INDEPENDENT SUPER NINTENDO MAGAZINE • ISSUE 6 • NOVEMBER 1993 • £2.25 • DM10 •

MAVERICK MAGAZINES

SUPER CONTROL

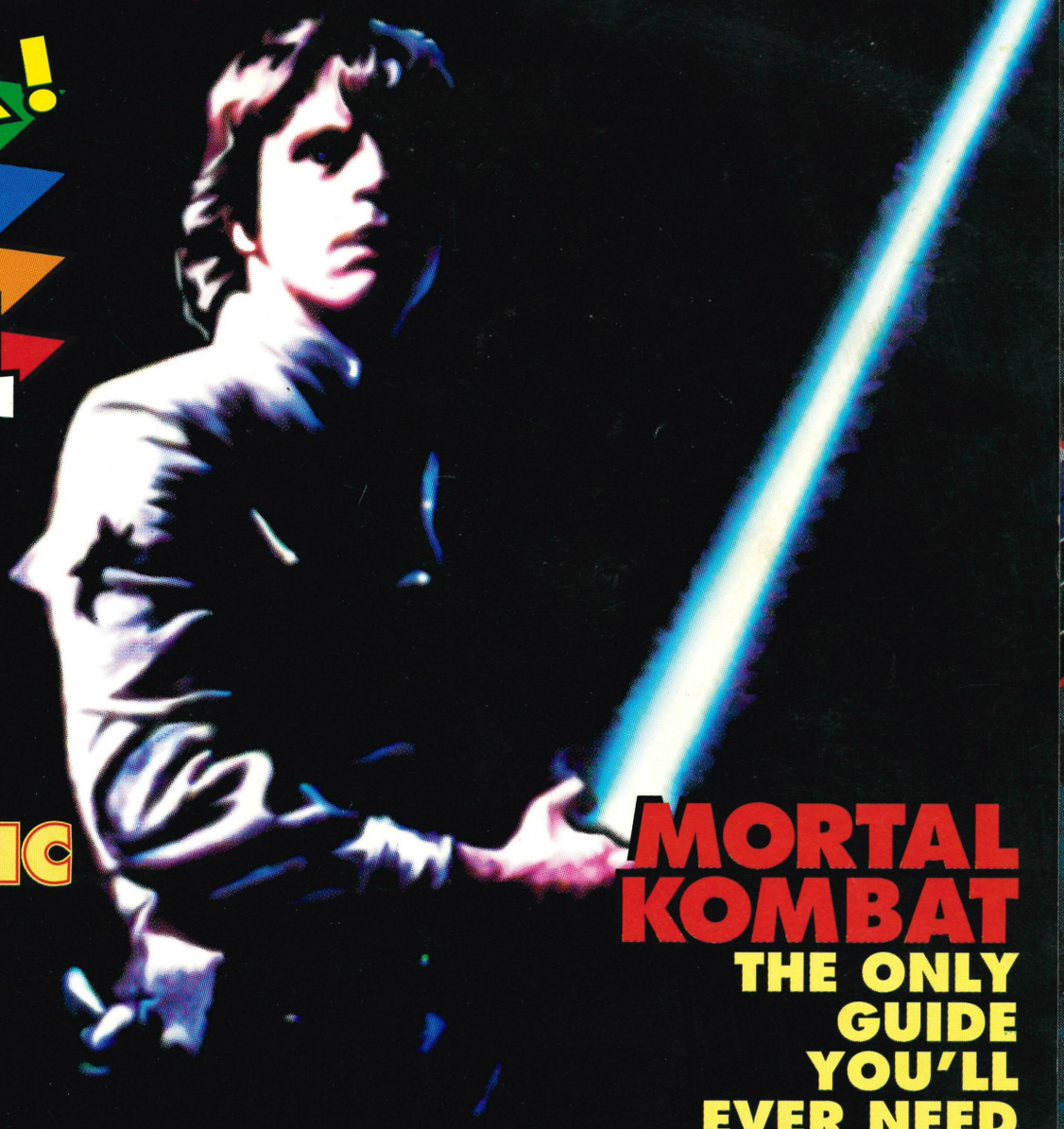
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100% SUPER NINTENDO

LOOK!

GAMES FOR £4

RUSH TO PAGE 14



GRRRR! JURASSIC PARK

EXCLUSIVE REVIEW INSIDE

MORTAL KOMBAT

THE ONLY GUIDE YOU'LL EVER NEED

REBEL REBEL!

THE EMPIRE STRIKES BACK ON SUPER NINTENDO

IT'S JURASSIC!

You have five minutes to beat T-Rex and win £500 CASH!

0839 406027 INSTANT WIN!!

RALEIGH ACTIVATOR 2

Or any other mountain bike up to £200!

0839 406026 INSTANT WIN!!



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When you win any one of these games machines you also win the latest JURASSIC PARK game or any game of your choice. (Subject to availability)

SUPER NINTENDO

All the arcade action in your own home!

0839 406013 INSTANT WIN!!

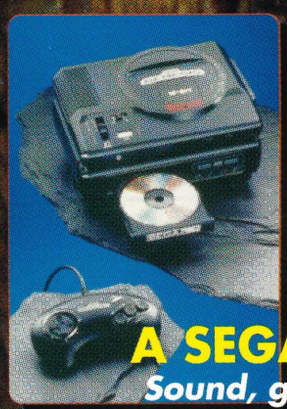




£150 WORTH OF GAMES

Run riot in a games store!

0839 406023 INSTANT WIN!!



SEGA MEGADRIVE

0839 406029 INSTANT WIN!!

JOYSTICK

Any joystick up to the value of £70!

0839 406016

A SEGA MEGA CD

Sound, graphics, games! More Mega!

INSTANT WIN!! 0839 406028

AMIGA A1200

Win this amazing 32-bit wonder!

0839 406015 INSTANT WIN!!

WRESTLING VIDEOS

Win £60 worth of wrestling action!

0839 406021



£150 WORTH OF SPORTS GEAR

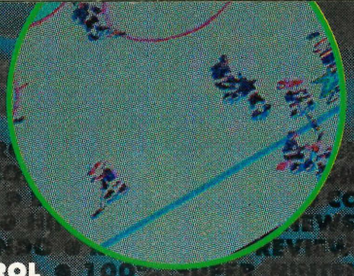
0839 406018

A SEASON TICKET

To the football club of your choice!

0839 406022

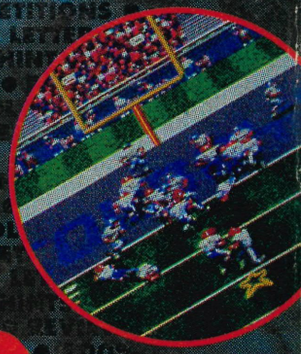
Calls cost 36p (cheap) 48p per min (other times). Max possible cost £3.60. Please be sure that you have permission to make this call. Where Instant Win!! is indicated there is no Tiebreaker and prizes are won instantly. Other competitions end 30-11-93 and involve multiple choice questions with tiebreaker. Raleigh, Nintendo, Sega, Amiga & Jurassic Park are all registered trademarks of their respective companies. We are not related to or endorsed by them. For rules & winners names, please send SAE to: IMS Ltd, PO Box 28, Northampton. NN1 5DS



Last month Nintendo announced its intention to keep most of its cartridge prices down to £39.99. A noble move, especially when it has taken to signing up certain third-party games, namely Bubsy, Nigel Mansell and Lost Vikings, which will be released at this price. While this is all very well for Nintendo in the UK, third-party publishers like Acclaim, Interplay and Elite can't afford to release games at these prices with the yen so strong against the pound.

"What's that got to do with it?" you ask. All carts are manufactured by Nintendo in Japan and these are then bought by the publisher using yen. With the exchange rate the way it is, it now costs more in pounds to buy the carts from Nintendo than it did six months ago. This means that publishers have to charge a higher retail price for a game than they used to in order to maintain their profit margins. Of course higher prices result in lower sales in most cases. So why do the publishers bother if margins are being squeezed so much? Well, who knows, but Electronic Arts has pulled out altogether this week.

This huge company has decided that Super Nintendo publishing is no longer profitable. Losing a major player like this can only be detrimental to the Super Nintendo's long-term prospects – no matter how good a machine it may be technically, it is only as good as the games available for it. Losing out on the next wave of very promising sports games from EA is a sad loss for the machine. If Nintendo wants to keep up with Sega, the last thing it needs is for a top-quality software publisher like EA to drop out. Nintendo has to make these carts cheaper to buy or it could end up strangling the very big European market.



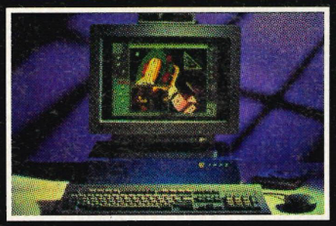


CONTROL

Lloyd, had been dismembered, de-stuffed and decapitated by an unknown assailant. Suspects rounded-up so far

NEWS FLASH! "Chappie" (the Maverick mascot) was found mutilated in a far-flung corner of the office yesterday. The stuffed toy, a good friend of Richard

The Super Control News



"PROJECT REALITY"
Nintendo's new 64bit supermachine unveiled, plus all the autumn ECTS goodies hit the news.

6 EA drop the Super Nintendo
8 New range of Virgin books
9 Thunderbirds are go!

Hotter-Than-Tepid Previews



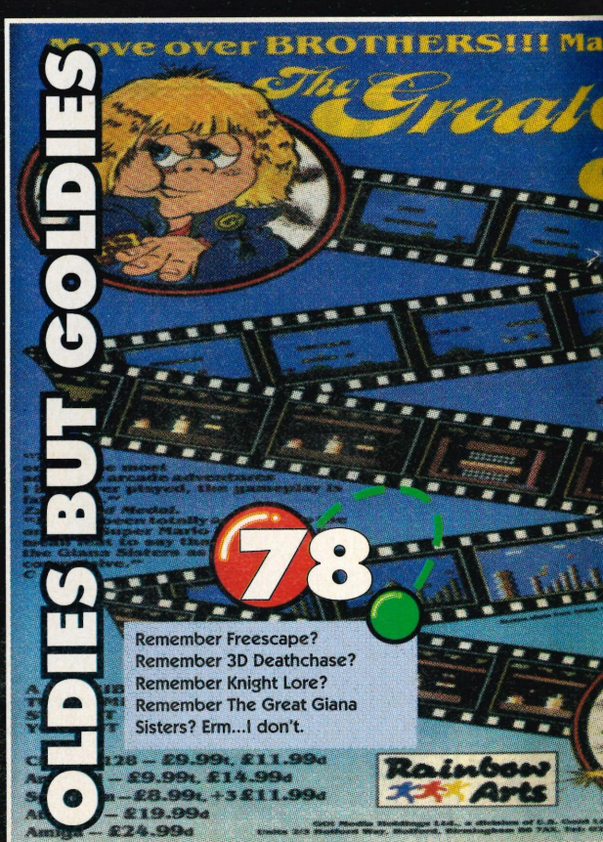
JEDI JAPES
The Force returns for a second bash at the Empire. Mindscape treats us to 'the triple', with Championship Pool, Wing Commander: Secret Missions and Captain America.

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62 Total Carnage
64 Magic Boy

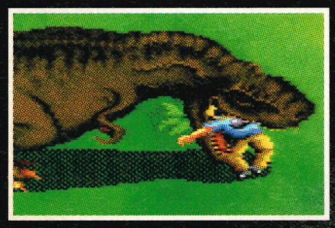
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Cooler-Than-Flaming Reviews



THE MAIN BIT
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ACCESS ALL AREAS

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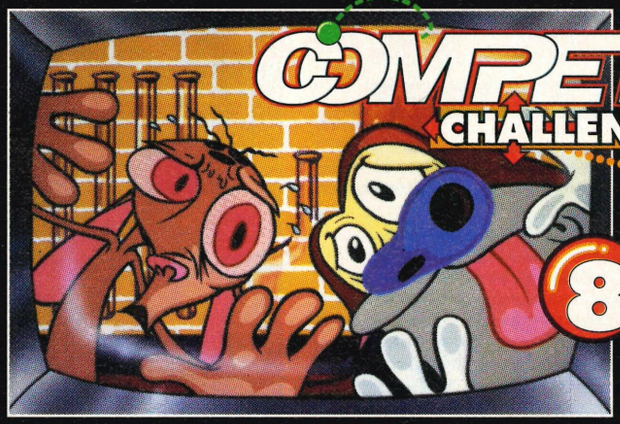
HELP!
It's about this time of night that I like to slip a squirrel under a hairbrush, pull my trousers RIGHT UP and welcome Access All Areas into my living room.

INSTANT RELIEF 86
It's fat, it's round, it bounces on the ground.

E.NTS

ES NGE 14
Games for a mere four quid? The new exchange service run by us here at Maverick Magazines starts on page 14.

You eediot, Stimpy! You've gone and given away a brand-new Phillips 14-inch TV, copies of the new Ren and Stimpy game, baseball caps and goofy suction window dolls!



COMPETITION CHALLENGE

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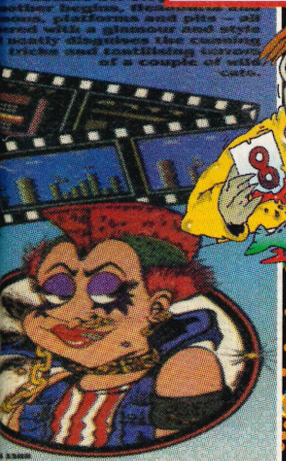
The ultimate in computer challenges! Super Control takes on Digitiser in a head-to-head battle of the giants!

THE DIGITISER CHALLENGE

94

The emergence of Alex Photi has taken its toll on young Andy Martin. It started last issue and the effects were clear to see. This month it's Andy's turn to converse with our intelligent readers, and as you may have already guessed, it's been all work and no Photi for the hardly-handsome Mancunian wonder boy.

RECORDED DELIVERY



OFFICIAL STAMP

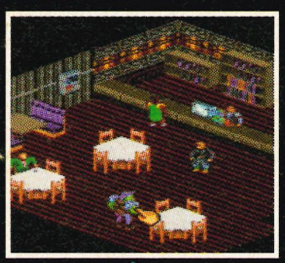
The superb Striker gets a UK release (and you lot have already been buying it in droves, haven't you?), as does Mindscape's Gods and the excellent-but-a-bit-easy Mortal Kombat. Mortal Monday is upon us at last!

88



Are you bored of this big shopping list yet? We've squeezed almost every SNES game into four pages that you probably flick past anyway – plus it's a git to write every month.

90



DIRECTORY ENQUIRIES

CLASSIFIED ADVERTISEMENTS

Send us your free advertisements for the world to see. By the way, do you know anyone who wants to buy an Amiga A2000 with an 80meg hard drive?

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include Keith Sloane, Andy Martin and Pam Norman. A private ceremony will be held later today, when the poor gorilla ends up torched by my Zippo...

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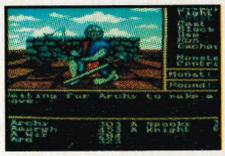


SILICON HEAVEN

Nintendo has hinted at the spec of its next machine.

- No more Electronic Arts
- Lots of new Virgin stuff, including Cool Spot

RPGs for all 8

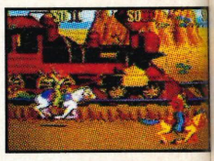


MIGHTY MAGIC

The impressive Might and Magic series is nearly ready for the Super Nintendo. Can Elite repeat this games' PC success?

- Daffy Duck gets his own game...on Mars
- Pink Panther from Tecmagik

Shooty, Sh



The SUPER Control N

WITH THANKS TO OLD ROSIE

NEXT GENERATION PROJECT REVEALED

64-BIT NINTENDO BY 1995



Nintendo has announced an agreement with Californian-based firm Silicon Graphics to develop its next home console. Silicon Graphics is the company behind the hardware used to produce visual effects in films like T2 and Jurassic Park, and Nintendo hopes that the combination of SG's expertise in graphic manipulation and Nintendo's gameplay experience will produce a world-beating machine.

It will feature 64-bit technology (four times as powerful as the Super Nintendo), exceptionally fast RISC processors (most of which are culled from the heart of existing SG machines) and a wealth of audio hardware. "Project Reality" as it is known is the first hard evidence of what Nintendo has been up to for the last three years.

Nintendo plans to launch this technology into the arcades in 1994 and into homes in the US by 1995, with a target price point of around $250.

The industry's response has been mixed, with Sega calling it a "spoiling tactic", claiming it reveals a big hole in Nintendo's research and development as it is effectively having to buy-in new technology. It is thought that Nintendo spent too much on unfruitful CD research. EA, heavily committed to 3DO, sees Nintendo and Silicon Graphics as now perceiving 3DO as, "More important than they have done. It seems to me they're essentially two years behind 3DO". 3DO, CD-based and also capable of impressive feats with graphics, launches in the US later this year.

EA FALLS OUT OF SNES WORLD

MAJOR PUBLISHER HALTS "UNPROFITABLE" PUBLISHING

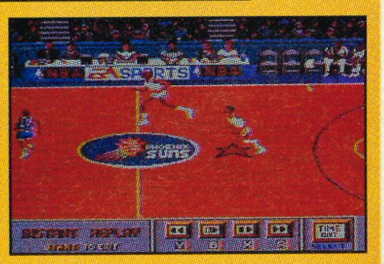
Electronic Arts, one of the world's biggest software publishers, has pulled out of Super Nintendo publishing in Europe describing it as, "not a profitable business". It currently has four games ready to go into production, but these are on hold until further notice. EA's European boss told trade magazine CTW that until the yen/sterling ratio improves or the prices Nintendo charge for manufacturing cartridges is reduced, it is not planning any manufacturing orders.



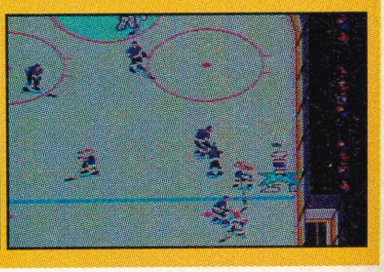
The four finished games are NHL Hockey '94, an all-new John Madden '94, NBA Basketball and a further unnamed title. Previous releases by EA in this market have not been up to standard – sources within EA admit that it is better at producing games on the Mega Drive, although pundits believe that this batch of releases would have been in another league in terms of quality and playability.

In a market where the top 10 games account for around 80 per cent of sales at any one time, quality, it seems, may indeed count. The loss of such a major player can only be damaging to the SNES market.









PLENTY OF BULLETS

More shoot'em-ups are on the way. For the record, they include:

- Konami's Lethal Enforcers
- Sunset Riders – Wild West ridin'
- Weird joypad

ews

THAT'S EDUTAINMENT!

This month we have some fascinating facts about Japan.

Japan is made up of around 3,000 islands, the four biggest are called Honshu, Hokkaido, Kyushu, Shikoku.

The islands are mainly mountainous with the most rugged region being the Japanese Alps on Honshu.

The highest peak is here and is a dormant volcano called Fujiyama to the south-west of Tokyo.

Fujiyama last erupted in 1707.

Japan has 160 volcanoes, 54 of which are active.

1,500 earthquakes occur every year.

It is the world's second largest producer of motor cars.

It is the world's third largest producer of electricity.

70 per cent of the land is covered in forest.

It has a population of 123 million.

85 per cent of the inhabitants live on 8 per cent of the land.

INFLIGHT ENTERTAINMENT

Nintendo of America has announced the launch of a customised Super Nintendo to be fitted on aeroplanes and in hotel rooms. It forms part of the Nintendo Gateway system designed to allow passengers or guests to access movies, shopping channels and control the lights and air supply as well as playing the latest Super Nintendo games. Improvements to fibre optic technology and digital compression techniques are cited as the reason for this new development.

ELECTRONIC ARCADE

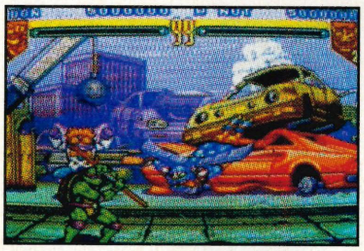
In a surprise move, Electronic Arts is to move into the world of coin-ops in the US with arcade versions of its successful sports titles. EA expects to introduce upgraded versions of John Madden Football initially, and at the moment it has decided to target sports bars and venues for older players, as opposed to traditional arcades. It is possible that 1994 will see a test launch in Europe.

NICK FALDO'S GOLF

Gametek, newcomer to the world of Super Nintendo publishing, has licensed Grandslam's Nick Faldo's Golf for the Super Nintendo. Already a hit on the Amiga, this kind of home-grown golf game is just what the Super Nintendo needs – up to now we've been stuck with ridiculous Japanese versions of a game they don't really understand.

NEW SUPER NINTENDO PACK

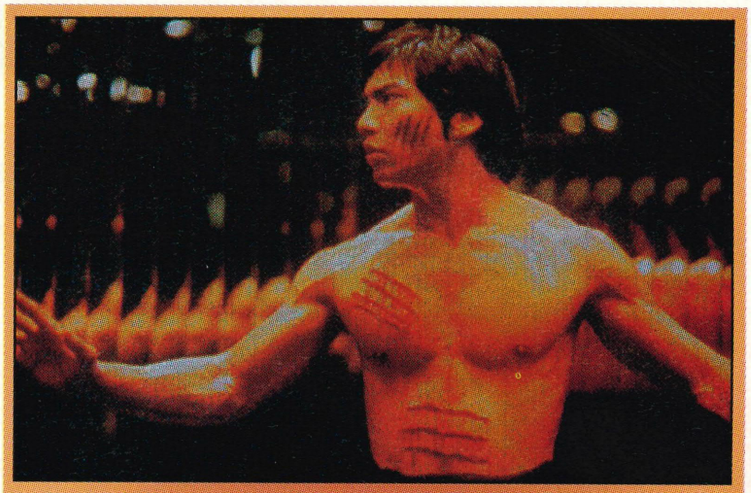
To complement the Star Wing and Super Mario All-Stars bundles, Nintendo has revealed what its next package will be. Yup, what a surprise, it's going to be a Street Fighter II Turbo edition bundle. It's going to retail for a mere £139 and will feature a copy of the 20meg Capcom game, a SNES and one controller. It will hit the shops in October.



TURTLES TOURNAMENT FIGHTING

The heroes in a soup return, courtesy of Konami, to a new game which is a departure from its usual style of beat'em-up. This one sees them taking part in a fighting tournament, organised by the ailing Channel Six in New York to boost its ratings. They haven't realised that the evil Karai is behind it all, with his aim being to lure the Turtles out of hiding and fling them upon the mercy of his hardest henchmen.

This is a one-on-one fighting game featuring the four turtles plus six other characters, any of which can be controlled by the player. The object is to fight your way past the other nine and then confront Karai's bosses. Will this compete successfully against the many other games of this genre?



VIRGIN TAKES OFF

Virgin has announced the rest of its initial batch of Super Nintendo releases, following last month's revelation that Cool Spot will lead the way.

Four titles will follow in the first quarter of next year, including a licence of the forthcoming biopic of Bruce Lee, Dragon. Taking the role of Lee himself, the player will take on 12 opponents in one-on-one fights against enemies including the allegedly notorious Sun Brothers, someone called the Oriental Fan Fighter (sounds kinky) and the Phantom who is a manifestation of the jinx that haunted Lee throughout most of his life, and it is believed gave Brandon grief as well.

Virgin claims the game has highly intelligent opponents, an array of combat moves including some hidden special moves, and says that the game had to be slowed down because it was running too fast. The game will need all that and more if it hopes to compete in the already crowded fight market.

A game more likely to succeed is The Jungle Book, an adaptation of the film, which puts you into the shoes of Mowgli as he leaps, slides and bananas his way through 12 levels of jungle japes. It seems that Virgin has done its best to retain the original spirit of the film, attempting to be as true to the characterisations and animation that made the Disney film the classic it is. The likes of Shere Khan the tiger, Baloo and a load of other jungle inhabitants including alligators, vampire bats and, erm, scary trees are included. Apparently a thing called a Dual Contour Map is used, which gives the game a foreground and a background, with the players interacting with both bits.

One to miss (probably) is Mohammed Ali Boxing, which met with a resoundingly mixed response on the Mega Drive. This is simply a boxing game with nothing much going for it other than the fact it features one of the most famous boxers of the late twentieth century, Joe Bugner. (Only joking!)

It will feature an arcade and a simulation mode so you can hit people with gay abandon (arcade) or think about it a bit more (simulation). You've even got the legendary Ali Shuffle, although why you'd want to be able to simulate the way Ali walks nowadays is beyond me.

Finally comes Young Merlin, a 16 meg tale of a wizard who suddenly finds himself entrusted with saving a mysterious land from some nasty old chap called a Shadow King. Merlin has got to bimble about doing his best to find assorted magical items and then use them at the right time to prevent this jumped-up little devil-worshipper from inflicting all sorts of nastiness on the land. That's about all I really know just now, apart from the fact it includes 4meg of speech and music on the cart, so at least it should sound alright.

Prices are undecided at the moment, but all the games will be appearing before spring next year.









DAFFY DUCK: THE MARVIN MISSIONS

Warner Bros' coolest quacker steps into the limelight for Sunsoft's new platformer, Daffy Duck: The Marvin Missions. Based on the hilarious cartoon Duck Dodgers in the 24 1/2 Century, The Marvin Missions is a one-player game cram-packed with 20 levels of pure action.

Daffy, as Duck Dodgers, fearless space crusader and interstellar protector, must foil the plans of Marvin the Martian planet conqueror. With five different terrains to battle across, the game adheres to the stylish Warner Bros animation loved by millions. From the spurting volcanoes of Magma to the ice rings of Zeus, Duck Dodgers must carefully choose which of the six weapons at his disposal are the most useful when battling against the crazed cacti and instant Martians (just add water) that roam the desolate vacuum called space.

The different weapons aren't the only collectible bonuses – extra lives, extra ammo and loads more can be bought from Acme Space Mart.

With only 20 visible stages, Daffy Duck may seem small. Don't worry though, because there are loads more secret levels which hide goodies galore!

With the game pencilled in for a November release, Daffy's whacky cartoons will just have to do you for the time being.





Did you know that the Acme company actually exsisted? A 50 cent rubber washer which it supplied for the first Apollo rocket failed and prevented the multi-million dollar launch

PINBALL DREAMS

The best pinball game on the Amiga is coming to the Super Nintendo through new publisher Gametek. Originally released by Hewson nearly two years ago, it revolutionised home computer pinball and nearly brought the office I was working in at the time to a grinding halt as everybody crowded round to play it.

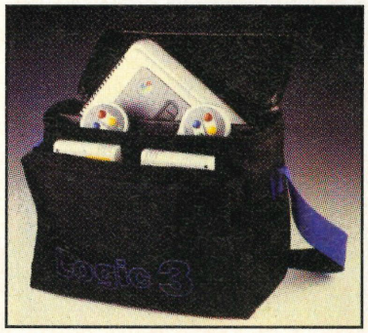
The game features four expertly-designed tables, each with its own theme. Ignition is a futuristic-style table with plenty of stars and rockets flying around. Steel Wheels is based around a railroad in the Wild West. Beatbox has a wild soundtrack as you attempt to get your bonus level up to number one in the charts, and Nightmare is a horrific and spooky table design with plenty going on. If it retains the speed and playability of the Amiga original then this game can't fail to be a classic.



YET MORE ACCESSORIES FROM LOGIC 3

Logic 3, a company that can only be described as prolific, has now come up with a carry case that is just the right size for your Super Nintendo. You know how it is – you're going away to your aunt's for a week at half term and she has to be the most boring woman on the planet, still stoically convinced that you are seven years old, and she won't believe for a minute that you really don't want to go and feed the pigeons in the park. There is no option, you have to take your Super Nintendo, but how to sneak it in without her noticing?

Simple, just pack it all in this nice case from Logic 3 (a mere £16.99). At last, a sanctuary from overbearing family members...



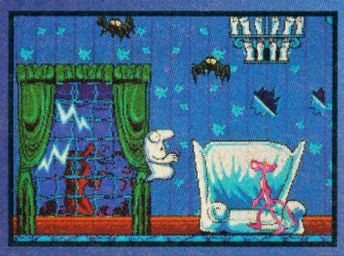
IN THE PINK

Tecmagik's Pink Panther is shaping up for release here in the UK just the other side of this Christmas, and the full spec has been revealed to us. This one-player platform-style game will feature 15 levels on an 8meg cartridge.

Pink has been called to an audition in Hollywood, but unwittingly becomes the star attraction. An adventure naturally leads on from this, in which his task is to escape the clutches of his bungling nemesis, Inspector Clouseau, and a further posse of foes determined to hunt down the brightly coloured feline.

Original creator of Pink, Fritz Freleng, has been closely involved with Tecmagik during the design process, ensuring that the video game remains as close to the feel and spirit of the original cartoon as possible, with special attention paid to movement and facial expressions.

As if all this wasn't enough to have Panther fans drooling, the original music will be included in all its glory, leading no doubt to a resurrection of all those crap dead-ant jokes that plagued the playgrounds of a generation. Ah well, you can't have it all I suppose.









PATRIOT GAMES

A new pad is about to be released by Fire that allows the player to access most of the SFII special moves at the press of a button.

Called the Patriot, it has eight pre-programmed settings so that the four extra buttons perform the right combinations to access each character's special move. For example, if you select Blanka you put it on setting one, then pressing button C (one of the four new buttons) will automatically perform the electricity move. With certain similar characters sharing a setting (Ryu and Ken are together as are Blanka and Honda), all 12 characters including the bosses are catered for.

On top of all this it has the normal six buttons, with each of the four fire buttons having turbo and turbo-rapid fire switches. There is also a slow-motion switch, although I've always found them a complete waste of time.

The Patriot will be available in this country towards the end of October at a mere £18.99.



MIGHT AND MAGIC II

Following the huge success of the Super Nintendo's premier footie game, Striker, Elite is set to release the PC role-playing smash, Might and Magic II. M&M II is apparently one of the biggest RPGs ever created, with a whopping 16,000 3D locations crammed onto an 8meg cartridge.

The game is viewed from your party's point of view, allowing you to move freely around the 3D landscape a là Dungeon Master. Encounters with monsters are frequent and with 250 different creatures the game is varied as well as absorbing.

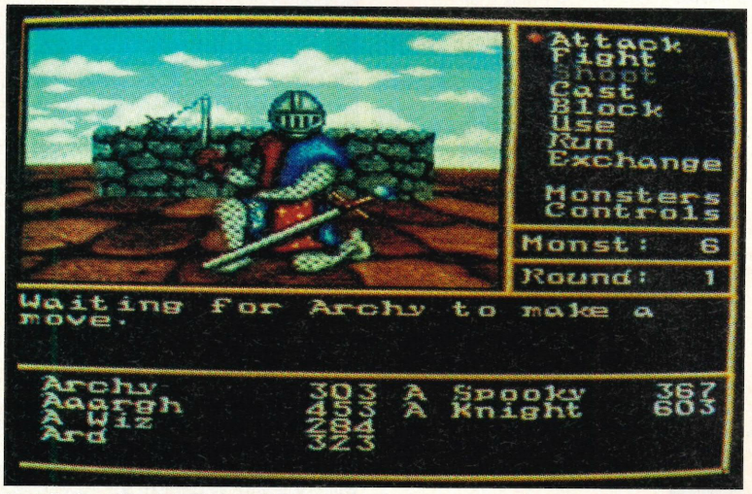
The aim is to create a party of eight by rolling a digitised dice, then set off in the hope of saving the world of Cron. Each member of the team is unique, with skills such as intelligence and endurance determined by the dice roll. As your team progresses through the game, each of your adventurers' skills will advance too. Knights will become more proficient with weaponry while clerics and sorcerers will learn many of the 96 spells and scrolls available.

Although M&M II has an overall plot, the game is mainly based on a series of smaller, more in-depth quests which gel to make one big game. The tasks, such as slaying giant arachnids or rescuing fair maidens in distress, start off easy but get more difficult in proportion to your characters' skills. There are also over 250 weapons and collectibles to make your life as a wizard, fighter or whatever that little bit easier.

One of Might and Magic's most distinguishing features is the auto-mapping facility that records every step of your adventure. Simply have one of your characters learn the skill of cartography and you will no longer have to manually draw maps. The game also has a battery back-up save feature which is a gift for a game of M&M's immense proportions.

Even though Might and Magic II is a sequel, no previous experience of RPGs is necessary. That's the beauty of M&M – it caters for the virgin role-player as well as more experienced gamers. The simple icon control system makes the game easy to pick up and even easier to play, making Might and Magic II one of the most eagerly awaited RPGs this year.

Watch out for it when it appears in mid-November, although no price has been confirmed as yet.



Very flash, mate, very flash. But the question is, can you actually get back up again while you are wearing all that armour?





This is presumably the land that you have to walk around killing monsters. Pretty, isn't it? It doesn't exactly look like a home to assorted evilness though

(Below) Gargoyle flashers are the least of your problems when you have to face up to big spiders (above) and victims of toxic waste (below right)





THUNDERBIRDS ARE...PUPPETS!

Just when you thought it was safe to walk the streets without getting involved in a punch-up between two grown adults over the last Tracy Island left in the shop, Empire will release a game based on that peculiarly popular puppet-populated piece of prime time programming that is Thunderbirds.

Thunderbirds, it seems, are go. With 10 missions, each involving a different style of rescue mission and all your 'favourite' characters, it is up to you to take charge and make sure you make the best use of the five Thunderbird vehicles at your disposal to ensure that each mission is completed successfully.

Although it's being released by Empire over here, it seems all this has been started by the Japs, who are even more crazy about the Tracy family's antics than we are. The Japanese equivalent of Blue Peter constructed a Tracy Island using advanced electronics that actually included real radar and working jets on the models! The programme was naturally inundated with queries but didn't have to rely on a national newspaper to do its dirty work for it.

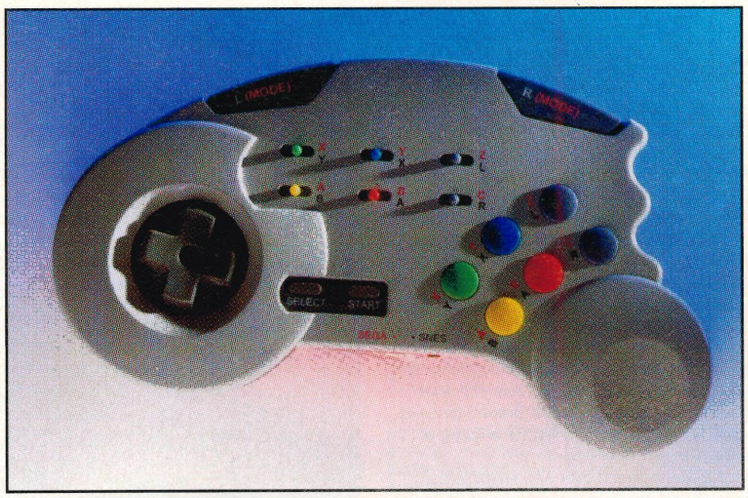
The release date for Thunderbirds is, ooh, months away but I thought I'd tell you anyway.



IT MAKES ME SO MAD!

As if it wasn't enough that every shopkeeper in the land has been offering special, 'Jurassic-sized deals' on everything from strawberries to condoms, Thornley Distribution has decided that its new brand of joypad in its Slick Sticks range will be known as the Raptor.

This odd-looking joypad looks like the product of a bad night at the wind tunnel and certainly couldn't be described as conventional. Whether it will be useful remains to be seen. From what we can gather, the idea is to rest the heel of your thumb on the flat, round bit and wrap your fingers around the edge. It has eight buttons with auto-fire and turbo-fire on all of them, and is compatible with both Super Nintendo and Mega Drive. The Raptor will be available very shortly for £19.99.



IMMACULATE TOMES

Virgin Publishing, best known for being in the same building as Virgin Interactive Entertainment, has a series of video game-related books lined up for release this autumn.

Along with four Sonic titles there will be an official GamesMaster book which has been put together by the team behind the programme. This GM book will feature all the popular elements of the programme – the GamesMaster himself, the challenges, the tips and features and a whole lot of other related topics. The final part of its line-up will be a Super Nintendo-dedicated full-colour tips book written by a chap called Nick Roberts (Who's he?), packed to the loose-leaf cover with tips and cheats and all the usual malarkey that you can find right here in Super Control.

LETHAL ENFORCERS: A COP WITH A PINK GUN?

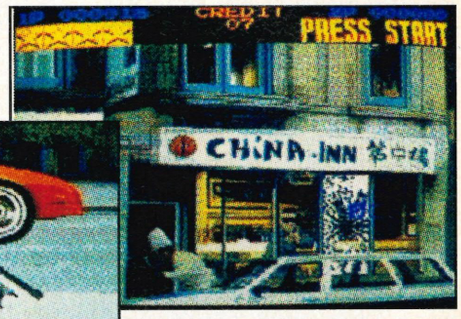
You've probably seen the Konami arcade machine of the same name – people stand in front of it shooting assorted villains with pink and turquoise guns. Hardly macho I'll grant you, but it is definitely a damn fine laugh. Konami has announced its intention to release a Super Nintendo version.

The game starts with you as a rookie cop, shooting your way through the streets blowing away every villain and innocent bystander you can in your race for promotion. Whether the game will be Superscope compatible or come with one of the blue and pink guns has yet to be decided, but we'll know by the time it is released in January.



Some people have no idea of road safety, opening their doors while moving!

Look out, compley mad Chinese person! This game must be set in Manchester



Yet more politically incorrect antics as you run around shooting every ethnic minority you can think of

HEAD HONCHO OF OCEAN IN SENILITY SHOCKER

David Ward, main man at Ocean and gratuitous limelight grabber, is believed to have gone, "completely off his rocker" in the past few weeks. Rumours began when he started talking to one Mr Nutz, the eponymous character in Ocean's next SNES title, and continued with the issuing of a press release detailing how Mr Nutz had "signed" for Ocean, telling of his drop out from the International School for Cutie Characters and his alleged drink problem.

We at Super Control have one thing to say to you Mr Ward – wake up and smell the coffee, pal. This Nutz character isn't real, he doesn't exist in real life and all he actually consists of is a collection of pixels bouncing around the screen in a nauuseating manner. Personally I blame the aluminium in the water...



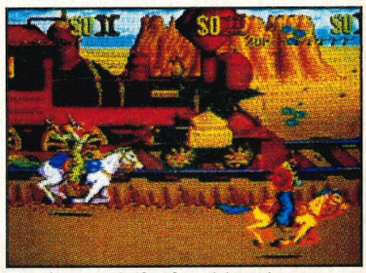
David Ward shakes hands with a make-believe character that actually looks more ridiculous than he does. The men in white coats were just out of shot when this picture was taken



SUNSET RIDERS

Yee haw, or something. Yes, Konami is giving you the chance to ride through the Wild West as a bounty hunter, tracking down assorted bank robbers, outlaws and general ne'er-do-wells.

This is yet another of Konami's conversions of its own successful coin-ops, although this one is generally regarded as not one of Konami's best, although the Mega Drive version held up reasonably well. Ah what the hell, it's a shoot'em-up just like every other game these days, but I'm sure you'll rush out in your thousands to go and buy it anyway.



The simple solution is not to eat so many beans, chaps





It's time for a, "Roll out the barrel" caption. But then again, on reflection I probably won't bother, it isn't really funny, is it?



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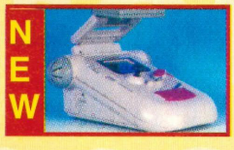
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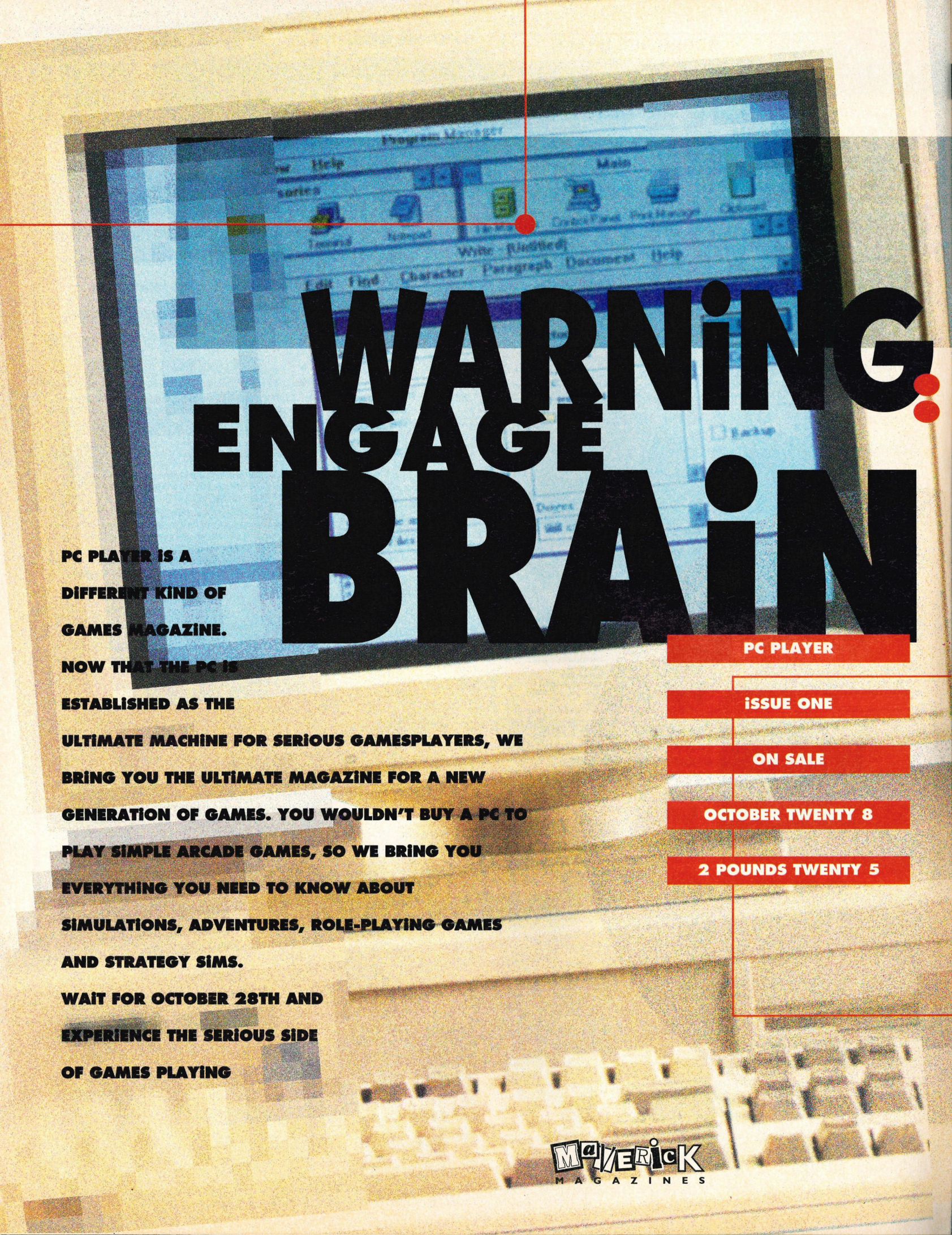
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ZOMBIES

Already very popular with a few folks in the office, Konami's Zombies grabs the B-movie horror tradition by the neck and wrings a hilarious video game out of it.

Zombies are taking over the neighbourhood and it's up to you, armed with nothing more than a water-pistol and a first aid kit initially, to save the neighbours and their dogs, cats and children from the marauding band of undead. With a load of pick-ups to enhance the gameplay, this top-down clean'em-up is not lacking a sense of humour. Look out for it just after Christmas.



Konami makes George Romero proud, bless 'em

WOLFENSTEIN 3D

A tale of blood and Nazi-bashing will soon be making an appearance on the SNES, if Nintendo approves it. Originally little more than a PD game, Psygnosis snapped up this first-person perspective 3D shoot'em-up and published it amid some controversy on the PC. Since then Imagineer has signed it for release on the Super Nintendo, a machine perfectly suited to the scaling the game uses to create the dungeons where the action takes place.

The game is very bloody – you walk around shooting with anything from a single-shot luger to a chain-gun. A large number of cannon-fodder soldiers in Nazi uniforms get cut to ribbons by the stream of hot lead and lay bleeding on the ground for the rest of the game.



Nintendo is notorious for not being a big fan of excessive blood and gore in its games – for example, look what it did to Mortal Kombat. Add this to the Nazi imagery and I can see Nintendo taking a very dim view of this game. We shall just have to wait and see.

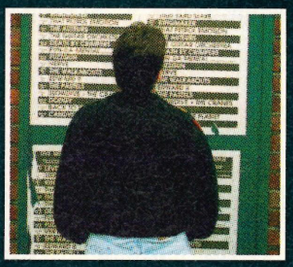
LAST ACTION HERO

He was due a flop sooner or later and Last Action Hero was certainly Arnie's low-performer. This is the tale of a kid who gets sucked into the fantasy world of movies and then hangs around with Arnie, but at least it made into a half-decent film. This is probably more than can be said for the game which goes for the tired old side-on beat'em-up format, not even bothering to offer a bit of depth in the style of Final Fight. It vaguely follows the film's plot and intersperses the odd car chase here and there, but once again it looks like a potentially cracking film licence has been wasted.



WHO COOED AT THE FLUE?

Julie Boardman



Jools 'no tyres' Boardman has certainly had the most eventful month. However, it was not eventful enough to warrant any description here. Jools did however move down to Oxford. But so did the rest of us.

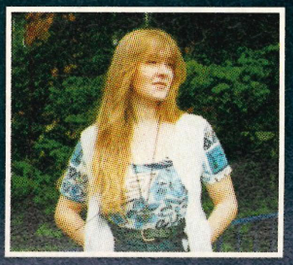
HOW SICK ARE YOU OF JURASSIC PARK?
As sick as I was in someone's garden on Friday night

WHAT MAKES YOU TICK?
Correct answers

USE 'PHOTI' IN A SENTENCE ABOUT MELONS
I like the taste of water melons, erm, Photi

DID MORTAL MONDAY MELT YOUR CHEESE?
Yes, but only because the new Wonderstuff EP came out

Albert West



Allie has received far too many letters enquiring after her marital status this month, and is therefore being ignored.

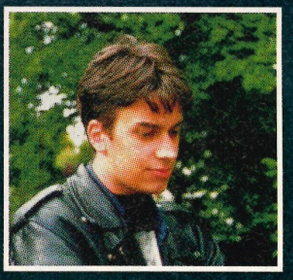
HOW PICK ARE YOU OF JURASSIC PORK?
My boyfriend looks just like a small goldfish

WHAT TAKES YOUR PICK?
Black pudding with tips of the cabbage. Probably

USE 'PHOTI' IN A SENTENCE ABOUT CARPET CLEANER
I can't get no satisfaction, Phot-i do the shake 'n' vac

DID MORTAL MONDAY MAKE THE EARTH MOVE FOR YOU, DAAHLING?
If you can tell me why I don't like Sundays, then Bob Geldof shall be crowned king

Alexis Simmons



This is Alex's last issue of Super Control. Good-bye, farewell and amen. So long, pardner. His work here is done. He has ceased to be. No more the fool. Stranded at the car wash is good old Al.

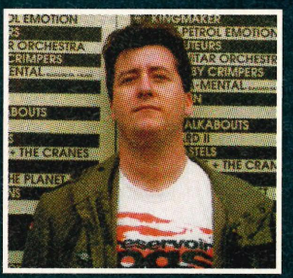
WOW, ALAN RICKMAN IN HYDE PARK. FED UP?
Hyde Park's in London, the Sheriff of Nottingham can be found at the top of the Nakitomi building

POT OF GOLD. POO OR WHAT?
Potty of gold is filled with sweet-smelling poo with a slight metallic hint

USE 'PHOTI' IN A SENTENCE ABOUT CARDIGANS
To make a lovely angora cardi, knit one, Photi one, then stitch on some nice pearl buttons

MORTAL MONDAY – PLENTY GOOD?
Yes, but only because of the Depeche Mode new releases

Paula Mallinson



...And Paul has buggered off too. Time has been called at the last chance saloon as far as he's concerned. The gates are locked. The lights have gone out. And more 'end' descriptions too.

HOW ABOUT MICK AND JUNE OF WHALLEY RANGE?
You gotta laugh at all the people who fell for the hype...

DES O'CONNOR TONIGHT?
Not tonight, no. Maybe later, with tatty water

USE 'PHOTI' IN A SENTENCE ABOUT FISH
Only the best for the Captain's Photi. Hello?

WHAT DID YOU DO ON MORTAL MONDAY?
Bought 'In Utero' instead

Andrea Martin



Sorry this section doesn't line up, but it made me ruddy laugh! (Art Ed)

Apologies from Andy for those of you hoping that he'd cleared off as well. Unfortunately (especially for the anti-Andy and Alex league), he will be staying put. And I'm afraid that's as interesting as that one gets. Ho-hum.

XTC IN THE BATH ON WIMBLEDON COMMON. WHAT WOULD THE CHARLATANS SAY?
XTC says, "We're only making plans for Nigel." Charlatans, "Most of the time you are happy. You're a weirdo"

THE $64,000 QUESTION...RIP-OFF OR CUNNING VIRTUAL REALITY STUNT?
Cunning Virtual Reality rip-off = Bob Monkhouse = suspicious

USE 'PHOTI' IN A SENTENCE ABOUT PHOTI
Photi, eat your Pho-tea before it congeals

HELLO MORTAL MONDAY, ARE YOU RECEIVING ME?
Sonic Tuesday, Nutz Thursday, every day is like Sunday, and Saturday night's alright for fightin'

SUPER CONTROL GAMES EXCHANGE

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● Yup, for a mere four pounds you can swap your old cartridges for different ones. How? Here's how:

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● All you have to do is fill in the form below telling us the three games you would prefer, make out a cheque or postal order for £4 and send them, complete with a self-addressed Jiffy envelope to Maverick Magazines, 16-17 Hollybush Row, Oxford, OX1 1JH.

● Not only will this get you into our exchange service but it will also enter you into our free monthly prize draw – each month's winner will receive a brand-new Super Nintendo game.

● Only original vouchers from the pages of Super Control will be accepted. Games submitted with photocopies or anything other than the original form will be immediately returned to the sender.

● Cheques and postal orders should be made payable to Maverick Magazines. Postal orders are available from your local Post Office.

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FREE PRIZE DRAW

XCHANGE

OFFICIAL GAMES

- Actraiser
- Addams Family
- Aguri Suzuki F1 Driving
- Alien 3
- American Gladiators
- Another World
- Asterix
- Axelay
- Bart's Nightmare
- Batman Returns
- Blazing Skies
- Blues Brothers
- BOB
- Cal Ripkin Baseball
- Claymates
- Cool World
- Cybernator
- David Cranes' Amazing Tennis
- Death Valley Rally
- Desert Strike
- Dragon's Lair
- Drakkhen
- Equinox
- Exhaust Heat
- Family Dog
- Final Fight
- First Samurai
- F-Zero
- George Foreman's KO Boxing
- Gunforce
- Home Alone
- Home Alone 2
- Hunt for Red October
- James Bond Jnr
- Jimmy Connors' Tennis
- Joe and Mac
- John Madden '93
- King Arthur's World
- Krusty's Super Fun House
- Lagoon
- Lemmings
- Lethal Weapon
- Lost Vikings
- Mario All Stars
- Mortal Kombat
- Mickey's Magical Quest
- NHLPA Hockey
- On the Ball
- Outlander
- Paperboy 2
- Parodius
- PGA Tour Golf
- Pilotwings
- Populous
- Powermonger
- Prince of Persia
- Pugsley's Scavenger Hunt
- Push Over
- Race Drivin'
- Rival Turf
- Robocop III
- Sim City
- Spiderman and the X-Men
- Spindizzy Worlds
- Star Wing
- Striker
- Super Adventure Island
- Super Aleste
- Super Battletank
- Super Bomberman
- Super Castlevania IV
- Super Ghouls and Ghosts
- Super Goal
- Super James Pond
- Super Kick Off
- Super Mario Kart
- Super NBA Basketball
- Super Off Road
- Super Pang
- Super Probotector
- Super R-Type
- Super Smash TV
- Super Soccer
- Super Star Wars
- Super Strike Eagle
- Super Strike Gunner
- Super Swiv
- Super Tennis
- Super WWF
- Taz-Mania
- Test Drive II
- Tiny Toon Adventures
- Tom and Jerry
- Top Gear
- Troddlers
- Turtles IV
- Ultraman
- UN Squadron
- Warpspeed
- Wayne's World
- Wing Commander
- World Class Rugby
- WWF Royal Rumble
- Zelda II

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SUPER CONTROL

GAMES EXCHANGE

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I WOULD LIKE TO SWAP THIS GAME

FOR ONE OF THESE THREE:

1

2

3

METHOD OF PAYMENT (MADE PAYABLE TO MAVERICK MAGAZINES)

CHEQUE POSTAL ORDER

FOR OFFICE USE ONLY: RECVD (DATE)

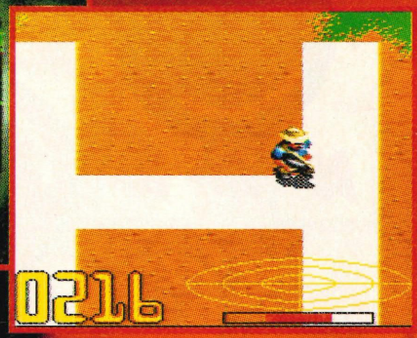


"If you see the Triceratops, run like crazy!" warns Tim. Well thanks, Tim. A little late considering I've been trampled into the ground already, eh?



Grab the batteries to charge up the night-vision goggles which intensify light, allowing you to see clearly

Erm, does this rather large H mean help? Hologram? Haçienda? Ah, I know, halitosis alert...



JURASSIC PA

SPIELBERG'S BLOCKBUSTER IS UNLEASHED



Jurassic Park, eh? Over-hyped, overrated and over-the-top. But I love it and from the record-breaking sales figures it seems that just about everyone on Earth has gone crazy over dinosaurs. Some of the merchandising you can buy now is ridiculous, with every Tom, Dick and Harry slapping a dinosaur on their product to cash in on the latest craze.

Jurassic Park the Super NES game is an official product, but is programmed by Ocean. Hmm...

I'll give JP a fair chance, but to be honest it doesn't look too good so far. Ocean and film licenses haven't been very compatible in the past. Take Robocop 3 for example –very poor. However, Jurassic Park is thankfully not a platform game, which is a promising start. It is in fact an arcade adventure viewed from above, with the palaeontologist Alan Grant under your control.

Starting off under the gates that lead into the park, Ian Malcolm, scientist and chaos theorist, appears and explains the first mission which is to restore power to the park. Ah, that's right – Nedry cut the power to get the egg embryos safely to the ship. According to Malcolm, the generator is in the Nebular utility shed which lies to the south. Exploring the island is simple, you just guide Grant around the plush green grassland and through the dense forests using signs to find your way around.



Don't be fooled by the Dilophosaur's lame look. Their spit is poisonous, messing up the joypad controls and sending Grant into a wandering stupor

MARC BOLAN

Within seconds you'll see the first dinosaur, a Compsognathus. Now it's not really that impressive, rather like the Brachiosaurs in the film, so don't bother gasping in awe...just go right ahead and shoot him. Woah, hang on a second, surely Dr Grant wouldn't do anything to harm a dinosaur, would he? Not so, in this game it's either the Compy or you, so make the decision – you can either zap the little bugger with your cattle prod or get mauled to death by a two-foot chicken with scales.

With his first kill under his belt, Grant can move on to bigger and better things. Lurking in the bushes is a Velociraptor, a mean beast with claws that can rip out a man's intestines with a single slash. It's fairly obvious that this six-foot thoroughbred killer isn't going to be particularly scared of a tazer. No, you need something bigger, maybe something nuclear?!

Opting for artistic licence instead of closely following the film's plot, Ocean has allowed Grant to collect a serious arsenal of weapons, including shotguns, rifles and rocket launchers. With the inclusion of such damn great weapons, Jurassic Park soars up in my estimation. Just like the film, the game is action-packed. Excellent.



There are secret levels which you'll find completely by accident most of the time, or by walking into every wall you face



Once inside, a load of lives, extra weapons and energy bonuses can be collected

This is a pleasant surprise. I was all set for this to be a complete turkey of a game – film licences do have a habit of failing to live up to their potential. But at least Ocean has tried to do something imaginative here. The emphasis is on problem-solving and exploration, rather than merely shooting dinosaurs which was all I expected. There's a bit too much walking about and retracing of steps, but it is essentially a sound game design. The impressive presentation, especially in the interior sections, and the Dolby Surround Sound all go towards making a very good game.

JOOLS

STEGA-SOREARSE

Having bagged a few 'Raptors and located the utility shed, walking inside takes you into a completely different world of 3D graphics (coo). The building exploration sections of Jurassic Park are all viewed in 3D from Alan Grant's point of view, a bit like Dungeon Master with dinosaurs, but using continuous scrolling rather than flick screen.

Obviously each building is divided into rooms, the doors opening automatically when you walk towards them. But you'll

ALL SYSTEMS GO!



To log onto a computer terminal, simply walk up to the machine and the user-friendly Jurassic Park menu will appear



Enter the park's control system, open the communication lines or set up the computer preferences



There are 24 tasks to complete in Jurassic Park, including getting the computer system back on line and destroying the 'Raptor nest using nerve gas. You'll also have to collect all 20 'Raptor eggs

RK



Elevators take you from one level to the next. Inside the park buildings. Some that take you to the sub-levels are hard to find



ID cards are vital, as a lot of the doors need security passes. Some need computer security clearance

DOYOUTHINKHESAURUS



TYRANNOSAURUS REX
Up to 30ft long, the T-Rex is impossible to avoid once it has found you. Don't even bother standing still, because it'll bend down and bite you in half

PACHYCEPHALOSAURUS
The Pachycephalosaurus is very territorial and will therefore only attack if you get too close. It charges towards you, head-butting away your energy

JURASSIC WASP
These are more of a pain than a threat. The wasp bugs (groan) Grant until it's shot. Don't waste a rocket on this beastie, zap it with the cattle prod

COMPSOGNATHUS
These are also a real pain in the arse. They nip away at your energy bar, then run away if you turn nasty. Nuke with the cattle prod or use the gas grenades



DILOPHOSAUR
More commonly known as a spitter, this gobs poison phlegm which stuns their victim and reverses the joypad controls momentarily

GALLIMIMUS
This runs around in herds, threatening to stampede if you attack. Mind you, they stampede anyway, so rip 'em to shreds with your shotgun

VELOCIRAPTOR
One of the most vicious dinosaurs, the 'Raptor sometimes hunts alone but often in packs of two or three. Use a rocket launcher

TRICERATOPS
Heed Tim's advice and run like crazy when you see this. It thunders down the screen like a stampeding rhino, so dodge to the side...or die



There are 24 tasks to complete in Jurassic Park, including getting the computer system back on line and destroying the 'Raptor nest using nerve gas. You'll also have to collect all 20 'Raptor eggs

Each time you lose one of your four lives you'll go back to the last building you visited, unless you touch one of the street lamp-like restart posts



probably stumble upon your first problem right about now, as some of the doors are locked and need ID cards to open them. Each character from the film has an identification card, making a total of around eight. Eventually you'll have to find all of them, and will find yourself frantically rummaging through the undergrowth in the hope of finding a missing card. But for now, because you are quite near the beginning, the cards will be easy to find. In fact you'll find two in the 'Raptor pen if you look hard enough.

Along with locked doors, some rooms are cloaked in darkness and cannot be explored safely unless you have the light-intensifying goggles charged up. To inject power into the goggles, just pick up one of the batteries which you'll occasionally stumble across. With the goggles strapped on, everything has a green tint, including the dinosaurs which as luck would have it can see in the dark.

Lining some of the walls are green computer terminals which, once the power has been restored and the system rebooted, allow you to fiddle with the park's security. By moving Dr Grant's finger around the touch-sensitive screen, the park's electrified gates can be opened and closed, the motion sensors can be activated and security clearance can be issued, allowing you to get past the locked doors. Communication links with both the ship and the mainland can be rigged up too, but only from specific consoles.

WAS (NOT WAS)

Now that the power is back on, the elevators hum back into life. The lifts whisk you from one floor to another, while 'nice' music drifts from the speakers. Again, some elevators need the right ID card which can be a pain at times.

Back outside, life isn't getting any easier with the arrival of even more carnivorous dinosaurs. I don't mind the veggiesaurs so much, but I do get just a bit peeved when a 'Raptor starts to nibble on my leg. Walking on one leg ain't easy y'know, so I'd pick up a med-kit if you're feeling under the weather and within seconds your energy bar will be full to the brim. You can also add to your quota of lives by collecting the icon that looks like Indiana Jones.

But even with all these bonuses, beating the dinosaurs is no easy task, mainly because the game uses continues rather than passwords. This normally wouldn't be a problem but because Jurassic Park is so massive (all 16megs of it, techsters!), I really do think a password or save system is necessary. I played the game continually for two days, but had to cut short my game because I



The control menu: activate the motion sensors to track the dinosaurs' movements, request security clearance and open or close the electric gates



Stop the ship before it leaves with a hold full of 'Raptors, by linking up to the captain's terminal via the computer on the third floor in the 'Raptor pen



Click on the inventory to look in Grant's backpack. The fractal option lets you change the background on the computer screen. Help option runs over the controls



Deep inside the ship's hold, 'Raptors run amok. Wipe out all the dinosaurs on all five levels of the ship and link up the computer terminals to stop the captain from setting sail



Look, it's that geezer with the fuzzy hair, Marc Bolan (token crap T-Rex joke)

JURASSIC PARK

needed some sleep. Without a password this becomes a problem because you have to play all through the game again, which often takes hours even when you know what you're doing.

DINOSAUR JR

OK, I've finished picking holes, now I'll get onto JP's good points. To begin with, the graphics are excellent in both the 3D and overhead sections. If I was being really picky I'd probably say the scrolling on the 3D sections is a bit jerky, but it's not really worth noting, so I'll shut up. The sound is pretty cool, with various bongo beats echoing through the jungle.

But the gameplay is the stuff that goodl games are made of and Jurassic Park isn't lacking here either. I was totally absorbed by the game, ignoring offers of free beer, food and sex (although not at the same time), just to complete Grant's next task. So I'm giving Jurassic Park a definite thumbs up. I don't care what anyone else says, I like it. If I had the money I'd go and buy it — but I don't, so I'll just have to play the free copy Ocean sent me. Hurrah!

ALEX



The first thing you notice is the amount of walking about you have to do just to get anywhere, and you are constantly hassled by dinosaurs of all shapes and sizes while you are doing it. However the scenery's very nice and once you get inside the various buildings the smooth movement of textured interiors is very convincing. I was fairly convinced that this was going to be a let-down – I loved the film so much that it can never live up to that experience, but with the superb soundtrack and tense gameplay this is definitely a winner. Ocean has done this licence proud, congratulations!

ALLIE



WELCOME TO JURASSIC PARK

A Grab this ID pass to open security-coded doors

B Pick up this icon for extra shotgun ammunition

C The Velociraptors are one of the meanest dinosaurs in Jurassic Park. Approach with caution

D Watch out for the Gallimimus, who stampede if you open fire

E Aha, more ammo for the rocket launcher

F Walk though this door to re-enter the Visitor Centre

G Gas grenades appear in these oil drum-type thingies

H The Compys are a real pain, nipping away at Grant's energy

I The spit from the Dilophosaur is poisonous – take care!

J The bola snare rifle is the best all-round weapon, so there!

K You'll need to find all 20 hidden 'Raptor eggs

L Here we see Grant being, um, bitten in half by a gigantic Tyrannosaurus Rex. Oops...

M Don't touch the electricfied air vents!

N Use the signs to find your way around Jurassic Park

O Grant can't swim so step in the water and he'll drown. Use the bridge instead

P The moat can't be jumped but must be crossed using the bridge

Q The electric fences carry 10,000 volts. Touch and fry, Doc!





JURASSIC PARK

HOUSE: OCEAN
ORIGIN: OFFICIAL
PRICE: £54.99
PLAYERS: ONE
TYPE: ARCADE ADV

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

86%

SUPER CONTROL

SOUND	8
GRAPHICS	7
GAMEPLAY	8
LASTABILITY	8

ENERGY HIGH

- Crisp, colourful graphics
- Absorbing gameplay
- Loads to do
- Unique 3D section

ENERGY LOW

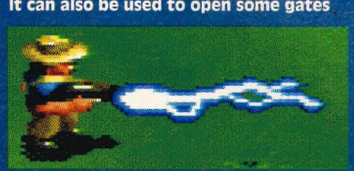
- No password system
- 3D bit scrolls quite jerkily

ALTERNATIVE SYSTEM

This is quite unique in its style of gameplay, but if you want an overhead shoot'em-up, I'd recommend Rocky and Pocky (82 per cent) or Operation Logic Bomb (61 per cent). There are bits of Zelda (89 per cent) and Soul Blazer (79 per cent) in Jurassic Park, both of which are excellent games

TOOLS OF THE TRADE

CATTLE PROD
Initially this is the only weapon Grant is armed with. The cattle prod is only really useful against wasps and Compys. It can also be used to open some gates



ROCKET LAUNCHER
The rocket launcher is slow-firing, but by far the most powerful weapon. Use against the tougher dinosaurs such as the 'Raptor

GAS GRENADES
The gas grenades don't kill the larger dinos, they just stun them and so are no good against the 'Raptors and Dilophosaurs. Save this weapon for the packs of Compys





BOLA SNARE RIFLE
In my opinion this is the best weapon of all. It takes out all dinosaurs (apart from the T-Rex) with a single shot, and can take out more than a single dinosaur if you aim correctly

SHOTGUN
The shotgun can be fired surprisingly rapidly but is pretty pathetic – it doesn't mash the dinosaurs' brains as you would expect





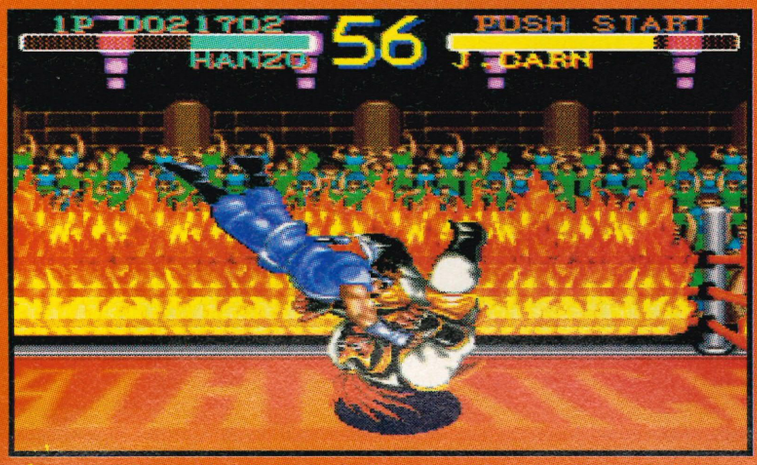
WORLD H



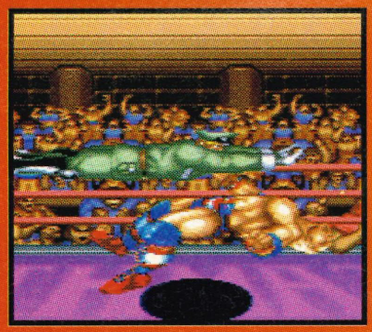
There are two match types: Normal and Death Match. The Death Match is held in rings surrounded by electric fences or walls of flame which singe fighters if they get too close



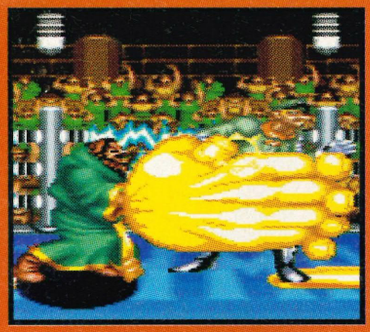
Punch the crap out of the enemy then push them into the spikes to skewer away at their energy. Another fine way of beating the characters



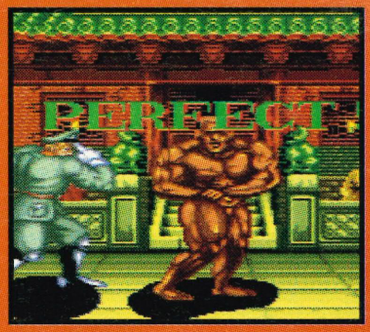
Hanzo's throw is one of the best moves in the game and it's dead easy to pull off. Just get in close and grab the enemy by the scrote and the rest is done for you



Erm, is that M Bison? Honda? It is in fact the German geezer Brocken, the fighter with the really original special moves



Rasputin does his world-famous impression of that Kenny Everett character, the Reverend Brotherly Love



The bonus levels are really easy – just kick in the massive boulder, sculpting it into the rather nice statue you see here

WHATEVER



This is indeed a strange job. Here I am on Mortal Monday of all days, reviewing yet another beat'em-up, this time a conversion of the lukewarm SNK arcade game, World Heroes. Over the past few months Sunsoft has bombarded us with press release after press release, promising something really special in terms of both graphics and sound. The result of all this barbaric hype is, well, read on...

In case you hadn't already guessed, World Heroes features eight pretenders to the throne of a big guy who goes by the name of Geegus. To cut a well-worn story short, there's this big competition in which everyone must do battle to determine who finally goes on to fight Geegus and challenge him for the prestigious title of World Hero – or indeed World Heroine, as the fairer sex is once more represented by a lacklustre ONE character (Janne, a French lady).

BILLY, DON'T BE A HERO

Well, that's basically every other beat'em-up game plundered as far as the clumsy, heavily-laboured plot is concerned. However, it actually gets even more pointless as you delve further into the game. The controllable warriors are capable of a specific number of moves, ie punches and kicks, a jump and a throw. OK, I admit that combinations of these bump up the moves quota, but each different move is performed at such a slow speed that any quick combinations of

IN THE RED CORNER...

BROCKEN



ROCKET FIST
Brocken unplugs his fist which rockets across the screen

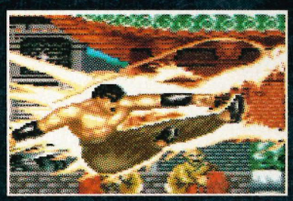


SHOCK FIST
Get in close and zap 'em

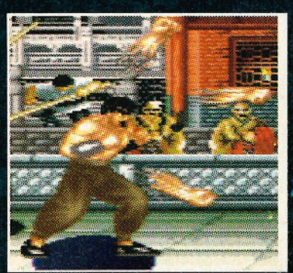


SPRING HAND
Look, it's John Travolta in Saturday Night Fever

DRAGON



DRAGON KICK
Scream across the screen with the fury of the dragon



RAPID PUNCH
Tap the button for a 100 handslap rip-off

FUUMA

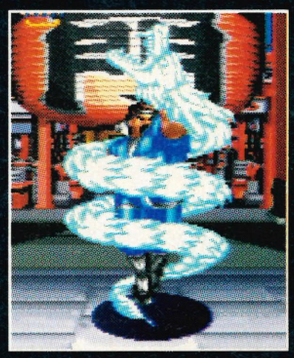
DOUBLE SHURIKEN
The same as the shuriken, but two of them!



SHURIKEN
Throw a shuriken across the screen, funnily enough



HANZO



DRAGON UPPER-CUT
It's a dragon punch, innit?



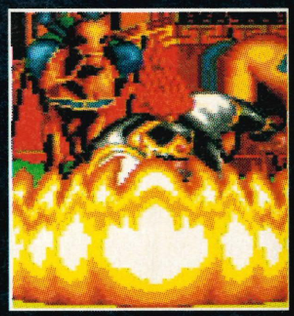
SHURIKEN SPIN
Hanzo whirls across the screen. Oh, Fuuma can do it too

J CARN



SHOULDER BARGE
Watch out for Carn's spiky shoulder pads 'cos they hurt

EARTHSHAKER
Fatty thumps the ground, which erupts into flames



HEROES

HAPPENED TO THE HEROES?



I get so fed up seeing other beat'em-ups having a swipe at Street Fighter II when they know any attempt at bettering Capcom's classic is futile. This is because every game following on from SFII, especially the Turbo edition, is nowhere near as playable or so perfectly presented. This still applies for World Heroes which (amongst its other faults) is so painfully slow that it's almost unplayable. The characters are easy to beat because they follow simple set patterns and can be defeated using a couple of the special moves. The graphics glitch to top it all off. This game sucks.

ALEX

punches and kicks as seen in SFII and Mortal Kombat, are rendered virtually impossible.

Fortunately, the characters are not totally doomed to a life of sluggish, uninspired combat techniques, as each one also possesses a SPECIAL move or two (well, would you ever believe it), with which they can drain a large amount of their adversaries' energy in one fell swoop. Now that's pretty imaginative. No, really it is.

The best of the game's graphics feature when these special moves are performed, and it really does look like some imagination has gone into them. What a shame then, that the rest of the game is stagnant and merely uses tried, tested and ultimately dull features seen numerous times before in other, similar games.

WORLD IN MOTION

Once a character has been selected, he or she is then flown to another country to do battle, à la Street Fighter II. Here the format of each fight can be chosen from either Normal or Death Matches. The Normal mode is exactly what its title suggests – a straight one-on-one fight as seen in most beat'em-ups, set against a backdrop that varies depending on the characters involved.

The Death Match on the other hand is a superb variation on the theme, and possibly World Heroes' best all-round feature. The rural, peaceful backdrops are now substituted with boxing rings surrounded by fire, or electrified ropes that drain energy on contact. Other Death Match venues feature spiked walls on either side of the screen on which the unfortunate competitors can be impaled, or the introduction of pressure mines which explode when either stood on or landed upon by a flying body. This feature, particularly in two-player mode, is exactly the sort of imaginative gameplay variation that the whole beat'em-up genre desperately needs.

Control-wise, the game surprisingly uses only three buttons, which can be user-defined. These are used for the bog-standard moves, whereas the fabled D-pad and button combinations are for the special moves. These moves are really quite easy to perform which is a blessing I suppose, indeed Street Fighter II veterans will have mastered them all after a few practices.

HOLDING OUT FOR A HERO

Basically, it's World Heroes' lack of something really new or different that spoils what could have otherwise been a good game. Sure, there's variation of sorts with the Death Matches, and some of the special moves wouldn't look out of place in Clayfighter, but after the fourth time around the amusement wears off and you're left wondering where the gameplay is hiding.

It's obvious that the programmers who handled World Heroes are talented people – the graphics in particular are very well-drawn on the whole, although they flicker very badly in places (unforgivable). However, the main sprites don't quite cut the mustard and at times can appear to float rather than walk across the screen. They may appear more well-defined than MK's characters, but personality-wise they don't touch SFII or MK.

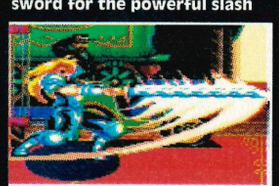
Slow-running speed on the PAL version is also very apparent unfortunately. Sound is just about bearable – the arcade tunes which weren't really that impressive anyway have been reproduced, as have the sound effects and lacklustre speech (you know, "Round one – fight" etc). It's just nothing new.

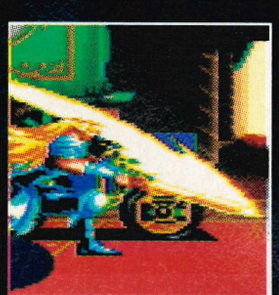
With the advent of World Heroes, the beat'em-up scene APPEARS to be very healthy. Tuff E Nuff is destined for official release in November, as is SFII Turbo. I've mentioned Mortal Kombat which is out now and Art of Fighting is promised before Christmas. However, it's worth noting that the beat'em-up that gets recommended is still SFII. Until companies stop using old ideas and tired formulas, the whole genre remains threatened by disinterest and downright boredom.

ANDY

JANNE

DOUBLE-HANDED SLASH
Wrap both hands around the sword for the powerful slash





PHOENIX SWIPE
The phoenix swipe unleashes a ball of fire

M POWER



CHARGE
Shoulder barge your way to victory



FLIP KICK
He kicks whiles he's flippin'. He can also do a spinning piledriver like Zangief

RASPUTIN



FIREBALL
Just like any other ball of fire, really

HI'BALL
Jump in the air and throw fire down on your opponents' heads





WHIRLWIND
Watch out for Rasputin's afghan coat. It's deadly

GEEGUS



Geegus is the last character you'll confront and rather than ripping off SFII again, it nicks Mortal Kombat's idea for the fighter Sheng Tsung

Starting off like the T1000 in Terminator 2, he morphs into all the other characters to use their special moves





WORLD HEROES

HOUSE: SUNSOFT
ORIGIN: JAPANESE
PRICE: £49.99
PLAYERS: TWO
TYPE: BEAT'EM-UP



SOUND 6
GRAPHICS 7
GAMEPLAY 7
LASTABILITY 5

ENERGY HIGH
- Some nice graphics
- Well presented
- Good special moves

ENERGY LOW
- Gallons of flickering
- Very slow-moving
- Nothing new to offer

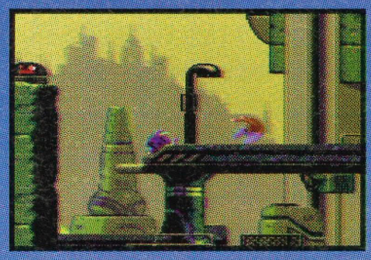
ALTERNATIVE SYSTEM

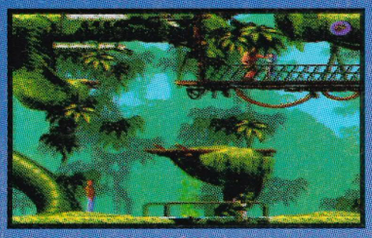
This box really just isn't worth writing where beat'em-ups are concerned. Again, Street Fighter II or Mortal Kombat are both better than World Heroes, although SFII Turbo (94 per cent) is definitely the 'must buy' for those of you who are desperate for a quality fighting game.

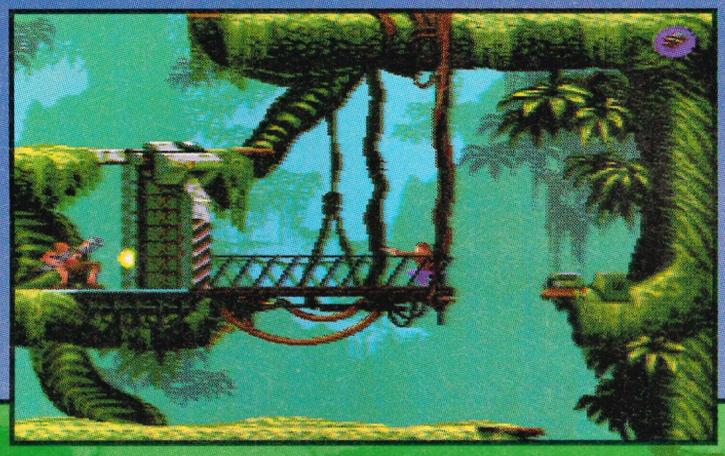
THANKS TO CONSOLE CONCEPTS (0782) 712759











The gameplay revolves around solving puzzles, collecting items and activating machinery to aid you throughout the levels. Sometimes the puzzles are very easy, such as shooting a guard to prevent him from operating machinery which could activate a force field or keep a door closed



BACK IN A FLASH WITH DELPHINE

FLASHBACK



First seen on the Mega Drive earlier this year, Flashback is a beautifully executed adventure, hot on the heels of Delphine's previous stunner Another World.

Again utilising the movie-style animation and interactive gameplay first seen in Another World, Flashback is an in-depth affair with a riveting plot which thickens into a real pea-souper as each clue reveals itself.

The game focuses on the plight of Conrad B Hart, an agent of the Galaxia Bureau of Investigation who, in a desperate search to rediscover his memory and identity cruelly taken from him by aliens, finds himself plummeted into a perilous adventure. Controlling Conrad, your task is to seek out clues and items which will aid you through each level, such as ID cards, credit cards, new weapons and items requested by one of 15 intelligent characters until the puzzle of your identity is solved.

Graphically the game is superb and, unlike Another World, much more happens in the backgrounds with trees, graffiti-covered walls and the like, adding greater atmosphere than Another World's block colour landscapes. Platform after platform presents itself to the weary Conrad as the game flicks between screens, and although static screens could appear to be a little archaic, a scrolling alternative is not missed.

The main beauty of the game lies within the character animation which uses a technique called Rotoscoping (see caption above), which is so smooth you would swear that the character was a living, sentient being. Conrad jumps, runs, crawls, fires a gun, sneaks, shuffles and climbs, and it is his defined movements that create the stunning realism of the game. Although the sprite is very small in comparison to the rest of the screen you can clearly see what is going on, and the same applies to the other sprites.

Flashback has a scheduled November release here in the UK, and like Another World it should be a huge success. Keep an eye out for this superb action/adventure and a review in a future issue.

ALLIE



Sky Blazer can call on his magical powers to get him out of tricky situations, such as this Comet Flash which allows Sky to zip across the screen killing everything in his path



SKY B

REACH FOR



Due to be released in December, Sky Blazer is an action adventure which again favours the classic platform approach. This new release from Sony is a cute, colourful and downright playable affair which will rival some of the most acclaimed platform romps available to date on the Super Nintendo.

Sky Blazer incorporates all the best features seen within an archetypal platform hack'em-up, including plenty of opposition, oodles of magical weapons





The guardians are extremely colourful, beautifully detailed and huge in size. This genie located at the end of the first level fades on and off screen as he materialises from the lamp





Taking influence from the classic Nebulus game, Sky Blazer features a level where you must jump up the revolving tower avoiding numerous hazards as you go



AZER

THE SKY



and special attacks, and also some incredibly animated (and impressively large) end-of-level guardians. A welcome addition to Sky Blazer's gameplay is a variation on the standard platform theme, where the main character battles his way up a revolving tower as first seen in the classic Nebulus series.

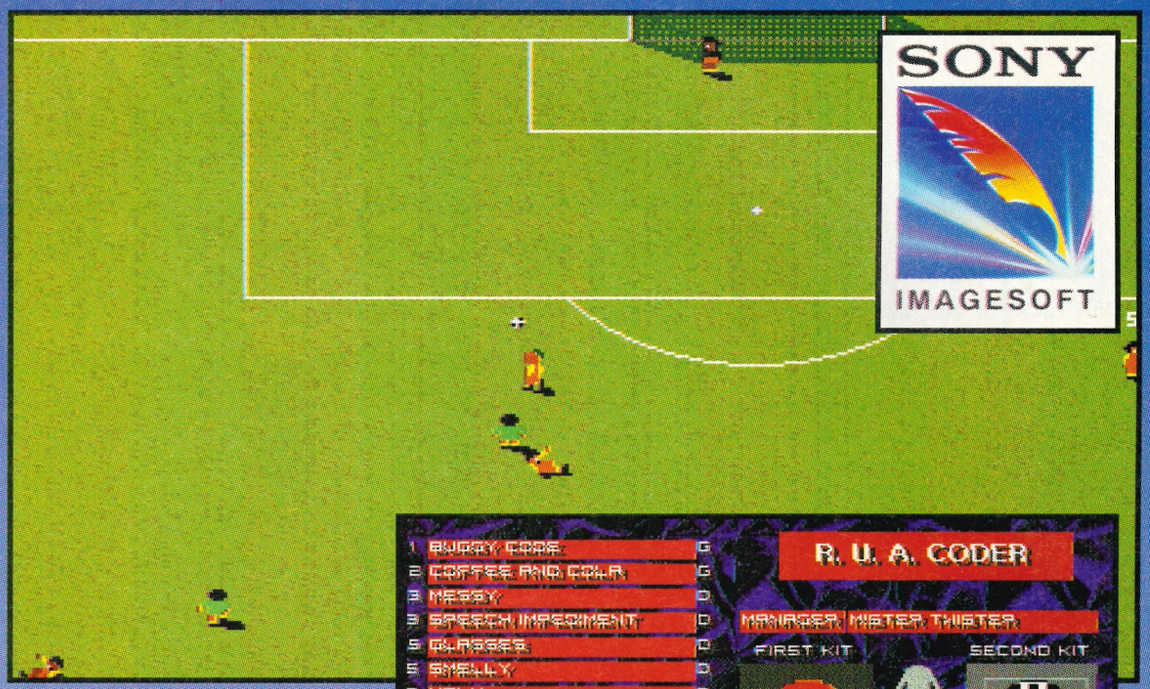
Similar to Hook, one of Sony's other platform releases, Sky Blazer's graphics are extremely stylised including some highly exaggerated sprite movement and colourful yet clean-cut backgrounds. This can clearly be seen in the way the main sprite moves when jumping or when hit by an enemy, and in the detail and fluidity of the scrolling and parallax of the backgrounds.

The music also highlights the game's tense moments with the use of a hard rock soundtrack and orchestrated interludes. With all these things considered, Sky Blazer looks set to really hit the heights and, more importantly, give gamers a real run for their money!

ALLIE



PREVIEW







CAPTAIN OF THE TEAM

SENSIBLE SOCCER



The team edit facility is an amusing feature where you can call your team all manner of bizarre names, such as crisp flavours and different vegetables!





Sensible Soccer is without a doubt one of the best football games to appear on any format. When it first appeared on the Amiga it wooed the crowds with its realism and intense gameplay. Addictive to the end, Sensible Soccer will no doubt be greeted with the enthusiasm it deserves from the SNES-playing contingency when finally released in December.

The basic structure of the game remains unchanged from that of the Amiga version but, as would be expected when converting between formats, some features have been modified to perform within the Super Nintendo's parameters. A noticeable difference (and probably one of the pettiest) is the removal of the All-Star team edit facility – apparently there were difficulties concerning the use of certain names.

However, all the crowd-pullers are still here, such as the 64-player team roster, numerous opposing teams, three skill levels, save game facility, substitutes and manager's bench, after-touch ball control as well as varying pitch and weather conditions to name but a few.

The graphics remain unchanged apart from the odd tweak here and there, necessary due to the artistic capabilities of the machine. There are also sampled crowd roars and cheers to accompany the heated action, as well as red and yellow cards for fouls to prevent you from cheating, which in turn add even more realism.

Sensible Soccer is scheduled to be released on six console formats including the SNES, Mega Drive and Gameboy. As you can imagine it has been quite a task to get all versions ready for a simultaneous December release, but Sony will do it, so keep a close eye on your local computer store.

ALLIE



FASTER THAN A SPEEDING LOTUS

LAMBORG AMERICAN CH



Unlike Top Gear where you have to complete a quota of laps around a track, Lamborghini's courses do not loop, and instead you have to complete 100% of the course in order to finish. A percentage meter is shown at the top of the screen and here you can see the welcoming finishing posts



The championship takes you across all the States of North America, driving through various locations and road conditions. Each star indicates a new track, the large star is a special qualifying track that must be completed within 60 seconds to allow access to the next division



(Left) For each first, second or third place you win money, but your prize will depend on how much you wagered at the start of the race



French software house Titus is relatively new to the world of SNES development. With only the Blues Brothers, a platform affair, as yet credited to its name, Titus is about to remedy this situation. First we will see the Christmas release of its high-action racing game, Lamborghini American Challenge, and then later in early 94, the emergence of its platform romp, Prehistorik.

BURNIN' RUBBER

In development for some time now, Lamborghini is a fast-paced racing game spanning 60 courses across American highways. The races are illegal and immoral time trials between numerous greedy and ruthless racers, one of which is you. Have you ever seen the Cannonball Run films? If so, you'll get the idea.

You start your cross-country caper lurking dismally in the fourth division. As you win races you will slowly creep up the score table and the divisions until you finally succeed in racing against the best in division one. Your opponents are artificially intelligent to some extent, and as you progress their skill increases, posing a bigger threat and causing greater nuisances to you. By the time you reach the first division you really have your work cut out for you.

For each first, second or third finishing place acheived you will be awarded with prize money which accumulates quickly during the initial stages of the game. This money is the key to a successful championship. As with most racing games, this money enables you to customise your car and purchase numerous upgrades such as turbos, tyres and engines to improve your performance .



Unlike Top Gear in which you had four cars to opt for, each with varying stats and features, here you can either race a Lamborghini, a Lamborghini or (You guessed it!) a Lamborghini. There are three racers to choose from, each with a different coloured Diablo for easy reference (grey, red or yellow), not noticeably helpful in one-player mode but imperative in two-player.

Scanning through the screen shots on these pages, Lamborghini gives the impression that it is nothing more than a clone of the highly successful Top Gear. Its viewpoint is similar to Top Gear's, as is the overall design of the tracks – both games incorporate dips, straights, bends and plenty of inanimate obstructions in their courses.

ON THE SKIDS

However, upon closer inspection there are numerous differences that set Lamborghini aside from your run-of-the-mill racing game. For a start the game features opponents which drive towards you, police cars which try and intercept and consequently ram you off the road despite speeds in excess of 300 mph, and on top of all this there's the gambling...

All the racers in Lamborghini are ruthless to the end and will stop at absolutely nothing to leave you standing in 16th place, but they also like a little flutter on their own chances of winning, at the bookies. Modest to the end, your opponents will challenge you to a wager



When you approach one of your gambling rivals, a pointer will appear indicating the presence of a foe. These chaps are the best of the bunch and always lurk high up the field



GHINI CHALLENGE



Before the start of any race your opponents will place a wager, the bigger the wager the bigger their egos. You have to put your money where your mouth is and bet according to your driving skills



Like any two-player mode, the races can get really exciting with both players going at it hit hammer and nails. Here, the first player with his boosters activated is sneaking up on player two

with the race winner claiming all the prize money .

To top it all off though, Lamborghini American Challenge is Super Scope and SNES mouse compatible, thus opening up a whole new avenue for you to explore (and for other companies to exploit, no doubt). Not content with a standard two-player mode (a split-screen endeavour, which is again identical to that found in Top Gear), the Titus programmers have created the chance for one player to drive the car while the other one blows the crap out of the approaching enemy with the Super Scope!

ROAD HOG

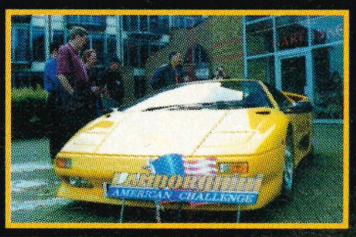
With this and other such deviations from the norm, Lamborghini is no longer just a racing game – where it could have suffered from a lack of gameplay variation with track after bending track, we now encounter a whole new dimension in high-speed experiences. Novel to the end, Lamborghini American Challenge looks set to be a real stunner, but you shall just have to wait and see!

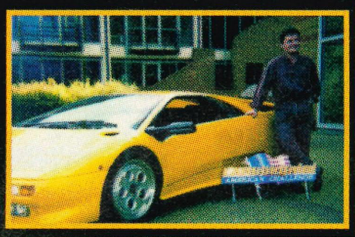
ALLIE

SHOW STOPPER

Recently, at the autumn ECTS show hosted by the Business Design Centre in London, Titus wooed the crowds with a gleaming yellow Diablo. Crowds gathered to see the prize Lamborghini which was brought in especially to promote this new game.

Here we see our editor, Jools, proudly resting his sweaty palm on the blonde beauty, smug grin planted firmly on his fizzog, and the thought, "Think of the girls I could impress with this..." whizzing through his head! However, even though he posed for three hours with the car, the girls, although in awe at the Lamborghini, were eager









The night courses can be very tricky indeed as your Lamborghini has no headlights. Surely this must be illegal, especially as you're driving on busy roads and not an enclosed racetrack!



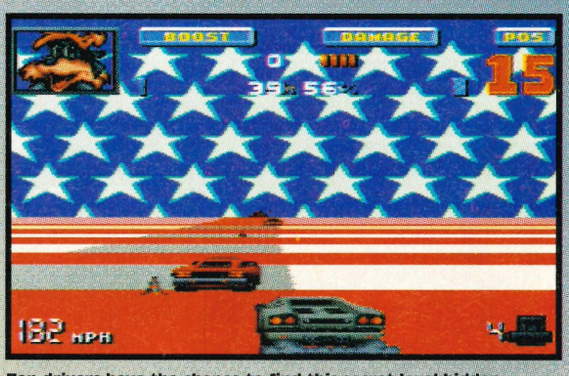
The snowy courses are tricky to master as the inertia experienced due to the ice has you slipping and sliding all over the place. Also, the car fails to respond as quickly as it does in dry conditions, so your driving skills have to be particularly honed to win here



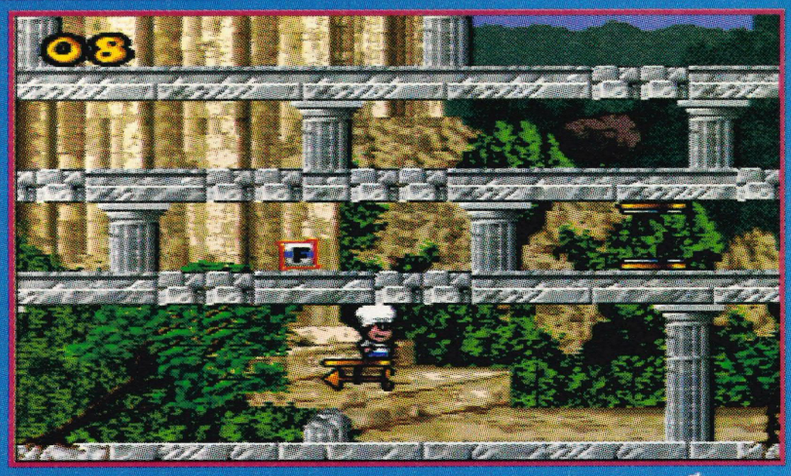
No two tracks are the same, thanks to ever-changing weather conditions, track locations and the presence of police cars. The tracks don't have to be completed in a certain order, so you can pick and choose your course



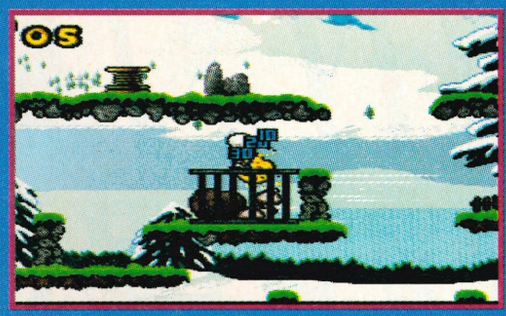
What race would be complete without the presence of rain, it makes us Brits feel right at home, doesn't it? Again, adverse weather conditions like rain cause the car to react differently, so you have to work out how far you can push your car



Top drivers have the chance to find this secret level hidden somewhere in the later stages of the championship. We won't tell you where it is, but we can inform you that it sends your eyes really squiffy!



There are six different countries. Pierre starts in Switzerland but is soon globe-trotting to Ancient Greece (no pun intended), China, the West Indies and Mexico



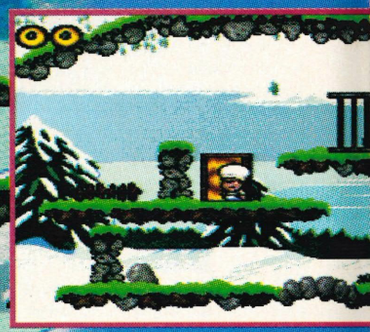
Once you've collected the vegetables, find the cage and dump them. This keeps them safely locked up, unless Le Chef Noir appears...



OUT T



It's that git, Chef Noir, and he's releasing all of the veggies you've captured. Nip down to lock up the cage again and deal with the dastardly cook by lobbing flour bombs at him

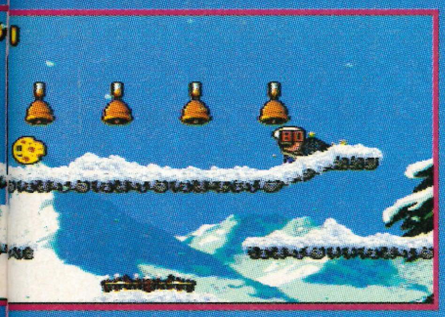


The number of veg needed to exit the level appears in the top-left of the screen. Once you've grabbed them all, a portal to the next stage materialises

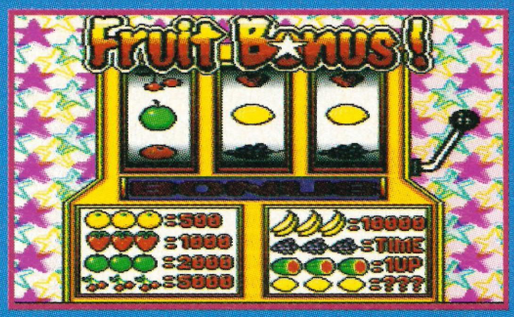


It's the repetitive nature of Out to Lunch that lets it down. Each stage is big and never easy, but you are always doing the same thing. Once you've lost your three lives the last thing you want to do is fight your way through five or six stages you've already completed, just to see if you can get any further. This for me is a big turn off, and one that isn't going to be reconciled by the appealing nature of the main character, Pierre, or the vaguely amusing expressions on the vegetables' faces as they do their best to run away from you. Just running around with a big net doesn't make for addicitve gameplay.

JOOLS



There are lots of different ways to earn points in Out to Lunch. Grab the sweets or ring on all five bells to receive an extra special bonus



Pull on the lever to start the fruit machine which awards loads of points, an extra life, extra time or a random bonus. Alternatively, it'll give you bugger all!

TO LUNCH

PIERRE LE CHEF VEGGES OUT



Mindscape's recipe for success is as follows: take one chef complete with chef's hat, mix with the tried and tested platform genre plus a pinch of cuteness to add that extra spice. Simmer for six levels and serve piping hot.

Out to Lunch starring Pierre Le Chef seems very dated. The concept, namely catching assorted fruit and veg, seems like something taken straight out of a Commodore 64 game such as Dizzy. It just seems very, um, eighties.

RIOTING RHUBARB

Anyway, Pierre's spuds have escaped from the fridge, leaving the chef with no ingredients to prepare his recipes with. Trekking across six different countries in search of the missing aubergines, Pierre must first find his net with which to catch the veg. The net is hidden somewhere within each level, but the longer you spend searching for it the less time you'll have to catch the veggies. The time limit is strict for each level, so don't waste time wandering around aimlessly. To speed Pierre up, hold down the run button as in Super Mario World.



With net in hand, Pierre can swipe the vegetables and keep them safely in his bag of goodies until he reaches their cage where they'll be safely stored...hopefully. On some of the later levels you're constantly hassled by the Le Chef Noir who runs behind Pierre and lets out all the vegetables after they've been locked up. Watch out for the other possessed veggies that bounce around, because they'll stun Pierre if he touches them, causing him to drop all the ingredients he's collected.

MANIC MUSHROOMS

Along with bouncing beans and troddling tomatoes, nastier fruits with big fangs chase after Pierre, threatening to take one of his three lives. A purple amoeba-thing swallows Pierre, while the giant wasp swoops down and stings Le Chef to death. Nasty.

As there are no continues, three lives is very little to complete the game with. Extra lives can be found as one of many bonuses (check out the Sugar and Spice box for more info), but the game is still bloody hard. That's on the easy level too – there's an advanced setting for the hardened gamer, although this is more frustrating than challenging.



There are two difficulty levels. Pick the normal setting and you'll kick off the game in Switzerland. The advanced level starts in the West Indies and is far more challenging

To make life easier for the floating fryer there are a selection of bouncy things such as springboards, that give Pierre that extra oomph to reach higher platforms. Some levels have teleporters that whip you away to another part of the scene. You'll also come across a platform that moves around slowly. But it's hardly original so far, eh?

PSYCHOTIC CELERY

In fact there's little very originality in Out to Lunch. It's a platform game that doesn't have anything special to separate it from the rest. Most of your precious time is spent jumping around and chasing vegetables, with the only variety appearing in the bonus games. The first is a supermarket trolley dash where Pierre must grab as many goodies while constantly pushing his trolley. Next, in China, Pierre must spin plates for points and there's also bell-ringing, yet again for points.

At the end of the levels is a fruit machine sub-game which allows you to gamble for points, time or lives. These sub-levels do add a bit of spice, but I think Out to Lunch needs something else to do apart from swing a net. Although it's a pretty big (and difficult) game and graphically quite cute, it's unfortunately rather dated. The effects are scarce, although the tune that accompanies the veg-catching is suitably boppy.

Overall, if Out to Lunch had more variation it could have been an A La Carte recipe for success, but instead Pierre Le Chef is a bit of a sour grape.

ALEX

SUGAR AND SPICE



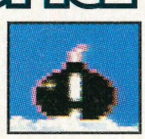
CANDY STICK Awards points



CHILLI SAUCE Gives Pierre fiery breath



CLOCK Adds time



TIME BOMB Freezes veggies



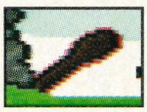
EXTRA LIFE Erm...



FLOUR BOMB Use against veg



GOLDEN FLEECE Temporary shield



WOODEN SPOON Whack the veg with this



ICE BOOTS Stick to ice like glue



PIERRE'S PINNY Invincibility apron



NET Vital veg-catching gear



OUT TO LUNCH

HOUSE: MINDSCAPE
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: TWO
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

71%

SUPER CONTROL

SOUND	5
GRAPHICS	6
GAMEPLAY	7
LASTABILITY	8

ENERGY HIGH

- Loads of levels
- Very cute
- Neat bonus stages
- Suitable for vegetarians

ENERGY LOW

- Little variation
- Frustrating at times
- No password or continues

ALTERNATIVE SYSTEM

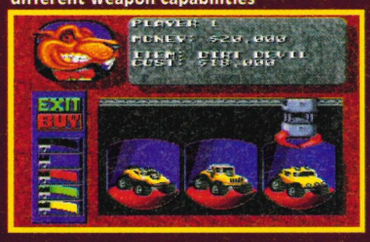
Either Super Mario World or Super Mario All-Stars are the perfect platformers to fork out your hard-earned dosh on. I'd say Mario World is the more enjoyable game, but All-Stars offers much better value for money – where else can you buy four ground-breaking games for a mere 50 quid?



Six drivers from different planets wait to take the helm of your car. Each one has certain skills and driving talents and it's up to you to decide which one is best suited to your driving preferences



Initially three cars are on offer with a variety of colours for finicky gamers, the Dirt Devil being an all-round vehicle. Later in the game more cars are on offer with different weapon capabilities



ROCK A RACIN



A lot of the lumps found in the terrain are situated close to the corners and without jumping abilities you can do nothing but crash into the corner barriers and lose valuable time



Use missiles and lasers sparingly as you only have a maximum of seven on each lap of any course. It's best to fire them off near the start of the race when all the cars are still grouped together



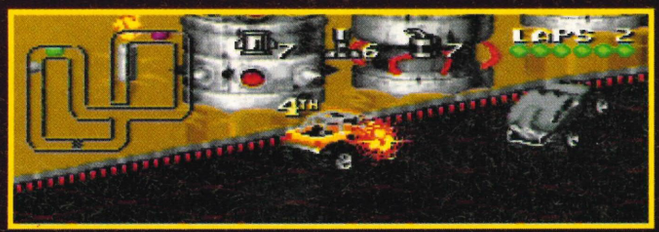


The two-player mode is extremely competitive but the view screen doesn't let you anticipate approaching corners with ease because of the limited view window





The courses are meant to test your mettle as a driver, for example, giant chasms break up the flow of the course in order to catch you out



The dirtier the tactics you employ, the more likely you are to win. Don't be afraid to continuously bombard the second player with missiles and lasers in order to get him out of action, after all, winning is everything!



Head-banging whilst driving isn't a good idea – I know, I've tried. Apart from being irresponsible and downright dangerous it's also quite painful as the steering wheel always gets in the way! I reckon the big secret is not to take your hands off the wheel for the guitar solo as it tends to be all downhill from there. Unfortunately, I have encountered such problems whilst playing Interplay's Rock and Roll Racing.

Its classic rock soundtrack with beauties such as Black Sabbath's 'Paranoid', Steppenwolf's 'Born To Be Wild', Duanne Eddy's 'Peter Gunn Theme' and George Thorgood's 'Bad To The Bone', easily gets the foot tapping and the head swinging. Before long you're on your knees with an invisible air guitar attempting to keep up with the squealing solos...whilst your little car finishes its races in a dismal fourth place.

HARD ROCK CAFÉ

OK, so I'm getting a little carried away here, but the thumping soundtrack is by far one of Rock and Roll Racing's best features. Cleanly digitised with an outstandingly realistic guitar sound, each note is belted out with clarity and power, resulting in one of the few game soundtracks that needs the love of an awesome hi-fi system.

With such a classic rock soundtrack as this, one would expect the gameplay to compliment the archaic music perfectly, and it does. Taking influences from an ancient Commodore 64 game, Racing Destruction Set, a vast array of design similarities have been included from the viewpoint to the options.

Designed for one or two players, Rock and Roll Racing is an uncomplicated affair. Taking the helm of one of three cars available for purchase, you either battle it out against another human opponent, opt for the tournament roster with emphasis placed on points or test your hand at the time trials with a maximum performance car.

The illustrated menu screens guide you through the initial options with ease, relying on simple icon commands and Yes/No selections. From here you select a driver and a vehicle for him/her/it to drive, alter car specifications and select the level of play.

SILVER DREAM MACHINE

With all your specifications chosen you dive straight into the action. Viewing the track from above with a skewed 3D perspective, very little of the track can be viewed at any one time. The computer rotates the course around the car depending on its direction heading, while

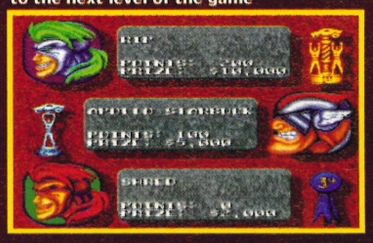
You can upgrade your vehicle by buying improved tyres, engines, shock absorbers, armour, lasers, turbos and gas cylinders for jumping, but it all costs money



When you have enough points to progress you blast off in a rocket and fly off to the next planet in the tournament for more challenging races



For each race won you get £10,000 and 200 points. The money enables you to buy more equipment for your car while the points accumulate to allow you passage to the next level of the game



...AND ROLL ...G

HEAD-BANGING, METAL-MOSHING MAYHEM

keeping the car in the centre of the screen . This is a tried and tested method, but unfortunately it fails in this instance due to the close proximity from which you view the track.

A map can be used to help you locate your position and impending course changes, but taking your eyes off the road usually leads to a tragic mistake. The split-screen two-player mode is a more frightening experience – with even less of the track visible you tend to spend more of your time unwrapping yourself from the confines of the barriers than you do actually racing.

PINBALL WIZARD OF OZZY

Armed with various weapons such as lasers, missiles and tacks, the action gets extremely heated due to you having the ability to literally blast your opponents off the tracks. By obtaining points and money through coming first or second in the races, you can purchase more weapons and upgrade your engines, tyres or shocks until your arsenal rivals that of the Middle East.

The tracks aren't that challenging though, in fact they prove to be more of an irritation. Most of the tracks are quite wiggly with oil slicks, mines, lumps, bumps and giant leaps posing as enjoyable obstacles, and the other three racers also constantly get in your way to increase the level of fun. Unfortunately, the abysmal collision detection ruins everything that has been achieved.

Rock and Roll Racing is exactly what it says – a racing game with rock and roll music, simple as that. It offers nothing really lasting in its gameplay, without a track editor it sinks shamefully into the vast, murky ocean along with all the other nondescript racing games. Yeah, it looks good, in fact the presentation is quite superb, but that is sadly as deep as it goes.

Even the music grates after a while, the continuous random loop of the guitar classics becomes painfully dull indeed. Whereas I once loved Black Sabbath's Paranoid with a passion, I now don't want to hear it again for a very, very long time...

ALLIE



Sometimes when leaping over a chasm you may encounter another car going in another direction. If your timing is wrong you may collide with the other vehicle in an extremely spectacular explosion





At first I was completely captivated by the excellent soundtrack with its incredible samples and recognisable musical arrangements which are very atmospheric.

Sometime later I began to realise that Rock and Roll Racing had its flaws. In split screen mode the corners are very difficult to anticipate and the scrolling isn't perfectly smooth (and there's no excuse for poor scrolling!). As mentioned repeatedly, the tunes are great, although after hearing 'Paranoid' for the tenth time I found myself reaching to turn down the volume. Rock and Roll Racing is good, but not that good.

PAUL

HEADWAY

SNAKE SANDERS

From the planet Earth. Snake has +1 acceleration and +1 top speed, and is the best all-round driver by far. He also has wonderful blonde locks!



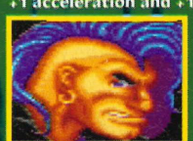
TARQUIN



From the planet Aurdra. Like Snake, Tarquin has +1 top speed but also has +1 cornering abilities which means you don't have to upgrade your tyres quite so often

BILLY BADLAND

From the planet Xeno Prime. Billy has +1 acceleration and +1 cornering, but his top speed is a bit weak so you'll have to upgrade your engines quickly



KATARINA LYONS

From the planet Panteros V. With +1 jumping and +1 cornering, you will have to spend a lot of money upgrading your vehicle. She is excellent at getting over the rough terrain



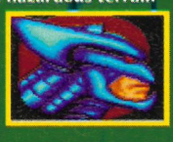
ALEXIPHYR



From the planet Halodine. Alexiphyr has +1 jumping and +1 top speed and again is a worthwhile driver if you are interested in tactical driving over the terrain rather than foot-to-the-floor speed driving

CYBERHAWK

From the planet Serpentis. Has +1 acceleration and +1 jumping and can easily traverse the hazardous terrain and get out of trouble with his quick acceleration. Ropey at cornering though





ROCK AND ROLL RACING

HOUSE: INTERPLAY
ORIGIN: OFFICIAL UK
PRICE: TBA
PLAYERS: TWO
TYPE: RACING SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

70%

SUPER CONTROL

SOUND	8
GRAPHICS	7
GAMEPLAY	6
LASTABILITY	6

ENERGY HIGH

- Good choice of music
- Nicely presented
- Fast scrolling
- Incredible digitised speech

ENERGY LOW

- Only four songs
- No track editor
- Not enough of the track visible
- Lack of variation

ALTERNATIVE SYSTEM

Super Off Road (70 per cent) utilises the same viewpoint as Rock and Roll Racing, but it is far easier to determine the direction of the course due to more of it being visible at any one time. Also, Super Mario Kart (95 per cent) is an excellent alternative as it also features the use of weapons.

KEVIN KEEG PLAYER MAN

OZZY'S GOIN' TO WEMBLEY, HIS KNEES HAVE GONE ALL TREMBLY...



Realistic but playable football simulations have had a notoriously difficult ride on the Super Nintendo. Some time ago Imagineer (the company responsible for programming Kevin Keegan's Player Manager), pulled a joker from the pack with the original Pro Soccer – a deformed and unplayable version of Dino Dini's classic Kick Off. Learning the error of its ways, Imagineer reprogrammed the bad bits before re-releasing the game officially under the title of Super Kick Off. Unfortunately, the game still played like a brick...

Japanese funster Human tried its hand at the old soccer game, but what do the Japanese know about football? Both Super Formation Soccer and its sequel played like flies on treacle. Still we were without a decent footy game.

Suddenly, from out of the blue, Elite sneaked in a superb goal with its incredibly playable Striker. It had everything a budding armchair footballer could ever dream of, and less. What's more, it wasn't programmed in Japan and wasn't available on import first!

Now, just as the footballing world had calmed its loins, Anco rushes in at the last minute and chips the ball over the 'keeper for an equaliser – Kevin Keegan not only brings Newcastle back from the brink, but he also arrives to add an extra dimension to the undulating football genre.



Half-time – orange juice, a trip to the bog and a rub-down by the physio and it's back onto the pitch again for the second half



I've just applied for the manager's job at Sunderland – they obviously need someone there who knows their job

As you may have gathered from the title, Kevin Keegan's Player Manager offers more than just a game of football – the pleasures and pressures of professional football management are all part and parcel of this sports simulation.

GLEN HODDLE

Calling Player Manager an 'involved' game is a bit of an understatement, as it's absolutely crammed full of options and menus, supplying all your managerial needs on one cart. Not only does Player Manager provide an in-depth strategy simulation, but there's also a fully-integrated version of Kick Off included too.

You may remember that in Super Kick Off the play became hard to follow even with a pitch scanner, because only a small proportion of the pitch was visible at any one time. In Player Manager's Kick Off game, the graphics have been shrunk in size with much smaller sprites making it easier to see the action on the pitch.

Unfortunately, as a playable footy game, Kick Off still pales into insignificance when compared to Striker. The controls take some getting used to because the players are very fiddly to move around. Flowing passing movements are difficult to carry out and the whole thing lacks that special intuitiveness that a fast-moving sports game like this needs.

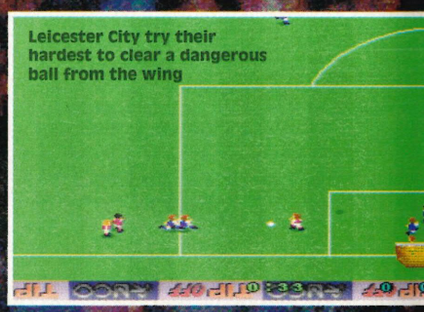
It does have options to practice player skills such as dribbling, free kicks and penalties which are quite useful, and a further option to take on the best computer team in the Anco Challenge – only true professionals need apply !

For all the shortcomings of the Kick Off game, the fully-fledged Player Manager game makes up for it. Once you've registered your managerial and team names you can then enter into a full season's play.

The first couple of games will allow you to gauge your team's efficiency. Usually the team needs tidying up and a few new players may be needed. As the manager, you control every aspect of the club's



Babber Utd are under heavy attack from Derby county in a vital cup match – even the £1000 incentive bonus doesn't seem to be having any effect on my players



Leicester City try their hardest to clear a dangerous ball from the wing





Despite its (minor) faults, there is a pretty good game hiding inside Player Manager. No other SNES footy game offers as many options to toy with – training, squad selection, the transfer market, win bonuses and even the nail-biting cup ties! I doubt whether such a game would appeal to the Americans or Japanese unless they were absolute fanatics, but to a European audience with a basic knowledge of our national game, Player Manager is what we've all been waiting for – a decent footy management sim that's capable of keeping us up all night, just like Football Manager did years ago.

ANDY

GAN'S NAGER

resources, utilising them as you see fit. Most of the important options such as training, bonuses, club records, transfers, player stats and finances can be accessed from the manager's office by simply clicking on the appropriate area of the screen with the finger pointer. Owning a Nintendo mouse speeds things up considerably when moving from screen to screen.

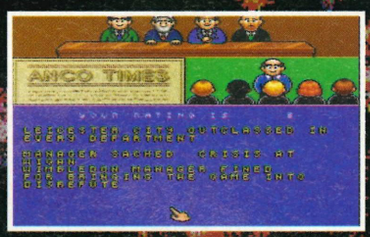
LOU MACARI

After you've got your team into shape and have checked the relevant fixtures, you can now start your ascent up the league tables. Clicking on the grandstand picture will take you on the way to your next game. Pre-match options include fine-tuning of your team and formation, which would be fine if only the process was a little more straightforward.

A graphic representation of the pitch shows your team formation, and swapping players around is carried out by clicking on their numbered names to the left of the screen. These player numbers fail to correspond with their graphic representations, making the process of player placement confusing guesswork. Numbering the player graphics would have easily avoided this.

Three play options are open to budding managers before the game commences. The game can be played in full, with you taking the joypad and playing for the match; the full match can be watched from the sidelines with the computer controlling both teams; or the result can be determined without watching the football. Unless you're very good at Kick Off, the latter two options are recommended.

Despite the fact that the matches are a set length of four minutes (two minutes each way), watching two computer teams play each other has never been so much fun. The excitement of being a football spectator has been caught in full – Andy and myself found ourselves engrossed in the matches, cheering for our goals and screaming at our crappest players!



The newspapers have been busy. Leicester are outclassed and Wigan lose their manager. What a cruel world this is...

RICHARD LLOYD

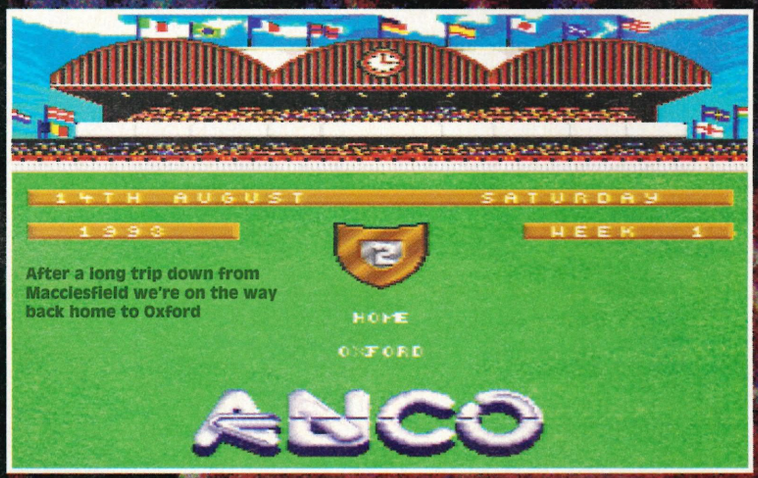
A couple of niggling problems hamper the game at this point. Firstly, there's no action replay feature, which I thought would be essential for this type of game. Also, you're not informed during matches as to which team is winning (there's a score, but no associated team names), or which direction you're supposed to be shooting – on occasion I didn't know which team I was supposed to be (Some manager, eh?)!

Despite these flaws, Player Manager still remains exciting and captivating to play. Later in the game the going can get quite rough, with managers often being sacked, crowd trouble earning you no respect from footballing authorities, and relegation points bringing nothing but trouble. Still, you have to take the rough with the smooth in this game, and let's face it – for most managers the going is decidedly bumpy!

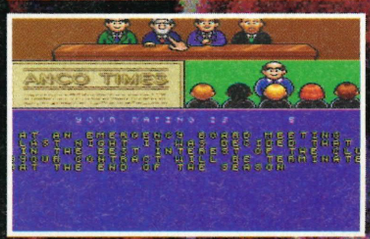
PAUL



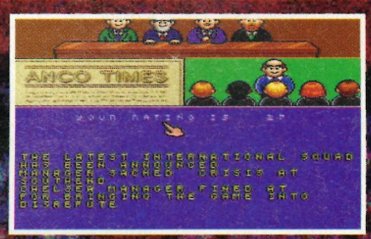
A couple of Everton defenders are up for grabs on the transfer market – spotted by my ever-vigilant talent scouts



After a long trip down from Macclesfield we're on the way back home to Oxford



What, my contract is to be terminated!? It looks like my football career is definitely on the rocks



The latest international squad has been announced. If any of your players have been selected you may be a couple of players short for your next club match

(Below) Our present 'keeper isn't very good at his job, so it looks like I'll be needing a replacement from the transfer market



McLeary has provided a sterling service for the club, so I'll reward him with a transfer!





A daring save from the Leicester number one prevents an almost certain goal

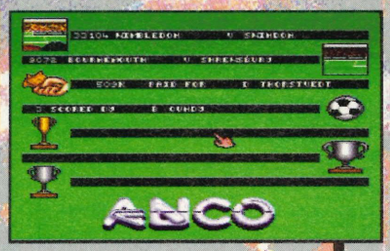


Liverpool prop up the first division from the bottom, while I'm still stuck in the bloody third division at the moment!

REVIEW

KEVIN KEEGAN'S PLAYER MANAGER

(Right) Up to date league records, including leading goal scorer, high and low attendances and largest transfer fee



(Right) Leading goal scorers in all three divisions. (Below) The international squad in all their glory











CONTINUE

Player Manager is a
icons and options.





KEEP ON

(All below) The statistical aspect of Player Manager makes for vital reading. Keep up to date with all the latest info, including wins, losses, cup and league results, league tables, goal tallies and general league records



(Right) This screen is the main junction within the game. The calculator takes you to statistics, the stand to 'Play Match' and Kev's head to the manager's office



(Below) The manager's office contains everything a footballer needs!





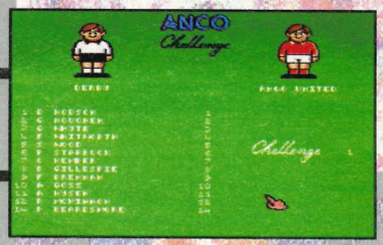


a incredibly involving game, packed full of menus, his diagram illustrates how it all works!





(Left) The three variations on the Kick Off theme, including the all-new Anco challenge (below), for hard-nut Kick Off players only





(Left) Choose from any of the 64 teams available. Don't worry, you can change their name to whatever takes your fancy



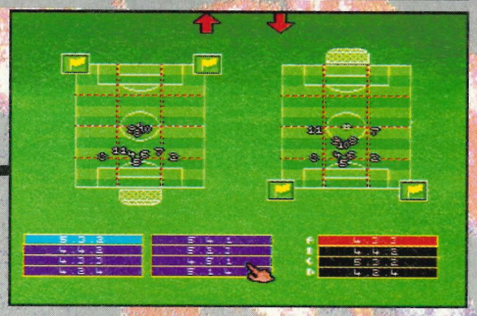


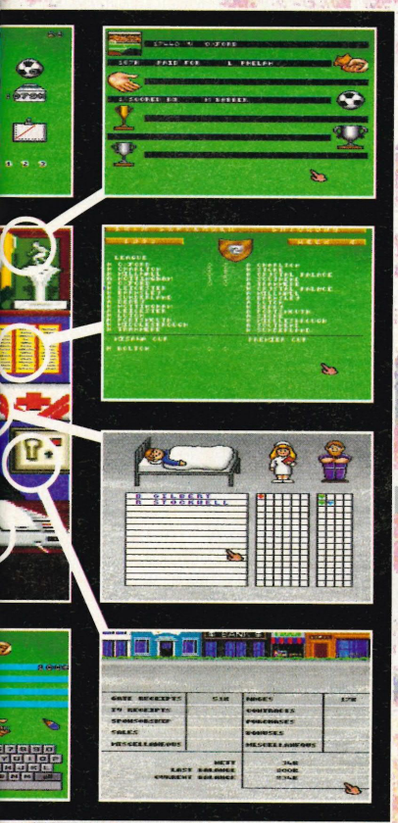
(Below) Check out the opposition before facing them on the pitch. Look at their form, strengths and formation before deciding on your own tactics



FLOWIN'





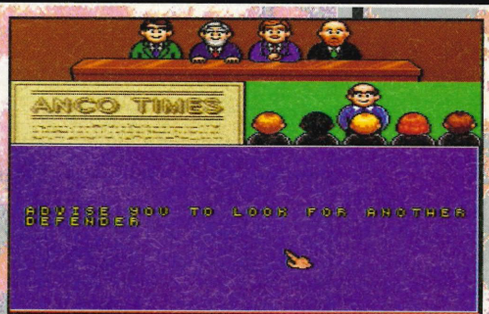




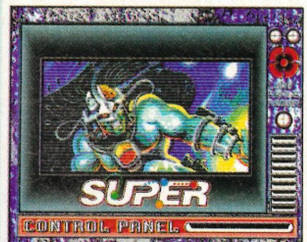
(Above) To make things that little bit harder, try playing the games yourself. Watch as the opposition rack up their score! Watch as your team crash down the league!



(Left) The post mortem. All goals, injuries and yellow cards are displayed beside the respective players. Three yellow cards and you're banned from the field



(Left) No news is good news after a match. The newspapers watch your every move, commenting on your progress as you play. The board of directors may have a harsh word or two, and if the coach believes there is a deficiency in the team, he'll point it out to you in front of the players. If you can handle the criticism, then this is the job for you...



KEVIN'S PLAYER MAN.

HOUSE: ANCO
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: ONE OR TWO
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

81%

SUPER CONTROL

SOUND	5
GRAPHICS	6
GAMEPLAY	7
LASTABILITY	9

ENERGY HIGH

- Extremely engrossing
- Loads of depth
- Very addictive
- Mouse compatable
- Improved Kick Off

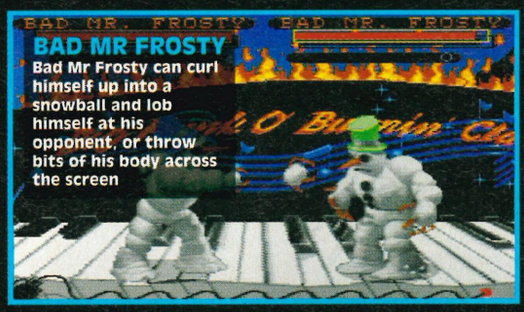
ENERGY LOW

- No action replay
- Kick Off isn't much cop
- Slow without mouse
- A few niggling problems bring it down

ALTERNATIVE SYSTEM

Striker (88 per cent) is currently the best arcade-style football game on the SNES. If you're after a more strategic footy sim then I'd go for Player Manager. Forget Super Formation Soccer and the other Kick Off games because they're a waste of money next to the aforementioned twosome.





BAD MR FROSTY
Bad Mr Frosty can curl himself up into a snowball and lob himself at his opponent, or throw bits of his body across the screen



HELGA
The busty wench is a bit like Honda in the way that she can fly across the screen to ram her opponent with her spiked helmet. She sings painfully out of key and saps your energy if you get too close!

CLAYF



THE BLOB
The Blob can mould himself into loads of different weapons including boxing gloves, a hammer and a damn great DM boot. Blob also spits goo and can mutate into a spinning saw-blade



ICKYBOD CLAY
The spooky Ickybod takes chunks out of his pumpkin head and throws it around. Ickybod can also teleport behind his opponent for surprise attacks



Yes, I did indeed say Clayfighter. Not Street Fighter, nor indeed any other kind of fighter as yet known to man – Clayfighter is Interplay's foray into the fight market. Not a market you'd immediately associate with Interplay, who has developed a reputation for focusing on originality – there are plenty of fight games out there already, right? Well, humour is to be the element that will set this game apart from the hordes of fight games.

The seven characters in Clayfighter are digitised from clay models. Using clay meant that the game's designers only limitation when it came to creating the characters was the breadth of their own imaginations, hence they have produced seven outlandish deviations from the norm. There's only one muscle-bound hunk, and he does have a very ugly face that rather resembles that of a toad. He's called Tiny, and has to be the dullest of the lot.

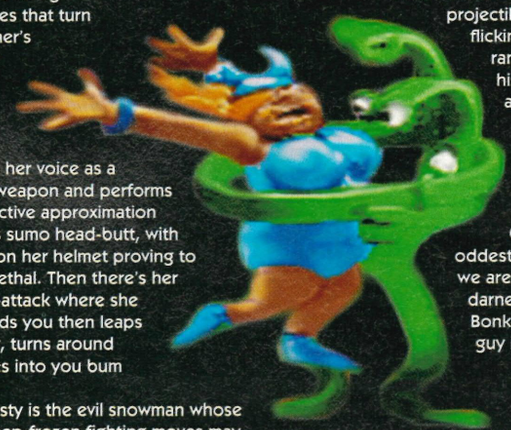


CLAY SCHOOL

The rest of the characters are...well, odd, to say the least. Take Taffy Man for example, in short he's a living, breathing piece of toffee who uses his elasticity to great effect, stretching halfway across the screen to deliver a punch. Then there's The Blob, shaping up to be the best character, who is essentially nothing more than a shapeless lump. Each move or punch transforms him into a different shape, be it a hammer, a buzz-saw blade, six boxing gloves or even a boot. The evil sneer on The Blob's face and the way his eyes bulge out are frankly hilarious.

PLAY DOH FIGHTING...

Helga is quite a sight as well. She is one of those fat Viking songstresses that turn up in Wagner's Ring (poor sod, he should see a doctor). Helga uses her voice as a projectile weapon and performs a very effective approximation of Honda's sumo head-butt, with the horns on her helmet proving to be pretty lethal. Then there's her flying butt-attack where she runs towards you then leaps into the air, turns around and crashes into you bum first.



Mr Frosty is the evil snowman whose array of deep-frozen fighting moves may well prove to be amongst the most effective of all. His slightly tilted top hat and carrot fingers all add to the feel of this somewhat sinister and malevolent character.

Ichybod Clay is the truly evil one of the troupe, although he is in fact nothing more than a wicked-looking pumpkin perched atop the shoulders of a ragged white shirt that floats around. Ichybod's projectile attack involves flicking a handful of rancid pumpkin at his opponent. He also has the capacity to teleport, confusing whoever his challenger is.

One of the oddest characters (so we are talking pretty darned odd) has to be Bonker the clown. This guy is gangly, lairy, looks like Krusty and is completely hatstand. His attacks involve an assortment of novelty practical jokes – the

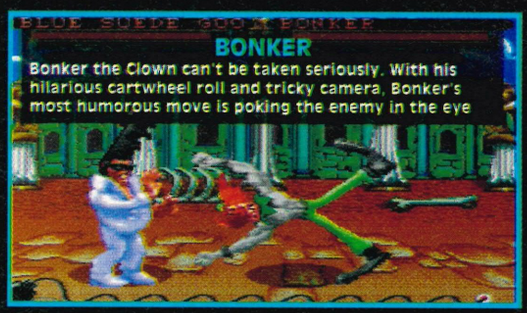


BLUE SUEDE GOO
Elvis incarnate sings the sap out of his enemy and can slice 'n' dice his foes with his killer quiff. Watch out for his dance routines too!



TINY

Tiny's charging punch is awesome, smacking his opponent three times in a single punch! Tiny also leaps onto his hands and kicks out with his feet



BONKER

Bonker the Clown can't be taken seriously. With his hilarious cartwheel roll and tricky camera, Bonker's most humorous move is poking the enemy in the eye



TAFFY MAN

Rubber bendy-man Taffy can wind himself up and spring around in a whirlwind of kicks and punches. Taffy can also wrap his stretchy limbs around his enemy and punch them in the face

FIGHTER

water-spouting buttonhole, the water-spouting camera and so on. He also has the capacity to summon a huge mallet from his back pocket and extend his head on a pantographic arrangement to deliver a head-butt across the screen.

My personal favourite definitely has to be Blue Suede Goo who is an impersonator of Elvis during his Vegas/cheeseburger period, complete with a white, spangly, flared suit, open down to the navel. He uses his rampant quiff to block and attack, and his quiff-tastic special move flicks it forward with such force that it slices his unfortunate opponent in half! Frankly, it's all quite incredible. His projectile weapon is a little semiquaver, its launch being announced by a loud, "Whoa Mama". Blue Suede Goo's display of triumph involves him going down on one knee, raising his hand into the air and proclaiming, "Thanuvereemuch" in dulcet Elvis tones to all who are interested.

CLAYMATES

Speech and sound effects play a very big part in Clayfighter, with each fight being announced by an MC who shouts out the names of the contenders. Each character has an array of sound effects to accompany their special moves, as well as a good selection of thumps and crunches essential to any self-respecting fight game.

Each character is expertly digitised from the original clay models and the wide variety of comedy expressions will really add to the fun. For example, when a character gets caught in a bear-hug from an opponent, their eyes will invariably bulge out in a most disconcerting manner!



PLACES TO GO, PEOPLE TO SEE...



FORT FROSTY

Ickybod sinks his teeth deep into The Blob – the game is flooded with humour, like the sound effects that accompany many of the bone-crunching attacks



LIFE'S A STAGE

Tiny grabs Blue Suede Goo and crushes him in a breathtaking bear-hug. Just take a look at that teddy boy's eyes bulging!



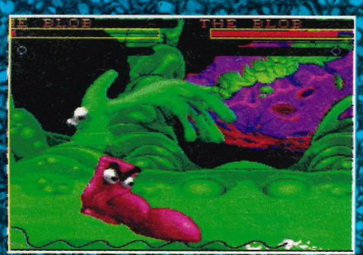
GOO FACTORY

Hold back to block the attacks from your opponents. Alternatively, jump over Blue Suede Goo's killer note attack



TOY ROOM

See that time bomb at the bottom? All the time you're fighting, the fuse gets shorter until the whole thing explodes



SLIME PLAINS

The slime plains are home to The Blob, surrounding the malleable mauler in gook and gunge



HAUNTED HOUSE

Bad Mr Frosty (Remember the TV adverts with the geeky kid and Percy the penguin?) stays cool by throwing bits of his icy belly at Ickybod Clay



THE COLISEUM

Taffy, the rubbery bendy-man, doubles over in agony after hearing Helga's rather painful rendition of the classic Que Sera Sera



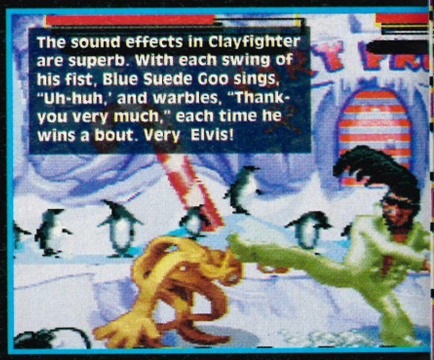
BIG HUNK O' BURNIN' CLAY

Join Blue Suede Goo for a twinkle on the old Joanna in a showdown finale that the King of Rock and Roll (Who? Dave Gahan?) would be proud of



Get in close and press the brutal punch button to squeeze the energy out of the enemy. Tiny's eyes bulge as Bad Mr Frosty tightens his grip

Tiny packs one helluva punch and can knock out an enemy with his charging right hook. It's pretty easy to do – just reel off Guile's sonic boom



The sound effects in Clayfighter are superb. With each swing of his fist, Blue Suede Goo sings, "Uh-huh," and warbles, "Thank-you very much," each time he wins a bout. Very Elvis!



Helga's wailing voice doubles up as an effective attack – a sort of Viking sonic boom. Luckily, The Blob can duck under her ear-shattering screams

CLAYFIGHTER

Each character has their own home level, the designs for which will usually fall into the 'garish and wild' category. From Fort Frosty to Ichybod Clay's haunted house, they offer a refreshing alternative to the now familiar street scenes we have become used to.



You're awarded extra points for defeating your opponent quickly and for using the many special moves. You'll also get extra points depending on how much damage you sustain



One of Taffy's stretchy limbs can tie up his opponent while he punches them in the mush with his other hand

CLAY AWAY

There are two variations of the game which can be played – the one-player tournament where you fight your way through the other opponents and then take on the hardest boss in an attempt to become the ultimate Clayfighter, and of course there's the two-player Versus mode. Here you can play any character against any of the others, including themselves, at any location. Just like SFII, the game keeps tracks of the statistics for each character during the course of play.

Cleverly, the controls are lifted completely from SFII, so everyone is familiar with the six-button, three punch, three kick set-up. Even more sensibly, a lot of the moves from SFII, for example the standard combos that will create a hurricane kick, a fireball or a charging attack, are used here in Clayfighter to activate the special moves. This means that Clayfighter should be a highly competent fight game that will be able to hold its head high in the serious world of fighting.

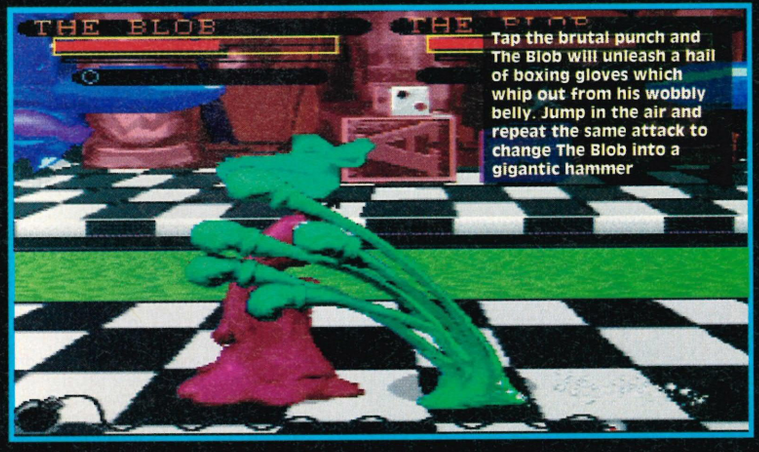
Where Clayfighter wins through though is with its irreverent humour. All the accepted standards that we have come to expect from fight games have been turned on their heads – fireballs are now musical notations, bear-hugs become something all together different when executed by Taffy Man, and I don't think I've ever seen a character that's as versatile as The Blob. Another nice touch is the way that all of the really nasty punches are accompanied by words such as "POW" or "WHAMMO", in a very Batman kind of way.

If Clayfighter's gameplay proves to be half as good as Street Fighter II's, Interplay could be onto a real winner with this original game.

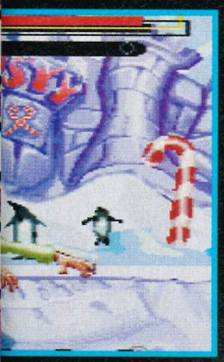
JOOLS

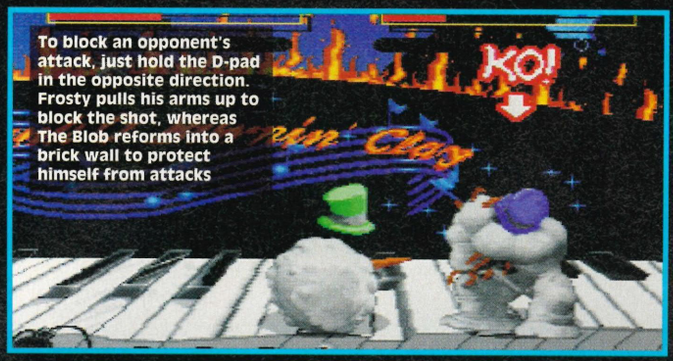


The Blob is easily the most versatile character and can bend and shape himself to kick the crap out of his opponent



Tap the brutal punch and The Blob will unleash a hail of boxing gloves which whip out from his wobbly belly. Jump in the air and repeat the same attack to change The Blob into a gigantic hammer





To block an opponent's attack, just hold the D-pad in the opposite direction. Frosty pulls his arms up to block the shot, whereas The Blob reforms into a brick wall to protect himself from attacks



Taffy can block attacks by bringing up his huge rubber hands to protect his elastic face



Special moves can be blocked by pulling back on the D-pad, but you'll have to be quick. Some moves, like Mr Frosty's snowball, take a while to 'charge' up



All the characters in Interplay's Clayfighter are superbly animated, with excellent facial expressions and a large selection of humorous special moves

Jumping in the air, opening his massive gob, The Blob swallows Blue Suede Goo in one gulp. Inside the singer screams and tries to punch his way out





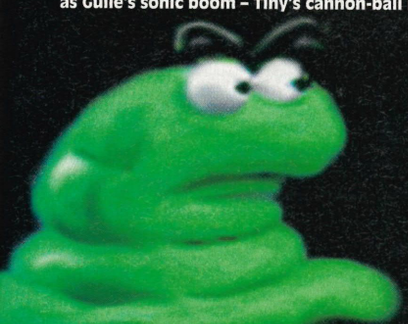
Another of the special moves which are executed in the same way as Guile's sonic boom – Tiny's cannon-ball roll



Some of the background are actually interactive. In Fort Frosty, Eskimos lob snowballs at the two fighters while the lions at the Coliseum swipe at anyone within reach



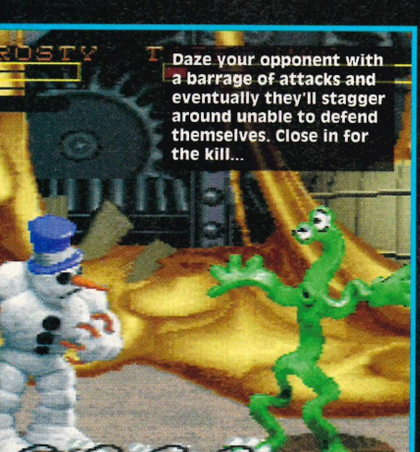
When a fighter staggers around the screen with a KO pointing towards him, close in for the kill and tap both the top L and R buttons to deliver the finishing blow



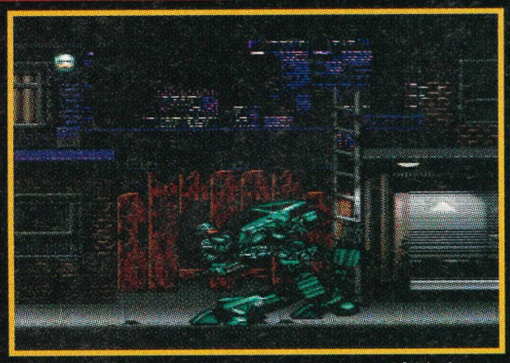


Most of the special moves are executed in the same way as the attacks in Street Fighter. Throwing blobs of goo uses the same combo as Ken and Ryu's fireballs, while Honda's torpedo will activate Helga's flying head-butt

Bonker's comedy camera catches them out every time! Squirt them in the face then slap 'em with the inflatable hammer while they stagger around blinded



Daze your opponent with a barrage of attacks and eventually they'll stagger around unable to defend themselves. Close in for the kill...



The first guardian is the ubiquitous ED 209 and is, to be frank, very easy to kill



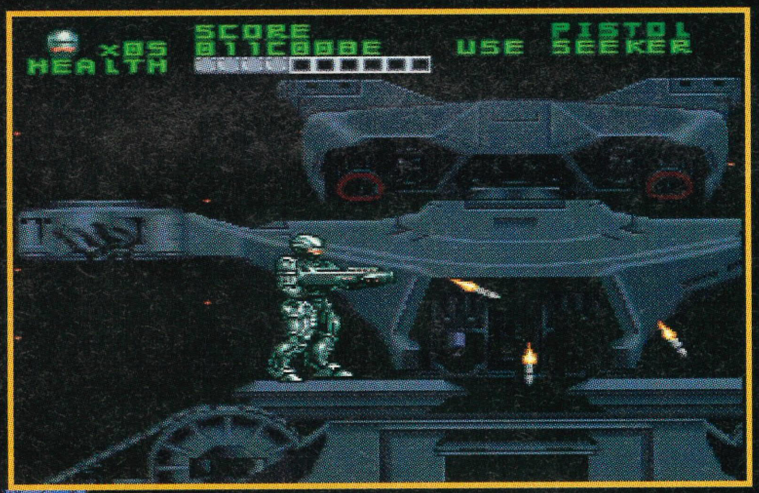
Hovering orbs...like, wow man, that's really strange, and they're shooting at Robocop and everything



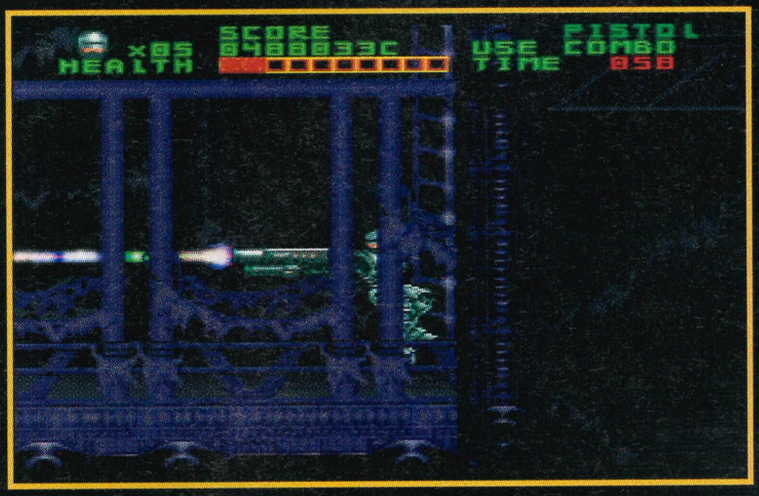
There is only one section of this Mode 7 flying bit, but some more certainly wouldn't go amiss

ROBOCOP VS

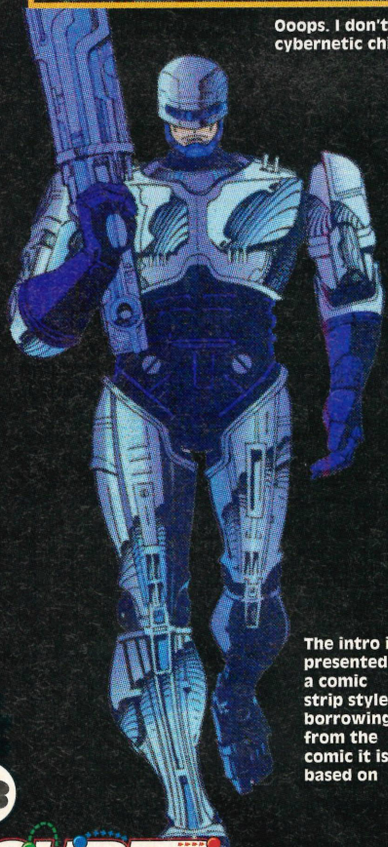
ALIEN VS PREDATOR ALL OVER AGAIN?



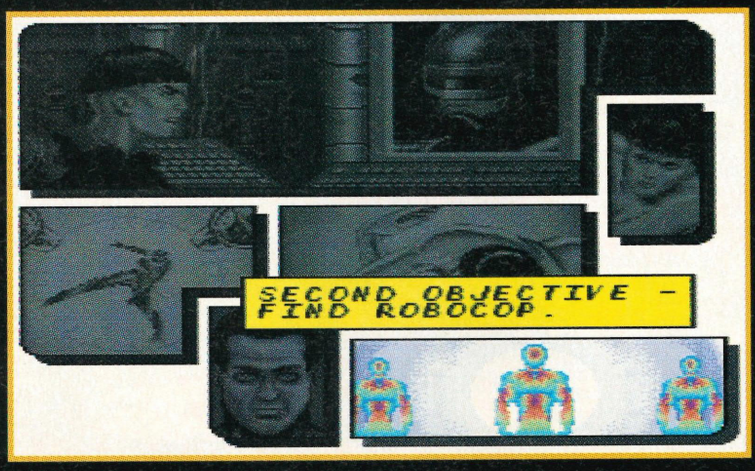
Ooops. I don't think the, "Please mister, can I have my cybernetic chip back please?" is going to wash with this guy



Some serious firepower being used here, but there's no-one left to cop for it. Perhaps it's time to move on to somewhere with more to kill



The intro is presented in a comic strip style, borrowing from the comic it is based on





The 'in' thing at the moment is obviously to thrust two cinematic giants together, making them battle it out as the Hollywood moguls never intended. First there was Alien Vs Predator, a dismal scrolling beat'em-up locking two drooling alien species with very few table manners, in a fight for survival. Now we see the robotic equivalent in Robocop Vs Terminator.

Both cybernetic creations are 'ard as nails and neither machine harbours much love for the other. It is their focused aggression and relentless pursuit of their primary mission objectives that lock the two in mortal combat.

Robocop takes the flowery pink role of obligatory good guy while Arnie's army pose as the bad guys threatening to take over humanity through the computer systems of Skynet and OCP. One solitary figure against masses seems hardly fair, but Robocop takes on this responsibility with arrogant prowess, stomping through the infested streets of Detroit and labs of Cyberdyne with head high and gun arm outstretched.

10 SECONDS TO COMPLY

Taking influence from the series of Dark Horse comics also named Robocop Versus Terminator (written by the incomparable Frank Miller of Dark Knight Returns fame), the game straddles 12 intensive blasting levels riddled with various cybernetic creations, including the lumbering ED 209. The plot casts a shadow on the good reputation of Robocop by accusing him of unknowingly helping Skynet to form, thanks to certain chips in his bonce. Now he must undo what he has done and destroy Cyberdyne, the Terminators and Skynet for good.

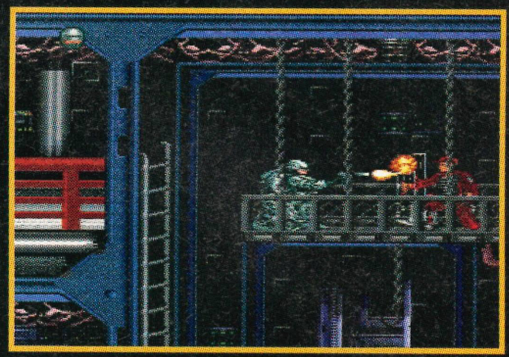
Drawing on the dark and oppressive atmosphere captured in both series of films, Robocop Vs Terminator's many backgrounds include complex weavings of computer circuitry, gutted city streets and derelict steel structures. Using masses of depressing greys, browns, greens and a hefty dose of black, the dank futuristic aura portrayed in the films is recreated, enhancing the game's inhospitable atmosphere.



Skynet is destroyed but you have to get out sharpish, although the Terminators aren't all that keen on the idea

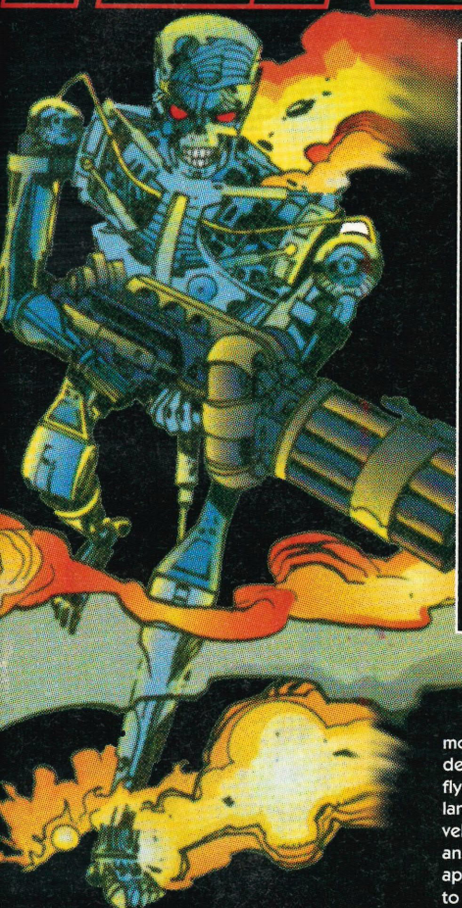


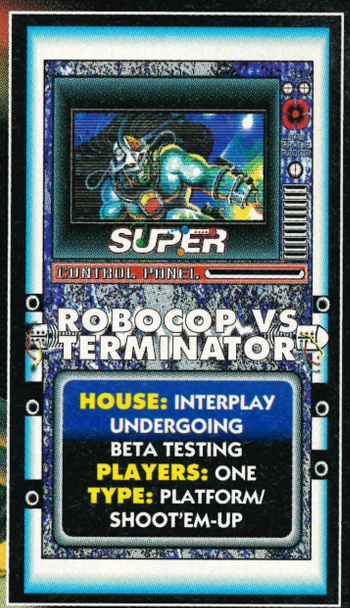
There's the T-800 in all his glory – half-inched leather jacket, shotgun and all



Aha, a bullet-proof shield, just wait till he drops it and blast him with your dead hard pistol

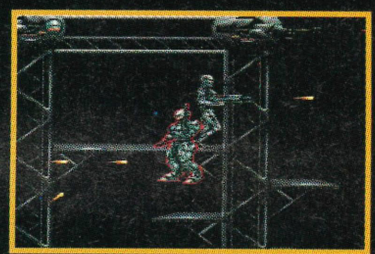
TERMINATOR







These homing missiles are very useful – just walk along and keep the button down and away everything goes



Those banana skins are more trouble for someone like Robocop than you may realise



The half-human/half-robot law thing contemplates all these goodies



Excellent – the cybernetic cop has just found an all-important spare head

The main bulk of the game involves platform hopping, with the customary big guardian lurking at the end of most levels. Teams of Terminators in various guises emerge from every crack and crevice (including some you didn't even know existed), all wielding some sort of ballistic device. BIG guns are the name of the game in this 16meg blood bath, not just mere hand pistols but bits of a defunct ED 209 and abnormally huge rocket launchers!

HASTA LA VISTA

As is the case with all games of this ilk there are plenty of bonuses and other such items to ease the pain. Most of the useful bonuses like extra energy, extra lives, shields, new weapons and smart bombs usually lurk within wooden crates scattered throughout the levels. Sometimes bonuses appear when enemies are killed and can be collected simply by walking over them.

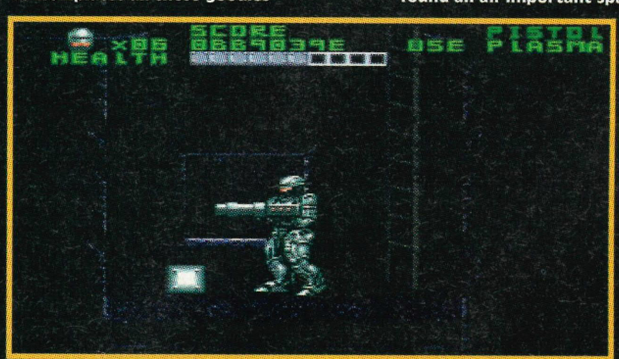
To relieve what could be a monotonous platform rampage the developers have included a Mode 7-style flying sequence. In this you view a barren landscape from the cockpit of an armoured vehicle, zooming backwards, forwards, left and right in an attempt to shoot approaching Terminators. Using a cross-hair to aid your aim, high-powered laser cannons pulse from the front of the craft, helping you in your attempt to gun down 20 of the Terminators. When the quota is completed you can then proceed to the next level.

I'LL BE BACK

The Mega Drive version of Robocop Vs Terminator has oodles of gore and plenty of blood spillage but the SNES adaptation sadly suffers from the same fate which befell Acclaim's Mortal Kombat. Nevertheless there's still plenty of action, explosions and maiming so you haven't really got anything to grumble about, now have you?

Robocop Vs Terminator should be out this side of the festive season, and of course we will bring you a review as soon as we can.

ALLIE

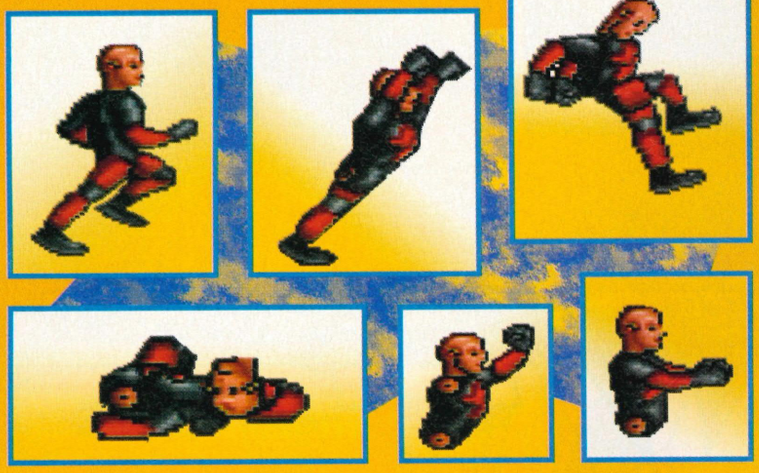


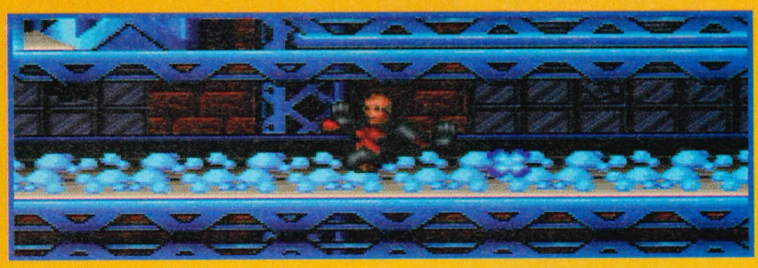
What a stud! What a hero! What an unsullied head-case this man truly is!

Now that's what I call a weapon: full-range plasma beam and a grenade launcher to boot

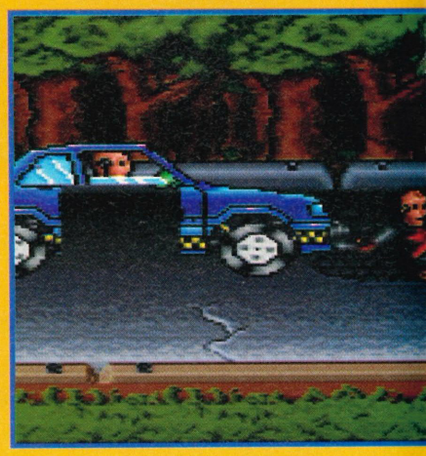


HE'S 'ARMLESS











The moving platforms are slightly less than taxing - they move so slowly you'd be hard pushed to miss them



Gray Matter has been very busy of late, having been responsible for the development of three recently released Super Nintendo titles; namely BOB (EA), Wayne's World (T*HQ) and now, The Incredible Crash Dummies. Perhaps busy isn't exactly the right word – all three games do bear a striking resemblance to one another. They



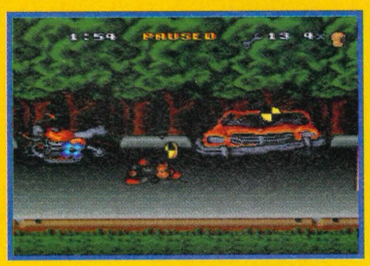
CRASH



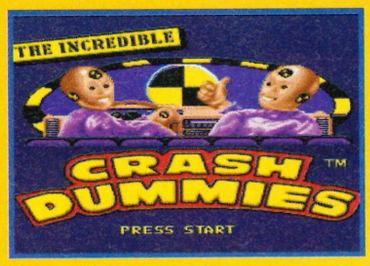
Remote control aircraft are amongst the weapons that are used to slow you down. Just destroy the chap throwing them and everything will be fine



Bombing light-bulbs. The originality of this Crash Dummies malarkey never ceases to amaze me...



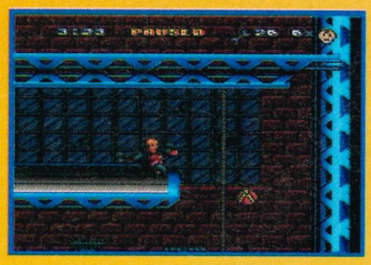
Press down and poor old Slick will fall apart getting as low to the ground as possible

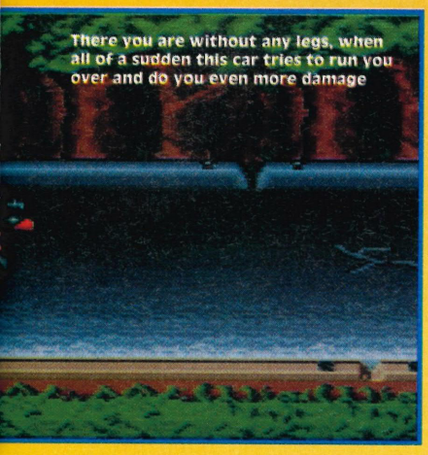


The Incredible Crash Dummies... sometimes you just want to hit them very, very hard



Do you like my new hat? Beautiful runner, low mileage but a bit tiring on the neck muscles





all feature a single character in a platform game, jumping over big blocks and firing off a weapon. All the games begin simply with the levels scrolling to the right, then gradually become more complex, forcing the player to jump up, back and over various obstacles to get to the end of the level.

JIM'LL FIX IT

What is striking about all these games is that the main characters all behave in the same way, be the star a robot called BOB (the best of the lot), Wayne Campbell from Wayne's World or a crash dummy called Slick (or is it Spin). The main difference in Crash Dummies is that Slick falls apart bit by bit when he takes a hit as opposed to merely feigning pain and losing some energy.

This game is based on a cartoon series, which is based on a toy, which in turn is based on those yellow dummies you see in cars when they test crash them. In short, they get flung about a bit and to make the toys/cartoon/video game all the more appealing/hilarious/playable these little loves fall to bits in an ever-so-harmless manner.

Quite how these yellow dummies became intelligent is not explained (probably for the same reasons as the Shoe People did), but they are apparently, and one of the two heroes of the cartoon, Spin, has been kidnapped so you have the enviable task of taking control of the other dummy, namely Slick, and heading off to your chum's rescue.

SORRY I'M LATE, JD

In the course of his travels Slick will encounter a number of mechanical obstacles ranging from aggressive robots to sets of electrodes which set up regular (and very dangerous) arcs of electricity. Should Slick bump into one of these dangerous little pieces of equipment, he'll take a hit which will result in him losing a limb. One hit and he'll find himself minus a leg, forcing him to hop very convincingly. Next goes the other leg, which leaves him to drag himself along on his bum. Then his right arm unfortunately comes off, but being the trooper he is, he still manages to keep up the same speed as he did when in possession of both of his legs. Even without any limbs at all he doesn't seem to be in the least bit disabled, merrily flexing his lower back to propel him to just the same speeds and heights as he went to before.

This whole concept is a wasted opportunity in my opinion. If the dummy was hindered when hit this would have given the gameplay some depth and imagination, two qualities it is sadly lacking.

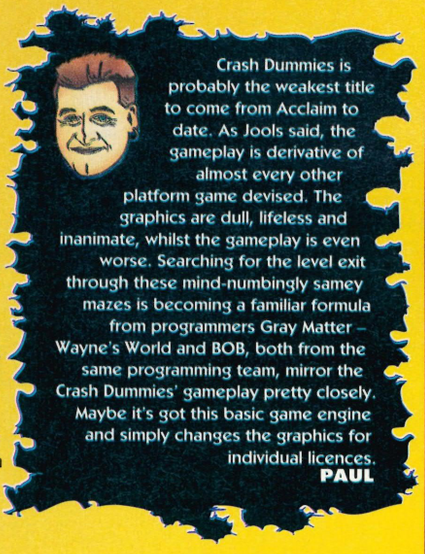
Predictably, when Slick picks up a screwdriver he gets a limb back. There a plenty of screwdrivers about so keeping going for a fairly lengthy amount of time is never that much of a problem. With simplistic level designs to contend with, the end of the level is often found without you having lost a life. Slick does have a weapon at his disposal – rusty spanners which he hurls in front of him. You do however possess only a limited number of spanners and have to collect more of them on the way to ensure that you are never unarmed (Geddit? Un-armed? Oh dear, why do I bother?).

Level ends are fairly easy to spot, a big black and yellow disk springs Slick high into the air and on to the next riveting level.

DROP THE DEAD DUMMY

The levels themselves are all very dull, each one has its own graphical style and a selection of appropriate enemies, but none of them offer any puzzles or obstacles that are in any way taxing. The occasional one may have some point of interest in the graphics, but this doesn't happen that often. Never do any of the sound effects provoke any response other than, "Turn the damn thing down". Generally all you'll have to do is make a few jumps, duck under a few laser beams/electricity bolts and keep on going until you find the end. Yaaaawn.

Crash Dummies is far too dull to be even vaguely entertaining for more than, say, 10 minutes. The gameplay is highly derivative and has been seen before, and the presentation is certainly not going to stop the traffic. A game like this should have been a complete giggle-fest all about finding new and interesting ways to rip these guys apart. As it is we've got just another yawn-inducing platform game that the SNES could well do without. **JOOLS**

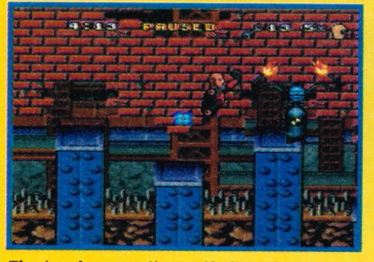


Crash Dummies is probably the weakest title to come from Acclaim to date. As Jools said, the gameplay is derivative of almost every other platform game devised. The graphics are dull, lifeless and inanimate, whilst the gameplay is even worse. Searching for the level exit through these mind-numbingly samey mazes is becoming a familiar formula from programmers Gray Matter – Wayne's World and BOB, both from the same programming team, mirror the Crash Dummies' gameplay pretty closely. Maybe it's got this basic game engine and simply changes the graphics for individual licences.

PAUL

The Incredible DUMMIES

JUST DON'T FALL APART ON ME NOW, SLICK



The torches aren't exactly harmless, plus you're lumbered with acrobatic spanners that take ages to get to their target



The pits of cement animate themselves to become monsters who try and grab you as you leap over. Very strange...



Revenge of the killer parking meters. You would not believe how we laughed and laughed...



CRASH DUMMIES

HOUSE: ACCLAIM LJN
ORIGIN: OFFICIAL UK
PRICE: £TBA
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

45%

SUPER CONTROL

SOUND	4
GRAPHICS	6
GAMEPLAY	5
LASTABILITY	4

ENERGY HIGH

- Vaguely amusing watching Slick crawl around on his bum
- It could have been worse

ENERGY LOW

- Uninspired level designs
- Gameplay has been done better many times before
- Wasted opportunity

ALTERNATIVE SYSTEM

If you want another Gray Matter game then Wayne's World (46 per cent) or BOB (69 per cent) are very similar. If you're after a combination of platforming with exploration then Pugsley's Scavenger Hunt (85 per cent), Lost Vikings (90 per cent) or Claymates (85 per cent) will fit the bill very nicely.

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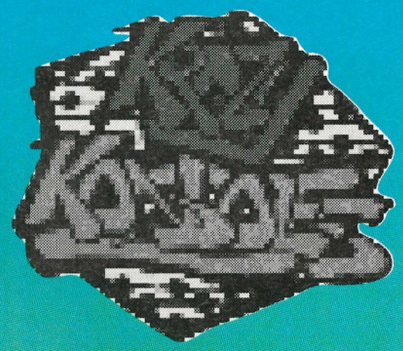
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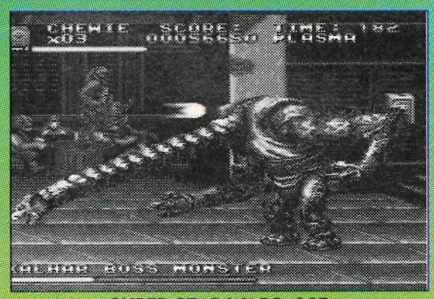
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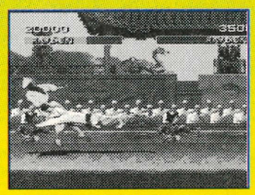
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IT IS MY, ECLAIR

Summer is upon us, especially in Oxford where the weather is much better than in gloomy Macclesfield. What a shame that this month's guides are for dark, mysterious games such as...

BATMAN RETURNS

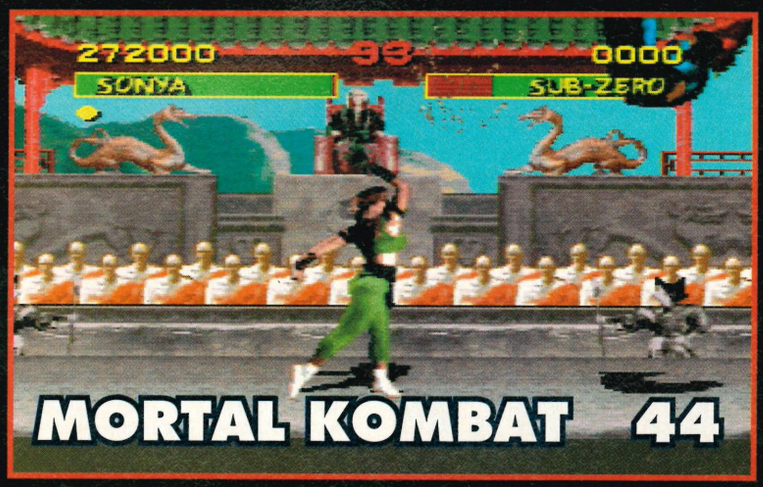
Holy box-out, Konami's beat-and-race'em-up goes West (arf arf), courtesy of this tactical summary of the Dark Knight's enemies.

ALIEN 3

The final instalment of Acclaim's acclaimed (Eh?) game of the movie. All the maps and missions listed in simplified terms.

MORTAL KOMBAT

More Acclaim software and all you'll ever need to know about the characters' special moves, combinations, strengths and weaknesses. Includes the secret opponent!



MORTAL KOMBAT 44



ALIEN 3 48



BATMAN RETURNS 54

ACCESS ALL AREAS

MORTAL KOMBAT

RICHARD LLOYD IS BOBBINS AT...



In my opinion, Mortal Kombat has never really touched SFII, either in the arcade or on the SNES. However, judging by the huge following the game has, some people must like it! Only the special and death moves distinguish the characters, who lack the 'personality' of the SFII stars. Despite its great digitised graphics, MK's glaring faults consign it to the 'nearly but not quite' cupboard.

85%

THE PRETENDERS

JOHNNY CAGE

STRENGTHS

A fast mover, Johnny can reel off a stream of rapid punches while facing his opponent. Special moves are easy enough to perform, although the package check is ridiculous.

WEAKNESSES

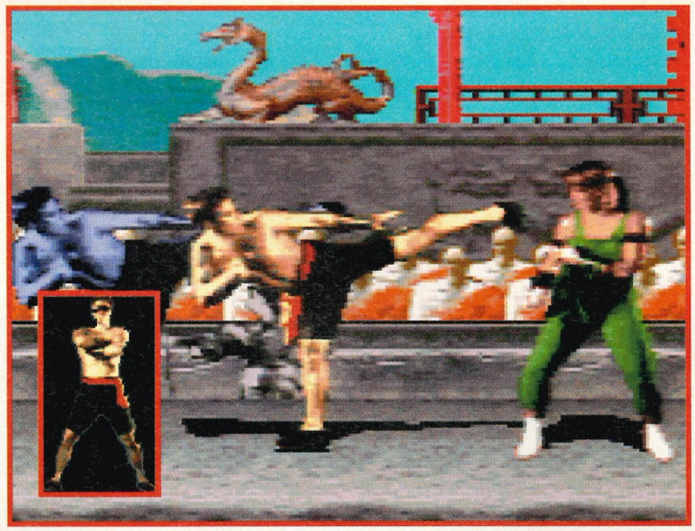
Tends to charge in and not bother with tactics, making him vulnerable to special moves, especially from Sub-Zero and Scorpion.

COMBINATIONS

A couple of flame blasts followed by a high kick and sweep. Then just punches his opponent's lights out.

END SEQUENCE

Johnny learns the importance of his fighting skills and the value of the tournament. He returns to Hollywood and uses his knowledge while filming 'Mortal Kombat – The Movie' and its many sequels.





KANO

STRENGTHS

Tough and rugged, Kano is a good battler. His upper-cut is untouchable in terms of the damage it can cause.

WEAKNESSES

Slow – and it shows when fighting someone like Liu Kang. His spinning attack is difficult to master. Kano tends to do the same thing over and over, and this lack of variety is easily punished.

COMBINATIONS

Usually a couple of spinning blades followed by a spinning attack, rounded off with either an upper-cut or a few powerful punches.

END SEQUENCE

Kano does the decent thing and runs the tournament into the ground by handing it over to his employers – The Black Dragon Organisation.

RAIDEN

STRENGTHS

Arguably the most impressive of the special moves, Raiden's teleport is difficult to defend against. A good battler, his torpedo and raidentricity moves inflict major damage.

WEAKNESSES

Raiden is slow-moving and has an annoying habit of regenerating every time he's knocked down, giving his opponent a vital second to get in another attack.

COMBINATIONS

Smart. A dash of electric, teleport and torpedo. Repeat until dead!

END SEQUENCE

Flash git that he is, Raiden becomes bored of being champ and invites all his god-like chums to partake in the tournament. To cut a long story short, they all have a big war and the world ends.



LIU KANG

STRENGTHS

The fastest fighter, Kang's whippet-like speed can destroy an opponent in seconds. Has a good all-round collection of attacks and his special moves are the easiest to perform.

WEAKNESSES

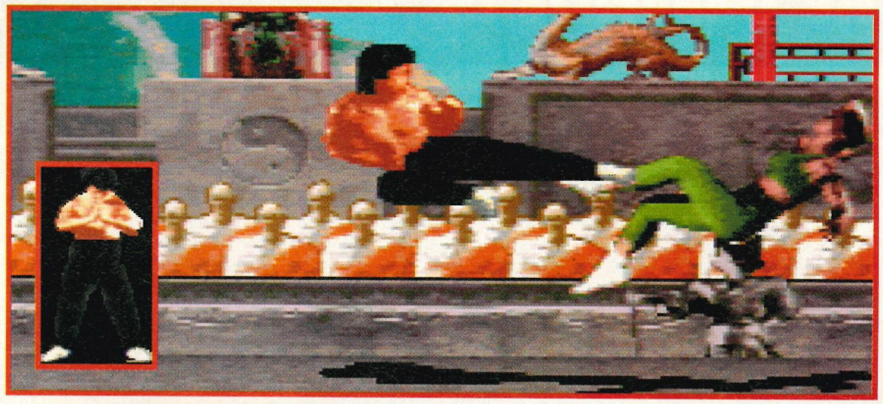
Despite the easy special moves, Kang's death move is fiddly to perform. Though his strength is in his speed, it can also sometimes be his worst enemy, as too many quick movements can mean accidentally walking into an opponent's attack.

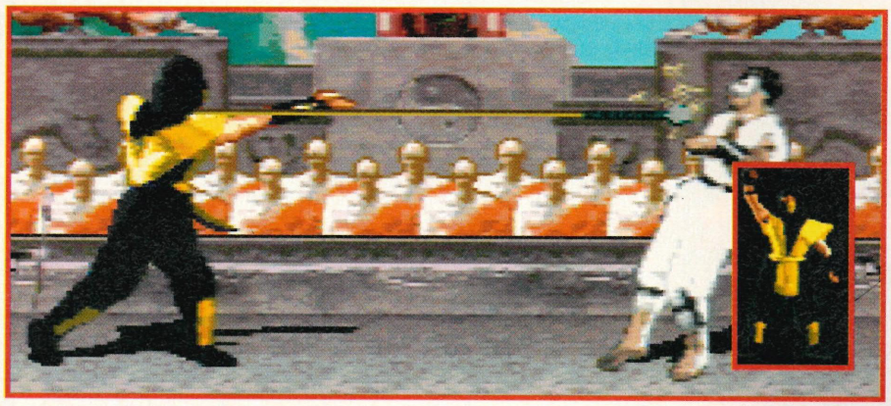
COMBINATIONS

Kang has no set combinations as his speed around the screen allows him to pick and choose his attacks from the front or back of his enemy.

END SEQUENCE

Kang returns control of the competition to the Shaolin Monks, rids the tournament of corruption and restores its good name. Everyone lives happily ever after.





SCORPION

STRENGTHS

Easily the best character, Scorpion has the perfect balance of speed and skill, coupled with the most devastating special move (the spear). Scorpion's breath of fire is also the easiest death move to perform.

WEAKNESSES

Very slow to block at times, Scorpion can be caught on the hop by a few quick combinations.

COMBINATIONS

High kick, spear, upper-cut, leg sweep. Simple and effective.

END SEQUENCE

Having lost his family following his brutal murder at the hands of Sub-Zero, Scorpion was allowed to seek his revenge in the tournament through reincarnation. As champion, Scorpion can do nothing but keep his curse secret, knowing he will never see his family again.

SUB-ZERO

STRENGTHS

Sub-Zero's ice move is his big plus as it is totally immobilises his opponent. He operates at a reasonable speed and is tough enough to fight at close quarters when necessary.

WEAKNESSES

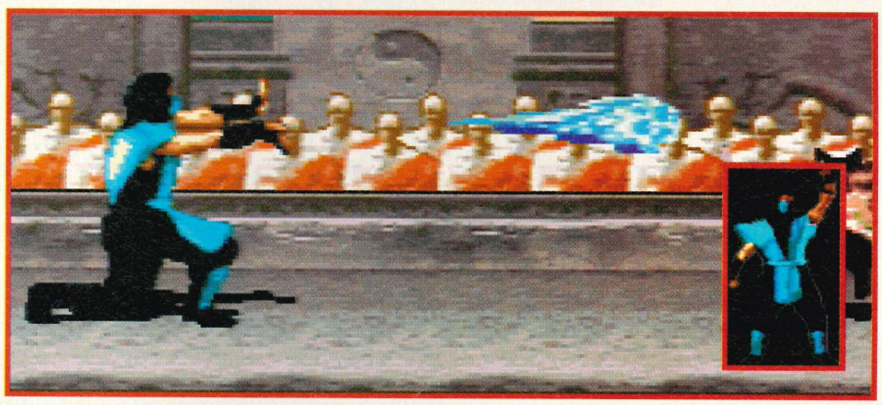
Sub-Zero's power slide is too fiddly and difficult to warrant regular use, especially in tight spots. Also, Sub-Zero's once famous death move has been toned down for the Super Nintendo.

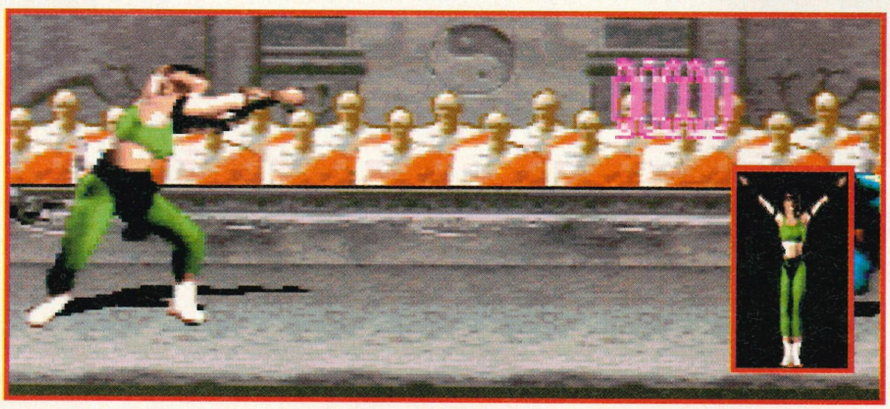
COMBINATIONS

Not necessary, just freeze your opponent and pick a spot to clobber them!

END SEQUENCE

Sub-Zero disappears, having received payment for the assassination of Shang Tsung by a wealthy enemy of the old man.





SONYA BLADE

STRENGTHS

Quick and agile, Sonya is a popular character to choose. Her energy wave is easy to perform, unlike her leg toss, although this can cause real damage even when executed at a distance.

WEAKNESSES

Her pointless flying punch can only be done when an opponent is jumping towards her which means that timing must be perfect – which is virtually impossible.

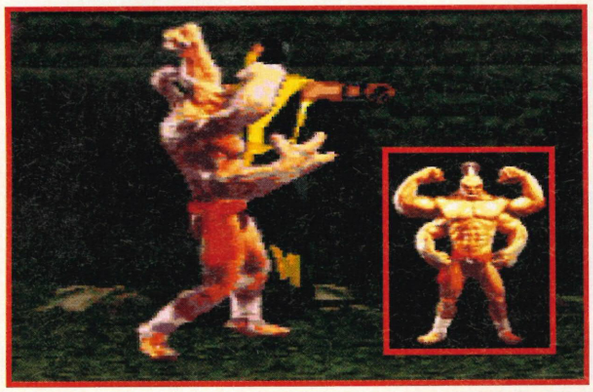
COMBINATIONS

Difficult, but worth it. Try a couple of energy waves followed by a leg toss. Finish the opponent off with a string of punches or leg sweeps.

END SEQUENCE

Sonya secures the release of her combat unit and brings about the downfall of the Black Dragon Organisation in the process. Hurrah.

THE DEFENDERS



GORO

The four-armed Goro looks mean, but is in fact the easiest of all the opponents to beat. He has an inexplicable urge to come charging at you, not bothering to block any attacks you make. Low moves, such as sweep kicks or low punches are useless as he will spread-eagle himself onto you and proceed to kick your character around the screen.

If you are thrown to the ground, hold the block button as you stand up to prevent him kicking you to death. Jumping kicks, roundhouses and special moves are the order of the day, especially if your character has a fireball of some shape or form.

SHANG TSUNG

The old man is a sort of hybrid of all the game's characters and will randomly change his form into that of a previous enemy. By far his most favoured characters are Goro, Sub-Zero, Liu Kang and Raiden, so remember your tactics for beating these fighters.



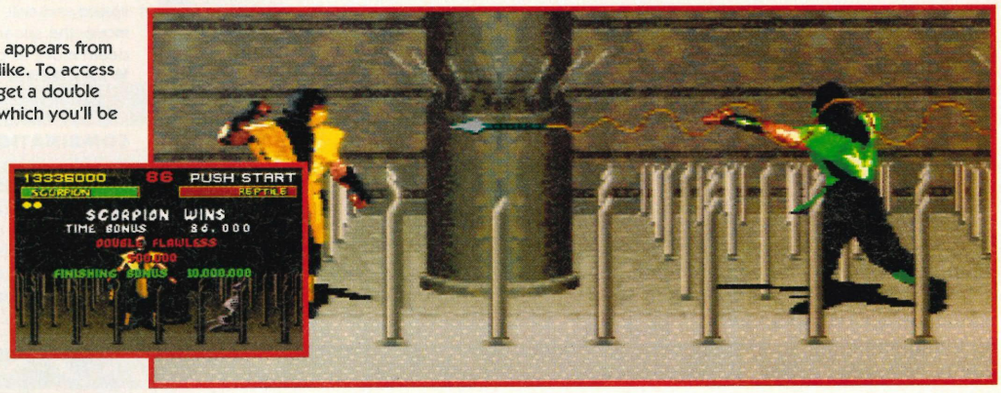
Shang Tsung also possesses a mean fireball, so be ready to jump or hit the block button quickly. Like Goro, the old man won't bother to block many of your moves when he's in his original form, so again, kicks to the head are recommended.

REPTILE

Reptile is Mortal Kombat's hidden character who appears from time to time rambling on about La Luna and the like. To access him is easy-ish – on the pit stage you'll need to get a double flawless victory and use your death move, after which you'll be transported into the pit to face him.

Like Shang Tsung, Reptile is a hybrid of the game's characters, except he performs all of their special moves rather than magically changing into the characters themselves.

Reptile is far and away the game's most difficult opponent to beat and you'll need to draw on all of your skills. Constantly blocking and then moving in when you have the chance to quickly sweep or jab him is probably the best advice I can give. The reward (10 million points finishing bonus) is well worth it!



SIZE DOESN'T MATTER

Here are a few points to help you along your way...

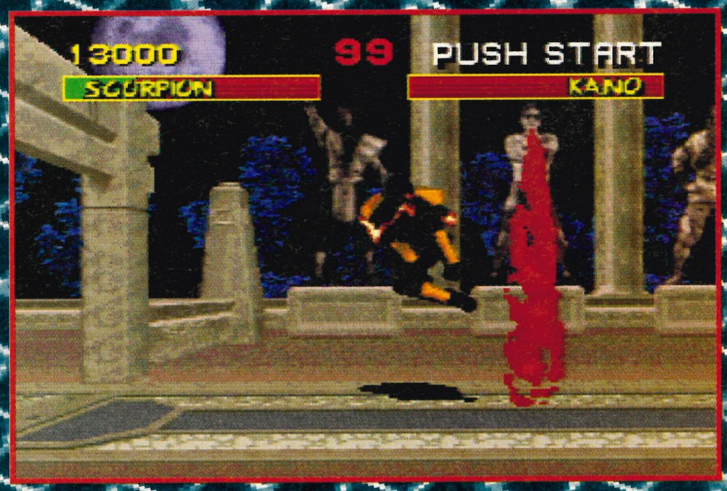
During endurance matches, block or high kick the moment the first opponent disappears. The side of the screen you are on determines which direction you attack – for instance, if you defeat the first enemy and are stood on the left of the screen, block or jump kick to the right (the second opponent will appear from this side) and vice versa.

Each computer-controlled character will perform the same set of moves in sequence as you attack: block – special move – attack – punch. Study these movements and you'll discover the quickest ways to beat them.

Kano will use his spinning attack whenever you jump at him or duck to sweep him when he is knocked to the floor. Beware!

When testing your strength, try quickly sliding you finger across the A and B buttons and hitting the L button when the bar reaches the line.





EXPLODING FIST SYNDROME

Unfortunately, like so many beat'em-ups, Mortal Kombat has a few moves which when repeated can virtually guarantee a win or at the very least cause major damage to your enemy. Here they are in all their glory...

SWEEP KICKS

Repeated sweep kicks as your opponent stands after being knocked down can, in many cases, produce a flawless victory every time. This is best used when playing as quick-moving characters like Scorpion or Liu Kang.

However, this tactic is not recommended against certain opponents – Sub-Zero will power-slide you, Liu Kang will block your sweep and Goro will simply proceed to jump all over your head.



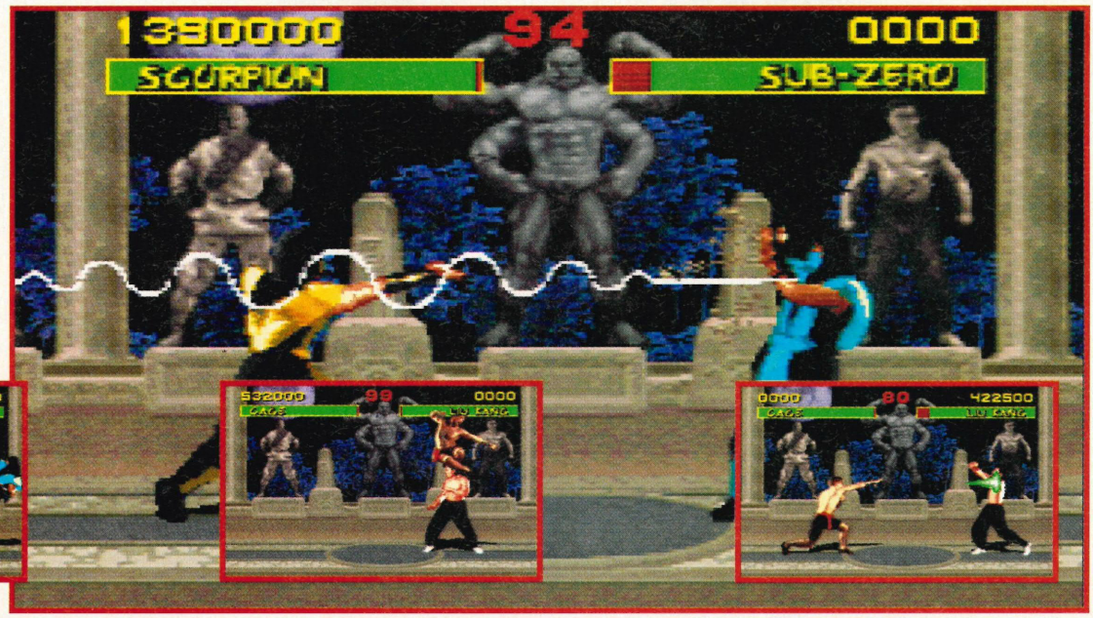
LEFT/RIGHT WALL JUMP KICKS

It sounds confusing, but it isn't really. Move your character to the furthest left or right of the screen and somersault backwards against the screen's edge. Now, as your opponent approaches, high kick them to the head as you jump. You should jump over anything they throw at you and catch them in the head with your kicks every time. There really isn't any character that this tactic doesn't work against.



SPECIAL MOVE: OPPONENT BLOCKS – JUMPING SIDE KICK

The most difficult but most impressive combination to do. Activate your special move, be it the fireball, spear, torpedo etc, and should your opponent block it, quickly follow it up with a somersault and kick to their head. This is best used against Reptile or Liu Kang who are technically superior fighters and block whenever they can.





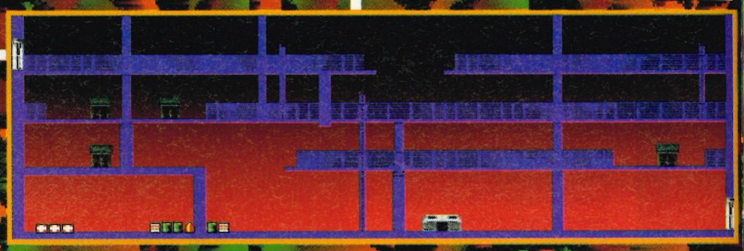
ACCESS ALL AREAS

ALIEN 3 PART 2

MORE KY JELLY THAN AN ANN SUMMERS' PARTY

PART 2 TAKES YOU THROUGH THE FINAL THREE LEVELS OF ALIEN 3 WHERE YOU'LL FINALLY CONFRONT THE QUEEN ALIEN...

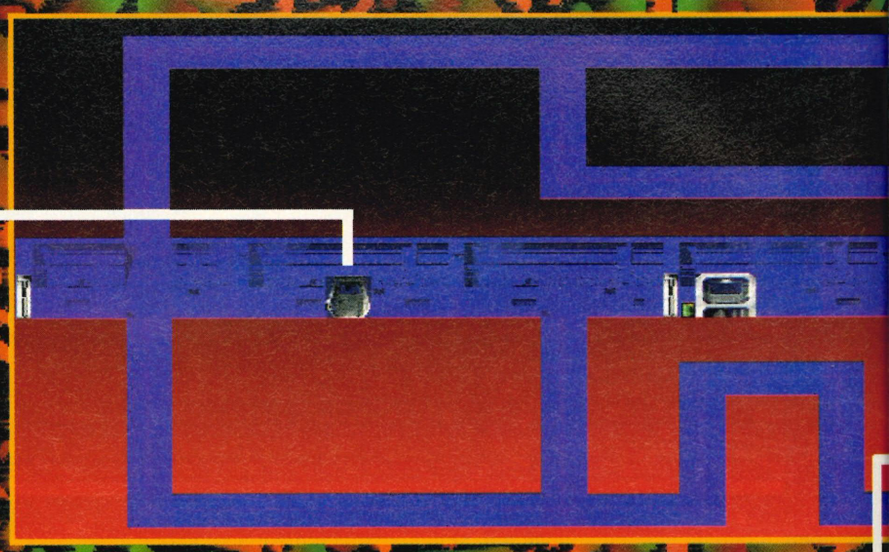
ASSEMBLY HALL 4



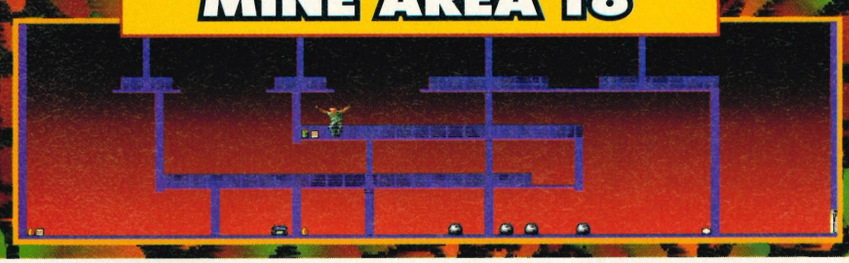
CODE: MOTORWAY

BUGWASH 1

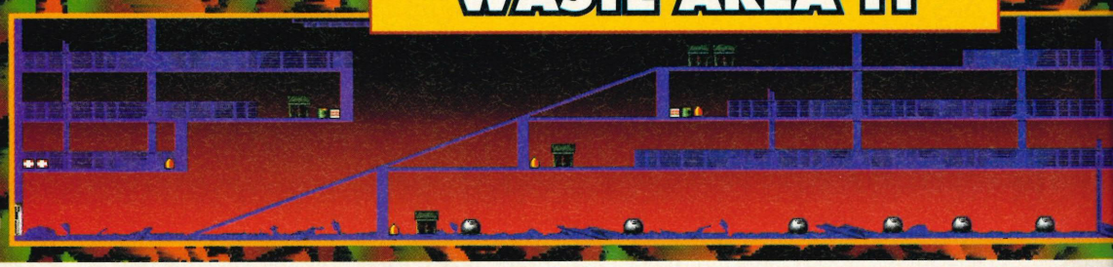




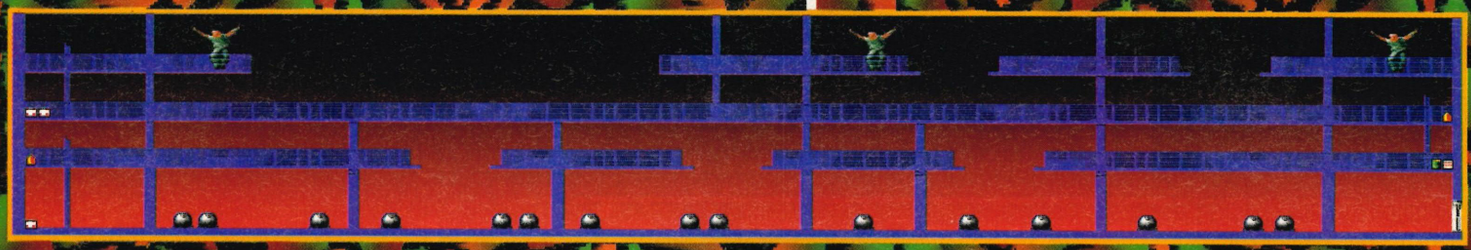
MINE AREA 18



WASTE AREA 11



CELL BLOCK 10

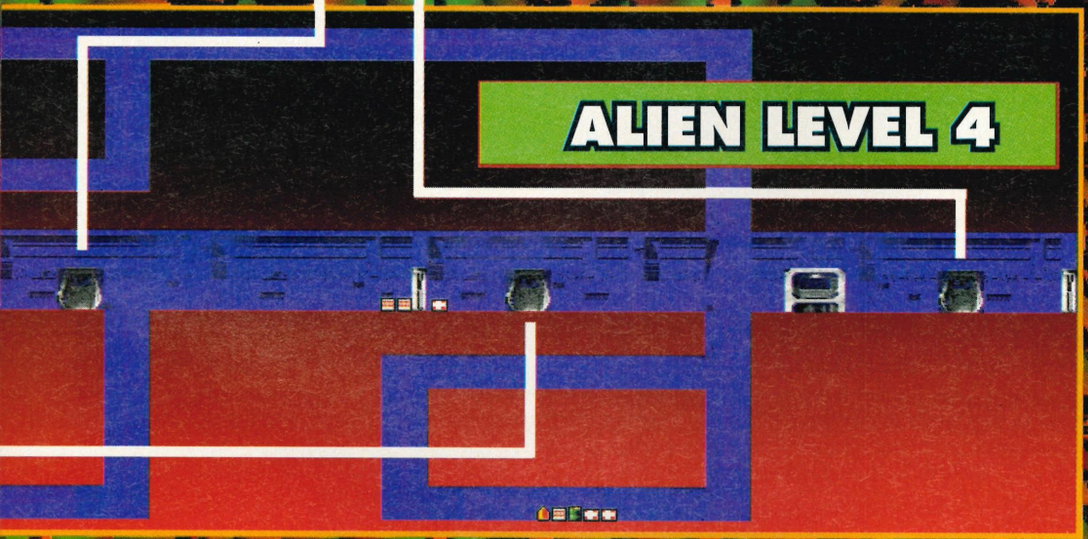


SURFACE AREA 2





ALIEN LEVEL 4



MACHINE MANIA
Get down to waste area #11 and repair all the fuse boxes

FREE AND FRY
The aliens have cocooned more prisoners in cell block #10. Free the hostages and fry all the eggs

SUPER SEARCH
The generator in weapons room #14 has gone down. Slot the ignition unit from mine area #18 to repair it

ELECTRIC STORM
Repair all the blown junction boxes in assembly hall #4

SALVAGE AND SCORCH
Grab the power pack from surface area #2 and weld it into the generator in assembly hall #4

FIT TO BURST
Repair the ruptured pipes in bugwash #19

HOT TOAST
Get down to medic bay #1 and fry the incubating eggs



ALIEN CORRIDOR 5

WEAPONS ROOM 14

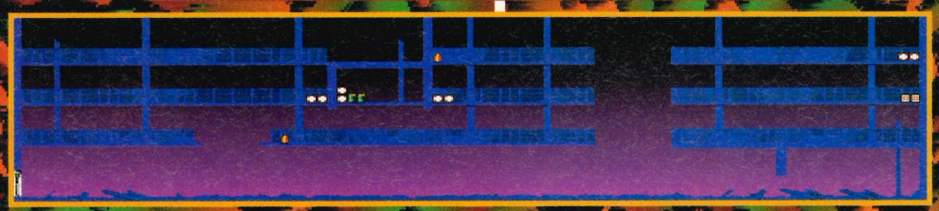


MEDIC BAY 1



ACCESS ALL AREAS

WASTE AREA 10



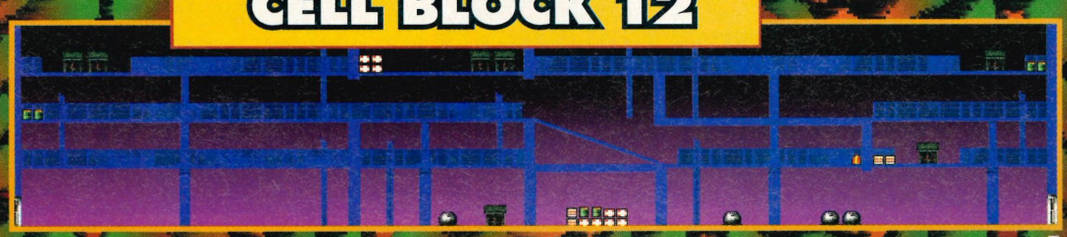
WEAPONS ROOM 10



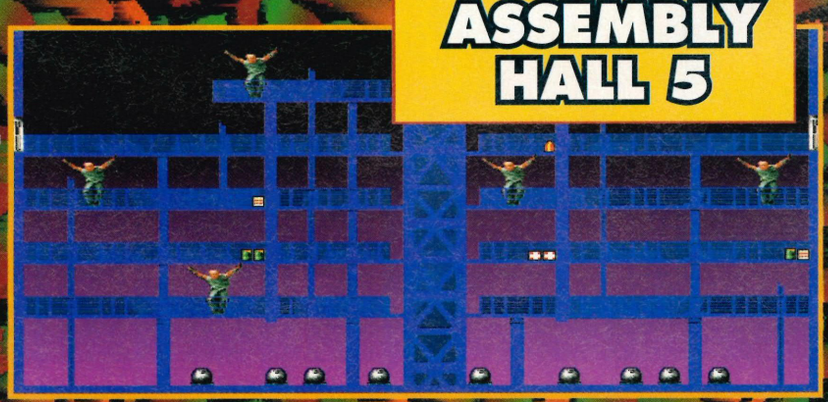
MINE AREA 2



CELL BLOCK 12



ASSEMBLY HALL 5

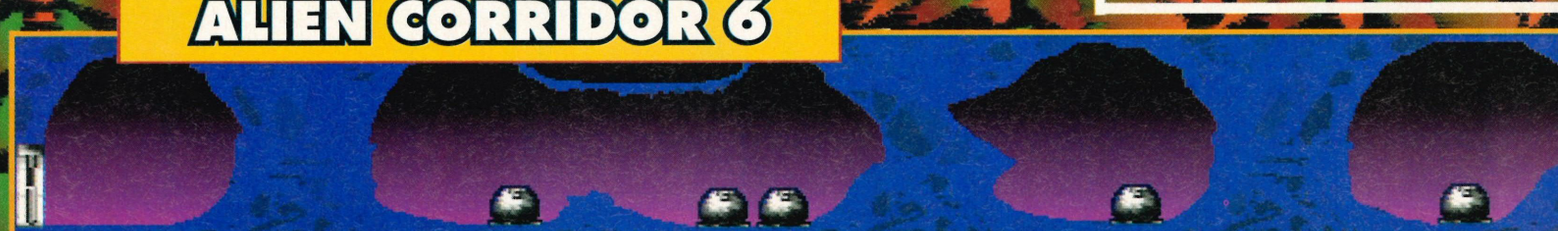




SURFACE AREA 9



ALIEN CORRIDOR 6

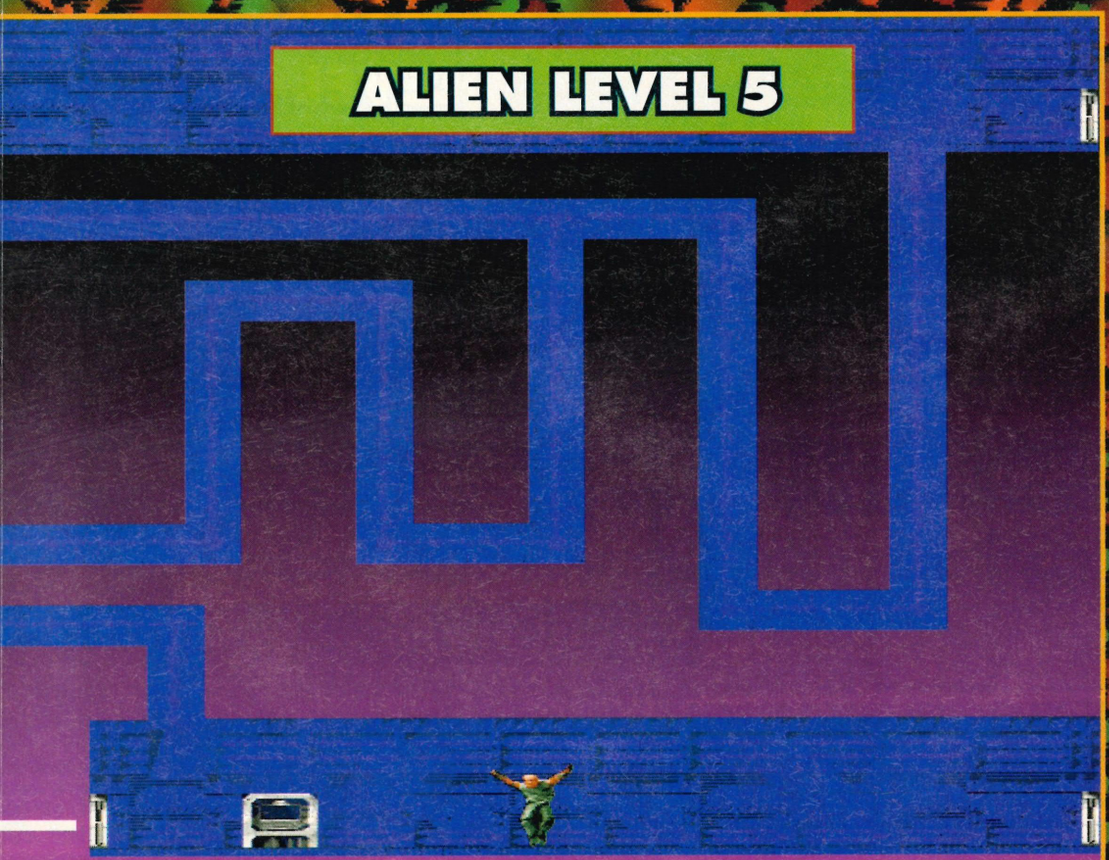


BUGWASH 15



MEDIC BAY 15

ALIEN LEVEL 5



CODE: CABINETS

MULTI RESCUE
Rescue the trapped prisoners in assembly hall #5 and mine area #2

ELECTRO SHOCK
The fuse boxes in cell block #12 and furnace area #8 have all blown – repair them quickly

BURNING DESIRE
Take out the mother alien in waste area #10

TIPTOE SPECIAL
Creep down to bugwash #15 and burn the eggs

HUNT HIGH AND LOW
Pick up the power pack from surface area #9 and place it in the generator in medic bay #15

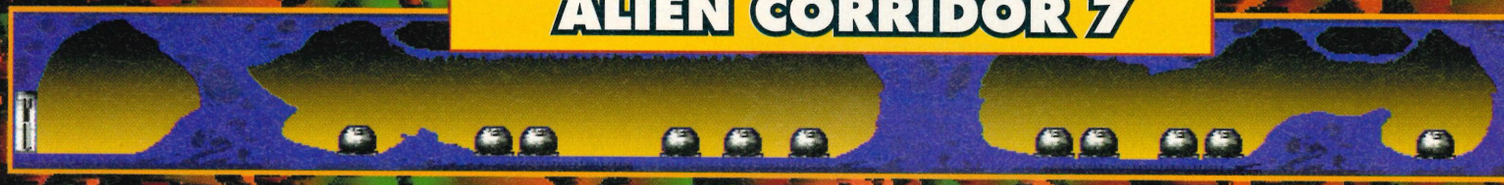
AMP CRAMP
Weapons room #10 – repair the fused junctions boxes

FURNACE AREA 8





ALIEN CORRIDOR 7



WEAPONS ROOM 20



WASTE AREA 15



ALIEN LEVEL 6

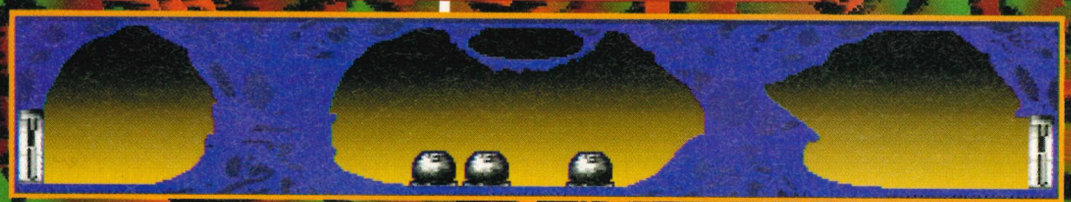


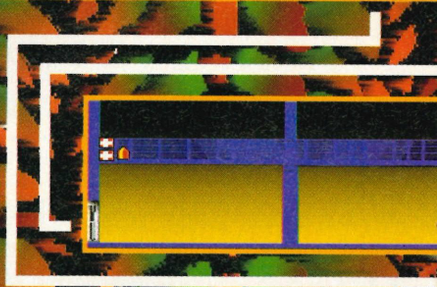
CODE: SQUIRREL

FINAL CODE: OVERGAME

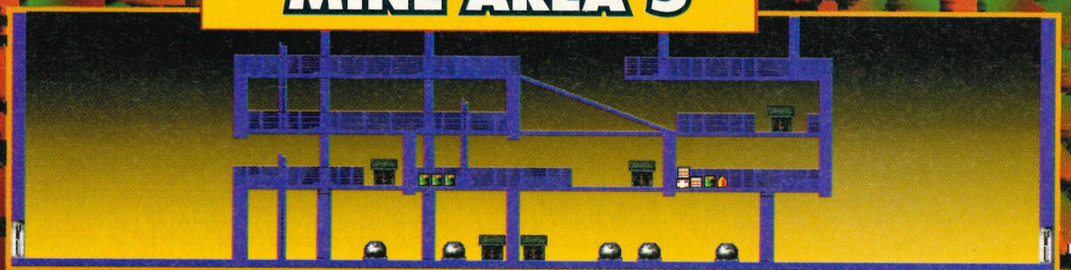
Type in the last code to see the end sequence where the queen alien is destroyed by a dust cart and Ripley throws herself into a burning inferno. So even after completing all the level, Ripley kills herself anyway. Great...

ALIEN CORRIDOR 8





MINE AREA 5






FURNACE 1
ASSEMBLY HALL 10
HANGAR BAY 2
MEDIC BAY 12
SURFACE AREA 10
BLOCK OUT
Repair the junction boxes in furnace area #1
RAPID RESCUE
Rescue the cocooned prisoners from assembly hall #10 and waste area #15
SECURE AND TORCH
Destroy all the eggs in alien corridor #7 and secure the door on the right which leads to corridor #35
SMASH AND GRAB
Pick up the ignition unit from hangar bay #2 and link it up to the generator in furnace #1
CONFUSED
Repair the fuse boxes in mine area #5
RED HOT
The final mother alien is lurking in surface area #10. Kill her to complete the game
MAP LEGEND
AMMO
BLOWN PIPE
COMPUTER
FLAME FUEL
BLOWN FUSE BOX
TRAPPED PRISONER
INCUBATING EGG
FIRST AID KIT
POWER GENERATOR
GRENADES
IGNITION UNIT

BATMAN RETURNS

TACTICS AND STRATEGY REVEALED

Scrolling beat'em-ups aren't as easy as you may think, and Batman Returns is no exception. Some of the enemies require definite strategies and tactics to defeat them and some, for example the guardians, follow patterns that after close observation can be deciphered. To make things easy we have placed emphasis on how to defeat the guardians by outlining their movement patterns and attacking tactics. Also, we show you what tactics work best on the individual members of the Red Triangle Gang.

TWO LEFT FEET

The enemies are vulnerable to different types of moves and attacks and in this section we show you how to defeat the opponents quickly and efficiently.

THIN CLOWNS

Wary of Batman's fighting prowess, the thin clowns hesitate before they approach Batman. This gives you time to fight the devils individually knowing you won't be overcome by hoards of them at the same time. They are weak and will succumb to a standard punch or kick

BIKERS

The bikers move quickly across the screen making it hard to punch or kick them. Move out of their paths as they ride onto the screen and shoot the Batarang towards them as they ride away. One Batarang gets them every time

BAZOOKA BOYS

They invariably stop at the edge of the screen with one covering the top and another covering the bottom. Pause after each rocket launch to get enough time to sidle up to them from the side which is away from the firing line of the launcher. The rockets can kill the other clowns and it is possible to guide them into the line of fire!

FIRE DEVILS

These fire devils are slow movers and are easy to defeat if you approach them from behind. Do not attack from the front because they jab with their flaming tridents and breathe fire, but when they do, the pause between movements is substantial enough for you to approach and attack

FAT CLOWNS

Using their weight and size to an advantage the fat clowns leap on top of Batman, knocking him clean to the floor. Before they do however, they quiver slightly looking decidedly constipated and it is at this point that you must attack. When they jump you can retort with a flying kick, but it isn't always successful and you can be knocked down as well

TALL CLOWNS

It is important not to get too close to these gangly opponents because their fire crackers will hit you clean in the chest. Instead, stand clear of the fire crackers and jump up to hit the clowns in the torso with the Batarang. They need about five hits to be destroyed



Design-wise, Batman Returns is similar to Final Fight II. Konami has concentrated both on the quality of the graphics and the gameplay, meaning it is enjoyable and easy to play. The graphics capture the atmosphere of the film, while the sprites are well-defined and move with fluidity. The Batmobile driving section adds variety, but the absence of a Batwing section is disappointing.

79%

HOW DIFFICULT?!

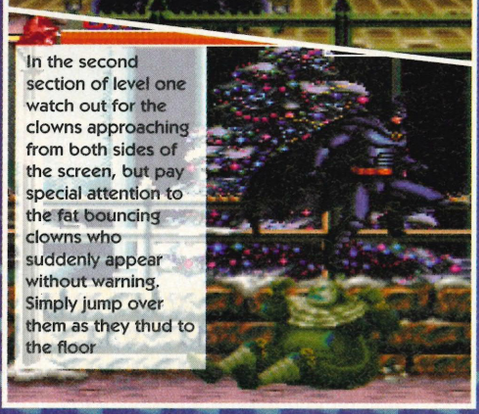
Throughout the game little hazards crop up to tax your game playing skills. Here are a few general tips to make your life easier.

LEVEL ONE

If two clowns are in close proximity grab one and then approach the other. Batman should now execute his double head slam move to kill two birds with one stone



In the second section of level one watch out for the clowns approaching from both sides of the screen, but pay special attention to the fat bouncing clowns who suddenly appear without warning. Simply jump over them as they thud to the floor

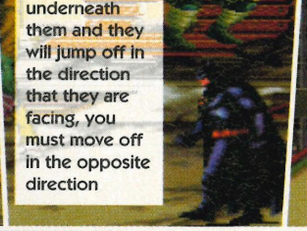


LEVEL TWO

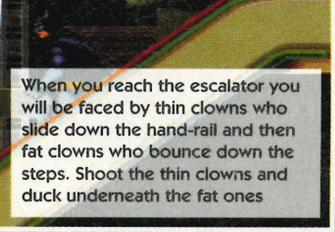
Be a real litterbug and kick all the dustbins – you'd be surprised at what people throw away!



Some of the clowns jump onto the benches. Stand directly underneath them and they will jump off in the direction that they are facing, you must move off in the opposite direction

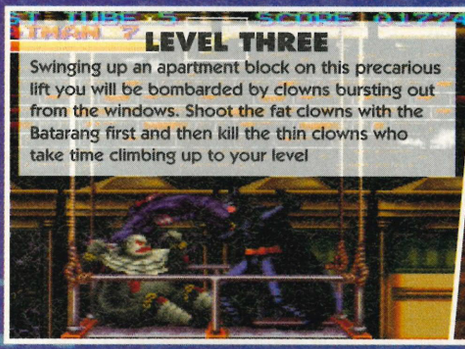


When you reach the escalator you will be faced by thin clowns who slide down the hand-rail and then fat clowns who bounce down the steps. Shoot the thin clowns and duck underneath the fat ones

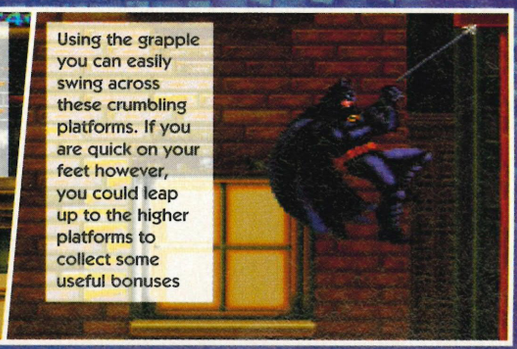


LEVEL THREE

Swinging up an apartment block on this precarious lift you will be bombarded by clowns bursting out from the windows. Shoot the fat clowns with the Batarang first and then kill the thin clowns who take time climbing up to your level

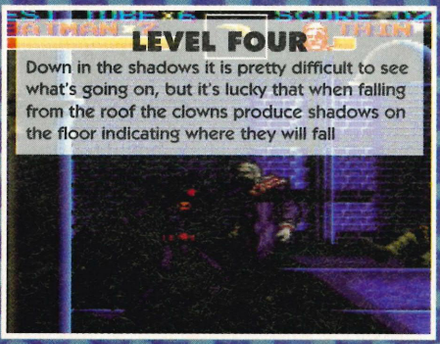


Using the grapple you can easily swing across these crumbling platforms. If you are quick on your feet however, you could leap up to the higher platforms to collect some useful bonuses



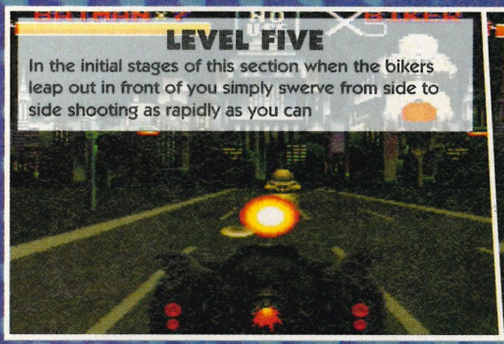
LEVEL FOUR

Down in the shadows it is pretty difficult to see what's going on, but it's lucky that when falling from the roof the clowns produce shadows on the floor indicating where they will fall

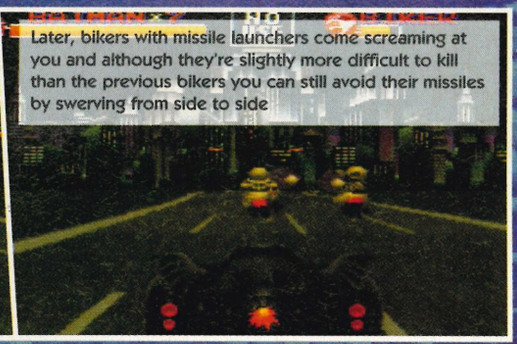


LEVEL FIVE

In the initial stages of this section when the bikers leap out in front of you simply swerve from side to side shooting as rapidly as you can

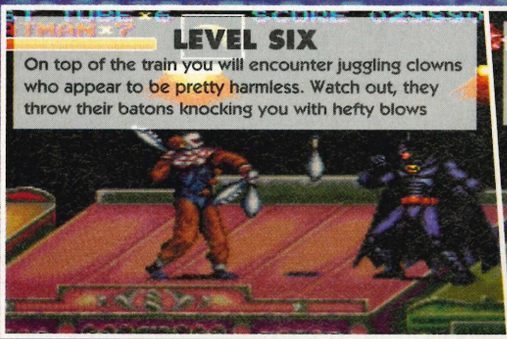


Later, bikers with missile launchers come screaming at you and although they're slightly more difficult to kill than the previous bikers you can still avoid their missiles by swerving from side to side

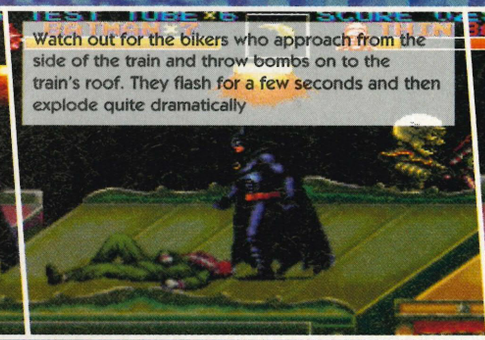


LEVEL SIX

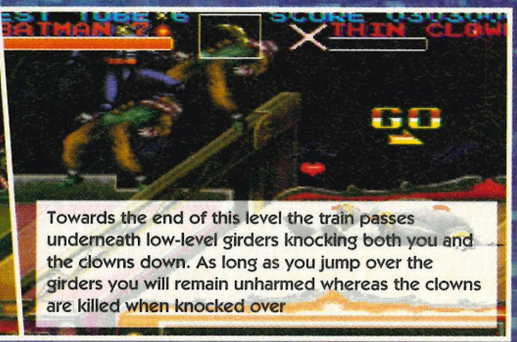
On top of the train you will encounter juggling clowns who appear to be pretty harmless. Watch out, they throw their batons knocking you with hefty blows



Watch out for the bikers who approach from the side of the train and throw bombs on to the train's roof. They flash for a few seconds and then explode quite dramatically

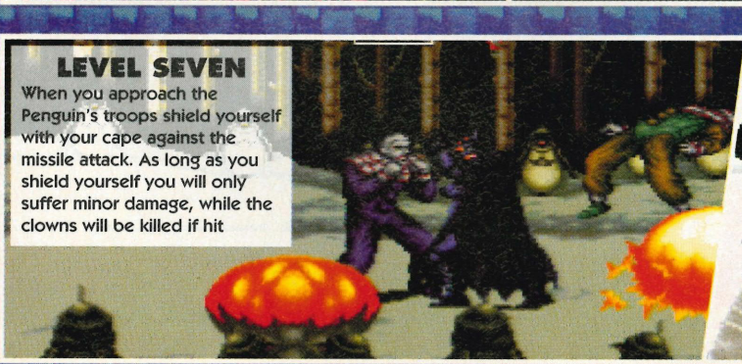


Towards the end of this level the train passes underneath low-level girders knocking both you and the clowns down. As long as you jump over the girders you will remain unharmed whereas the clowns are killed when knocked over



LEVEL SEVEN

When you approach the Penguin's troops shield yourself with your cape against the missile attack. As long as you shield yourself you will only suffer minor damage, while the clowns will be killed if hit



By this stage things should be getting very hectic and if you can't keep up don't panic, remember you still have your smart bombs!

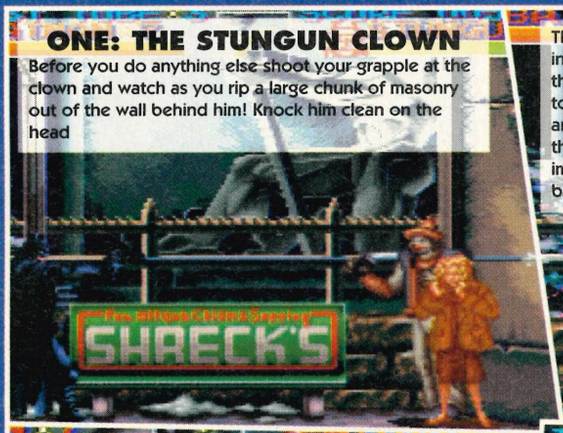


BOSSES, LOSSES AND BATMAN

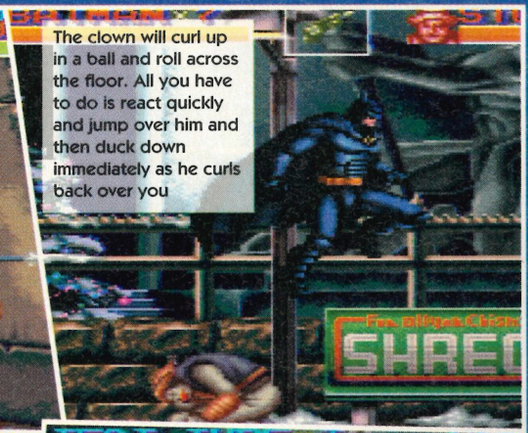
All of the guardians follow a set pattern of attack which allows you to decipher their movements and thus beat them with considerable ease!

ONE: THE STUNGUN CLOWN

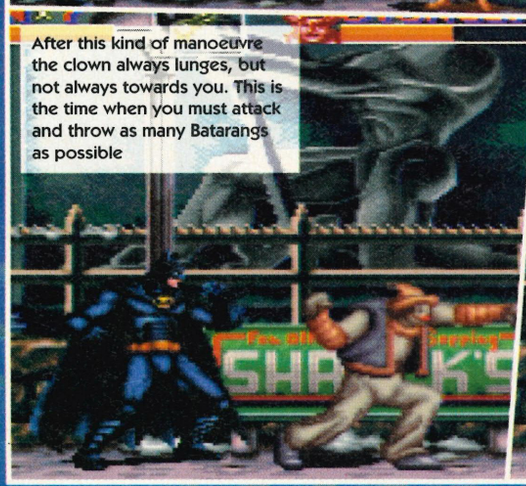
Before you do anything else shoot your grapple at the clown and watch as you rip a large chunk of masonry out of the wall behind him! Knock him clean on the head



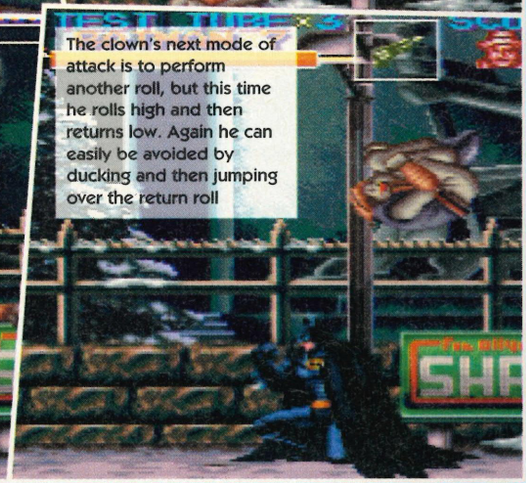
The clown will curl up in a ball and roll across the floor. All you have to do is react quickly and jump over him and then duck down immediately as he curls back over you



After this kind of manoeuvre the clown always lunges, but not always towards you. This is the time when you must attack and throw as many Batarangs as possible

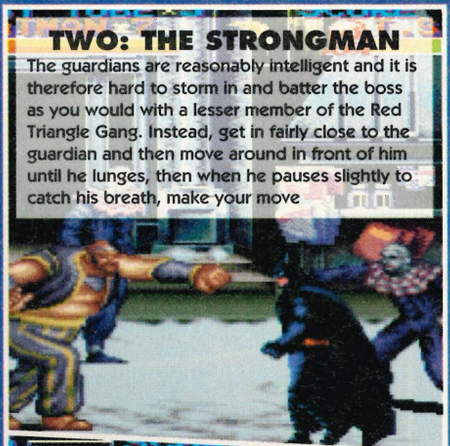


The clown's next mode of attack is to perform another roll, but this time he rolls high and then returns low. Again he can easily be avoided by ducking and then jumping over the return roll

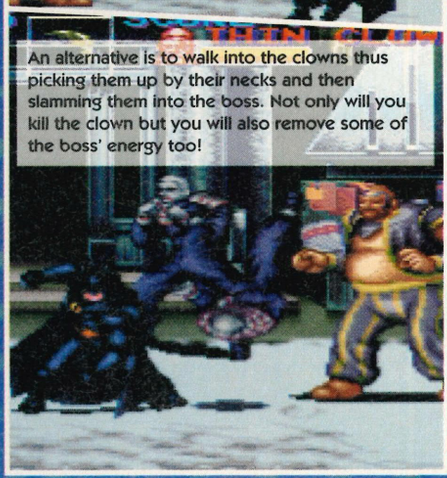


TWO: THE STRONGMAN

The guardians are reasonably intelligent and it is therefore hard to storm in and batter the boss as you would with a lesser member of the Red Triangle Gang. Instead, get in fairly close to the guardian and then move around in front of him until he lunges, then when he pauses slightly to catch his breath, make your move

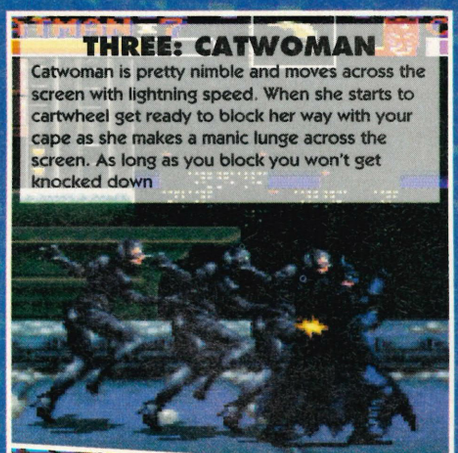


An alternative is to walk into the clowns thus picking them up by their necks and then slamming them into the boss. Not only will you kill the clown but you will also remove some of the boss' energy too!

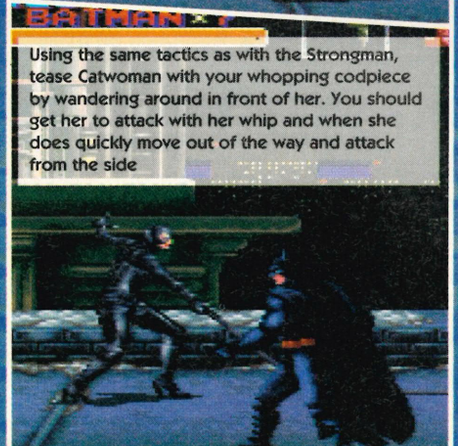


THREE: CATWOMAN

Catwoman is pretty nimble and moves across the screen with lightning speed. When she starts to cartwheel get ready to block her way with your cape as she makes a manic lunge across the screen. As long as you block you won't get knocked down

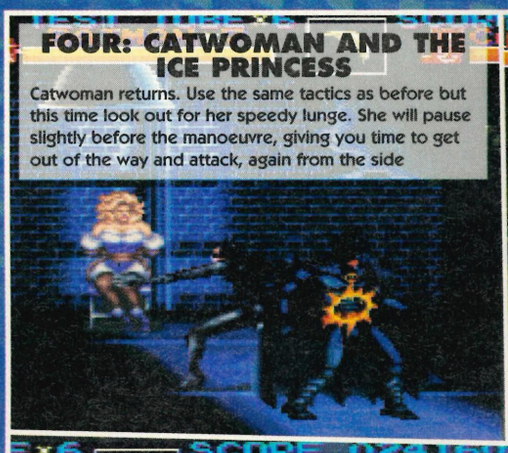


Using the same tactics as with the Strongman, tease Catwoman with your whopping codpiece by wandering around in front of her. You should get her to attack with her whip and when she does quickly move out of the way and attack from the side



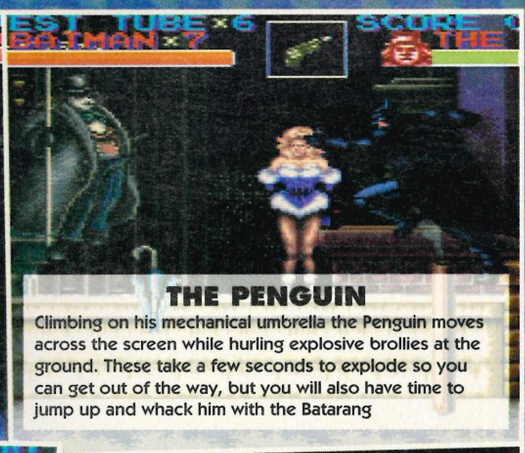
FOUR: CATWOMAN AND THE ICE PRINCESS

Catwoman returns. Use the same tactics as before but this time look out for her speedy lunge. She will pause slightly before the manoeuvre, giving you time to get out of the way and attack, again from the side

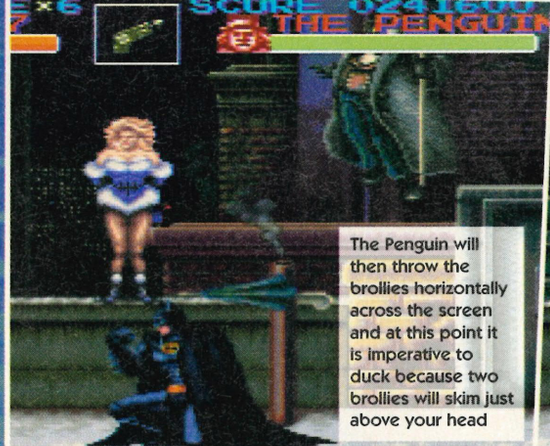


THE PENGUIN

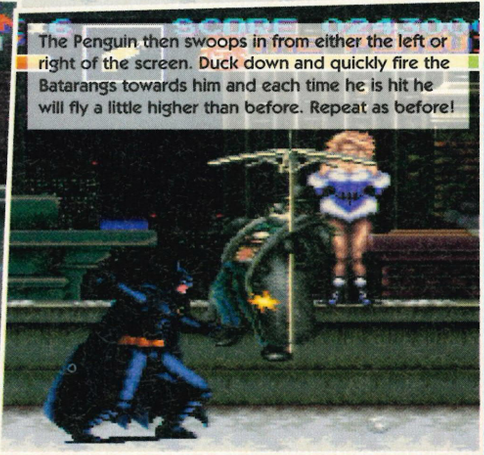
Climbing on his mechanical umbrella the Penguin moves across the screen while hurling explosive brollies at the ground. These take a few seconds to explode so you can get out of the way, but you will also have time to jump up and whack him with the Batarang



The Penguin will then throw the brollies horizontally across the screen and at this point it is imperative to duck because two brollies will skim just above your head



The Penguin then swoops in from either the left or right of the screen. Duck down and quickly fire the Batarangs towards him and each time he is hit he will fly a little higher than before. Repeat as before!

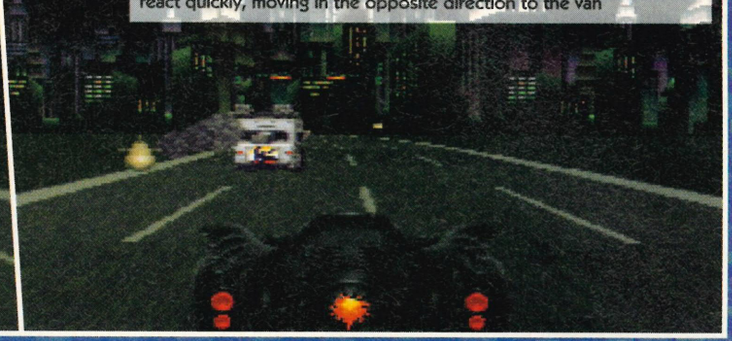


FIVE: PENGUIN'S CAMPAIGN VAN

Keep swerving from left to right while shooting the van, but watch out for the outrider bikers that appear on the sides of the screen. As long as you only swerve enough to keep in line with the van you will easily miss the bikers



Clowns lean out of the van and fire missiles towards you, but as long as you use the same tactics as used during the level you'll be fine. The main problems are the grenades. Three grenades will be chucked at you while the van swerves and the only way to avoid them is to react quickly, moving in the opposite direction to the van

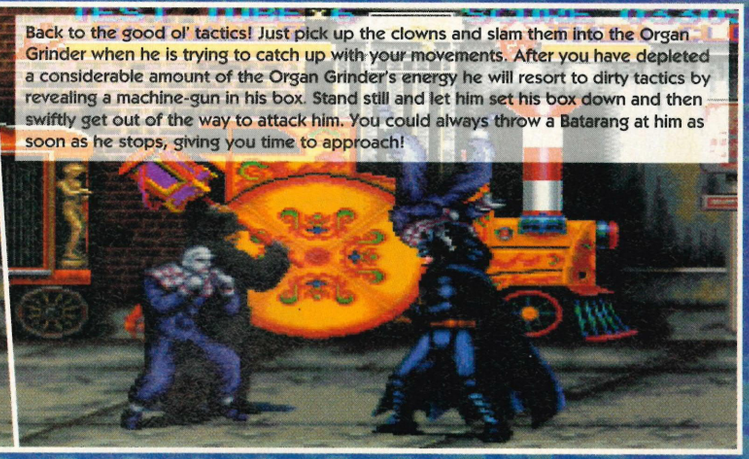


SIX: ORGAN GRINDER

As is the case with all the guardians you have to keep moving. Don't let them home in on your position and get the first strike in. Attack from the side after confusing them by a little ducking and diving



Back to the good ol' tactics! Just pick up the clowns and slam them into the Organ Grinder when he is trying to catch up with your movements. After you have depleted a considerable amount of the Organ Grinder's energy he will resort to dirty tactics by revealing a machine-gun in his box. Stand still and let him set his box down and then swiftly get out of the way to attack him. You could always throw a Batarang at him as soon as he stops, giving you time to approach!



SEVEN: THE PENGUIN

When the duck rises up on its pantograph-style contraption (check out the screen shot) you must jump underneath before it moves back and crushes you



When the duck comes crashing down get a few hits in with the Batarang before it rises up again

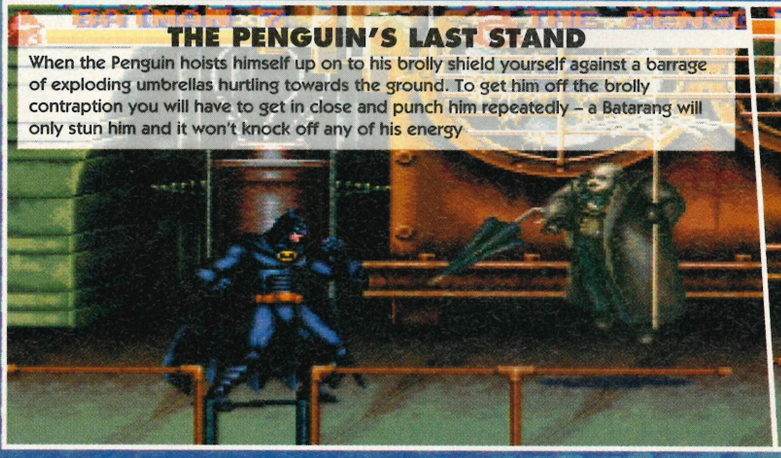


When the duck rises halfway up the screen get ready to use your cape to block a penguin missile attack. You will get hit, but not drastically

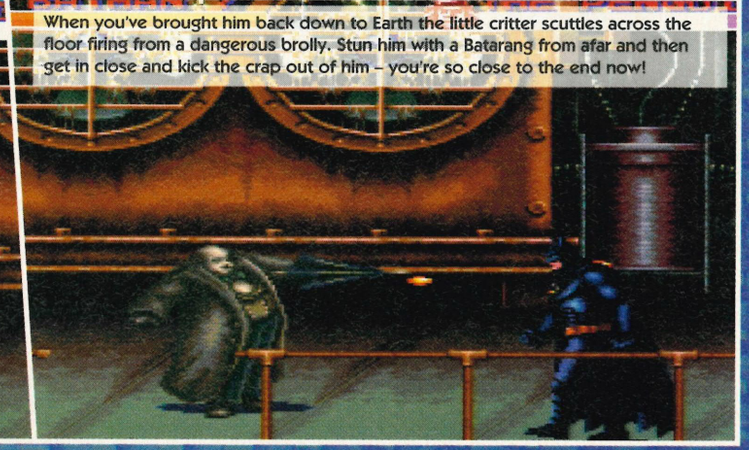


THE PENGUIN'S LAST STAND

When the Penguin hoists himself up on to his brolly shield yourself against a barrage of exploding umbrellas hurtling towards the ground. To get him off the brolly contraption you will have to get in close and punch him repeatedly – a Batarang will only stun him and it won't knock off any of his energy

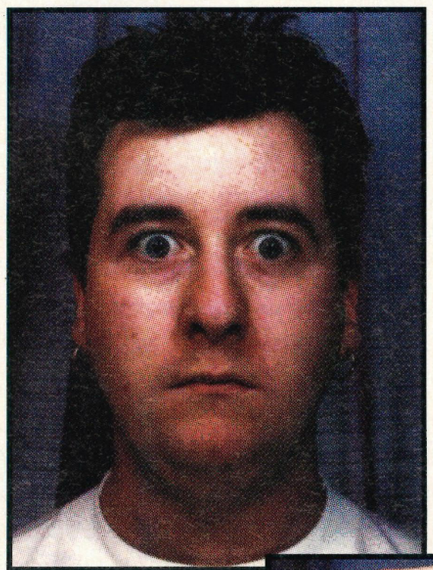


When you've brought him back down to Earth the little critter scuttles across the floor firing from a dangerous brolly. Stun him with a Batarang from afar and then get in close and kick the crap out of him – you're so close to the end now!



PARTY TIME

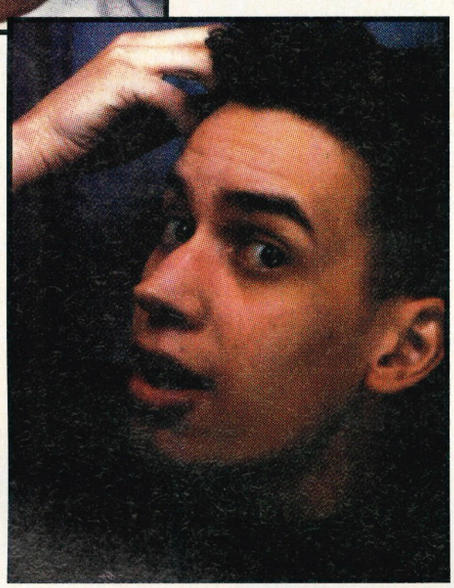
It's unbelievable news...but it's true! Alex 'unpopular' Simmons and Paul 'un-Ralph' Mallinson have finally got the message from you, the Super Control readers, and cleared off to do something else. No doubt you'll all be ecstatic at this splendid news, but please bear with us while we fulfil our contractual obligation to the two leavers and print a token obituary. Farewell to the both of you. We'll miss you! (Arf Arf.)



PAUL MALLINSON

During his time at Super Control, Paul has discovered and dropped his darker side, Ralph. Known for his distinct 'AM Aroma' – the smell that he emits daily between 8am and midday, Radish was the man who taught us that burping wasn't just a variation of passing wind, but in fact a beautiful and undiscovered language just waiting to be spoken.

He, the fan of Manga and Anime, REM Nige and the only living mortal who admits enjoying CD ROM encyclopaedias on the PC, will be remembered fondly by many...except Mark Lehman who continues to send death threats following Mallo's persecution of his fruit joypads on the letters page in issue four.



ALEX SIMMONS

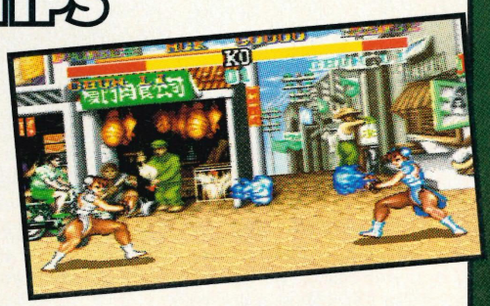
It's a shame that Alex found fame so tough. He now admits that while his showbiz 'twin', Andy, revelled in the media hype that surrounded them, he simply couldn't face life in the public eye.

Alex was the man who garnished the office with many a picture of Sherilyn Fenn, Mädchen Amick and Shaun Ryder. Or something. A fan of Depeche Mode, Erasure and the Pet Shop Boys, no more will we hear his flaccid Dave Gahan impressions. Gone are his plugs for their latest album, song or video. Goodbye to his endless attempts at obtaining tickets for the next concert...blimey, this is going to be better than I thought!

ISSUE VII

If them there Roman numerals haven't already given the game away, there'll be an Asterix guide amongst others in next month's AAA. Be thrilled by the absence of Alex and Paul, wonder at the three remaining heroes' antics, ponder once more the strange, floating pages that are Instant Relief. Buy Super Control issue seven – for it is indeed the Acropolis of SNES mags. Presumably.

TOKEN TIPS



After the postal equivalent of a dry river current, we have grudgingly decided to print some more Action Replay codes for Street Fighter II Turbo (Jap).

Normal service to the rest of the population (WITHOUT a fixation for everyone's favourite beat'em-up) will be resumed next month when Alex and Paul have cleared off.

- 7E00 560X and 7E18 8E0X will allow selection of a stage to play on and an opponent to play against throughout the game. Replacing X with 0-B does the business.
- 7E05 B300 prevents player one from being dazed. Replacing the 5 with a 7 does the same for player two.
- 7E05 D300 turns on auto-fire for player one (interesting). Again, replace the 5 with 7 for player two.
- 7E05 D001 and player one will only need to win one round. However, the cartridge must be activated before the round begins and switched off before you finish off your opponent. Once more, replacing the 5 with a 7 will allow player two to join in.
- Finally, the most comical and frustrating code, 7E05 4C22 will make player one burn each time a blow is struck. And without fear of repeating myself, I may as well mention the fact that swapping the 5 for a 7 will allow player two...etc etc.

Remember – any tips or the like you want to send must now go to our new address which is:

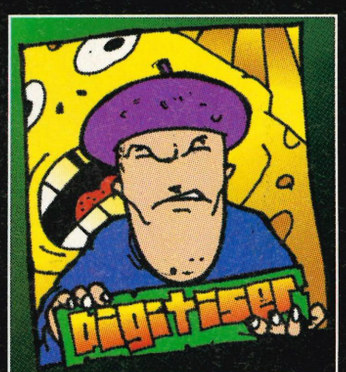
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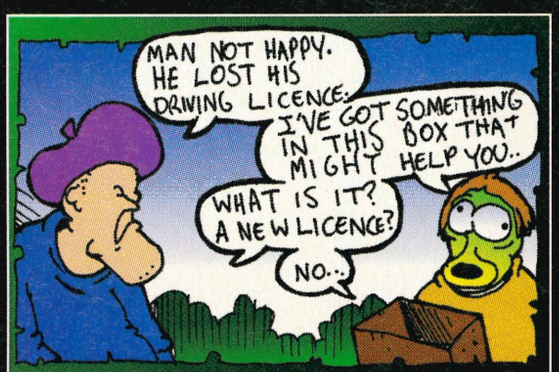
Until next time folks, so long and thanks for all the fish.

A LONG CHIN OF WHAT YOU FANCY

THE MAN WITH A LONG CHIN APPEARS DAILY ON CHANNEL FOUR TELETEXT, PAGE 470

Here it is then. After we built a 10 MILLION POUND studio in Fulham for him, The Man With A Long Chin has been busy filming for his new cartoon series. Here's the first episode...







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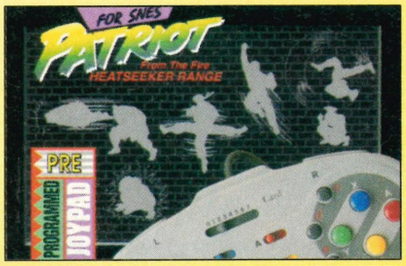
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Total Carnage! Thank the lord for your rocket launcher – there's a Jeep, a satellite dish and a plasma-gunner to take out!



The amount of characters constantly appearing on screen as fast as they disappear is frequently overwhelming



As in Smash TV, you are given a choice of route from time to time

That solitary flame is in fact Mayhem, after one of those big blokes torched him





Standing on mines naturally results in your character going into orbit

Large objects explode spectacularly when destroyed with heavy firepower





By far the meanest-looking weapon is the powerful flame-thrower

Collect the map, and your position and mission brief can be viewed



Things are desperate...here is Major Mayhem surrounded by mutants with only his lowly machine gun for protection





Meet Orcus, 'The Mother Of All Boss Monsters'. In true Smash TV tradition he takes a lifetime to destroy



During a two-player game, two planes swoop overhead and fire homing missiles at our heroes



One great new feature is the ability to summon air strikes on major targets such as this airfield



On the road to the airport you'll encounter missile launchers. Pick up a decent weapon and take 'em out



Back in 1990, Williams, the arcade manufacturer of such classic games as Defender, Robotron and Stargate released a game based around a futuristic game show by the name of Smash TV. The contestants were made to grab as much money as possible, while destroying hordes of robot enemies that homed in on and mercilessly killed anything human they could find.

The SNES version was handled by Acclaim and received a lukewarm reception at the time, despite its impressive digitised speech and massive cult arcade following. Total Carnage seems to be an obvious sequel to Smash TV, however no mention of the Williams game is made. It arrives courtesy of Midway (a division of the Williams company) and T*HQ who have the honour of translating it onto the Super Nintendo.

IKARI WARRIORS

Total Carnage is a 20-level, one or two-player game in which you take control of the imaginatively named Captain Carnage and Major Mayhem, two expendable members of the Doomsday Squad who were routinely selected for the mother of all battles. Having received authorisation to 'proceed with extreme disregard for personal safety', our two heroes must tackle the evil dictator, General Akhboob and liberate any hostages that he has taken.

Any mention of a game show is strictly taboo – this is the real thing. Unlike Smash TV, the game is a mix of stationary and new, scrolling shooting action. However the basic aim of Total Carnage remains the same...you simply shoot everything.

WHO DARES WINS II

You begin each new life with a plasma rifle, which like all of the seven collectable weapons can only be used for a certain amount of time, after which you'll revert back to your standard (and weak) machine gun until you collect another weapon. The extra arsenal ranges from assault rifles through flame throwers, smart bombs, three-way shots, satellites and grenade throwers. In addition, shields, mines, speed-up shoes, extra lives and keys to hidden areas can also be collected, as well as useful bonuses from gems, flags and the all-important prisoners and hostages.

Although the basic format remains the same as that of Smash TV, the enemies have been souped up and their numbers doubled to heighten the intense feeling of claustrophobia when trapped in a corner by masses of mutant soldiers, demons and proximity mines!

BUBBLE BOBBLE

The Doomsday Squad have been given four missions to complete; Alpha – engage troops and rescue hostages, Baker – cross an airfield and knock out key targets, Candlestick Maker – face General Akhboob himself and Delta – collect milk on the way home(!).

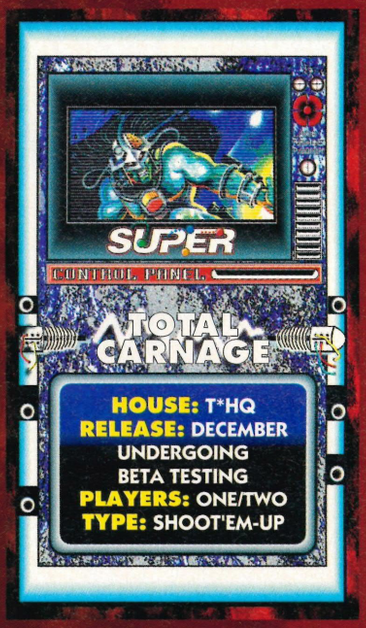
As you begin each new stage a map of the battlefield is available, showing your position and detailing your mission orders in full. The theatre looks amazingly like a certain Middle Eastern country and the odd reference to 'Scuds' suggest that Total Carnage was planned and written with events in that particular war-torn part of the world in mind.

Controlling your character remains the same as in Smash TV, with the A, B, X and Y buttons relating to the direction you fire in. Use of the L and R buttons has been added to drop and prime a bomb, or to summon – get this – an air-to-surface strike on a major target.

Anyone who enjoyed the old arcade favourites Commando and Ikari Warriors will no doubt warm to Total Carnage, along with the legions of die-hard Smash TV fans who will gleefully lap up the notorious end-of-level bosses and manic shoot'em-up action!

Total Carnage is an 8meg game that should arrive with its tongue planted firmly in its cheek in December, retailing at around £44.99. As an arcade game it has built up a huge cult following, thanks to the success of its 'cousin', Smash TV. Whether T*HQ can build on this success and provide a quality conversion will be revealed in our forthcoming review.

ANDY





Blow up a tank or Jeep and the crew members will occasionally chase you around the screen while on fire. To the right is a warp zone to a different stage





TOTAL CARNAGE

THERE'S A MAN WITH A GUN OVER THERE



Ahh! After successfully blowing a door open, Mayhem is electrocuted



It's over-the-top messages like this that made Smash TV such a big hit



These bombs drop onto the screen and must be disarmed before they blow



On the runway, the planes and hostages are guarded by powerful mines. Time to summon an air strike, I think

PREVIEW

MAGIC B

COULD IT BE MAGIC?



After the debacle that was Bubsy (all hype and no trousers, but a load of you went out and bought it nevertheless), I'm not sure if I can face another cute character who's more about 'attitude' than gameplay. JVC assures me that this particular game is different, but then it would say that, wouldn't it? Mind you, this is only a preview of Magic Boy so I'll hold back my opinions for now.

Magic Boy is a variation on the Sorcerer's Apprentice theme, only here the escapees are an eclectic collection of little monsters that look decidedly like a bunch of refugees from the kid's programme Trap Door. What you've got to do is run around waving your magic wand about, stunning these little creatures with the balls of energy that emerge from the end of it.

Once stunned, they drop where they stand so you can pick them up, stuff them into your sack and magically transport them back to their cage.

Each level is entirely enclosed from all the rest and you have to clear every creature from a level before you can say it is done. A world is made up of eight levels and typically you will be able to access the first four levels in any order, or abandon one and go straight on to another.



I'll just bang off a quick triple shot and stand here looking aloof while it stuns the orange



NOW YOU SEE IT

The level designs are a combination of layers of big and small platforms with a fair few bonus blocks and danger blocks dotted around for good measure. The creatures run around this environment, and if you are touched by one of the little blighters that has not been stunned you will lose a life.

The gameplay, while basically platform orientated, falls into two differing styles fairly quickly. One is where the level design is relatively simple with only a few jumps and nothing too serious to impede you, although you do have to collect a high number of the little creatures. The other type demands that you collect maybe two creatures, but getting to them is very tricky because of the obstacles in the way. These may be awkward jumps or something more devious like a series of blocks that fling you up into the air should you walk on them.

TOMMY COOPER

One particularly sneaky level I encountered has these blocks set up in such a way that your jump is only just long enough to clear them, with three platforms, one above the other having this arrangement. If you are fortunate enough to get down past the first two but then accidentally tread on the bottom array of these nasty blocks, you will be flung up onto the one above which would in turn cast you on to the top set, and right back to where you started. The word 'infuriating' doesn't even come close to describing this part of the game...

With the basic gameplay being a simplistic task involving collecting things, there are a number of bonus blocks that help to spice things up. One set of blocks change colour from blue to red and then back again every time you step on them. They begin blue but extra points can be picked up by turning all these blocks on a level red by the time you have finished, which is not as easy as it sounds.

Also, shooting certain blocks will reveal pick-ups which may give your wand a triple spread or alternatively may lose you points. As if this wasn't enough, every time a creature is stunned they chuck out a piece of fruit or something similar which is worth a few points. If you're lucky, they may reveal a letter for you to



Go the wrong way on these blocks and you'll end up sliding head first into a snake



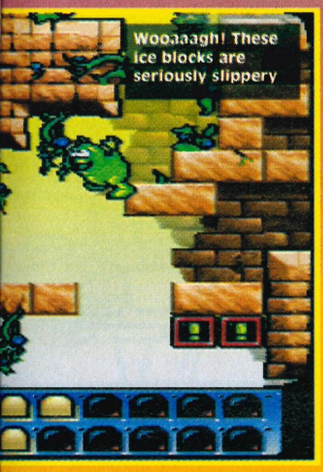
Only two empty cells left to fill, but if you hit that water you are going to be in real trouble



Anybody remember Whizzer and Chips with Sid's Snake? Well, here they are back in all their glory



BOY





Plenty of springs around, and that stunned bird is about to plummet to the ground

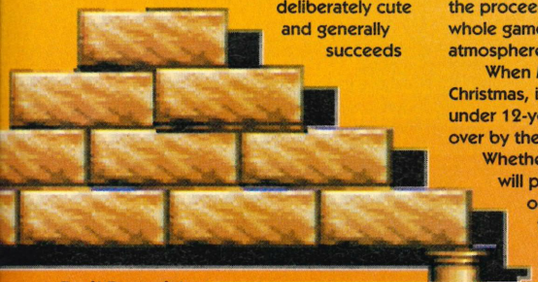
collect. If you can make up the word EXTRA with the letters you pick up another life.

Graphically, Magic Boy incorporates plenty of pastel shades, although it doesn't set out to be deliberately cute and generally succeeds in looking bright and cheerful but not in the least bit nauseating.

The sound effects and the music are, for once, worth leaving on. The "boings" and the "ferdings" add a lot of humour to the proceedings and will help give the whole game a very light-hearted, enjoyable atmosphere.

When Magic Boy is released around Christmas, its target market (children aged under 12-years-old) should be easily won over by the gameplay and the presentation. Whether the game's appeal will penetrate into the older market remains to be seen.

JOOLS





Real! Dynamic! Exciting! Yes, as you can see from this dramatic pose, Magic Boy doesn't just walk...he can jump



Another triple shot goes zinging across the screen. Always keep an eye out for those bonus blocks – as long as they stay red you'll get the points



"Snakes. Have licence. Will drive"



Hmm, oranges with Deeley Boppers on? What a very odd game this is turning out to be



These blocks are real buggers, put one pixel on them and they thrust you upwards – useful if you're trying to go up, a nightmare if you're aiming to go down



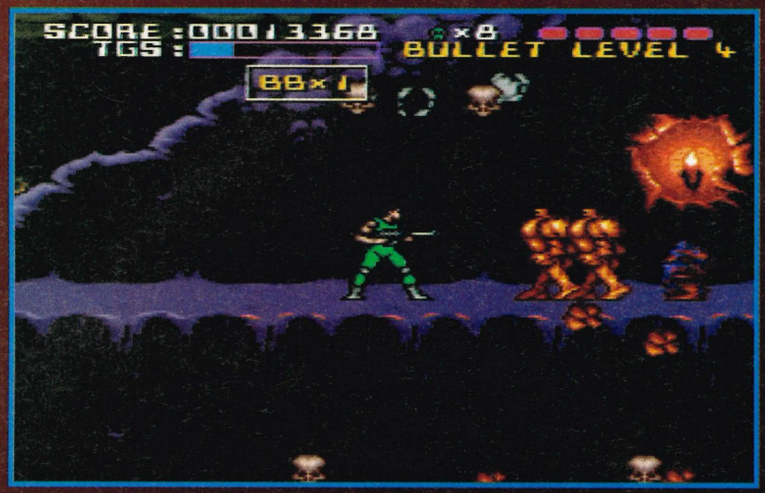
There's Magic Boy in all his angelic glory. Of course, if the little sod had behaved himself none of this would have happened





More cranially-adorned oranges, and there's a bonus banana flying around

"Goin' underground, goin' underground, when the aliens invade and they shoot at you" (With apologies to Paul Weller)



Yet more fun and frolics on a flying projectile, but that dragon type thing could prove to be a bit of a problem





An exceptionally aggressive robot on tracks comes hurtling towards you with just one intention...



TiMES

TIME KEEPS ON SLIPPING



This guardian isn't entirely dissimilar to one in Super Probotector, come to that the fighter's shield bears a passing resemblance also







Between levels, bonus points are counted and everyone has a nice cup of tea



They say imitation is the sincerest form of flattery. If that is true, Konami will be blushing with embarrassment after all the flattery that Vic Tokai's Timeslip will pile upon it. Timeslip has some striking similarities (but purely coincidental according to my lawyers) to Konami's Super Probotector. Well, why not – after all Konami's game is an absolute belter and arguably unbeaten in its genre. Could another similar game successfully compete with Probotector? We'll decide that when we review Timeslip in the coming months.

Just for the record, the reason you have been called in to walk around shooting lots of things in Timeslip, is because a slight lesion has developed in the fabric of time. Through this lesion have jumped an awful lot of nasty alien types determined to conquer Earth by invading at especially vulnerable points in our planet's history and messing things up considerably. This gives the developers a chance to exercise their artistic skills and create backgrounds for Ancient Egypt, Roman coliseums and even somewhere that could probably be described as Jurassic.

If that sounds vaguely familiar then that'll be because it is the exact same plot as Zone Warrior, a two-year-old Amiga game from Electronic Arts. Yet another coincidence, I'm sure. Actually, it probably is, because Zone Warrior was a pile of cack...still, back to the point.

SHEER FLATTERY

The game will put you in control of a man with a big gun who jogs along quite merrily and shoots in all directions in much the same way as that chap from Super Probotector. He can jump, he can dangle and he can climb walls, shooting all around him as he goes, should he so desire. The aliens may not come all that thick and fast but their bullets certainly do. At any one point in the game you can guarantee that you'll be surrounded by an awful lot of little glowing orbs of death and destruction, the majority of which are aimed at you.

What will make this slightly less of a hassle is that you can take five hits before you expire, plus there are pick-ups flying about that will recharge one of those hit points. Of course, in a game with so many projectiles of doom flying around you'll probably lose two hit points in a desperate attempt to pick up one.

Extra weapon pick-ups will be occasionally found and if you collect enough you'll have a choice of up to four special weapons, with the level of ammo for each depending on what you've picked up. With bazooka shells, grenades, time bombs and shields to be had it is well worth seeking these things out, but it will probably be advisable to hang on to them until you come up against one of the guardians.

Each of the five levels has two guardians, one at the middle and one at the end. At this stage of development these guys are very hard. No, that's an understatement, extremely hard gets closer. This seems to be Timeslip's one big selling point – aside from being very similar to Super Probotector, it is difficult all the

This is where the serious fun begins, hacking it through a forest at 180 mph on a speedy bike



The multicoloured swirling thing is a teleport to another part of the level. Little mazes are constructed from a number of these interconnected



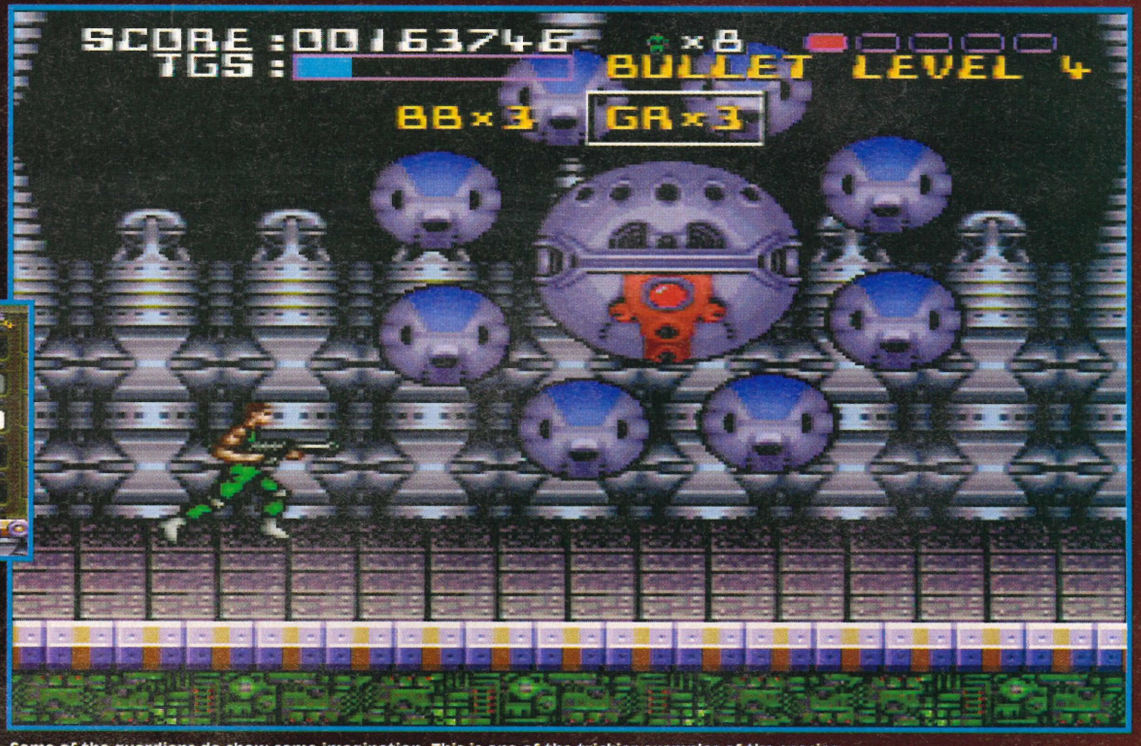
SLIP

INTO THE FUTURE



An exceptionally aggressive robot on tracks comes hurtling towards you with just one intention...





Some of the guardians do show some imagination. This is one of the trickier examples of the species

way through. Really quite remarkably hard in fact.

TIME FOR A SHARP EXIT

All this has the potential to get very boring very quickly, but this may be remedied by the addition of a couple of jet bike sections. Jet bikes? Wasn't there something similar in Super Probotector? Well yes, there was, and this bit in Timeslip is just as much fun. The only problem is you always shoot in the direction you're moving, and all the enemies head towards you so you have to get nearer to them in the process of shooting. This may turn out to be its downfall, but it keeps the difficulty level up if nothing else.

Timeslip won't be hailed as original, but I feel confident that it will be declared as exceptionally difficult. Whether it will be as difficult as Battletoads on the Mega Drive (officially the World's Hardest Game) is open to question, but from what we've seen here Timeslip will certainly prove to be a challenge.

JOOLS





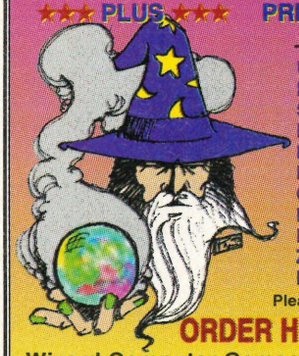
Ancient Egypt is one of the targets for these chaps trying to take over the planet





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Hard on the tail of a Kilrathi fighter. All enemy fighters must be annihilated before you're able to warp to the next location



Docking with the mothership could be pretty fraught, except that once you engage the docking computer it's a straightforward manoeuvre



A huge, soundless explosion rips through space. The Mode 7 explosions, just like those in the original Wing Commander, look quite impressive

WING COMMANDER

The Secret Missions

CLARE RAYNER TAKES TO THE STARS



Not content with previous failed attempts at universal domination, the evil Kilrathi Empire returns once more in Mindscape's new space opera, Wing Commander: The Secret Missions.

Far-flung human colonies are under threat from an all-new Kilrathi secret weapon. The evil alien race has already destroyed a number of colonies, taking thousands of human prisoners and forcing them to work in dangerous salt mines.

CURVED

As in the first Wing Commander game you take the role of a space fighter pilot out to save your fellow human beings, destroying as many Kilrathi scum as possible on the way. Destructive space battles, tooth-and-nail dogfighting and delicate escort missions are all part and parcel of everyday life in the core. The action is once again viewed from the cockpit, with monitoring of weapons systems, damage and general status on the surrounding panels.

The Secret Missions offer the player 16 new missions to explore and engage, ranging from search and destroy sorties to reconnaissance swoops. Within each of these new mission systems are multiple locations, all viewed from an onboard computer map screen.



(Right) Looks like the Goddard colony is in big trouble. Will you be able to reach them in time, or will the Kilrathi unleash their death weapon?



Approaching a supercruiser head-on at twice the speed of light is a heart-stopping experience. Probably



Medals are awarded inside the hangar deck. The crowd assemble to applaud your victory

ABSORBENT

Travel between locations is possible either by jumping into lightspeed (or 'warping' if you prefer) or by standard engine power, although this is much slower and risk of attack is greater. Warping is only possible if the immediate area is cleared of attacking Kilrathi, so enemy ships must be destroyed quickly.

An enemy cruiser closes in for a close-range kill. Evasive action necessary!



Missions are flown in pairs with a second pilot watching your back and informing you of enemy activity. As your flight and battle skills improve, better pilots may decide to fly with you on a mission. This obviously improves survival chances considerably. Upgraded ships are available later in the game but bigger weapons sacrifice speed and vice versa.

Between missions, pilots have the chance to crash out in the mothership's mess room. Inside you'll be able to check your progress, chat to other pilots (gathering information as you go) and, completely new to the Secret Missions, be able to interface a useful flight trainer to hone your skills – very handy for beginners.

CONFIDENT

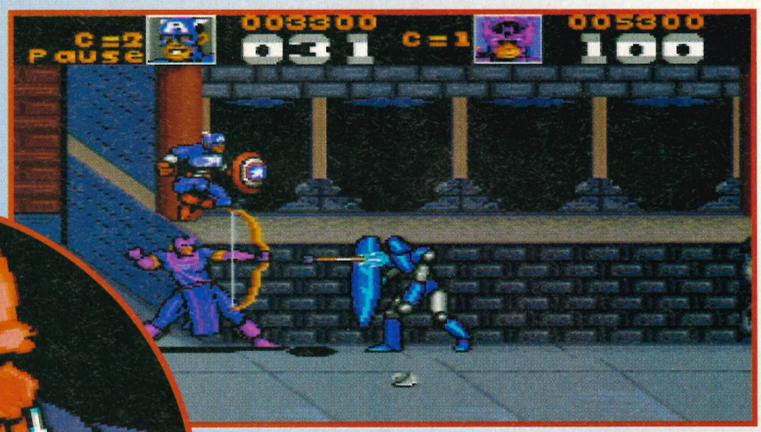
This cart contains all-new movie transition screens which should complement the space action very well and create an excellent atmospheric envelope to play within. The Mode 7 scaling, used on incoming space vessels, has been improved as has the gameplay.

Watch for a review in next month's SC – the Kilrathi won't know what hit them. **PAUL**









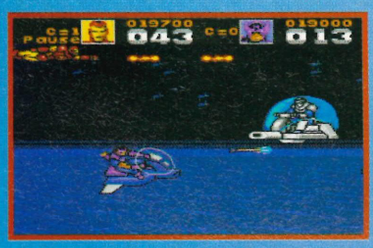


TRUTH, JUSTICE AND

CAPTAIN and The Avengers



Wow, this villain is huge! Deplete the energy bar at the bottom of the screen and the path is clear



Strange bubble craft with big, front-mounted guns should be no problem for your average hero



Encased in his skin-tight Stars and Stripes cossie, Captain America has dished out his shield-slamming justice for nigh on 30 years, courtesy of Marvel Comics.

With origins dating back to the Second World War, Captain America became the first human superhero created by scientific cloning experiments. He was produced in direct response to the ultimate Nazi bio-weapon; the Red Skull. German scientists had created the Red Skull to overcome the Allied invasion, so in retaliation the Americans produced Captain America to fight him off.

DIABOLICAL GENIUS

As you can imagine, Captain America fought off the Nazis, defeated the Red Skull and saved the world from fascist domination (Perhaps he turned a blind eye to the hundreds of Nazi war criminals that joined the exodus to America after the war?). Anyway, having served his purpose, the Captain became pretty much unemployed, so the American government decided to cryogenically freeze his body.

Decades later and the pesky Red Skull has somehow reappeared again (the wonders of modern story-lines). This time the goose-stepping baddie has invented a super-evil mind control device with the aim of enslaving and controlling the minds of a host of other supervillains. His goal is now to eventually take over the entire solar system...Sheesh (as they say in the Marvel comics).

Captain America jumps into his new, lycra superhero costume in a brave attempt to prevent the execution of this diabolical plan. This time around the Captain has enlisted the help of fellow superheroes The Avengers to aid him on the crusade. Hawkeye, The Vision and the titanic Iron Man are all there to beat the Red Skull into a pulp.

FANTASTIC FOUR?

Captain America is more or less a straight conversion of the ropey Data East coin-op released early in '92. Spread over six levels of inhospitable terrain, Captain America and his avenging friends must fight their way through an onslaught of supervillains before facing the Red Skull himself.

Either two simultaneous players or just the one lonesome super-dude can fight their way through each of the scrolling scenarios. Before leaping into the fray the player is allowed the choice of a character from the four on offer, with each superhero having its own particular strengths and weaknesses. Captain America has obviously got his shield which he can throw at the enemies; Hawkeye uses his smart bow and multi-headed arrows; Vision is an ethereal sort of superhero with various beam-type weapons and Iron Man can fire deadly beams from his palms.

Every team member possesses certain beat'em-up skills such as the usual punches and kicks – these, coupled with special proximity moves such as throws, make them pretty much invincible.

As you would expect from an arcade-style game of this sort, the Red Skull's initial cronies are pretty easy meat. Then suddenly the shield-toting robots will appear and the going begins to get a little tougher. Later nasties come in a variety of shapes and sizes – huge, clunking robots and electrified mid-level guardians are only

HOLDING OUT FOR A HERO



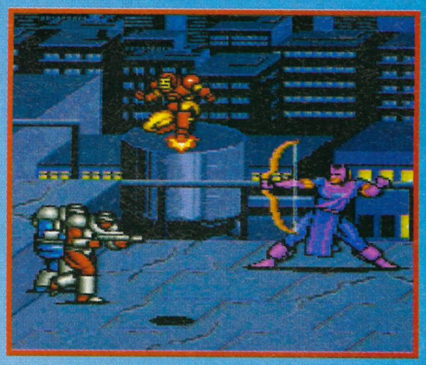




(Left) The insectoid robot explodes throwing Hawkeye backwards. In the background the Captain takes on more metallic maniacs



(Right) PLAM! Iron Man uses his green hand-laser, just like in the comics...



Hawkeye and Iron Man team up to mash the rooftop cronies, but where-oh-where is Captain America – after all it is HIS game, isn't it?

BULGING RED UNDERPANTS

AMERICA



the beginning of your superheroes' problems!

Beating the baddies may reveal hidden power-ups or useful weapons along the way. Pick them up and use them before your opponent beats you to them.

THE AMERICAN WAY

Complementary to the beat'em-up sections are the high-flying antics of the special shoot'em-up stages. Reach the end of a cityscape section and our heroes take to the skies. Unfortunately, Captain America and Hawkeye are pretty useless here because their special powers don't stretch as far as flight. Anticipating this, the heroes are provided with jet scooters by the powers that be.

Captain America and the Avengers should hopefully hit the streets in November, providing the testing and subsequent licensing remain problem free.

Will Captain America provide, "All the action of the number one arcade hit," as described? Find out in a future issue of Super Control when we review the game in full.

PAUL





Hawkeye can't actually fly as such, but the jet scooter provided certainly does the trick in these shoot'em-up sections





CHAMPION

TWISTING BY THE POOL



This overhead 3D view shows the freshly broken pack dispersed around the table – take your pick of the balls





Little presentational touches lift this game above your average sports sim. Even when a coin is tossed to decide who shoots first a graphic representation is displayed

The rotating ball icon is useful for lining shots up. Double press the A button for a shot preview and adjust your aim

As you may have gathered from comments in earlier issues, the Super Control team love a game of pool. Preferring the more leisurely approach rather than competitive head-to-head cueing, the arrival of Mindscape's new pool simulation had us grinning from ear to ear... we no longer have to walk the couple of hundred yards over to the pub for a game! Even better – we no longer have to walk around the table to take our shots. Unfortunately, Mindscape's Championship Pool doesn't come with any free alcohol to accompany your game, which is a bit of a downer, but you can't have everything!

Hey, but hold on – this is a real pool game we're talking about, not some third-rate shoot'em-up. This is what pool fans have been waiting for. Up to eight (yes, eight) players can play together, although most games included are more sedate two-player offerings.

Of the initial options available there is Freestyle – play a game by your own rules (ie if you're crap you start here); Party – loads of fun and games for up to eight players (could get messy); Tournament – battle your way through to a big-money final (meet Willie Thorne) and Challenge, which is so hard it's unbelievable (includes a violence on/off toggle...only kidding).



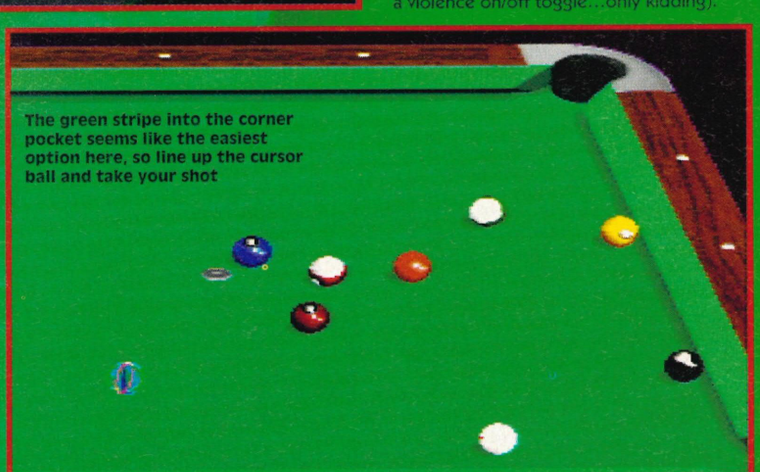
Ooh, this looks just like an episode of Cyberzone (with Craig Charles) – you play the guy with the cue case trying to cross the road. Awooga!



(Above) The Three ball game requires the player to pot the balls in the least number of shots. Our record was two shots – beat that!

(Below) Adding spin to the ball becomes quite important against good computer players. Remember though, put left side on to make the ball spin to the left

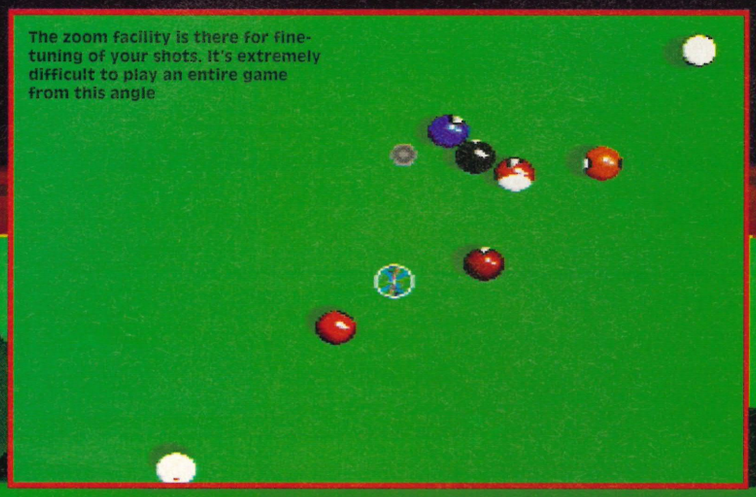




The green stripe into the corner pocket seems like the easiest option here, so line up the cursor ball and take your shot

SHIP POOL

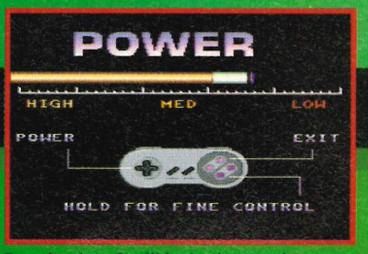
THANKS TO JAMES MORRIS AT MINDSCAPE



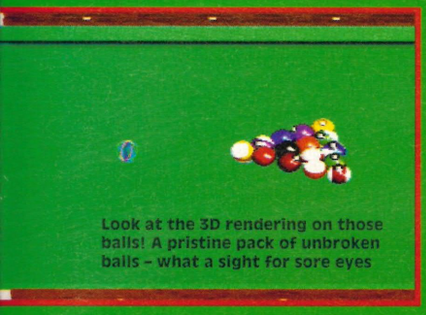
The zoom facility is there for fine-tuning of your shots. It's extremely difficult to play an entire game from this angle



Fifteen ball is an interesting variation on the theme. Pot the highest-numbered balls possible for the highest score



Pressing L or R will instantaneously change your shot power, but press Select and a more accurate power meter appears



Look at the 3D rendering on those balls! A pristine pack of unbroken balls – what a sight for sore eyes

Choosing a particular play style will open up further play menus to explore.

Freestyle is pretty much straightforward. This option is for practice, which you will definitely need before you take on the best computer players.

PAUL NEWMAN

The Party option is jam-packed full of various fun games. Eight, nine or ten ball games speak for themselves. Three ball requires the player to knock three balls down into the pockets in the least number of shots, which is a good, if rather limited laugh. Speed pool is exactly that; pot the balls against the clock, playing with either adjustable time limits or with the aim of achieving the best time against a friend.

Party games don't end there either. There's 14.1 Continuous, Rotation, Basic, 15 ball pool (the normal amount of balls on a table), and One Pocket play (you guessed it – just the one pocket). Each game offers an interesting diversion from the basic game of pool.

Tournament pool enters the player into the preliminary rounds of a major competition. Your initial opponents are shaky-handed Bill Werbenuik impersonators, but as the rounds progress you should expect to come up against some serious potting machines. The goal here is to reach the final, hopefully to lift the fabled Mindscape Pool Trophy.

Finally there's the Challenge mode. There are no pretensions about this option, it's there to provide a good old-fashioned challenge within varying different types of the game.

Once you choose a game from the many available, you toss a coin to see who breaks (all shown in effective 3D) and the game is under way. An overhead view displays the entire table as you take your first shots, plus there is an option to zoom in to various points of the screen. Although this is handy for accurate positioning, it isn't a fluid, full-motion camera effect as the screen shots may suggest. This shouldn't detract from the gameplay however.

HUSTLER

Shot power is easily adjusted via the L and R buttons and for more accurate fine-tuning an adjust screen can be called up by pressing Select. Adding spin to shots is simple enough; a moveable cue shows the height and side of the spin in relation to a cue ball in the background. The intial rack of balls within the triangle can also be changed depending on which set of pool rules you adhere to. This should come in very handy here at the office, because young Andy Martin is always setting the balls up incorrectly before each game we play in the pub.

Championship Pool has got everything a pool player needs – even the ray-traced, 3D balls look extremely effective. There are also a number of novel ideas thrown in for good measure, such as the jukebox playing all your favourite bar tunes to order.



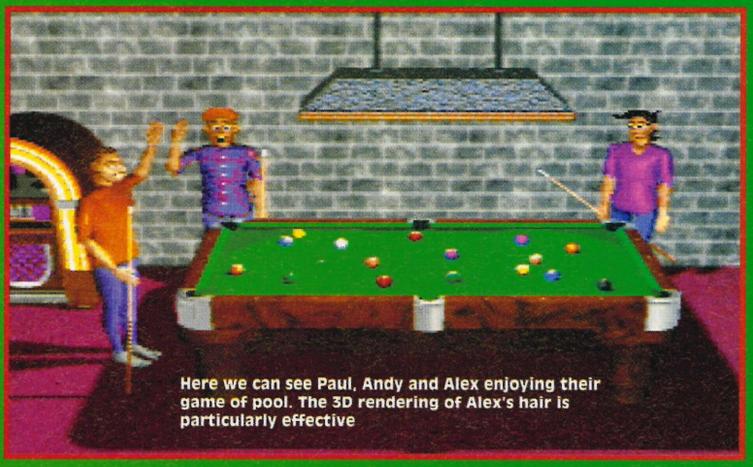
Mindscape could definitely be onto a winner with this game, so join us in a future issue of Super Control when we get to shoot some pool in a full review. **PAUL**



Fart around in Freestyle, enjoy multi-player laughs in Party, take on all-comers in a Tournament or play against the ultimate computer opponent in a Challenge match



Choose the ball set-up on the initial rack selection screen. Choose either a random setting, 9, 8, 10, 15, 3 ball or the 'gore on or off' setting called the Cut Throat...



Here we can see Paul, Andy and Alex enjoying their game of pool. The 3D rendering of Alex's hair is particularly effective

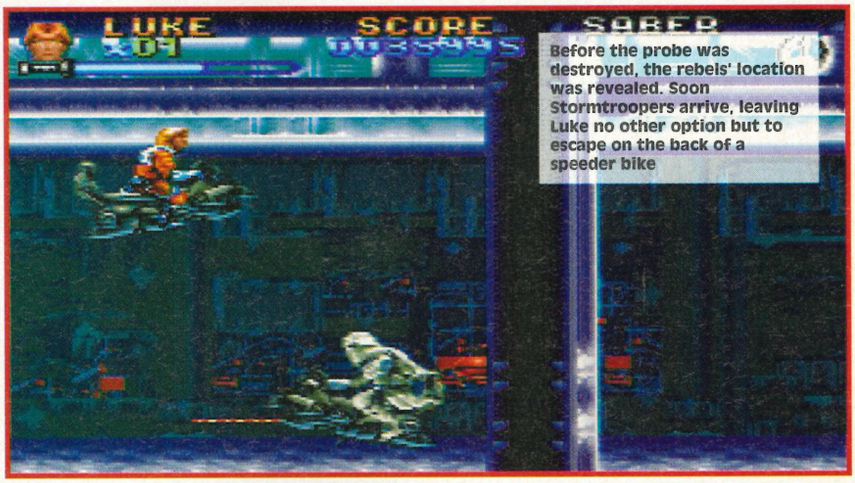


Up to eight players can huddle around the Super Nintendo for a game of Party pool. Pity there's no strip pool option to get an orgy going

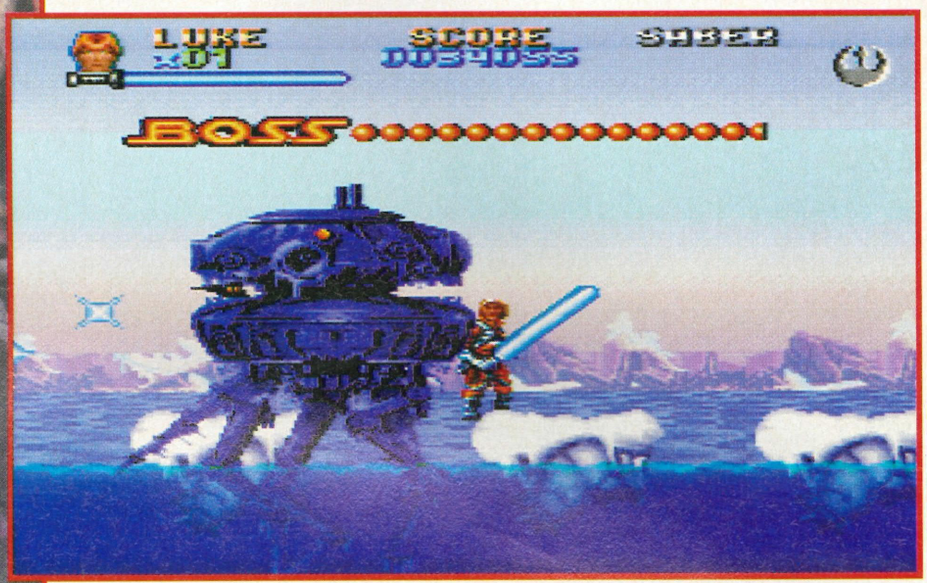
Super EMPIRE STRI

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Before the probe was destroyed, the rebels' location was revealed. Soon Stormtroopers arrive, leaving Luke no other option but to escape on the back of a speeder bike



While on patrol, Luke finds an Imperial probe sending back coded messages to the distant Star Destroyers. Destroy the probe before the Empire receives word on the rebel base



The AT-ATs are the hardest to destroy and must be pulled over using the tow cables launched from the back of the speeder. Approach the walker from the side...



Just as you close in on the legs, release the cable and fly around to the right, circling the walker

KES BACK



MAY THE FORCE BE WITH YOU...AGAIN!



Following on from the success of the mighty, if not lengthy Super Star Wars game, LucasArts and JVC are about to release the second instalment in the Star Wars trilogy, Super Empire Strikes Back. Like the film, you again take Luke, Han and Chewbacca firmly by the hand as you guide them through another epic adventure against the Empire and the menacing Darth Vader.

Familiar with the saying, "Why mend something when it's not broken," LucasArts has produced Empire as a platform endeavour in the same vein as Super Star Wars. With comprehensive levels spanning all the major sections of the film, you'll visit the rebel base on Hoth, ride a Tauntaun, fly a snowspeeder on an attack against AT-AT walkers, navigate the Millennium Falcon through an asteroid field, fly through the clouds on Bespin in an X-Wing and confront Vader in the final showdown.

With 12meg to mess about with instead of Super Star Wars' 8meg, the game's most significant improvement is the superlative execution of the Mode 7 used for the flying and snowspeeder sequences. Whereas in Super Star Wars the landspeeder section was impressive to say the least, greater detail has now been incorporated into Empire's Mode 7 to create pronounced fluidity and realism in the multi-directional movement.

Dips and rolls in the ground's surface now tear towards you, eradicating the usual barren flatness of sweeping Mode 7 landscapes that we have come to expect. With shadows and the presence of boulders and dunes, the surfaces now have a frightening realism which as well as impressing the pants off you, also adds extra excitement to the gameplay.

The sprites have also been enhanced and although still small, all the creases and folds in the fabrics are clearly evident. Along with the main characters from the film such as Han, Luke and Yoda, there are many other characters included that will have Star Wars' Niges blubbering with unrestrained excitement, such as IG-88, Boba Fett and Ugnaughts.

The sound has been improved too, with greater clarity in the stereo presentation. The intro music blasts out in bowel-bashing fashion while all the incidental music from the film floats atmospherically in the background accompanying you through all the action. The digitised speech is again evident with Yoda muttering, "Do or do not. There is no try," when it's Game Over, and Darth Vadar rasping when you accomplish various missions.

As was the case with Super Star Wars, Super Empire's gameplay is yet again dramatically difficult even on Easy. With three difficulty levels to choose from including Jedi, the multitude of comprehensive and long levels will pose a problem even to hardened gamesters. There are three lives and three continues as before, with the opportunity to pick up extra lives along your journey, but you still won't walk through it.

With such a high difficulty setting (JVC is quite proud to boast that Super Empire Strikes Back is even HARDER than Star Wars), the plethora of bonuses attainable are a welcome feature to any gamer. The familiar weapon boosts, health swords, energy hearts and thermal detonators yet again assist our intrepid warriors on their mission.



On the desolate wastelands of Hoth, Luke battles through the blinding snow in search of shelter. Giant-sized snowballs can be sliced down to size with the lightsabre



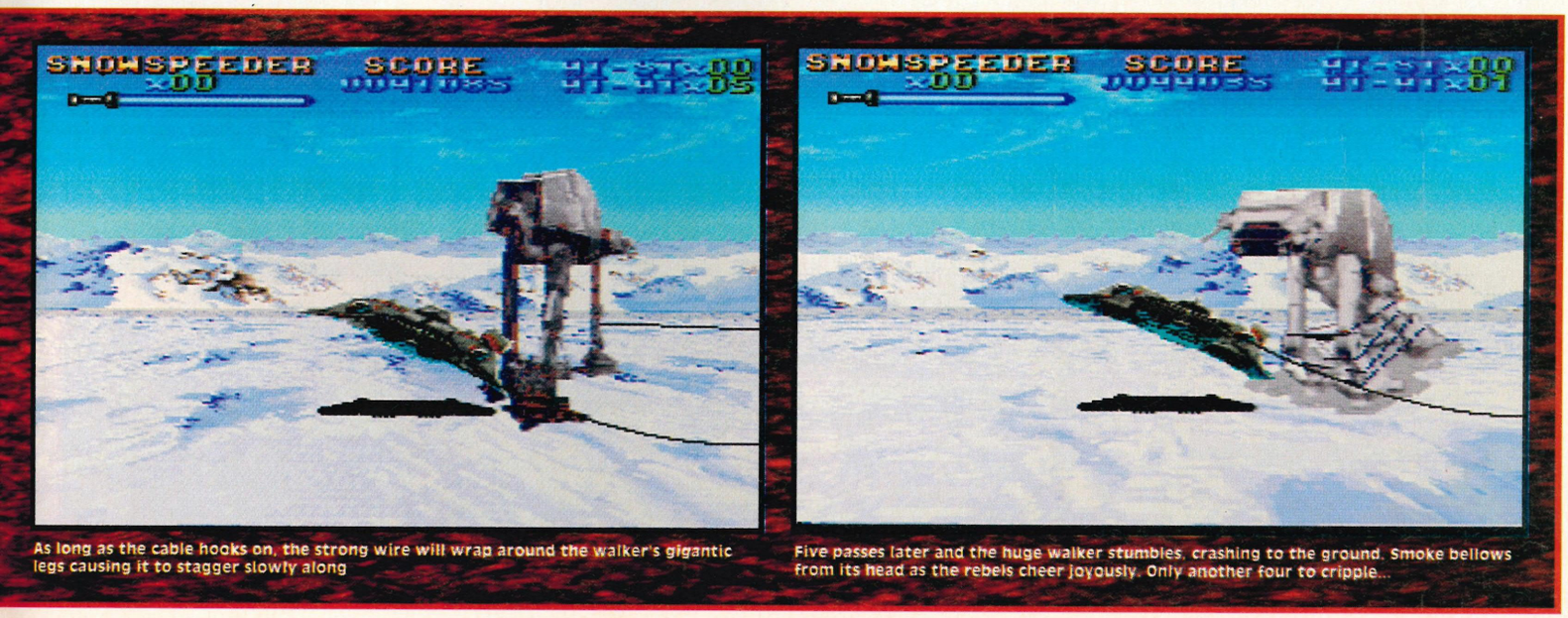


Making his way through the inside of the AT-AT, Luke emerges on top of the walker. Destroy the towering armoured transporter by climbing down onto its head and destroying the gun emplacement

DELTA FORCE

However, there is one more bonus facility that compliments Luke's new-found understanding of the Force, and this undoubtedly increases the game's enjoyment factor no end. By collecting Force points which present themselves at random stages throughout the game, you can call upon the ancient power and use Jedi skills such as elevation, mind control, invisibility, sabre control and sabre deflect to get you out of tricky situations.

When one of the Jedi skills is activated, your Force meter (which is shown at the top right of the screen) will deplete quite dramatically, but upon collecting more Force points you can replenish the meter for future use.



As long as the cable hooks on, the strong wire will wrap around the walker's gigantic legs causing it to stagger slowly along

Five passes later and the huge walker stumbles, crashing to the ground. Smoke bellows from its head as the rebels cheer joyously. Only another four to cripple...

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PREVIEW

Super EMPIRE STRIKES BACK

This new-found skill is unfortunately only available after visiting Yoda on Dagobah halfway through the game where he teaches you how to control and utilise the power of the Force. With this, you speed to Bespin and the cloud city in search of your companions and, when there, face a hoard of Imperial Stormtroopers and ultimately Darth Vader himself.

Not only are the sprite graphics true to the film but the background graphics are also a tribute to the outstanding film sets. Reconstructed with precision, the SNES's colour palette is utilised to its full potential, especially during the snowspeeder section on Hoth and the X-Wing sequence on Bespin.

However, there are a few points that we here at Super Control are unfamiliar with, such as strange plant-like manifestations on Dagobah and large guardians that we fail to recall ever appearing in the film. Ah well, I guess that's artistic licence for you!

Naturally, all you fans of the Star Wars trilogy reading this will no doubt have an endless stream of questions about certain parts of the film which you hope are included within the game, and we were exactly the same. Blubbering out incomprehensible nonsense to the PR woman from JVC in our excitement, we confused her no end with our questions – however we did succeed in getting some answers!

Paramount concern fell on the inclusion of the snowspeeder onslaught against the Imperial AT-AT walkers... "Would there be the tow cable element or not?" It was a tense moment, but fortunately there it was right before our bulging eyes!

Viewing the snowspeeder from behind you move left, right, up and down across the screen avoiding the snow dunes as you seek out the AT-ATs. Upon locating an AT-AT you have to launch a tow cable and encircle the walker in an attempt to catch its legs with your flailing cable. When caught you must then circle the walker roughly five times until it comes crashing down in a storm of fluid animation – breathtaking!

With all these improvements and exciting inclusions we feel sure that Super Empire Strikes Back will be a fitting sequel to the already highly successful Super Star Wars, and with its close tie-in to the film will captivate Star Wars and action fans alike.

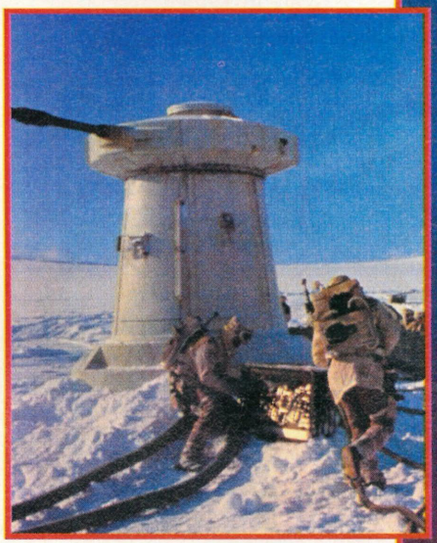
Lots to do, lots to see and lots to hear. Read our review of Super Empire next issue.

ALLIE





Being persued by the Empire's Star Destroyer, Han Solo chooses to enter the asteroid field where the huge leviathans can't follow. The TIE fighter close in to engage, so man the laser cannons to protect the Falcon





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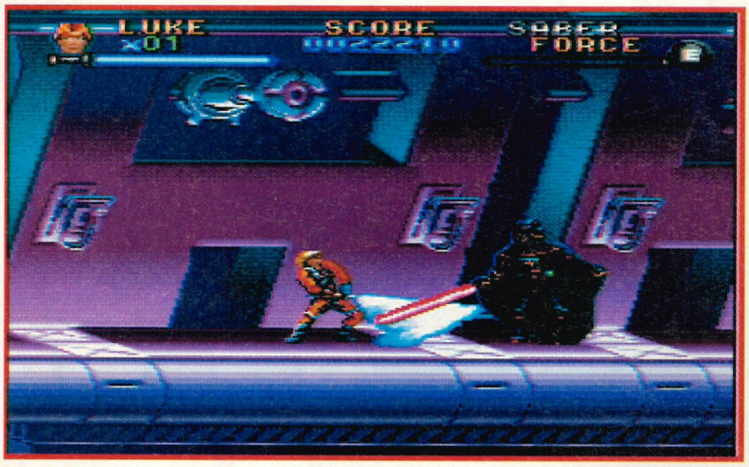


They didn't look that big from the snowspeeder! A whopping great AT-ST walks awkwardly into view, targeting all three weapons at the relatively minuscule Han
(Inset) At the end of Hoth, Han encounters one of the Empire's new acquisitions – a scout hovership with huge swing chains with spikes protruding in every direction



Stepping into an air pocket in the caves, Luke rockets skywards past thousands of spiky icicles. Guide Luke carefully – don't ladder the young lad's tights

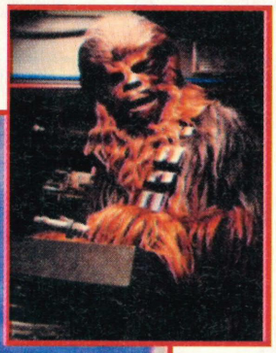
The final encounter is with Darth Vader. But this isn't the final encounter, it's just one of the battles with the Dark Lord throughout the game

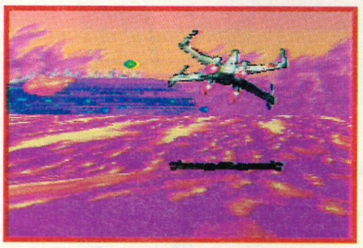




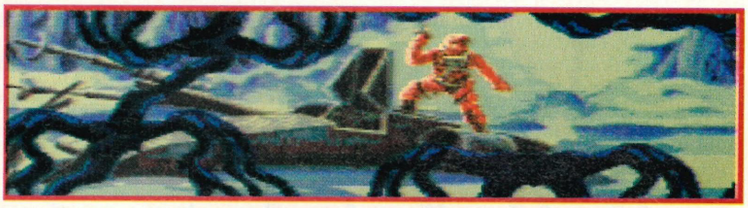
Don't ask me what this is because I haven't got a clue! I do know that it's quite hard and must be shot in the bulbous spots on either side of its ugly head

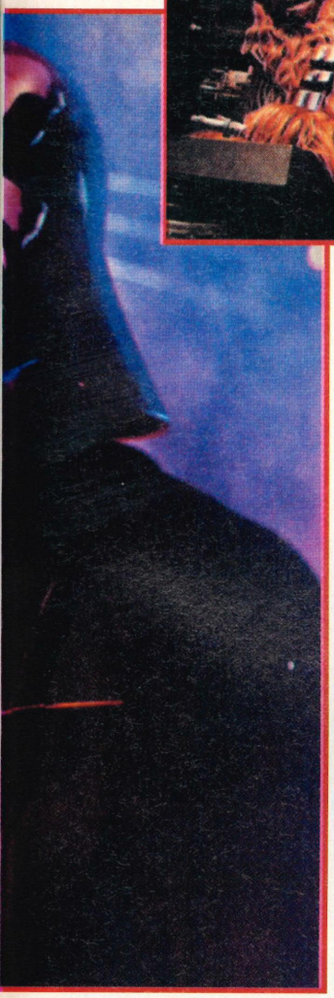


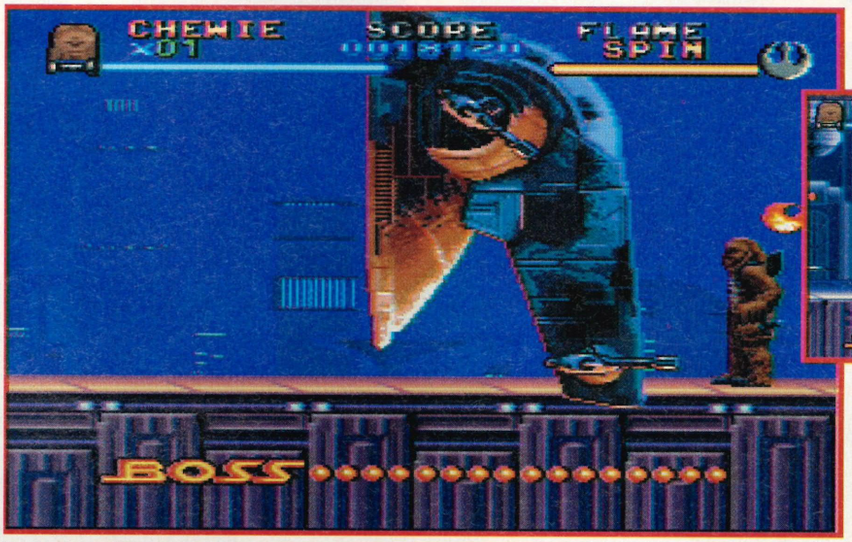




Realising that Han and co are in great danger, Luke leaves Dagobah and heads off towards Bespin. The city's twin-pod cloud cars are instructed to attack Luke's X-Wing when he approaches



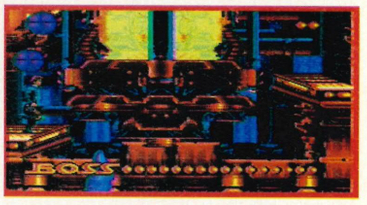


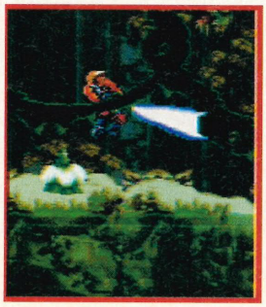


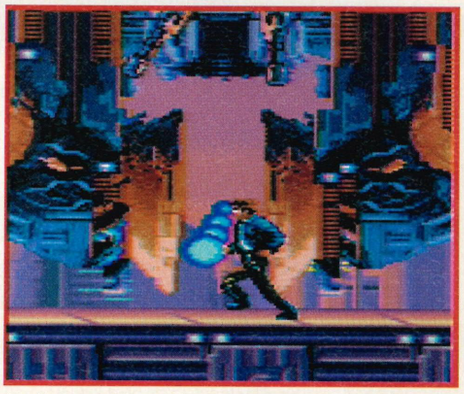
Having been defeated once already, Chewbacca returns to fight in Slave-1, his heavily armed and armoured spacecraft

Boba Fett is the hardest of all the bounty hunters, attacking Chewie from behind with rockets fired from his backpack and his powerful hand pistol

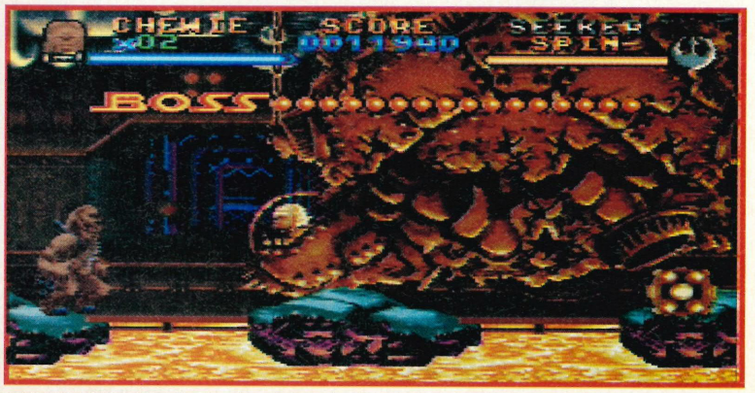








Another guardian which is extremely big. Looking more like an industrial-sized vacuum cleaner than a boss, aim for its fragile engines and weapon turrets

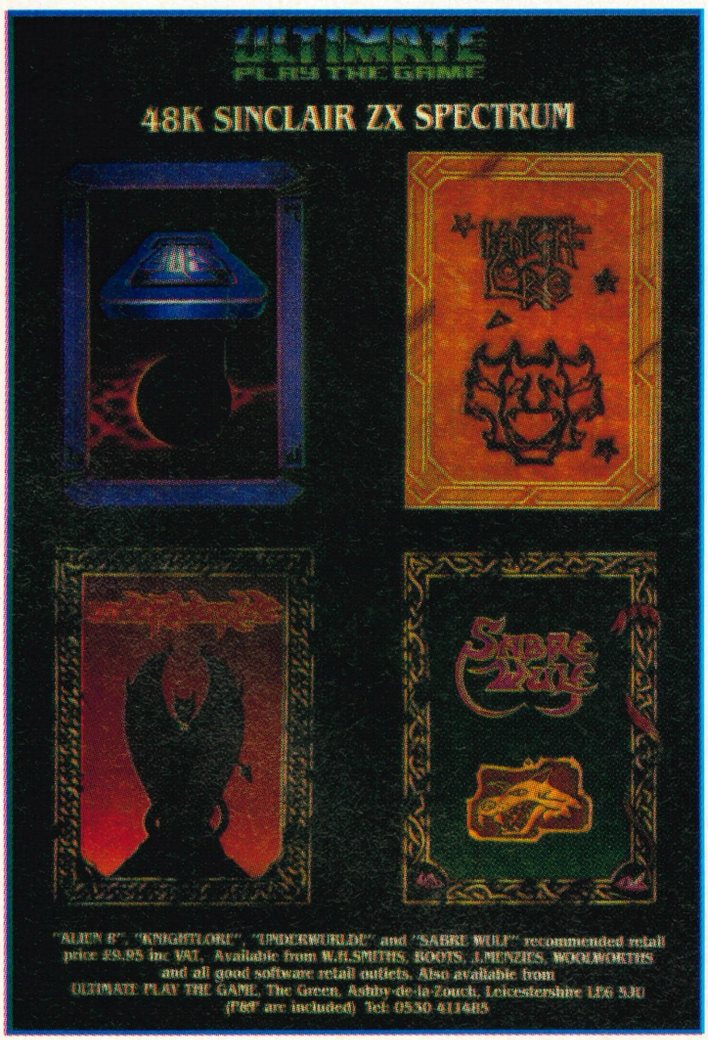


While Han is looking for Lando, Chewie is after C-3PO. The little Ugnaughts that ripped 3PO apart don't give up without a fight. They attack Chewbacca in damaged pods dangling on chains

Super Empire Strikes Back game © 1993 LucasArts Entertainment Company. Star Wars is a registered trademark of Lucasfilm Ltd. The Empire Strikes Back is a trademark of Lucasfilm Ltd. All rights reserved. Used under authorization.

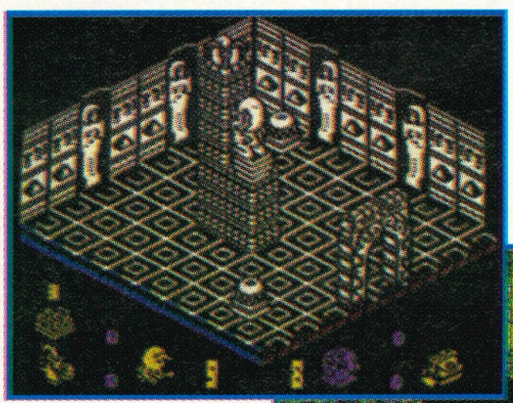
GHOST IN THE MACHINE

HAVE YOU EVER WONDERED HOW GAME DESIGN HAS EVOLVED OVER THE PAST 10 YEARS? PAUL INVESTIGATES THE EARLIEST LINKS OF THE HUMBLE HOME COMPUTER GAME



(Left) Four classic games from the legendary Ashby Computer Graphics Ltd (aka Ultimate)

(Below) Steve Turner's Dragontorc of Avalon



(Left) Wow, It's Head Over Heels! A Jon Ritman and Bernie Drummond masterpiece!

(Below) Ultimate continued to release top-quality isometric platform games such as Alien 8 (pictured below), Nightshade, Gunfright and Pentagram – and quite rightly too!







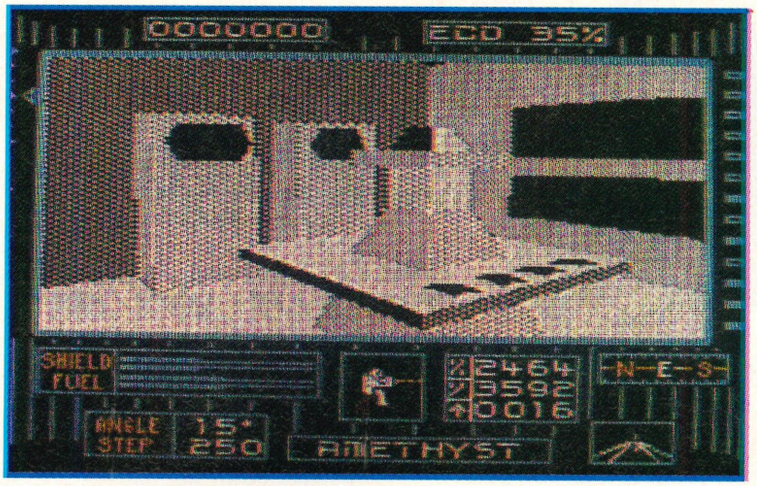
(Above) Knight Lore, the ORIGINAL isometric 3D adventure game and one of the most copied games ever

Do you remember the days when Sir Clive's 48K Spectrum and the crusty old Commodore 64 ruled the games world? Believe it or not, it has been over a decade since the conception of the home computer market – from ZX81 to 3DO in 10 years is not a bad gestation period when you actually stop to think about it.

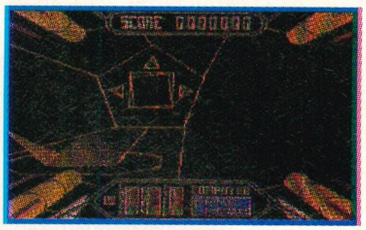
Many readers may be too young to remember some of the games detailed in this feature, but think of this as a sort of enjoyable history lesson. You may be surprised to see just how much these early games influenced present game design. If you were lucky enough to have witnessed the games explosion of the eighties, then sit back for a pure nostalgia trip! Who was it that said that the home computer market was a new phenomena?

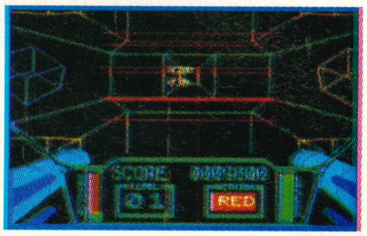
For clarity, I've attempted to separate the games into their associated genres. So, step inside the Super Control time machine for a journey through technology...

(Below) Incentive developed Freescape, a 3D graphics environment allowing the user complete freedom to explore in any direction, from any angle. A true breakthrough



(Bottom) The original 3D Starstrike
(Below) Filled 3D in Starstrike II





DAYS OF LORE

Isometric 3D games have played a major role in the computer games industry. The first home computer isometric 3D game was Sandy White's 3D Ant Attack for the Sinclair Spectrum, published by Quicksilva in 1982. The player could choose to take the role of either a male or female character with the aim being to rescue your partner from within a huge, walled city swarming with giant ants. The graphics were in black and white but worked extremely well.

Sandy White was to reprise this graphical technique in 1984 with his new game Zombie Zombie. This time he had applied for a patent on his Softsolid (as it was to be called) routine, but patent or not, the technique never appeared in the same form again.

Knight Lore, released in 1985 by Ultimate for the 48K Spectrum, became a legendary forerunner of isometric platform games. Released as part of the Arthur Pendragon series (alongside Underwurlde and Nightshade), Knight Lore astounded everyone who saw it. Isometric platform games flooded the market after Knight Lore's release.

Steve Turner's Avalon and, more significantly, Dragontorc of Avalon were different in approach to most 3D games of the time – the landscape scrolled around your character as you progressed through a massive world of monsters and magic. Although not strictly isometric, Dragontorc of Avalon still rates as one of the most involved and tense adventures ever created, and was probably an early influence on the classic Dungeon Master by FTL.

Quality isometric games soon began to flood the market. Ultimate released Alien 8 and Nightshade (the latter even going so far as to scroll); Ocean gave us the incredible Batman and Head over Heels, both designed by programming team Jon Ritman and Berbie Drummond; Swedish wunderkind Bo Jangeborg unleashed Fairlight, premiering his new Worldscape light routine; and the young System 3 (10 years old in 1993!) released the first of its Last Ninja series on the Commodore 64.

TOTALLY WIRED

Present Super Nintendo releases reflecting this early game style such as Data East's incredible Shadowrun and Sony's Equinox are very much in evidence. This is one particular genre that has survived the test of time.

Early 3D vector games were first popularised by Atari's Star Wars in the arcades, resulting in many home computer clones emerging into the shops.

Realtime software, first programming on the 48K Spectrum, released Tank Battle, 3D Starstrike and Starstrike II (the latter being one of the first games ever to utilise filled vector graphics).

Starion by Melbourne House combined fast vectors with a alphabet/anagram game to much success, but Design Design's Dark Star blew everything else away in terms of speed. The Commodore 64, not renowned for its 3D vector games, broke the mould once again with Paul Woake's Mercenary, a huge interactive adventure game based within a 3D, alien environment.

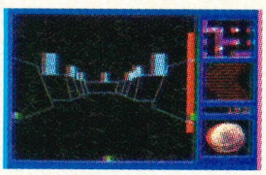
For my money the most innovative vector technique, developed by Incentive Software, was called Freescape. It allowed the player complete freedom to explore in any direction from any angle in (almost) real-time. It worked very well on 8-bit machines, and even better on the newer 16-bit home computers.

However, for some unexplained reason Freescape never really caught on. It produced Driller (the first Freescape game), Dark Side and Total Eclipse, but never went any further. It was rumoured that the vector routine cost a vast amount to develop, but no games are produced using Freescape now. It's easy to see the influence Freescape had on future Virtual Reality games, and if it were to be reprised now it could be extremely successful used in conjunction with the Super FX.

Elite, programmed by David Braben and Ian Bell in 1984, became an instant classic. Converted to almost every machine known to man, Elite will soon be released on the SNES featuring Super FX graphics.







(Above) Paul Woakes' Mercenary allowed intricate exploration

(Left) Another classic Freescape game – Incentive's Total Eclispe

(Above) Gyron by Firebird was a funny old program. The graphics and presentation were perfect, but the game and concept lacked the addictiveness it needed



(Above) The combined talents of Ian Oliver and Andrew Onions (the guys behind Realtime Software) delivered what was probably the best 3D combat sim on the 16-bit computers



(Above) Starglider II became yet another mould-breaker for Argonaut Software (designers of the Super FX chip). Vector games became incredibly complex overnight

GHOST IN THE MACHINE

Does anyone remember Sandy White's I of the Mask with its rotating, doom-spitting vector faces? Argonaut ripped it off for the Andross face in Star Wing, but the technique originally appeared in Atari's little seen I, Robot arcade machine.

When the Amiga and ST appeared, vector programmers went wild. Spectrum veterans Realtime software released Carrier Command via Rainbird, the very same publisher of Argonaut's Starglider and Starglider II – all three games representing the state-of-the-art in the late 1980's.

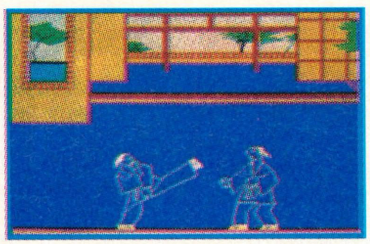
The advent of the Super FX chip hails a new generation of 3D vector games. Starfox has stunned the world and we can only expect better things to come.

BEAT THE MEAT

The beat'em-up mostly originated in the arcades with home computer versions finally catching up with the trend some years later. Data East released Karate Champ in 1983 which suddenly became one of the most copied arcade beat'em-ups.

Very early beat'em-ups were fairly entertaining but extremely limited. Bug Byte's Kung Fu, US Gold's Bruce Lee and Imagine's Yie Ar Kung Fu are all laughable by today's standards.

(Below) Ancient two-player battles in Bug-Byte's Kung Fu. Good eh?



Australian software house Beam broke the beat'em-up tradition with The Way of the Exploding Fist, a one-on-one slugfest that proved superb to look at but impossible to play. It was this game that was to light the fuse at the time – beat'em-ups began appearing all over the place, although very few were worth the money.

Go!, a division of US Gold, released the original Street Fighter on all formats in 1987. The Commodore 64 cassette had both the US and UK versions for the same price, but unfortunately both were very poor conversions hardly warranting the hefty price tag.

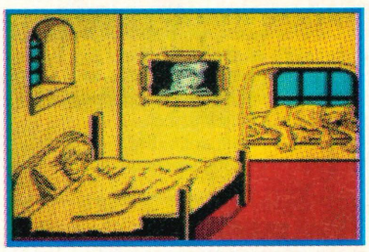
Palace Software's entertaining Barbarian provided an interesting link in the beat'em-up evolutionary chain. Palace gave its fighters a sword each, loads of moves and a sprinkling of gore to spice things up somewhat. Decapitating your opponent became the pinnacle of fighting fun!

When the 16-bit machines arrived the beat'em-up scene became completely dominated by the classic International Karate+. Programmed by the legendary Archer Maclean, IK+ held the title of best beat'em-up (outside of an arcade) ever...until Street Fighter II came out for the SNES in 1992.

(Below) It's that Archer Maclean bloke again, this time with IK+



(Below) The never-released Scooby Doo 'interactive adventure' from Elite

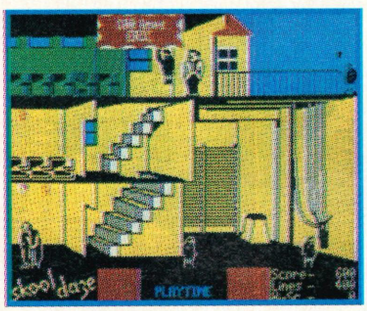


PLATFORM SHOES

Miner 2049er was the first platform game created for the home computer market. It first made its mark on the Atari 800 as far back as 1980.

Back in the arcades, Donkey Kong was the first game to feature Nintendo's

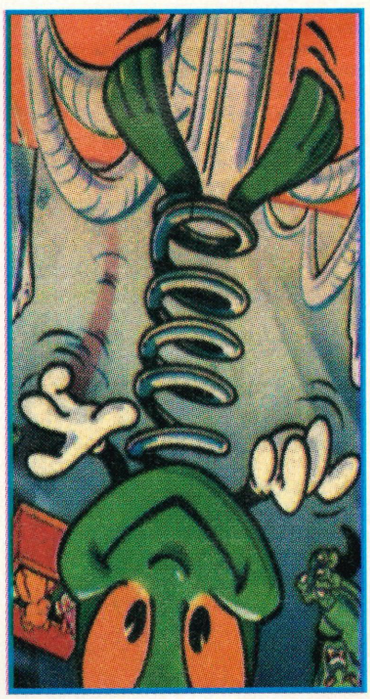


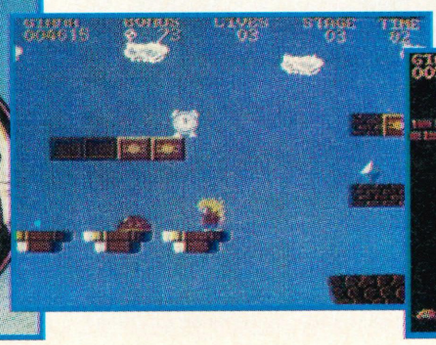


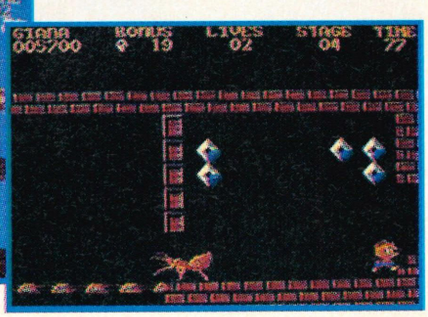
(Above) Get into fights in Microsphere's Skool Daze

(Right) Boing! Boing! Boing! It's Thing on a Spring by Gremlin Graphics!

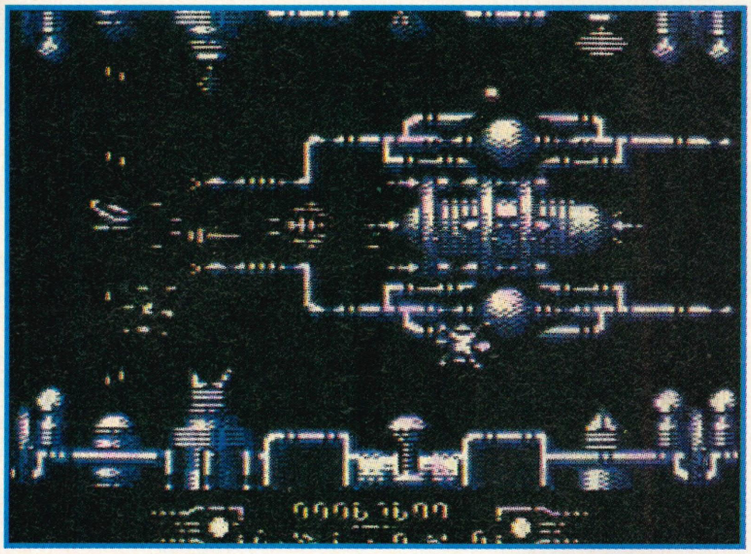
(Left and Below) Rainbow Arts attempted to release its rendition of the successful Mario platform games (on the 8-bit Nintendo console) in the form of The Great Giana Sisters. Converted to almost every home computer imaginable, Giana Sisters was pulled at the last minute because of legal pressure from Nintendo. Unlike in the early eighties, software companies began to protect their games from being cloned by others







(Below) Thalamus was perhaps the premiere software house for Commodore 64 shoot'em-ups. Armalyte (pictured) was one of the best games of its type



character Mario. Many software houses blatantly copied the barrel-jumping actions of Nintendo's game.

Software Projects' Manic Miner became the most successful platform game in the early Spectrum games library. Programmer Matthew Smith followed up with Jet Set Willy, a huge platform arcade adventure. Hyped to death, Jet Set Willy could not be completed because of a stray bug – strange considering there was the prize of a large crate of champagne for the first person to complete it...

Impossible Mission by Epyx with its superb animation (Remember the somersaults?) and incredible speech, sold by the bucket-load whilst Ocean's licensed Super Mario Brothers game had very little impact on the home computer platform market.

Nintendo's Mario character had rapidly edged to the pinnacle of platform game action on its new 8-bit console, so German software house Rainbow Arts reacted with an almost perfect copy of the Super Mario Brothers game. Nintendo took exception to this 'uncanny resemblance' and had all copies of the game removed from the shelves.

Robocop by Ocean became one of the biggest-selling home computer games of all time. Ocean was, and still is, one of the biggest names in computer game licences – almost all of these licences were platform-based.

RESERVOIR DOGS

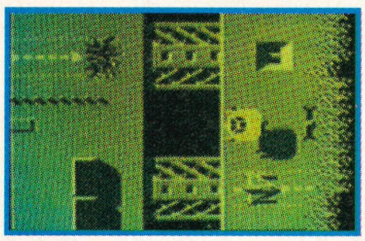
In the early days of home computers every man and his wife were producing tacky versions of Space Invaders, Phoenix, Galaxians and Asteroids. Most were, at best, primitive. Some looked and played better than others and some just plain sucked.

Jet Pac and Lunar Jetman hit the streets in 1984, with Ultimate proving that high-quality arcade shoot'em-ups could be written for the Spectrum.

Early shoot'em-up successes such as Lightforce by FTL, Moon Cresta by Incentive and Deathstar Interceptor (System 3's first ever game) were enjoyable but limited.

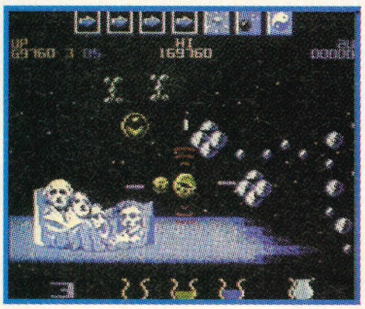
Archer Maclean, the man behind International Karate+, unleashed Dropzone after four and a half months of intensive 18 hour-a-day programming. A game of skill and fast reflexes, Dropzone is still a classic shoot'em-up even today. With Gameboy and NES versions already out, watch out for a Super Nintendo version in the near future!

Andrew Braybrook blew everyone away with his stunning Commodore 64 blaster, Uridium. The critics and fellow programmers raved whilst the game made Hewson (the publisher) a mint.



(Above) Where would a classic shoot'em-up section be without Uridium?

(Below) Sensible Software's Wizball was (and still is) incredibly original (and ace)



Sanxion, Delta, Hawkeye and Armalyte, all published by Thalamus, each took it in turn to break the shoot'em-up mould. By now the humble Commodore 64 became home to some of the finest blasters seen this side of an arcade.

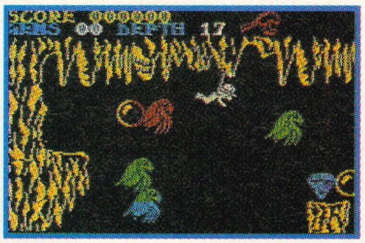
Katakis by those naughty boys at Rainbow Arts again, was an almost flawless copy of Irem's R-Type. Irem, on the verge of releasing its own conversion of R-Type, prevented Go! Software from releasing the game. Ooh, the perils of ignoring copyright!

Xenon and Xenon II brought the shoot'em-up into the 16-bit arena. With current technology, present gamers are spoilt for choice within the shoot'em-up scene.

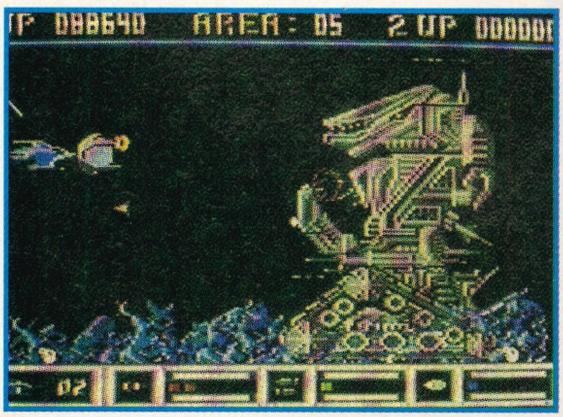
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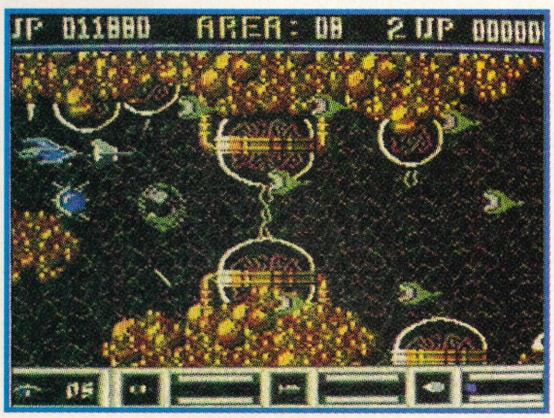


(Above) Where does Archer Maclean pull them from?! Dropzone was the biz



(Above) Ultimate's Spectrum catalogue expands with Underwurlde





Rainbow Arts produced the incredible Katakis for the Commodore 64, but Activision (on the verge of releasing R-Type) took exception to Katakis' similarity to R-Type and took action. Activision later bought the rights to Katakis and released it as R-Type (sneaky!)

FEATURE

THE ONE THAT GOT AWAY

There are so many games to cover that I just can't fit them all into four pages. Here are just a few more that deserve a mention:

- Psyclapse and Bandersnatch – the two biggest flops in software history. Imagine commissioned top programmers, musicians and graphic artists, paid thousands for new development systems and spent thousands on advertising before going out of business in 1984. The games never appeared and several magazines went under due to loss of advertising revenue.

- Scooby Doo, according to Elite, was to become the first fully interactive arcade adventure using full-screen scenes to convey the action. Some 18 months later after a hefty publicity run, Scooby Doo was dropped due to "technical problems". Elite released a Scooby Doo platform game some months later.

- 3D Deathchase programmed by Mervyn Escourt for Micromega brought the exhilarating speeder-bike sequence from Return of the Jedi to the Spectrum. How this game was squeezed into 16K is anyone's guess.

- Encounter – Paul Woakes' amazing 3D shoot'em-up.

- Wheelie by Microsphere – completely innovative in 1984, Wheelie was a scrolling bike'em-up through monster-infested caves!

- Ballblazer by Activision (originally released on the Atari 800) was one of the highest-rated games of its time.

- Skool Daze and Back to Skool allowed the player to run riot inside a school. Writing swear words on the blackboards became the ultimate in computer entertainment!

- Infocom text adventures, such as the Zork Trilogy caught the imagination of many.

- Valhalla by Legend – the first interactive adventure game. 'Throw food at Thor. Throw helmet at Thor. Throw gold at Thor. Mary is not amused...'

- Gyron by Firebird – a futuristic first-person 3D maze puzzle (erm...) stooped in mystery and money. The first person to complete the game was to win a brand new Porsche. The fact that the game was impossibly unplayable didn't seem to put many people off...

Yes, yes, I know we missed loads out, but it's impossible to fit everything in here. Star Raiders, The Sentinel, Bounder, Tir-Na-Nog, Rescue on Fractalus, etc etc. I could go on for hours...

COMPE CHALL

HAPPY, HAPPY, JOY, JOY! REN & STIMPY MAKE A SURPRISE APPEARANCE TO OFFER YOU LOT THE CHANCE OF WINNING A BRAND-NEW PHILIPS TV, REN AND STIMPY WINDOW SUCTION TOYS, REN & STIMPY BASEBALL HATS AND COPIES OF THE NEW GAME!

WHAT'S IN STORE?

T*HQ is at it again! To promote the impending release of its new game, "Ren & Stimpy: Veediots" we have been given some amazing prizes to offer in a competition for our readers. As always, we've made the question really easy, but you'll need to read the following text for the answer!

Ren & Stimpy are wild and wacky cartoon characters currently taking America by storm. With a following rivalling The Simpsons, Ren & Stimpy's cult show will hopefully be screened here in the UK in early 1994, in the current BBC 2 Thunderbirds' slot on a Friday evening.

T*HQ has acquired the rights to develop a game involving the two revolting, surreal and downright ugly stars of the cartoon. Ren is a hot-tempered Chihuahua with bloodshot eyes and a drawn expression, while his partner-in-crime Stimpy is a dim-witted, podgy cat with a huge, blue nose and a disgusting habit of eating his kitty litter.


ETITION
ENGE
We have six sets of prizes to give away – a first prize and five runners-up goodie bags. The first correct entry pulled from the post bag will receive an amazing Phillips 14155A TV due to be released onto the market this autumn and worth a whopping £199, one Ren and one Stimpy window suction toy, one baseball cap and, if that wasn't enough, a copy of the Ren & Stimpy game as well!
For the next five correct entries, the runners-up will each receive a Ren and a Stimpy window suction toy, a baseball cap and a copy of the game. Just answer this easy question:
Q: What disgusting non-food substance does Stimpy like to eat from time to time?
PRIZES YOU EEDIOT!
Send your answers ON A POSTCARD or SEALED-DOWN ENVELOPE to this address:
STIMPY'S BAD BITS COMPO,
Super Control,
Maverick Magazines,
16-17 Hollybush Row,
Oxford,
OX1 1JH.
The closing date is 31 October and the editor's decision (be it under the influence of alcohol or not) is unarguably final. No correspondence will be entered into.

THANKS TO THE CHESHIRE CONSTABULARY FOR THE GENEROUS BAIL CONDITIONS,

THE DIGITISER/S LARD CHA



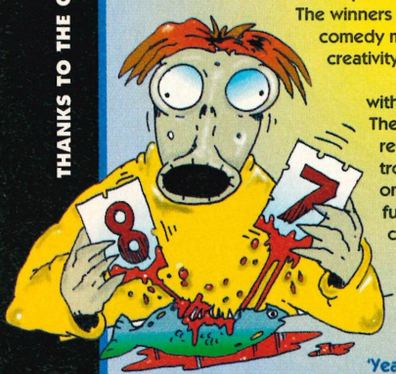
Whilst other inferior magazines prefer to throw the challenge gauntlet down to football teams and pop stars, we here at Super Control decided it was time for something slightly more serious. None of this sitting around a SNES to see who can get the highest score malarkey – we prefer a real challenge when we see one...a game of courage, skill, daring and pure stupidity.

Digitiser (purveyors of fine Teletext inanity – page 470) together with our very own Super Control team, agreed to embark upon the toughest challenge yet seen in a console magazine: The Lard Challenge 1993.

The general idea of the challenge revolves around the completion of bizarre chores. 10 tasks were devised and sent to the opposing team – with Digitiser receiving our list and Super Control taking delivery of their list.

CHALLENGE TEAMS

Paul Rose, Tim Moore and "Keeble" – Teletext creators extraordinaire, made up the amazing Digitiser team. Myself, Andy, Alex, Allie and Jools donned our Maverick Underwhangers in lardy defence. Once all the photographic evidence had been compiled it was then to be examined by an independent adjudicator ("Kelly").



The winners would be chosen according to comedy merit, bizarre content and artistic creativity within each of their tasks.

But where would a winner be without a prize? Nowhere, that's where. The lucky winners will be the proud recipitents of the1st Lard Challenge trophy. With such a prestigious prize on offer the competition should be furious. Now over to our challenge correspondant, "Kelly"...

"I don't know what the hell I'm supposed to be doing. I was in me workshop when this tinker flies in through me cat-flap and offers me a fiver to look at his photos. I think, 'Yeah, photos. Right smart", but they turn out to be a load of blokes and some bird doing crap stuff. Well, it were too late by then – I had to get on and look at his snaps."

DIGITISER'S TASKS

1. Climb a tree
2. Spill someone's pint
3. Do a table
4. Find five prawns in a jar
5. Show Auntie Vera and her huge melons
6. Get a quote from a passer-by
7. Get a passer-by to pose as Randall and Hopkirk Deceased with a member of your team
8. Go to the pub at 1 o'clock and drink one pint
9. Hold up a Queen record
10. Watch the birdie

SUPER CONTROL'S TASKS

1. Touch a policeman
2. Juggle sausages in a butcher's shop
3. Lie down in a library
4. Offer lard to a passer-by
5. Tune three TVs to the Man with a Long Chin's picture
6. Ride a dog
7. Try on a pair of sandalls in a shoe shop
8. Congratulate a celebrity
9. Ride the horrific Chalice of Lard
10. String yourself up by the rude bits from a railway bridge

DIGITISER





8 Look, he's down at The Lung and Monkey Pub (proprietor: Jimmy Saville, the comedian).

COMEDY MERIT: 4/10 Garden

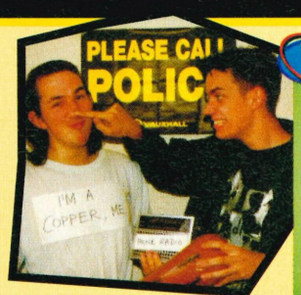
BIZARRE CONTENT: 3/10 Gardener

ARTISTIC CREATIVITY: 59/-12 Graham Garden

SUPER CONTROL



(Clockwise) Queen Allie, Julian Bzztman, the 'artful Andy Martin, stumpy Alex Simmons and Paul 'rotunda' Mallinson

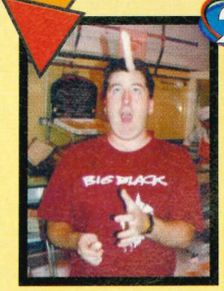


1 Yeah, right. Plain clothes bobby. Plain clothes Bobby Ball! Ha ha. Comedy classic.

COMEDY MERIT: 10/10 Simply for my joke alone

BIZARRE CONTENT: 2/10 I don't want to get arrested, now

ARTISTIC CREATIVITY: 7/10 Reasonable

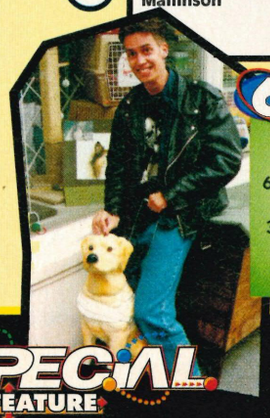


2 A predictable joke comes to mind : "That bloke Mallinson is a total tit-on-a-stick". But I won't resort to predictability.

COMEDY MERIT: 8/10 For bloke on the phone

BIZARRE CONTENT: 10/10 I love the butcher's shop

ARTISTIC CREATIVITY: 2/10 No artistry here

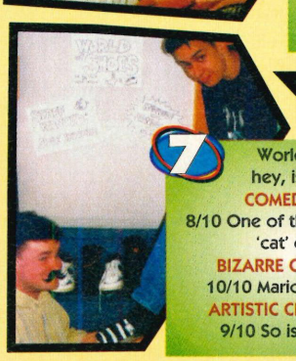


6 That Alex bloke sitting on a poor dog all trussed-up, What's he sticking in its slot?

COMEDY MERIT: 666/10 How much is that doggie?

BIZARRE CONTENT: 3/10 The one with the wiggily tail

ARTISTIC CREATIVITY: 1999/10 I was just wondering...



7 World of shoes – hey, is that Mario?

COMEDY MERIT: 8/10 One of the shoes has 'cat' on it

BIZARRE CONTENT: 10/10 Mario IS bizarre

ARTISTIC CREATIVITY: 9/10 So is Hoskins



8 Look, it's that Jools bloke and Peelie or whatever his name is. Peelie saying, "No, you MUST stay and smell my face".

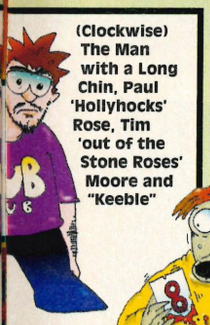
COMEDY MERIT: 10/10 Peelie – very funny

BIZARRE CONTENT: 7/14 Nice one, Cyril

ARTISTIC CREATIVITY: 5/10 Nice one, son

SUPER CONTROL LLENGE '93

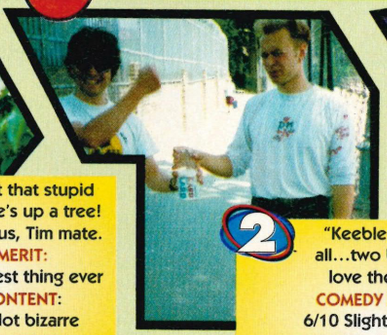
AND EVERYONE ELSE WHO GOT ROPED IN. SPECIAL DIY TIP: PASSING DRIVING TEST WILL HELP MAKE YOUR CAKES RISE. USE "HEAT" TO BROWN THEM.



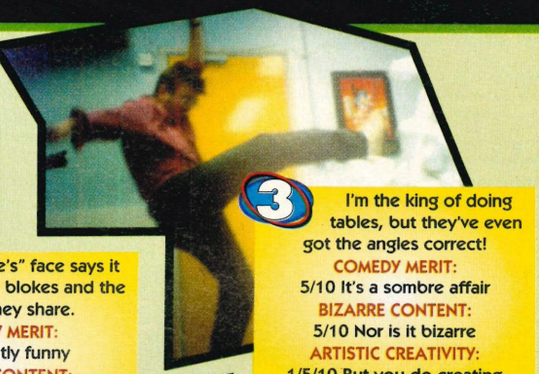
(Clockwise) The Man with a Long Chin, Paul 'Hollyhocks' Rose, Tim 'out of the Stone Roses' Moore and "Keeble"



1 Look at that stupid bloke, he's up a tree! Bloody marvellous, Tim mate.
COMEDY MERIT: 10/10 The funniest thing ever
BIZARRE CONTENT: 2/10 Funny. Not bizarre
ARTISTIC CREATIVITY: 3/10 I don't know about art...



2 "Keeble's" face says it all...two blokes and the love they share.
COMEDY MERIT: 6/10 Slightly funny
BIZARRE CONTENT: 2/10 Poignant
ARTISTIC CREATIVITY: 10/10 A masterpeice



3 I'm the king of doing tables, but they've even got the angles correct!
COMEDY MERIT: 5/10 It's a sombre affair
BIZARRE CONTENT: 5/10 Nor is it bizarre
ARTISTIC CREATIVITY: 1/5/10 But you do creating



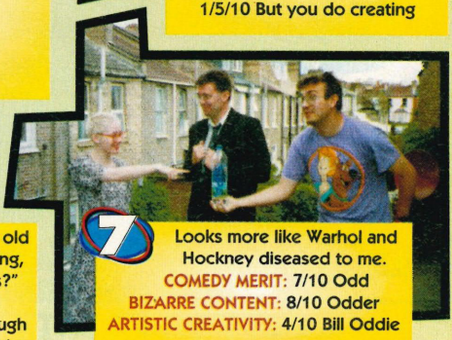
4 Yeah, nice one mate. And hey – he's a handsome fella.
COMEDY MERIT: 6/10 I prefer shrimp
BIZARRE CONTENT: 66/100 Beezar con-tent
ARTISTIC CREATIVITY: 666/1000 Quite artistic



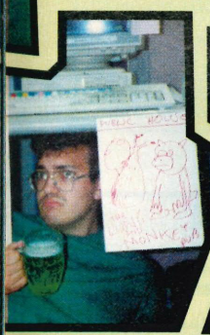
5 Them blokes get all the best birds – and she's holding up a shot of Shatner.
COMEDY MERIT: 7/10 You gotta laugh
BIZARRE CONTENT: 7/10 Happy aniversary
ARTISTIC CREATIVITY: 7/10 This bird gets top marks



6 That's no passer-by, that's my old mate Smokin' Joe Cambell saying, "Paul – what you done to my smokes?"
COMEDY MERIT: 10/10 Smokin' Joe always made me laugh
BIZARRE CONTENT: 7/10 Nice hat, Smoke
ARTISTIC CREATIVITY: 1/10 He's certainly no oil painting

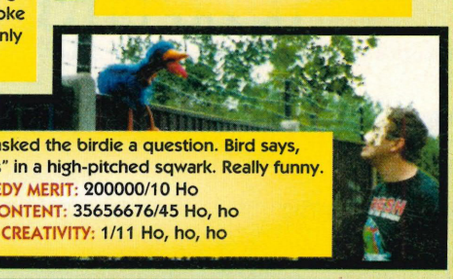


7 Looks more like Warhol and Hockney diseased to me.
COMEDY MERIT: 7/10 Odd
BIZARRE CONTENT: 8/10 Odder
ARTISTIC CREATIVITY: 4/10 Bill Oddie





9 Shame it wasn't 'Hold up a queen'. That would've been good.
COMEDY MERIT: £12.67 Brooke-Taylor
BIZARRE CONTENT: £19.98 Brooke-Taylor
ARTISTIC CREATIVITY: £8.54 Tim Brooke-Taylor



10 Bloke has asked the birdie a question. Bird says, "Yass, yass, yass" in a high-pitched sqwark. Really funny.
COMEDY MERIT: 200000/10 Ho
BIZARRE CONTENT: 35656676/45 Ho, ho
ARTISTIC CREATIVITY: 1/11 Ho, ho, ho



3 (The library was shut so we lay in the entrance) Next time you should break-in. What's all that water? Icke-on-a-bike, that bird is leaking!
COMEDY MERIT: 5/10 Didn't get in the library
BIZARRE CONTENT: Leaking birds – smart
ARTISTIC CREATIVITY: 7/10 Shut library = solution



4 That passer-by looks suspiciously like a member of LARD-NARD, the society for people who get lard offered to them.
COMEDY MERIT: 8/100 Amusing-esque
BIZARRE CONTENT: 3/200 An easy target
ARTISTIC CREATIVITY: 9/79 Quite stylish though



5 Smart – that's my brother, that is. He's on TV.
COMEDY MERIT: 11/10 Amusing because it's three tellys
BIZARRE CONTENT: 9.5 Not three bellys
ARTISTIC CREATIVITY: 18.33 Not three tellys



9 That bloke must be off his trolley – he's got his arse right over the Chalice of Lard. Is he suicidal?
COMEDY MERIT: 0/10 He has a T-shirt saying ED
BIZARRE CONTENT: 0/10 Or is it SWEDE?
ARTISTIC CREATIVITY: -4/10 SWEDE...a large turnip



10 Best performed if under 15 and not a trained professional. Go on, kids!
COMEDY MERIT: 10/10 Is he smiling?
BIZARRE CONTENT: 10/10 Well, I got a kick out of it
ARTISTIC CREATIVITY: 10/10 I'm off to change me pants now

THE WINNERS

Over to top bloke "Kelly" for his appraisal.

"Right, blokes, here's the final score:

DIGITISER – 47 SUPER CONTROL – 47

Sod it. Let the birds from each team share the trophy. I declare that the one in the dress from Digitiser and the one from Super Control that's leaking are the winners."



The LARD CHALLENGE comes to a close. Flaming torches are doused, bail money is paid and the Auto Glass trophy returned to its rightful place. Sleep soundly in your beds – the Man may cometh to dribble on thyne collar.

INSTANT RELIEF

HIooo Everything's in a cuffuffle this month, I don't know whether I'm coming or going. One day I was happily sitting in the rafters at Maverick Towers in Macclesfield, the next minute I'm in a pine-clad office in Oxford's pulsating city centre. Arghhh, stop the roundabout, I wanna throw up! So to spite everybody (myself included) I'm going to ramble on about Cambridge. Hoorah for Cambridge, Cambridge Uni rules OK, and so childishly onwards...



TUFF E NUFF

Enough is enough, said Chip Znuff of Enuff Z Nuff – I'm Tuff E Nuff. (ENOUGH – Ed) And he is...

So presides the honourable character select code. When the select mode screen flashes up, press the following on pad one to play the enemy characters in one-player mode: Left, Left, Left, Right, Right, Right, Left, Left, Left, Left, Left, Left, Left, Left. Listen for an explosion to inform you of your success.



SUPER SWIV

Cambridge United FC aren't as super as the Premier league boys, but they do try – I know, I've watched them. Come on Cambridge!

On the title screen press Select to call up the two-player option screen. Now press Start and A together if you want to control both the helicopter and the jeep at the same time whilst in a one-player game. Goal!

Big cheers and applause to Peter Franklin, Bracknell.

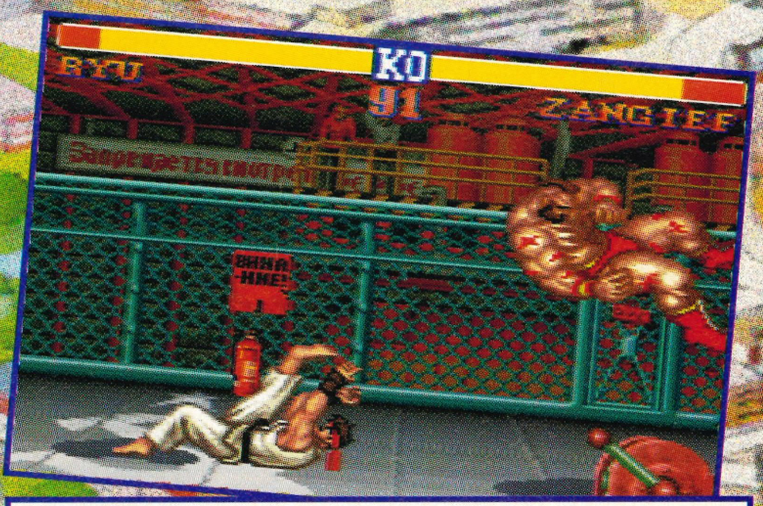


PRINCE OF PERSIA

And here to your left you will see the prestigious King's College where those lovely, young, fresh-faced choirboys sing their little hearts out every Sunday morning. As we zip on, to your right you will see a grotty little pub which once welcomed Prince Zoop of Sasquatch for one pathetic night. This is our heritage – be proud, be proud...

On the password screen enter SPECIAL. It will get rejected, so cancel it and then try it again. Next press Pause and then B, Y, Up, Down, Left, Right, L, R – you should hear a noise. Now press Start and Select together for a level select option.

Thanks to Craig Summers from Peterborough.



STREET FIGHTER II

II be or not II be, that is the question. Whether 'tis nobler to wait for the Turbo version of SF II and its outrageous fortune or to take arms against a sea of troubles and by opposing, end them? That IS the question.

If you can't wait, use these Action Replay codes to simulate the mighty Turbo.

7EOD 9B6A press Down – To perform Ryu's or Ken's airborne hurricane kick

7EOC 3680 press Left and Right – To perform Dhalsim's teleport move

Sounds great – if you can get it to work let us know, we couldn't...

Thou art noble, young James Shergold of Cirencester.



SUPER VALIS IV

Cambridge Uni is the ideal place to improve your mind and reach higher levels of understanding. I couldn't get there. I tried – well sort of, but not really...

So talking of levels, here's how to chose those in Super Valis IV. On the title screen press Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Select, Select, Y, B, Start.



FATAL FURY

Is fury fatal? I suppose it is if the furious one wields an atom bomb, don't you think?

We've found some different furious ones to play with, simply by selecting street fight mode, opting for either one or two players and then pressing down on pad two. Coo-ee!



BOB

Kate stormed through her three year course at King's College, Cambridge and by doing so accumulated many fine figures and reputable personages.

Level One – 530237
Level Two – 462893
Level Three – 905781
Level Four – 583721
Level Five – 370439
Level Six – 633059
Level Seven – 960379
Level Eight – 683349
Level Nine – 110674
Level 10 – 853268
Level 11 – 950745
Level 12 – 923571
Level 13 – 570836
Level 14 – 103495
Level 15 – 481376
Level 16 – 713852
Level 17 – 171058
Level 18 – 743690
Level 19 – 901588
Level 20 – 574471
Level 21 – 671255
Level 22 – 103928
Level 23 – 481773
Level 24 – 144895
Level 25 – 361497
Level 26 – 574132
Level 27 – 711984
Level 28 – 775895
Level 29 – 361687
Level 30 – 704526
Level 31 – 472149
Level 32 – 775092
Level 33 – 652074
Level 34 – 614906
Level 35 – 862341
Level 36 – 605237
Level 37 – 072251
Level 38 – 635184
Level 39 – 272578
Level 40 – 605463
Level 41 – 672451
Level 42 – 575381
Level 43 – 752790
Level 44 – 265648
Level 45 – 302653
Level 46 – 845527
Level 47 – 382975
Level 48 – 426081

And may the sun shine on you, Charlie Taylor from Doncaster.

BUBSY

Unlike the rather mediocre effort that is known to the University Dons as Bubsy, Cambridge sadly lacks the abundance of rolling hills present in Bubsy's homeland – it may be flat but it's not a pancake.

Here follows some level codes:

Level One – JSSCTS
Level Two – CKBGMM
Level Three – SCTWMN
Level Four – MKBRLN
Level Five – LBLNRD
Level Six – JMDKRK
Level Seven – STGRTN
Level Eight – SBBSCH
Level Nine – DBKRRB
Level 10 – MSFCTS
Level 11 – KMGRBS
Level 12 – SLJMBG
Level 13 – TGRTVN
Level 14 – CCLDSL
Level 15 – BTCLMB
Level 16 – STCJDH

Gratitude goes to Shane Fellows of St Albans.

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ALIEN Vs PREDATOR



Upon discovering that one fine female in our office was pregnant, someone retorted with, "Ugh! How does it feel to be Sigourney Weaver?" Well, it was funny at the time.

On the title screen, select the config mode to reveal the options. Using pad two, hold down L, R, X, A and then press Start on pad one to obtain a level select cheat. Arghh, a monster...actually, it was Wayne Cray from Pendawdd.

INSTANT RELIEF

OFFICIAL STAMP

A ROUND-UP OF THIS MONTH'S OFFICIAL RELEASES

POP 'N' TWIN BEE

House: Konami
Type: Shoot'em-up
Energy High: Beautifully illustrated backgrounds, simultaneous two-player mode
Energy Low: Too cute, not addictive enough, no real involvement

With more satire than Parodius, more humour than Billy Connolly and more gut-wrenching cuteness than little McCaulay McDonalds, Pop 'n' Twin Bee is ultimately one of the most nauseating games to play. In fact cuteness is working on overdrive where Pop 'n' Twin Bee is concerned – it's so cute it would surely make even Barbie and the Care Bears cringe.

Just take a look at the sickeningly flouncy graphics with lots of pinks and purples, and all those lovely little



spacecraft with big smiles – yeuch! Clearly aimed at a younger age range (namely those who are still playing with My Little Pony and Tiny Tears), Pop 'n' Twin Bee is a shoot'em-up that succeeds in taking all the violence and barbarity out of this type of game and replacing it with happy, smiling faces...ooh, how lovely.

Apart from its beautiful graphical content (give that programmer an award), Pop 'n' Twin Bee is in fact a pretty poor excuse for a shooty-shooty type affair. It lacks real lastability, fails to grab you by the short and curlies and proves to be somewhat of a drag to re-enter once you've expired.

As if this wasn't enough, it also rates very low in the old difficulty department with its rather lacklustre approach to the



theory of enemy onslaught. You happily meander between the abundance of clouds and other blots on the landscape with the enemy facing you in very lame dribs and drabs.

However, Pop 'n' Twin Bee is not all bad. As mentioned before the graphics are superlative and although a bit sickly in places, the game does have a truly Japanese feel to it. It also brings a smile to your face and despite its weaknesses is



reasonably entertaining to play.

Unfortunately, its longevity potential is low...very low!

SUPER CONTROL 53%

GODS

House: Mindscape
Price: £49.99
Available: July
Type: Platform adventure
Energy High: A very big game. It's quite tricky but the great graphics and puzzles will keep you playing
Energy Low: Only four levels and it's maybe a bit too hard

Gods originally appeared on both the Amiga and ST some years ago. Programmed by The Bitmap Brothers, this dip into Super Nintendo territory is more of a straight conversion than an overall revamp.

If you've ever played the original, you'll already be aware of Hercules the Greek warrior and his quest for immortality. Set in ancient Greece, Gods is the story of one man's challenge against the all-powerful Gods of Olympus. In return for his fearlessness and courage Hercules demanded that he be made a God. To earn such a reward he must first venture through the City of Legends, defeating every dark, devious monster the Gods dare to throw at him. If Hercules were to destroy the four guardians of evil



inhabiting the city, he would then become immortal as promised.

Gods consists of four huge worlds; the Temple, the City, the Labyrinth and the Underworld – each housing three sub-worlds and a ferocious guardian.

Solving the puzzles is straightforward in theory but very difficult in practice. Puzzles are usually laid down in the form of switches lining the citadel walls. Throwing a switch will obviously affect certain other areas of the level and by paying careful attention to these changes you will be able to progress further on your journey. Some switches remove impassable spiked pits, others add ladders and some may remove a wall here and there. You get the picture.

There are other puzzles involving more than mere switch-flicking (Thank god!). Objects have to be returned to their correct places, special bonus objects have to be found and magical keys enabling you to exit to the following levels are needed.

The creatures inhabiting the citadel are semi-intelligent, turning and chasing you upon sight, but most are quite easy to despatch. Lucky really, because there's a heck of a lot of them!

Because of the high difficulty level, Gods utilises a password system to access the four different worlds. This is a godsend really – less patient gamers may find the gameplay monotonous and frustrating with the puzzles getting in the way of the platform blasting action.

The biggest disappointment with the gameplay is the fact that little has been improved from the original Amiga and ST versions – even the level designs are the same. Still, it's only a little niggle. Gods sports some gorgeous graphics with clear, detailed backgrounds and sprites, and wonderfully huge guardians. Gameplay is fluid apart from the odd fiddly ladder situation, and the game is a huge challenge.

Gods is a quality platform release from Mindscape.



As you go through the levels you can pick up extra weapons and other items such as shields and bombs. During the later levels more heavy duty items are needed as your opponents increase in strength

SUPER CONTROL 83%

STRIKER

House: Elite
Type: Sports sim
Energy High: Incredibly realistic and encourages good play
Energy Low: Advantage when playing down the pitch, no goal difference in leagues

Whereas many of the soccer games to appear on the SNES so far have erred towards the boring side, Striker is the refreshing change to this worrying trend. Capturing the real excitement of the game including the 'Oooh' and 'Aahh' of the crowd, Striker envelops the player from the outset in the atmosphere of this energetic sport.

Viewed from a 45 degree angle, Striker utilises Mode 7 in order to scroll the pitch backwards and forwards. This gives the impression that you are watching the game through a moving camera suspended some 30 feet above the pitch surface.

Showing about 25 yards of the pitch at any one time, you are presented with sufficient area to feel that you're not watching everything through tunnel vision. This allows you to concentrate on the play without worrying who's approaching from where!



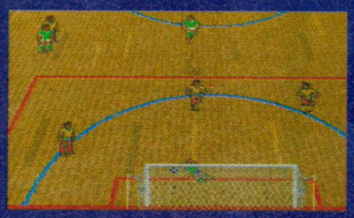
The unfortunate lack of a player position scanner could be deemed as a downfall of the game, but the other players are intelligent enough to home in on the ball's position and in turn move into view. This intelligence coupled with the excellent viewpoint means that you don't tend to crave for the radar as you're fully aware of what is happening across the field.



Control of the ball is a dream. Dribbling and turning on the ball simply requires movement of the D-pad – the ball sticks to the sprite's feet allowing you to concentrate on tactics and deception. You'll notice how fast the game is, one minute you'll be in pushing for a goal in the opposition's box and the next you'll be back scrabbling to defend your own.

Striker gives you the opportunity to actually experiment with tactics rather than just belting the ball down the pitch and chipping it over the 'keeper's head as is the case in Super Kick Off. It's this kind of in-depth gameplay that creates realism and encourages you to build on your moves and strategy.

This excellent footie sim from Elite is by far the best to grace the SNES. The only



downer we can think of is the slight advantage to playing down the pitch as it is a safe bet that you will score a goal. Apart from this it's incredible – Striker fever has well and truly gripped our office!

SUPER CONTROL **88%**

MARIO IS MISSING

House: Mindscape
Type: Platform
Energy High: Good educational tool for kids, some nice graphics
Energy Low: Limited audience, repetitive and relatively short

Mario Is Missing is being categorised as an Edutainment product – educational entertainment, and is blatantly aimed at an audience aged four years and upwards.



Incorporating the familiar faces of Mario, Luigi, Yoshi and Bowser, the graphical style of Mario Is Missing is very close to the original Mario endeavours. However, something is not quite right – both the sprites and the backgrounds lack the vitality and clarity that the original Mario Brothers' graphics oozed.

Taking control of Luigi you must put your detective skills to good use as you visit different locations around the world in search of your kidnapped brother, Mario. Accompanied by the faithful Yoshi, you discover that in each location you visit three historical items have been stolen by Bowser who has dumped the items on his Koopas.

Utilising the same map system as seen in Mario Bros 4, Luigi must then wander around each location stomping on the Koopas in order to find these objects. By visiting Princess Daisy in Tourist Information booths and chatting to the residents of each city you can then determine which city you are currently in and which items must



be returned to which TI booth. When all three items have been located and returned you then gain access to the next stage (of which there are nearly 30).

For older players the puzzles are easy to solve – it doesn't take a genius to know that the presence of the Golden Gate



Bridge means you are in San Francisco, but for some younger players this would be a useful tool to assist with history and geography lessons at Primary school level.

With some nice graphical and comical touches, Mario Is Missing is certainly entertaining to play. However, we feel that it would hold little longevity once the puzzles have been solved, even for a six-year-old. Naturally, the tie-in with Mario et al will no doubt have some kids drooling at the gills, but if you are after a platform-style romp you won't find it here.

Overall, it's quite slow with plodding and long-winded gameplay, but some of the puzzles are entertaining to fathom out. Also, the arcade-action guardian confrontations are a welcome change to the otherwise repetitive gameplay.

SUPER CONTROL **70%**



MORTAL KOMBAT

House: Acclaim
Type: Beat'em-up
Energy High: Five skill levels, impressive graphics, highly playable
Energy Low: No gore, difficult button combinations



Mortal Monday is here! One of the most important days of 1993 finally arrives with a colossal bang and a very hefty promotional campaign. Hoping to mirror the enormity and popularity of Midway's prestigious arcade version, Acclaim has managed to secure what will no doubt be one of the biggest licensed games of the century.

Impressive in every way, Mortal Kombat has excellent digitised sprites as well as fast-paced, hard-hitting action incorporating all the death moves and digitised speech found in the arcade version.

As well as looking like the arcade version, the SNES portrayal also plays identically. Choosing one of seven characters, you must battle with the remaining six as well as coming up against various bosses and the final guardian, whilst mastering your special moves and attacks as well as your opponents'. Also, for hardened players there is a secret opponent lurking beneath one of the levels, but only if you complete rounds flawlessly will you have the opportunity to confront this enemy.

All the familiar faces are evident such as Rayden, Sonya, Sub-Zero and Goro, plus their incredibly complicated death moves. The most surprising aspect of the game has to be the speed and clarity of the digitised sprites – it was a general concern in this office that the SNES would be unable to cope with the digitisation of the characters let alone keep them moving with fluidity, without glitching or slowdown. However, we were wrong and we don't mind admitting it! The action is continually absorbing as each character lunges and leaps at the other with precision and ferocity.

Designed for one or two players, Mortal Kombat also allows two of you to play exactly the same character – and without the use of a cheat. We found the two-player mode by far the most competitive feature in the game and we can honestly say that it rivals SF II considerably.

The major downfall of what is otherwise a very playable conversion is the lack of gore, a feature which is highly acclaimed on the arcade circuit. Admittedly, the gore aspect could be damaging to younger players, but it would have been a nice touch to see either an option to turn the gore on and off (as seen in the Mega Drive version), an age limit warning on the packaging or even toned down gore rather than no blood spillage whatsoever.

Mortal Kombat presents a worthy challenge to the mighty SF II. As long as you are not expecting an SF II clone with digitised graphics you will be pleased with your purchase. Be warned though, some of the moves are very tricky to perform and the gameplay fails to be as intuitive as SF II's. Nevertheless, Mortal Kombat remains enjoyable and extremely challenging as a whole.



SUPER CONTROL **85%**



OFFICIAL STAMP

DIRECTORY ENQUIRIES

OFFICIALS

Listed below are the games currently available officially in the UK, and are fully compatible with British PAL machines.

ACTRAISER
ENIX • £49.99
A unique combination of action and strategy as you hack your way through this Populous/Sim City cocktail. 79%
▲ Loads of things to do
▼ Slightly too easy

ADDAMS FAMILY
OCEAN • £44.99
Tough platform romp with superb presentation. Enjoyable. 81%
▲ Gorgeous presentation
▼ Won't take more than a few days to complete

AGURI SUZUKI F1 DRIVING
LOZC • £44.99
One or two-player racing sim with Mode 7 on overtime. Neat graphics, but ultimately yawn-invoking. 62%
▲ 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
Unusual combination of shoot'em-up and adventure. 80%
▲ Gob-smacking graphics
▼ Far too easy

ASTERIX
INFOGRAMES • £44.99
Simple but playable platform adventure featuring our favourite Frenchman. 82%
▲ Nice graphics & gameplay
▼ Nothing special

AXELAY
KONAMI • £44.99
Glorious shoot'em-up with astounding graphics and plenty of action. 84%
▲ Amazing graphics
▼ Some glitching in places

BART'S NIGHTMARE
ACCLAIM/LJN • £44.99
A unique game comprised of many sub-games. 83%
▲ Whacky humour and a unique combo of sub-games
▼ Maybe too weird

BATMAN RETURNS
KONAMI • £49.99
Double Dragon meets the caped crusader in a visually spectacular, but limited beat'em-up. 79%
▲ Great graphics and sound
▼ Very limited action

BEST OF THE BEST
ELECTRO BRAIN • £44.99
A kick boxing/karate challenge with over 50 moves available. 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. 63%
▲ Visually amazing and loads of missions
▼ A bit boring, really

BLUES BROTHERS
TITUS • £44.99
A typical platform game romp with great graphics and smart updated musical effects. 84%
▲ Tough and challenging
▼ 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. 69%
▲ Nice little animated touches
▼ Slow, plodding and difficult

BUBSY
NINTENDO • £39.99
What promised to be an excellent platform romp is dogged by annoying gameplay. A great shame. 61%
▲ Visually excellent
▼ Frustrating to play

CHESSMASTER
MINDSCAPE • £44.99
Mindscape's SNES release of the home computer classic. 51%
▲ A pleasant change
▼ Why pay £50?

CLAYMATES
INTERPLAY • £44.99
Varied and humorous platform romp with addictive gameplay. 85%
▲ Superb graphics and challenging gameplay
▼ A little frustrating

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

CYBERNATOR
NCS MASIYA • £44.99
Graphically impressive shoot'em-up featuring masses of enemies and huge guardians. 73%
▲ Good graphics and action
▼ Slight glitching

DAVID CRANE'S AMAZING TENNIS
ABSOLUTE ENT • £44.99
David Crane's Amazing Tennis sacrifices decent gameplay for (almost) orgasmic graphics. 66%
▲ Outstanding animation
▼ Difficult perspective

DEATH VALLEY RALLY
SUNSOFT • £49.99
Play the role of the Road Runner against the warped mind of Wile E Coyote in this 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. 86%
▲ A 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%
▲ Some neat visual effects
▼ Very repetitive

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 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 graphical style from F-Zero. 66%
▲ Stomach churning visuals
▼ Lacks two-player option

FAMILY DOG
T*HQ • £44.99
Distinctly average conversion of the American cartoon series. 56%
▲ Humorous, well-animated graphics
▼ Slow and annoying at times

FINAL FANTASY MYSTIC QUEST
NINTENDO • £39.99
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
CAPCOM • £49.99
Classic beat'em-up action with Cody and Haggar. 75%
▲ Almost like the real thing
▼ And just as boring

FIRST SAMURAI
KEMCO • £49.99
An Amiga conversion that looks like an Amiga conversion. 73%
▲ Fairly good chopping spree
▼ Some dodgy graphics

F-ZERO
NINTENDO • £39.99
F-Zero looks brilliant and plays well, but is a bit on the bland side. 71%
▲ Graphics like you've never seen before
▼ Not very exciting to play

GEORGE FOREMAN'S KO BOXING
ACCLAIM • £49.99
Unfortunately, all the excitement of a real fight has been lost in the translation. 32%
▲ Quite a few fighters to box against
▼ Appalling graphics and boring as hell to play

GODS
MINDSCAPE • £49.99
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

GUNFORCE
IREM • £49.99
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 • £44.99
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...
▼ ...And 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 variation

JOHN MADDEN '93
ELECTRONIC ARTS • £45
Better than the original but too complicated. A bit boring. 72%
▲ Good, realistic graphics
▼ Too complicated

KING ARTHUR'S WORLD
JALECO • £44.99
Send in the footsoldiers to fight their way across 23 battlefields in this mediaeval Lemmings clone. 79%
▲ Fiddly 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

LAGOON
KEMCO • £44.99
Not as slick or as challenging as Final Fantasy or Zelda. 52%
▲ OK-ish presentation
▼ Not very exciting – best left for avid RPGers

LEMMINGS
SUNSOFT • £49.99
A totally unique game that has been a hit on every machine it's been released on. 86%
▲ Great fun in both one and two-player modes
▼ Controls are a little tricky

LETHAL WEAPON
OCEAN • £44.99
Play Riggs or Murtaugh and complete the easy missions. 58%
▲ Fairly good film trilogy
▼ Doesn't resemble the films at all, disappointing graphics

LOST VIKINGS
ININTENDO • £39.99
Superb Nordic platform romp requiring a fair amount of thought and dextrous handling to survive. 90%
▲ Extremely addictive
▼ Can waste hours playing it

MARIO PAINT
NINTENDO • £59.99
Coming complete with the SNES mouse, Mario Paint is a very basic and fun-to-use art package. 52%
▲ The mouse is handy
▼ Too simple

MICKEY'S MAGICAL QUEST
CAPCOM • £49.99
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

MORTAL KOMBAT
ACCLAIM • £59.99
Superb digitised fighting frolics from Acclaim. Violent as hell. 85%
▲ Good, clean, violent fun
▼ Not quite SF II

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

OUTLANDER
MINDSCAPE • £44.99
A Mad Max kind of thing, but nowhere near as entertaining. Drive and shoot your way through rough terrain. 30%
▲ It's got guns in it
▼ Repetitive, poor graphics

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. 70%
▲ Good visuals
▼ Like the real thing, PGA gets very tiresome

PILOTWINGS
NINTENDO • £39.99
The ultimate Mode 7 flying game with unbelievable graphics. 86%
▲ Gorgeous Mode 7 graphics
▼ Questionable longevity

PITFIGHTER
T*HQ. • £39.99
Erm... 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
▼ 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 make up the dungeon which you have to negotiate. 84%
▲ Excellent animation
▼ Frustrating at times

PUGSLEY'S SCAVENGER HUNT
OCEAN • £44.99
Six levels of gorgeous graphics, the sound is ream and it's great fun to play. Smart. 85%
▲ 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 two-player simultaneous mode. 55%
▲ Simultaneous two-player game
▼ 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

ROCK AND ROLL RACING
INTERPLAY • £44.99
An incredible rock soundtrack hides the somewhat shallow gameplay. 70%
▲ Some of the best music yet heard on the SNES
▼ Bores after a while

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 hard. 60%
▲ Lots of Marvel characters
▼ Tiresome

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
The first Super FX game is visually orgasmic. 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%
▲ Immensely playable
▼ Slows a little on UK SNES

STRIKER
ELITE • £44.99
The finest soccer game on the SNES. 88%
▲ Realistic and addictive gameplay
▼ Sure-fire scoring

SUPER ADVENTURE ISLAND
HUDSON SOFT • £44.99
A graphically superb platform-cum-beat'em-up romp. 78%
▲ Pant-swingingly good sound
▼ 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
▼ Too many power-ups

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. 83%
▲ Very challenging
▼ No password system

SUPER 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

SUPER JAMES POND
OCEAN • £44.99
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
▼ Difficult to play

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 is perfect
▼ Not a single flaw

SUPER MARIO WORLD
NINTENDO • £44.99
This is the SNES' best platform romp. 92%
▲ One of the most playable games ever
▼ Graphics are basic

SUPER NBA BASKETBALL
TECMO • £45-£50
Stats, options, a bouncing ball – Tecmo NBA Basketball has got it all. 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. 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 breathtaking graphics. 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 slow-down, too easy

SUPER SMASH TV
ACCLAIM • £39.99
Maim thousands of thugs as you rush through the levels. 73%
▲ Good, harmless fun
▼ Basic graphics, mindless gameplay

SUPER SOCCER
NINTENDO • £39.99
This game relies on snazzy Mode 7 rather than gameplay. 61%
▲ Excellent visuals
▼ Gameplay is lacking

SUPER STAR WARS
JVC/LUCASARTS • £55
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 EAGLE
MICROPROSE • £44.99
Some nice Mode 7 tends to disguise the repetitive gameplay. 59%
▲ Lots to do and see...
▼ Over and over again

SUPER STRIKE GUNNER
ACTIVISION • £44.99
Super Strike Gunner is a bit dull and lacks serious shooty action. 70%
▲ OK in two-player mode
▼ 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 sim ever with loads of moves, singles or doubles plus a one or two-player option. 91%
▲ Simply the best tennis game
▼ None

SUPER WWF
ACCLAIM • £44.99
Boring conversion of the shite American sport. 56%
▲ Nice, big beefy graphics
▼ Crap – like the real thing

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

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
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

TURTLES IV
KONAMI • £44.99
The graphics are virtually faultless and it's quite a good laugh to begin with. 75%
▲ Visually stunning and initially great fun
▼ Too easy

ULTRAMAN
BANDAI • £39.99
A laugh at first, but then you realise you forked out £40 for it... 44%
▲ Quite amusing
▼ Laughable

UN SQUADRON
CAPCOM • £49.99
Loads of levels, heart-pounding action and brilliant graphics. 82%
▲ 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

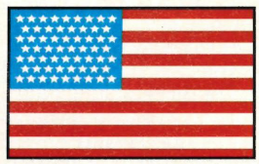
WAYNE'S WORLD
T*HQ • £45
Platform game with a close resemblance to BOB. 46%
▲ "We're not worthy!"
▼ Very repetitive

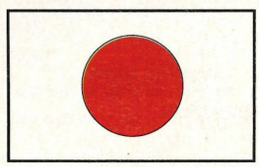
WING COMMANDER
MINDSCAPE • £45-£50
Accurate conversion of the now classic PC space blaster 80%
▲ Huge game to keep you going for ages
▼ Looks rather basic in places

WORLD CLASS RUGBY
IMAGINEER • £39.99
Rugby Union sim with plenty of options and smooth scrolling. 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 nation-wide, 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
The most famous movie monsters, Giger's Alien and the Predator, team up for this 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 on the slow side in places. 62%
▲ Visually pleasing
▼ A bit easy

DIRECTORY ENQUIRIES

ASTRAL BOUT
A-WAVE • £35-£40
A pretty dire wrestling-style beat'em-up with little enjoyment factor. **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%**
▲ Just like the real thing
▼ Pitch and putt instead

BATTLE BLAZE
SAMMY CORP • £35-£40
Beat'em-up without the frills. **47%**
▲ Good laugh for 10 minutes
▼ Will bore the pants off you

BATTLE GRAND PRIX
NAXAT • £35-£40
An average overhead racing sim which doesn't really live up to its violent title. **44%**
▲ Two-player action
▼ Tiresome, dull and er... crap

BATTLETOADS IN BATTLEMANIACS
TRADEWEST • £55-£60
Is this the hardest game on the SNES? It's certainly one of the most varied games around. **88%**
▲ Superb presentation
▼ Bloody difficult!!!

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 shoot'em-up with no special extras. **28%**
▲ Not much really
▼ Most things

BULLS Vs BLAZERS
ELECTRONIC ARTS • £44.99
Basketball 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. **42%**
▲ Classic gameplay
▼ Sluggish and pretty easy

CALIFORNIA GAMES II
DTMC • £44.99
One to eight players can compete in five radical events. **59%**
▲ Novel eight-player option
▼ 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

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 an odd colour scheme. **57%**
▲ It's (sort of) funny
▼ Irritating and too easy

CHUCK ROCK
SONY IMAGESOFT • £45
A Stone Age home computer platform game that has been transformed to the SNES. **78%**
▲ Excellent 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

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

DARIUS TWIN
TAITO • £30-£35
Ages old, one or two-player blaster. **54%**
▲ Two-player option is good
▼ Dull gameplay

DEVIL'S COURSE GOLF
T&E SOFT • £45
Golf from hell – with weird course designs. **74%**
▲ Four-player option
▼ Slow screen update

DINOSAURS
IREM • £40-£45
A playable six level platform romp based on the TV series. **76%**
▲ Immensely playable
▼ Too easy to complete

DOOMSDAY WARRIOR
RENOVATION • £39.99
A fun beat'em-up with extravagant special moves but 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

DUNGEON MASTER
JVC • £50-£55
A slow and highly flawed conversion of one of the best games ever devised. **65%**
▲ The original is a classic
▼ Slow, fiddly controls

EVO – SEARCH FOR EDEN
ENIX • £55-£60
Evolve through four billion years in this involving and novel platform/RPG hybrid. **83%**
▲ Great concept
▼ A bit too slow for some

EXHAUST HEAT II
SETA • £70-£75
Seta's new DSP chip is given a run for its money in this suped-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. **70%**
▲ Cute cartoon characters and neat animation
▼ Yet another baseball game

FACEBALL 2000
BULLET-PROOF • £40-£45
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 Street Fighter...
▼ 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 FIGHT 2
CAPCOM • £60
More linear beat'em-up action with three characters to choose from. **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 of the game 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
▼ Otherwise it's pretty pants

GP-1
ALTUS • £45-£50
Super Cycle on the SNES? Too good to be true? It's OK. **79%**
▲ Great head-to-head racing
▼ Some gameplay flaws

GRADIUS III
KONAMI • £30-£35
Gradius III still remains a playable blaster. **70%**
▲ Unlimited blasting action
▼ Some slow-down, a bit dated

HARLEY'S HUMUNGOUS ADVENTURE
HI-TEC • £40-£45
A platform game of microscopic proportions aimed at the younger generation. **60%**
▲ 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
▼ Everything else is big trouts

HOLE-IN-ONE GOLF
HAL • £35-£40
A simple but enjoyable golf simulation for up to four players. **74%**
▲ Incredibly easy to get into
▼ Not very realistic

HOOK
SONY IMAGESOFT • £45
Peter Pan appears on the SNES in this graphically superb but disappointing adaptation of the movie. **75%**
▲ Gorgeous visuals
▼ Too easy and rather dull

HYPERZONE
HAL • £30-£35
A tedious shoot'em-up that is quite well-presented. **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 golf front is actually quite enjoyable for a golf game. **67%**
▲ Offers a great challenge
▼ Golf game...snore

JAKI CRUSH PINBALL
NAXAT • £45-£50
The first decent pinball sim on the SNES. **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
▼ 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
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

KAWASAKI CARIBBEAN CHALLENGE
GAMETEK • £49.99
Tedious racing game with mundane gameplay and awful sprites. **16%**
▲ Funky Bob Marley tune
▼ Looks like an ST game

KIKIKAIKAI
NATSUME • £45-£50
Bizarre, Japanese walk and shoot number with weird graphics. **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 action

KING OF THE MONSTERS
TAKARA • £40-£45
Converted from the Neo Geo, this is Street Fighter II with a twist. **68%**
▲ A neat variation on the beat'em-up genre
▼ Limited gameplay

LEGEND OF THE MYSTICAL NINJA
KONAMI • £45-£50
An incredible action adventure game. It's got great graphics, atmospheric sound and it plays well. **85%**
▲ Addictive, presents a long-term challenge
▼ Jap version 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%**
▲ Could appeal to some
▼ Suffers from slow-down

MARIO IS MISSING
SOFTWARE TOOLWORKS • £41.99
Aimed at seven-year-olds. Wander the globe in search of Mario. **70%**
▲ Great educational tool
▼ Limited audience

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
▼ Sluggish gameplay

NOLAN RYAN BASEBALL
ROMSTAR • £40-£45
Tough to control, but challenging once you've sussed what's what **57%**
▲ Accurate baseball sim
▼ Pretty average

OGRE BATTLE
QUEST • £50-£60
Involves using 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
Try and get a little chrome ball through a maze. **79%**
▲ Addictive and fast gameplay
▼ Initially confusing

OPERATION LOGIC BOMB
JALECO • £46.99
Maze-like shoot'em-up with various dumb enemies and easy guardians. **61%**
▲ Varied selection of weapons
▼ Not enough levels

OTHELLO
TSUKUDA • £30-£35
Conversion of the classic board game of flipping coloured markers. 46%
▲ Plays a mean game
▼ Don't 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%
▲ Challenging gameplay
▼ No originality

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
Pop N Twin Bee is an average vertical blaster. 53%
▲ Superb graphics
▼ Rather uneventful

POWER ATHLETE
KANECO • £40-£45
Looks good for a 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%
▲ Fantastic field perspective
▼ Lack of tactical moves

PRO SOCCER
IMAGINEER • £35-£40
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 – this game of block hopping has been revamped especially for the SNES. 81%
▲ Varied gameplay
▼ Seems a little shallow

RAIDEN TRAD
TOEI • £35-£40
Another dross shoot'em-up, this time in the form of the one or two-player PC Engine conversion. 43%
▲ PC Engine game was good...
▼ This isn't

RAMPARTS
ELECTRONIC ARTS • £45
A game of castle protection, building and catapulting enemies. 68%
▲ Fun for one or two players
▼ Looks like a NES game

RANMA 1/2
NCS MAISYA • £35-£40
A one-on-one beat'em-up featuring all manner of bizarre characters. 76%
▲ Smart graphics
▼ Looks a little dated now

RANMA 1/2 2
NCS MAISYA • £40-£45
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. 14%
▲ Bugger all
▼ A shoot 'em-up rip-off

ROCKETEER
IGS • £35-£40
Graphically excellent but dogged by sad gameplay. 36%
▲ Nice graphics
▼ Shame about the gameplay

ROCKY AND BULLWINKLE
T*HQ • £39.99
Run-of-the-mill platform antics. Yet another wasted licence. 57%
▲ Very colourful
▼ Gameplay extremely hard

ROGER CLEMENS' MVP BASEBALL
ACCLAIM • £40-£45
A very professional baseball product. 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%
▲ Up to 12 players
▼ Very basic graphics

RUSHING BEAT RUN
JALECO • £55-£60
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 questionable

SKINS GAME
IREM • £40-£45
This oddly titled golf game is an average simulation. 67%
▲ Bright, colourful graphics
▼ Too easy

SKULJAGGER
AM SOFTWORKS • £40
Packed with loads of secret levels and loads of sword fighting. 60%
▲ Quite big
▼ Passwords make game easy

SMARTBALL
SONY IMAGESOFT • £40
This strange platform game is aimed at the younger gamer. 64%
▲ Cute
▼ Too cute and too easy

SMASHBALL
CHARACTER SOFT • £65
Weird Japanese variation of the old game of Pong. Works well. 70%
▲ Cute graphics
▼ Interest may wane

SONIC BLASTMAN
TAITO • £40-£45
This Final Fight-esque beat'em-up is packed with humour. 78%
▲ Funny and enjoyable to play
▼ Easy and repetitive

SONIC WINGS
VIDEO SYSTEM • £65
Another fine shoot'em-up enters the SNES arena. Fast and furious action. 80%
▲ Superb presentation
▼ Another shoot'em-up?

SOUL BLAZER
ENIX • £50-£55
Similar adventure game to Zelda. Not as huge as Nintendo's classic, but still a fine game. 79%
▲ Absorbing gameplay
▼ 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 enemies. 53%
▲ Quite a lot of levels
▼ Too similar and pretty dull

STREET COMBAT
IREM • £35-£40
Deformed sprites wobble around the unconvincing gameplay. 28%
▲ Would look alright on a Commodore 64...
▼ No, it wouldn't, come to think of it

STREET FIGHTER II TURBO
CAPCOM • £120
Better graphics; improved gameplay; bloody fast; new moves and ability to play as the bosses. 94%
▲ Fast and totally improved
▼ Awful price tag

SUPER AIR DIVER
ASMIK • £50
This dull Pilotwings impersonator gives you some guns, but little in the way of gameplay. 55%
▲ Some nice Mode 7 bits
▼ Repetative, dull, boring

SUPER BACK TO THE FUTURE 2
INVICTUS • £55-£60
It may have been given the 'cute' treatment, but SBTTF2 follows the film closely and is great fun. 79%
▲ Excellent graphics
▼ A bit late isn't it?

SUPER BASEBALL 1000
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
▼ Excellent in two-player mode, naff in solo play

SUPER BOWLING
ATHENA • £35-£40
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. 71%
▲ In-depth strategy
▼ For 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
Horizontal shoot'em-up based on an arcade game. 48%
▲ Clear, crisp graphics
▼ Suffers from slow-down

SUPER F1 CIRCUS
NICHIBUTSU • £40-£45
A reaction game rather than a driving challenge. 72%
▲ Has its moments...
▼ But few and far between

SUPER F1 HERO
VARIE • £45-£50
Pleasing Formula 1 racing sim. Difficulty settings promote longevity. 52%
▲ Responsive controls and enjoyable play
▼ Lazy and bland graphics

SUPER FAMILY TENNIS
NAMCOT • £65
Great with four players and a Multitap, but not much without. 65%
▲ Four-player games are a scream
▼ Slow, hardly intuitive

SUPER FORMATION SOCCER II
HUMAN • £65
Hard to control and difficult to score too slow for its own good. 62%
▲ Four-player mode
▼ Too damn slow

SUPER GOLDEN FIGHTER
CULTURE BRAIN • £45
A beat'em-up with one-on-one and side scrolling mixed together. 34%
▲ Are you kidding?
▼ Too many to count

SUPER HIGH IMPACT
ACCLAIM • £52.99
Humorous American football sim which looks and plays well. 79%
▲ Excellent digitised speech
▼ Not for enthusiasts

SUPER MARIO ALL STARS
NINTENDO • £95
Four classic Mario games converted onto the Super Nintendo! A dream come true? 91%
▲ Four superb, big games
▼ Import prices are steep

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
▼ Slow action, jerky graphics

SUPER PLAY ACTION FOOTBALL
NINTENDO • £45-£50
All NFL teams are here, but the perspective makes game hard. 60%
▲ Loads of plays to master
▼ Constant interruptions

SUPER PRO BASEBALL
JALECO • £35-£40
Jaleco's dabbling on the baseball front is a stunner for the genre. 63%
▲ High entertainment factor
▼ Dodgy sprite collision

SUPER SOCCER CHAMP
TAITO • £35-£40
Fast yet easy against the computer, but good two-player mode. 57%
▲ Quite fast and exciting
▼ Too easy and quite dull

SUPER TURRICAN
SEIKA • £49
Action-packed platform/shoot'em-up with great graphics. 85%
▲ Challenging and addictive
▼ Lack of variation

SUPER VALIS
TELENET • £30-£35
Originally on the PC Engine, this cute platform romp is, at best, crap. 34%
▲ The graphics are OK
▼ Tedious gameplay

SUPER VOLLEY 2
VIDEO SYSTEM • £40-£45
Has a women's international league or a hyper league. 68%
▲ Fun in two-player mode
▼ Solo game is a little dreary

SYVALION
JVC • £40-£45
Maze–based snakey shoot'em-up pitted against the clock. 61%
▲ Need quick reflexes
▼ The levels are a bit samey

THE TERMINATOR
MINSCAPE • £39.99
More painful than Arnie's acting! It looks bad and plays even worse. 46%
▲ Great driving section
▼ Diabolical presentation

THUNDER SPIRITS
TOSHIBA • £30-£35
SNES version of Thunderforce III. 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 a pair of 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 Street Fighter II's beat'em-up crown. 89%
▲ 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
▼ Average presentation

UNCHARTED WATERS
KOEI • £45-£50
Swashbuckling RPG/strategy combo that takes you around Europe in search of cheap sugar. 30%
▲ The poker sub-game is OK
▼ Graphics, 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 the same as the other T&E Soft games. 73%
▲ Quite a challenging course
▼ Not enough variation

WANDERERS FROM Ys III
SAMMY CORP • £45-£50
An arcade RPG with loads of places to explore and people to meet. 67%
▲ Arcade-style RPG
▼ Not very challenging

WHEEL OF FORTUNE
GAMETEK • £40-£45
Based on the US TV show. 21%
▲ You can win a boat
▼ But it's not a real one

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

WOLFCHILD
VIRGIN GAMES • £37.99
One-player platform effort with functional graphics. 79%
▲ Immensely playable
▼ Guardians are a bit naff

WORDTRIS
ACCOLADE • £45-£50
A variation of Tetris but with some glaring vocabulary omissions. 60%
▲ Two-player mode
▼ Not as addictive as Tetris

XARDION
ASMIK • £40-£45
Side-scrolling shoot'em-up action with very little emphasis on 'action'. 29%
▲ It scrolls!
▼ Dodgy graphics

YOSHI'S COOKIE
BULLET PROOF SOFTWARE • £39.99
Unoriginal variation on the Tetris theme. 58%
▲ Fun two-player mode
▼ Graphics are slightly off



ALL WORK AND NO PHOTI

RECORDED DELIVERY

EXCLUSIVE EXCLUSIVES

Dear SC,

I am writing to complain about console magazines' use of the word 'exclusive'. This complaint isn't just directed at you, but at computer mags in general. To me, the word exclusive would normally mean that no-one else can print the information at that time. But quite often in my experience mags have used the word to con readers into buying their product thinking that they can't find the information anywhere else.

Take the claim by NMS that it had an 'exclusive' report on SFII Turbo, Mortal Kombat AND Final Fight II in a certain issue. This was a ludicrous statement, as damn near every SNES magazine on the shelves had a report on these games. Another example of this sadly misinformed behaviour was shown when some mags were shouting about an exclusive review of Super Bomber Man, about a month after you yourselves had printed a full review!

Whilst I am willing to admit that there are some genuine cases of exclusive articles, for instance your preview of Top Gear 2 or Super Pro's 'Inside Capcom', they are by far in a minority.

Well, now that's off my chest I'll get back to reading the mag. I've also enclosed a picture of Wario and you can print that if you like. I haven't got much else to say so I'll sign off for now.

Adam Quinn, Dublin, Ireland

Super Control:

Use of the term exclusive in any magazine does not necessarily mean that the same information will not appear at the same time, Adam. We have as little idea of what Super Play/Pro/Action are putting on the cover of their next issue as they have about ours. Therefore, if they believe or are told by a software house that they are the first to see a product, then naturally they will print it as an exclusive in the next issue, as would we.

Unless a non-disclosure agreement (NDA) or contract of exclusive rights is signed between the magazine and the game publisher, then a magazine is powerless to stop a product appearing in another magazine, even as an exclusive. It also depends on the date a magazine appears in the shops – if NMS appeared in the shops even just a day before any other magazine carrying an article on SFII, MK and FFII, then they were justified in billing the feature as an exclusive.

As far as Bomber Man is concerned though, you are correct. You may be interested to know that the review copy of Bomber Man used by Future Publishing in Super Play and Gamesmaster amongst others, was in fact supplied by ourselves at the request of Steve Jarratt who was editor of Total at the time.

So you see, despite the intense cut-throat rivalry between us mags on paper, in real life we're nothing like the characters we portray on screen, never too busy to help each other out in times of trouble. Ahhh.

17% NIGE

Dear Recorded Delivery,

I've got a US Super Nintendo and a Sony Trinitron 14" Colour TV monitor, I think my SNES runs great on it. Also, my SNES speeds up 17% faster. (Erm, thanks for that – Andy.)

Could you answer the following questions:

1. Does a PAL Booster make the Japanese and US Super Nintendos run 17% faster on a British TV?
2. Are there any good Super Nintendo or Famicom wrestling games coming out? Anything but Royal Rumble.
3. Will Wrestle Fest ever come out on the Super NES?
4. Please tell people to buy an RGB connection Scart socket TV to run their Jap or American machines on, because I had a lot of trouble buying a TV for my USA Super Nintendo.
5. Why did you have to buy SFII Turbo for £120? You could have got it for £80 from Krazy Konsoles.

Zamil Ahmed, Luton, Beds

Super Control:

1. No, you're confusing the 'Booster' bit. All it does is run Jap or American machines through a PAL TV. They run at the slower UK speed.
2. There's a Japanese Wrestling Game due out, although the name of it escapes me. It's four-player compatible anyway.
3. It's unlikely. Who did the arcade game? Data East? Acclaim has the exclusive rights to WWF for the next 10 years or so, therefore it would be easier for it to write an original WWF title than have to get the arcade game licence as well. Besides, technically Wrestle Fest would be very difficult to convert accurately on a SNES. A 3DO version would be interesting.
4. You shouldn't have had too much trouble getting hold of a Scart TV. Most, if not all new televisions are now fitted with Scart as standard. As there are many USA Scart machines knocking about second hand, it's worth considering forking out for one if only to play SFII or Mario Kart at the speed they were meant to be played at.
5. We paid £60 for our copy of Turbo but were quoted £120 retail price.

CD OR NOT CD

Dear SC,

B*****ks to CD-ROM is what I say. Just look at the fantastic range of CD-based technology that has crowded our local Dixons. If you already have, you'll see I'm lying and that it's all a load of rubbish with no decent software back-up at all.

For example, I own the Commodore CD-TV set-up. The only reason my brother and I bought it was because Dixons slashed the price by over 50 per cent, and as you could buy a decent Amiga for just over £200 we saw the CD player as a bonus. The player itself is a smart bit of kit and a hell of a lot better than the Mega-CD, but the software for it is utter crap. The Phillips CD-I is slightly better, but still no-one supports it apart from Phillips themselves.

The software companies don't know which system will be a success, so they don't enter into any contracts. This results in the odd game being turned out every now and then. There's always the turbo graphics CD add-on, but it's not sold over here and costs a bomb on import, so who gives a monkey's? Not me. Last of all there's Commodore's new effort CD-32 which looks promising, and with the mighty CBM behind it might just take off. Good luck to 'em.

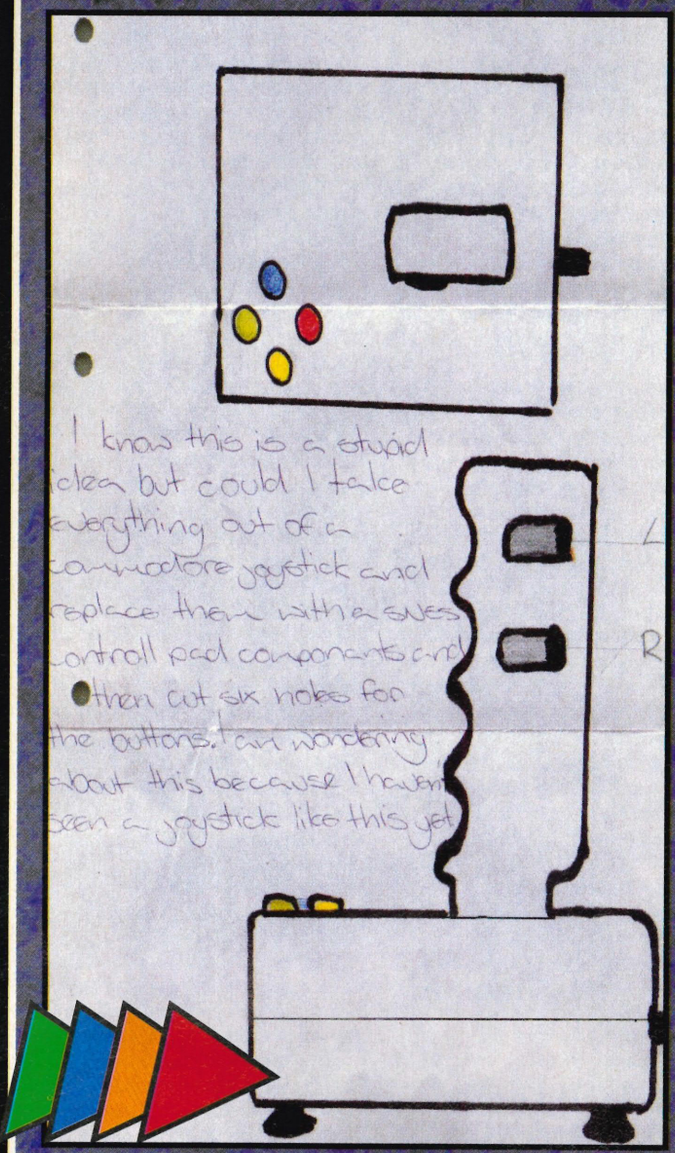
So I suppose what I'm saying is that I don't blame Nintendo for not rushing out a CD-ROM like Sega did. Besides, the big N is still doing a damn good job with cartridge-based games, especially compared to Sega's sad efforts. Thanks for reading anyway.

L Proctor, Hambrook

Super Control:

It's a shame that what started out to be a good letter quickly degenerated into the usual Sega versus Nintendo drivel. The CD in home computer software is as yet an unknown, undiscovered, brand new concept which will one day be the standard format for all systems at work and play. With the advent of CD-32 (Commodore's second and the games world's fourth attempt at getting it right) we step a little closer to that day.

Before the ZX Spectrum, many computers came and went, and yes, technically some were better. But the Spectrum captured the support of the game companies – indeed, it prompted the forming of many of today's big software houses; EA, Ocean and US Gold for instance. When a machine is launched it's primarily the role of the software houses to write software that's good enough to carry the machine into the public eye.



Yet another in our occasional series of 'Really Pathetic Ideas For Joypads'. While Richard Tymon's effort still can't quite cap the fruit joyupads of two issues ago, it's up there with some of the best. What the hell, just keep them coming

At last, conclusive evidence that Chun Li is in fact a transvestite. After all, no female since Fatima Whitbread has borne such a resemblance to a brick outhouse as Chun Li does in Zamil Ahmed's picture. The meaning of the rest of it escapes me, to be honest...



Where the Mega-CD is concerned, Sega's advertising blitz rather than the Mega-CD's software has done the job. The machine only needs a couple of outstanding games before people take it seriously, besides have you seen Ecco CD yet? It's incredible! Until the decent games arrive the machine will still be rigorously advertised because the support and financial clout is there that CD-I and CDTV never had.

The CD-32 is definitely streets ahead of the Mega-CD, but that's no guarantee of good sales, although its Amiga-compatibility is a big plus in its favour. The 3DO is the one to look out for in my opinion, especially with the interest it's causing in the American film industry. As for Nintendo, it'll do some CD hardware soon. Just enjoy the wait.

EH?

Dear Super Control,

Your mag is the best ever, so could you answer these questions?

1. Where's the best place to send a racing game, and the address.
2. Where's the best place to send a sports game, and the address.

J Cocozza, Burnbark, Hamilton

Super Control:

Riveting questions, J. I take it you've designed a couple of games and want to send your ideas on somewhere? Try sending them both to bed. The address is:

The Landing,
Upstairs,
Your House.

KEEP ON BLOWIN'

Dear Super Control,

On August 1st I went to Noel's Garden Party and there was a truck full of SNESs with loads of good games like Star Wing and Nigel Mansell's. On Star Wing at the entrance to the black hole, the last two columns of asteroids have been taken out and when you reach the final boss you are given a set time in which to complete it. If your time runs out Slippy says, 'Time's up'.

Is this another version of Star Wing that's due for release? A PAL version of Mansell's was also there. Now just one or two questions:

1. When is Nigel Mansell's coming out?
2. Do you think that the stereo A/V lead is worth the money?
3. Is it possible to convert a Commodore joystick to a SNES one?

Richard Tymon, Hemingborough, Selby

Super Control:

The version of Star Wing you saw was the version written for the Star Wing challenge back in May. It's still around in various places – there's a smashing free-play machine at the Granada Bowl, Belle Vue, Manchester. Each level is played against the clock and crams in as many of the game's features as possible, but basically the enemies and guardians are the same as the game that's available to buy.

1. Autumn is the only definite date I can give you, I'm afraid.
2. Yes.
3. It's not a question of possibility, it's a question of, 'Why?'. Your designs were a laugh so we've printed them.

NIGE 2, THE PHOTI

Dear SC,

I have a Jap Super Famicom which I bought because it's faster and I didn't want any black borders. To my horror I discovered that

RECORDED DELIVERY

RECORDED DELIVERY

there were borders, but it was faster than the English SNES. This problem has been bugging me all year. Could you please tell me why my Super Famicom has the borders when I'm playing games? I thought it may be my TV, but I haven't been able to find out.

Mr Worried, Cumbria

Super Control:
You don't say whether you're running the machine through a Scart TV or not. If you are, and it sounds that way, then your machine is not running at the improved speed. It's simple really, Jap and US machines run 17% faster than a PAL SNES because they are not transmitting a PAL signal. A PAL Booster transmits the signal on behalf of the Japanese or American SNES, so the machine will operate in exactly the same way as a PAL machine, borders and all.

If your machine has a Scart lead attached to it, which is unlikely as Scart and PAL booster Famicoms are usually sold separately, then you'll need to get a TV with a Scart socket. It's sometimes called a Euroconnector, so look out for either.

"I DON'T READ PREVIEWS"

Dear Super Control,
I desperately need to know the answers to these questions, would you please answer them?
1. On the SNES version of Mortal Kombat are all of the blood scenes cut out?
2. Can you still do all of the death moves?
3. Is Mortal Kombat better than SFII Turbo?
4. Is Mortal Kombat as fast as the arcade version?
5. If I have SFII, should I buy the Turbo edition?

Chris Bishop, Walker, Newcastle

Super Control:
1. Yes, the blood is out.
2. The death moves are still there but some have been changed or toned down.
3. Mortal Kombat was reviewed last month – you decide.
4. Rich from Mega Drive Advanced Gaming says it is. Probably.
5. That's not for me to decide, Chris. The review mentioned this point, but in the end it really is your decision.

ANOTHER MORTAL KOMBAT NIGE

Dear Super Control,
Could you please answer these questions?
1. Where can you buy a Mortal Kombat arcade machine from?
2. How much would it be?
3. Has Mortal Kombat for the SNES got the death moves because the Mega Drive has, or has Nintendo decided to leave them out?
4. What are the other Super FX games called?

Super Control:
1. Try Jools' feature in issue four.
2. Around £1000, if not more than that for the PCB alone. A lot more for the cabinet as well.
3. See Chris Bishop's letter.
4. FX Trax by Nintendo and one by Elite which hasn't been named yet. Neither will be released for a while.

KILL SFII TURBO

Dear Super Control,
Please could you answer the following questions as we are deeply puzzled.
1. On SFII Turbo on the SNES are you able to change character during the game, as in the arcade version?
2. Are you able to fill the screen with sonic booms or fireballs?
3. Does Ryu/Ken's fireballs move when fired, as in the arcade version?
4. Is it true that all characters in SFII Turbo on the SNES can disappear?
5. Can E Honda, Blanka or Chun Li move when they do a hundred hand slap, electricity etc?
6. Can Zangief move across the screen when he does a double lariat, and does a flame come out when he does this on the SNES?
7. When Balrog does his running punch, do two fireballs come out?
8. In our local chippy there is a SFII game in which Gulie's sonic booms and Ryu's fireballs home-in on the opponent. Also, when Ryu does a Dragon Punch, six fireballs come out of him. Is this an illegal game?
9. Which is best – SFII Turbo or Mortal Kombat?

Seamus, Barry and Justin McDermott

Super Control:
What an interesting letter – it warrants some interesting answers:
1. No, and it can't be done on the proper arcade machine either.
2. Of course not.
3. Of course they move. If you mean do they move up and down, then NO!
4. No, only Dhalsim can teleport.
5. Honda can move forward while performing a hundred hand slap, the others can't.
6. Yes, he can move but the flame bit is ridiculous.
7. What do you think?
8. Of course it's illegal. It's because of these machines that SFII Turbo was written.
9. They've both been reviewed, so it's up to you.

KEFMONGER

Dear SC,
I have two brothers, both younger than me. One has a Game Gear and the other has a Super Nintendo. I am saving up and looking for something myself. I have heard a rumour about a convertor which enables you to play 8-bit NES games on a Super NES. Is this true? If it is, how much will it cost and when will it be available in the UK?

Peter Crowther, Simmondley, Glossop

Super Control:
Yes, there is a convertor which will run NES games on the SNES. It's called the Super Deck and is produced by Hornby Hobbies who also make the Game Genie. December is pencilled in for a release date apparently.

SHITTIEMEISTER

Dear Super Control,
I have a few questions for you (Groan – Andy.) about a number of topics.
1. Is it true that Dominik Diamond won't be introducing Gamesmaster in the new series?
2. Are there any plans to release old Atari VCS 2600 games on the SNES?
3. Was that really the only Super-CD in existence in the last issue?
4. Will Dropzone ever be released on the SNES?
5. I know this may sound stupid, but my dad wants to know if there are any horse-racing games due out in the future.

Thanks.

Duane Dale, Cleveland

Super Control:
1. No, he won't. Dexter Fletcher from Press Gang will replace the big Dom.
2. Indeed there are! A number of Atari VCS games such as Kaboom and Combat will be released, plus some old Activision games – River Raid and the excellent Pitfall to name but two.
3. Yes.
4. I'm not sure. Without sounding too much like Simon Bates, I was speaking to Archer Maclean a while back and he said that a mock-up version had been done and that it looked superb. I've heard nothing since, but as you mentioned, the DMG version is out and it's a great game.
5. Suprisingly, there have been screen shots from a horse-racing game appearing in a Japanese magazine in the last couple of weeks. Whether or not this game will ever appear in the UK is another matter entirely though.

WHAT TIME IS LARD?

Now that the faffer twins have cleared off, you have the chance to write in and tell us what you really think of them. Alternatively, let us know your views on anything and everything or just send in some artwork. For post about Alex and Paul, mark your envelope 'Glad they've cleared off' and if it's anything else mark it, 'Long live Andy'.

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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

Advertising Manager:
Simons Jones

PUBLISHING

Newstrade Manager:
Carolyn Wood

Publisher/Managing Director:
Hugh Gollner

Printed in the UK by:
William Gibbons

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NEXT MONTH



ISSUE SEVEN ON SALE 28th OCTOBER

The chisels used to carve this delicious tome are once again relegated to the cupboard (Don't you mean that we've just finished writing this issue? – Jools). We hope you enjoyed issue six – we enjoyed creating it especially for you and **your grandma**...well, maybe Alex didn't enjoy it that much, but that's Alex for you.

If you thought this issue was particularly outstanding, you WOULD NOT BELIEVE what is going on behind the scenes for the next issue! We've got **Thora Hird** singing the theme from MASH whilst standing in a bucketful of frog-spawn, plus as a special treat we've got **Jimmy Cricket's left wellie** orienteering with **Nicholas Witchell**. Amazing, eh?

BE THERE OR $E=mc^2$

On the games front we've got full reviews of Capcom's **Goof Troop**, T*HQ's **Total Carnage** and **Ren & Stimpy**, plus...**Yoshi's Safari**, **Last Action Hero**, **Cliffhanger**, **Skyblazer**, **Terminator 2: The Arcade Game**, **Turtles: Tournament Fighters**, **Zombies Ate My Neighbours** and maybe (if you're particularly bum-licky) a sneaky look at Konami's **Mystical Ninja 2** (the follow-up to what is probably one of the most underrated games on the Super NES)!

Access All Hairy-Arse will be back with the first part of our SMASHING **Asterix** guide. It took me ages to put together, so go out and buy the game so that you can follow my excellent maps. Plus, BEFORE YOUR VERY EYES, a cracking **Mario All-Stars** cut-out-and-keep-if-you-like-but-it's-still-the-same-as-all-the-others guide. Sheesh! If that wasn't enough, we've also got a cheat allowing you to fight with the same two characters in **Street Fighter II**. Exclusive or what?!

If that little lot didn't stir your loins, then maybe you should speak to **Dr Ruth** about your problems. Keep it here because we **love** you all...and we want your money. Ta ta fer now.

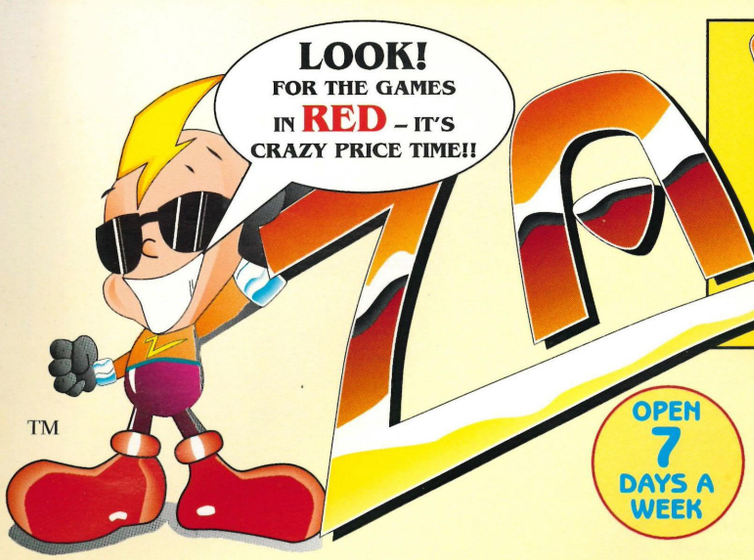
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1 STRIKER
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3 STAR WING
4 TINY TOON ADVENTURES
5 SUPER MARIO KART
6 ALIEN 3
7 BATMAN RETURNS
8 WWF ROYAL RUMBLE
9 DESERT STRIKE
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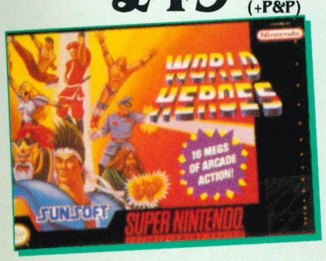
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Here's TOBY! VS. BLIND DATE
EEE CHUCK! IT'S CILLA 'ERE! WELCOME TO ANOTHER MIND-EXPANDING EDITION OF 'BLIND DATE', THE SHOW WHERE RANDOM PAIRS OF BRAIN-DEAD HUMAN PLANKTON TRY TO COP OFF WITH EACH OTHER! SO, WITHOUT FURTHER ADO, LET'S MEET THIS WEEK'S THREE LUCKY LADS!
AND CONTESTANT NUMBER ONE IS NICHOLAS WITCHELL, THE BBC NEWSREADER. SO NICKY BOY, WHAT SORT OF GIRLS DO YOU LIKE?
SHORT, SERIOUS ONES.
..WITH BIG KNOCKERS.
CONTESTANT NUMBER TWO, THE HUNCHBACK OF NOTRE DAME.. HAVE YOU EVER HAD MUCH LUCK WITH WOMEN?
YES.
REALLY?
NO.
AND FINALLY, CONTESTANT NUMBER THREE, TOBY! TELL ME TOBY DEAR, WHAT DOES A GIRL HAVE TO DO TO TURN YOU ON?
CILLA, PLEASE! YOU'RE OLD ENOUGH TO BE MY GREAT GREAT GRANDMOTHER!
OKAY, NOW IT'S TIME TO MEET THE GIRL WHO'S GOT TO CHOOSE BETWEEN THESE THREE SMASHING FELLAS.. IT'S PAMELA ANDERSON FROM "BAYWATCH"!!!
OKAY.. MY FIRST QUESTION.. "MOST MEN SEEM TO BE INTERESTED IN MY BODY, NOT MY MIND. ARE LOOKS THAT IMPORTANT TO YOU?"
QUESTION 1 BLAH DE BLAH DE BLOODY BLAH
CHARLIE BROOKER™
WELL PAM, AS FAR AS I'M CONCERNED, AS LONG AS YOU'RE INTELLIGENT AND ARTICULATE, THEN HOW YOU LOOK IS IMMATERIAL.
OH, AND HAVE YOU GOT BIG KNOCKERS?
SEXIST PIG!
RIOT GRRLS!
CONTESTANT NO. 2..
PAMELA, I'M SO DESPERATE, LONELY, AND SAD THAT I DON'T CARE WHAT YOU LOOK LIKE OR HOW YOU THINK..
..WHICH MEANS I'M JUST YOUR AVERAGE 'BLIND DATE' CONTESTANT, REALLY.
CONTESTANT NO. 3...
WELL PAMMY-PIE, FOR ME, GIRLS ARE LIKE VIDEO GAMES - HOW THEY LOOK ISN'T AS IMPORTANT AS HOW THEY PLAY.
IF SHE DOESN'T PICK ME I'LL HANG MYSELF.
HMM.. OKAY.. QUESTION NO. 2 - "WHERE CAN I FIND GREAT VALUE AND SUPER SAVINGS ON SUPER NINTENDO GAMES?"
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SO PAM ME LOVE, HAVE YOU REACHED A DECISION YET?
YES!
THESE BLOKES SOUND LIKE GITS, SO I'M PICKING YOU, CILLA!
KISS ME, YOU BIG SCOUSE SAUCEPOT YOU!
EEEH CHUCK! I'M GOING WEAK AT THE KNEES!
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