INDEPENDENT SUPER NINTENDO MAGAZINE • ISSUE 7 • DECEMBER 1993 • £2.25 • DM10 •

MAVERICK MAGAZINES

SUPER CONTROL

12
9 770969 077009

100% SUPER NINTENDO

ALADDIN
SOARING IN ON A MAGIC CARPET

MASSIVE PLAYERS' GUIDE SPECIAL

ART OF FIGHTING
MIGHT & MAGIC 2
WING COMMANDER
AERO THE ACROBAT
THE LAWNMOWER MAN

LOOK! GAMES FOR £4
RUSH TO PAGE 18

COOL SPOT
TOO COOL TO FOOL

TOP GEAR 2 Vs LAMBORGHINI
WHICH ONE FINISHES FIRST?

Stena Sealink Line

SPECIAL OFFER

AMAZING DISCOUNTS ON TRAVEL AND ACCOMMODATION TO THE ASTERIX THEME PARK PLUS ONE FREE JUNIOR ENTRY WITH EVERY GAME PURCHASED

ARE YOU CRAZY ENOUGH TO HAVE A BASH!



Original Nintendo Seal of Quality

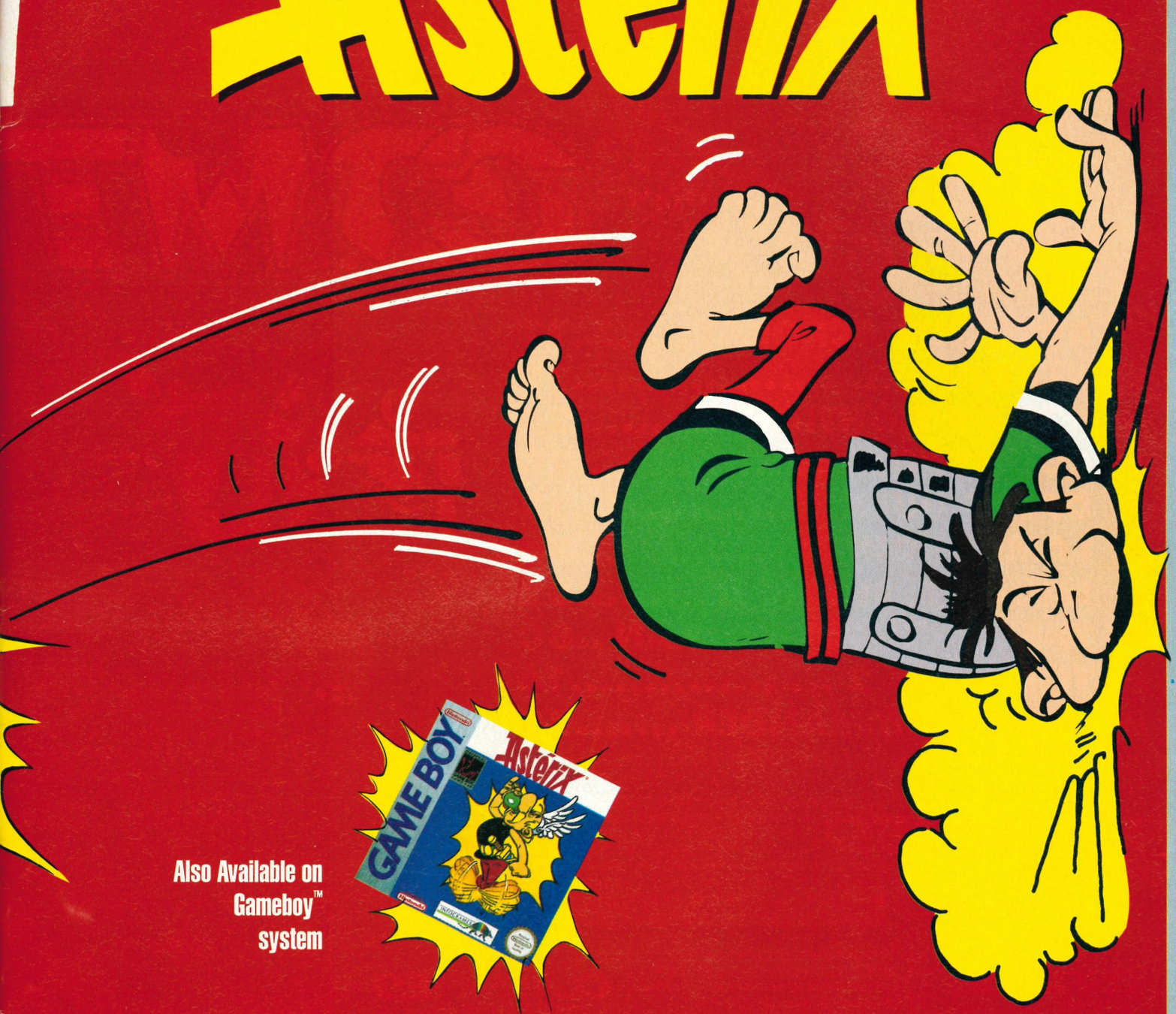
Nintendo

SUPER NINTENDO ENTERTAINMENT SYSTEM

©1993 LES ÉDITIONS ALBERT RENÉ/GOSCINNY-UDERZO

Nintendo ®, Super Nintendo Entertainment System™, the Nintendo Product Seals and other marks designated as "TM" are trademarks of Nintendo. ©1993 Infogrames Ltd.

Astérix®



Also Available on Gameboy™ system



★ "the best platform game to be released this year" 9/10 Games World, Sky One TV

★ "Asterix is so challenging that it'll take years to complete... it's heaven for any Asterix fan..." 92% Super Action

★ "this one could be a real midnight oil-burner" C & VG

★ "keeps you hooked...A great debut for the little Gaul...A well made platformer..." SNES Force

★ "Nice-looking sprites...plenty of levels...and a real flavour of the comic books..." Gamesmaster Magazine

INFOGRAMES™

GAMES WELL WORTH SHELLING OUT FOR

Infogrames Ltd, 14 Smedley Street, Clapham, London, SW4 6PF 071 738 8199

the contents page. The winner gets his 10 seconds of fame when the masterpiece gets an airing in issue eight, much

For a change, the editor of Super Control's yellow bar is inviting you, dear readers, to send in a story of no more than 60 words to fill next month's bar on

The Super Control News



EA RETURNS

Nintendo backs down a little in the ensuing price war over SNES cartridges and EA celebrates.

7 Alien comes to London

7 Gamesmaster live at Olympia

6 Boldly go with Star Trek

Prestigious Previews



OH ALLAH!

Aladdin sweeps majestically in from America just in time for this issue. Perfectly timed to coincide with the release of Disney's movie, wouldn't you say?

20 Virgin's Cool Spot

80 Sales Curve's Lawnmower Man

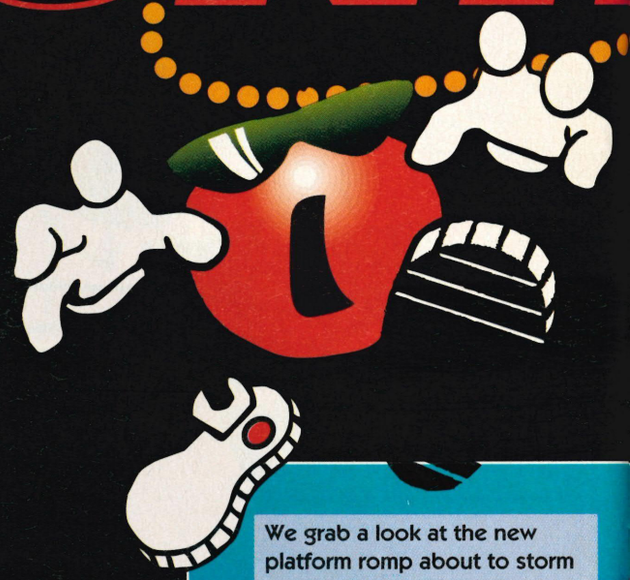
17 Sunsoft's Aero The Acrobat

SUPER REVIEW

SUPER REVIEW

CONTENTS

AERO THE ACROBAT 17
ALADDIN 12
ART OF FIGHTING 22
COOL SPOT 20
DAFFY DUCK 17
LAMBORGHINI 84
MIGHT & MAGIC II 82
THE LAWNMOWER MAN .. 80
TOP GEAR 2 14
WING COMMANDER 79



We grab a look at the new platform romp about to storm across the Atlantic under the watchful eye of software giant, Capcom. Big news on the Mega Drive, can Aladdin prove its worth on the SNES?



RECORDED DELIVERY

More readers' queries and fantasies revealed to our resident agony Uncle, Andy. Andy likes nothing more than to help a soul in distress, he's one of these people that always spares a few coppers for the homeless person on the street. No wonder he never has any money left for my good cause – a quick pint down the local!

94

OFFICIAL STAMP

If you lot have recovered from Mortal Monday, get your slavering chops around this month's official releases. Jurassic Park roars its way onto UK shelves, along with Mario All-Stars, Tuff E Nuff, First Samurai and Asterix.

88



DIRECTORY ENQUIRIES

How much more information could we possibly squeeze into four pages? Super Control's Directory Enquiries gives you the low-down on practically every SNES release here and abroad. Phew! It don't 'arf make my fingers ache!

90



CLASSIFIED ADVERTISEMENTS

One of the funniest ads that we had in this month had to be, SWAP: Gameboy plus 20 games for Neo Geo with game. We never laughed so hard!

86



Right Royal Reviews



FIST FIGHT
Thanks to Federal Express, Takara's Art Of Fighting lands exclusively on SC's pages. Does the Neo Geo conversion stand its ground against the mighty Street Fighter II?

14 Top Gear 2
82 Might & Magic II
84 Lamborghini American Challenge

Access All Hairy-Ass

ACCESS ALL AREAS

60 Legend of Zelda
70 Mario Kart
24 Another World

PLAYERS' GUIDE SPECIAL
This month we have delved through the wealth of players' guides that have accumulated since we began and plucked the best, whilst still in their prime, for inclusion in part one of a bumper Players' Guide Special. Just look at what we've got in store for you!

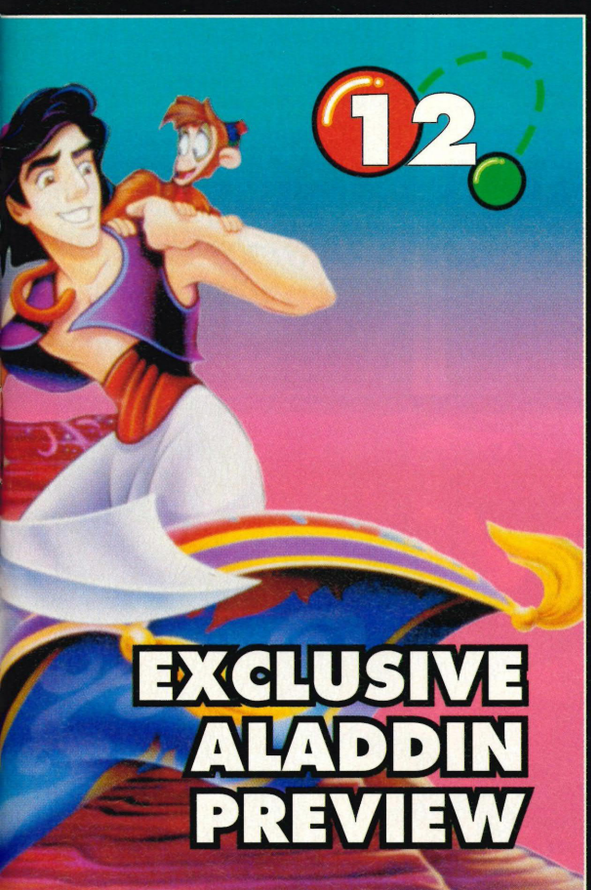
All the players' guides are printed in full so if you missed part one, two, three or four of any guide then you need fret no longer. Wash your problems away with Super Control!

INSTANT RELIEF 76
Yes sir-ree, the tips pages are back with some of the all-time classic tips of the SNES's reasonably short history, in case you missed them the first time round. Forgotten how to activate THAT cheat on Street Fighter II? We refresh your memory!

CONTENTS

PLAYERS' GUIDE SPECIAL

ANOTHER WORLD.....24
AXELAY 48
DRAGON'S LAIR.....36
DRAKKHEN 40
KING ARTHUR'S WORLD..32
LEGEND OF ZELDA III 60
MARIO KART 70
MICKEY'S MAGICAL QUEST 52
SUPER CONTRA III/ SUPER PROBOTECTOR 44



GAMES EXCHANGE

18

Who are we trying to kid, games for only £4?! Surely not! Well it's true, just turn to page 18 to find out how you can swap your old SNES games for newer ones in our super Games Exchange.

to the delight of the editor and PC's Mallo who usually get lumbered with writing it... Send your scribblings to the usual address, marked "Yellow Bar Bit".

EA Returns 6



NINTENDO BACKS DOWN

Electronic Arts returns to SNES publishing, we find out why.

- Hornby Superdeck Adapter delayed
- Aliens unleash war
- Health warnings for parents

Tips books on offer 10



VIRGIN BOOKS

Virgin is venturing into the world of book publishing. Win copies of its SNES Tips Book.

- Gamesmaster at Future show
- Virgin books
- TV Pirates attack SNES

Lost Viking



The Super Control N

WITH THANKS TO THE MILE-HIGH CLUB

NINTENDO BOWS DOWN

EA : THE RETURN TO SNES

After months of bad press regarding inflated cartridge prices, Nintendo has finally bowed to the criticism and changed its cartridge pricing regulations for third-party publishers. The move comes after Electronic Arts announced that it was to indefinitely halt all development on the SNES as revealed in last month's SC News.

This long-awaited change in policy will not only benefit publishers, but the games-buying public as well. Previously, third-party publishers like EA have had to buy their cartridges from Nintendo of Japan in yen, but with the yen consistently gaining in strength against the pound, prices per unit have been soaring out of reach. With Nintendo lowering the price of home-grown titles to a competitive £39.99, third-party publishers were struggling to keep their prices between £44.99 and £49.99.

Now however, Nintendo will allow publishers to buy the cartridges in dollars, thus reducing overheads considerably and in turn bringing down recommended retail prices (RRPs) to a more affordable level.

Nintendo®

PREHISTORIK MAN

Prehistorik Man is the next Super Nintendo product currently being developed by those Lamborghini chaps (reviewed this issue page 84), Titus. Like Titus' only other SNES title, Blues Brothers, Prehistorik Man is a colourful platform game spanning over 20 detailed levels each infested with superbly animated opponents.

Wielding a club and a healthy appetite, you will set off on a brain-bashing adventure through jungles, mountains and treetops, venturing in and out of caves as well as flying through the clouds on a glider. At the moment Prehistorik Man is only 50 per cent complete but already it plays very well and looks even better!

We will hopefully be previewing it in the next couple of issues of Super Control prior to its early '94 release.

HORNBY DELAY HAVE THEY RUN OUT OF STEAM?



Hornby Hobbies, famed for its miniature railways, Scalextric and the recently released Game Genie, has delayed the launch of its new Superdeck System Adapter previewed by Super Control earlier in the year. Currently enjoying the success of the Game Genie, Hornby is having manufacturing problems due to the price of components in the Far East causing the Superdeck to be £10 more expensive than intended.

The Superdeck is a brilliant piece of kit which will allow standard NES games to be played on a Super Nintendo machine, as well as functioning like a standard SNES adapter. Originally scheduled for a summer release, it now looks dubious as to whether it will be seen this side of Christmas.

STAR TREK

Interplay is boldly going where no software house has gone before with some fantastic news for all Trekkies. Just beginning development in the States is an adventure game centred around the exploits of Captain Kirk and his crew from the original Star Trek series.

Screen shots are not available at the moment as work has only just begun, but Star Trek will hopefully see the light of day in mid '94. Interplay seems pretty excited about the project and if its other Star Trek game for the Apple Mac is anything to go by, we should be in for a fascinating treat.



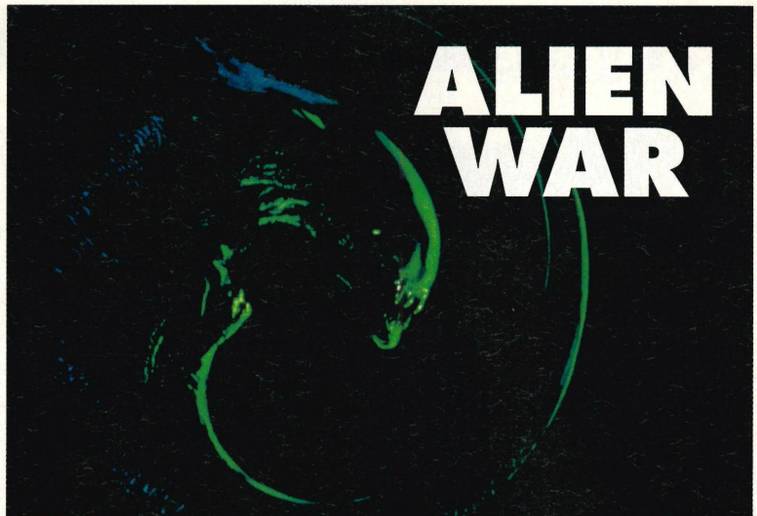
are back 8

STAR TREK

Interplay boldly goes into Star Trek territory with its forthcoming release.

- Bitmap's Chaos Engine pulls in
- T2: Judgement Day arrives
- Lost Vikings sequel

ALIEN WAR

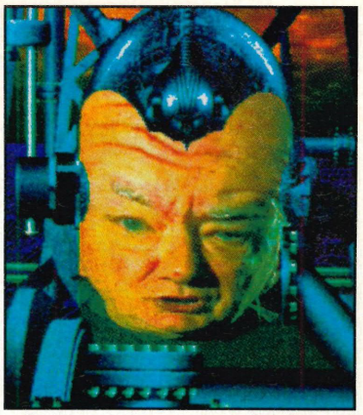


In space no one can hear you scream, but as from 16th October in London everyone will hear you scream as you embark on the longest 15 minutes of your life! Why? Because the bitch is back!

HR Giger's aliens are about to take London by storm as they unleash a deadly alien war on the Trocadero centre in Piccadilly Circus. The Alien War Experience is a "living theatrical exhibition" where members of the public re-enact a nightmare scenario ripped straight out of any of the successful Alien movies.

Led by a colonial marine, the public will hurry through claustrophobic tunnels and corridors built to resemble the sets of the film, knowing that the greatest hunter of all time is hot on their heels and ready to pounce at any moment. Already the days of Virtual Reality have passed in favour of Total Reality – this frightening Alien experience that has already been pulling in the crowds for the past year in Glasgow.

Alien War was opened on October 15th by Alien star Sigourney Weaver and other cast members from the films. If you can't get to Alien War yourself, watch out for a full feature in Super Control as we're not about to miss out on all the fun!



GAMESMASTER

Back with a vengeance on Channel 4 in his third series, the Gamesmaster will celebrate his popularity by taking his road show to the forthcoming Future Entertainment Show. Following on from the success of last year's event, the Gamesmaster and his new, slightly more rugged sidekick Dexter Fletcher, will again be hosting tournaments and exciting gaming challenges.

Although devoid of that dazzling red jacket and that famous Scottish wit due to Dominik's departure, the Gamesmaster show will no doubt be as fun-packed as last year's. Radio 1 will also be taking its own road show to the event and is set to broadcast live at various times, including a slot on Simon Mayo's breakfast show.

ALFRED CHICKEN

After moderate success in the Christchurch by-election, Alfred Chicken has finally flapped his way onto the SNES – it's been a long wait but it was worth it! Designed as a platformer, Alfred Chicken has cute graphics, huge levels, eccentric bosses and challenging gameplay. Although the version of Alfred Chicken we saw was devoid of its enemy contingency, the overall structure of the game looks really promising.

Controlling one of the smallest sprites ever seen, your task is to battle through numerous levels freeing trapped chickens from the clutches of evil as you go. All the levels are humorous as well as long and in true platform style there are plenty of secret levels, platforms and switches to find on your travels.

Alfred is due to be released in early '94 but we could be lucky and see it at Christmas if Mindscape has its way.







CHAOS ENGINE

At long last the Bitmap Brothers' classic Amiga game, The Chaos Engine, will finally hit our Super Nintendos this coming March. The Bitmap Brothers who developed the awesome Xenon 2, Gods and Speedball to name a few, released The Chaos Engine nearly two years ago on the Amiga and it is with bated breath that we have waited for a SNES launch.

Now Microprose has taken the title under its wing for both the SNES and the Mega Drive. Spanning 16 levels and four graphically different worlds, the game pits six ravenous mercenaries against the ultimate machine, the Chaos Engine, in a fight for supremacy and survival.

PIRATES OF DARKWATER



Software giant Sunsoft is about to unleash its latest licensed Super Nintendo offering on an unsuspecting America. The new titles are both cartoon-orientated featuring the Pirates Of Darkwater and Bugs Bunny.

Bugs is a familiar character, who is to be next in a long line of Warner Brothers characters to be immortalised in his own game. The Pirates Of Darkwater are slightly less well known, but fans of Saturday morning's Going Live may remember the screenings of the Darkwater adventures.

Both titles loom ominously on the American horizon but distributors here in the UK are uncertain when Bugs and Darkwater will finally see a launch date. We will keep you informed.

APOLOGY TO ACCLAIM

We would like to apologise to Acclaim Entertainment for the unauthorised review of The Incredible Crash Dummies in issue six of Super Control. Due to a misunderstanding, the game was reviewed despite being only 60 per cent finished at the time. We hope that this has not caused too much inconvenience to Acclaim and we will re-review the game when it's officially released.

ews



THE MAN – AN APOLOGY

The more observant among you will have noticed the lack of The Man With A Long Chin's cartoon strip this month. This was due to a technical problem at the £10,000,000 Fulham studios, built by Maverick for the sole purpose of launching Chinny's blossoming showbiz career. The Man is now a much sought after TV celebrity, and (although he himself denies it) is considered to be the one single reason why Teletext Ltd has proved so successful since the Teletext licence was handed over by Oracle on January 1st 1993.

Rumours of an exclusive contract between Maverick and The Man surfaced recently, and to some extent they were true. Unfortunately Hugh Gollner, Maverick's MD, was quick to withdraw this offer following the Chinnygate scandal and the subsequent printing of a transcripted telephone conversation between Long Chin and Dad's Army. Production of the cartoon strip halted while urgent negotiations took place, and we are happy to inform you, dear reader, that normal service will resume next month.

The silly differences between Maverick and The Man's manager, Paul Rose, have now been resolved and we look forward to a bright future together. Any comments regarding the above should be posted to The Man at the usual address, where he will endeavour to speak on them honestly and openly. Until next month, we recommend you tune to Digitiser, home of TMWALC on Channel Four Teletext, page 470 and upwards.



DR FRANKEN

Gameboy connoisseurs may recognise this title – it was one of the most successful products to appear on Nintendo's hand-held. Now Dr Franken, desperately in need of a holiday, is about to bring his crazy exploits and his girlfriend to the Super Nintendo in Elite's The Adventures Of Dr Franken.

Dr Franken is a platform-style rampage across a massive 20-level game area with the added wealth of four bonus levels. Dressed in swanky shorts and shades, Franky bounds over a multitude of platforms and has to do battle against all manner of bizarre foes as he searches for his lost love.

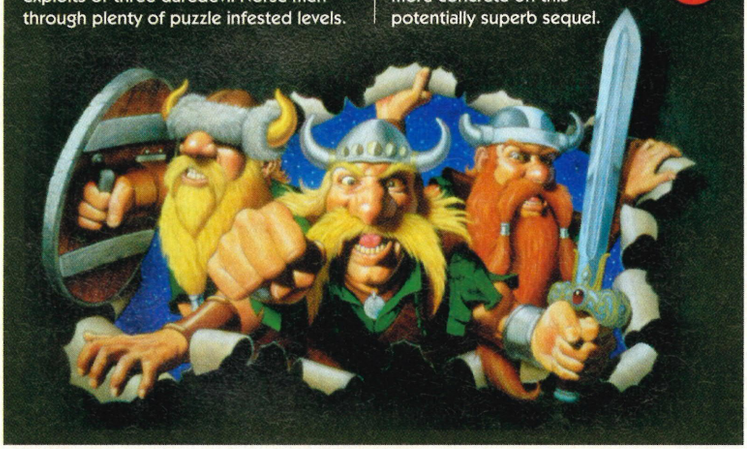
The 8meg game will also feature 11 different level scenarios, all of which are colourful and detailed. Franky and the 40 varying enemy sprites strut their stuff in numerous frames of animation.

Hopefully scheduled for a December release, Dr Franken looks like it will be a real monster of a seller this Christmas!

LOST VIKINGS II

Interplay's Lost Vikings met with rapturous applause when released earlier this year. Receiving a shattering 90 per cent score, Lost Vikings is a riveting platform adventure which follows the exploits of three daredevil Norse men through plenty of puzzle infested levels.

Lost Vikings II will follow on from the trio's first adventure and will consist of similar, thought-provoking gameplay. It has only just entered the first stages of design and it'll be a while before we see anything more concrete on this potentially superb sequel.



YOUR CHILD AND VIDEO GAMES: ADVICE FOR PARENTS

EXERPTS OF GUIDELINES PROVIDED BY THE NATIONAL COUNCIL FOR EDUCATIONAL TECHNOLOGY



There are some good things about video games:

- Children learn to think and act more quickly
- They will concentrate for longer and develop their attention span
- They learn from experience, changing the way they play in order to win or get a better score.

You may have noticed in the press that teachers and doctors are concerned about the effect video games have on children. They are worried about:

- The violent content of some games
- The obsessive way in which some children play them
- Possible health hazards.

Are they making a fuss about nothing? Because young children make sense of the world they live in through the games they play, responsible adults need to make sure that video games give both boys and girls a sensible view of life. Many games are violent – this is worrying because it may lead children to think that problems can only be solved by fighting.

Many parents just don't know what's in the video games their children play – we all need to be more aware. We know if a TV programme is unsuitable, but we may assume that a video game is harmless just because it is sold for children.

What can parents do? They can help their children to choose good games that help them learn, but are still fun. They can encourage playing video games in groups: this will lead to children talking and working together. They can use the video game as a starting point for other activities like painting, drawing, acting or storytelling. All these things will help your child at school.

Are there any health hazards? There have been reports in the press about children having epileptic fits while playing video games. As far as we know, it is only photosensitive epilepsy which is triggered by the type of flickering light found in video games, but there is no way of knowing whether a child will be susceptible. Parents can obtain advice from the British Epilepsy Association helpline on (0345) 089599.

Four recommendations are:

- Children should sit at least two feet away from the screen
- The room should be well lit
- The screen should never be set at maximum brightness
- Children should never play video games when they are tired.

For more detailed information contact:
NCET, Milburn Hill Road, Science Park, Coventry, CV4 7JJ.



PINBALL DREAMS HUMANS

American software house Gametek has recently set up shop here in the UK. It is hoping to take the SNES market by storm with an impressive line-up of forthcoming titles, two of which happen to be the highly successful Amiga games Pinball Dreams and Humans.

Pinball Dreams is probably the best pinball simulation to appear anywhere (apart from in the arcades themselves). With four exciting tables, each with its own storming soundtrack, the SNES version (like its predecessor) offers plenty of addictive action. The immensely challenging tables are not only colourful, original and teeming with flashing lights but they also scroll smoothly with the movement of the ball. If the Amiga version is anything to go by, Pinball Dreams for the SNES is one to watch out for.

Humans was also incredibly popular on the Amiga with its cute graphics and taxing Lemming-esque gameplay. Taking control of a band of humans, your task is to get them safely to the exit by utilising their particular skills to help them overcome various hazards. Challenging and fun, it will be an 8meg game featuring completely redrawn levels, enhanced sprite detail, background parallax and a liberal splashing of Mode 7.

Both titles are scheduled for release in January and will be priced around the £45 mark. We will hopefully have previews of both titles next issue.



SUPER NES DEALS

SUPER NES WITH STARWING & ONE NINTENDO JOYPAD - GENUINE UK VERSION. SAVE £17 .....112.99

SUPER NES WITH MARIO ALL STARS & ONE NINTENDO JOYPAD - GENUINE UK VERSION. SAVE £17 .....112.99

SUPER NES AS ABOVE WITH STARWING OR MARIO ALL STARS COMPLETE WITH SONY 14" FST KVM1400 COLOUR TV/MONITOR AND SCART LEAD. SAVE £43 ON RRP 295.99

SUPER NES WITH STREETFIGHTER TURBO & ONE NINTENDO JOYPAD - GENUINE UK VERSION. SAVE £17.....122.99

SUPER NES WITH STREETFIGHTER TURBO AS ABOVE COMPLETE WITH SONY 14" FST KVM1400 COLOUR TV/MONITOR AND SCART LEAD. SAVE £43 ON RRP 305.99



SONY KVM1400 14" FST COLOUR TV/MONITOR WITH REMOTE CONTROL.

60 CHANNEL TUNING, REAR SCART INPUT, HEADPHONE SOCKET, TWO POSITION TILT, BLACK TRINITRON SCREEN, LOOP AERIAL.

FREE SCART LEAD

(STATE AMIGA, ST, MEGADRIVE OR SNES).

SONY TV (GREY) 194.99
SONY TV (WHITE) 194.99
SONY TV WITH FASTEXT 249.99

SUPER NES GAMES

• = NEW GAME

	RRP	OUR PRICE
ADDAMS FAMILY	44.99	37.49
ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT	44.99	34.99
ADVENTURES OF DR. FRANKEN •	44.99	39.99
AGURI SUZUKI F1 RACING	44.99	37.49
ALIEN 3	49.99	43.99
AMAZING TENNIS (DAVID CRANE)	44.99	39.99
ASTERIX	44.99	39.99
AXELAY	44.99	37.49
B.O.B.	44.99	39.99
BATMAN RETURNS	49.99	40.49
BATTLETOADS IN BATTLEMANIACS •	39.99	34.49
BUBSY BOBCAT	39.99	33.49
CAL RIPKEN BASKETBALL •	49.99	44.99
CAPTAIN AMERICA •	49.99	44.99
CHAMPIONSHIP POOL •	49.99	44.99
CHUCK ROCK •	49.99	39.99
CLIFFHANGER •	49.99	39.99
CYBENATOR	49.99	40.49
DESERT STRIKE	44.99	39.99
DRACULA •	49.99	39.99
EQUINOX •	49.99	39.99
EXHAUST HEAT	44.99	36.99
F-ZERO	39.99	32.99
FIRST SAMURAI •	49.99	43.99
FLASHBACK •	49.99	39.99
FOOTBALL •	49.99	39.99
GOOF TROOP •	49.99	41.99
HOOK •	49.99	39.99
INCREDIBLE CRASH DUMMIES •	49.99	43.99
JIMMY CONNORS' PRO TENNIS TOUR	49.99	37.99
JOHN MADDEN '93	44.99	35.49
JURASSIC PARK	54.99	44.99
KEVIN KEEGAN PLAYER MANAGER •	49.99	43.99
KING ARTHUR'S WORLD	44.99	37.49
KRUSTY'S FUN HOUSE	44.99	37.49
LAGOON •	59.99	51.99
LAMBORGHINI •	44.99	37.49
LAST ACTION HERO •	49.99	39.99
LEMMINGS	49.99	41.49
LOST VIKINGS	39.99	33.49
MAJOR TITLE GOLF •	44.99	39.99
MARIO ALL STARS	49.99	41.49
MARIO IS MISSING •	49.99	44.99
MARIO PAINT WITH MOUSE	59.99	49.99
MECHWARRIOR •	49.99	43.99
MEGALOMANIA •	49.99	43.99
MICKEY'S MAGICAL QUEST	59.99	49.99
MORTAL KOMBAT	59.99	49.99
MYSTIC QUEST	39.99	33.49
NBA ALL STAR CHALLENGE •	49.99	43.99
NFL QUARTERBACK CLUB •	59.99	51.99
NHLPA '93 ICE HOCKEY	44.99	35.49
NIGEL MANSELL'S WORLD CHAMPIONSHIP	39.99	33.49
OUTLANDER •	49.99	44.99
PEBBLE BEACH GOLF	49.99	41.49
PGA TOUR GOLF	44.99	39.99
PIERRE LE CHEF •	49.99	44.99
PILOT WINGS	39.99	32.99
PINK PANTHER •	49.99	44.99
PLOK •	39.99	33.99
POP 'N' TWINBEE	49.99	40.49
PRINCE OF PERSIA	49.99	41.49
PUSH OVER	39.99	35.49
REN AND STIMPY •	44.99	39.99
ROAD RUNNER (LOONEY TUNES)	49.99	41.49
SENSIBLE SOCCER •	49.99	39.99
SIM CITY	39.99	32.99
SKYBLAZER •	49.99	39.99
STARWING	49.99	40.49
STREETFIGHTER 2	64.99	55.49
STREETFIGHTER TURBO •	59.99	49.99
STRIKER	44.99	40.49
SUNSET RIDERS •	49.99	42.49
SUPER ALESTE	44.99	37.49
SUPER BOMBERMAN •	49.99	39.99
SUPER CASTLEVANIA 4	44.99	37.49
SUPER GHOULS AND GHOSTS	39.99	32.99
SUPER GOAL	44.99	37.49
SUPER KICK OFF	44.99	35.99
SUPER MARIO KART	39.99	32.99
SUPER MARIO WORLD	44.99	37.49
SUPER PROBOTECTOR	44.99	37.49
SUPER PUTTY	44.99	40.99
SUPER R-TYPE	39.99	32.99
SUPER SMASH TV	44.99	37.49
SUPER SOCCER	39.99	32.99
SUPER STAR WARS	49.99	41.49
SUPER STRIKE EAGLE	49.99	42.49
SUPER TENNIS	39.99	32.99
SUPER WWF WRESTLEMANIA	44.99	34.99
TERMINATOR 2 - THE ARCADE GAME •	49.99	43.99
TINY TOON ADVENTURES - BUSTER BUSTS LOOSE	49.99	40.49
ULTRAMAN	39.99	28.49
VEGAS STAKES	39.99	33.49
WARPSPEED	49.99	32.99
WING COMMANDER SECRET MISSIONS •	49.99	44.99
WORLD LEAGUE BASKETBALL	39.99	32.99
WWF ROYAL RUMBLE	59.99	53.99
YOSHI'S SAFARI (SCOPE 6 GAME) •	39.99	34.49
ZELDA 3 - LINK TO THE PAST	39.99	32.99
ZOMBIES •	49.99	42.49

FOR A FREE CATALOGUE PLEASE CALL 0279 600204

SUPER NES EXTRAS

JOYPADS

DRAGON SPEEDPAD (WITH AUTOFIRE).....9.99
FREEWHEEL STEERING WHEEL FOR SNES. PLUGS INTO JOYPAD PORT. SUITS MOST DRIVING GAMES. 24.99
LOGIC 3 LOGIPAD SN FOR SNES. THE WORLD'S FIRST FULLY MICROSWITCHED JOYPAD. WITH AUTO FIRE. 13.99
NINTENDO CONTROL PAD 15.99
NINTENDO SCOPE 6 LIGHT GUN WITH SIX GAMES. GENUINE UK VERSION. ...39.99
NINTENDO SCOREMASTER JOYSTIC WITH SLOW MOTION AND TWO SPEED AUTOFIRE 35.99
PHASE 9 OBLITERATOR WITH AUTOFIRE (TWO SPEED) AND SLOW MOTION. 13.99
QS160 SUPERCON 2 JOYPAD (WITH SLOW MOTION AND AUTOFIRE) 10.99
QUICKJOY SN PROGRAM PAD PROGRAMMABLE JOYPAD CAN HOLD UP TO THREE PRESET MOVES IN MEMORY. IDEAL FOR GAMES WHERE SPECIAL MOVES USING MORE THAN ONE BUTTON ARE REQUIRED. 28.99
QUICKJOY SN PROGRAMMABLE JOYSTICK WITH AUTOFIRE AND SLOW MOTION. 35.99
QUICKJOY SN PROPAD (WITH SLOW MOTION AND TWO SPEED AUTOFIRE).....11.99
SAITEK MEGAMASTER I JOYSTICK WITH AUTOFIRE AND SLOW MOTION (MICROSWITCHED). 18.99
SAITEK MEGAPAD II WITH AUTOFIRE AND SLOW MOTION.....11.99
TURBO TOUCH 360 (TOUCH SENSITIVE JOYPAD WITH AUTOFIRE) 18.99

LEADS

SCART LEAD - SUPER NES TO TELEVISION WITH SCART INPUT 9.99
MONITOR LEAD - SUPER NES TO PHILIPS CM8833 MK2 OR CBM 1084S MONITOR.....12.99
NINTENDO STEREO AUDIO/VISUAL LEAD FOR SUPER NES (INCLUDES SCART/EURO CONNECTOR AND RED/YELLOW/WHITE PHONO STEREO & VIDEO LEAD).....15.99

STORAGE

PROTECTOR CASES FOR CARTS (PACK OF 3). PROTECTS CARTRIDGES FROM MOISTURE AND DUST (COLOURS MAY VARY) 6.99
LOGIC 3 MULTI CASE CARRY BAG (EXTRA COMPARTMENTS FOR LEADS, JOYPADS AND GAMES) 12.99

GAME GENIE (GAMES ENHANCER, ALLOWS CHEAT CODES TO BE ENTERED FOR INFINITE LIVES, CREDITS ETC. BOOK OF CODES INCLUDED) 37.99



GAMEBOY DEALS

GAMEBOY WITH NO EXTRAS. GENUINE UK VERSION.
FREE KONIX GB HOLSTER.
....39.99

GAMEBOY WITH STEREO HEADPHONES, BATTERIES, TWO PLAYER LEAD AND TETRIS. GENUINE UK VERSION.
***FREE KONIX GB HOLSTER.* 49.99**

GAMEBOY GAMES

• = NEW GAME

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT •	23.49
ALFRED CHICKEN	23.99
ALLEYWAY	13.49
ASTERIX	23.99
ASTEROIDS	12.99
BALLOON KID	20.49
BART VS JUGGERNAUTS	14.99
BATMAN - THE ANIMATED SERIES •	21.99
BATTLE OF OLYMPUS	23.49
BATTLESHIP •	23.99
BATTLETOADS	21.49
BATTLETOADS IN RAGNAROK'S WORLD •	21.99
BILL AND TED'S EXCELLENT ADVENTURE	17.49
BOULDER DASH	21.99
BURAI FIGHTER DELUXE	13.49
CASTLEVANIA	14.49
CASTLEVANIA 2	14.99
CHESSMASTER	20.49
CHUCK ROCK •	20.99
DARKWING DUCK •	21.99
DR. FRANKEN 2	23.99
DR. MARIO	20.49
DRACULA •	20.99
DROPZONE •	23.99
DUCK TALES	21.49
EMPIRE STRIKES BACK	21.49
F15 STRIKE EAGLE	23.49
FIDGETTS •	23.49
FIRE FIGHTER •	23.99
FLINTSTONES	21.49
FORMULA 1 RACE (WITH FOUR PLAYER ADAPTOR)	25.49
GARFIELD •	24.99
GARGOYLES QUEST	13.49
GEAR WORKS •	20.99
GOLF	18.49
JACK NICKLAUS GOLF	21.49
JURASSIC PARK	24.49
KID DRACULA	22.49
KID ICARUS	20.49
KIRBY'S DREAM LAND	20.49
KRUSTYS FUN HOUSE	19.49
LAST ACTION HERO •	20.99
LAWNMOWER MAN •	23.49
LEMMINGS	22.49
LETHAL WEAPON •	23.99
LOONEY TUNES	25.49
MARBLE MADNESS	20.49
MARIO AND YOSHI	20.49
MEGA MAN 2	20.49
MERCENARY FORCE	21.99
METROID 2	13.49
MICKEY'S PUZZLE •	23.99
MORTAL KOMBAT •	26.99
MOTOR CROSS MANIACS	14.49
MYSTIC QUEST •	25.49
NIGEL MANSELL'S WORLD CHAMPIONSHIP •	22.49
NINTENDO WORLD CUP	20.49
OTHELLO	13.49
PINBALL DREAMS	23.49
POPULOUS	23.49
PRINCESS BLOBETTE	13.49
R-TYPE	22.49
RADAR MISSION	20.49
RAGING FIGHTER	22.49
REN AND STIMPY •	22.99
ROAD RASH •	23.49
SIDE POCKET	20.49
SOLAR STRIKER	13.49
SPEEDY GONZALES •	24.99
STAR TREK	25.49
STAR WARS	22.49
SUPER JAMES POND •	23.49
SUPER MARIO LAND	20.49
SUPER MARIO LAND 2	25.49
SUPER RC PRO-AM	21.99
TEENAGE MUTANT HERO TURTLES - RADICAL RESCUE •	21.99
TENNIS	19.49
TERMINATOR 2	14.99
TERMINATOR 2 - THE ARCADE GAME	23.49
THE SIMPSONS - ITCHY AND SCRATCHY •	23.99
TINY TOON ADVENTURES	21.49
TINY TOON ADVENTURES - MONTANA'S MOVIE MADNESS •	21.99
TIP OFF (BASKETBALL)	23.49
TOM AND JERRY 2 •	23.99
TOP RANKING TENNIS	20.49
TRACK AND FIELD	24.49
TURRICAN	14.49
TURTLES 2	25.49
UNIVERSAL SOLDIER	12.99
WIZARDS AND WARRIORS	20.49
WWF SUPERSTARS	21.49
WWF SUPERSTARS 2	24.49
WWF WRESTLING 3 •	23.99
YOSHI'S COOKIE	18.49
ZELDA - LINK'S AWAKENING •	22.49
ZEN - INTERGALACTIC NINJA	22.49

MANGA VIDEOS

PLEASE NOTE THAT DUE TO THE NATURE OF SOME OF THE VIDEOS WE ONLY ACCEPTED POSTED/FAXED ORDERS FOR VIDEOS WITH AN 18 CERTIFICATE. PLEASE STATE '1 AM OVER 18' ON YOUR ORDER.

• = NEW VIDEO

3X3 EYES (RATED 18)	10.99
3X3 EYES PART 2 (RATED 15) •	9.99
AKIRA (RATED 15)	12.99
AKIRA DOUBLE PACK (RATED 15)	17.99
CRYING FREEMAN PART 1 (RATED 18) •	10.99
CRYING FREEMAN PART 2 (RATED 18) •	9.99
DOMINION TANK POLICE 1 AND 2 (RATED 15)	12.99
DOMINION TANK POLICE 3 AND 4 (RATED 15)	12.99
DOOMED MEGALOPOLIS (RATED 15)	9.99
DOOMED MEGALOPOLIS 2 (RATED 18) •	9.99
FIST OF THE NORTH STAR (RATED 18)	12.99
HEROIC LEGEND OF ARISLAN 1 (RATED PG)	10.99
HEROIC LEGEND OF ARISLAN 2 (RATED PG) •	10.99
JUDGE (RATED 15) •	9.99
LENSMAN (RATED PG)	12.99
ODIN (RATED PG)	12.99
PROJECT A-KO (RATED 15)	12.99
R.G. VEDA (RATED PG)	12.99
TETSUO - THE IRON MAN (LIVE ACTION - RATED 18) •	12.99
TETSUO 2 - BODY HAMMER (LIVE ACTION - RATED 18) •	12.99
TETSUO DOUBLE PACK (LIVE ACTION - RATED 18) •	17.99
THE ULTIMATE TEACHER (RATED 15) •	9.99
UROTSUKIDOJI - LEGEND OF THE OVERFIEND (RATED 18)	12.99
UROTSUKIDOJI 2 - LEGEND OF THE DEMON WOMB (RATED 18)	12.99
VAMPIRE HUNTER D (RATED 15)	12.99
VENUS WARS (RATED PG)	12.99
WICKED CITY (RATED 18) •	12.99

We only supply official UK products. Official suppliers of all leading brands. We sell games and peripherals all at amazing prices for Megadrive, Master System, Game Gear, Super NES, Gameboy, NES, Lynx, Amiga, Atari ST, PC, CD ROM and Apple Mac. And we sell T-shirts and cuddly toys!
Special Reserve Club Shop at The Maltings, Sawbridgeworth, Herts.
Open from 10amto 8pm 7 days a week.

Special Reserve
The Games Club

NRG

Special Reserve members can have all this.. can YOU?

READ "NRG" Regular Club Magazine
CHOOSE from our Huge Selection
BUY at Best Possible Prices
SAVE with our Special Deals
SAVE more with our XS Coupons
WIN up to £60,000 worth of prizes FREE

JOIN now from just £4.00

We only supply members but you can order as you join

There's no obligation to buy and you can be any age. Just send in the form below or phone Sales on **0279 600204**.

As a member of Special Reserve you'll receive regular issues of NRG magazine. NRG is our 48 page colour club magazine sent bi-monthly only to Special Reserve members. NRG contains:

1. The best selection of games, peripherals and hardware for all popular formats. We are official Sega, Nintendo and Sony stockists.
2. Reviews in colour and latest information on new products
3. Charts and Release Schedule, to help you choose and plan
4. The best prices. Just one purchase will save you your joining fee
5. Hundreds of Special Offers. Top games at prices you won't believe
6. XS Super Savers. Money-off coupons worth over £180 a year
7. **FREE-to-enter BIG TARGET COMPETITIONS**. With currently £10,000 worth of prizes to be won in every issue of NRG.

That's why over 170,000 people have joined Special Reserve, the biggest games club in the World!

0279 600204

Open til 8pm Mon-Sat, 10am til 8pm Sundays.
10am to 5pm Bank Holidays. Order/Confirmation/Receipt sent for every order.

You can also Fax your order to us on: 0279 726842

We pride ourselves on our after-sales service. (18 customer service lines) Inevitably some games listed may not yet be available. Please phone sales on 0279 600204 to check availability before ordering. In the event of delay we issue refunds on request at any time prior to despatch. We reserve the right to change prices without prior notification. E .& O.E.

Registered Office: Inter-Mediates Ltd, 2 South Block, The Maltings, Sawbridgeworth, Herts. CM21 9PG.
Club Shops at Sawbridgeworth (address above) and at 43 Broomfield Road, Chelmsford, Essex.

All prices include VAT and carriage to UK mainland. See base of order form for overseas surcharges. We supply hardware only to UK mainland addresses.

MEMBERSHIP FEES	6 MONTHS TRIAL MEMBERSHIP	ONE YEAR ANNUAL MEMBERSHIP	TWO YEARS WITH FREE HARD BINDER
UK MEMBERS	**4.00**	**7.00**	**14.00**
OVERSEAS EC MEMBERS	6.00	9.00	18.00
OVERSEAS WORLD MEMBERS	7.00	11.00	22.00

WE ONLY SUPPLY MEMBERS BUT YOU CAN ORDER AS YOU JOIN.
THERE ARE NO SURCHARGES ON UK TELEPHONED ORDERS.
(PLEASE PRINT IN BLOCK CAPITALS) GRIP

Name _____

Address _____

_____

_____ Postcode _____

Phone _____ Machine _____

Enter membership number (if applicable) or **NEW MEMBERSHIP FEE (ANNUAL UK 7.00)**

item _____

item _____

item _____

item _____

ALL PRICES INCLUDE UK POSTAGE & VAT £

Cheque/P.O./Access/Mastercard/Switch/Visa (Switch Issue No_____)

Card expiry date_____ Signature_____

Cheques payable to: **SPECIAL RESERVE**
P.O. BOX 847, HARLOW, CM21 9PH

Overseas Orders Surcharge (EC or World): **Software orders please add £2.00 per item. Non-software items please add 25%. Hardware items supplied to UK mainland only.**
Overseas orders must be paid by credit card.

CHRISTMAS IS COMING

Christmas is always a tricky time what with mum and dad, gran and grandad, aunts and uncles, brothers and sisters all asking you what would really tickle your fancy over the festive period. Keeping it clean, we have found the perfect solution – how about one of these amazing SF II or Sonic watches? You too can be a complete computer-game anorak as you proudly parade around with your watch, the envy of all your chums!

If you're tempted by these exquisite time-pieces (move over TAG), you can obtain them from Console Plus at the reasonable price of £14.99 and in a variety of colours. Write to: Console Plus, 218 Bradford Road, Dewsbury, West Yorks, WF17 6JR. Or phone for a credit card order on (0924) 456802 or (0345) 090099.



WIN! NEW TITLES PUBLISHED BY VIRGIN

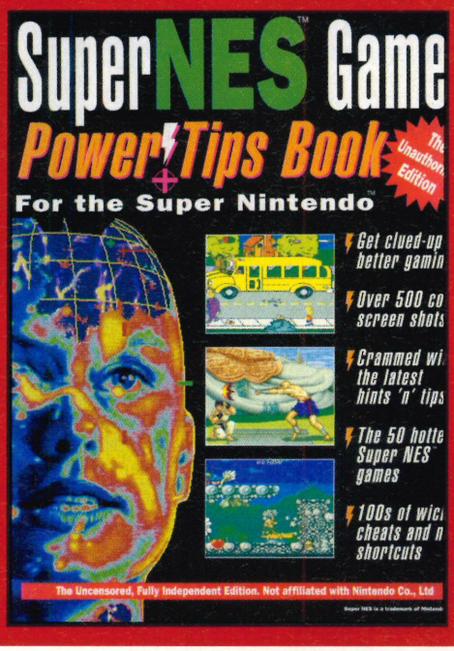
Virgin, apart from conjuring up all sorts of silly innuendo, is a company that has gone from strength to strength in the last few years. Not satisfied with merely ruling the skies, the record industry and the software market, Virgin is now launching itself into book publishing as well.

Hitting the market with gusto, Virgin is publishing a helpful Super NES games Power Tips Book for troubled gamers, along with an impressive range of Mega Drive titles. Not being interested in Mega Drives however, we thought it would be a rather nice idea to give away a few of the SNES books to five lucky readers.

Virgin is convinced that all of your game-related problems will be solved thanks to this little gem of a book, so answer this simple question and your life could suddenly become infinitely easier!

HELP!
SUPER CONTROL,
MAVERICK MAGAZINES,
16-17
HOLLYBUSH ROW,
OXFORD,
OX1 1JH.

Q. What is the name of Mario's dinosaur chum? Answers on a postcard to our NEW address to arrive no later than 30th November.



ONLY IN JAPAN

If you thought Street Fighter II mania had hit Britain with force, you haven't seen anything compared to the craze that's currently sweeping across Japan. Next in the long line of tacky merchandise to emerge are these lovely cuddly toys depicting all your favourite characters. Now I bet you're glad that you can't get them over here...yet!

SNES owners are also fortunate enough to be able to purchase nifty remote control Marios (available in branches of Toys 'R' Us), as well as a rather dashing kiddies costume – oooh, I've got to get one of those! What will it be next? We've had the bubble bath, the T-shirts, the pencil cases and the jim-jams, you can even eat him as a cleverly disguised and perfectly scrumptious sponge cake on your birthday!



TERMINATOR 2: JUDGMENT DAY

With Interplay's Robocop Vs Terminator barely out of the starting blocks, Acclaim is in hot pursuit with its own cybernetic action game, Terminator 2: Judgment Day. With a story-line pinched straight from the movie, T2 will be a platform blaster pitting Arnie's Terminator character against a computer controlled T-1000 machine and various other enemy personas.

With Arnie under your guidance, it is up to you to protect the 10-year-old John Connor from the attacks of the T-1000. Following the film closely, you will start your adventure in a Hells Angel hang-out, work your way through to the state asylum and then on to the Cyberdyne building, armed to the hilt with some serious fire-power.

Acclaim is battling for a November release of T2 with a suggested retail price of £49.99. However, Acclaim looks set to beat Interplay to the finishing post with its Terminator game at the moment.



IT'S DARK...
AND WE'RE WEARING SUNGLASSES!







91% - G B ACTION *"One of the most enjoyable games I've played in a long time. Challenging and addictive. Game of the month without a doubt."*

90% - SUPER ACTION *"Easily among the best of it's kind. Great fun. Top stuff."*

89% - SUPER CONTROL *"Completely brilliant, entertaining, humorous, not too easy, gorgeous graphics and fantastic sound."*



Also available: 'Lamborghini American Challenge' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

TITUS LTD. UNITED HOUSE, NORTH ROAD, LONDON, N7 9DP, ENGLAND.

SEND 10" x 8" S.A.E. FOR A FREE POSTER
(STATE MACHINE OWNED)

TITUS

playagame

HERE'S TO THE FUTURE

Capcom is keeping itself really busy at the moment with a packed schedule of future releases. Two of the biggies facing imminent launch are Eye Of The Beholder, an outing into the world of Advanced Dungeons and Dragons, and Mega Man X the superhero popularised on the NES.

First comes Eye Of The Beholder. This is an in-depth RPG in which the gamer controls the fates of four fearless adventurers in a fantastical kingdom teeming with magic and monsters, all viewed from a first-person player perspective. Because of its links with Advanced Dungeons and Dragons, the SNES game rules are very precise when using magic and planning attacks, a feature which will delight hardy RPG fans. This game was initially scheduled for release in the third quarter of the year, but now looks set to be released nearer to Christmas.

Mega Man X is already a familiar name with Nintendo players. Credited with numerous games of his own on the NES platform, he finally moves onto the SNES in a long-awaited 12meg adventure. The game will be totally new in order to make use of the SNES's superior features, and as a result will offer brighter graphics and more in-depth gameplay. Mega Man X is scheduled for a December release.



With the release of the SNES game, Mega Man X now features in an outstanding 10 games!



The SNES has been awaiting a decent RPG for a long time now and Capcom's Eye Of The Beholder may be the one

ALADDIN

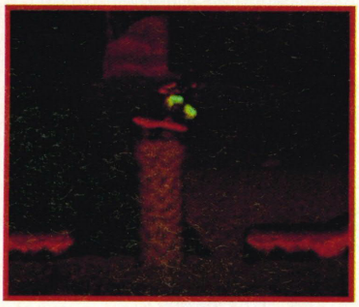
RUBBING ME UP THE WRONG WAY



The graphics for the game are heavily influenced by those seen in the film – the brash colours, the surreal landscapes and that typical Disney panache



All manner of opponents bare a grudge towards Aladdin, even the wildlife want to get in on the action



Aladdin features numerous graphical locations where hazards in all guises present themselves, although the action is mainly platform-based



If the Mega Drive magazines can drag themselves away from Street Fighter II fever, you'll find that they are also ranting and raving about an adaptation of Disney's new blockbusting movie Aladdin. Whereas the Super Nintendo was first with SFII, Sega has beaten us to it with Aladdin...but not by much.

LARRY THE LAMP

Developed by Capcom in the States, Aladdin is an action game for one player with the gameplay aimed mainly at younger teens. Set to be a real stormer, it closely follows the film plot, retelling the story of the street urchin Aladdin, his love for a beautiful princess, the jealousy of an evil Sultan and a fantastical genie captured inside a magic lamp.

The film which is already breaking records in America as the most successful animated feature film of all time, has grossed an amazing $200 million. This running total catapults Aladdin past the records set by Disney's other animated classic, Beauty and the Beast, released last year. We should hopefully see a screening of Aladdin sometime before Christmas to conveniently tie-in with the launch of the SNES game.

I DREAM OF GENIE

Those of you with Mega Drives may have already seen the Sega version of this roving platformer, and the SNES game will be similar in its basic design. The gameplay is specifically platform-based, requiring you to guide Aladdin through the streets and rooftops of Agrabah, but there are also sequences where you can sample the night air as you fly through narrow spaces at the 'wheel' of a magic carpet.

Your ultimate task is to defeat the evil Jafar and win the hand of the Princess Jasmine, but there are an abundance of guards and traps to overcome first. The genie of the lamp helps you by offering restart points throughout the levels should you die, but the main dangers must be faced by you and you alone.

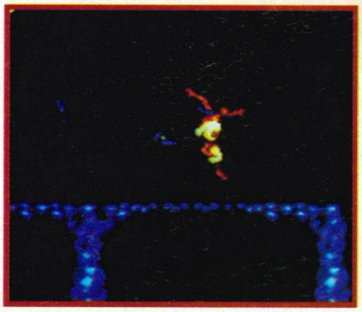
These dangers span seven levels in total, all of which thrust the gamer into a colourful location somewhere in Agrabah's bustling core. Each level holds deadly opponents and challenging gameplay which make use of Aladdin's numerous and nimble moves – running, walking, leaping, climbing and crouching is all in a day's work



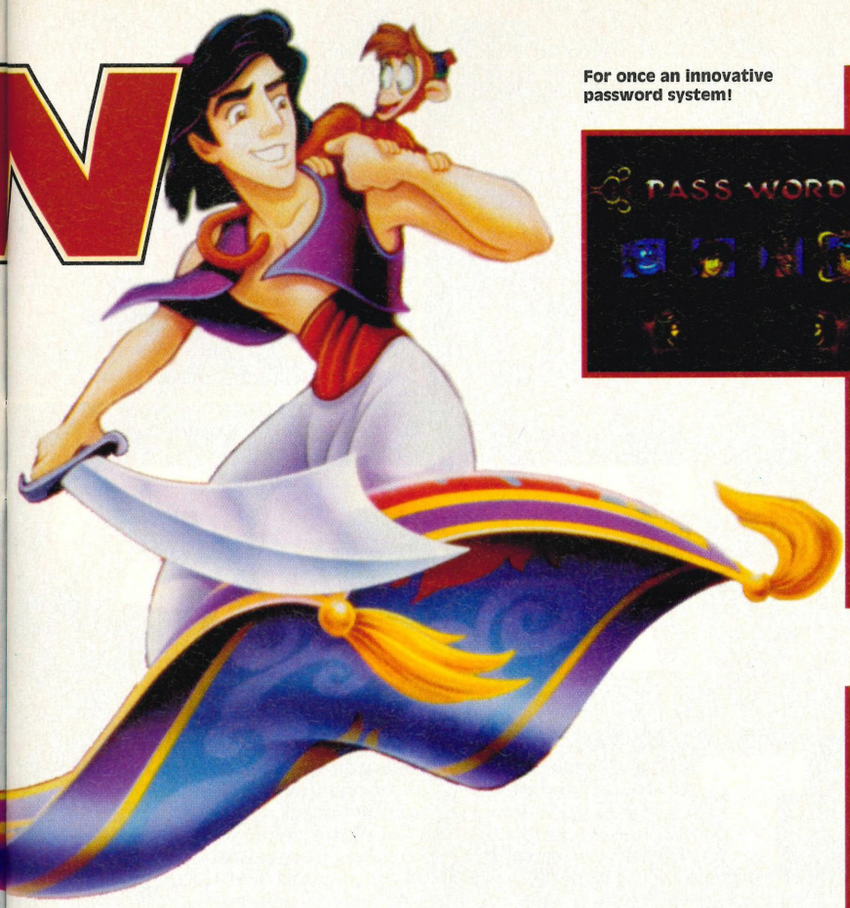
Who said platforms have to be made and disguised as solid pieces of rock? Nothing is as it should be here



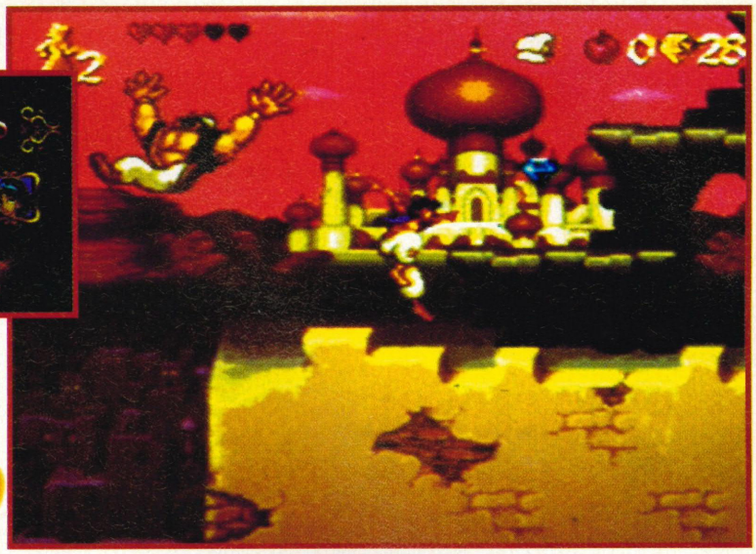
Aladdin has numerous moves and character quirks that create an aura of realism to the otherwise 2D sprite, such as tapping his foot, deftly climbing ropes and sweeping through the air with a parachute



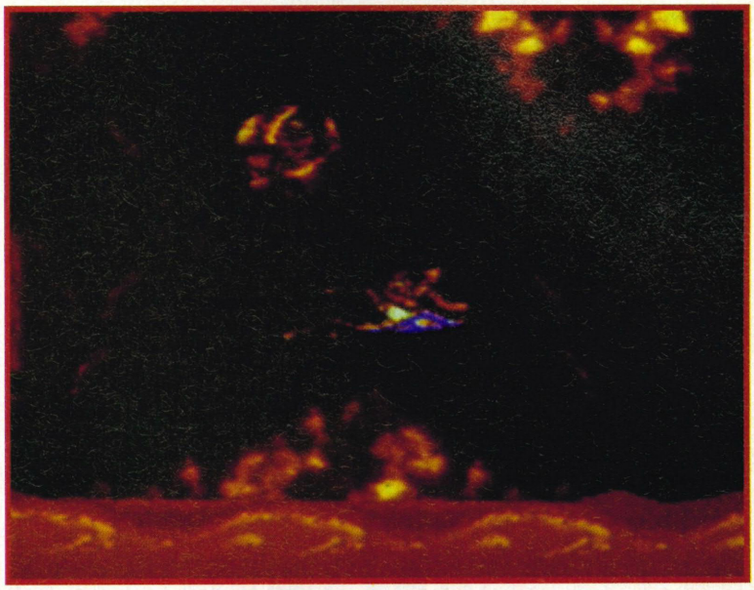
THANKS TO CAPCOM USA



For once an innovative password system!



Not only can Aladdin swing a mean sword, but he can punch quite well too. If all seems lost he can also throw a pretty lethal apple if he has to



No Arabian tale is complete without the customary flying carpet. What I want to know is, how do they learn to fly the damn things, in school?

for our hero as he navigates through an eerie cavern, a lava lake and even a dramatic hall of jewels.

It is these movements which will attract the most attention – the multi-framed animation sequences used for sprite movement are surprisingly smooth, so much so that you would swear Rotoscoping (a digitised feature seen in Delphine's Another World sprites to create fluidity) had been used to perfect the main characters' movements. However, this isn't the case – the animation has in fact been created with good old-fashioned pen and paper!

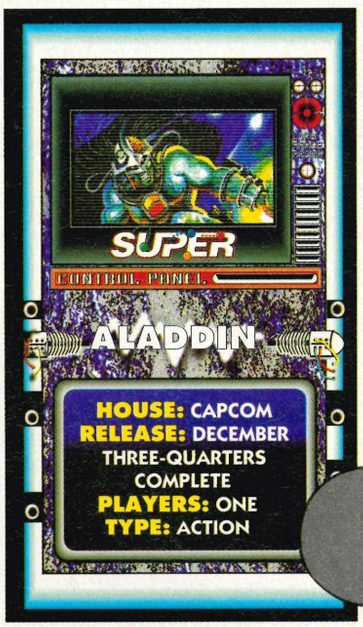
REAL GENIUS

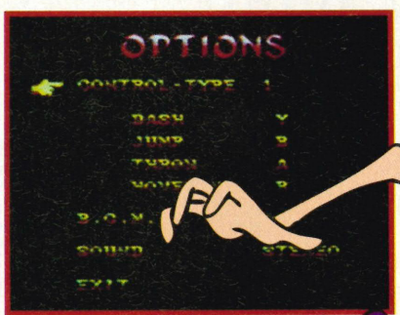
Coupled with the detailed backdrops, the quality of the soundtrack which features two of the songs from the movie, and the fast-paced gameplay, Aladdin is looking mighty impressive. The Mega Drive has been graced with a superb game and we can only hope that the SNES will be just as fortunate. The mere thought of Aladdin has us drooling with anticipation. Look out for the game and the film sometime in November.

ALLIE



Aladdin is accompanied by an intelligent little monkey called Abu, but what the hell is that following the dynamic duo, a walking carpet? Surely not, there's no such things as magic carpets!

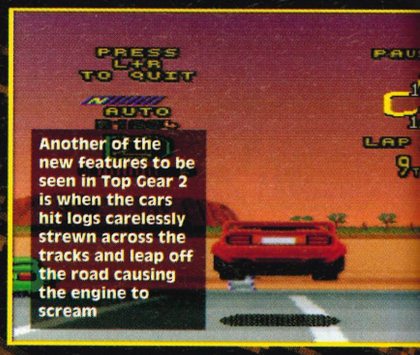




What game would be complete without a wide variety of options? Aladdin is no exception to the rule

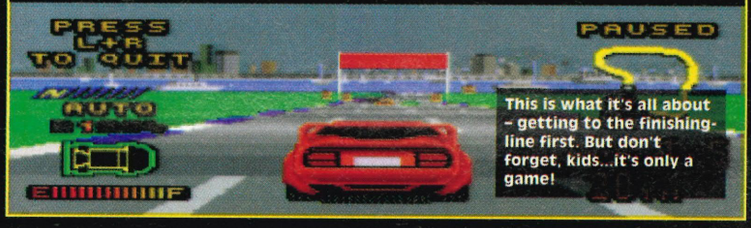


Top Gear 2 takes you to some wonderful locations, including this one in Egypt – here we can see the yellow car admiring the view!


Another of the new features to be seen in Top Gear 2 is when the cars hit logs carelessly strewn across the tracks and leap off the road causing the engine to scream

TOP





This is what it's all about – getting to the finishing-line first. But don't forget, kids...it's only a game!

Top Gear has become a household name for all dedicated SNES players and is probably one of the first games that the uninitiated should think of buying. OK, it's not all that realistic, it's an arcade game for God's sake – if you're after realism then Nigel Mansell F1 Challenge would be more up your street. However, Top Gear does have its moments, namely the competitive two-player mode that simply can't be matched.

Now here comes Top Gear 2. I'm always wary of sequels, they are usually either an excuse to right the dismal failures of a previous release or nothing more than minimal rehashes of the original programming in order to cash in on the previous success.

CHEVVY CHASE

It may be cynical, but ask yourself a question – do we really need another Top Gear and how can it possibly improve on the original anyway? It's a difficult moment when you have to criticise a classic such as Top Gear, but if you can bring yourself to do it you'll realise that after close scrutiny Top Gear was actually a bit dull.



Oh blasphemy! I can imagine the piles of hate mail already. The good news is that Top Gear 2 offers improved gameplay, improved sprites, improved graphics and improved speed. Basically the overall design remains the same, certain features have simply been tweaked to keep up with the times and continue to impress the pants off you – the best just gets better.

There are two marked design changes within Top Gear 2, namely the sprite rotation whereby the car flips dramatically after bumping with an opponent, and the much needed full-screen view in one-player mode. These two features alone justify the game to me, I could never understand why in the original you had to put up with a split screen when playing by yourself anyway.

SKID MARKS

But it doesn't end there, other changes include a whopping 64 courses, doing away with the pit lane in favour of bonus icons situated on the track and more comprehensive upgrades for your car such as resprays and larger fuel tanks. There's even a damage meter which indicates the health status of your car.

Old favourites have been left in however, such as the adverse weather conditions that make the gameplay so taxing and enjoyable, as well as the irritating and irrational swerving of the other drivers. Also, there's plenty of foul language from

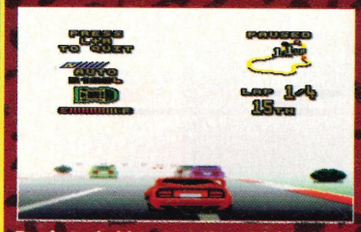
AROUND THE WORLD AT 80MPH



The night courses require a lot of concentration on your behalf as the lack of headlights on your car leaves the track frighteningly dark



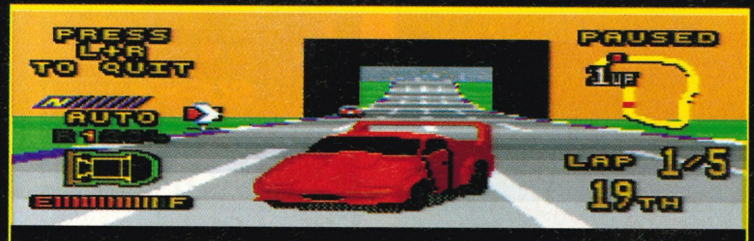
Even with wet tyres on you can still spin out in dreary conditions such as these, the secret is to not take the corners quite as fast or wide as normal



Fog is probably worse than driving at night, as there's little for you to focus on. The corners approach too quickly so you need lightning responses

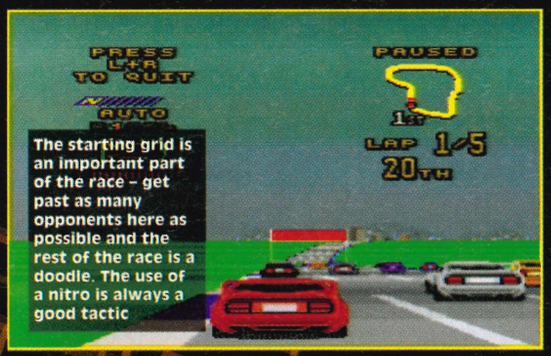


Sunny weather – driving along with the windows open and the stereo blazing. It's just you, the open road...and 19 speed-crazed lunatics!

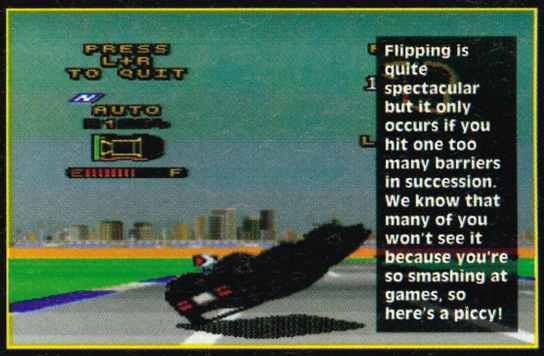




Like in the original Top Gear, the two-player mode is by far the most exciting aspect of the game. This is easily the best way to lose friends as well as your sanity



The starting grid is an important part of the race – get past as many opponents here as possible and the rest of the race is a doodle. The use of a nitro is always a good tactic

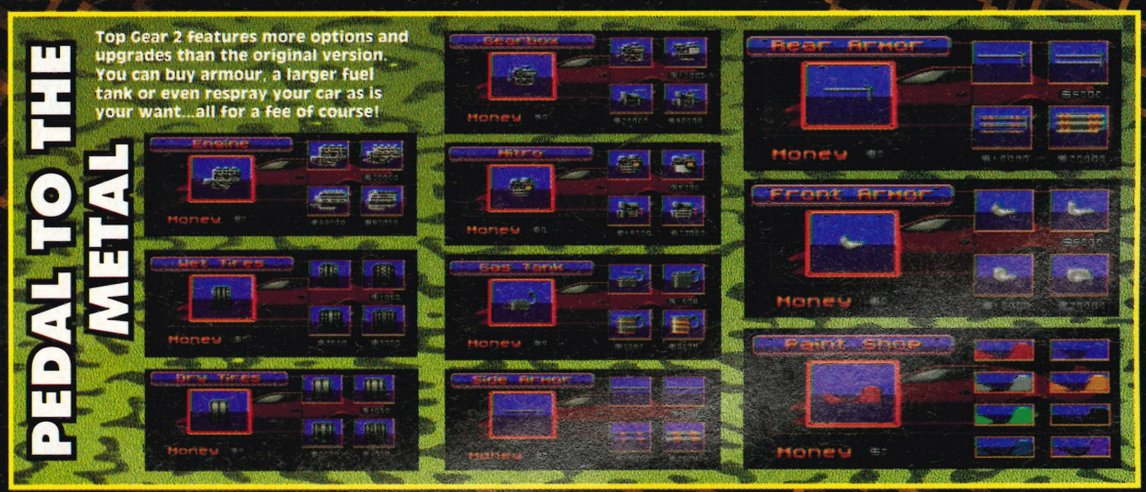


Flipping is quite spectacular but it only occurs if you hit one too many barriers in succession. We know that many of you won't see it because you're so smashing at games, so here's a piccy!

GEAR 2

SIMPLY THE BEST: PART 2 – THE RETURN

PEDAL TO THE METAL



Top Gear 2 features more options and upgrades than the original version. You can buy armour, a larger fuel tank or even respray your car as is your want...all for a fee of course!

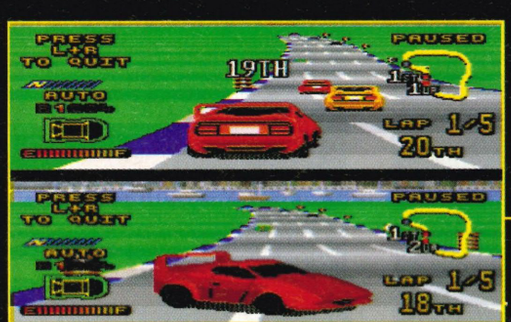
the driver's seat and what race would be complete without the customary roadworks on all British courses!

With gameplay changes like the ones mentioned here, slicker presentation is also needed and that's exactly what you get. In the original game the graphics were blocky and a little static, here we see movement in the car itself, deeper perspective and greater speed in the scrolling, plus more detail in the opposing cars and landmarks.

Admittedly Top Gear 2 is far from realistic but it's bloody good fun, and with its stunning 64 courses and three difficulty levels to battle through there is far more to keep your attention than before.

Again, like the original, Top Gear 2 is instantly accessible with none of this faffing through a manual trying to decipher the controls. It also sucks you straight into the gameplay as soon as you hear the title music – that addictive longing to zip manically round the bends and dash down the straights comes flooding back!

On the downside I found the easy level too easy, resulting in ridiculously fast progress through the first 20 stages of the game. The lack of headlights in the night stages is supposed to make things trickier, but in the original version the headlights were quite an impressive touch – but that's just me being finnicky! **ALLIE**



(Below) Each time you hit another car you face the possibility of spinning out. You also receive damage to your car which is indicated on a little illustration on the top-left of the screen



(Above) Top Gear 2 utilises a viewing system that should have been present in the first game – a split screen for two-player mode and a full screen for the one-player mode

With Super NES games costing as much as they do, more often than not a sequel just isn't worth the money, with SFII Turbo being a prime example of this. As much as I like Top Gear 2, there's no way I'd fork out another £40 on a game that has only a few improvements. The graphics may be enhanced, there may be more tracks and yes, it's damn playable, but if you've already got the first you'll be disapointed. In all, if you've haven't got Top Gear it's well worth owning this game, which is one of the finest two-player racing games (second only to Mario Kart) . **ALEX**



TOP GEAR 2

HOUSE: KEMCO
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: TWO
TYPE: RACING

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

89%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	8

ENERGY HIGH

- Flipping of the cars
- Full-screen one-player view
- More courses
- Loads of upgrades

ENERGY LOW

- No headlights
- Too easy on easy
- No pit lane

ALTERNATIVE SYSTEM

I would recommend the original Top Gear as an alternative, because it is still a classic game despite its wrinkles. There is also Lamborghini American Challenge from Titus, also reviewed this issue, which is rather similar to Top Gear II in all aspects, but is slightly less playable.

THE ULTIMATE PARTY ANIMAL IS HERE!



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

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

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

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

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

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

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

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

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

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

T•HQ International

Original Nintendo Seal of Quality

SUPER NINTENDO ENTERTAINMENT SYSTEM™
PAL VERSION

Coming Soon for GAME BOY

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

AERO THE ACROBAT

PREVIEW

UPWARDLY MOBILE BAT

October will finally see the release of Sunsoft's long overdue, comical platform romper Aero The Acrobat starring an acrobatic bat in the title role. First seen in America at the Las Vegas CES way back in January, Aero The Acrobat is bright, brash and extremely batty!

The gameplay focuses on Aero's attempts to save a circus from the no-good plans of an evil industrialist, Edgar Ektor. Performing death-defying stunts in front of an audience, Aero makes good use of trapezes, tightropes, cannons and other cleverly disguised platforms as he battles to save the day.



Numerous circus items and pieces of equipment can be used to good effect, such as these cannons which catapult you up to higher platforms and more bonuses



Once atop the unicycle, Aero is invincible and can swoop down the ropes safely, knocking his adversaries out of the way

As always with Sunsoft products, the graphics are colourful and cartoon-orientated in design with a loveable character and strong music to accompany the action. The gameplay is strong and exciting as you bound around solving puzzles, collecting various items and destroying all manner of blocks and enemies.

Aero has various moves including a drill roll which 'bats' the numerous clowns and other circus goons out of the way in one fell swoop, and a pretty mean flick of the wing when throwing ninja stars. Instantly accessible, Aero's gameplay will offer challenge as well as entertainment, with a bold 19 stages to keep everyone amused, plus appearances from brash guardians and colourful bonus stages.

With his appealing characteristics and cute mannerisms, Sunsoft believes Aero will be popular with the kids – so much so that a range of merchandise and toys will also be tied in with the promotion of the game. Whether they succeed or not is a different matter – we'll put this potential popularity to the test in a review next issue! **ALLIE**





Aero has a pretty nifty drill move which as well as killing clowns and the like, can also be used to reach awkward platforms that are too far away for a standard jump



As well as catapulting you to higher reaches, the cannons also make good escape platforms when the enemy presence gets a little too heated!

DAFFY DUCK

The Marvin Missions

Daffy Duck is one of Warner Brothers' best-loved characters and like some of his colleagues, his long career is now being honoured with a wacky computer game. Like the Tasmanian Devil, Tom & Jerry and the Roadrunner, Daffy Duck battles against his long-running cartoon foe in a customary battle to save the cosmos.

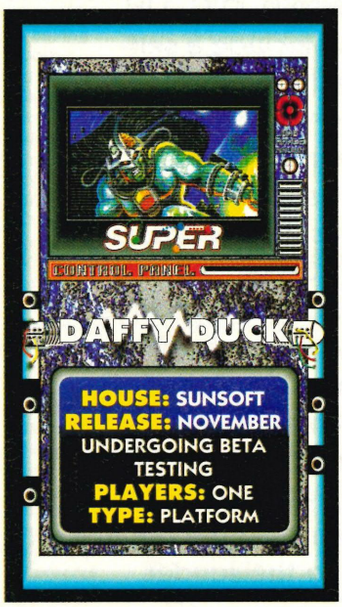
Marvin the Martian is back with a vengeance in this huge platform adventure, travelling from planet to planet conquering each one and stealing their politicians. Only Duck Dodgers, otherwise known as Daffy Duck, can save the day as he ventures through 20 cartoon levels spanning five very different planets.

Drawing influence from Daffy's own cartoons, the graphics are fraught with blinding colour. The sprite animation also compliments Daffy's outrageous characteristics, coupled with some clean digitised sound effects. Daffy seems perfectly at home in his new pixelated domain!

Venturing through the 20 levels, Daffy will encounter numerous Martians of various shapes and sizes as well as the dastardly Marvin himself. Daffy's only aid is one of six powerful space guns, each with varying fire-power and destructive capabilities.

By purchasing or finding weapons at specific points within the game and spending your jet-pack fuel wisely, Daffy will be able to get through the game safely. Each weapon functions differently depending who and where it is used – the trick is to work out which one works best on which Martian and in which terrain!

Daffy is set for an October/ early November release. We will hopefully review it next issue, comparing it to other Warner Brothers' games and asking "Is this yet another wasted licence?". **ALLIE**

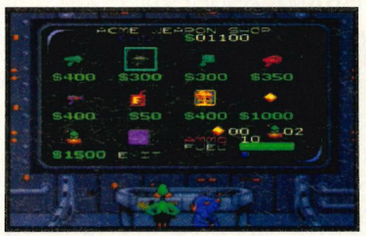




The Martian minions appear in various guises in an attempt to fool the courageous Duck Dodgers. It won't work you know, he's smarter than that!



Your objective is to rescue kidnapped politicians on each of the planets you visit by stealing them away from their Martian captors



Before you embark on your game you must first purchase a weapon or two for the intrepid hero. You can also obtain jet-pack fuel or a nutty attack here as well

SUPER CONTROL GAMES EX

SUPER CONTROL GAMES EXCHANGE NEW GAMES FOR FOUR QUID!

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

● Just send in your cartridge and tell us which game you would like in return (to make things easier, include six choices on the coupon).

● You must make sure that the games you wish to swap are included in the list on the next page. The Super Control Games Exchange will not handle import cartridges in this service, any import games received will be returned immediately.

● Your games must also be boxed, in good condition and complete with instructions. We will return any games that have their boxes held together with sticky tape or are devoid or instructions.

● We then put your game in stock and find the perfect match. If we are unable to find a match after two months, your game will be returned to you with your cheque or postal order uncashed. We only charge for successful swaps – nothing is charged for keeping your game on file.

● Remember, we promise not to bank any monies you send us until we have successfully swapped your game. That is our guarantee.

● We will never send your game out to someone else until we have a game we can send to you.

● As a respected magazine publisher, you know that we won't go bust, do a runner or leave you short-changed. This is a service for our readers and our readers only.

● Just fill in the form opposite telling us the six games you would prefer, with a cheque or postal order for £4. Send them to Maverick Magazines, 16-17 Hollybush Row, Oxford, OX1 1JH.

● Please include a self-addressed Jiffy envelope (SAE), without one you may not receive the game you want.

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

● 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.

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
- Blues Brothers
- 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
- George Foreman's KO Boxing
- Gods
- Gunforce
- Hunt for Red October
- 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
- Mario is Missing
- Mortal Kombat
- Mickey's Magical Quest
- NHLPA Hockey
- On the Ball
- Parodius
- PGA Tour Golf
- Gunforce
- Populous
- Powermonger
- Prince of Persia
- Pugsley's Scavenger Hunt
- Push Over
- Rival Turf
- 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
- UN Squadron
- Warpspeed
- Wayne's World
- Wing Commander
- World Class Rugby
- WWF Royal Rumble
- Zelda III

SEND TO:

MAVERICK MAGAZINES,
16-17 HOLLYBUSH ROW,
OXFORD,
OX1 1JH.

SUPER CONTROL

GAMES EXCHANGE

NAME

ADDRESS

TELEPHONE

I WOULD LIKE TO SWAP THIS GAME

FOR ONE OF THESE SIX:

1 4

2 5

3 6

METHOD OF PAYMENT (MADE PAYABLE TO MAVERICK MAGAZINES)

CHEQUE POSTAL ORDER

FOR OFFICE USE ONLY: RECVD (DATE)

PREVIEW

COOL SP

COOL VIRGINS GET SPOTTED!



Virgin would have us believe that Cool Spot is the coolest character ever to walk the surface of the Earth. I disagree. The coolest character of all time has to be that loveable, womanising, pencil-drawn rogue Fido Dido constantly seen swigging from a can of 7-Up on your TV and cinema screens (apparently it's cool to be clear!).

However, behind the scenes the two contenders for the Mr Cool title aren't really adversaries. Here in the UK, Fido Dido's face is a familiar one thanks to a never ending barrage of merchandise, whilst in the States the roles are completely reversed – it is Spot's face that you see everywhere from mugs to cuddly toys. So why has British based Virgin produced a Cool Spot game for a country where the spot is a nobody, and American based Kaneko is developing a Fido Dido game for a country where he is obsolete? The mind truly boggles!

Despite this, if we haven't heard of Spot before, it will be hard to ignore him now! Appearing first in his very own Mega Drive game, the spot is about to take over the world by boldly venturing onto the Super Nintendo as well – is there no stopping this guy?

SPOT U LIKE

Cool Spot is a hip and happening fella. Attired in nothing more than a pair of Ray-Ban sunglasses (of course!) and the best trainers money can buy (naturally!), the naked zit wanders off into the great unknown as he searches for his fellow pimples.

Starting his adventure on the beach, Cool Spot jumps off an empty green bottle (obviously that famed 7-Up container) and battles with crabs and clams which scurry about on the sand. Spot's objective is to journey through intensely infested platform landscapes and seek out his kidnapped spotty friends, throughout which he has to remain cool headed.

Strutting through these smooth scrolling and superbly drawn landscapes, Cool Spot must collect cool spots which are situated in plentiful quantities above, below and in between all manner of cleverly disguised platforms. By collecting these spots our main man will increase his cool rating, enabling him to win extra lives and buy his colleagues' freedom at the end of the level.

CLEARASIL

There are no guardians to overcome, due to the levels being quite hard enough without you having to battle against some overweight, mother-in-law from hell at the end of an exhausting 10-minute onslaught. Instead you decide which difficulty level you wish to brave – easy, normal or hard – and then off you go. No farting around just straight into the foray.

Cool Spot himself is a beauty to behold. Utilising 250 frames of fluid animation, this chap clicks his fingers, taps his foot, struts with head high, shoots fizzes from his finger, leaps with tiger-like prowess, swings single-handedly from balloons, deftly climbs ropes and then yawns when bored – thanks to some of the smoothest sprite animation ever seen.

The enemy sprites have not been neglected either, they too move cleanly over the landscapes. Some have bizarre mannerisms that add to the already blooming comical element in the game, for example clams spit pearls at you and crabs wander helplessly around in boxer shorts after being robbed of their shell suits.

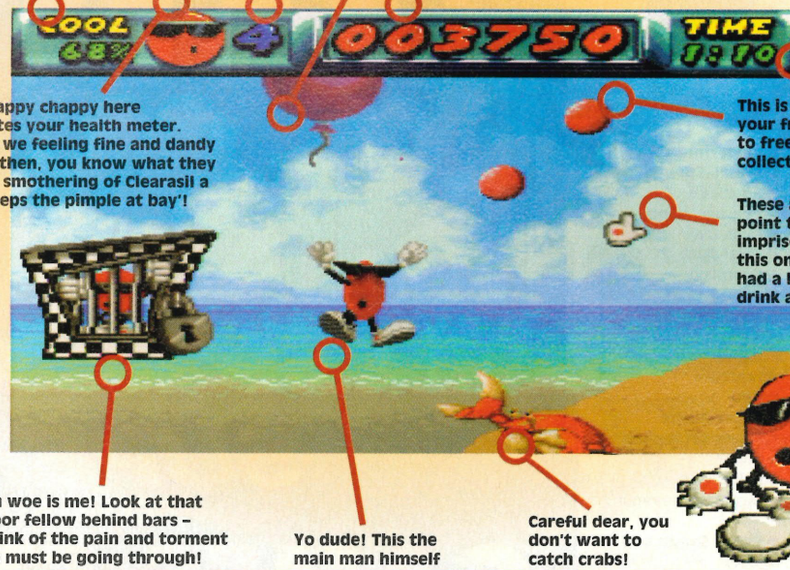
COOL BLUE

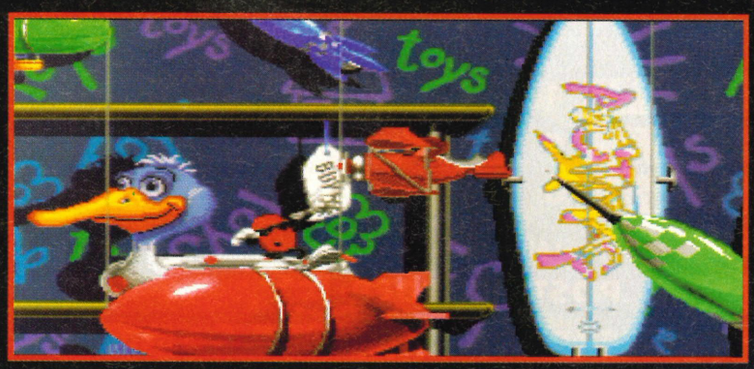
But no matter how good a sprite looks, if the background lets it down then you might as well not bother with the sprite at all. Luckily the background graphics compliment all the hard work which has obviously been sunk into the creation of the sprites – colourful, detailed and imaginative landscapes add the icing to what will no doubt be an impressive cake.

I reckon that if a short, fat plumber from Brooklyn can usurp a superstar blue hedgehog from Sega, then surely a funky little red Spot from 7-Up can rise from obscurity to the lofty halls of Super Nintendo fame. Good luck to him too...

ALLIE

LOSING YOUR VIRGINITY



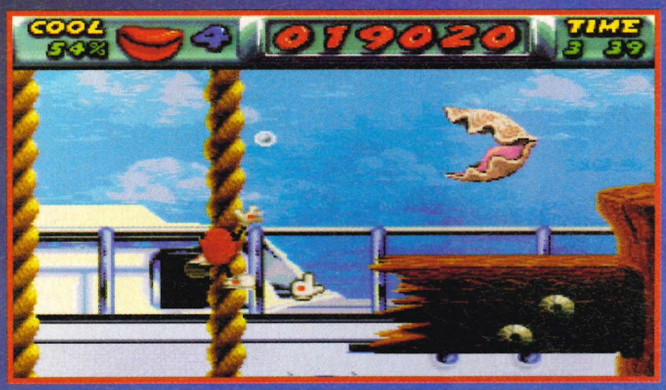


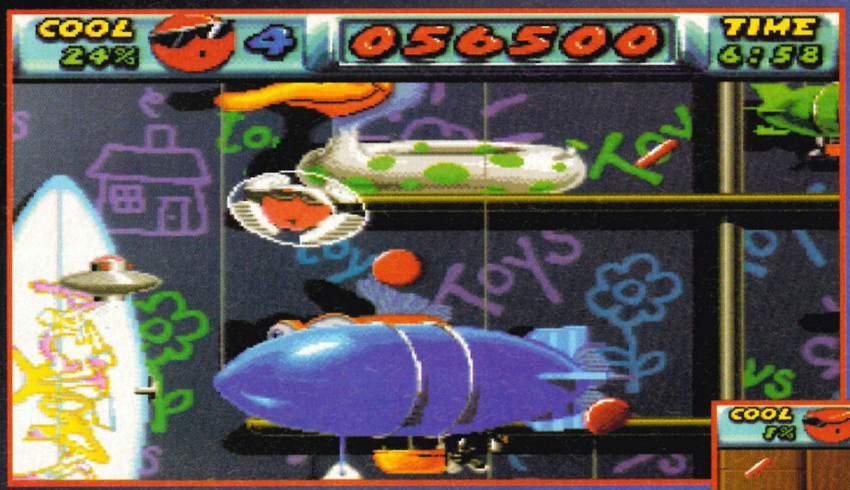
Spot is only little, so what would seem harmless to you and me (such as these nursery toys) seems like a nightmare to poor old Spot



POT

The game isn't simply about jumping on and off platforms, there's also a lot of climbing to be done





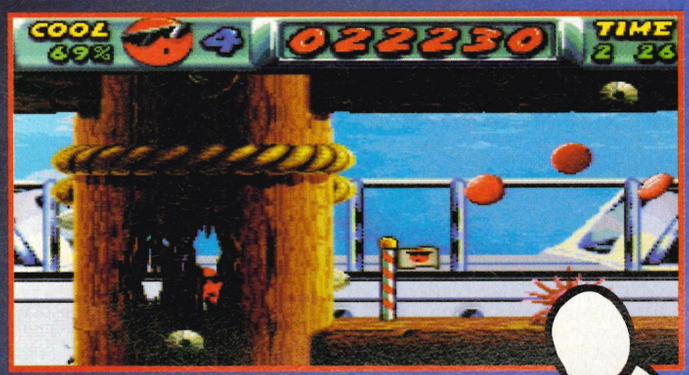
Hubble, bubble, toil and trouble. Caught inside a bubble Cool Spot can rise to higher platforms. Although he looks fairly petit, the bubble soon gives in to his weight (too many outings to the Haagen Dazs shop, no doubt)



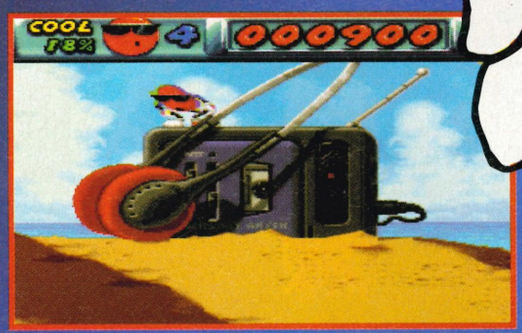


(Above) Sometimes you just don't know if you're coming or going, how the hell are you supposed to make head or tail of this mess? What's an enemy and what's in the background?

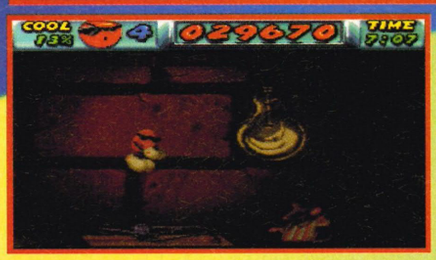
Resting on the job just isn't allowed, stand up straight boy, it's not home time yet!



Pillars, blocks and posts can deceive the eye, like this one for example – you can actually walk behind it and collect a bounty of spots



(Left) Would you look at the things people leave lying around unattended on the beach – Cool Spot stares in disbelief



Deep beneath the floorboards mice lie in wait, ready to throw cheese at any unsuspecting spot. Unfortunately, they have learned to steer clear of the mousetraps so you will have to devise some other plan for killing them

Cool Spot is a nimble chap and can leap from platform to platform and swing from balloons without a care in the world. What a happy-go-lucky sort of spot he is

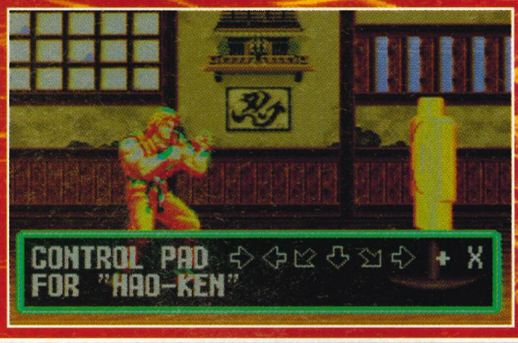


TEST YOUR STRENGTH

Every couple of stages you will be allowed to attempt a feat of strength. Completing them will increase either your spirit or strength, or maybe give you another special move



When the bonus screen comes up, select which one of the three tasks to perform



Back in the dojo, a new move can be learnt. Perform it five times and you will be able to do it at any time throughout the game afterwards



ART OF FI

THAT'S FIGHTING TALK WHERE I COME FROM!

Christmas 1993 will be remembered (by me anyway) for being the festive season that pampered to the tastes of two particular categories of game players – the beat'em-up fanatics and football game fans. There are four new fighting games and five new football games, all vying for your hard-earned cash.

Art of Fighting falls into the beat'em-up category not surprisingly (a football game called Art of Fighting would be at a slight disadvantage, unless it was a Wimbledon simulator of course), so yet again, we ask ourselves if this game could be the one to topple the undisputed champion of all beat'em-up titles, our beloved leader, Street Fighter II. Here we go again...

GRATEFUL DEAD

Ryo Sakazaki and Robert Garcia, trained in the mystical martial art of Kyokugenryu since being knee-high to a glasshopper (!), are out to rescue Ryo's sister, Yuri. So we can see that even from the outset, Art of Fighting borrows its two main character backgrounds from SFII – the noble Japanese lad, dedicated to his art and the typical American beach bum who's as good as the Jap lad but doesn't like to talk about it. Anyway, back to the plot – Yuri has been kidnapped and it's up to our daring two to swing into action and save her. Ryo's father has also disappeared, so no prizes for guessing when he'll turn up – the usual codswallop!

SORE 'EAD

As arcade conversions go, Art of Fighting is admittedly very faithful to the original Neo Geo version. The basic game structure is there, as is the nifty 'zoom' feature which operates automatically when the two onscreen competitors come within striking distance of each other. Mode 7 is perfectly suited to this task and once the initial adjustment is made by the player, the constant scaling becomes totally unnoticeable.

Three game settings are available: player one Vs the SNES, two players Vs each other, and finally the main option, the story mode. The latter mode is a one-player setting that follows either Ryo or Robert on their quest to find the lovely Yuri. This mission takes place in a fictional city, inhabited by your stereotypical enemy (of course). Borrowing from Final Fight this time, each area is visited and a fight takes place. Once you've beaten said thug, you proceed to the next area and do it all again, and the further you progress the harder it gets.

Graphically, the city scenes don't touch Street Fighter II – the overall lack of detail and colour is appalling, especially for a 16meg cartridge. Having said that, the actual game characters are absolutely huge and easily outsize Ryu, Ken and friends. These mighty characters, even when scaling in and out, still remain smooth and fluid while moving.

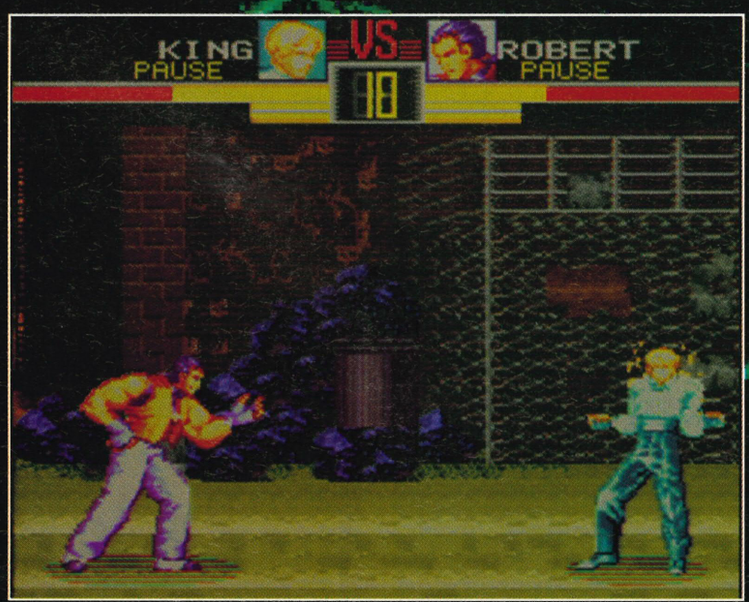
Speed on the other hand is lacking even on a US machine, so the PAL translation is in danger of being laughably slow. This only becomes obvious when two players battle against each other, resulting in the game becoming nowhere near as exciting or intuitive as SFII. Although Art of Fighting seems a little tougher, thanks to a well-implemented difficulty level, the whole product is very sluggish in comparison.

Special moves are easily performed and sometimes very spectacular, while the character spirit level which restricts their use as it diminishes is a superb idea it must be said. The ability to gain mega moves on the bonus stage and the fact that more special moves become available the longer you play is again very well thought out, but falls short of adding anything extra to the game on the whole because of the lack of gameplay.

Presentation is spot on, from the informative and interesting instruction manual through to the 'gripping' story mode. These are simply cosmetic touches however, and I can't help wondering whether omitting these and concentrating on improving the game would have been an idea.

Some good ideas have been included and very well implemented – Art of Fighting IS a better game than Mortal Kombat and Tuff E Nuff, but is YET ANOTHER beat'em-up that does not better Street Fighter II. Christmas is looking rosy for Turbo!

ANDY







Press the X button when the energy bar is full, in order to break the ice-blocks and get some extra spirit



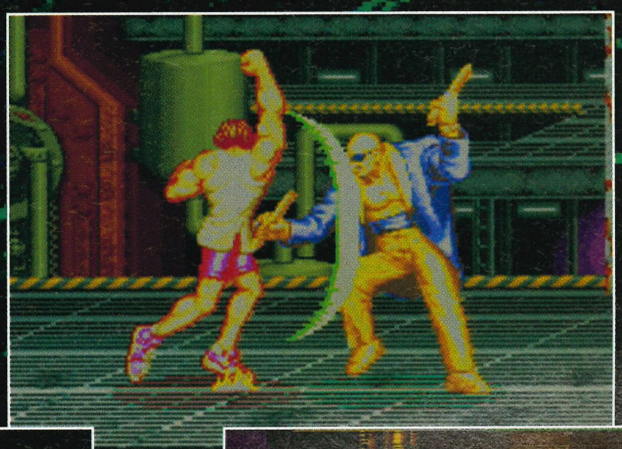
This is Andy down at the pub. After drinking some Newcastle Browns. He lines them up and tries to break their necks off with a swift karate chop. What a pillock

GHTING

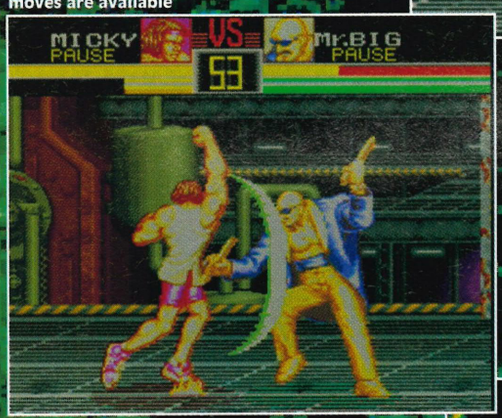
Wow, 10 characters to choose from. Unfortunately, you can only use one of two blokes in the story mode though



Take that you swine! In two-player mode any characters can be used and all of their special moves are available

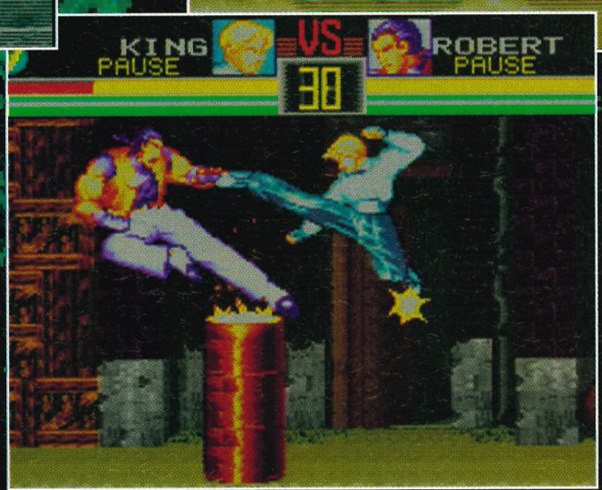


Take that you swine! In two-player mode any characters can be used and all of their special moves are available



Todo has one of the nastier moves from the game which he can pull out of thin air





That's a rather nice brazier you have there!

After Street Fighter II and Mortal Kombat, we now have Art of Fighting from Takara entering the fight for the title of king of the beat'em-ups. SFII fans will be glad to know that this game doesn't steal the crown, but it does have a jolly good try. Graphically this is superb, and although the constant zooming in and out seems off-putting, it actually helps to concentrate on the action. It was great on the Neo Geo, but on the SNES it's just another beat'em-up that doesn't come close to SFII, but beats the pants off Mortal Kombat.

RICH



THE ART OF FIGHTING

HOUSE: TAKARA
ORIGIN: IMPORT
PRICE: £TBA
PLAYERS: 1 OR 2
TYPE: BEAT'EM UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

84%

SUPER CONTROL

SOUND	8
GRAPHICS	8
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

- Good sprites
- Decent sound
- Mode 7 'zoom'

ENERGY LOW

- Sluggish and slow
- It isn't called Street Fighter II Turbo

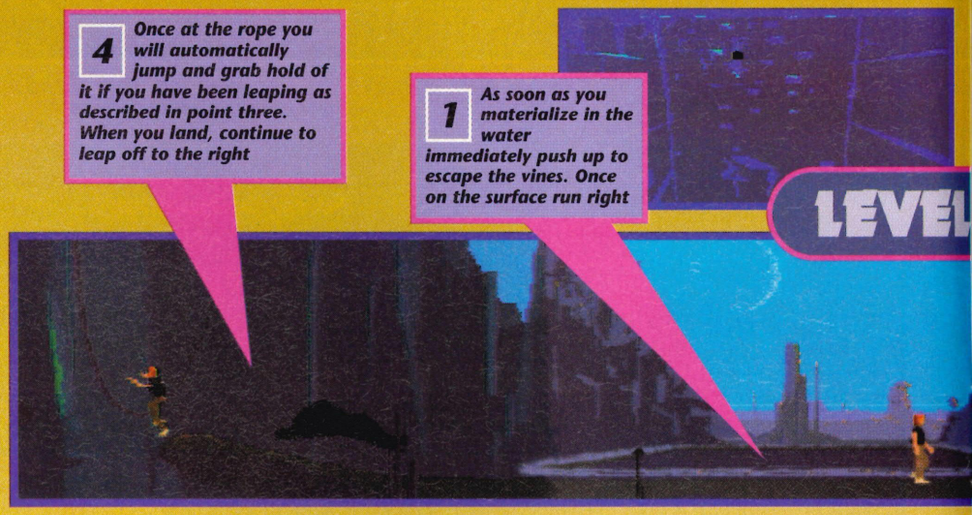
ALTERNATIVE SYSTEM

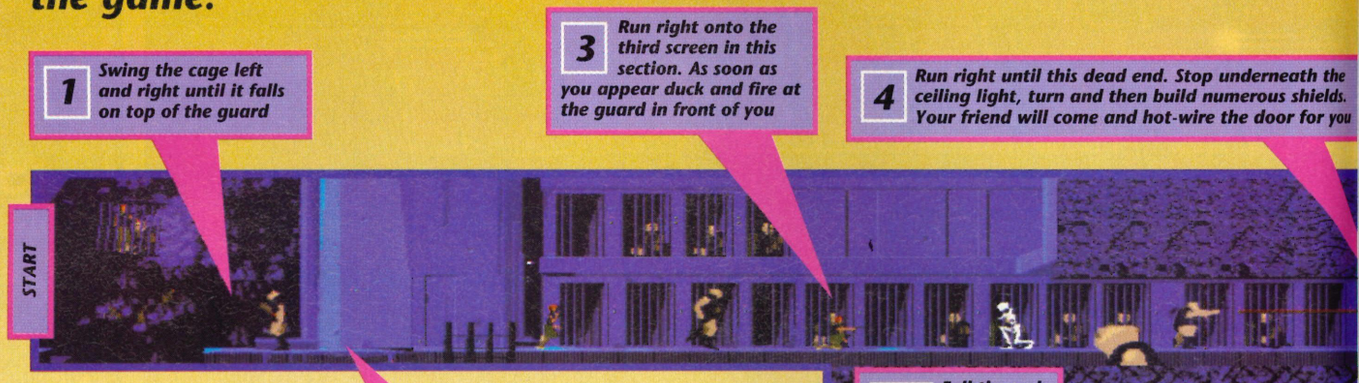
It's already been mentioned a million times (more or less) in the review, but I'll say it again - Street Fighter II Turbo (94 per cent) is much, much better than Art of Fighting, or indeed any other beat'em-up in existence. That is the last ever time we will tell you this, so be warned!

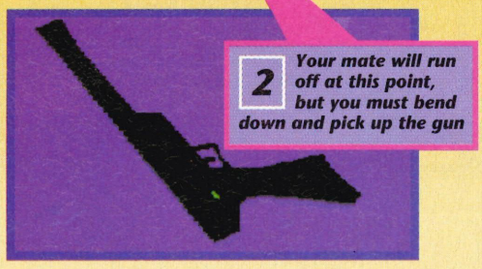
THANKS TO TAKARA USA

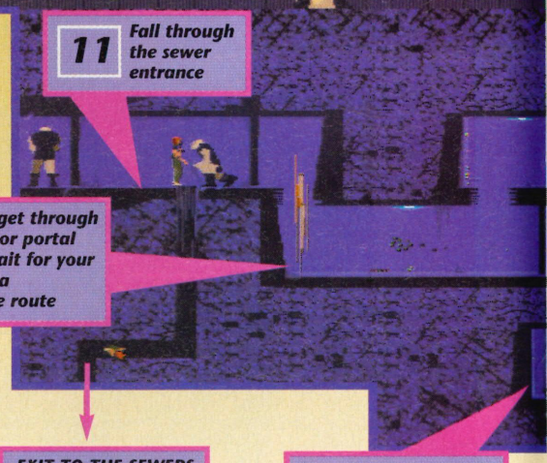
ANOTHER WORLD

In part one of our two month saga, we'll help you get a good halfway in the brilliantly taxing Another World. You now should have little problem progressing speedily through the game.

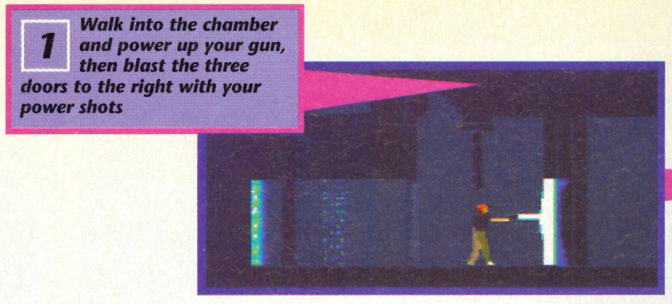


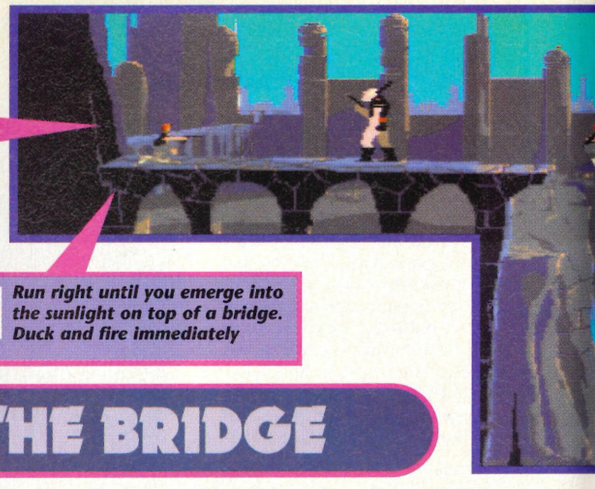






LEVEL TWO - THE MINES





LEVEL FOUR - THE BRIDGE

ONE - THE BEGINNING





3 Run as far right as possible until you bump into a huge black alien dog, then turn and leap off to the left (press run and jump buttons together)

2 Small black slugs slither across the floor. Simply duck and kick them out of the way. Continue right



5 Suffer the consequences!

9 Blast the door open with a power shot and quickly continue left through the floor portal (pull down). The control panel that you blasted has trapped the guard behind the doors

5 Run right and get on the turbo lift



8 Get back on the turbo lift and move to the middle floor

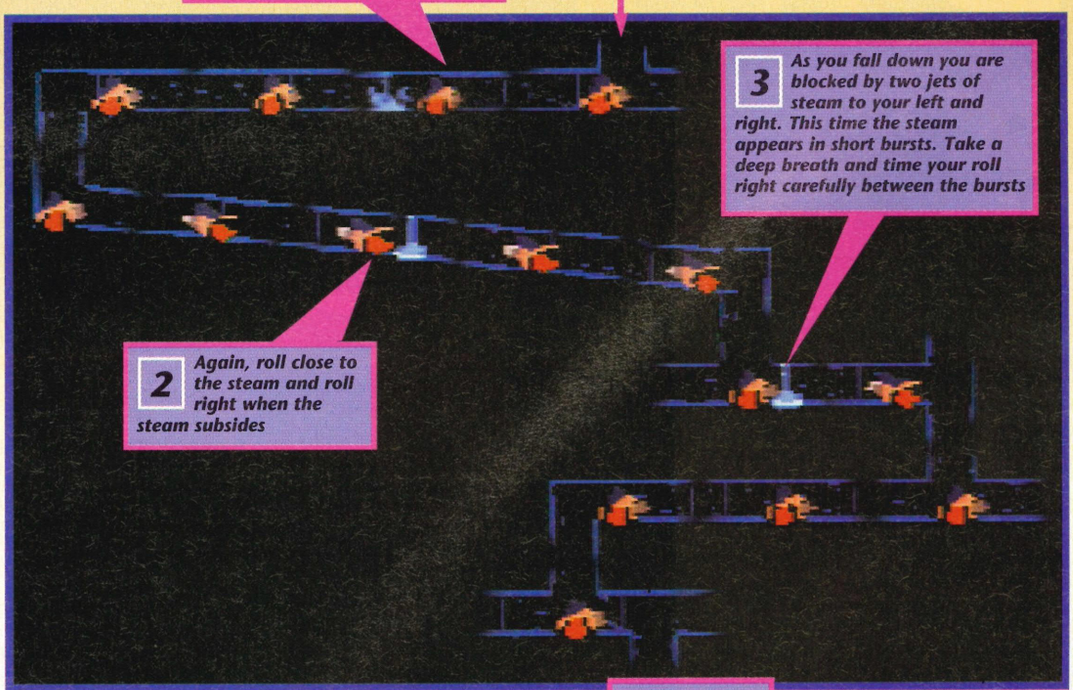
6 Go right to the bottom of the lift shaft and then walk off to the left. As soon as the screen changes, duck and fire immediately. If you were quick enough you will kill the guard before he kills you!

LEVEL THREE - THE SEWERS

1 Listen for the steaming jet. Roll as close as possible to the steam and then wait for the jet to subside. When it does immediately roll to the left

START

Follow the mapped route very carefully because one wrong turn could lead to a fatal fall



3 As you fall down you are blocked by two jets of steam to your left and right. This time the steam appears in short bursts. Take a deep breath and time your roll right carefully between the bursts

2 Again, roll close to the steam and roll right when the steam subsides



3 Run right on to the next screen and as soon as the screen changes leap off the edge of the bridge

EXIT TO CAVES

4 You should land on a small platform safely. Next power up your gun and blast a hole through the mountain wall

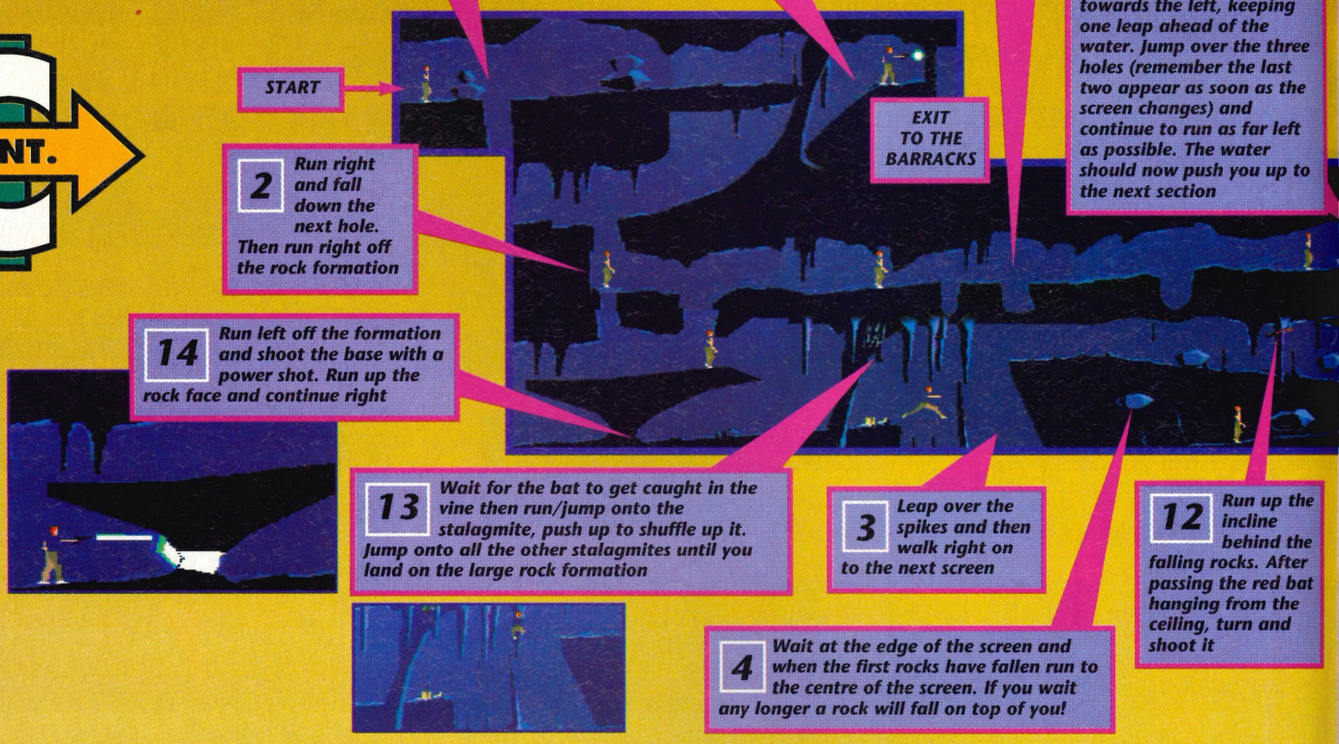
EXIT TO BRIDGE



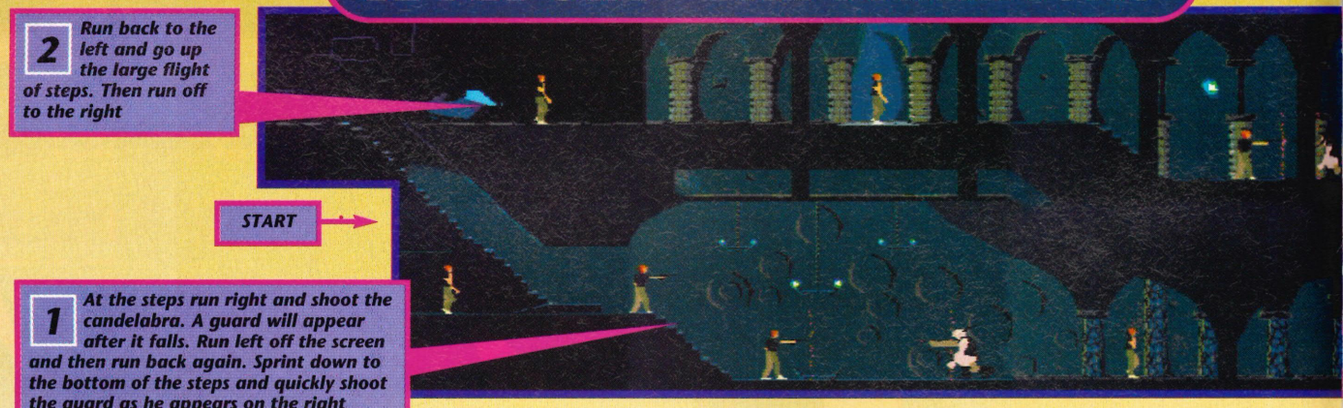


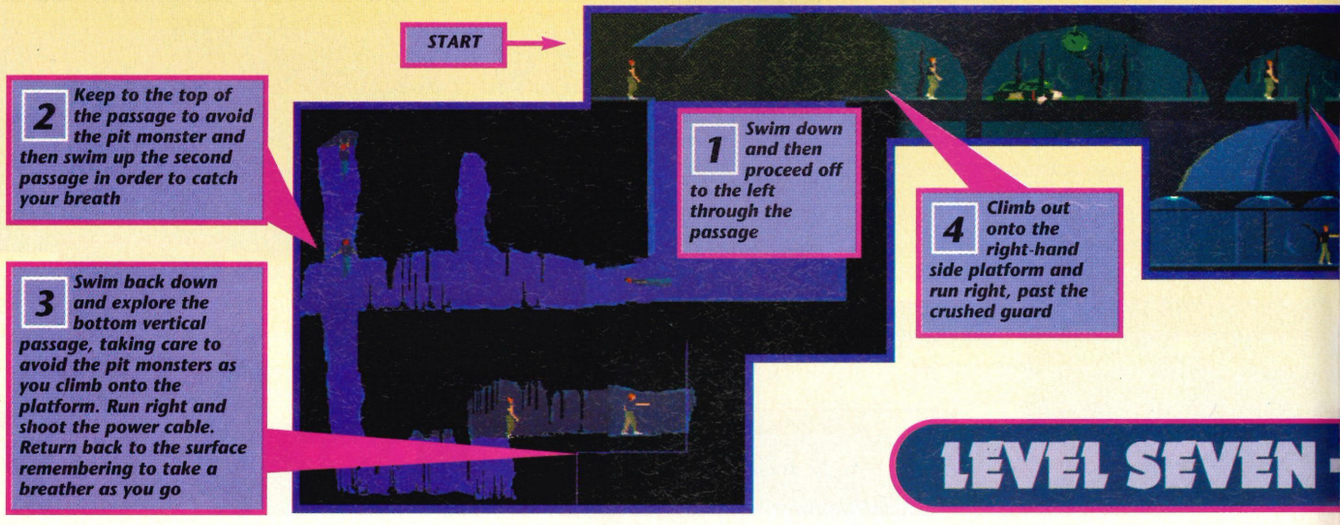
ANOTHER WORLD

CONT.



LEVEL SIX - THE BARRACKS





LEVEL SEVEN

LEVEL FIVE - THE CAVES

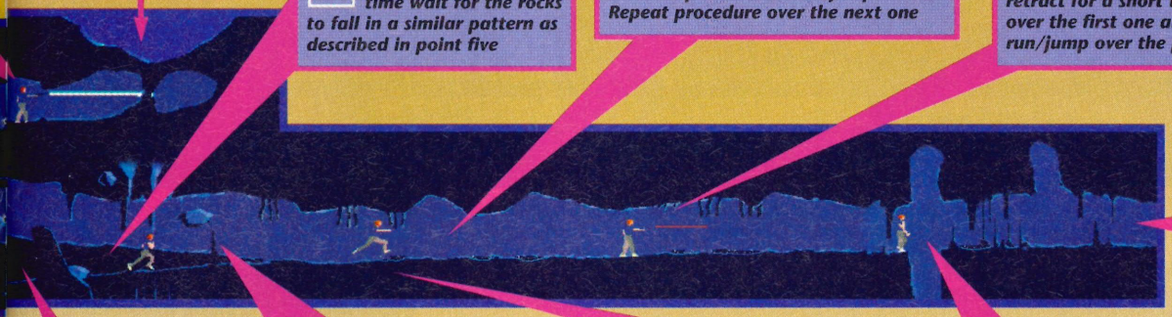


DROWNING ISN'T PLEASANT BUT THATS WHAT WILL HAPPEN IF YOU LOSE YOUR FOOTING

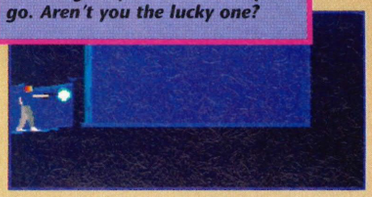
6 Again, stay at the side of the screen but this time wait for the rocks to fall in a similar pattern as described in point five

8 Stand at the edge of the screen and run/jump over the pit monster. Get within one pace of the next pit monster and jump over it. Repeat procedure over the next one

9 On the next screen move close to the three hanging vines and then shoot all three to make them retract for a short time. Jump over the first one and then run/jump over the pair

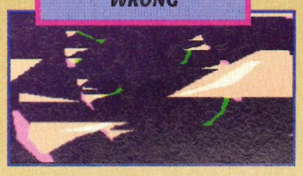


11 Blast this wall with a power shot and then run back the way you came, reversing all your actions as you go. Aren't you the lucky one?



7 When possible make a dash for the centre of the screen and then run past the next rock and the hanging vine onto the next screen

SNAP, SNAP, SNAP! YOU JUDGED THAT ONE A LITTLE WRONG



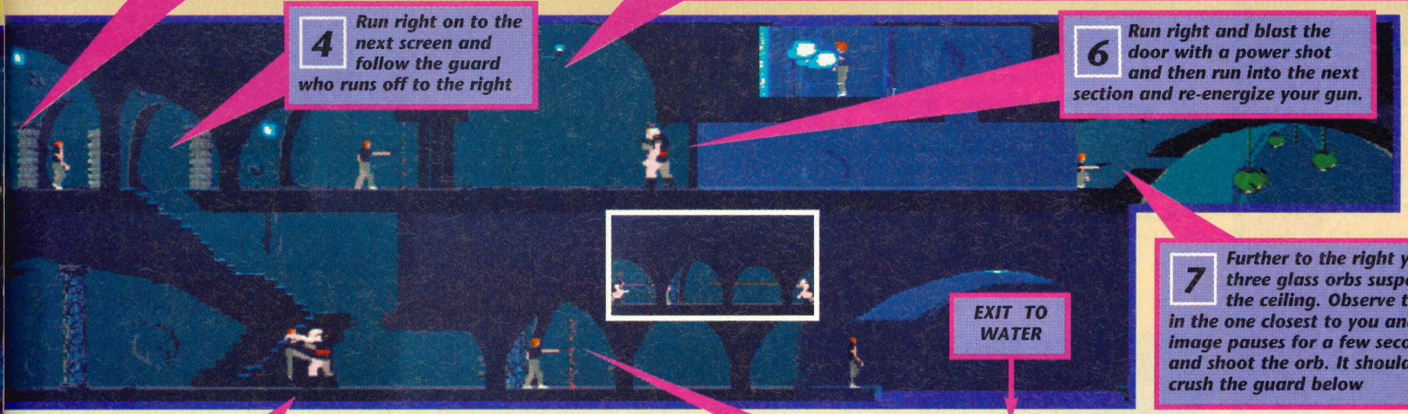
10 Run/jump over the hole and then jump over the pit monster lurking on the other side

5 Wait in the centre of the screen until the large rock hits the ground a second or two before the smaller rock hits, then run quickly to the next screen

3 Walk down the small flight of stairs, build a couple of shields and wait for the guard to appear on the right of the screen. Power-up, blast his shield and shoot him dead

5 Don't run through the doors; walk close to them and build a shield. Then walk one pace forward until the door automatically opens, not in front of the shield as this will expose your body to the guard. When the door opens the guard will throw a grenade; as he does, walk back causing the doors to close. The grenade will bounce back towards the guard

4 Run right on to the next screen and follow the guard who runs off to the right



6 Run right and blast the door with a power shot and then run into the next section and re-energize your gun.

7 Further to the right you will find three glass orbs suspended from the ceiling. Observe the reflection in the one closest to you and when the image pauses for a few seconds duck and shoot the orb. It should fall and crush the guard below

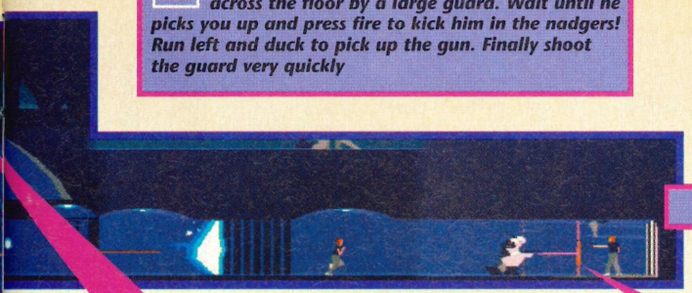
EXIT TO WATER

8 Run left, walk down the flight of stairs and at the bottom run right. You will get punched across the floor by a large guard. Wait until he picks you up and press fire to kick him in the nadgers! Run left and duck to pick up the gun. Finally shoot the guard very quickly

9 This next bit is very tricky so pay attention!

Walk to the point indicated by the arrow and build about five shields in front of you. Turn and build another five behind. Turn to face the right and take one pace forward where you should quickly build another shield. Two guards will now approach you – one from behind and one from in front.

Turn to face the one behind and take one pace forward. Power up and blast away his shield, then quickly shoot him. Now face the one in who is front and repeat the procedure. As long as you don't panic you'll be fine



EXIT

5 Run right and fall down the hole. As soon as you land power up and blast the door. Then run right through all the automatic doors and none of the lasers blasts will hit you

6 At the dead end stand slightly away from the grating, turn to the left and build a few shields. As long as you remembered to shoot the candelabra back in the barracks your mate will come to your rescue

THE WATER

CODES

Level Two – HTDC
Level Three – CLLD
Level Four – LBKG
Level Five – XDDJ
Level Five a – FXLC
Level Five b – KRFK
Level Six – KLFB
level Six a – BFLX

ACCESS ALL AREAS

ANOTHER WORLD

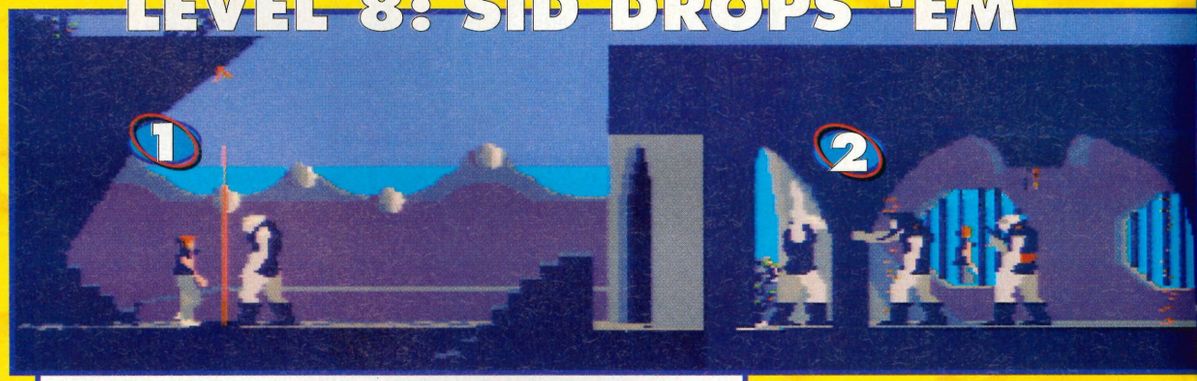
SURVIVING THE ROUGHER AREAS OF THE ALIEN PLANET



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

79%

LEVEL 8: SID DROPS 'EM



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

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



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

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

EXIT TO STRESSBOMBS AWAY!



LEVEL 9 PART 2:

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

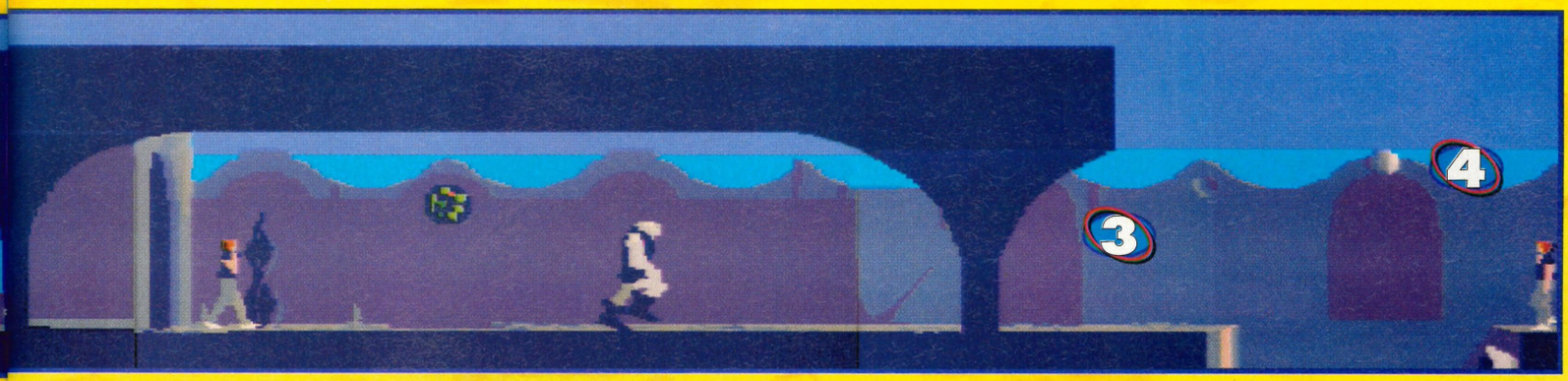
2 Don't mind him, just run, run, run! Any hesitation now will prove fatal, so keep on running!

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

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



ACCESS ALL AREAS



LEVEL 9: STRESSBOMBS AWAY



DON'T GET CHEWED



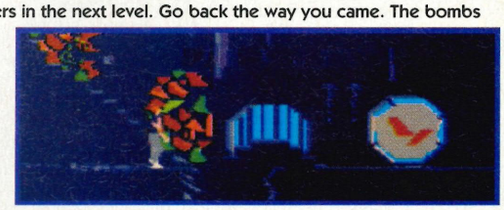
1 The moment your feet hit the floor, proceed with the Controlled method to kill the guards. Once they're dead, exit the screen on the left-hand side and keep waliking until the following screen

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

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

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

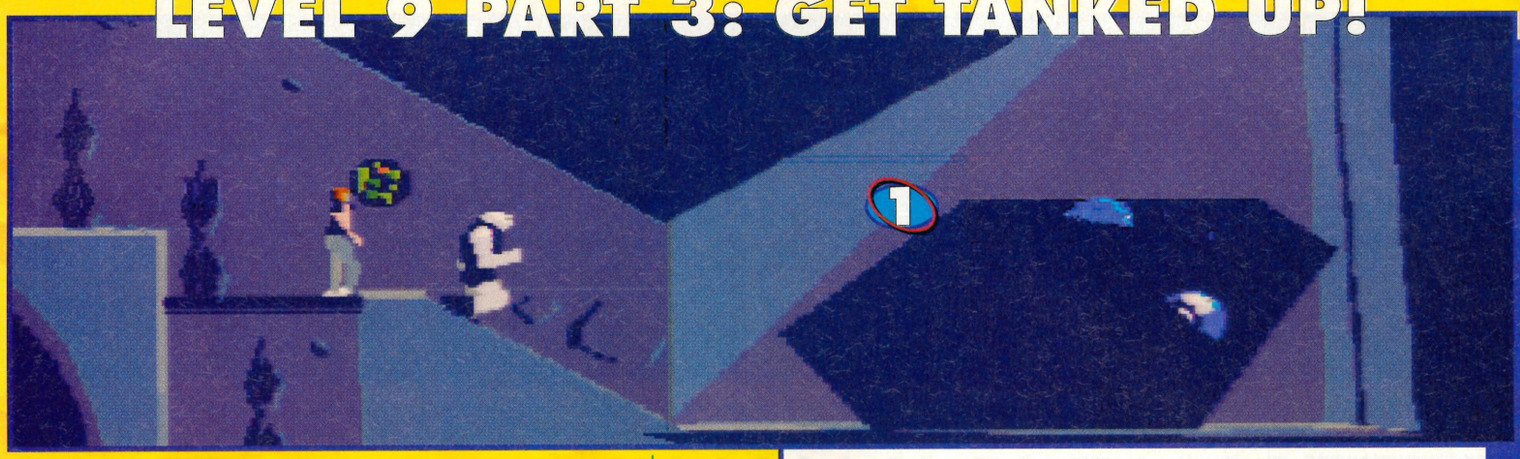
5 You'll appear in a small room. Shoot the wall because this turns off the sense-lasers in the next level. Go back the way you came. The bombs that rolled down the stairs should have blown a hole in the floor. Simply drop down it. If there's no hole you'll have to restart the level

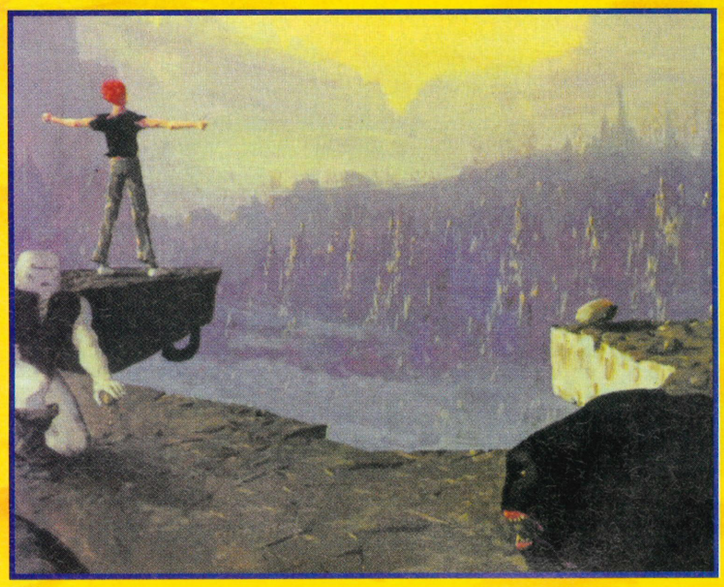


6 You'll land in a deserted room. To the right is a room with three sense lasers which react to movement. Shooting the wire previously has switched off the lights, making it easier for you to leg it through the room. Start running and don't stop until all the lasers have fired, then stop dead or you'll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

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

LEVEL 9 PART 3: GET TANKED UP!

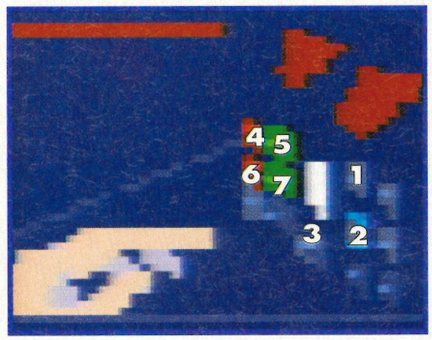




1 Keep moving, following Sid. You will stumble across a tank. Clamber in and make your escape to freedom. It's just you, Sid, a tank and the open road…

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

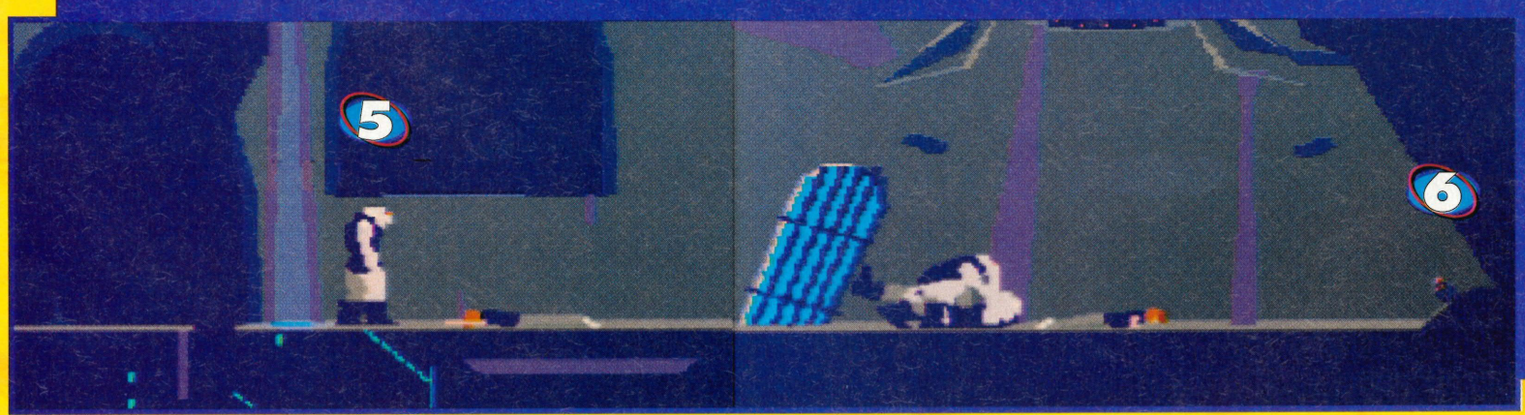
3 An unfamiliar control panel faces you. Fortunately, Super Control has printed the correct key combination. Oh joy! Simply push the buttons in numerical order. Only two buttons appear at first, you need to press them to make more appear. You can fire rockets at the guards, but just remember that you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



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

LEVEL 10: THE FINAL CONFLICT











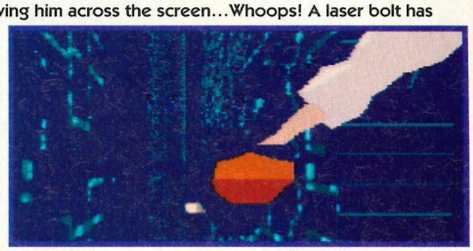


1 The pod lands slap bang in the middle of the annual alien beach-party. As you emerge from the wreckage, begin to run and don't stop until you've left the screen

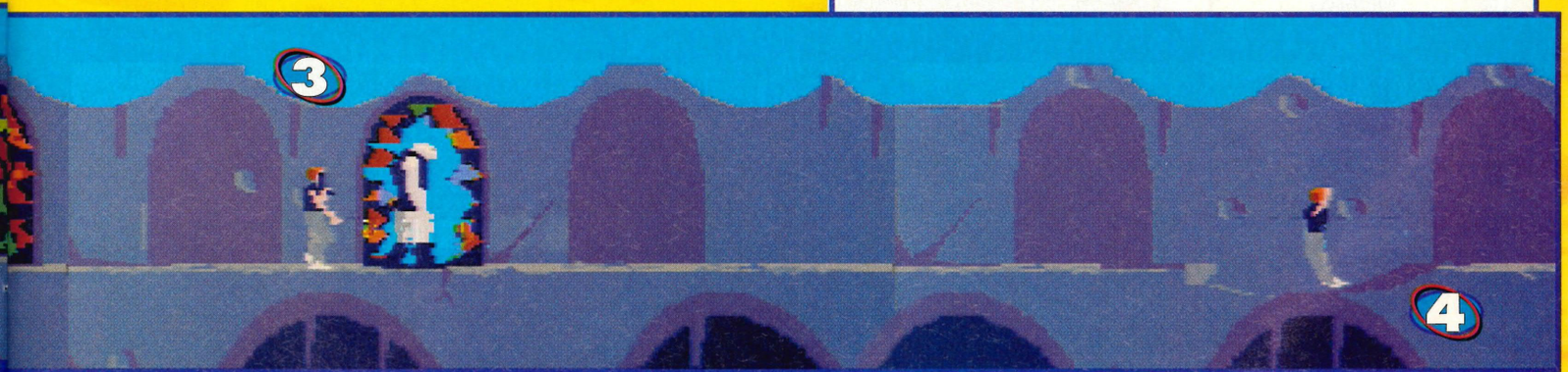
2 As you enter the next screen, build a shield and proceed with the Controlled method to shift the six guards that appear. Be patient, stay cool and you'll kill them easily. Once clear, run on

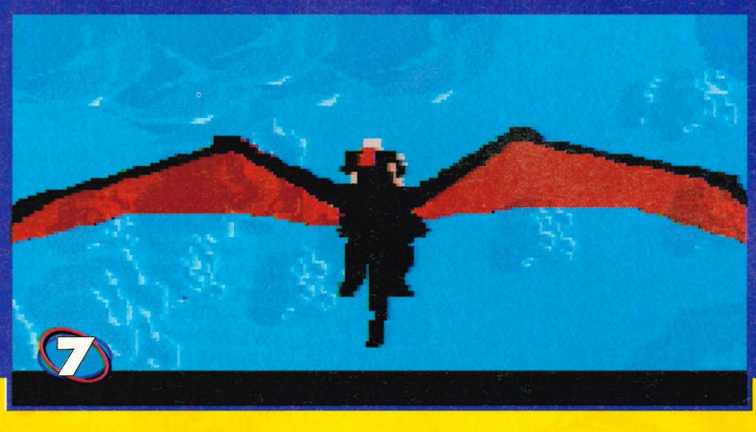
3 Sid will smash his way through a window and begin to run. Follow him into the next screen, he'll show you the way. Keep moving

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



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





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

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



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

ACCESS ALL AREAS

KING ARTHUR'S WORLD

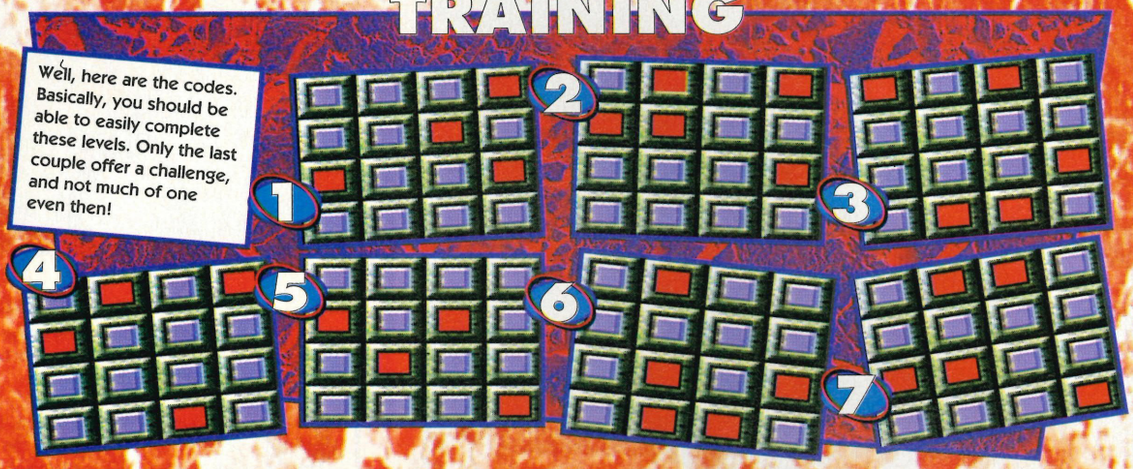
KING HENRY'S WIVES, KING ALFRED'S CAKES, TIME FOR...

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

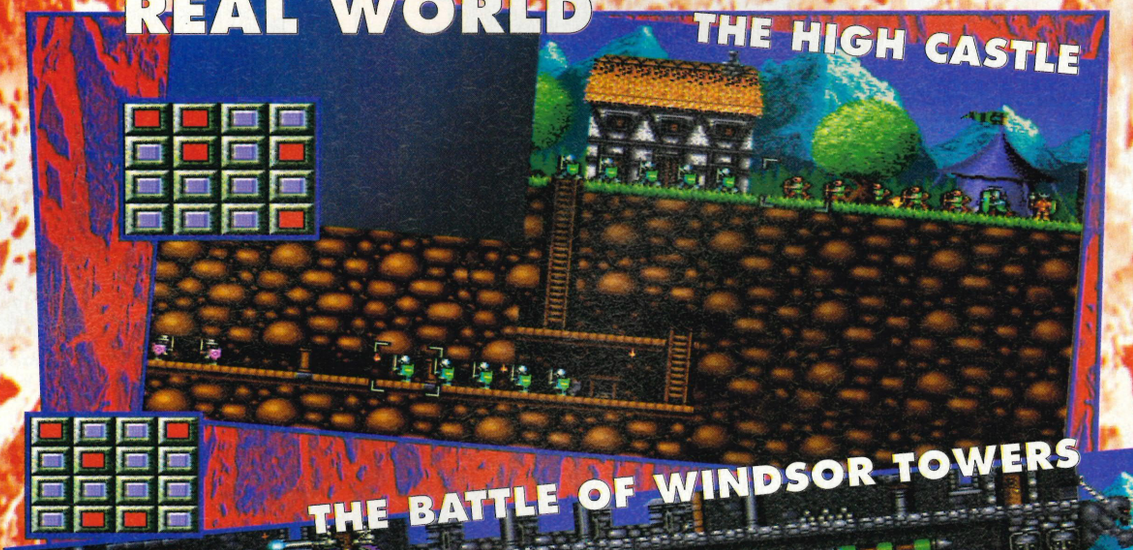
I haven't mapped the game as exploring is half the fun in KAW, and unlike Another World for instance, fast action is rarely needed providing you keep your head. Instead, I offer you some advice and useful level codes. Use them well, and good luck!

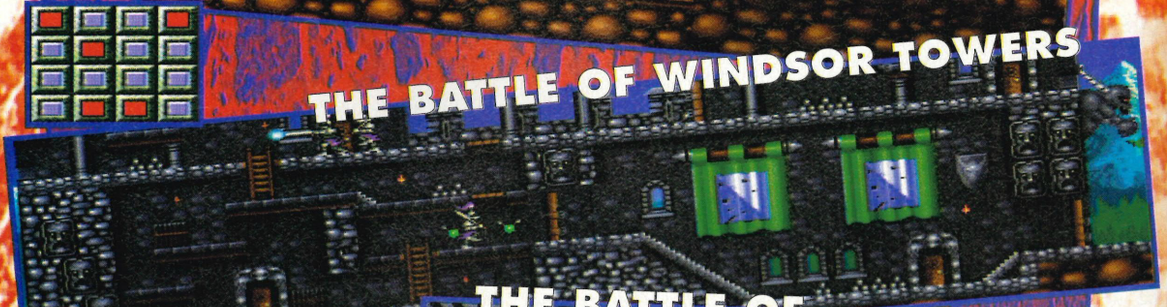
TRAINING

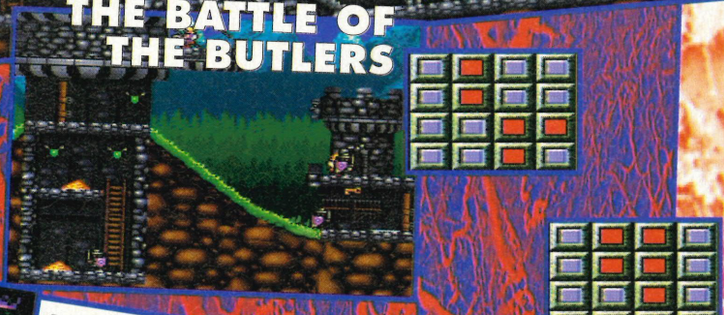
Well, here are the codes. Basically, you should be able to easily complete these levels. Only the last couple offer a challenge, and not much of one even then!



REAL WORLD









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



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



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



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



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

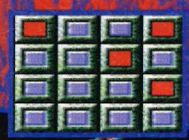
79%

ACCESS ALL AREAS

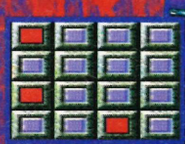
GOBLIN UNDERWORLD



CAVERN ONE



CAVERN TWO



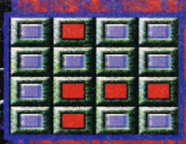


CAVERN THREE



CAVERN FOUR



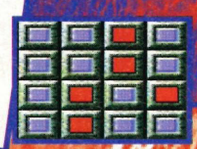




Goblin Soldiers – These little gits carry flame-throwers which can do an awful lot of damage to troops, especially troops climbing ladders. Either rain arrows onto them or use magic. On no account send unshielded knights or Arthur into a fight against more than three Goblin soldiers. It's also worth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



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





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



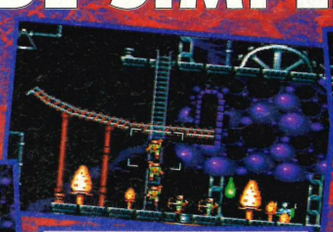
Trog Demons – These are one of the toughest enemies throughout the whole game. I advise using an apocalypse spell should you see more than one on the screen at once. Standing Arthur on a platform gives you the best protection from them. Should you need to leave any of your troops in one place for a while,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

ARCHERY MADE SIMPLE

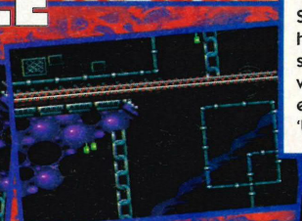
Archers are the real mainstay of Arthur's army. They are the only troops capable of killing enemies above, below or ahead without the need for close combat. They are also very few in number as the game wears on, so leaving them standing around is not a good idea. Here is a little tip for sending archers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

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





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



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

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



CLOUD WORLD REALM



CLOUD ONE

CLOUD TWO



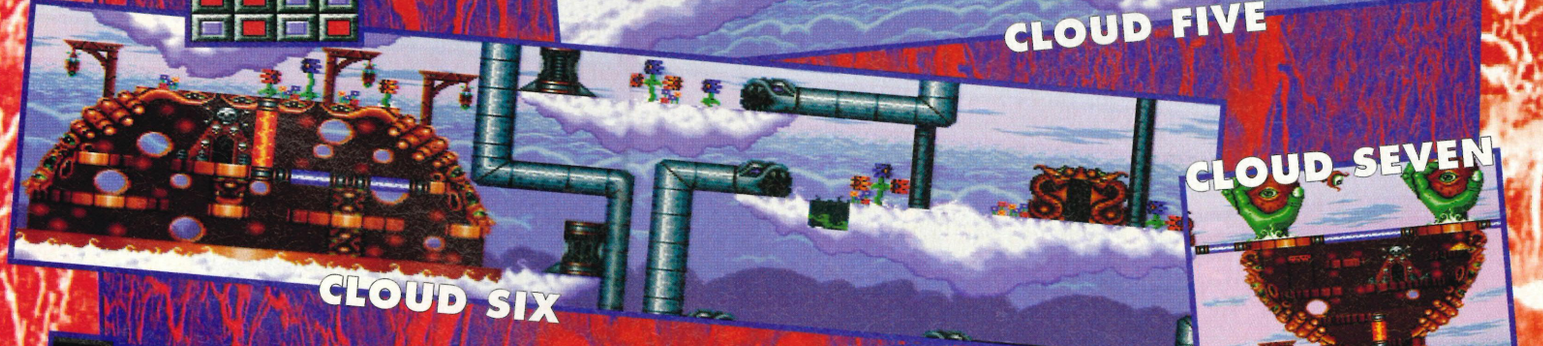
CLOUD THREE



CLOUD FOUR



CLOUD FIVE



CLOUD SIX

CLOUD SEVEN



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



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



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



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

KING ARTHUR'S ARMY



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



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



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



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



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



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



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

PLATFORMS ARE TRENDY



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



...For keeping troops safe from trog demons



...For reaching any objects out of reach



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



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

DARK WIZARDS

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



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



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



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

HANDY HINTS

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

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

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

DRAGON'S LAIR

SNAKE GUARDIAN



Stand on the edge of this platform and wait until you see the snake's head first appear on the edge of the screen. Then leap into the air and fire your dagger into its head. If a successful hit has been made the snake will turn white. Occasionally turn and face the left to shoot the oncoming baby lizards. Once the snake has been killed, go to the top of the screen. You'll encounter the snake once again, so use the same tactics as before. Hurry, for time is not on your side!

Is Dirk the daring becoming Dirk the dead? Can't find Singe anywhere? Then help is at hand with this truly amazing guide – everything you'll need to know on how to defeat Singe and rescue the fair Daphne.





2

Very simple to complete – firstly move all the way to the left. Then when you see the green wooden tower start heading up. Now the idea is to get over the top of this tower and into the waters below. Then go over to the right and up into the hidden exit



1

Head to the right until you see the second dropping platform. Then drop down until you see another one. Jump across twice and you will see a see-saw and a weight. Get onto the platform above the boxes, then drop down onto the see-saw making the weight go onto the other platform. Then jump onto that platform and try to leap onto the platform marked exit

4



It's easy when you know how! Just run right until you drop down into the icy waters below. Then navigate your way around until you can no longer go to the right. Then quickly tap the jump button to surface and then you should see a secondary exit sign. That's the one you want!



3

Not a lot to do here – just run right jumping and hacking your way through until you arrive here. Then wait until the platform moves into view, then count to three and then jump right. If successful you'll be on the moving platform heading towards the exit



7

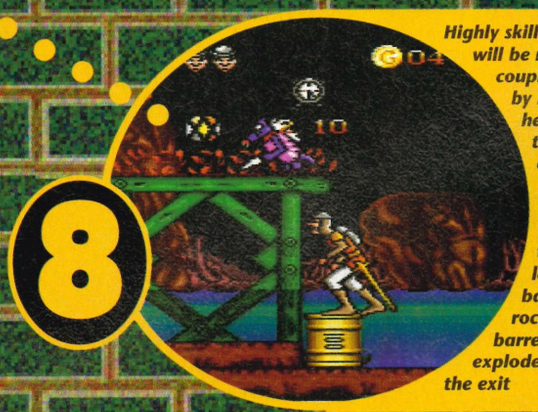
Nothing to say apart from take care and keep moving to the right!



BAT GUARDIAN



Very easy to defeat, just stand on a higher platform like the piccy shows. Wait until he fires his sonic waves towards you. Decide on which evasive action to take and then retaliate by jumping and firing repeatedly. Pause from time to time to see where his attack is heading so you can continue to dodge the waves. Without too much trouble you should emerge from the battle victorious



8

Highly skilled joypad manipulation will be required over the next couple of minutes. Start off by nudging the barrel over here. It's best if you use the tops of the platforms on the way. Then keep moving along until you come across a secondary barrel. Push this all the way to the left until you see a barrel wedged into the rocks. Make the two barrels meet and watch them explode allowing you access to the exit



6

A tad crafty this level! Make your way to the top right of this level until you see the exit sign. Ignore this and jump onto the top of the roof like so. Then drop down onto the platforms until you see the real exit. Easy eh?



5

As soon as you start, head towards the trampoline. Then bounce up to the left and try to grasp a hold of the rope that's dangling above. Then nudge the anvil to the right onto the fires below. Now you can safely cross the fires without dying. Keep moving to the right and you'll see another trampoline, so use it and jump as far as you can to the right. Repeat this until you arrive on a normal platform with a rope above it. Climb the rope and jump across to the other side. Then quickly drop down the rope and head right until you land near this exit

DRAGON'S LAIR

9

As soon as you start, head straight to the top platform, then moving right you'll see a trampoline. Nudge it along to this location and then use it to get to the higher platform. Moving further on you'll see another trampoline. Use hard pushes get it here. Then bounce up and into the exit



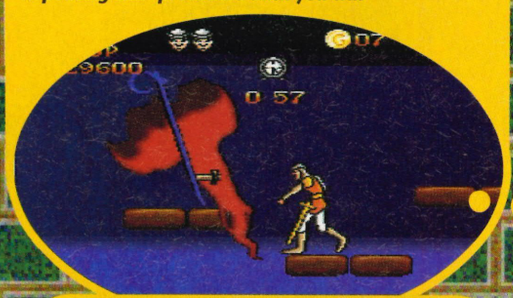
13

Proceed down and right until you see a moving platform. Jump onto this platform and move up to the top right. Keep moving forwards until you see an exit sign. Ignore this and step onto the descending platform until you see another exit sign. This is the true exit





Try to make your way to the top of the screen until you see the red ghost. The only way to harm it is to shoot it repeatedly in the head. Try to do so by staying at a distance. This way you'll be able to see his attacks – when this happens try to outrun the star. Repeating this procedure until you win



BAT GUARDIAN

15

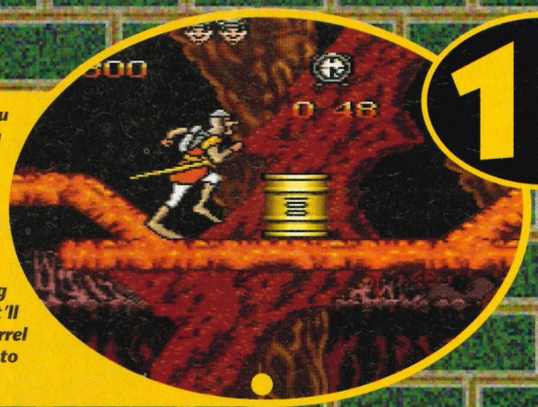


Use the wooden beams above you to reach the top. Try to stay away from the walls on your way up as they'll slow you down. When you reach the top, kill the flying wizard immediately then when a green dragon appears again jump on him and up onto the top platform. Once you've done that run all the way to the left and into the exit

14



Lots of pushing and shoving is required for this stage. You'll need to start pushing the platform as soon as you see it. Keep going left until you can go no further then drop down to use the see-saw. After a few tries you can get to the tower, nudge the platform just slightly off the edge and use it as a stepping stone to get to the other side



11

From the starting point you can see a barrel above you on a platform. The idea is for you to get to this location. Once that has been achieved, shove the barrel constantly to the right. When in the waters, fall with the barrel keeping it close to the wall. Then it'll meet up with the other barrel and explode enabling you to continue to the exit

All you have to do is jump to the right as far as you can. When you can go no further, step onto this descending platform and drop down to the second platform. Here you'll see the exit, so jump off and get going!



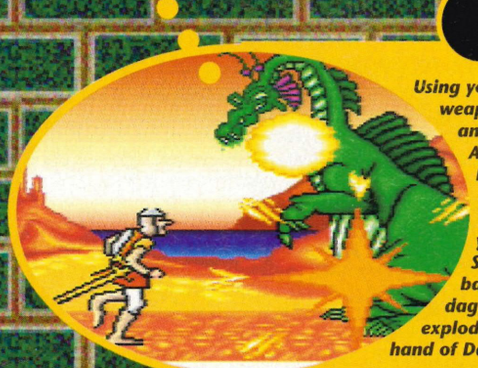
10





12

No nasties to overcome on this level – just a good sense of direction will be required. Go to the edge of the first platform and jump right. Then as soon as you land, jump right again and try to grasp the rope and haul yourself to the exit



SINGE

Using your sword as your primary weapon, run to the right killing anything that gets in your way. As soon as you see Singe's head appear nudge forward a tiny bit and start holding down jump and throw. If you're in the right place Singe can't hurt you and the bats will just fly into your daggers. After a while Singe will explode into flames and the fair hand of Daphne will be yours!



ACCESS ALL AREAS

DRAKKHEN

YOUR SISTER'S A DRAGON...

FINDING YOUR WAY AROUND



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

DUNGEON ONE: PRINCE HORDKHEN



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

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

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

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

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

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

Leave Hordkhen and proceed to the dungeon of Prince Haagkhen



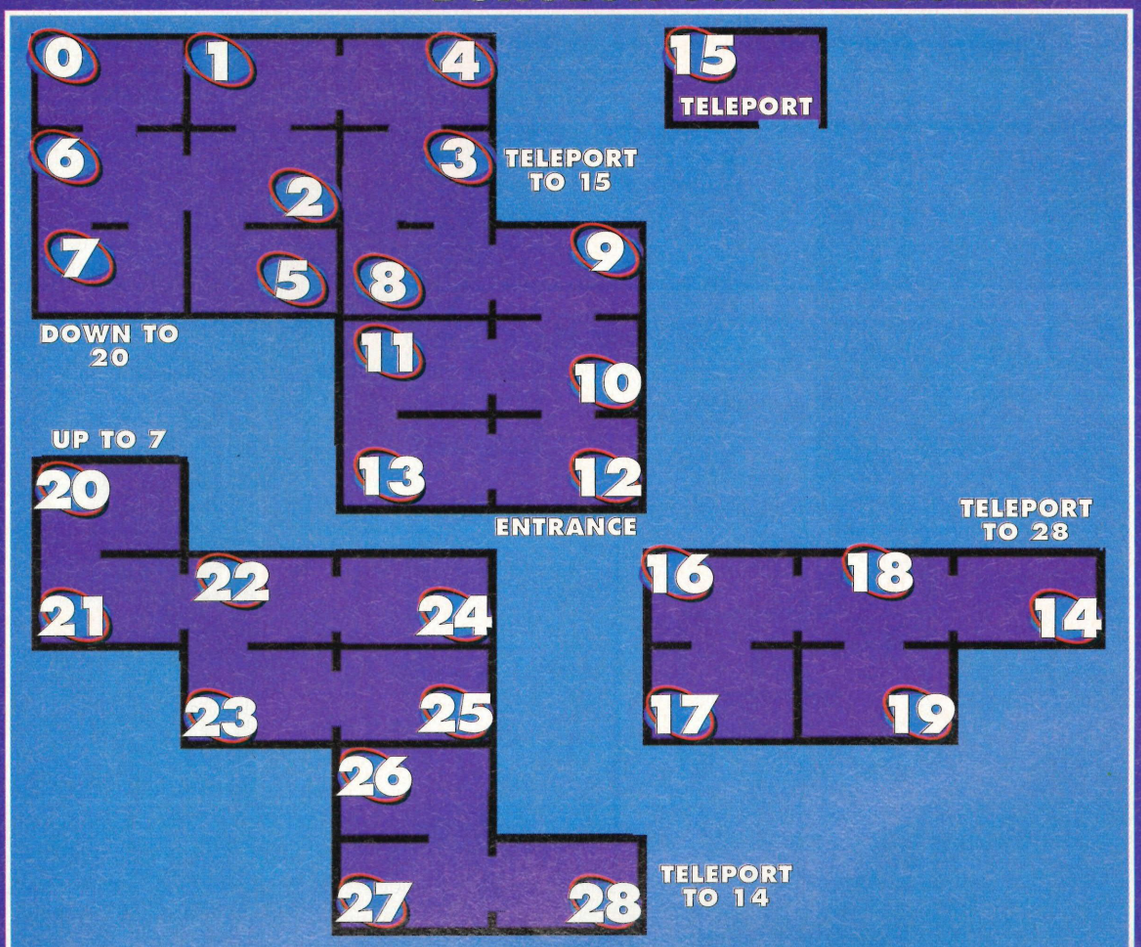
I really am not a big fan of this type of game, and while Drakkhen may appeal to fans of the 'genre' as we writers like to say, it didn't even dent my armour when it came to enjoyment of any kind.

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

70%

ACCESS ALL AREAS

DUNGEON TWO: HAAGKEN



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

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

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

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

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

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

Walk to Dungeon NAAKHKHA



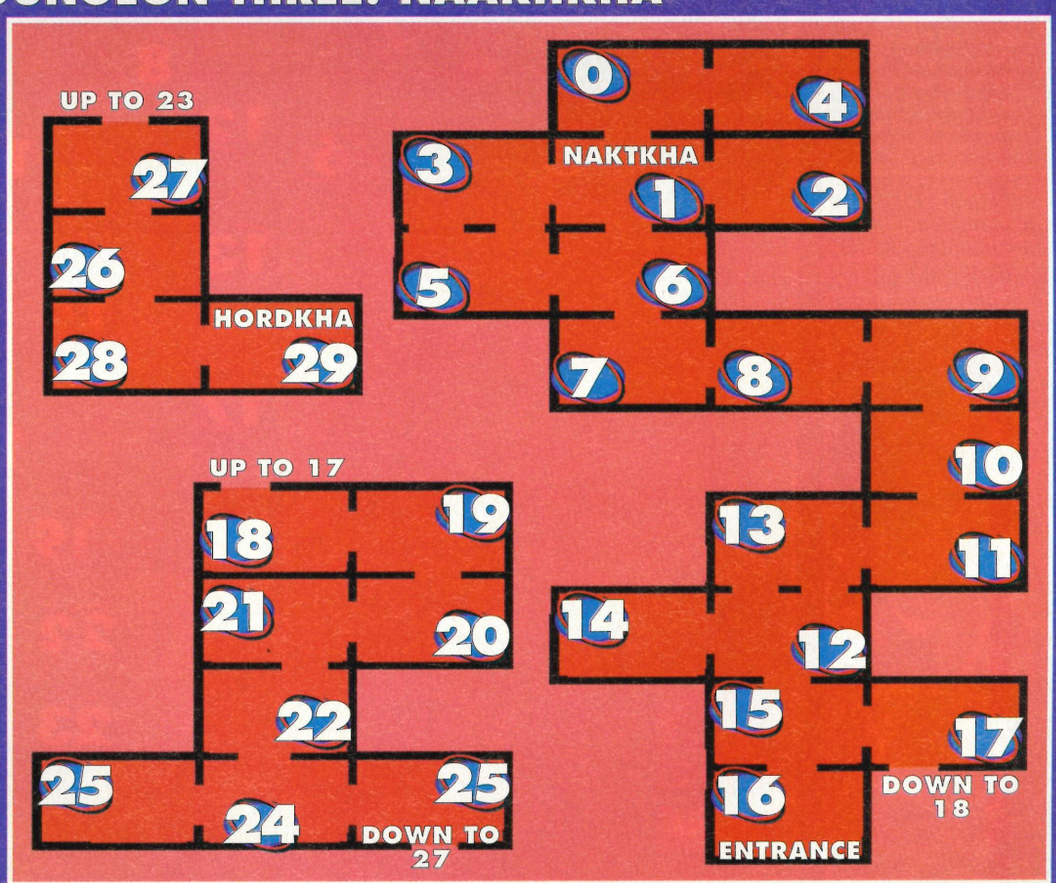
DUNGEON THREE: NAAKHKHA

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

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

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

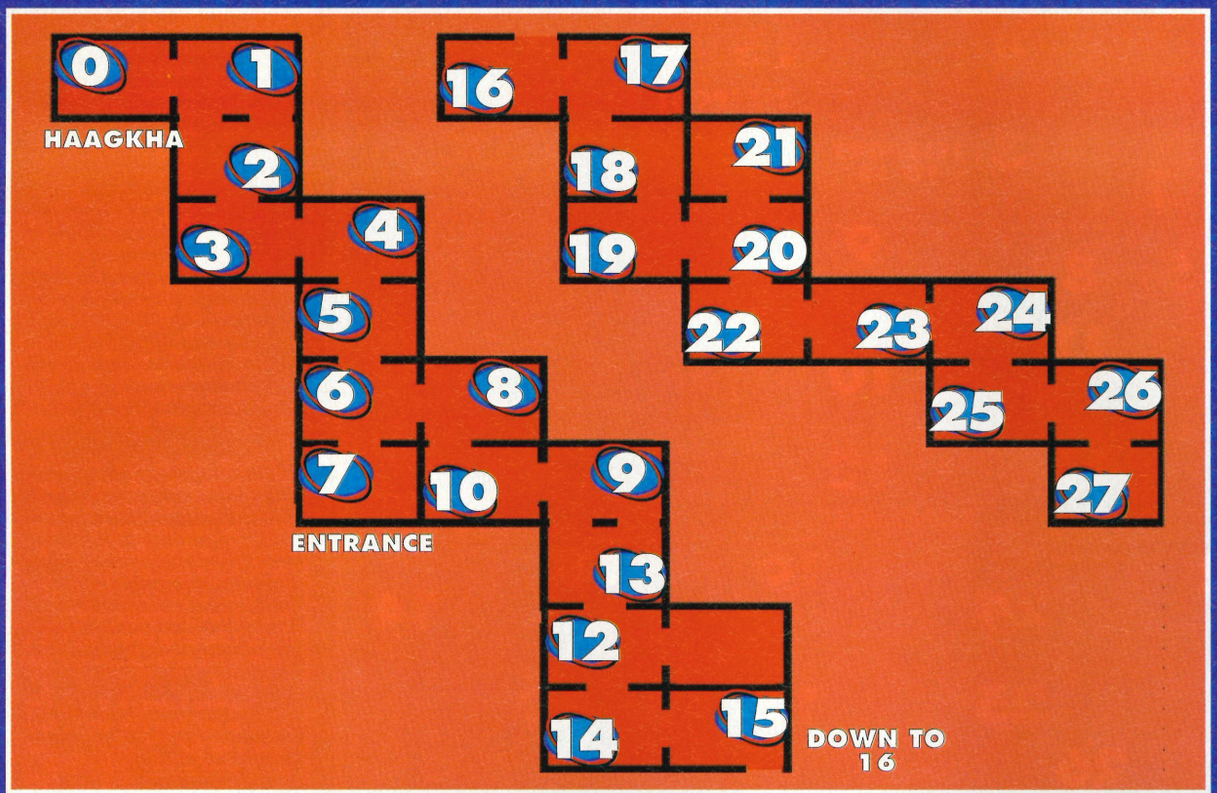




SMALL TIPS

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

DUNGEON FOUR: HAAGKHA



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

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

Go to see Hazhulkha



WATER

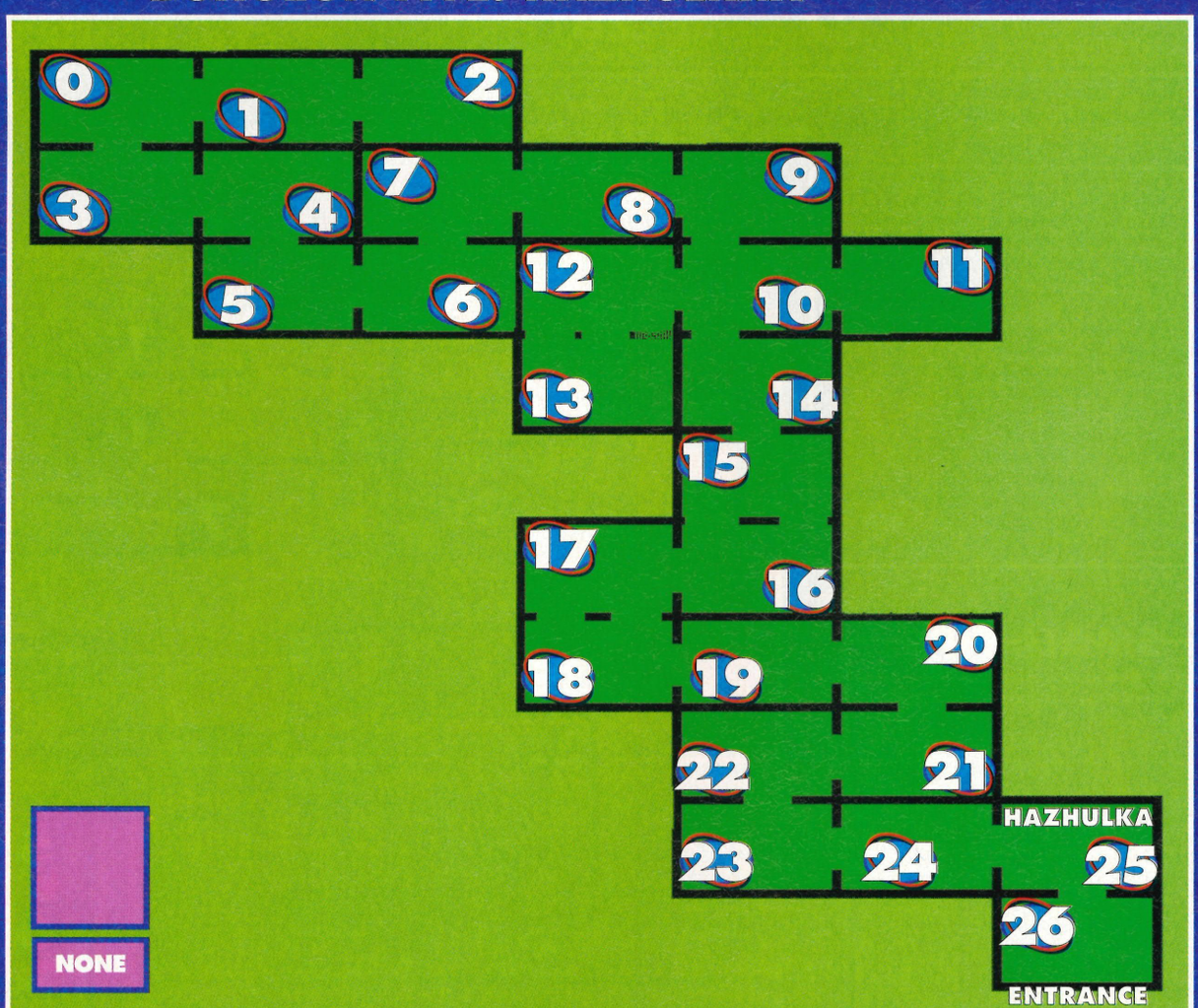
DUNGEON FIVE: HAZHULKHA

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

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

Set sail for dungeon Naakhkha





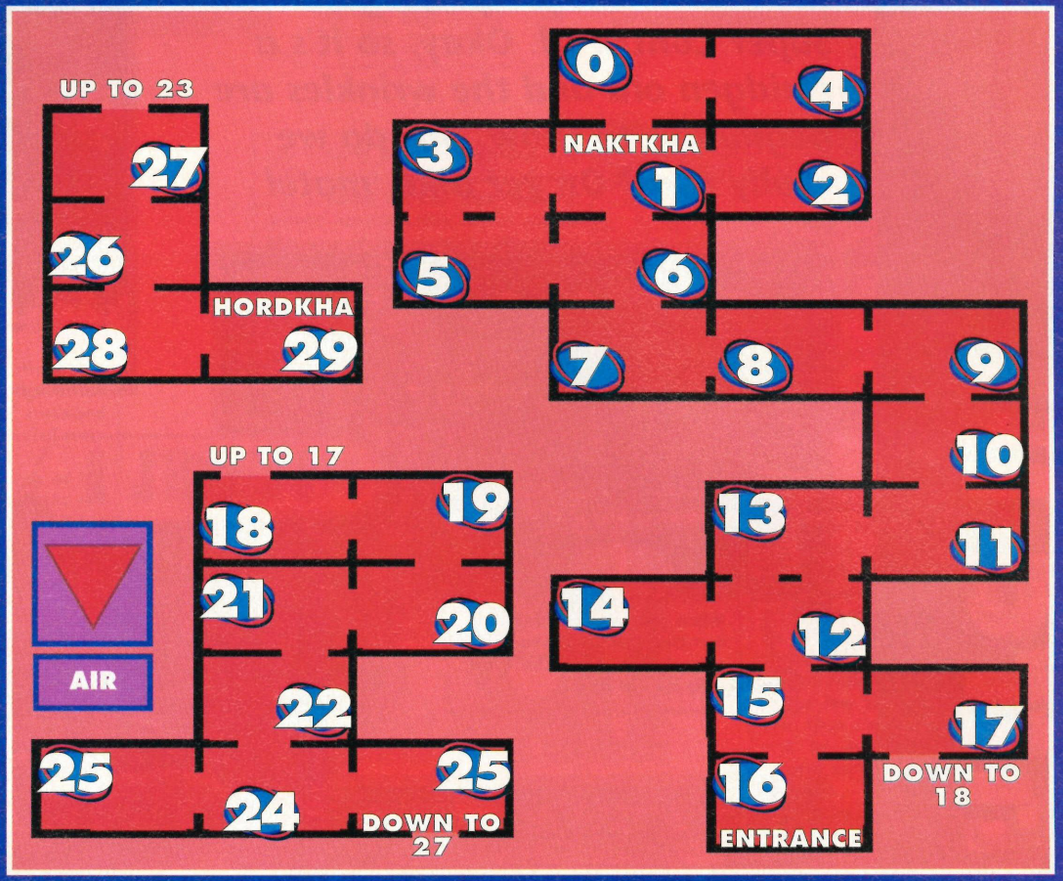
NONE

DUNGEON SIX: RETURN TO NAAKHKHA

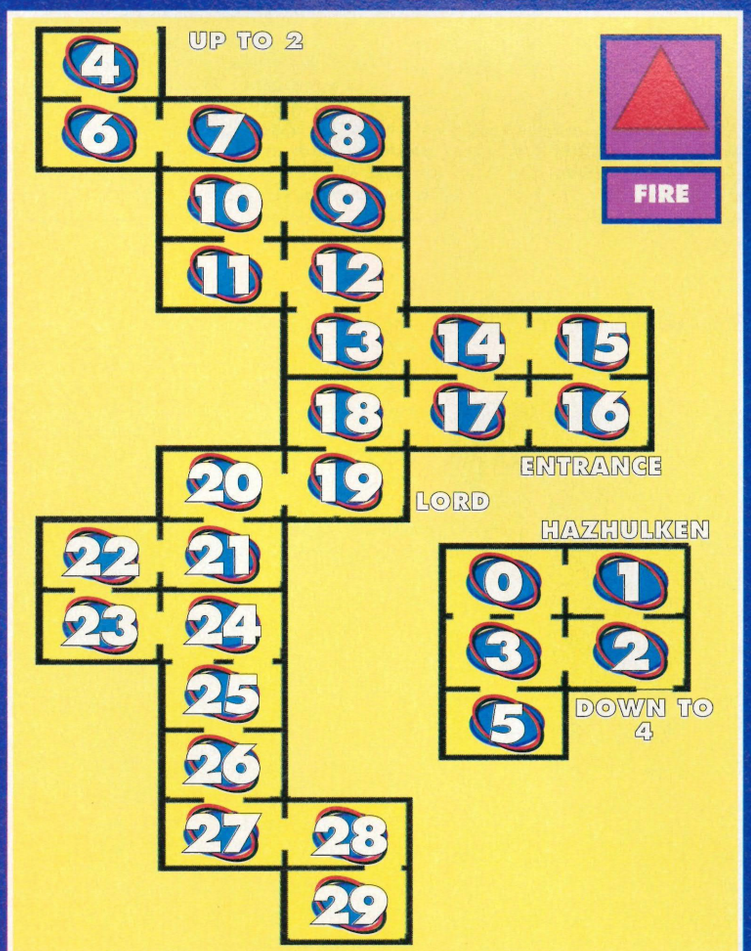
Approach and enter the dungeon from the south. Go to room one and kill the Princess. Prince Naakhkhen will appear and give you a gem. He will ask you to kill Prince Haagkhen, which you must go and do if you haven't already done so.

Now proceed to the dungeon of Prince Hazhulken





DUNGEON SEVEN: HAZHULKHEN



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

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

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

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



Super Contra III

Here it is! The complete guide to Super Contra III. Okay, so it's a smidgen old and the wrinkles are beginning to show, but do we really care? On yer bike, mate!



1 *When you approach the large fortified building, shoot the guard first, then the guns, then finally the red blob*

LEVEL 1

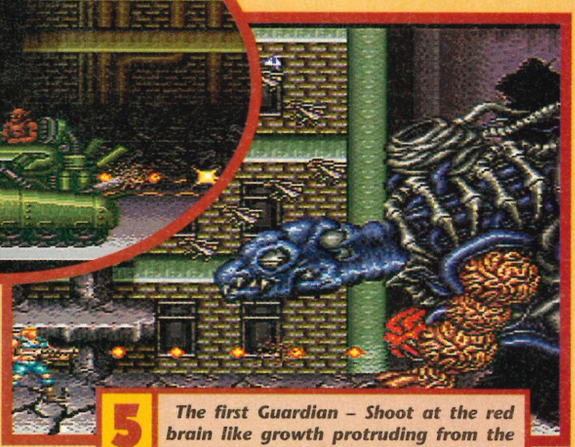


2 *Jump into the waiting tank and drive right over everything, including the pedestrians approaching from behind*



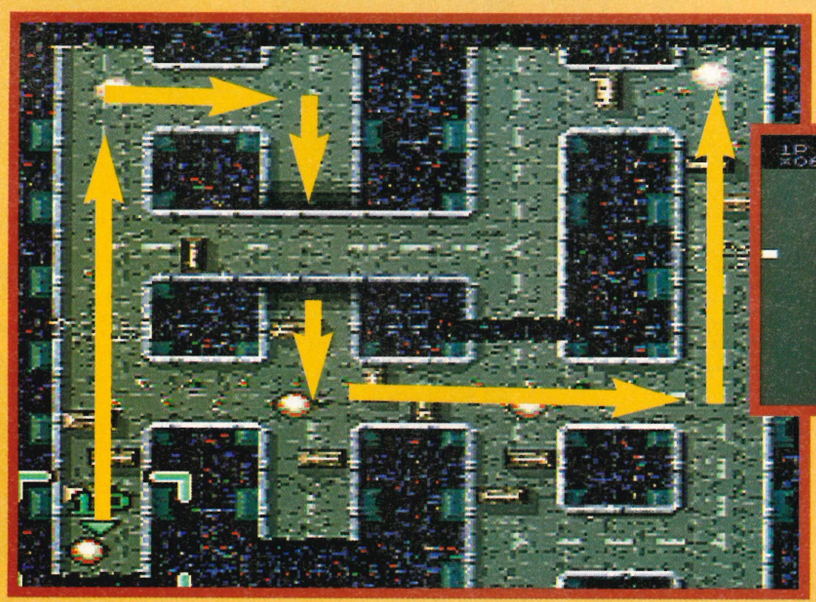
3 *When the wall starts to crumble stand on the far right of the screen. From here you can safely shoot the missile spitting tank without sustaining a single scratch*

4 *The smaller fireballs can be shot and destroyed but the larger towers of flame have to be carefully navigated*



5 *The first Guardian – Shoot at the red brain like growth protruding from the creature's chest while standing on the floor. Every now and again a blue shot homes in on you but a quick jump up to one of the platforms easily avoids this, however try not to jump when the creature has a large fireball in its mouth, as you could get fried*

LEVEL 2



The easiest way to navigate this stage is to follow our luverly little arrow (a round of applause to the art department there!). Don't forget chaps, if things start getting too heated press the left and right buttons at the same time to do a perfectly executed pirouette. The best bonus weapons to pick up are the flame throwers, nothing can get past you with those!



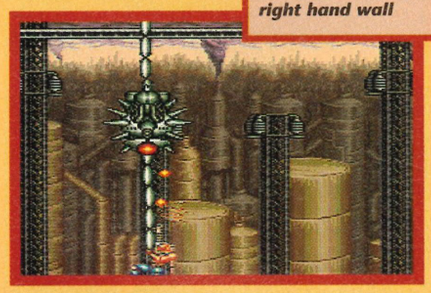
(Above) The Guardian – this one likes to spin towards you so the best tactics are to keep moving down while firing towards the red eye. Eventually, if you're quick enough the thing will spectacularly explode. if you're not, however, it will start to bounce all over the place in an attempt to crush you. Just follow the same tactics

LEVEL 3





1 *(Top) Beware of the rolling cannons on this stage that come from behind as well as in front of you – they can only be shot when stationary and open. It is best to be carrying a flame thrower here*
(Centre) As you hang from the precarious looking railings watch out for the swarm of oversized Dragonflies that will try and carry you off screen
(Bottom) Swing from one of the spinning arms to shoot at the red eye, when the alien explodes jump back onto the railings. Evade the missiles and then leap onto the right hand wall

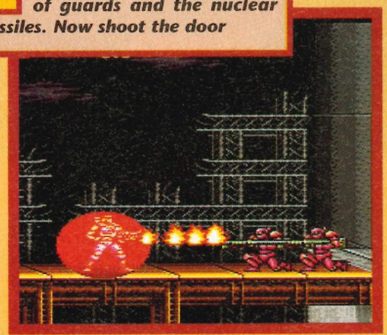




3 *Watch out for the guards on the right that fire homing missiles towards you*



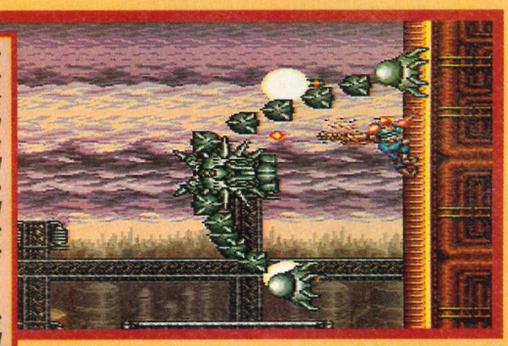
5 *Collect the shield and then wade through the squadron of guards and the nuclear missiles. Now shoot the door*

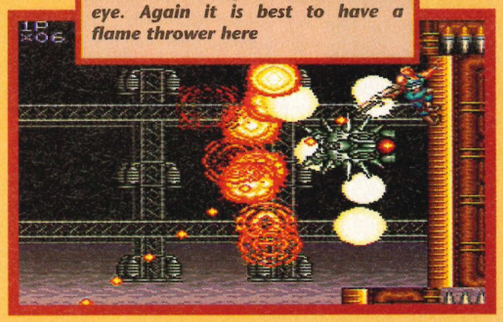




6 *The next stage in this level scrolls vertically upwards. Should you fall or touch the bottom of the screen at any time you will be killed. Shoot the wall cannons and then carefully make your way up the platforms, using the spinning rails as well. Green guards approach from the left and right, as soon as they appear jump quickly up onto the platform by the second group of guards and then shoot both lots from here*

2 *(Left) Keep in between the alien's legs and shuffle slowly up the wall when it moves, remembering not to get in the way of the missiles. When the alien swings out he will try and skewer you so the best thing to do is to continuously move up and down the wall. By doing this the alien can't keep up and therefore should not home in on you*
(Below) When at a safe point, either the top or bottom of the wall, shoot diagonally at the red eye. Again it is best to have a flame thrower here





4 *(Below) Wait at the far left of the screen and keep firing, as neither the grenades nor the green guards will reach you while standing here. As soon as the last grenade has been thrown, quickly run underneath the alien and fire a few shots at the red eye, then steam back to the left to avoid the guards. Repeat tactics*



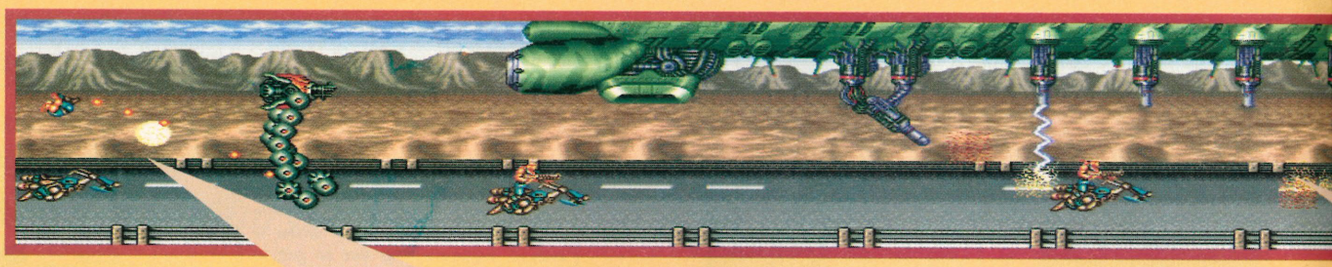
7 *The Third Guardian – jump onto the left wall and shoot the robots diagonally, as they fire back, quickly dodge around the ceiling and both walls. (Watch out for the red robot as he jumps up). When hit enough they'll disintegrate leaving just their top halves bouncing about; if you hang from the ceiling and shoot downwards they will not touch you*



8 *The Third Guardian, stage two – follow the same tactics as before only more strictly. The idea is to keep moving in a clockwise motion around the room while firing at the guardian's head – keep in front of the missiles but behind the flames. When the time bombs appear, hare to the opposite side of the room and pray! Repeat tactics until he's destroyed*



Super Contra III



6 Jump up to shoot the body of the walking alien, but watch out for the missiles. When its legs are recoiled, move over to the other side of the screen and shoot the body again. Keep careering backwards and forwards across the screen to dodge the alien

LEVEL 4

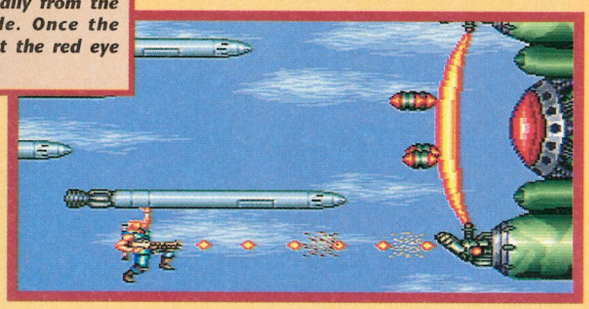


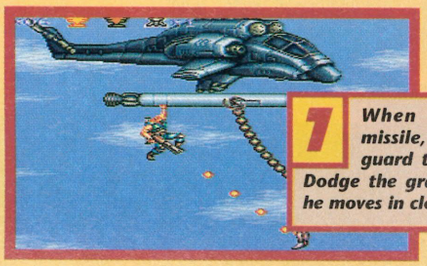
1 Two different styles of enemy bike come at you – the slanted ones diagonally fire cannons while the level ones lob missiles



2 Shoot directly at the tank to hit both it and the missiles it fires and jump up while firing to shoot the flying guards

8 Jump around to shoot the bottom gun from the bottom missile and the top gun diagonally from the second to bottom missile. Once the power beam is bust, shoot the red eye avoid the homing missiles





7 When hanging from the missile, diagonally shoot the guard that moves round you. Dodge the grapple and jump when he moves in close

LEVEL 6

2 Try and shoot the pink mouths as soon as you notice them materialise on screen. Otherwise, they will fire a multitude of mini mouths at you

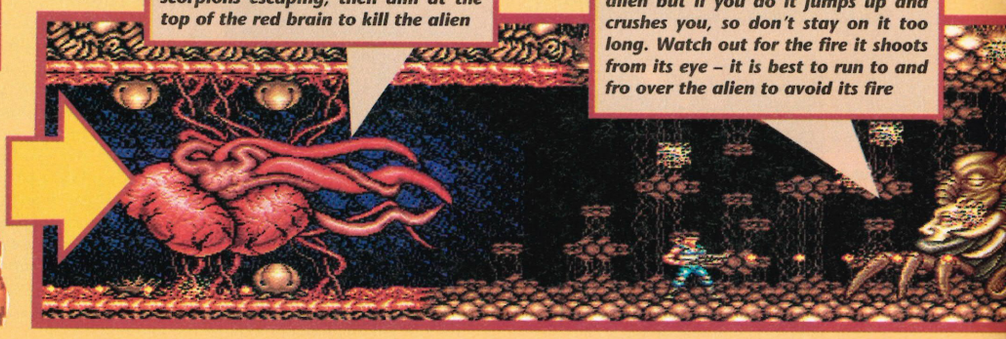


1 When confronting the huge hanging alien try and stay in one place, preferably the bottom platform, and shoot straight ahead, aiming at its jaws. Use a smart bomb if things get a little hairy

3 Shoot the four pods surrounding the brain-like guardian first to prevent scorpions escaping, then aim at the top of the red brain to kill the alien

4 The next threat can only be killed when its face is in view. You can leap on top of the alien but if you do it jumps up and crushes you, so don't stay on it too long. Watch out for the fire it shoots from its eye – it is best to run to and fro over the alien to avoid its fire



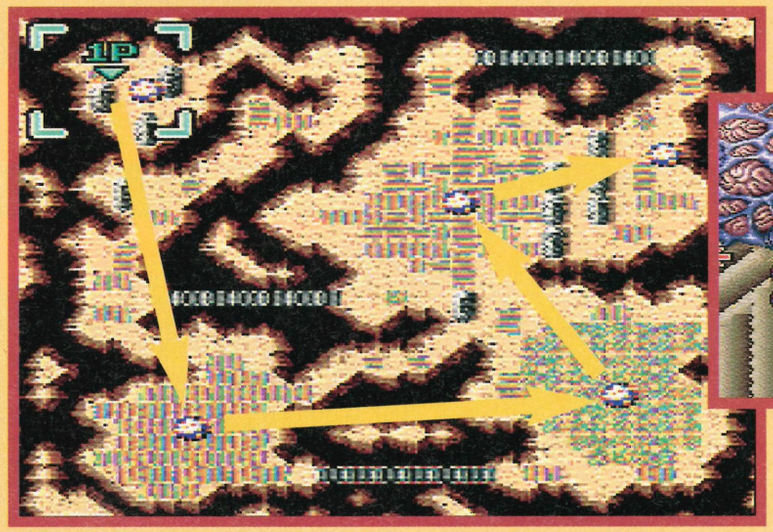




5 After manouvering between the lasers keep to the right of the screen and then jump left over the fireball

4 Shoot the guards that leap from the ship – the grey one is the most important, as when he's dead you'll proceed onto the next section

3 Move to the far right of the screen and then carefully manoeuvre between the lasers and dodge under the snake arm when recoiled

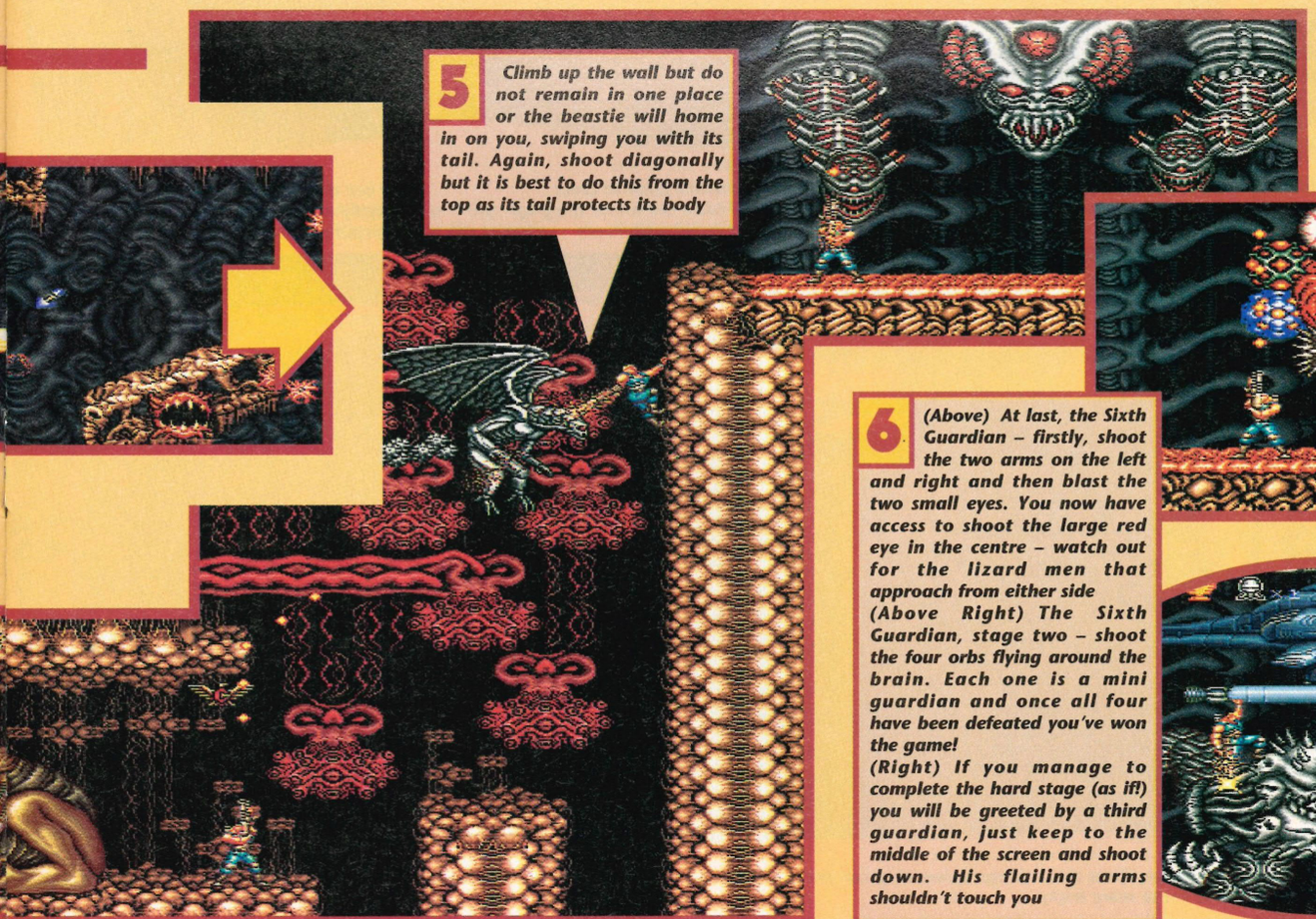


(Left) Again, follow the arrow for the easiest route. You will now find spinning pools and sand slides that will throw you into the chasm so take your time and advance cautiously. Also don't fire when crossing the bridges or they'll collapse



(Left) The Guardian – The most useful weapon is the flame thrower. Shoot the arm first and then aim for the main eye in the centre – if you take too long the guardian will start to spin dangerously

LEVEL 5



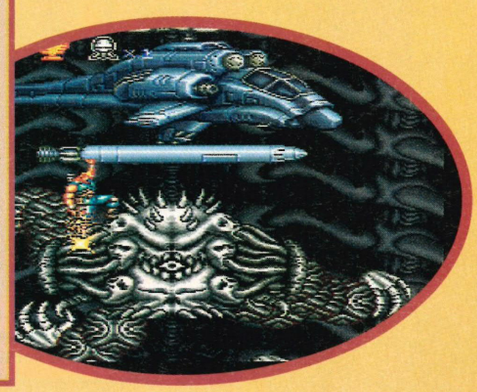
5 Climb up the wall but do not remain in one place or the beastie will home in on you, swiping you with its tail. Again, shoot diagonally but it is best to do this from the top as its tail protects its body



6 (Above) At last, the Sixth Guardian – firstly, shoot the two arms on the left and right and then blast the two small eyes. You now have access to shoot the large red eye in the centre – watch out for the lizard men that approach from either side

(Above Right) The Sixth Guardian, stage two – shoot the four orbs flying around the brain. Each one is a mini guardian and once all four have been defeated you've won the game!

(Right) If you manage to complete the hard stage (as if!) you will be greeted by a third guardian, just keep to the middle of the screen and shoot down. His flailing arms shouldn't touch you



AXELAY

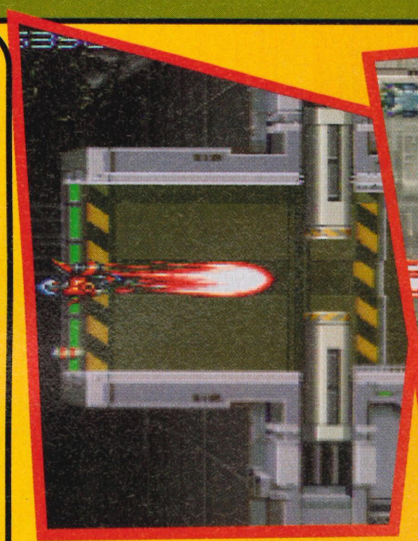
Salutations Space Cadets. If you haven't yet mastered the evil scourge of alien scum here's a general guide on how to finish off the gigantic Armada of Annihilation once and for all

Planet Cumuluses



Don't move directly underneath this mid-way boss but keep slightly to the right or left to avoid its three pronged laser fire. Remember to keep both the A and B button depressed for maximum fire power

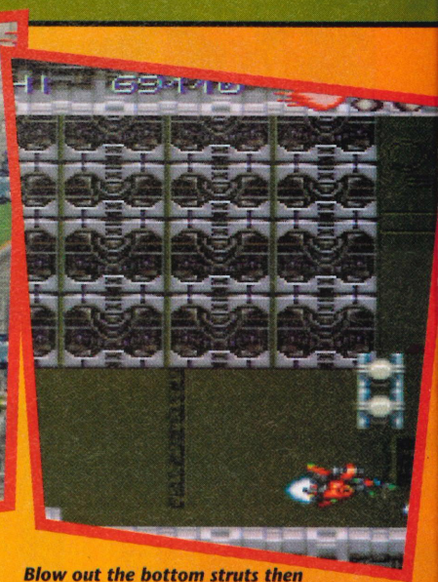
Tralieb Colony



Shoot the centre to open these doors and get through quickly before they close on you



Shoot the central pivot of these mutants to blow the whole thing up and give yourself more room

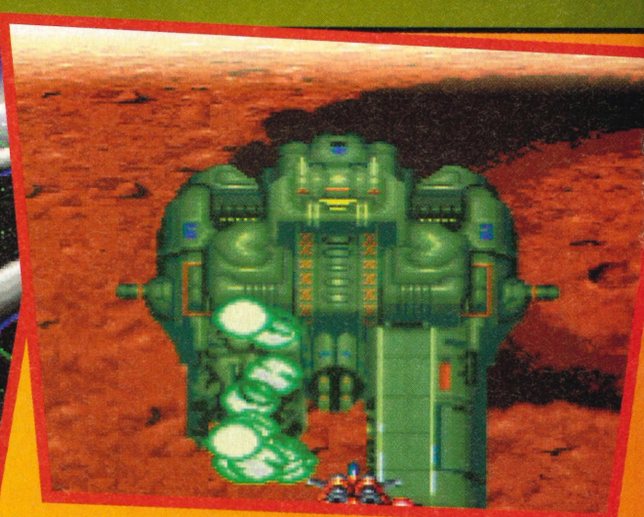


Blow out the bottom struts then swiftly fly under these blocks before they crush you

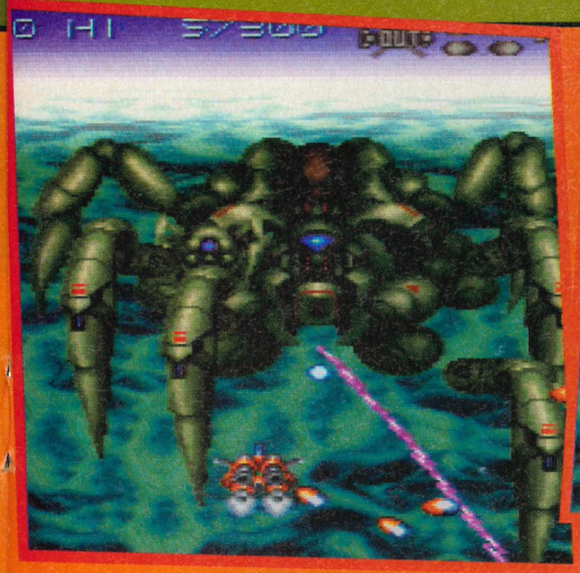
Planet Urbanite



Try and get past these things before they can move and make your route more tricky



If you can do it early enough simply get under this mid-way boss exactly in the centre and keep on firing. You should blow off one side then move to the other side and blow it away. You may have to use a different method as this one has a high risk factor



Keep firing at the centre of this Arachnatron and be ready to move aside when it fires out a blue bolt

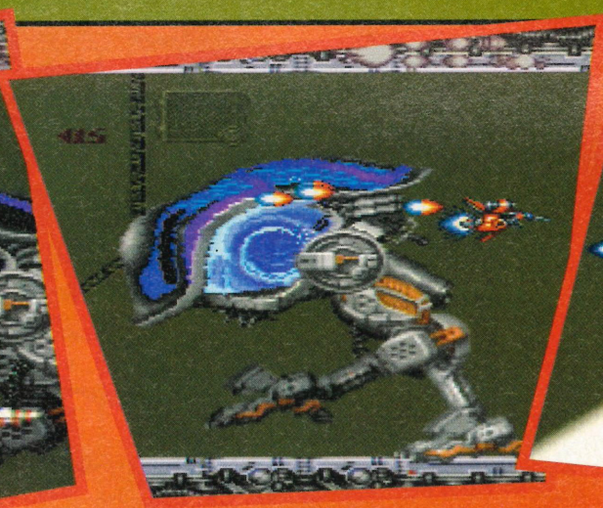


To avoid the four shots from small technoid spiders move up then down whilst continually firing at the big machine. Soon you'll have dealt out death to this mechanical monstrosity

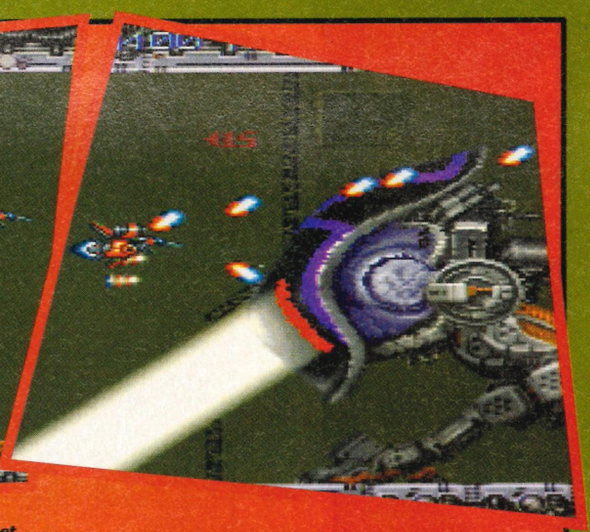




The T-36 Towbar is an easy target. Keep firing at its front while it is moving back to take out the cannon



When it moves towards you fly over the top to get out of the way. If you have the round vulcan then drop down behind and use short backwards bursts of fire to waste it then go back over the top to the front when the T-36 starts to move back again



When you see the start of this large laser, move above it to avoid being caught in its beam. This robotic mutoid soon eats death if you stay alert and fire continuously



In its first incarnation this Regenertoid is easy. Make long sweeps from right to left and keep shooting to cut a safe space through the swathe of bullets



It's got all red and big! The holes that flash blue are the ones that will fire lasers so be ready to dodge them each time whilst shooting the missiles away. If you keep pumping the holes you'll cause this enlarged fop to have a nasty fall. Smell that chaffing

AXELAY

The Cavern



Try and shoot these white humps before they ejaculate their evil spawn

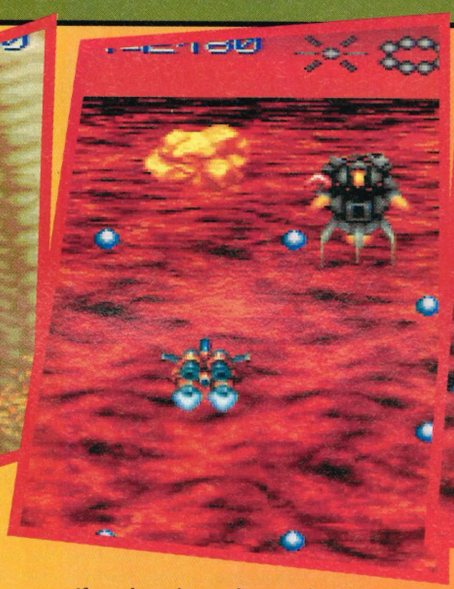


Go underwater when given the choice as it is more tranquil than above

Lava Planet



These big worms come from the left and land on the right or vice versa so they're easy to avoid

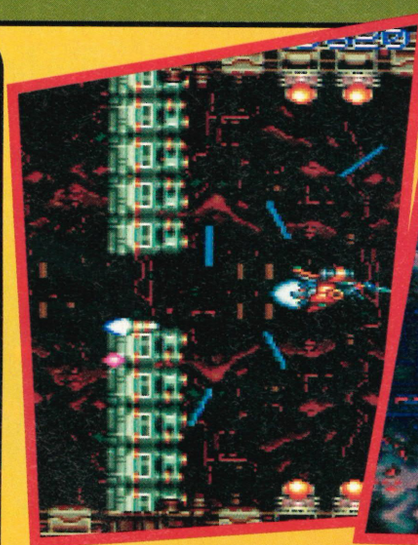


If you have it use the morning star on this timorous beastie



Move away when this fiery giant raises his hand or stretches his arm or you'll be crushed

Armada (Cont.)



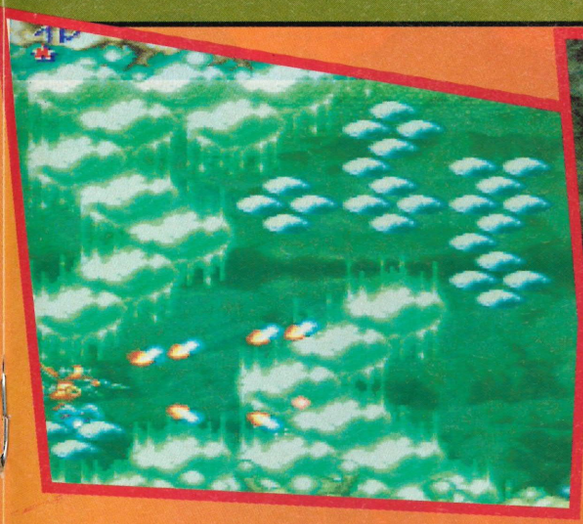
Stay near to the front of the screen so you can pass through before these doors close



Again, stay near the front and be swift or your path will be blocked by these extending rods



This mid-way boss can only be shot when it starts connecting with the walls. Move over or under it to get past the firing line of the white blocks before they shoot out a laser wall



Shoot your path through here and watch out for the scenery. You can fit through fairly small gaps (two blobs) so don't waste time firing all over the show. An angular weapon is best to shoot blobs beneath you and clear a path more effectively



Dodge the falling rocks then shoot the front of this Aquadon. When its tentacle flashes purple start to move or you'll be hit and trapped by lightning



If you can, attract its fire round the back then circle round to the front so you can have a lengthy pump at the red membrane and sink this sorry sap



Shoot his green heart and make small movements from right to left to avoid his fire and hands. Move to either bottom corner if it gets too chaotic

Armada of Annihilation



Avoid the blue laser fired by these ships and go underneath them at the start or you'll be turned into an Axelay sandwich



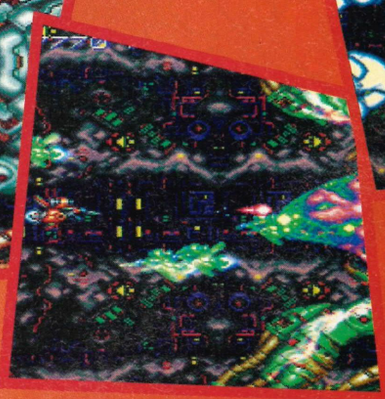
The best position is over the top of this mechanoid where it can't fire at you and you can easily destroy the jumping shooters. Go past the mechanoid just before the scenery narrows your path so you have time to get through the closing door



When the boulders appear move down to the bottom left corner and use the needle cracker to shoot the two nodules. It's slow but safe



Now keep blasting the central membrane. The only help I can give you is to stay for a short while in the top left corner to attract the first wave of bullets then gradually move up and down to try and avoid each new wave of bullets. Concentrate short bursts of fire at the membrane or you'll be overcome and won't damage it at all



Just keep on firing at the membrane whilst bobbing and weaving to avoid the chaos aimed at you



This is the last part. Keep firing and dodging the bullets and move forward when the explosions get closer behind. It gets very close towards the end but with a bit of luck you'll have this final annihilator on the run. Remember to keep moving up and down, attracting fire then dodging at the last second. If you manage it you'll have saved your galaxy and earned your place in the history books. If you don't manage it you'll be dead and evil will be victorious. Oh dear

MICKEY'S MAGICAL QUEST

© DISNEY & CAPCOM



Here lies the definitive guide to bonuses, hidden extras and the magical world of Mr Michael Mouse.

TRICKS OF THE TRADE

Spinning blocks and other objects is a necessity throughout the game, so practice this in the early stages. By spinning blocks at the enemies you can knock them instantly unconscious and in turn can spin them out of the way. Also, spin creatures and blocks at large walls of blocks to destroy them quickly thus saving time.

Don't be too linear in your gameplay, explore all reaches of the levels high and low, all sorts of goodies usually lie in the furthest corners. During the first stage of the quest practice spinning the red fruits found hanging from the vines, catch hold and explore the higher branches.

This game isn't simply about finding the exits, as all manner of treats lie hidden away. Bonus rooms and general stores are covered by walls of bricks so if you find a huge wall of yellow destroy it and explore within.





1. *Descending from the trees this snake boss homes in on your position and threatens to whip you with a ferociously vicious tail. You must aim your attacks at his head when, and only when, his face turns to a jovial pink. You can pick up blocks and throw them at him but there is a simpler method*

2. *When the snakes face goes and angry red it means he's about to charge at you. Wait for his head to hit the floor and then jump over his flicking tail and ultimately land on his head. You can also pick up the snake segments that appear after he has been hit and spin them at his head. Repeat the process*





1.4

© DISNEY & CAPCOM

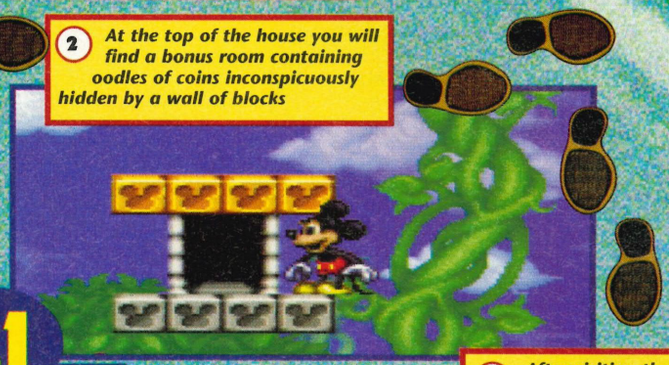
LEVEL 1 – THE TREETOPS

1.1

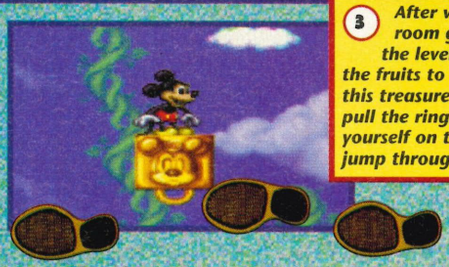
1 Once you've listened to the old wizard mumbling on about nothing jump up to the exit of the house, here you will see small yellow blocks disappearing off the top of the screen. Jump carefully onto the blocks



2 At the top of the house you will find a bonus room containing oodles of coins inconspicuously hidden by a wall of blocks



3 After visiting the bonus room go right along the level and spin one of the fruits to carry you onto this treasure chest. Do not pull the rings but position yourself on top, now quickly jump through the clouds

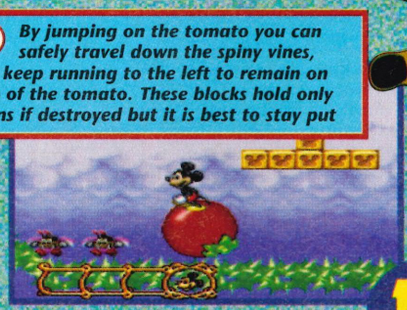


4 By following the path of the clouds you will first find a treasure chest containing coins and then, further on, you will find a chest containing a large health heart. Fall down and go right to reach the end of the level



1.2

1 By jumping on the tomato you can safely travel down the spiny vines, keep running to the left to remain on top of the tomato. These blocks hold only coins if destroyed but it is best to stay put



2 Once you find the third tomato you will bound down the hillside at a phenomenal rate. As soon as you see treetops and embark on an incline try to remain stationary on top of the tomato as you are thrusted skyward, then jump off the tomato and on to a very small grey block, from here you can walk on the roof of the world



3 Situated on top of the trees you will find a treasure chest, a general store and a couple of bugs. This is your first encounter of the general store, within you can purchase items for a certain number of coins, however, no coins no goodies!



1.3

When you discover this Beaver simply pick up one of the yellow bricks and chuck it at him

1



2 Then check out his dam. In the centre of it you will find a 2-Up, simply destroy the beaver using one of the yellow blocks. A beaver being that cautious can only be hiding something can't he?



4 As this bat-like manifestation encircles you, try and stomp on his head. If he disappears to the side of the screen get ready for him to swoop back at you and again jump on his head – a simple procedure



5 At some points he will decide to hang upside down from the rafters and throw baby bats towards you, when this happens simply get to the furthest side of the screen and jump on one of the bats as it approaches you. When stunned, pick the bat up and spin it towards the others, knocking them off screen and hopefully hitting the big bat at the same time. Repeat

CONT.

MICKEY'S MAGICAL QUEST

LEVEL 2 – DARK FOREST

1 Look for a row of yellow blocks lying on the floor near the start of the level by the swamp. When destroyed a passage will appear to access a secret room





In the bonus room you will find a large energy heart





You must carefully time your movement over the stompers or else their large hammers will grind you to a pulp

Not only does he scatter sharp and unopened conkers at you but he also demonstrates his Hawaiian grass skirt routine by flicking it at you in an arc. Jump up and over as the skirt approaches you and then duck as it returns in a low-level flight path back to its owner





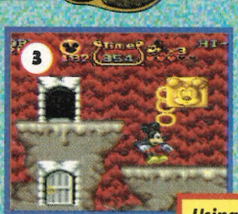
However, there is a slight bug or quirk of collision detection within the game allowing you to stand safely on the edge of the stomper without getting hurt in the slightest

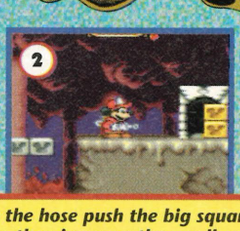
1 Power up as soon as the spider shows its face and quickly blast it continuously until it is unsafe to do so. Jump out of the way and move from platform to platform avoiding its tail sting. The spider will then turn 180 degrees and charge at you, again blast it and jump out of the way. The initial power-up blast reduces the spider's defences and it is quick to fall



4 When you emerge from the bonus room continue right across the fire pits until you reach this point. You will see a fire platform moving backwards and forwards diagonally and a series of small grey blocks at the bottom right of the screen. Jump onto these small blocks









Using the hose push the big square block onto the platform below, then jump on the small grey blocks until you reach a bonus room on the right. You'll find coins ready for the taking

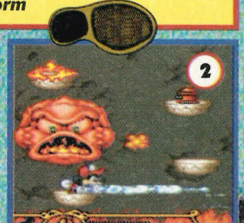




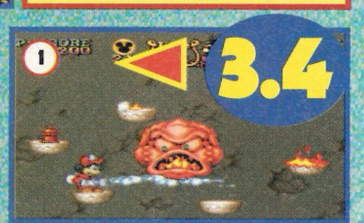
Jumping across the moving fire platforms (extinguish the platform with your hose before jumping on!) you will notice one that fails to catch fire. Wait on this platform and in a few seconds you will be shot upwards so you can collect coins from a treasure chest

Here you will find a 1-Up hiding inside the treasure chest. return back to the diagonal platform

As the platforms rotate faster and faster it will be hard for you to continue jumping, instead duck as you pass underneath the guardian and then quickly turn and fire as you emerge on the other side



Squirt the guardian in the face. The platforms rotate around the guardian – you must jump up and down to stay level with the guardian. It shoots fireballs which set alight the platforms, so squirt them with water to reveal fire hydrants



CONT.

Use a magic power-up to zap the moonheads off of their perches



4 When you reach the golden leaves wait for the second one to appear from the top of the screen and then start your leaping escapade. Move quickly from leaf to leaf and only jump when the next leaf is moving towards you not away



2.2



1 The bugs found within the tree trunk are slow and not a little dim, they are easily destroyed with a blast from your finger

When you exit the tree do not jump up but fall of the edge instead



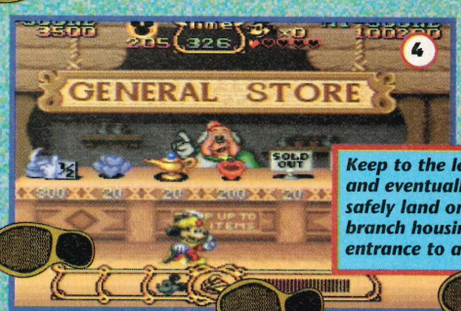


6



5

Use the power-up to shoot at this bouncing half-guardian but keep moving so he cannot home in on you



4

Keep to the left as you fall and eventually you will safely land on a lone branch housing the entrance to a general store



3



LEVEL 3 – FIRE GROTTO

3.1



1 It is best to travel on this natural elevator when dressed as the normal Mickey, now he can grab the blocks for coins and bonuses with ease



2 Bats appear on screen at various intervals and can be seen from under the elevator platform. Observe where they will appear and stand in that position, as soon as they emerge from behind the platform you will immediately stomp on them

4 The guardian hits the floor with his hammer so pillars of lava fly up. Bob and weave to avoid the pillars but don't shoot when a pillar blocks your view of the guardian as you will waste your magic



3 Quickly turn back into the magician and power-up. Shoot towards the guardian when he is resting on the floor, continue to use the power-up and collect the extra genie lamps when convenient

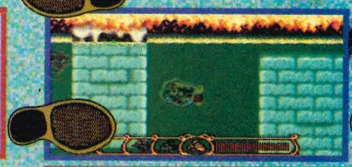


3.3

1 All the square moving platforms can be moved with jets of water, here you can move a block to fall down the gap to destroy the yellow blocks and collect coins. This is not for those with slow reactions



2 As you proceed right you will find a huge wall of flame, just duck in the water when the fire descends, for you will be quite safe in the cool



3 Whilst in the water you will find a deeper pool. Change into the magician and swim down, here you will find yet another treasure chest this time containing a large energy heart



6

By using the same block-moving technique climb up to the top of the screen and find the bonus entrance. Continue right to the end of the level

5 Once you have returned to the surface go right to the grey platforms. They can be moved by using the hose pipe – only by doing so can you can pass this section. You'll find a chest to the right, move a small block under the chest and blast it with the water. This saves a 1-Up falling off the screen





4

© DISNEY & CAPCOM

MICKEY'S MAGICAL QUEST

LEVEL 4 – PETE'S PEAK



1 The pink guards with the shields are invincible until, that is, you remove their shields by firing your grappling hook towards them. Now you can successfully stomp on their heads

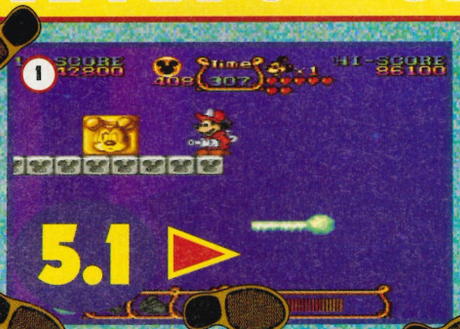




2 There is a pattern to the Eagle's flight path. At first it swoops then flaps down on to the nest, then it swoops again and you have about four attempts to shoot it before it swoops down yet again. Always keep either the Mountaineering or Fireman costumes highlighted so if you do have to make a quick change you don't have to fumble around trying to select the costume. Secondly, carefully observe the top left and right hand of the screen, if you see a black object forming quickly change into the Mountaineer and hang on for dear life. Likewise, if you hear a heavy beating of wings you know that the Fireman is required



LEVEL 5 – SNOWY VALLEY



If you can cope with the inertia on this level, you should have no problems at all. Squirt the icicles in mid air to form temporary platforms leading up to numerous bonuses. The icicles only last a few seconds. The first icicle formation presenting itself in the Snowy Valley leads up to a 1-Up



At this early stage get used to the speed at which the sledges travel and also the effect of the pink 'Boingy' things. This is imperative for later in this section

Further on to the right you will come across these little sleeping trampolines. When stood on they expand to twice their size but do not stay on them too long or they will break. Jump up



LEVEL 6 – PE

At the start of Pete's castle, proceed to the right of the screen and find the first watery pool after the one inhabited by the gruesome looking fish! Change into the magician and swim down until you find a secret entrance to the left. Here you will find a lovely little bonus lying in wait. Continue to the right

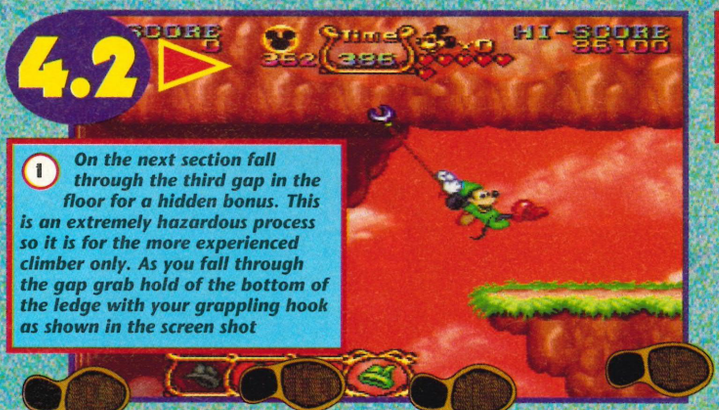


Search the higher platforms for bonuses, a few are scattered around but so too are guards! Don't forget to run and jump between some of the wider platforms as practiced in the Snowy Valley. When done continue to the right and find this pillar of flying helmets, simply jump on them and move right avoiding the guards on the left



As you climb upwards you will notice a flying platform to the left of the screen. Catch hold of it using the grappling hook and then land safely on the platform to the left. The treasure chest contains a 1-Up

4.2



1 On the next section fall through the third gap in the floor for a hidden bonus. This is an extremely hazardous process so it is for the more experienced climber only. As you fall through the gap grab hold of the bottom of the ledge with your grappling hook as shown in the screen shot

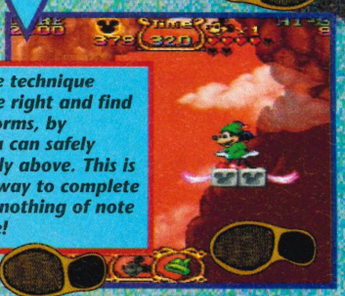
2 To move along jump, press right and quickly fire the grappling hook again – this is a process that takes practice and will not come easily





4.3

This guardian is tricky, so make sure you are Mountaineering Mickey and when you appear on screen grab hold of a hook. A giant eagle will fly into the screen and if you are not secured to one of the hooks you will plummet off the cliff. Once the eagle has made his fly past, transform into Fireman Mickey and shoot the smaller eagle that flaps down. You can be the Magician here if you wish (but the Fireman fires quicker). Now get ready to turn back into the Mountain climber and hang onto one of the hooks. Repeat this Mr Benn routine



3 Using the same technique continue to the right and find the flying platforms, by climbing aboard you can safely reach the exit directly above. This is a far more exciting way to complete this level as there is nothing of note on the section above!



5.2

1 At the beginning of this next section run and make a flying leap across the gap. If you do not run you will fail to make the leap. Just continue right running and jumping the gaps, but don't necessarily try to get on the sledges you can make the jumps on foot

Wait on the left for the skater to appear and then as the giant skating Walrus skates down the slope towards you jump and stomp on his head. Run to the other side and repeat this performance as the Walrus approaches you and then repeat again, ultimately getting you back to the right hand side of the screen

5.3





The Walrus intermittently fires snowballs from his mouth, the easiest way to avoid the snowballs is to wait half way up the ramp and then when all three snowballs have been fired jump up to the platform and prepare to shoot the Walrus as he moves

TE'S CASTLE



6.1

The Walrus makes one complete movement through the cylinder returning back to his starting point and then makes two complete motions, finally making three complete motions with a couple of spins in between. When he has done so be careful as the Walrus then only makes half a motion finally landing on your small platform so again jump over him and repeat the tactics exercised at the very beginning of this confrontation



5 These chaps don't die when jumped on so take your time and keep jumping on their heads until they move closer to the platform on the right



6 After you have mastered the art of crossing the pools by jumping on the helmets, start making your way back up to the top of the level. Either use the trampolines or spin a yellow block with an arrow on it, when spun jump on top and let it carry you to the higher platforms. Note: should you fall in to the water DON'T PANIC! Simply transform into the mountaineer and haul yourself back to safety using the grapple



CONT.

MICKEY'S MAGICAL QUEST

© DISNEY & CAPCOM



6.1





7 Once on the higher platforms you should find this portal to the left, go through. You will emerge through another portal

8 You will then find a treasure chest containing a loverly 1-Up

9 Now proceed right. Unfortunately you will find yourself near to the beginning of the level. Find the trampolines where you made your way up to the portal, but instead go right and find the treasure chest that lurks in the corner. Now jump back up to the portal. Shoot the magic carpet on the right

6.2



1 For this next part repeat your carpet ride skills gently moving left and right



10 Move left and right to guide the carpet and then go as far right as possible to the exit



6.3



1 Keep moving to the right until you reach these bombers firing cannonballs with a deferred detonation. Wait until one has been fired and then stomp on the bomber's head. Using the cannon as a platform jump up to the next solid platforms repeating your previous performance on the further array of bombers



2 A couple of platforms up you will notice small grey blocks, simply push these a little way using the fire hose allowing you to jump up on to the platforms and consequently on to the higher solid platforms

4 Climb onto the next moving platform and jump off to the right, beware of the guard that is lurking to the right



3 Once you're at the top, and no more bombers are evident, move the stomping block into the gap and get the hydrant. Return, jump to the next section and go left. You'll find portals, but don't enter them until I say so





5 Now a platform bashes the ceiling and the statue at the bottom. Push it to the right until it goes off the top of the screen (don't push the block to the right hand wall). As it returns, jump on and ride to the screen guard on the top left, then jump off and stomp on his head



6 Now you will notice two portals facing each other, enter the left hand one to finally meet your great adversary, Emperor Pete! (All the other platforms lead to the guardians previously encountered on your adventure so to make your adventure a little more difficult you could always try your hand at the guardians yet again!)



1 Using the Magician, power up and shoot at Pete's face, your magic makes little effect when his arms are raised. When he raises his arms he's conjuring up evil magic so beware...

6.2



2 When the wall of blocks move from the right, crouch and destroy the bottom two



3 Two blocks appear on either side of the screen and bounce to the opposite side – use judgement to duck or jump over them as they pass



4 Three flaming flower pots appear above your head, move as close to Pete as possible wait for two seconds then as they start to swoop at you move back to the left and shoot them with a power shot destroying all three in one go. When shot, the flower pots leave magic lanterns in their wake

5 After many hits, Pete gets agitated and blue flames shoot from the gaps in the paving slabs. The flames appear with an inch in between each one so just position yourself in between the plumes



Eventually, following the above procedure, Pete will give up the ghost and Pluto and everything returns back to normal. But check out the pukey Dallas-style ending



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

UNIVERSAL ADAPTOR

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

Only £9.00

UNIVERSAL PRO

★ Plays ALL : Mario All-Stars, Starfox, USA SFII Turbo....

Only £15.00

SUPER FAMICOM

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

ONLY £177
Plus Starfox £199

SUPER NES (US) + MARIO

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

SCART £159
With Streetfighter II £159
Without Mario / 1 pad £129

NB. SCART MACHINES ARE 17% FASTER

SF11 SUPER DEFORMED MODELS (SET OF 12) .£39
APOLLO II STD JOYSTICK £49
SNES-SF MOUSE (SCART) £20
SUPER MULTITAP 5 PLAYER.....£29

SUPER FAMICOM JAP SOFTWARE

ACTRAISER 2	£69
ART OF FIGHTING (16 MEG)	£69
ALL JAPAN PRO WRESTLING (16 MEG/4 PLAYER)	£55
BATMAN RETURNS	£37
COMBAT TRIBES (12 MEG)	£37
CONTRA SPIRIT/PROBOTECTOR	£35
DEAD DANCE (16 MEG) TUFF ENUFF	£55
DEVILS COURSE GOLF (T&E SOFT)	£59
DRAGON BALL 2	£55
J LEAGUE SOCCER PRIME GOAL (NAMCO/SCART)	£55
NIGEL MANSELL F1 CHALLENGE (SCART)	£44
PARODIUS	£39
RANMA 1/2 PART 2 (12 MEG)	£55
SFII-TURBO-HYPER FIGHTING (20 MEG)	£59
SMASHBALL	£59
SUPER BOMBERMAN (4 PLAYER)	£49
SUPER FAMILY TENNIS (4 PLAYER)	£64
SUPER FORMATION SOCCER 2 (4 PLAYER)	£49
SUPER MARIO ALL STARS COLLECT (16 MEG)	£64
SUPER NBA BASKETBALL (TECMO)	£49
TINY TOON ADVENTURES	£39
WORLD HEROES (16MEG)	£60
WORLD SOCCER (STRIKER)	£64

SUPER SPECIALS! JAP

ALIENS V PREDATOR	£35
AXELAY	£29
DINOSAURS	£32
F1 EXHAUST HEAT	£25
GOLDEN FIGHTER (12 MEG)	£29
JAKI CRUSH - SUPER PINBALL	£35
JOE & MAC 2/CONGO'S CAPER	£25
PHALANX (SHOOT 'EM UP)	£19
PRINCE OF PERSIA	£35
RUSHING BEAT RUN/RIVAL TURF 2 (12 MEG)	£35
SKY MISSION/WINGS 2-ACES HIGH	£19
SONIC BLASTMAN	£29
SOUL BLADER	£19
STARFOX/STARWING (FX-CHIP 3D)	ONLY £37
SUPER GHOULS'N'GHOSTS	£27
SUPER MARIO WORLD	£29
SUPER PANG/SUPER BUSTER BROS	£27
SUPER SMASH TV	£27
TURTLES IN TIME	£33
WWF SUPER WRESTLEMANIA	£25

SNES-USA-SOFTWARE

AERO THE ACROBAT - SUNSOFT	£49
ALIEN 3 - UK PAL!	£43
BATTLETOADS IN BATTLEMANIACS	£45
CLAYMATES	£47
COOL SPOT	£49
DUNGEON MASTER (3D-DSP CHIP)	£55
EYE OF BEHOLDER - CAPCOM	£59
FATAL FURY (12MEG)	£42
GOOF TROOP - CAPCOM	£49
JURRASIC PARK (16 MEG)	£54
LEGEND OF THE RING - BOXING	£54
MORTAL KOMBAT (16 MEG) PAL VERSION AVAILABLE	£53
NCAA BASKETBALL	£40
OPERATION LOGIC BOMB	£54
PUTTY	CALL
ROCK 'N' ROLL RACING	£47
RUN SABAR	£52
SHADOW RUN	£49
SENGOKU	£50
STREETFIGHTER 2 (16 MEG)	£45
SFII-TURBO-HYPER FIGHTING (SCART/20MEG)	£60
SUPER BOMBERMAN & MULTI-TAP	£55
SUPER EMPIRE STRIKES BACK	NOV
SUPER MARIO ALL STARS (SCART/16 MEG)	£55
SUPER STAR WARS	£42
TOP GEAR 2	£49
YOSHI'S COOKIE	£42
ZOMBIES ATE MY NEIGHBOURS	£49

SUPER SPECIALS! USA

BARTS NIGHTMARE - Featuring The Simpsons	£33
CALIFORNIA GAMES II	£29
CHUCK ROCK	£33
COOL WORLD	£29
GODS	£33
GUNFORCE	£29
JIMMY CONNORS PRO TENNIS (4 PLAYER)	£35
KRUSTY'S SUPER FUNHOUSE	£33
ON THE BALL	£29
Q-BERT 3	£25
SPIDERMAN & X-MEN	£35
WING COMMANDER	£35
WARP SPEED	£29

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



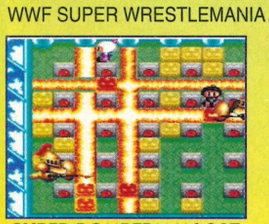
SUPER EMPIRE STRIKES BACK

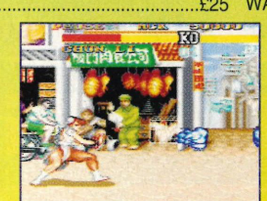


SUPER FAMICOM
2 JOYPADS
ALL LEADS
ONLY £177

PLEASE CALL FOR AVAILABILITY BEFORE ORDERING

OVER 25,000 SATISFIED CUSTOMERS


SUPER BOMBERMAN £47


STREETFIGHTER II TURBO £55


STAR FOX £37


MORTAL KOMBAT £53

WE'RE SO EFFICIENT
SUPER CONTROL GET THEIR STUFF FROM US

KRAZY PRICES FROM KRAZY KONSOLES

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

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

ORDER COUPON

PLEASE MAKE CHEQUES AND POSTAL ORDERS PAYABLE TO KRAZY KONSOLES

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

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

ITEMS..... COST P&P
.....
.....
.....
.....

ALL CHEQUES REQUIRE A CURRENT GUARANTEE CARD NUMBER ON THE BACK

TOTAL.....

THE LEGEND OF ZELDA III

Welcome to a helpful haven for any frustrated adventurer. Here lies some valuable assistance in your journey through the mythical lands of Zelda III – a link to the past...

The first set of tasks are fully mapped along with the game but here follows a brief outline of exactly what to do and where to go. Enter the castle grounds at the top right hand corner under a bush. After gaining weapons from your Uncle, search out Zelda and travel to the sanctuary via the secret passages.

A good way to defeat the bloke guarding Zelda is to throw any available pots at him, as this will prevent him crushing you with his ball and chain. Now visit the Kakariko village and collect the two glass bottles situated there, then find a sick young boy in bed. If you converse with this character he will supply you with a net which allows you to catch fairies.

When you have caught a fairie you should store it in a glass bottle. This can then be used later on to restore your energy. Next you must speak to the elder near the Eastern palace, he will send you to find the first of the three pendants in the palace and if you return it to him he will then reward you with the pegasus shoes.

To defeat the Armos knights and receive the pendant, run into the room and charge with your sword, now slash them when they swarm around you. When they line up and try to charge, pump one full of arrows from your bow. Be careful on the last one as he gets angry and jumps about. Now visit the elder and take the shoes, travel to the village library and use them to dash and knock the Book of Mudora off the shelf. Strange Hylian language can now be deciphered which allows you to enter the Desert palace and obtain the PowerGlove.

By dashing into a pillar you can get a key, and pushing a floor switch reveals a chest. Leave the building and go behind it. Use the glove to move stones and enter the doorway. Light four lamps to enter the boss room and defeat the Sandworms by standing next to the mudhills and slashing their heads.

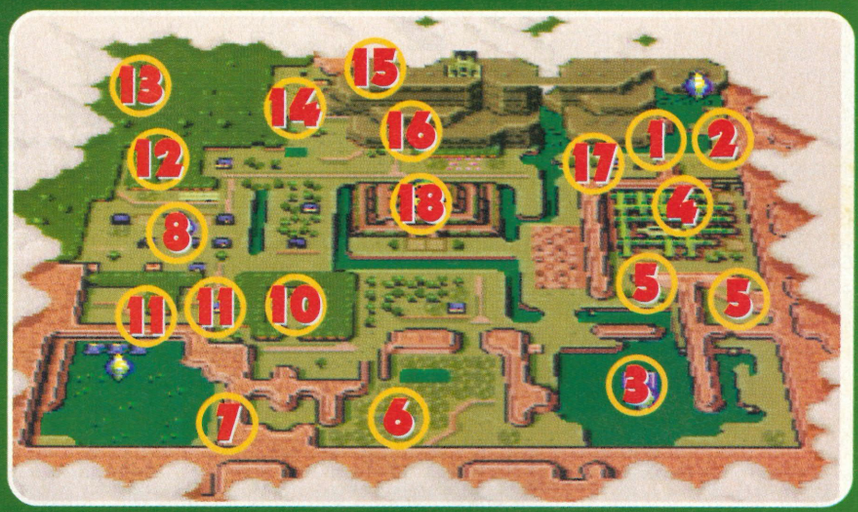
Defeat the devilishly unpredictable Giant Wurm by hacking his tail five times without being pushed to your doom. Now you have the three pendants you can claim the Master Sword from the Norht East corner of the Lost woods. Go to the Hyrule castle's top level and defeat the wizard Agahnim by deflecting his fireballs with the Master sword.

Once defeated, he will drag you into the Dark World where the real adventure begins. Your task now is to rescue the seven maidens before evil Ganon opens his portal. The Palace of Darkness is your first destination and you must give Kiki the monkey all the rupees he requires in order to enter. You can also find a very useful Hammer here which is essential later on.

The mountain tower is your next task and you must use a transporter to the Dark World in order to reach it. Get the mirror by helping an old man and you can then travel between worlds. You must also obtain the Moon Pearl to safely enter the Dark World and this is found in the tower.

To get the moonpearl you should get to room 5f and fall down the middle hole after changing the layout by stepping on the starpad. Remember to find out where it is possible to drop onto lower land as this is very helpful. Once inside the Mountain tower, use the crystal ball switches to reveal hidden doors and open doors with hidden keys or by killing all monsters.

An Adventurer's Dream

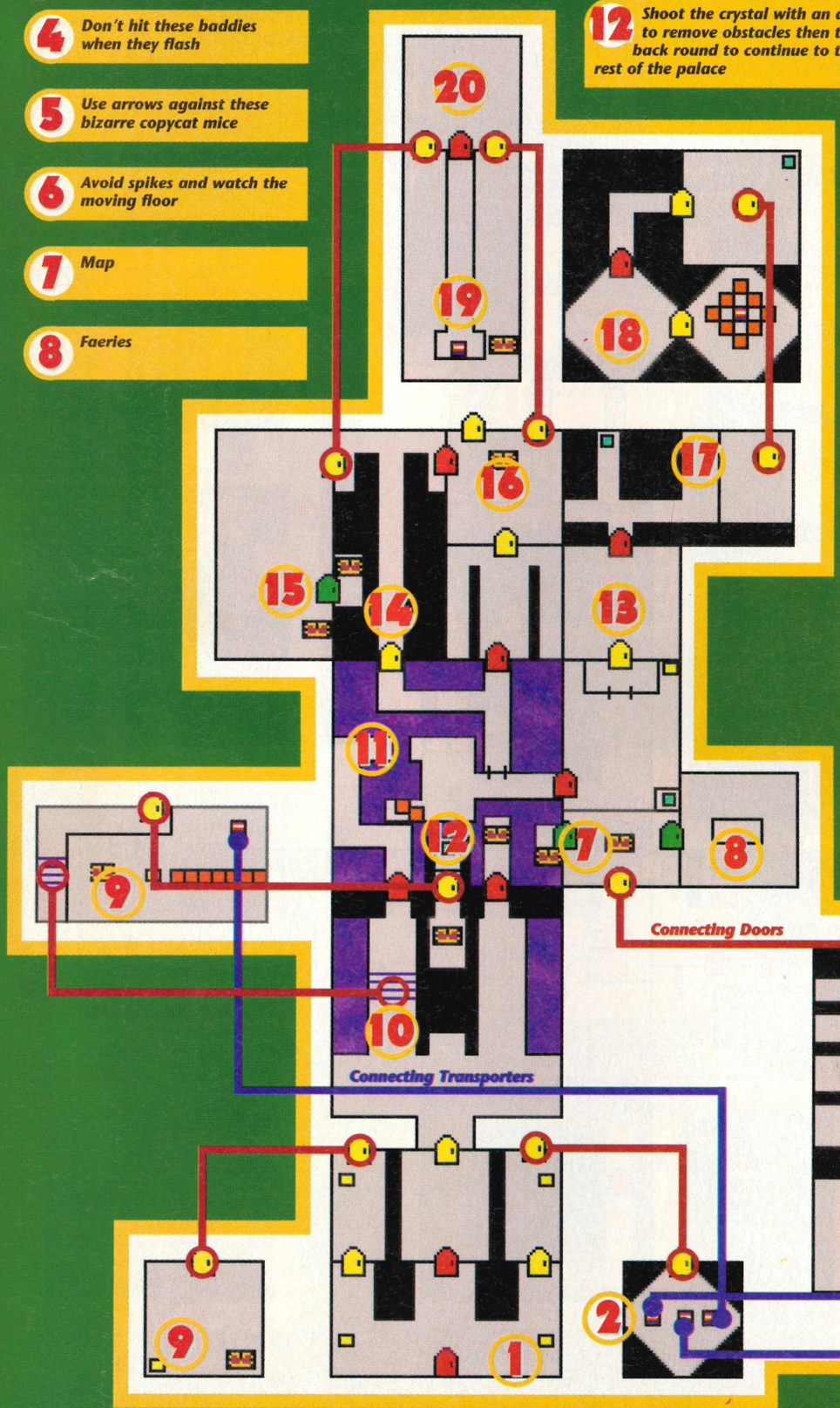


1. Zora's flippers needed for swimming and waterfall of wishing
2. To get Quake medallion throw an object into the circle
3. Pond of happiness
4. Palace of Darkness
5. Faerie caves (for life replenishment)
6. Flooded Dungeon
7. Change worlds here to gain access to the Bombos medallion. Use Book of Mudora to get it.
8. Blind's Dungeon
9. Bottles can be found by a man in the pub – other bottles are to be found in the chest near the village. Hammer down the pegs to make it appear then take it to a locksmith in the desert to get a bottle
10. Haunted Grove
11. Games houses
12. Transporter
13. Skeleton Dungeon
14. Dash into a strange tree here to get a piece of heart
15. Get magic of Ether here when you have the Master sword
16. Transporter
17. Go to the Magic shop and give the witch the magic mushroom found in the lost woods
18. In the castle, you will be transported to this location upon entering after you have fought and beaten the dastardly Agahnim
19. Remember to look in all caves and under all objects to gain extra rupees, magic and life energy

Palace of Darkness

Complete CONTROL

1. These floor pads and switches open locked doors
2. These transporter pads carry you to different locations throughout the level
3. Push or pull blocks in the direction shown, bomb the weakened wall to reveal a hidden door and speak to the panel for advice from the elder of Zelda
4. Don't hit these baddies when they flash
5. Use arrows against these bizarre copycat mice
6. Avoid spikes and watch the moving floor
7. Map
8. Faeries
9. Press these switches to reveal hidden chests
10. Bomb this floor piece and fall through to reach this area then proceed through the door to reach the big key
11. Use the arrows to jump across to the lower level
12. Shoot the crystal with an arrow to remove obstacles then travel back round to continue to the rest of the palace
13. Push the statue onto the switch to open the door
14. Run here as the path crumbles behind you , and watch the two small vermin as they usually get in your way. There's a hammer in the chest on the left
15. Bomb the wall to reveal a door and find the magic hammer
16. Compass
17. Shoot an arrow into the statue's eye to reveal the way forward
18. Kill all turtles by hammering them onto their backs
19. More turtles
20. To kill the guardian, bash his helmet with the hammer until it shatters, now slash his middle eye until he dies. Be careful of the fireballs and also of his treacherous tail



Next, return to the Light World and purchase the flippers from Zoma in the waterfall in the NE corner. These allow you to swim in water and are needed for the Flooded Palace. Whilst in this area, go to the pond of happiness and keep throwing in rupees as this allows you to increase your capacity for carrying bombs and arrows.

Also, visit the Waterfall of wishing and improve your shield and boomerang by dropping them into the pool behind the waterfall. Go back to the Dark World and get to the Flooded Palace down a path blocked with pegs. Hammer down these pegs to clear the way.

To enter the inner section of the palace you have to return to Light World and flood the temple by pulling the right hand lever. Now return to the Dark World and enter the palace...

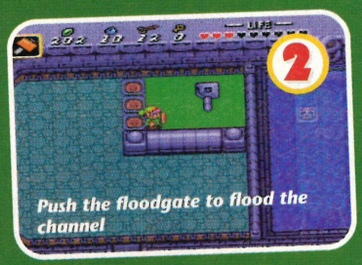

Destroy the guardian by bashing his helmet and slashing his eye

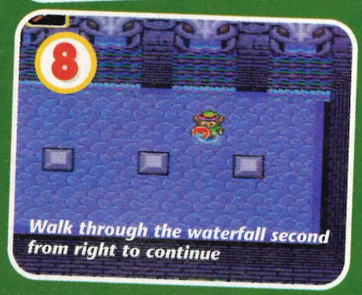

Pull the right hand lever to flood the temple

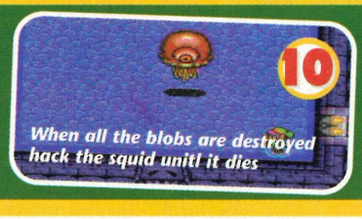
THE LEGEND OF ZELDA III

Flooded Palace

1. Kill the water boatmen in order to reveal the chest
2. Push the floodgate to flood the channel after opening the door with the switch
3. Push the block to reveal a chest
4. Drop down this hole to get transported to big key
5. Get Hookshot from large chest and use it to drag yourself onto unreachable platforms. Get key for door from platform on the right
6. Push the statue onto the switch to open the doors
7. Use lever here to drain the small pool
8. Walk through the waterfall second from right to continue
9. This pool has a strong right to left current. Collect the key in the top right hand corner before heading for the boss
10. Use the hookshot to grab a midget blob and slice it with your sword. Continue until all blobs are gone then hack the squid until it's dead. Watch out; a naked squid makes a real fuss







After all this violence head for the tranquillity of the Dark World's Haunted grove and borrow mouseboy's shovel. Return to light world and dig in top left hand corner of the grove.

Find the flute and return it to the mouse-boy-tree, then play the flute by the village weathercock. This will allow you to fly anywhere in the Light World by using the flute. Go to the bottom of the Light World's Lost Woods and hammer down pegs to enter a secret path. Here you will find a transporter under a stone. Use holes and skulls to enter Forest Dungeon (hole under flowers).

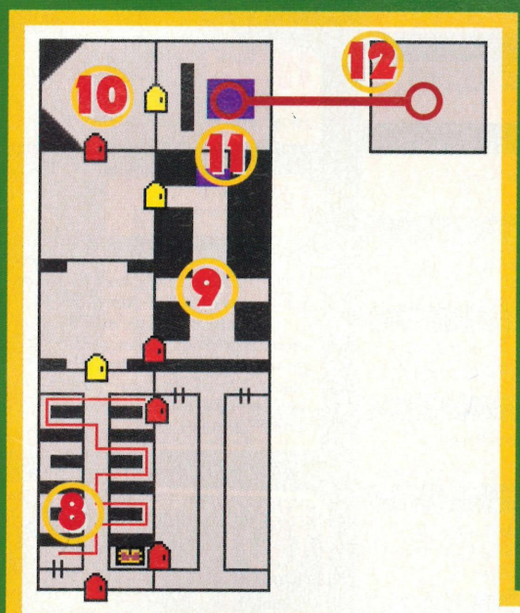


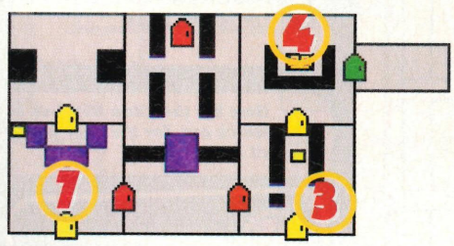
Skeleton Dungeon

1. Doors in floor come from woods
2. Compass
3. Pull this statue behind you onto the switch, avoiding the hand
4. Big key
5. Use the star on floor to gain access to the lever
6. Pull this lever to blow a way through to fire rod chest

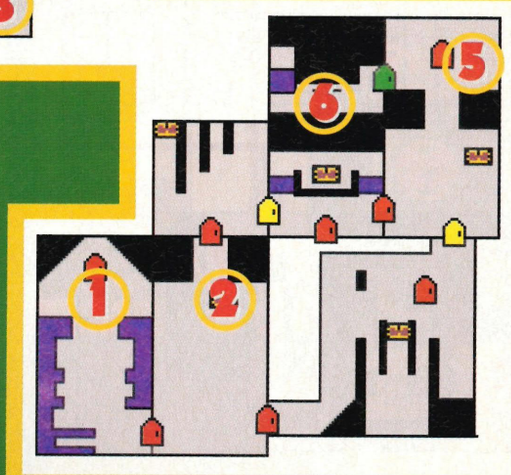


7. Leave through this door to get to the last dungeon section. Use Firerod on large statue to gain entry
8. Follow the red line to get into next room and find key in chest
9. Light the four torches simultaneously to open the door (use fire rod)
10. Kill all monsters to open door
11. Fall down this hole to reach the Boss
12. Fire the rod repeatedly at this winged freak. If your magic happens to run out then use your sword. Take care on the moving spikes and floor. Now make your way to the village gargoyle and pull his pitchfork in order to enter Blind's Dungeon. Here you must find Blind the thief (who is disguised as a girl) and expose him to light. The Boss will then appear and you can free the fourth maiden









Iconography

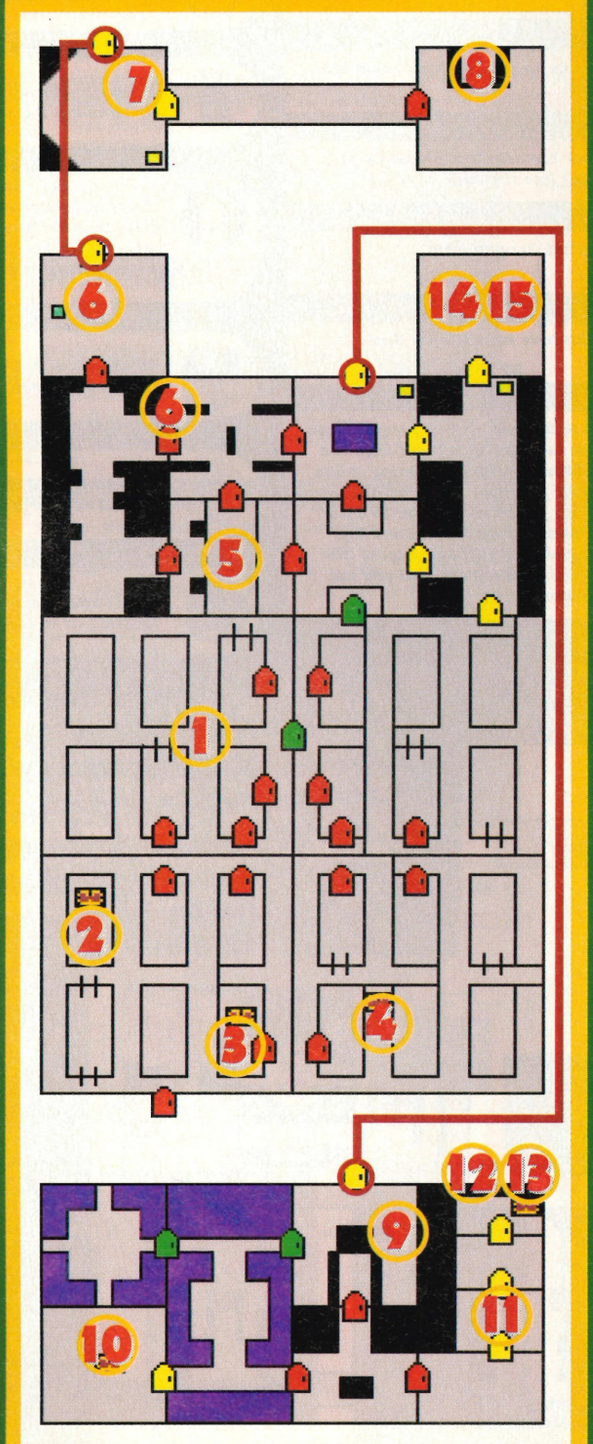
- These blocks can be manoeuvred to access certain areas
- These must be hit to open locked doors or to remove obstacles blocking your way
- An average, normal run of the mill type of door that can be used anytime
- A hidden door which can only be opened by bombing the cracks in the wall
- These doors are either locked or lead to a door that lies elsewhere. They can be opened with keys found in chests or by pushing buttons or pads
- This is a ladder that can be used for reaching different levels
- The chests hold weapons, keys and objects to help you on your quest
- A void which may send you to a random location or to the room you were in

Now it's time to temporarily end this guide until next month when the final part will see you restoring the power of good to the world of Zelda. Until that magical moment of personal fulfilment and self discovery, farewell...

THE LEGEND OF ZELDA III

Welcome to the last part of the ultimate guide to Zelda III. Now you can finally find the seven maidens, vanquish Ganon and rid the land of all impurities. After completing Skeleton dungeon make your way to the Dark World village gargoyle and pull his pitchfork to enter Blind's Dungeon. Here you must find Blind the thief (disguised as a girl) and expose him to light. The Boss will then appear and you can free the fourth maiden.

Blind's Dungeon



1. The red doors marked in these rooms show where it is possible to go onto the lower level
2. Map
3. Big Key
4. Compass
5. Be extra careful on these conveyer belts
6. Hit the crystal switch to get through both these doors
7. Don't pull this lever
8. Throw a bomb onto these cracks to allow light into Boss room below
9. Lift up this block
10. Here lies the Titan Mitt but watch out, for the floor will fall away
11. The big key opens these three doors
12. Here you find a nubile young girl (but really it's Blind in disguise)
13. With your chance of romance quashed lead the so called girl to the boss room and onto the pool of light
14. Boss
15. Vicious Teddy bears assault you now but can easily be terminated by a ruthless amount of hacks from your sword. Kill the three bears and you will have the fourth crystal. You are now halfway through the whole shebang





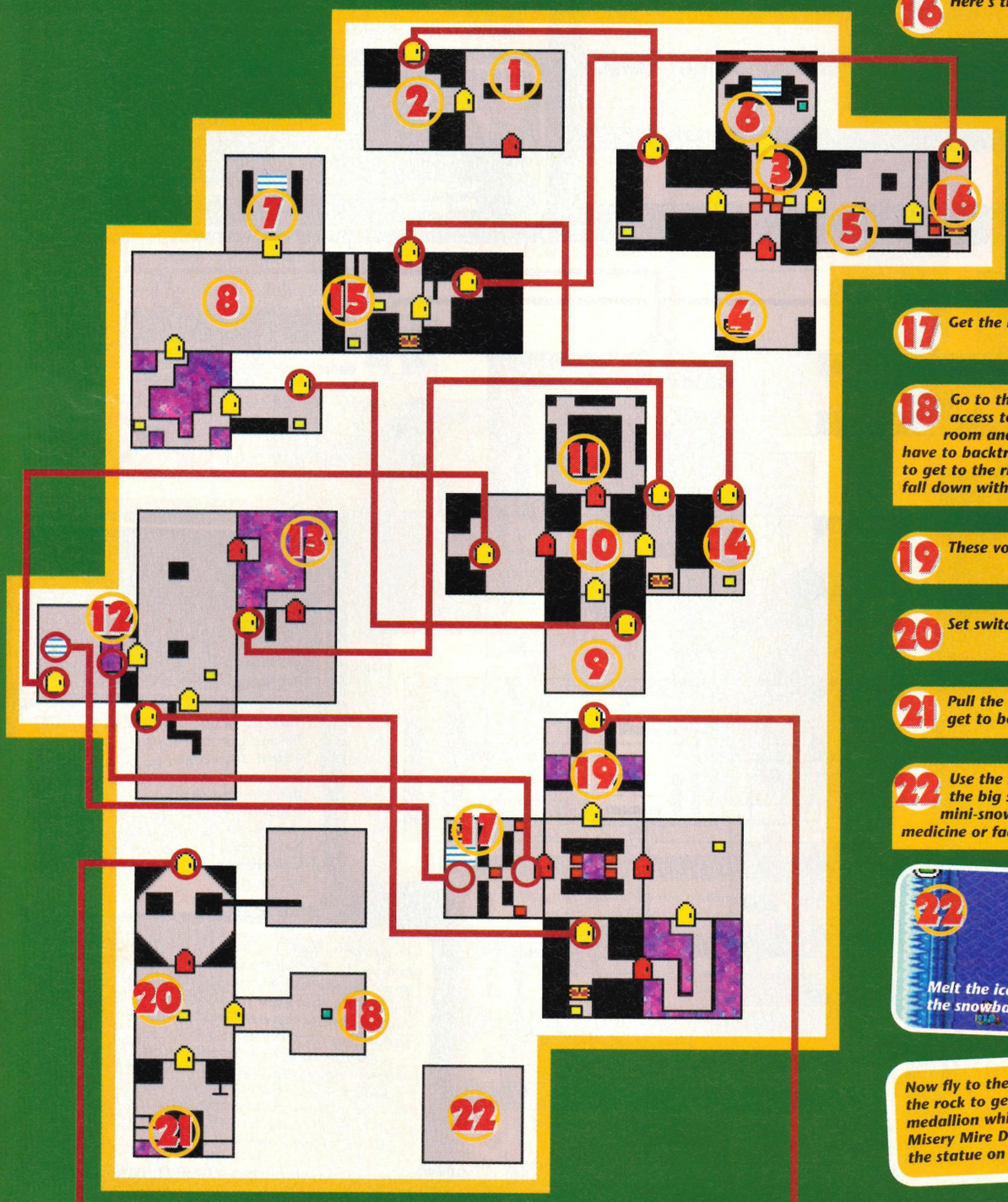


Next you should fly to the graveyard in Light World. Dash at the tombstone after removing heavy stones and you will enter and obtain the magical cape of invisibility. Now fly to the mountain transporter and change to Dark World. Walk off the ledge and drop to cave below. Use the cape to cross the spikes and obtain the protective Staff of Byrna.

Now fly to the pond of happiness and lift the heavy rock on the island in order to enter the Ice Lake Dungeon (try to get or buy as much magic as possible before you go in – you'll need it). Go to the cave positioned above the lake and bomb the hole on the left then enter to pick up the icerod.

Ice Lake Dungeon

1. Use the firerod to kill this icy fellow
2. A monster holds the door key (don't hit them when they are flashing)
3. The middle block moves here
4. Kill all penguins to get the compass
5. Stand in the bottom right hand corner to kill these penguins
6. Place a bomb on the crystal and run across to the other side to get to bomb and fall through the cracks
7. Slash these nobodies (ha ha) then put a bomb on them to finish them off
8. Kill the monsters to get through the door
9. Use your ether magic to kill these penguins then grab the goodies
10. Watch the big spiker
11. This collapsing floor leads to the next level
12. Bomb the floor to fall to the next level
13. Use the hookshot to cross here
14. Use the cape to cross spikes and press switch to see chest
15. Pull the statues' tongues to open door and press switch to get the map
16. Here's the big key!





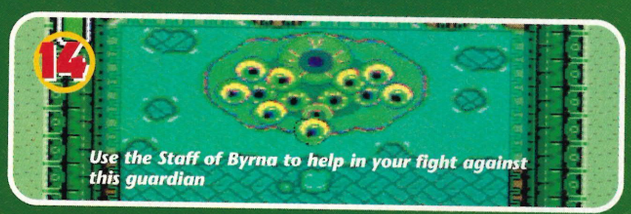
17. Get the blue mail with the big key
18. Go to this crystal switch and hit it to gain access to the void. Now return to this void room and push the bottom left block (you'll have to backtrack and fall down the void marked X to get to the right block). Now push the block and fall down with it
19. These voids lead to faerie rooms hidden in pots
20. Set switch with the block
21. Pull the statue out of way and lift this block to get to boss
22. Use the firerod to melt the ice and then slash the big snowballs whilst avoiding the falling mini-snowballs (you may need some life medicine or faeries)



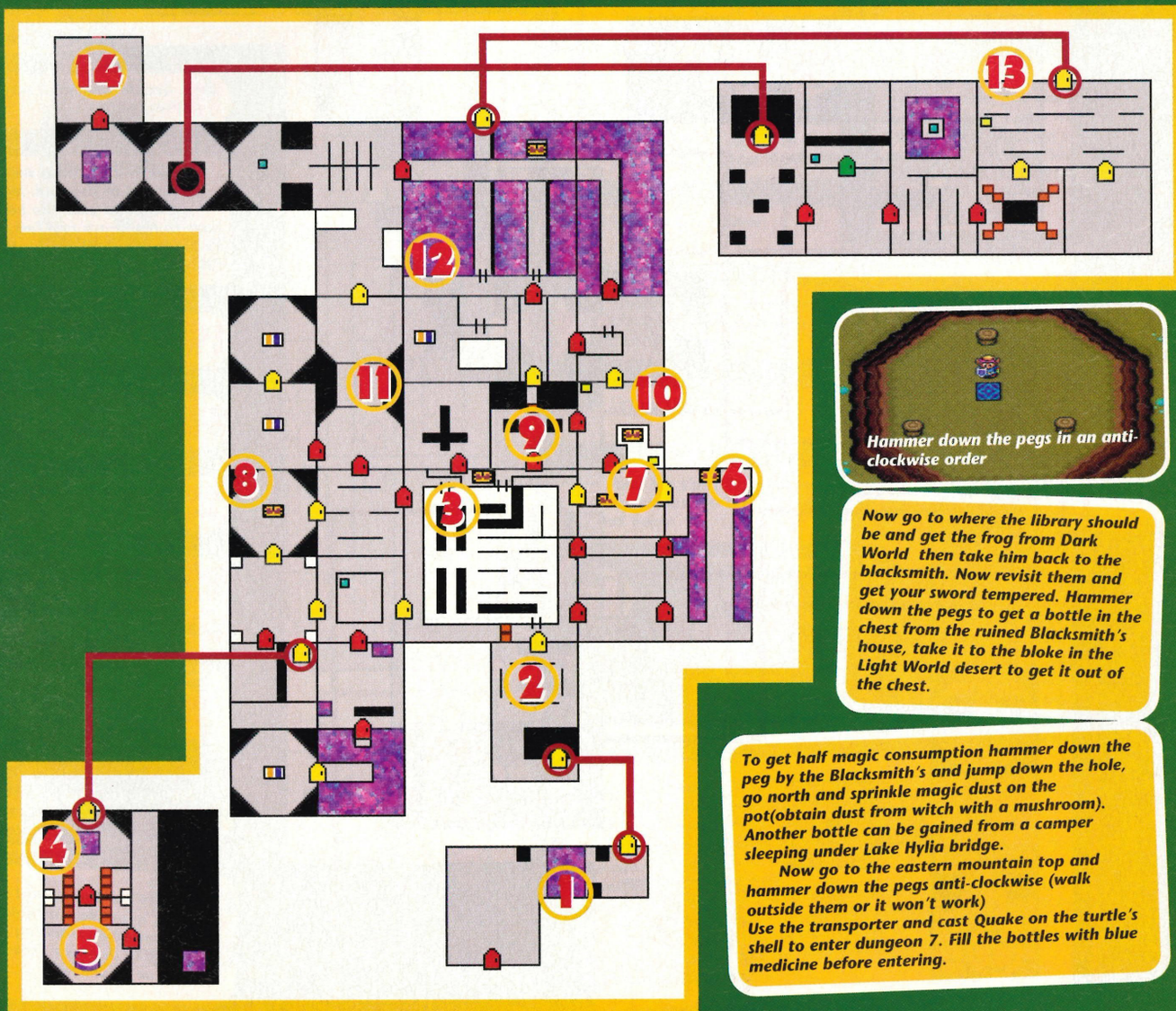
Now fly to the South West landing point and lift the rock to get to a transporter. Use the ether medallion whilst standing on the symbol to enter Misery Mire Dungeon. You can find a fairy room in the statue on the left

Misery Mire Dungeon

1. Use the hookshot to cross here
2. Kill all the monsters to open the door
3. Hit the crystal in room on left then lift up skull on the wire mesh to get the chest
4. Light these four torches to open northern door
5. Push the outside blocks in, and the middle one up to get to the torches. Light all four to gain access to the hole in next room then drop down to the Big Key
6. Here's the Cane of Somaria, you must run quickly as the floor falls away
7. Map
8. Compass
9. Push the block left to open the door
10. Use the cape to press switch and see chest
11. Use the cape to cross the spikes
12. Here's some magic
13. Use the Somaria cane at this location to form a block and set the door switch
14. With full magic use Staff of Byrna on the small eyes whilst continually slashing them, then slash the big eye and you'll get the sixth maiden



Use the Staff of Byrna to help in your fight against this guardian



Hammer down the pegs in an anti-clockwise order

Now go to where the library should be and get the frog from Dark World then take him back to the blacksmith. Now revisit them and get your sword tempered. Hammer down the pegs to get a bottle in the chest from the ruined Blacksmith's house, take it to the bloke in the Light World desert to get it out of the chest.

To get half magic consumption hammer down the peg by the Blacksmith's and jump down the hole, go north and sprinkle magic dust on the pot(obtain dust from witch with a mushroom). Another bottle can be gained from a camper sleeping under Lake Hylia bridge.

Now go to the eastern mountain top and hammer down the pegs anti-clockwise (walk outside them or it won't work) Use the transporter and cast Quake on the turtle's shell to enter dungeon 7. Fill the bottles with blue medicine before entering.

Turtle Rock Dungeon



5 Faerie

6 Push top left block and shoot crystal to get to chest and key

7 These tubes lead to corresponding letters

8 Kill the monsters in order to open this door

9 Mirror Shield

10 Use switch to open door, block travels in the direction you are facing

11 Shoot crystals with bow to get through here

12 Go outside here to resume in this place if you die

1 Use the Staff of Byrna at the question marks to create a block to stand on

2 Light the four torches to open the door

3 Compass

4 Kill monsters to open door

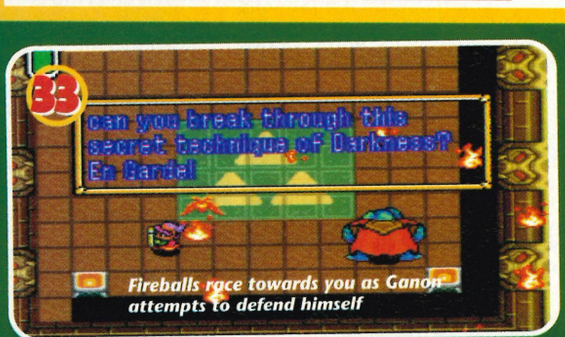
13 Stun the icy head with the firerod then slash it. Repeat this with the icerod on the fiery head. Now slash the snakes glowing body segment five times and you've done it

Now prepare to enter Ganon's residence and lay the beggar out. Go to the Bomb shop (Link's house in the Dark World) and buy a super bomb then take it to the main pyramid and bomb open the hole. Drop your sword and bow in the water to improve them. Here's the hole leading to the fat fairy. Now fill your bottles with Blue medicine from magic shop and go to Ganon's Tower.

THE LEGEND OF ZELDA III

Ganon's

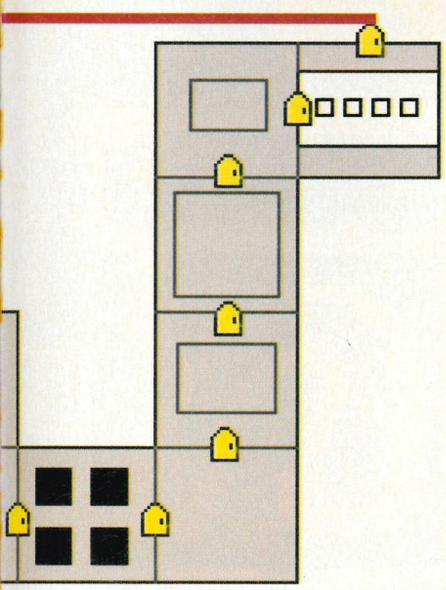


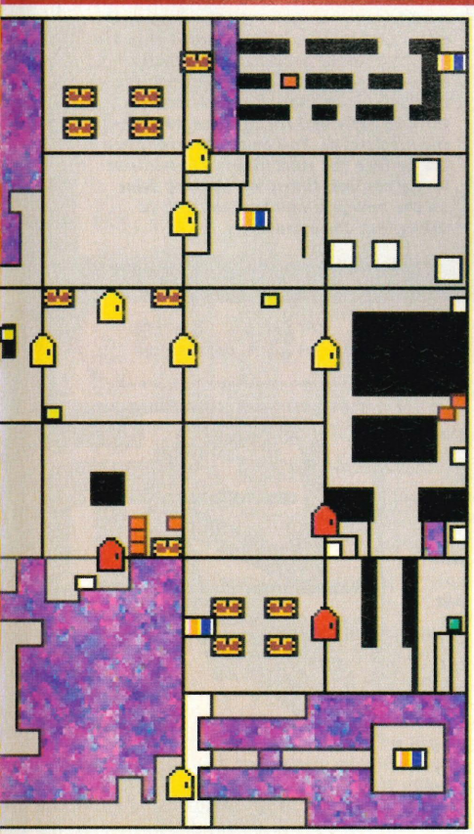


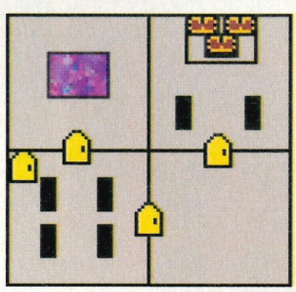
Tower

1. Bash the key off the pillar
2. Hammer down red blobs and push block onto star to get key and shift holes
3. Use hookshot and move block to open door. Lay bomb on crystal then run through
4. Lay bomb on first crystal only
5. Push block to appear chest with key then hookshot across
6. These rooms have many transporters but you'll soon get to the large room at the bottom
7. Use ether to appear invisible floor
8. Map
9. Bomb bottom right hole to drop to Armos knights
10. Faeries
11. Big key
12. Red Mail
13. Dodge tiles to get key
14. Light four torches to open bottom door
15. Throw bombs on conveyer belt to set switch
16. Compass in chest, room changes
17. Key
18. Floor collapses
19. Star switch under statue
20. This switch explodes wall to next room containing chests
21. Move blocks to open both doors
22. Run into blocks to knock yourself across
23. In all rooms kill monsters to open doors
24. Sand Worms
25. Use ether to see path and kill four monsters to open the door
26. Kill monsters
27. Floor collapses
28. Light four torches to open door
29. Floor collapses, so light four torches to open the door
30. Monster holds key
31. Chest appears when Giant Wurm is dead
32. Agahnim has two replicas but he is slightly brighter so you know whose beams to reflect, but now Ganon transforms and flies to his pyramid, by golly, quick, follow him
33. Here he is! Firstly, avoid his cane and give him a good stabbing. Now avoid the firebats he releases and slash him before the fireballs appear, continue until he starts dancing around breaking the floor. Hit him when he stops and jumps

After he's said this everything goes dark. Light both torches to reveal him then slash him (stay near the edge to avoid firebats). He should freeze when you hit him, when he does pump him with a silver arrow. If you keep it up, soon he'll be well and truly knackered. That's it! You've done it!









As the credits roll a tear wells in your eye and a fierce ball of pride fills your chest. Champion my son, flaming champion.

Complete CONTROL

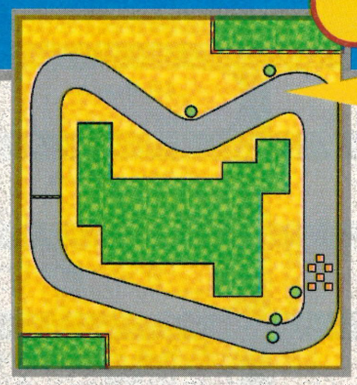
THE ULTIMATE IN PLAYERS' GUIDES

SUPER MARIO KART

Having a karting crisis in the lastest Super Mario game? To tie-in with the official release of Super Mario Kart, Control guides you through all twenty tracks and give you the low-down on all of those dirty drivers. What's more, you get to feast your eyes on these gorgeous maps!

Mushroom Cup

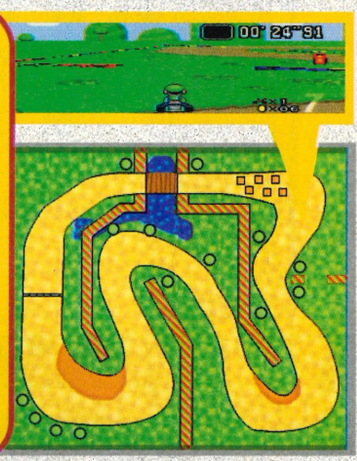
Mario Circuit 1





A straightforward track; if you're racing with the Koopa Troopa or Toad you can speed around the course without taking your finger off the accelerator. Try to stay on the inside when cornering, overtaking the other drivers by driving over the chevrons. If you collect a mushroom, uses the boost of speed to short cut across the mud as indicated on the map.

Donut Plains 1

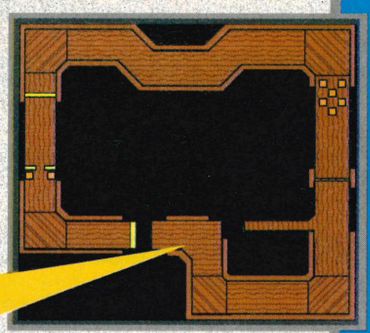


Collect a nitro and use it just after the bonus blocks, powering across the grass as indicated. Watch out for the mud on the corners – either steer around the muddy paths or turn into the slippery areas and head straight across them. If you attempt to accelerate and turn on the mud, you'll spin out. Approach the final corner on the left of the track, turning early and racing straight across the mud patch. You can then straighten out to face the start/finish line without losing control. Dropping banana skins on the bridge is an excellent way of taking out the opposition.

Ghost Valley 1

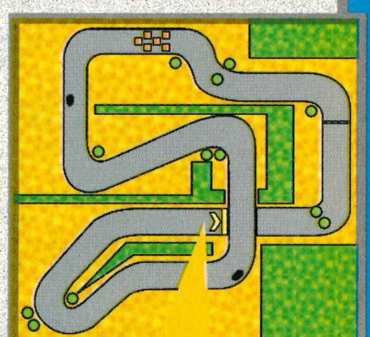
Run over the bonuses at the beginning of the course – if you grab a banana, nitro or green shell, use it quickly as you'll be able to gain another goody just after the ramp. To reach the bonuses, simply jump over the ramp in front of the icons. The feather is used to cut across the track. Use it just after the ramp to leap onto the thin ledge, then slow down to turn left back out onto the home straight.





Mario Circuit 2

Drive in between the pipes as this provides a quicker route to the bonuses. You can drive over the oil without spinning but you mustn't accelerate. If you collect a nitro, punch it in just before you hit the ramp. Hold left in mid-air to leap across the scenery and land by the starting grid!

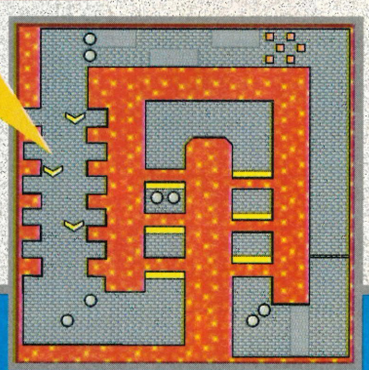




Bowser Castle 1



The huge straight just after the start line is perfect for the nitro boost start (see elsewhere). Hit the single nitro pad on the right hand side, as the two pads on the left will propel you into the wall!

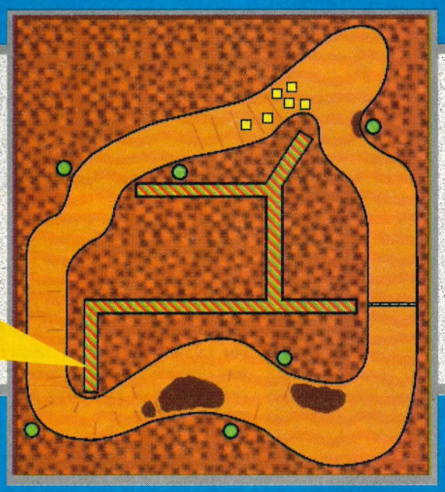


Flower Cup

Choco Island 1

Stay off the gravel that surrounds the track at all costs, as it drastically reduces your speed. The bonus blocks hidden between the small ramps are difficult to reach – you'll have to jump over the ramps to reach them. The nitro is best used across the muddy patches, as is the feather.

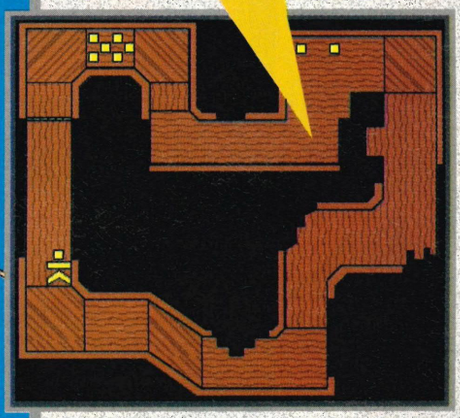




Ghost Valley 2

Use the feather to jump across the short cut as indicated. Don't bother going for the bonuses in the top right corner, as you'll lose precious time. To hit the nitro pad at the end of the course, take the previous corner wide, then pull the kart round to hit the pad and jump all the way down to the start line.

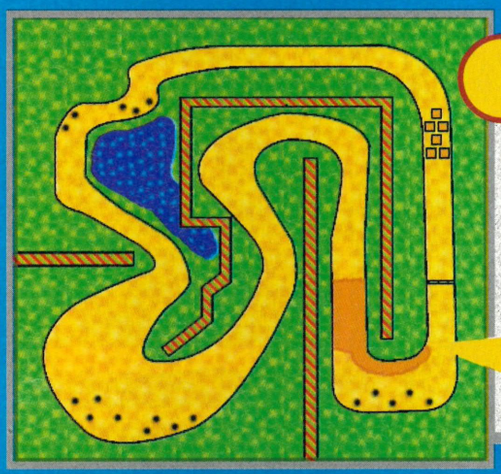


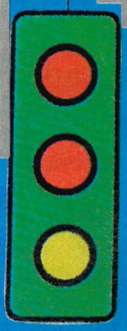


Donut Plains 2

Watch out for the gophers, they jump out of the ground as shown on the map. The course is fairly easy, apart from the last hairpin. Take the corner wide, then cut across the apex of the corner, remembering to slow down to lessen the chances of sliding.

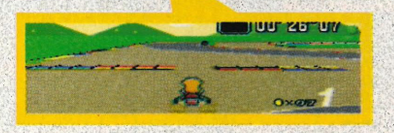


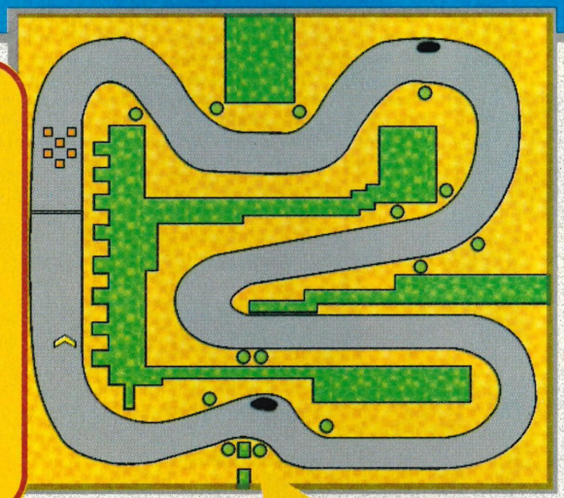






Mario Circuit 3

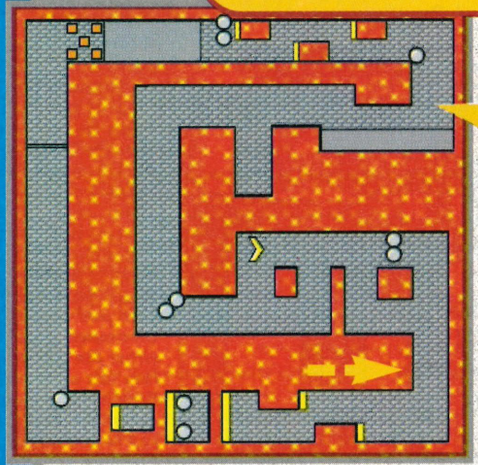




Watch out for the oil spills on the corners, and remember to approach the hairpin wide and cut across the apex. Save your nitro for the bottom straight and use it to zoom through the small gap in the wall. Make sure you hit the speed arrow, as this will allow you to gain valuable seconds over the computer controlled drivers.

Bowser Castle 2



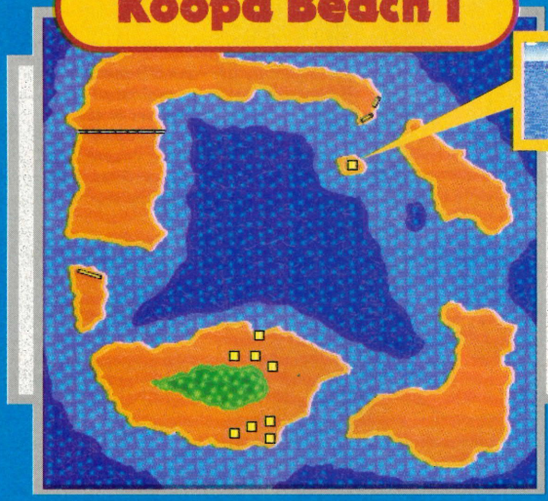


Grab a green shell from the bonuses and use it at the following hairpin, as shown. Fire it straight at the wall, then turn out of its path quickly. The shell will bounce from wall to wall, creating a problem for all drivers behind you. Don't bother trying to use the nitro arrow, as you'll negate its usefulness by hitting the wall. An excellent way of getting ahead is by grabbing the feather, then using it to leap the lava as indicated on the map.

SUPER MARIO KART

Star Cup

Koopa Beach 1

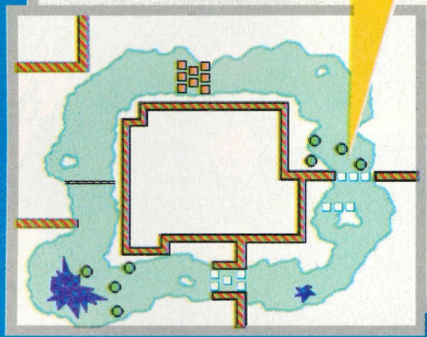




Drive on the very edge of the sand, jumping over the water as you hop from island to island. Grab a nitro to power across the ocean as indicated. It doesn't really matter if you grab a bonus from either the left or right of the seaweed, but don't waste too much time driving out of your way just to grab a goody.

Vanilla Lake 1

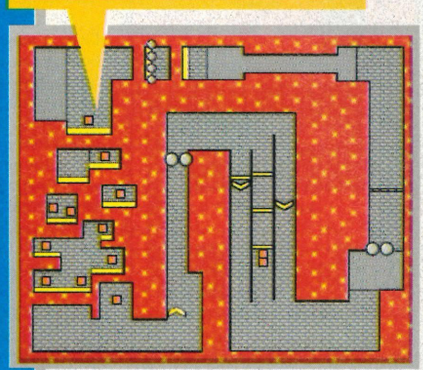




Mario and Luigi are the best characters to choose when racing on this course, as they can drive around the icy track without slipping too much. The ice blocks will disintegrate after you've hit them once, but it's possible to jump over the obstacles by tapping the left or right buttons. Avoid the water pools at all costs, and don't be afraid to cut corners by nipping across the snow.

Bowser Castle 3





This is one of the toughest tracks, so it's vital you get out in front early otherwise you'll be rammed around on the thin stretch just after the first corner. Take the left route when jumping over the bonus blocks, as this is the quickest route across the lava and providing you take the hairpin wide, you should be able to hit the nitro pad and zip under the thwompers. Drive down either the first or second lane just after the hairpin. Remember to jump over the ramp and onto the nitro if you take the first turning, and once again jump the ramps to grab a bonus on the second straight.

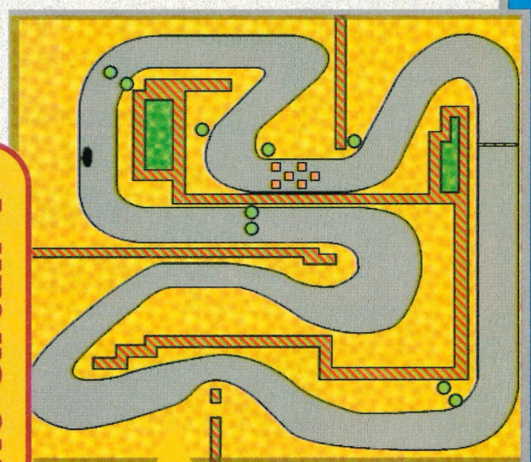
Take the corner by the bonus blocks slowly, otherwise you'll slip onto the mud and slide onto the gravel. Drop any banana skins on the thin straight at the top, and use the nitro mushroom to zip across the mud pool.





Choco Island 2

The fourth Mario Circuit is comprised of a few tight bends so you'll have to constantly slow down to take the hairpins. Drive in between the pipes when approaching the tight bend in the centre of the track – you can then turn across the apex of the corner and accelerate quickly along the following straight. Use any nitros on the bottom straight, propelling yourself across the sand and in between the walls.



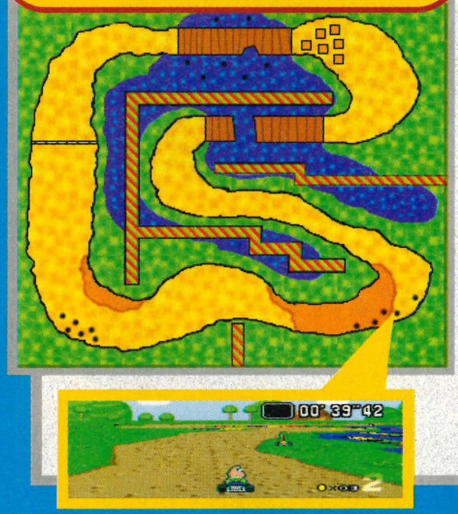


Mario Circuit 4

Special Cup

The special cup can only be played by the best karters. You must first win gold in all the other three cups at 100cc to access the courses.

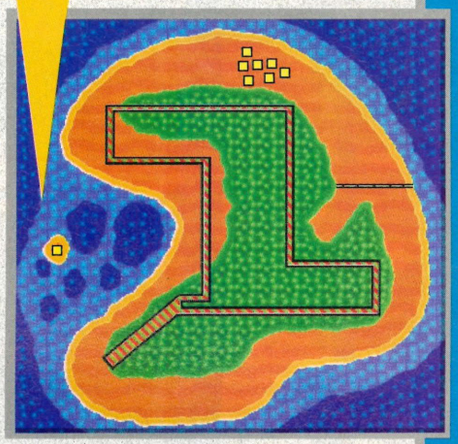
Donut Plains 3



This course is extremely thin, and more often than not the opposing karters will attempt to ram you off the bridges and into the water. Although it is possible to drive over the gap in the second bridge, it is best to jump to make sure you don't fall in the drink. The mud on the third corner causes a real problem, and the corner must be taken wide even if you slow down. Make sure you accelerate quickly out of the corner, and use any nitros along the bottom straight. The best place to overtake, apart from the straights, is the final corner. Cut across the grass to give yourself a few seconds to pass.

Koopa Beach 2





A simple course apart from the water section. Head towards the single bonus pad, then turn left and nip between two deep pools. A nitro will allow you to skim across the deep pools. Alternatively, use the nitro to fly across the shallow water just before the final corner.

Ghost Valley 3



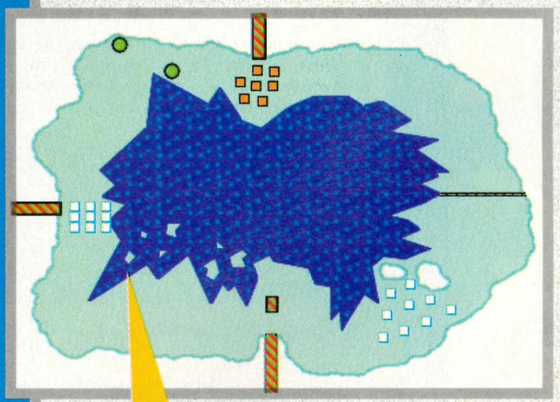




The feather is the ideal bonus, allowing you to cut across the track as indicated on the map. The majority of the course is not surrounded by a barrier so being rammed by the computer opponents can be a real problem. Choose Mario or Luigi as they are tougher and less prone to being nudged about. The nitro and jump at the bottom of the course provide the perfect way to gain precious seconds, simply hit the nitro and jump across onto the track as indicated on the map.

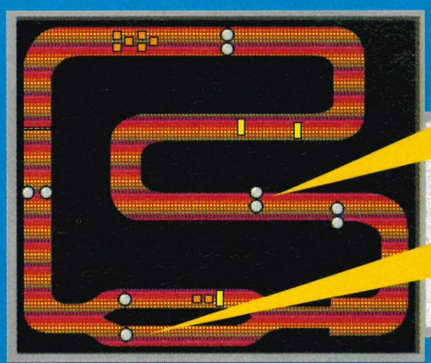
Vanilla Lake 2

The second Vanilla Lake course is perhaps the easiest Special Cup race, as long as you're willing to take risks. Stay close to the water's edge, cutting corners by jumping over the water and onto the small ice islands. Then quickly jump off the other side and back onto the course. The perfect place to drop a banana skin is between the ice cubes on the left, and remember to jump over the ice cubes on the final corner by pressing the left and right buttons.





Rainbow Road





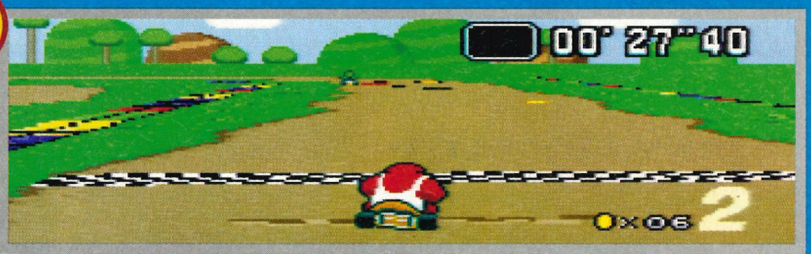


The Rainbow Road is hard on your eyes but easy to negotiate. The crushers must avoided at all costs as you'll spin out even if you touch them. The track has no barriers whatsoever, make sure you stay in the centre of the track or be prepared to be barged off! Weave in and out of the thwompers on the third straight, then take the following corner slowly to ensure you don't fall off the course as it gets thinner. When the road splits, take the left stretch. You won't get an additional bonus, but you'll find the next corner easy to drive around.

Track Tricks

Nitro Start

To get the best start possible, timing is essential. You can actually nitro off the starting line, propelling you out to the front of the field! You must press and hold the button down just before the second chime. If you're successful, your karter will zoom off down the track. Press the accelerator too early and you'll wheel-spin, too late and you'll just cruise off the line.



Green Shell Rebound



A excellent way of bugging the drivers behind you is by rebounding a green shell off a wall and watching it take out another karter. As you're approaching a corner, fire the shell at a wall facing you. The shell will hit the side, then bounce back towards you. Quickly steer around the corner and the shell will race off towards any drivers on your tail. With practice, the green shell is immensely useful, especially on the Bowser Castle courses.

Shell the Human!



Although the computer karters may be a pain in the butt, it is best to save your shells for your fellow human driver. It's more than likely that they'll shell you , so make sure you get them first!

Nitro Ram

On the Ghost Valley courses, try to ram the other drivers off the track. Either nudge them to the side, or ram them from behind as they're approaching a ramp. You can also nitro into the back of them, sending the unfortunate driver into the black void that surrounds the track.



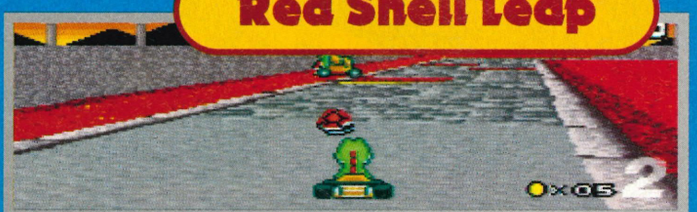
Banana Skin Block



If you're being chased by a fellow driver armed with a red shell, there's not that much you can do about it apart from jumping over the shell then hoping it crashes into a wall. However, if you' re carrying a banana, it is possible to block the shell with the skin. As long as the shell is fired from behind, wait until the red is upon you then quickly drop the skin. The shell will hit the banana, knocking them both off the track. It is possible, but it will take some practice.

Red Shell Leap

If you being chased by an opponent armed with a red shell, there's not much you can do to avoid the inevitable. Either try the banana skin block or, if you have a feather, leap over the shell as it hurtles towards you. The shell should whizz straight past, and hopefully hit the scenery. If not, it'll home in on you again!



Karting Characters

Bowser and Donkey Kong Jnr.

These fat lumps are best avoided as they'll casually ram you off the track! Using their weight to shove you about, your coins will soon disappear. Kong drops banana skins which are easy to avoid, although Bowser's fireball is a little harder to dodge, as it sways from left to right. Kong also has the nasty habit of leaping over any red shells you fire at him, so try to outmanoeuvre the fatties on the corners.



© 1992 Nintendo Co. Ltd.

© 1992 Nintendo Co. Ltd.

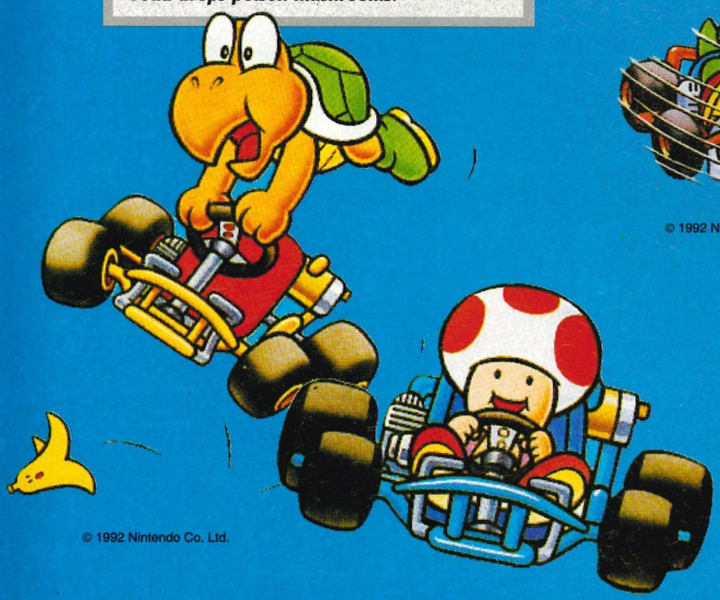


Mario and Luigi

The Mario Brothers, especially Luigi, will attempt to take the lead as early as possible. After the first lap, they'll start using the invulnerability trick, flashing as they speed around the track. If one of them is in front of you, he'll deliberately slow down to try and ram. Obviously, if you're rammed by this flashing menace you'll spin out. Either try to overtake both of them in the first lap (none of the characters will use their special ability in the first lap) or wait to pass them on a straight. If you attempt to zoom past them on the corner, more often than not they'll swerve into you!

Koopa and Toad

Two of the best all round characters to use thanks to their handling, Koopa Troopa and Toad are usually fairly easy to pass and will not cause you too much of a problem. Koopa drops a static green shell which you'll find easy to zip past, while Toad drops poison mushrooms.



© 1992 Nintendo Co. Ltd.



© 1992 Nintendo Co. Ltd.

© 1992 Nintendo Co. Ltd.



Princess and Yoshi

The Princess and the little green beast may be small, but they'll still ram the hell out of you! Quick off the mark, they throw the eggs and poison mushrooms with surprising accuracy. They are fast around corners and will often overtake on a hairpin, so try to take the racing line without skidding out. If you accidentally run over a poison mushroom, you'll shrink. Stay at the side of the track to hopefully avoid drivers attempting to flatten you, then grab another mushroom. This will return you to your original size.

INSTANT RELIEF

HI... All the Super Control team have gone down the pub, leaving me alone in the office, so I have very generously decided to spend my lunch hour compiling a tips compendium, featuring tips for your favourite games.



SUPER GHOULS AND GHOSTS

Even though this game is donkeys old, it is still incredibly hard. However, things can be made a lot easier using this level select cheat:

Go to the options screen and highlight EXIT. On controller two hold down L, R, Start and Select, and Start on controller one. This amazing feat of agility rewards you with a new option to select.

SUPER MARIO KART

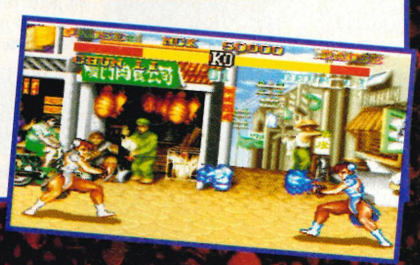


Way hay! Now here's a game that often tempts me to wander over to the Super Control side of the office quite a lot. There are lots of little cheats for this, but did you know that pressing Y, X, and A simultaneously when choosing your driver will let you start the race as a miniature version of yourself?

STREET FIGHTER II

Even though the Mega Drive game is the best version of SFII, here are some cheats which will activate options that your Sega-loving chums can access normally:

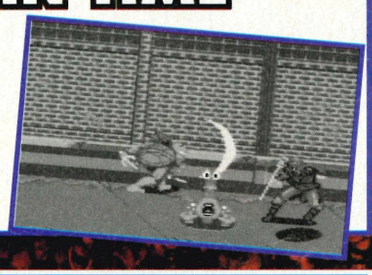
Two players can play the same character by pressing Down, R, Up, L, Y, B, X, and A.



TURTLES IN TIME

Cowabunga dude and all that boring claptrap. To get 10 lives, go to the title screen and on controller two press Up, Up, Down, Down, Left, Right, B, A and then go to the options screen and increase the number of lives on the correct option.

To choose a boss from any level to play against, press Up, Up, Up, Down, Down, Down, B, A+B on the title screen.



ACTION REPLAY CODES

MICKEY'S MAGICAL QUEST
7E02B102: Infinite lives
7E035F05: Infinite time
7E02C101: Start with magic costume
7E02AB0X: Start at level X.

SUPER GHOULS AND GHOSTS
7E02A402: Infinite lives
7E02A901: Infinite time
7E044A01: Protects against enemies and bullets
7E027602: Immune to enemy attacks
7E1FA503: Many items
7E14BA04: Golden armour
7E0A5B02: Fast monsters.

SUPER MARIO WORLD
7E0DB405: Infinite lives for Mario
7E001901: Permanent mushroom
7E001902: Permanent cape
7E001903: Permanent fire flower
7E0DC101: Infinite Yoshis
7E0DCA01: Go straight to bonus stage
7E001904: Invincibility.

SUPER STAR WARS
7E08FB03: Unlimited lives
7E0A7920: Unlimited energy
7E098702: Unlimited shields
7E097702: Infinite thermal detonators
7E098358: Start with light saber.

PRINCE OF PERSIA

With 20 massive levels and only two hours of play allowed, it is really hard to complete this game.

Luckily I have a complete set of passwords with loads of time left:

LEVEL TWO: BIEMC4L
LEVEL THREE: YLYWQEZ
LEVEL FOUR: 4T31IJP
LEVEL FIVE: 3A4KKGZ
LEVEL SIX: FCXAI5Z
LEVEL SEVEN: EPDKW1L
LEVEL EIGHT: NJPK5FE
LEVEL NINE: MCQLARA
LEVEL 10: FQILWOA
LEVEL 11: 36YVQVS
LEVEL 12: ZDCLIAJ
LEVEL 13: 3Y4L54J
LEVEL 14: VK6HILN
LEVEL 15: U6DVKJN
LEVEL 16: NBZJABN
LEVEL 17: 3AGKR1Q
LEVEL 18: FYEQRFU
LEVEL 19: E6SQR3J
LEVEL 20: RHQMRCP.



DIAL-A-TIP
HINTS N TIPS N CHEATS N POKES
• THE ORIGINAL AND THE BEST •
ALL SYSTEMS CHEATLINE
(SAY 'YES' FOR NINTENDO)
0891 101 234
NINTENDO CHEATS 'N' TIPS.....0891 445 913
CONSOLES CHEATS 'N' TIPS.....0891 445 991
CONSOLE HOTLINE.....0891 445 990
LAST WEEK'S CHEATS.....0891 101 235
ULTIMATE QUEST (COMPETITION).....0891 101 255
ALL CHEAT LINES UPDATES WEEKLY / INTERACTIVE GAMES SOLUTIONS
SUPER MARIO WORLD.....0891 445 924
THE IMMORTAL, ROD LAND.....0891 445 921
DESERT STRIKE, JUNGLE STRIKE.....0891 445 953
STREETFIGHTER 2, (INC TURBO ED).....0891 445 927
FIRST SAMURAI.....0891 445 926
MORTAL KOMBAT.....0891 445 987
FOR FULL INFORMATION ON ALL OUR SOLUTION SERVICES & CHEATLINES
DIAL 0891 445 904
IF YOU'RE STUCK IN A GAME CALL OUR QUESTIONS & ANSWERS LINE
DIAL 0891 668 012



Switchcards welcome.
Please quote issue no. for Switch.
Please make cheques and postal orders payable to ZAP COMPUTER GAMES.

OPEN 7 DAYS

ZAP COMPUTER GAMES

TECHNO HOUSE, LOW LANE, HORSFORTH,
LEEDS LS18 4DF

0·5·3·2 5·9·0·0·7·7

FAX No: 0532 586523

SEE OUR FULL PAGE SOFTWARE AD ELSEWHERE IN THIS ISSUE

ZAP HOURS: 9am-7pm Mon-Fri • 9am-5pm Sat & Sun

SSORY RANGE

Attention Street Turbo owners. The Patriot Pad. £24·99 +£1.50 P&P

NEW GENERATION CONVERTER

Plays all games including Street Fighter Turbo & Mario All Stars

£19.99 (+£1.50 P&P)



MULTITAP

Compatible with UK, US & Jap machines

£29.99 (+£1.50 P&P)

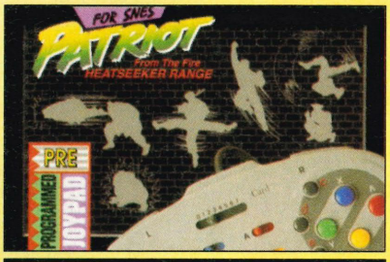


PAL 1 – BOOSTER

Play scart machines on non scart televisions

£29.99 (+£1.50 P&P)





WARNING! THIS PAD WILL SERIOUSLY DAMAGE YOUR OPPONENTS HEALTH!!

- *You've got the Game, now get the Pad.*
- *Are you fumbling with your **Fire Balls?***
- *Delaying your **Dragon Punch?***
- *or Simply making a hash of your Hurricane Kick?*

Then the Patriot is the pad for you!

Create all your favourite moves on the incredible Streetfighter Turbo game with the press of just one button.

- *Compatible with all the Turbo Characters*
- *Simply flick the switch to the warrior you desire.*
- *Four different special moves for each character.*
- *or simply use as a normal pad.*

TOP FIGHTER JOYSTICK

£59.99 (+£5.00 P&P)



XE-6 JOYSTICK

£29.99 (+£5.00 P&P)



IMMORTILISER

Like the Patriot but for Mortal Kombat

£24.99 (+£1.50 P&P)



ALSO AVAILABLE

SCART LEAD .....£15.00 +£1.50 P&P
JOYCARD .....£15.00 +£1.50 P&P
US PAD .....£17.50 +£1.50 P&P
CAPCOM FIGHTING STICK.....£64.99 +£5.00 P&P
SNES MOUSE.....£ CALL
SMART CARD JOYSTICK (INCREDIBLE).....£65.00 +£5.00 P&P

MEGADRIVE 6 BUTTON PAD .....£17.50 +£1.50 P&P

TRISTAR (NES TO SNES CONVERTER)...£45.00 +£1.50 P&P

X-TERMINATOR (CODE BUSTER ACTION REPLAY COMPATIBLE).....£39.99 +£1.50 P&P

console plus

SALES HOTLINE
(0924) 456802 or (0345) 090099

MAIL ORDER ONLY

218 BRADFORD ROAD, DEWSBURY, WEST YORKSHIRE WF17 6JF

NEW US RELEASES

BATTLETOADS	38.00
BLUES BROTHERS	36.00
BOB	38.00
20/20 BASEBALL	CALL
EVO	47.00
FAMILY DOG	23.99
FATE OF ATLANTIS	CALL
FINAL FIGHT 2	44.99
FIRST SAMURAI	37.00
MARIO ALL STARS (JAP)	38.00
MARIO IS MISSING	38.00
RED LINE F1 RACER	41.99
ROCK & ROLL RACING	39.99
ROCKY RODENT	44.99
SUPER AIR DIVER (JAP)	35.00
STREETFIGHTER 2 TURBO (DATEL CONVERTOR £14 + £1.50 P&P)	65.00
SUPER SLAPSHOT	38.00
WORLD HEROES	54.99
ZOMBIES ATE MY NEIGHBOURS	41.99

TOP SELLING UK GAMES

ALIEN 3	39.99
BATMAN RETURNS	39.99
BEST OF THE BEST	41.99
BOB	41.99
BULLS V BLAZERS	35.00
CYBERNATOR	34.99
FIRST SAMURAI	39.99
J POND ROBOCOD	34.99
KICK OFF	37.99
MARIO ALL STARS	45.99
MARIO PAINT	54.99
MORTAL KOMBAT	47.99
NHLPA HOCKEY	39.99
PILOT WINGS	37.99
PUGSLEYS SCAV HUNT	34.99
ROAD RUNNER	41.99
SIM CITY	34.99
SIMPSONS KRUSTYS SUPER FUNHOUSE	29.99
SPIDERMAN & X-MEN	29.99
SPINDIZZY WORLD	34.99
STARWING	41.99
STRIKER	39.99
SUPER GOAL	34.99
SUPER SOCCER	34.99
TAZMANIA	39.99
TINY TOONS	39.99
TOM & JERRY	39.99
WWF ROYAL RUMBLE	49.99

NEW TITLES ARRIVING DAILY - CALL FOR LATEST RELEASES
WE ALSO STOCK A HUGE RANGE OF GAMES & HARDWARE FOR GAME GEAR, MASTER SYSTEM, SNES, GAMEBOY & MEGA DRIVE
SEND S.A.E. FOR FREE CATALOGUE AND MAIL SHOT ETC.

OCT TO JAN - OPENING TIMES
MON - FRI : 9AM - 7PM
SAT : 10AM - 2PM

OFFICIAL UK SUPER NINTENDO SYSTEM
Starwing Pack £129.99

SNES STREETFIGHTER PACK £144.99
SNES ACTION PACK £144.99
SNES MARIO PACK £114.99
SNES BASIC PACK £94.99

FIRE PATRIOT JOYPAD



GET FIRE'D UP!

AS SEEN ON ITV'S BAD INFLUENCE COMPUTER GAMES SHOW

SNES PATRIOT JOYPAD
Only £21.99 +£1.50 P&P

Fire SNES Convertor – £8.99
Fire Special FX Convertor – £9.99
Fire Turbo Joypad – £10.99

ACCESSORIES
SNES Carry Case - £15.00
Advantage Joystick - £38.99
Top Fighter Joystick - £52.99
Multitap 4 player adaptor - £29.99
Datel S/fighter 2 Convertor - £14.99
Megamaster 1 - £22.99
Scart cable - £7.99
Power Supply (US) - £12.99

US COST CUTTERS

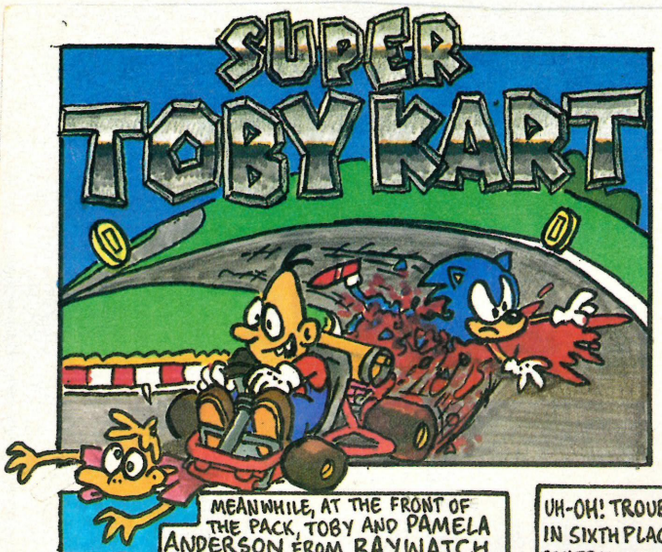
AMERICAN GLADIATORS	37.99	OUTLANDER	38.99
ARCANA	24.99	OUT OF THIS WORLD	34.99
ADDAMS FAMILY 2	34.99	PAPERBOY 2	36.99
AMAZING TENNIS	39.99	PEBBLE BEACH GOLF	39.99
BASEBALL SIM	29.99	PITFIGHTER	32.99
BATTLE TOADS	34.99	POCKY AND ROCKY	32.99
BARTS NIGHTMARE	34.99	POPULOUS	34.99
BEST OF THE BEST	25.99	POWER MOVES	39.99
BLAZE ON	39.99	PRINCE OF PERSIA	29.99
BRAWL BROTHERS	39.99	PUSHOVER	34.99
BUSTER BROS	37.99	RACE DRIVIN	37.99
BULLS V BLAZERS	40.00	RAMPART	39.99
CACOMA KNIGHTS	27.99	ROAD RUNNER	37.99
CALIFORNIA GAMES	37.99	ROBOCOP 3	29.99
CAPTAIN NOVOLIN	37.99	ROCKETEER	29.99
CASTLEVANIA 4	41.00	ROCKETEER (JAP)	21.99
CAVEMAN NINJA	41.99	ROMANCE OF 3 KINGDOMS	33.99
CHESSMASTER	34.99	R CLEMENS BASEBALL	29.99
CHESTER CHEETAH	41.99	R P M RACING	34.99
CHUCK ROCK	37.99	SHANGHAI 2	34.99
COOL WORLD	44.99	SIM EARTH	42.99
CLUE	34.99	SKULL JAGGER	35.99
CONGOS CAPER	34.99	SPACE FOOTBALL	32.99
CYBERNATOR	39.99	SPANKYS QUEST	29.99
CYBERSPIN	34.99	SPIDERMAN V X-MEN	37.99
DESERT STRIKE	39.99	STAR WARS	39.99
DINO CITY	34.99	STREET COMBAT	37.99
DOOMSDAY WARRIOR	39.99	STREETFIGHTER 2	47.00
DOUBLE DRAGON	39.99	STRIKE GUNNER	29.99
DRAGONS LAIR	34.99	SUPER ADVENTURE ISLAND	29.99
DUNGEON MASTER	44.99	SUPER BASE LOADED	29.99
EDF	29.99	SUPER BATTLETANK	31.99
FACEBALL 2000	34.99	SUPER BOWLING	29.99
FATAL FURY	41.99	SUPER CONFLICT	37.99
F1 STRIKE EAGLE	29.99	SUPER CONTRA 3	37.99
FINAL FANTASY MYSTIC QUEST	34.99	SUPER GOAL	39.99
G. FOREMANS KO BOXING	28.99	SUPER OFF-ROAD RACER	33.00
GHOULS'N'GHOSTS	39.99	SUPER R-TYPE	24.99
GODS	39.99	SUPER SOCCER CHAMP	34.99
GUNFORCE	34.99	SUPER TENNIS	37.99
HARLEYS HUMUNGEOUS ADV	34.99	SUPER TURRICAN	34.99
HIT THE ICE	42.99	TAZMANIA	39.99
HOME ALONE	33.99	TECHMO BASKETBALL	44.99
HOME ALONE 2	38.99	TERMINATOR	34.99
HUNT FOR RED OCTOBER	39.99	TEST DRIVE 2	39.99
JACK NICKLAUS GOLF	34.99	THUNDER SPIRITS	34.99
JAMES BOND JUNIOR	34.99	TKO BOXING	34.99
JEOPARDY	35.99	TOM & JERRY	39.99
J CONNORS TENNIS	39.99	TOYS	39.99
J. MADDEN 93	34.99	TURTLES 4	34.99
J. MADDEN	31.99	VEGAS FLAKES	34.99
KABOOEY	29.99	WARPSPEED	36.99
KAWASAKI CHALLENGE	37.99	WAYNES WORLD	34.99
KING ARTHURS WORLD	39.99	WHERE IN THE WORLD IS CARMEN SANDIEGO	41.99
KRUSTYS FUNHOUSE	32.99	WINGS 2	34.99
LETHAL WEAPON	39.99	WING COMMANDER	44.99
LOST VIKINGS	39.99	WOLFCHILD	39.99
MAGIC SWORD	37.99	WORDTRIS	38.99
MICKEYS MAGICAL QUEST	41.00	WORLD LEAGUE SOCCER	34.99
NHLPA 93	39.99	YOSHIS COOKIE	36.99
NINJA BOY	34.99	ZELDA 3	37.99

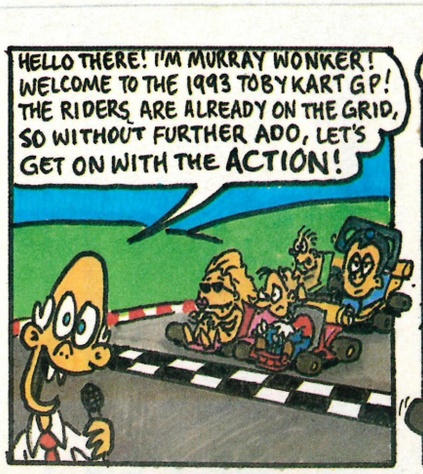
JAP COST CUTTERS

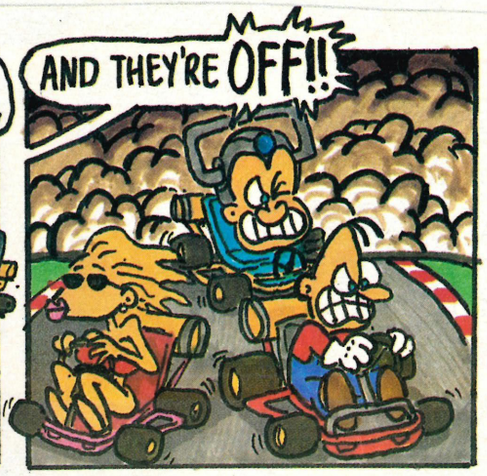
ACROBAT MSSION	30.00
ADVENTURE ISLAND	39.99
AREA 88/UN SQUADRON	39.99
AXELAY	35.99
BATTLETECH (MECH WARRIOR)	35.99
FINAL FIGHT 2	59.99
FORMATION SOCCER 2	34.99
GHOULS 'N' GHOSTS	41.99
GOLDEN FIGHTER	38.00
GRADIUS 3	34.99
HOOK	35.99
HYPERZONE	38.99
IKARI WARRIORS	34.99
KING OF RALLY	20.00
MAGIC SWORD	31.99
MARIO ALL STARS	65.99
MUSYA	25.99
MARIO 4	39.99
NIGEL MANSELL	39.99
PHALANX	35.99
PRO SOCCER	39.99
PRINCE OF PERSIA	39.99
RPM RACING	24.99
SUPER F1 HERO	34.99
SUPER GAPACHON WORLD	33.99
SUPER AIR DIVER	39.99
SUPER BASEBALL 2	20.00
SUPER CONTRA	39.99
SUPER F1 CIRCUS	34.99
THUNDER SPIRITS	37.99
TURTLES 4	36.99
WRESTLING	39.99
WORLD CHAMP BOXING	26.99

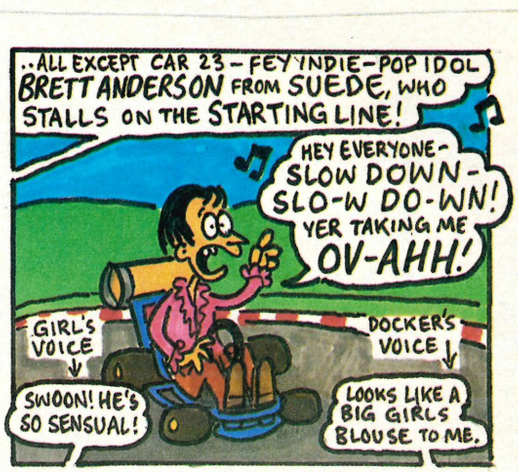
COST CUTTERS ARE AVAILABLE AT THESE PRICES THIS MONTH ONLY - SO ORDER NOW!!

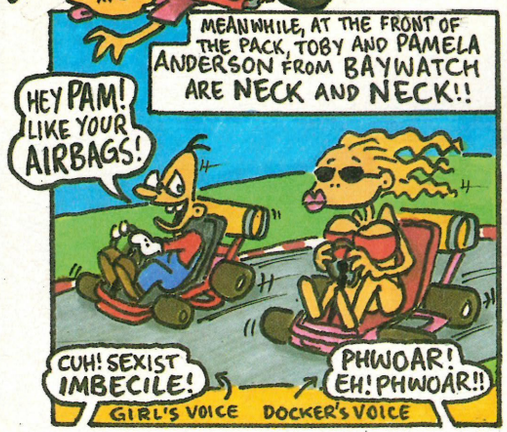
Please add P&P at the following rates:
Games £1.50,
Peripherals £3.50,
Consoles £5,
Next Day Courier (Weekday) £8



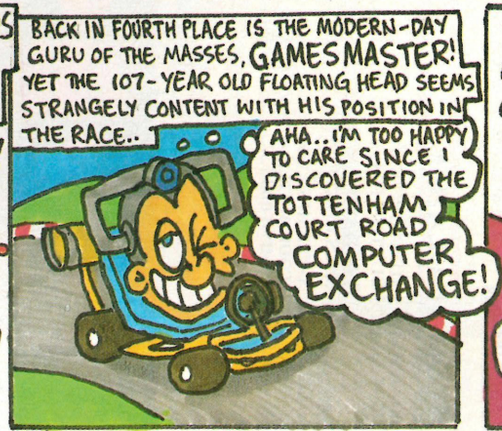














CHARLIE BROOKER™

SUPER PRICES FOR NEW TITLES ON MAIL ORDER - ALL YOU HAVE TO DO IS CUT OUT THE COUPON ON THE RIGHT AND SEND IT TO "TCR COMPUTERS", 143 WHITFIELD ST., LONDON W1P 5RY! WONDERFUL!

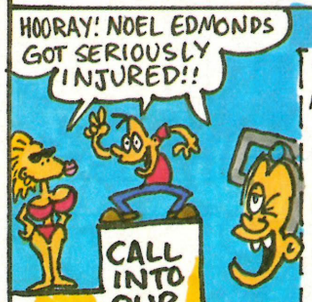
STREETFIGHTER II TURBO - £54.99 (UK VERSION)
MORTAL KOMBAT - £54.99
MARIO ALL-STARS - £44.99
JURASSIC PARK - £CALL
ROCK N ROLL RACING - £CALL
ZOMBIES ATE.. - £CALL
MADDEN '94 - £CALL
BOMBERMAN (UK) - £CALL
NHL HOCKEY '94 - £CALL
GOOF TROOP - £44.99
FLASHBACK - £CALL
PUTTY - £CALL

NEW STOCK ARRIVES REGULARLY! PHONE FOR UP TO THE MINUTE INFORMATION!



GOODS SENT ONCE CHEQUE HAS CLEARED. ALL PRICES SUBJECT TO CHANGE +AVAILABILITY. TRADE ENQ's WELCOME!

SO THERE YOU HAVE IT.. TOBY HAS WON THE CHAMPIONSHIP. BUT ON THE WINNER'S PODIUM THERE IS DOUBLE CAUSE FOR JUBILATION....



CALL INTO OUR RETAIL OUTLET
143 WHITFIELD ST (NR WARREN ST. TUBE)
LONDON W1P 5RY!
OPEN 10-7 MON-SAT AND 12-5 ON SUNDAYS!

YO! TCR COMPUTER EXCHANGE! PLEASE SEND ME THE FOLLOWING....

MY NAME IS

ADDRESS

*ENCLOSE A CHEQUE/P.O., PAYABLE TO "TCR COMPUTERS MAIL ORDER". ADD £1.50 FOR P+P

CUT IT OUT, MAN!!



Docking with the mothership is a doddle – simply radio through a request to land and then fly towards the ship



The mission debrief with your commanding officer is where you get a promotion or a severe slap on the wrists

WING COMMANDER
Secret Missions



To get you used to the controls of your craft, a training sim designed like an arcade version of Afterburner is located in the mothership's recreation lounge. Here you can blast the Kilrathi scum into atoms in the safe knowledge that you have another credit!



The guardian craft are much bigger in size than the standard Kilrathi pursuit ships and take more hits too. They also repel any attacks with an impressive barrage of return fire



Activating your automatic targeting makes identification of long-range targets far easier because a stats screen of the targeted craft is displayed in the bottom-right of the screen. Its main use however, is to give your homing missiles a positive target

Getting trivialities out of the way, I think it would be stupid to buy Wing Commander: The Secret Missions if you already own a copy of Mindscape's previous SNES release, Wing Commander. Although the gameplay is enjoyable and absorbing, the lack of variation between the two versions does create a problem.

If however, you missed Wing Commander the first time around, you may be interested in this new version. Following the same design as the original Wing Commander, The Secret Missions pits you as either a rookie pilot or an ace, in a violent inter-galactic struggle against the Kilrathi Empire.

Riddled with mission briefings, movie-style footage, a story-line which unfolds as you progress, medal ceremonies and good old Mode 7, Secret Missions offers plenty of excitement giving you the chance to get involved in the plot and the missions.

SECRET SERVICE

Missions are outlined before you undertake any offensive and, depending on how successful you are in each one, you determine how the game unravels and ultimately ends. Failure to destroy certain craft specified in the briefing could result in the alliance fleet fleeing with their tails between their legs and in turn, bring an untimely end to your game.

Warping between navigational points you will encounter swarms of Kilrathi pilots, and upon destroying them you will be closer to attaining your mission objective. At certain points you will confront guardian ships that take considerably more hits and, if you take too long, will warp out of the system causing you to fail in your mission. This will rarely happen if smart bombs and homing missiles are used.

As each mission unfolds you get deeper and deeper into Kilrathi space where the missions get harder, longer and more absorbing. However, having said this, things are still relatively easy and thanks to the password system you can progress at a dramatic speed. Also, if you fail to complete a mission you can return and do it again until you do succeed.

Graphically, The Secret Missions has nothing to write home about. The Mode 7 used to create the scaling spacecraft is fairly smooth, but considering the sparseness of foreground and background graphical interference you would expect a little more detail in the sprites – after all, there must be sufficient memory available!

Wing Commander received 80 per cent, and although Secret Missions is a more playable game, its failure to offer anything more substantial than the original results in the lower mark. It is a good adventure, but the price will make you think twice. **ALLIE**



Each mission is outlined in detail before you undertake your offensive. Careful attention has to be paid to the secondary missions – failure to complete could change the game's outcome



WING COMMANDER

HOUSE: MINDSCAPE
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE
TYPE: SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

77%
SUPER CONTROL

SOUND	7
GRAPHICS	6
GAMEPLAY	6
LASTABILITY	5

ENERGY HIGH

- Good use of Mode 7
- In-depth plots and missions
- Exhaustive gameplay
- Plenty of action

ENERGY LOW

- Slightly repetitive
- Missions are too short
- Password system makes gameplay too easy

ALTERNATIVE SYSTEM

Wing Commander is a perfect alternative, but it would be silly to get both versions due to the lack of variation between them. Accolade released a similar galactic shoot'em-up in the form of Warpspeed, scoring 80 per cent. For more Mode 7 flight sim/shoot'em-ups try Pilotwings or Star Wing.

PREVIEW

MOWING THE LAWN IN REAL-TIME



Wow, check out that circuitry! These sections are relatively short, but size isn't everything so I'm told!



THE LAWNMO

Considering the relatively low budget for the film, the computer graphics used for the VR sections were some of the most impressive seen in a movie of this kind. Angel Studios who created all the computer generated footage uses all the latest computer animation technology to create its specialised images. Although sequences such as the battlefield, the relaxscape and Jobe at one with the computer, memorably shine through, perhaps the most outrageous aspect of its VR programming was the ultimate interactive experience, Cybersex. Will VR ever reach such dizzy heights as predicted by Angel Studios? Who knows, but it would be nice to think it could happen...one day.

AND HOW WOULD YOU LIKE THAT, SIR?





The Lawnmower Man wasn't made to be a blockbuster. Filmed on an incredibly low budget, Steven King's short story became one of the most talked about movies of the time with its special computer effects and Virtual Reality connections. Now, two years after its release, the film has grossed $145 million throughout America, Japan and Europe thanks to box office takings and video rental. Finally a game is now ready for launch.

The Lawnmower Man has been developed by software house Sales Curve (noted for its excellent shoot'em-up Super SWIV) and has been in progress for well over a year. With the film long gone, Sales Curve is hoping to coincide the game's launch with the release of the second film, Lawnmower Man II due to be screened in the middle of next year.

CYBER DREAMS

The SNES game will feature aspects and scenarios from both the first and second films. The first film sees Dr Angelo (played by Pierce Brosnan) battling against a tyrannical military-minded system and a Virtual being called Jobe living within a computer. The second film, without giving too much of the plot away, focuses on the computer generated entity CyberJobe, who now helps Dr Angelo from within his pocket computer as they fight a brilliant yet evil entity.

By incorporating a variety of gameplay themes, these encounters and VR experiences such as the 3D flying battle-monkey sequence and the VR shoot'em-up game played between Angelo's son and Jobe in the film, are gloriously recreated for the game. The final showdown with Jobe as a computer generated being is also incorporated as a dramatic end-of-level guardian stage midway through the game.

JOBE CENTRE

All these 3D 'Virtual Reality' sections purely make use of the SNES's Mode 7 capabilities, allowing the machine to rotate and scale the graphical images needed to create a Virtual effect relatively smoothly. Considerable information is on screen at any one time and in this day and age of the wondrous FX chip, it is quite impressive that the 3D images here are generated purely by the SNES's own hardware.

For those of you familiar with the film, the 3D sections included in the game version are equally as detailed with numerous enemies to shoot and obstacles to avoid, all of which comes swirled together in a flurry of brash colour. Navigating through the barrage of inanimate



For a change of pace, Dr Angelo climbs onto a meaty Harley Davidson and streaks through the countryside with guns blazing. Ah, the open road...



At one point it is neccessary to commandeer a helicopter and fly over a broken bridge to escape from the mobsters



Remember these wasps from the film? Here they swarm in formation, expanding from a very tight circle in an attempt to engulf Dr Angelo



WER MAN

obstacles isn't as easy as it may at first look – control is smooth but the dangers tend to approach quite fast requiring quick thinking and reactions from the player.

Virtual Reality sequences aren't all that Lawnmower Man has to offer however. In order to cover all aspects of the films' plots, other levels apart from the 3D sections have been included to change the pace and style of the game with the 3D parts normally only appearing as sub-sections.

VIRTUALLY IMPOSSIBLE

The majority of these levels are standard platform-styled sections taking you through different locations, but later in the game the view switches to a top-down view as you straddle a Harley and go for a spin. Here you must weave in and out of the oncoming vehicles without getting blasted by missiles and bullets.

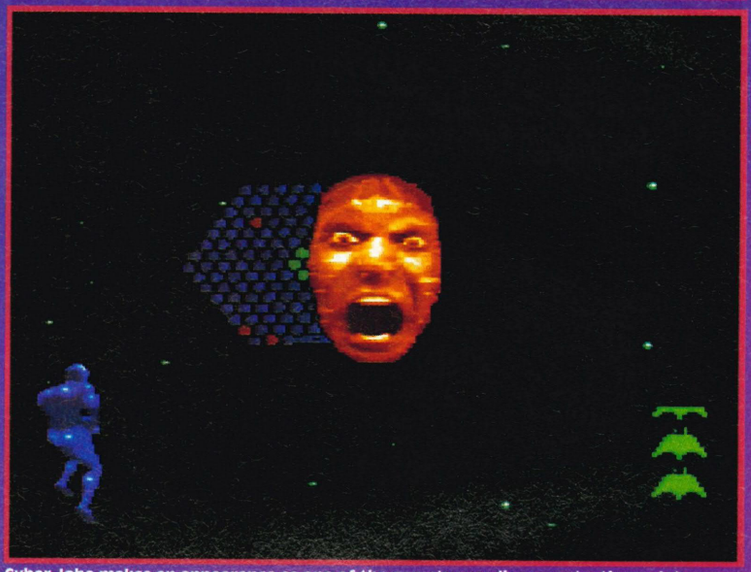
Naturally, you take control of Dr Angelo's character within the game, but you also have the opportunity to double the fun with a second player taking control of Angelo's friend, Carla. Together you will play the 'normal' levels simultaneously then take it in turns as you experience the 3D sections.

As with all good action games there are plenty of guns, bad guys, bonuses and guardians to sink your teeth into. You can also find Virtual Cybersuits which, unlike the ones seen in the film that light up, protect the wearer against enemy fire allowing more hits than usual to be taken before dying.

Keeping in with the Virtual theme, the soundtrack was created by a touring band called Real, who have supported the likes of INXS, Technotronics and keyboard wiz Rick Wakeman. One of their tracks appears in level five – "Race to Virtual Space Industries", and has been included to beef up the soundtrack during the race sequences.

Still footage taken from the films act as interlude screens between levels, unfolding the story-lines of both films as you progress through the game. The downer at this point is that you'll already know the plot of the second Lawnmower film before it even hits the cinemas!

ALLIE



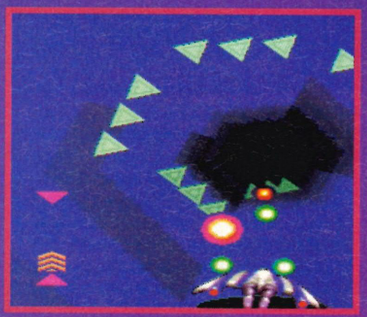
Cyber Jobe makes an appearance as one of the game's guardians, protecting a data protection grid from the hacking fingers of Dr Angelo



Not that you would see Pierce Brosnan wielding such a huge weapon, but his game character likes to be well armed



Your mission is to find computer terminals and destroy them before Cyber Jobe can take over the world



Guardians are evident at the end of every level, this helicopter being one of them



Some of the polygon-styled VR levels take influence from the attack monkey sequences in the first film



The shooty-shooty game sequence from the first film is included with plenty to blast and dodge

THE CARTOGRAPHERS' DREAM GONE WRONG



If one of your characters has cartography skills they will automatically map any of the areas that they walk through



(Right) This map shows the whole of the cavern beneath Middlegate, knobs an' all



With the wonders of Mode 7 the map can be rotated and zoomed in and out. Shame they didn't use such effects in the main game isn't it?

Those 16 monsters are cunningly disguised as one chap with a bow. Oh, what ingenuity!



MIGHT AND M

IT'S ANORAK TIME AGAIN!

RPGs are funny old things aren't they? Some of them look absolutely fantastic but play like floaters and others look terrible and just suck you in. Take Shadow Run for example, it looks awful but still keeps you playing 'til three in the morning. Might and Magic II however looks awful with gameplay that isn't too hot either.

At the start of the game you have to define who will be in your party, either by creating your own set of characters or by using the bog-standard pre-set ones. Each party can be any combination of knights, clerics, paladins, archers, sorcerers, ninjas, robbers and barbarians. There is also the choice of race which includes humans, elves, dwarves, gnomes, and half-orcs.

Each character's race and occupation affects how they perform. For example elves are magical creatures and work best as sorcerers or archers. Half-orcs on the other hand are boring creatures with not much up top, but are fab when fighting.

Taking a first-person perspective view, like in Dungeon Master, Might and Magic II has your party of up to six characters wandering around the countryside and villages in search of the ultimate treasure – the Orb of the Elemental Lords. Along the way they will meet many monsters that are just asking to be slaughtered and helpless people that will ask them to perform tasks or quests. Each quest requires the members of the team to complete one task each. Fighters might have to fight large knights, ninjas might have to sneak into protected places and sorcerers might have to learn awesome spells before they can complete the quest.

During the quests each character will be able to improve their skills and abilities by fighting or casting magic. The magic users start off with a few spells but can eventually learn up to 96 new ones, which gradually increase in power. Fighters can stop off at training camps and improve their techniques and increase their number of hit points.



With no hit points and only two characters this Jurassic Park refugee doesn't have to worry about apart from what to have for tea tonight

DANGER? WHAT DANGER?

It all sounds dandy doesn't it? All it needs now is some nice graphics and sound to make it the perfect game, right? Wrong. The presentation of this game is so bad that it actually detracts from what could have been an otherwise excellent RPG. It is totally unacceptable that when the party is in a room the game doesn't bother drawing all the walls on the screen until they get right up close to them. Also characters that must be interacted with can only be discovered by accident if you luckily stand on the same square as them!

The fact that the SNES can easily be made to display characters or objects at a

Under the moonlit sky our heroes come across a spooky castle. If the residents don't let you in just slit their gizzards



Oh, so this is a bubbling lava pit then is it? So where is the lava, or the bubbles, or indeed the pit?



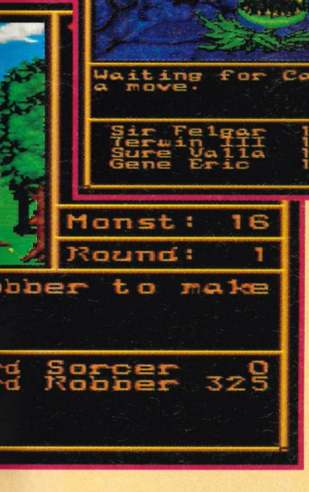
I have to confess that I loathe RPG games with a passion, and Might and Magic does nothing to sway me from my blinkered opinion. What more is there to say when what we believe to be an unfinished, pre-release copy turns out to be a finished product? Along with Dungeon Master, two famous Amiga RPGs have turned out to be complete turkeys on the SNES. Maybe the machine just isn't cut out for this kind of game after all? We live in hope that one day someone will prove us wrong. Until then, avoid this.

ANDREW



(Right) Oh look, I'm being attacked by eight monsters. Now just where are they all exactly?





(Above) Cassandra isn't having a good time at the moment. She has only seven hit points and is stuck in the middle of combat



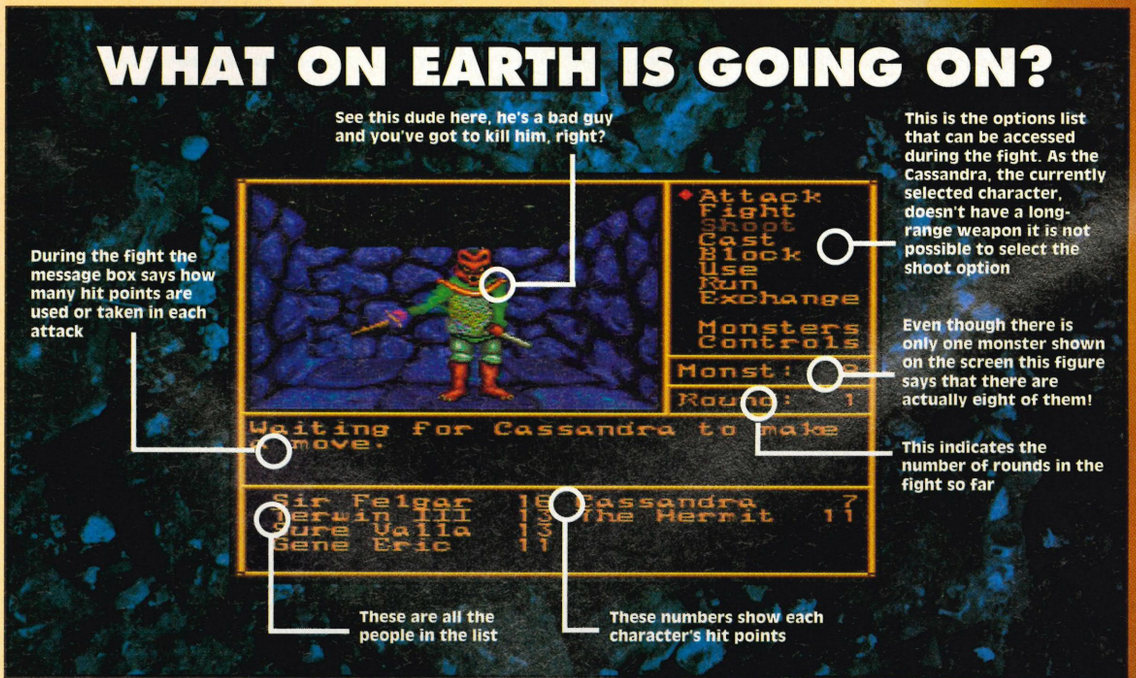
(Left) Yet more fighting in the dungeon, but that's about all there is to this game really. Poor old Sure Valla has been killed

MAGIC II



This is the character statistics screen. With lots of weapons and items the knight is a formidable opponent. One to avoid I think!

WHAT ON EARTH IS GOING ON?



distance just slipped the mind of the people who designed this game I'm afraid. You can be walking along happily when suddenly the message box says that you are standing in front of a fountain or are in a bubbling lava pit but it is all news to you because there is no indication on screen!

Monsters cannot be approached with caution, they just pop up out of the blue. Oh, when I say 'they' I don't mean just one or two, I mean up to 20 of them in one go, although only one is ever visible. The first encounter I had was with 10 monsters and I got slaughtered straight away. I assumed there was a bug in the game, but a few phone calls revealed that I was actually playing the finished version of the game and it was supposed to be like that. Oh dear!

Playing the game for a long time and ignoring the damned awful view eventually reveals that there are many quests to be undertaken and that this is quite a deep and gripping game, but quite honestly the fact that it is made so hard by such sloppy presentation just kills any atmosphere and sense of fun, and it is just not worth the time and the money when there are far superior games out on the market.

Even the most ardent role-playing game fans, of which I am one, will be bitterly disappointed with this because it looks so laughably bad.

RICH

Oh look, it's the fountain of clairvoyance. Looks more like a torch on a wall to me. This is yet another example of the terrible graphical presentation





MIGHT AND MAGIC

HOUSE: ELITE
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: 1
TYPE: RPG

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

58%

SUPER CONTROL

SOUND	5
GRAPHICS	3
GAMEPLAY	6
LASTABILITY	4

ENERGY HIGH

- Lots to do
- Some great spells
- A mapper's dream

ENERGY LOW

- Sloppy graphics
- Unresponsive controls
- A player's nightmare

ALTERNATIVE SYSTEM

Shadow Run is one of the best role-playing games around at the moment. It has lots of magic and action, and even though it doesn't look too hot graphically it is completely enthralling and will keep you playing for weeks on end. Steer clear of Might and Magic II and plump for Shadow Run instead



Betting may be frowned upon by many people, but it can make you very rich indeed

Bet all you can afford and shame everyone with your extravagance



LAMBORGHINI AMERICAN CHALLENGE

MARIO KART IT AIN'T!

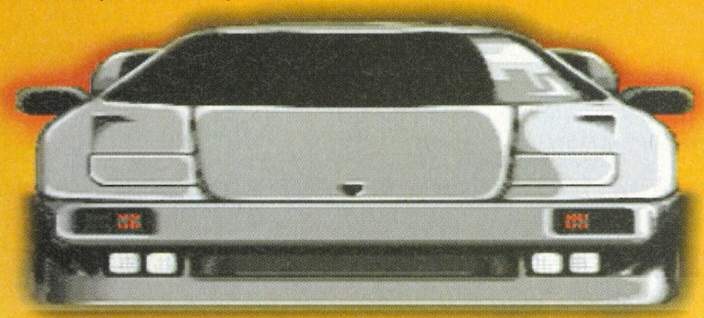
There are loads of racing games around on the SNES, of which the pick of the crop must be the superb Super Mario Kart. This set a standard for racing games, because even though it was a bit silly, everything travelled at a phenomenal speed and was terrific fun to play. Top Gear 2 is one of the most recent racers to catch our eyes with its slick looks, fast gameplay and two-player action.

Titus, a French company more famous for its 16-bit releases, is now trying to burst onto the scene with a very similar title called Lamborghini American Challenge. Amazingly it is Superscope compatible, leading to lots of two-player fun, but the rest of the game is too dull to stir up any excitement.

COAST TO COAST

Set on the American freeways, Titus the Fox is involved in a spot of illegal racing. How he can actually drive is beyond me, but I'll let that pass for the moment. In the underground world of high-speed racing there are four divisions, and Titus is stuck at the bottom of the fourth with no wins under his belt and no points. Winning races will bump up the poor chap's points and hopefully he will be able to move up through the divisions.

By coming in at fourth place or higher he will win some money, which introduces a more interesting and competitive element into the game. Some of the towns where the races are places in which professional 'cannonballers' like to race. They are all incredibly arrogant and as such often bet between themselves. Finishing in respectable positions increases your bank balance, which means that some more money can be made on the side by gambling with a couple of the other entrants. Obviously the more money you have the better chances you have in quickly rising through the divisions, adding great incentive to do well right from the start.



At the beginning of each race you will be in last position, and have to zigzag through the lesser racers to the front. This is very tough because the other racers don't exactly want to shift out of the way, so some deft driving skills are required. The indicator at the top of the screen shows Titus' position, which changes whenever he overtakes a competitor.

FIRE-POWER

Remember, not all the cars on the road are in the race! When one of the people involved with the gambling can be seen on the horizon, a big arrow will point them out. It is a good idea to be a bit sneaky and bump these guys about a bit so that they don't stand much chance of making a comeback.

As I said previously, two players can play at once. In one mode a split screen can be used so that both players can race on the same track à la Top Gear, and in the second option one player drives the car and the other uses the Superscope to blast the opposition out of the way! It all rings of Chase HQ, an old arcade game, but it is great fun all the same.

The control system in Lamborghini is a bit strange, and it seems that when you steer the car in one direction the back of



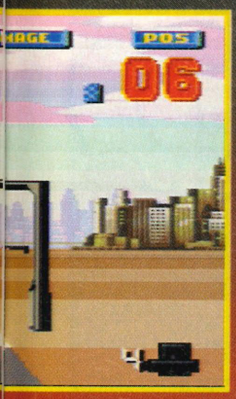
First place is mine! The opposition never stood a chance against my driving skills

In two-player mode things can get quite hairy if both players are evenly matched, but when things are this close one mistake and the situation could easily change



This is when all those carrots eaten at dinner come in to good effect! The cars don't have any headlights, so you either need night-vision or a higher brightness setting on your TV





Stuck in last position all the time? Then why not invest in a set of Acme turbo boosters?



Oncoming trucks prove to be a real problem – the secret is to stay behind the opposition and then put your foot down to overtake when the coast is clear. This is called hedge-hopping

Having seen Top Gear 2 running alongside Lamborghini, it is apparent how flat the latter actually looks in comparision. Whereas Top Gear 2 is fluid and colourful, Lamborghini lacks decent overall presentation, with bitty graphics and a somewhat slower running speed. The gambling aspect is novel though, and the inclusion of oncoming vehicles and police cars add a smidgen of excitement. However, Lamborghini's only real saving grace is the two-player Superscope mode.

ALLIE



Here comes the rain again...Watch out for those corners in rainy conditions, your tyres don't have as much grip in wet weather



Oh no! It's the cops. Shame you can't bribe them isn't it?

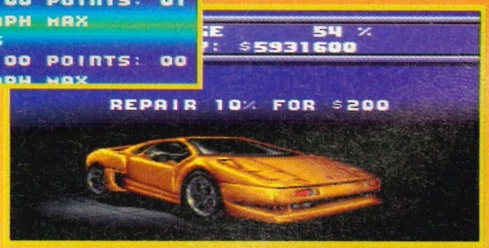
the car swings out in the other direction which is most unrealistic and quite off-putting. There are no hills to speak of and not many track obstacles, making this a tedious game to play. Even the two-player option doesn't make it any more fun unless you like playing 'who's the most bored' competitions.

As it stands, Lamborghini is a competent racing game, but unfortunately there are some far superior games around at the moment. Graphically, Lamborghini doesn't stand a chance when compared to its contemporaries, basically because it's bland and its gameplay uninspired.

RICH



At the end of each race the ranking is displayed. Oh deary deary me, this isn't very good at all is it Vicar?



During each race you will inevitably take a few knocks here and there, and any damage has to be repaired later on back in the body shop

THE CANNONBALL RUN



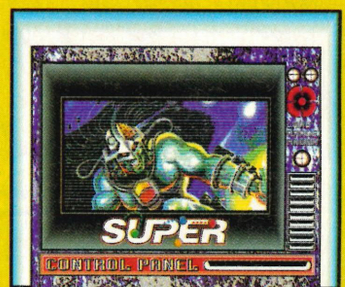
Starting at the bottom of the fourth division, Titus must earn enough points to go up to the first. When he has a chance he must enter a special qualifying race

Set across 60 stages throughout America, Lamborghini has a vast number of different locations, each indicated on the map





Hurrah! With amazing driving skills you too will be able to reach this division



LAMBORGHINI CHALLENGE

HOUSE: TITUS
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: TWO
TYPE: RACING

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

85%

SUPER CONTROL

SOUND	6
GRAPHICS	5
GAMEPLAY	5
LASTABILITY	4

ENERGY HIGH

- Lots of stages
- Superscope compatible
- Fast

ENERGY LOW

- Unexciting
- Unrealistic perspectives
- Basically, it's dead boring!

ALTERNATIVE SYSTEM

It would surely be a sin if I didn't heartily recommend Super Mario Kart, but as every single Super Nintendo owner in the civilised world owns the game already, I'd better suggest another title. Top Gear 2 is another decent alternative to Lamborghini.

CLASSIFIED ADVERTISEMENTS

Wanted: Super Mario World (US only) with box and instructions, must be in excellent condition. Will buy for £15-£20 or swap.
Rajinder Pal, 574/8 London Road, Weavers Green, Bridgeton, Glasgow, G40 ID2

Wanted: SNES golf games wanted. Pebble Beach, Augusta, Waialilee and IREM Skins. Have to be in good condition with box and instructions. If interested, please phone.
Christopher Dillon, Fetherdown, Morda Close, Oswestry, Shropshire, SY11 2BA
Tel: (0691) 659937

Wanted: Sega and Nintendo games wanted, excellent rates paid. Games wanted for all consoles.
Nick Defty, 40a Huntingdon Road, Brampton, Cambs, PE18 9JG
Tel: (0480) 420059

Wanted: Star Wing or Royal Rumble for SNES (UK). I am willing to pay up to £20 cash. Games must have instructions.
Chetan Joshi, 4 Jacklin Drive, Rushey Mead, Leicester
Tel: (0533) 611529

For Sale: UK SNES, two months old including seven games (SFII, Mario Kart, Tiny Toons, etc.), two Competition Pro joypads, carry case and loads of mags. Very good condition, £300.
Scott Newman, 9 Doggerel Acre, Millstrood Road, Whitstable, Kent
Tel: (0227) 261385

For Sale: UK SNES games, all less than two months old and in great condition. Mario World (no box) £25, Super Tennis, SFII (no box), Zelda, Castlevania IV £30 each, Alien 3 (two weeks old!) £40. May swap for any decent games.
Hugh O'Donnell, 13 Whitestrand Avenue, Lower Salthill, Galway, Ireland
Tel: (091) 581530

For Sale: Mega Drive, 10 months old with 13 games (Sonic, PGA Golf, Road Rash, Ecco, EA Hockey, Gynoug), two joypads. The whole lot for £250.
Julian Wilton, 37 St Georges Road, Dorchester, Dorset, DT1 1PA

For Sale: Sega Master System includes Light Phaser, two control pads, joystick, 25 games plus two built-in (Golden Axe, Mickey Mouse, Wonder Boy 3). £200.
Marc Lemon, 171 The Downs, Harlow, Essex, CM20 3RD
Tel: (0279) 435948

For Sale: I have several dozen console magazines for sale for reasonable prizes. I will also swap and buy your SNES games, you can send me a list. For details and a list send a SAE. All replies answered.
Philip McAlister, 8 Smaron More Gardens, Co Antrim, N Ireland, BT36 6QL

For Sale: US SNES for sale, power supply, PAL Booster, Scart lead, joypad. Also JAP to US convertor and JAP SFII Turbo. Everything boxed and in mint condition, £230.

Deepak, 2 Oakland Avenue, Edmonton, London, E9 7LH
Tel: (081) 292 3308

For Sale: Pilotwings and F-Zero £30 each, also up for swaps. Boxed, good condition.
Mark Allam, 10 St Stephens Close, St Albans, Herts
Tel: (0727) 838454

For Sale: Yo, all Nintendo lovers out there! I will sell Gameboy and four games including both Marios for £45-£50 or will swap for Royal Rumble (UK SNES).
Michael Page, 22 Oulton Crescent, Barking, Essex, IG11 9HE
Tel: (081) 591 0801

For Sale: UK SNES games – Blazing Skies, Super Mario World (no box), Prince Of Persia, Mickey's Magical Quest. All in good condition. Write with offer.
Mark Booty, 8a Suffolk Square, Norwich, NR2 2AA

For Sale: UK SNES, two controllers (one Pro Pad) with SFII, Lemmings (no box) + Super Scope and six games. Hardly used, mint condition and boxed, all for £140.
Paul Jacob, 78 Amblecote Road, Tilehurst, Reading, Berks, RG3 4BP
Tel: (0734) 581339 after 5pm

For Sale: NES, nine games, two controllers and Zapper. Worth £350 to £400, but will sell for £185 plus free tips books and stickers. Phone and ask for Taz.
Taro J S Pedlar, 39 Freshwater Ct, Lady Margaret Road, Southall, Middx, UB1 2NY
Tel: (081) 575 0435

For Sale: UK SNES, Mario World, Smash TV, Axelay and Krusty's Super Fun House. All in mint condition. £100 for SNES and two joypads + Turbo joypad, £10 for Games Master adaptor. £180 for the lot.
James Bowles, 'Ardenuegh', Eversley Centre, Eversley, Hampshire
Tel: (0734) 732674

For Sale: Neo Geo, two controls, six games including World Heroes, Burning Fight, King Of The Monsters. Will sell £550 ono or swap part-exchange for SNES games and console.
David Bradley, 9 Great Central Road, Loughborough, Leics
Tel: (0509) 260922

For Sale: Game Boy with 11 games, will sell for £150. Will sell games separately for £13 each.
Sean Griffin, 'Delray', 8 Misbourne Close, Gerrads Cross, Bucks, SL9 0PT
Tel: (0494) 873673

For Sale: Gameboy for £85 plus five games (Tetris, T2, Speedball 2, WWF, Motorcross Maniacs) all boxed with instructions, plus plug-in adaptor. First offer accepted.
Robert Page, Cut Bush, Curragh, Co Kildare, Ireland
Tel: (045) 41324

Swap: Boxed SNES with nine games plus Pro Action replay. Games include Mario Kart, SFII, Super Ghouls 'n' Ghosts, Contra III. I want a Neo Geo or Mega-CD with games.
Ricky Valentino, 3 Falkland Avenue, New Southgate, London, N11 1JS
Tel: (081) 368 7486

Swap: SFII for Human Grand Prix, WWF, Aguri Suzuki or any game considered.
Alan Porter, 12 Albion Street, Boosbeck, Saltburn, Cleveland, TS12 3AX
Tel: (0287) 654013 after 5pm

Swap: My US SFII for Legend Of The Mystical Ninja or Fatal Fury, Parodius considered. Also lots of other games to swap from UK or EIRE.
Ian Donnelly, 2519 Woodsider Park, Kildare, EIRE
Tel: (045) 22628

Swap: Sega Gamegear and five games and PSU. Boxed with instructions and still under warranty. Only £110 or swap for PC Engine (PAL), joypads and at least eight games.
Derick Silveira, 3 Beaulieu Avenue, Sydenham, London, SE26 6PN

Swap: I desperately want to swap Zelda III for Super Soccer Champ!
Aaron Myles, 46 Meadowbank, Hitchin, Herts
Tel: (0462) 433843

Swap: My Street Fighter II, Mario Kart, F-Zero or Smash TV for either your Super Tennis, NHLPA Hockey, Zelda III or any decent games.
Talfan Le Maitre, 129 Four Forks Lane, Spaxton, Bridgwater, Somerset
Tel: (0278) 671571

Swap: Wanted, Pro Action Replay for UK Super Nintendo. Will swap for Another World (UK).
Roddy Hayter, 15 Ballantrae Gardens, Dundee, Scotland, DD4 8QA
Tel: (0382) 500778

Swap: Will swap my Pro Action Replay for your Batman or Actraiser.
Patrick Stevens, 85 Trevelan, Bracknell, Berks, RG12 8YD
Tel: (0344) 52889

Swap: SNES games for swap or sale. Zelda (no box or instructions) £25, Final Fight Guy £35, Joe And Mac (no instructions) £25, Parodious £35, SFII £25, or will swap for other games.
Zamil Ahmed, 95 Bury Park road, Luton, Beds, LU1 1HD
Tel: (0582) 455461

Message: Hi, I want a male or female penpal aged 14+. I own a SNES and will reply to all letters, I promise! So get writing now!
Leigh Ireland, 22 Ffordd Colomendy, Denbigh, Clwyd, North Wales, LL17 5UT

CLASSIFIED ADVERTISEMENTS

Dear Super Control, please print the following message on your Classified Advertisements page.

Catergory: Wanted ○ For Sale ○ Swap ○ Message ○

Message: .....

Name: .....

Address: .....

Telephone Number: .....

Send to: Classified Advertisements, Super Control, Maverick Magazines, 16/17 Hollybush Row, Oxford, OX1 1JH.

WE PART EXCHANGE &
BUY FOR CASH
SUPER NINTENDO / GAMES / CONSOLES

bits 'n' pieces
33 CHURCH STREET
MACCLESFIELD, SK11 6LB
CALLERS WELCOME
SEND LIST AND S.A.E FOR WRITTEN QUOTE

SHOPS ALSO AT:
HERTFORD - 0992 504567 • YORK - 0904 655866

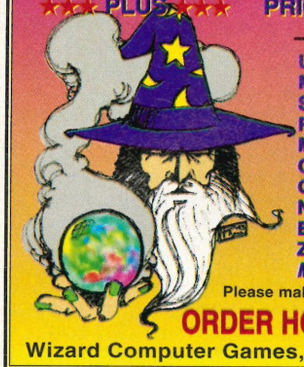
SO YOU WANT
SUPER NINTENDO...
THEN RING 0625 501810
...FAST?

STARWING	£45.00
BATTLETOADS	£49.99
BLUES BROTHERS	£49.99
ROCKY & BULLWINKLE	£38.99
ALIEN 3	£44.99

NEW TITLES ARRIVING DAILY - RING FOR PRICE -
WE ALSO STOCK A HUGE RANGE OF JOYSTICKS
MAIL ORDER: GAME P&P £1, HARDWARE P&P £5, OVERNIGHT DELIVERY £10
GUARANTEED - PLEASE NOTE: MOST MAIL ORDER IS TURNED AROUND SAME DAY.
HOWEVER, IF IT'S NOT IN STOCK, WE WILL RETURN YOUR MONEY THE SAME DAY UNLESS YOU STATE OTHERWISE.

WIZARD CALL FOR XMAS BARGAINS

★★★ PLUS ★★★ PRICES INCLUDE P&P ★★★ PLUS ★★★



USA SNES NEW RELEASES

USA SNES (SCART)	From £128.00
MORTAL KOMBAT	£55.99
STREETFIGHTER II TURBO	£68.00
ROCK 'N' ROLL RACING	£49.99
MARIO ALL STARS	£54.99
COOL SPOT	£49.99
GOOF TROOP	£49.99
NFL FOOTBALL	£49.99
BATTLE CARS	£49.99
ZOMBIES ATE MY NEIGHBOUR	£49.99
MANY MANY MORE FROM	£24.99

Please make Cheques/POs payable to Wizard (£5 P&P for Consoles)
ORDER HOTLINE 0423-509969 OPEN 7 DAYS!
Wizard Computer Games, 25 Hereford Road, Harrogate. HG1 2NW

MEGA GAMES
3DO NOW IN STOCK
LOADSA USED GAMES IN STOCK • PART EXCHANGE WELCOME • IF YOU DON'T SEE IT - CALL!

Alien 3 ..... 41.95	Lemmings 39.95	Spiderman X-Men 31.95
Arcana 36.95	Lost Vikings 51.95	Star Fox 46.95
Axelay 41.95	Magical Quest 49.95	Star Wing 39.95
Barts Nightmare 35.95	Mario All Stars ..... Call	Streetfighter II 41.95
Bulls v Blazers 39.95	Mario Paint 49.95	Streetfighter II Turbo ..... Call
Centra III 35.95	Mario is Missing 39.95	Striker ..... Call
Cool Spot ..... Call	Mortal Kombat 52.95	Super Aleste 36.95
Cybernator 41.95	NBA Basketball 39.95	Super Bomberman ..... Call
Dead Dance ..... Call	NCAA Basketball 36.95	Super Double Dragon 31.95
Desert Strike 41.95	NHLPA 93 ..... 34.95	Super Mario Kart 36.95
Dragons Lair 36.95	Nigel Mansells ..... Call	Super Probotector 41.95
Drakken 31.95	Out of this World 31.95	Super Star Wars 42.95
F-Zero 31.95	Parodies 41.95	Super Swiv 34.95
F1 Exhaust Heat II ..... Call	Pilot Wings 36.95	Super Vallis IV 36.95
F1 ROC 29.95	Pop n Twin Bee 41.95	Terminator 36.95
Fatal Fury 46.95	Powermonger 41.95	The Dual T Drive 2 ..... 36.95
Hook 31.95	Prince of Persia 41.95	Tiny Toons 39.95
Human Grand Prix ..... Call	Pugsleys Hunt 36.95	Tom & Jerry 35.95
Jimmy Connors 34.95	Q Bert 3 ..... 36.95	Top Gear 31.95
John Madden 93 ..... 34.95	Rampart 41.95	Toys 46.95
Jurassic Park ..... Call	Rockt and Pocky 49.95	Turtles 4 ..... 39.95
Kick Off 35.95	Roger Clemens MVP B'Ball .35.95	Wings 2 ..... 36.95
King Arthurs World 41.95	Royal Rumble 56.95	World Hero ..... Call
Krustys Fun House 31.95	Sim Earth 46.95	Zombies ..... Call
Legend of Mystical Ninja.49.95	Spankeys Quest 31.95	

LOADS OF XMAS BARGAINS!!

US SCART SNES - £124.95 (Please add £9.90 for next day delivery), Capcom Streetfighter II Joystick - £49.95 (Please add £4.00), Universal Converter - £8.95, Starfox Converters - £15.95, Scart Lead - £11.95, SNES Extra Control Pads - £8.95, UN Propads - £11.95, Action Replay - £39.95, SF2 Turbo Converters.

Many more bargains in the shop, please call! Please add £5 P&P. Games are sent recorded delivery.
Shop: 213a Belsize Road, London NW6. Send orders to: Mega Games, Merlin House, 122-126 Kilburn High Road, London NW6 4HY
Tel: 071 372 4356
Shop Prices may vary. E & OE

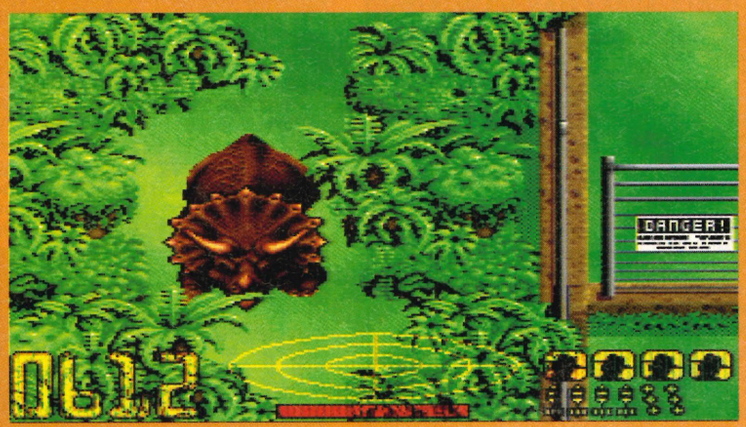


OFFICIAL STAMP

A ROUND-UP OF THIS MONTH'S OFFICIAL UK RELEASES

JURASSIC PARK

Software House: Ocean
Price: £54.99
Type: Arcade adventure
Energy High: Crisp and colourful graphics, absorbing gameplay, loads to do, superb 3D
Energy Low: No passwords!



If you're not fed up with the flurry of dinosaur merchandise hitting every high street store left, right and centre, you soon will be when the massive advertising campaign swings into motion pending the release of Ocean's numerous licensed game conversions. Not wanting to leave the SNES audience in the dark, we too will be subjected to more Jurassic mayhem when Jurassic Park hits the Super Nintendo this October.

You may be aware of the slating that the Mega Drive version of Jurassic Park is receiving from much of the specialised press. Luckily, Ocean has come up trumps with the SNES version, producing a superb adaptation on the Jurassic Park theme. In a flurry of Mode 7, a riveting prehistoric adventure claws its way in to the land of the living.

Not exactly 65 million years in the making, Ocean's Jurassic Park has been quite an undertaking with developers making sure that the gameplay is spot on.



Structured like an adventure game, your task is to get Jurassic Park back on line by rebooting all the park's security systems after an impromptu shut-down.

Everyone must surely know the story-line by now, so I won't bore you with that line of banter. Taking control of Dr Alan Grant you initially wander around a Zelda-esque overhead map looking for various park quadrants, and in turn amenity buildings where generators and the like are situated.

Upon entering a building the view switches to a 3D perspective where you view everything through Dr Grant's eyes. Utilising the Mode 7 facility to its utmost, the 3D sections are an awe-inspiring example of smooth, multidirectional scrolling and scaling with sprites jumping in from all corners.

Unlike the film, Ocean's Dr Alan Grant isn't quite as loathe as to kill the odd dinosaur if it will save his own butt, therefore an exciting shoot'em-up element has been included into the gameplay to make things more interesting. Weapons can be found at numerous points as well as night-vision goggles, ID cards and security computer terminals to aid Grant in getting the park back on line.

As the game unfolds new missions are outlined by members of the team, and as each mission is completed a new one is revealed. By following your instructions you will venture deeper into the plot and the park until you are happily blasting your way through the ship docked at the port and the Visitor's Centre.

All the big dinosaurs are here to shoot including a pretty awesome T-Rex, but don't get the impression that this is merely a shoot'em-up, as it's not. Jurassic Park is an in-depth adventure game that holds plenty of gaming potential and longevity thanks to an annoying lack of a password system.

Overall, Jurassic Park gets a big thumbs up, Ocean has done this licence proud, although a lack of passwords does stunt the game's enjoyability somewhat.

SUPER CONTROL **86%**



TUFF E NUFF

Software House: Jaleco
Price: £49.99
Type: Beat'em-up
Energy High: Superb presentation, great special moves, very playable
Energy Low: Difficult, often frustrating, too many text interludes

When this first came in on import under the pseudonym Dead Dance, we really believed this was the one to knock Street Fighter II of its podium. This was going to be the one to steal the mighty beat'em-up crown from Capcom's long-reigning classic.

Sadly it wasn't to be. Although rivetingly playable, skilfully challenging and riddled with fine moves and attacks, there was a certain something missing that left it clambering two steps behind SFII.

Like SFII, Tuff E Nuff features a timed, best-of-three rounds knockout system that pits fighters against one another. There are four main characters to chose from



(although in the UK version there will be a hidden cheat allowing you to play as the enemy and boss characters too), all rock hard and in possession of some incredible attacks, but each one lacking that instantly loveable quality which the SFII characters possess.

The main game mode involves working your way up a desolate tower where 11 enemies lie in wait for any weary adventurer. It is blessed with some outstanding background graphics and animated effects as the story unfolds.

No beat'em-up would be complete without a Versus match either against another human opponent or the computer – a one-on-one opportunity to beat the crap out of your friends. All said and done though, SFII is superior, it has a certain 'je ne sais quoi' that leaves Tuff E Nuff standing. However, Tuff E Nuff does have a splendid special moves feature – as you progress further into the game your special moves increase in ferocity until by the last opponent your special attack is 10 times as powerful as it was at the start.



SUPER CONTROL **89%**

FIRST SAMURAI

Software House: Kemco
Price: £49.99
Type: Platform
Energy High: Smashing digitised sound effects, wide variety of opponents
Energy Low: Only five levels, too linear, poses little challenge due to the continues

First seen on the Amiga and ST roughly three years ago, First Samurai has been a long time coming to a console format. Platform-based in design, First Samurai is a mystical hack 'n' slash escapade spanning a disappointing five levels, riddled with various flat backgrounds and mutant sprites.

For those of you familiar with the ST or Amiga version you may have liked the game for its tricky puzzles which posed



challenging problems throughout the game. Unfortunately for console players though, Kemco has removed many of the puzzles in favour of slightly more linear levels, believing that this is what the console market responds to. Now is that insulting or what? If you were having a really bad day you might just get the wrong idea and get offended at being dubbed an imbecile!

Wielding a rather swanky sword, your aim is to find a Demon King and kill him,



simple! It just so happens that a load of brainless morons want to get in your way in order to create 'gameplay'. Sheah, right!

Whilst hacking and slashing as is your want, you will come across magical objects that when used will call upon a great



wizard mage. Use these wisely as this wizard will help you overcome obstacles, such as creating rain to put out a great fire or magically creating platforms forming a path across a giant waterfall.

Adding even more to this wide variety of gameplay, you have to find five magical runes which will allow you to confront the guardian at the end of each level.

When First Samurai appeared on the ST and Amiga all those years ago, it was considered to be quite a good game with its brash colour, puzzle element and entertaining gameplay, but now its just another sub-standard and uninteresting platform romp with flat graphics. Maybe if the puzzle element had been left in we would have something more favourable to say about this Kemco release...but it hasn't, so we won't!

SUPER CONTROL **73%**

ASTERIX

Software House: Infogrames
Price: £44.99
Type: Platform
Energy High: Nice graphics, plenty of longevity, great overall presentation
Energy Low: Difficult later levels, lack of variation, average tunes
Score: 82%

Continuing the SNES licensing saga, Infogrames is blessing us with the adventures of one Asterix the Gaul – a plucky little chap who likes to chase wild boars through the woods and eat Roman



soldiers for tea. Asterix is known to millions as the potion-sipping, Roman-beating, Frenchman brought to life through 35 classic comic books created by Goscinny and Uderzo.

Now honoured with his very own game, Asterix is on a rather mundane mission to rescue his beloved and rather overweight pal Obelix from the clutches of the Romans and obesity. Jumping over the odd obstacle every now and again, Asterix has plenty of Roman soldiers to beat as well as oodles of boars to avoid as he trundles through 50 stages of platform-riddled hell.

Making use of health, shield and



weapon bonuses scattered willy-nilly over the platforms, your overall objective is to find and save Obelix who is no doubt stuffing his face somewhere in Rome! Backgrounds change as you progress through the stages and you could while away the time trying to spot which of Asterix's finest books is being ripped off where!

Graphically Asterix is extremely pleasing with great use made of bold colours, clear sprites, smooth animation and clean scrolling. Sadly the musical content fails to complement the graphics with bingy-boingy ditties that succeed in annoying anyone within ear-shot.

Gameplay is challenging and noticeably difficult in the later stages – with a lack of a password facility there will be none of that finished-in-two-hours syndrome here. Luckily Asterix is not a wasted licence and although it isn't a classic (due to the overall lack of variation), this is still a challenging and entertaining adventure.

SUPER CONTROL **82%**



MARIO ALL-STARS

Software House: Nintendo
Price: £49.99
Type: Platform
Energy High: Incredibly playable, massive challenge, amazing value
Energy Low: Not as intuitive as Mario Bros 4, yet more platform games?!

Mario All-Stars is an ingenious little package in which all the classic NES Mario games are grouped together on one cartridge for the first time. When Hornby announced the pending release of its Superdeck offering, SNES owners were promised the chance to play NES cartridges on their 16bit machines – it seemed like a dream come true. However, Nintendo got there first, and with the release of this Mario package we could see the face of future SNES games changing for the better.

This package features the highly acclaimed Super Mario Bros, Super Mario Bros 2, Super Mario Bros 3 and Super Mario Bros USA (renamed The Lost Levels for the UK release) which incidentally has never been seen outside of Japan.







Luckily, SNES owners have always had the privilege of playing the best Mario adventure in the guise of Super Mario Bros 4, but the earlier games are still a joy to play even now, and they present a perfect opportunity for the uninitiated to find out what all the fuss is about.

Graphically, the NES is far behind the standards of its 16-bit big brother and it would be a justified concern if anyone were to query the graphical quality of the conversions. Fortunately, there is little to worry about – all the graphics throughout the package have been redrawn to bring the graphics up to SNES standards. Admittedly you won't see anything as clear or detailed as Mario Bros 4, but at least the visuals aren't as monotone as their NES counterparts.

All the familiar faces are evident, including Bowser, the flying Lakitu, Goombas and Koopas as well as Bowser's fiendish offspring such as Iggy, Ludwig, Lemmy and Roy. Nintendo has also ignored the bugs when converting the games, so Mario can still walk through walls and collect infinite 1-Ups in level 6-3 of Super Mario Bros!

Each game offers a variety of platform-based gameplay, most of which has been seen in some guise or other within Mario 4. However, there are aspects in the games that will be new to some gamers, such as being able to play Princess Mushroom and Toad in Mario Bros USA, as well as getting to grips with the different character handling and new moves. There is also greater emphasis on a puzzle element than originally seen in Mario Bros 4, thus creating a more diverse platform-based game.

SUPER CONTROL **91%**



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**

BIOMETAL
ACTIVISION • £45
A ridiculously hard blaster plagued by abysmal slowdown and awful glitching. Set over six levels. **25%**
▲ **Extremely challenging**
▼ **Far too difficult and boring**

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. **41%**
▲ **Graphics and sound are OK**
▼ **Very frustrating and ultimately tedious**

CRASH DUMMIES
ACCLAIM • £44.99
Lame platform game with little going for it other than your arms fall off on a regular basis. **45%**
▲ **A nice idea**
▼ **Dull implementation**

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
Marvellous graphics from the laser disc machine are translated quite well. 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 31%
▲ **It's Nintendo Scope compatible...**
▼ **...And SNES compatible**

JAMES BOND JNR
T*HQ • £44.99 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**

JURASSIC PARK
OCEAN • £54.99
Surprisingly good exploration/problem-solving game based on some film or other. Great sound, marvellous graphics. **86%**
▲ **Loads to do and it isn't a shoot'em-up**
▼ **Too much walking about**

KEVIN KEEGAN'S PLAYER MANAGER
IMAGINEER • £49.99
Incredibly in-depth football manager game with a version of Kick-Off thrown in for good measure. **81%**
▲ **Keeps you playing for weeks on end**
▼ **Not for the casual soccer fan**

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
NINTENDO • £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
Art package with mouse **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 SFII

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

ON THE BALL
TAITO • £45-£50
Try and get a little chrome ball through a maze. 79%
▲ Addictive and fast gameplay
▼ Initially confusing

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

OUT TO LUNCH
MINDSCAPE• £44.99
Pierre Le Chef travels the world catching vegetables in this platform game. 71%
▲ Looks great and all sprites have character
▼ Repetitive and dull

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%
▲ Features gorgeous Mode 7 graphics
▼ Questionable longevity

PITFIGHTER
T*HQ • £39.99
Erm... 12%
▲ A grand total of none
▼ The game

POP N TWIN BEE
KONAMI • £40-£45
Pop N Twin Bee is an average vertical blaster. 53%
▲ Superb graphics
▼ Rather uneventful

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 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 and 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 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 ALL-STARS
NINTENDO • £39.99
Four classic Mario games converted onto the Super Nintendo! A dream come true? 91%
▲ Four superb, big games
▼ Import prices are steep

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's 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. 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 up the screen to collect Kiwis. 78%
▲ Novel gameplay
▼ Lack of variation

TEST DRIVE II
ACCOLADE • £44.99
Your chance to drive some of 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, two-player option
▼ Frustrating gameplay

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

TURTLES IV
KONAMI • £44.99
The graphics are virtually faultless and it's a good laugh to. 75%
▲ Visually stunning
▼ Too easy

ULTRAMAN
BANDAI • £39.99
This is 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

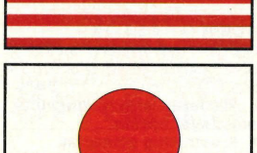
WORLD CLASS RUGBY
IMAGINEER • £39.99
Rugby Union simulation featuring plenty of options and smooth scrolling. 72%
▲ Great use of Mode 7
▼ Slightly unresponsive

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. 89%
▲ Graphically superb and immensely absorbing
▼ Diddly squat

DIRECTORY ENQUIRIES





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

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

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
▼ There 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 souped-up, F-Zero-style racing game. 78%
▲ Fast and smooth visuals
▼ Boring and long-winded

EXTRA INNINGS
SONY IMAGESOFT • £40
Extra Innings is one of the better baseball sims. 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
A bizarre, Japanese walk-and-shoot number which has 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
50%
▲ Good presentation
▼ Get 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

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

POWER ATHLETE
KANECO • £40-£45 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
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 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 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 67%
▲ Bright, colourful graphics
▼ Too easy

SKULJAGGER
AM SOFTWORKS • £45 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
A fine shoot'em-up. 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 combined with pleasant visuals
▼ Small for an adventure

SPACE FOOTBALL
TRIFFIX • £40-£45
Bears more resemblance to Ballblazer than football. 65%
▲ Fun in two-player mode
▼ Ultimately repetitive

SPANKY'S QUEST
NATSUME • ££40-£45
Control a monkey and explore boring levels to defeat 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 while on import

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 79%
▲ Excellent graphics
▼ A bit late isn't it?

SUPER BASEBALL 1000
CULTURE BRAIN • £40
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. Not the kind of thing you want if you are after a shoot'em-up. 71%
▲ In-depth strategy
▼ For enthusiasts of war games only

SUPER DOUBLE DRAGON
TECHNOS • £40-£45
A horizontally scrolling beat'em-up for either one or two players. 72%
▲ Very playable
▼ Excitement is only in the short-term

SUPER EDF
JALECO • £40-£45 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 F1 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
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 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 34%
▲ The graphics are OK
▼ Tedious gameplay

SUPER VOLLEY 2
VIDEO SYSTEM • £40-£45
Has a women's international league and a hyper league. 68%
▲ Fun in two-player mode
▼ Solo game is a little dreary

THE TERMINATOR
MINSCAPE • £39.99
As painful as 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
36%
▲ A couple of nice visuals
▼ Boring and repetitive

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 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 for a while
▼ Guardians are a bit naff

WORDTRIS
ACCOLADE • £45-£50
Tetris variant where you have to match letters to make words. 60%
▲ Two-player mode
▼ Not as addictive as Tetris

WORLD HEROES
SUNSOFT • £49.99
Flawed one-on-one beat'em-up, conversion of SNK coin-op. 61%
▲ Rasputin's big hands are hilarious
▼ Gets very dull

XARDION
ASMIK • £40-£45
Side-scrolling shoot'em-up 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. Match the biscuits in three styles of gameplay. 58%
▲ Fun two-player mode
▼ Graphics are slightly off



SHOUT, SHOUT, PUT THE CAT OUT

RECORDED DELIVERY

DECENT LETTER SHOCK

Dear All,

Most people write in either complaining, enquiring or abusing your great magazine, so I hope you don't mind me doing a bit of each.

1. I think you should include more special features, such as interviews with top game companies like Nintendo, Konami, Capcom, T*HQ etc.
2. I've been after a game called Airobiz (or Air Controller) by Koei, but so far have been unsuccessful. Can you help?
3. Why haven't you reviewed it (Airobiz), if you don't mind me asking?
4. There were aspects of 'Control' that should have stayed after its revamp, for example Remote Control, which was always a laugh to read.
5. This isn't really a question, but I must get it off my chest. With Sega's Night Trap having been released with a '15' rating, the word on the street is that Nintendo refused this approach with Acclaim's Mortal Kombat and instead demanded a 'mild' version be produced for home release.

In some ways this could be accepted as a sensible move as I suppose Nintendo doesn't want to damage its reputation by releasing products that could lead to controversy. However, when you look at its pricing policy on games, you start to wonder if Nintendo's reputation is as clean as it thinks it is. I agree with Alex's comment back in issue four, when he mentioned that the whole thing is beginning to feel like 'Neo Geo syndrome', with prices ranging from £39 to £120!! Even the cheapies (if you can call them that) usually require months of money-saving in order to purchase them, especially for younger players.

Why doesn't Nintendo pull its socks up and give us consumers what we want for a change – what's a beat'em-up without violence anyway? Can't the powers that be at Nintendo understand that after years of complaining and prices rising instead of falling, it's all just getting too much?

I'd be very grateful if you'd print this letter. Perhaps it would be a good idea to send it directly to Nintendo itself, although it probably wouldn't do much good. It hasn't listened in the past so why would it start now?

Mike Stephens, Hampshire

Super Control:

It's rare for a letter to contain such well-presented and thought out points, however there are a few things we would like to comment on. First, the questions:

1. Personally, I would love to see more features on the software companies, as well as a feature on game testing, which, as I've learnt from experience, is the most underrated job in existence. We're always open for suggestions on features and will take your thoughts into consideration, Mike.

2 & 3. Airobiz, as far as I know, isn't officially released yet. According to those who have played it on import, it's a really decent game. Any quality importer worth their salt will be able to order a copy for you if you ask nicely.

4. Remote Control may return under a new name in a future issue. However, it may not appear every month.

As for your final comments on the state of the SNES market, you are one of a growing number of disgruntled Nintendo users who are becoming increasingly dissatisfied with their treatment at the hands of the big N. In the past, everyone liked to pretend that everything smelt of roses, but with the sudden departure of Electronic Arts from the market, a lot of questions are now being asked about the future of the SNES market as a whole.

Mortal Kombat in my opinion isn't a good enough game to warrant such an intense feeling about its lack of gore. The Mega Drive version received major praise for the simple reason that there wasn't a comparable beat'em-up game on the Mega Drive, whereas the SNES has SFII. Now every SNES owner seems to think that they are being ripped off in some way, when the game isn't much cop in the first place!

The underlying problem seems to be Nintendo's 'facelessness' for so long, whereas Sega is very much upfront in terms of advertising and promotion. Maybe the recent opening of the European Nintendo office will change things, but there's no denying that the EA decision has made a lot of people, both consumers and software/magazine publishers very nervous about the whole scene in general.

Finally, I thought your comments on the pricing policy were a little unfair on Nintendo. The SNES as a standalone system is much cheaper than a Mega Drive, and the forthcoming Mario All-Stars and SFII Turbo packages are superb value. The Gameboy is now available for under £30 in some places and third-party SNES software sells at £39.99, which may not be radically cheap, but could pave the way for future reductions. Who knows?

My apologies for such a long reply, but I felt it necessary in response to a great letter. Let's hope other readers can come up with letters of a similar calibre in the future.

DICKHEAD OR SAVIOUR?

Dear Super Control,

You lot are obviously a bunch of geeks. I have just got issue four of your magazine to see what it was like. I was fairly impressed by your reviews – not too many screen shots and you didn't gibber on too much, but your marking system totally underrates games.

As for your letters pages, OK, so it's amusing, but how do you expect people to buy your magazine when you slag them off whenever they write in? Anyway your mag is a steaming pile of yak-shit and a bunch of dickheads like you lot shouldn't be allowed to write for such a superior machine as the Super Nintendo!

PS I have held my newsagent at gunpoint until he agreed that such a completely rubbish magazine such as your own should never be allowed to darken his door again.

PPS You had better print this letter, otherwise I will come round to your house and blow your heads off with my portable missile launcher.

Thanks for your time.

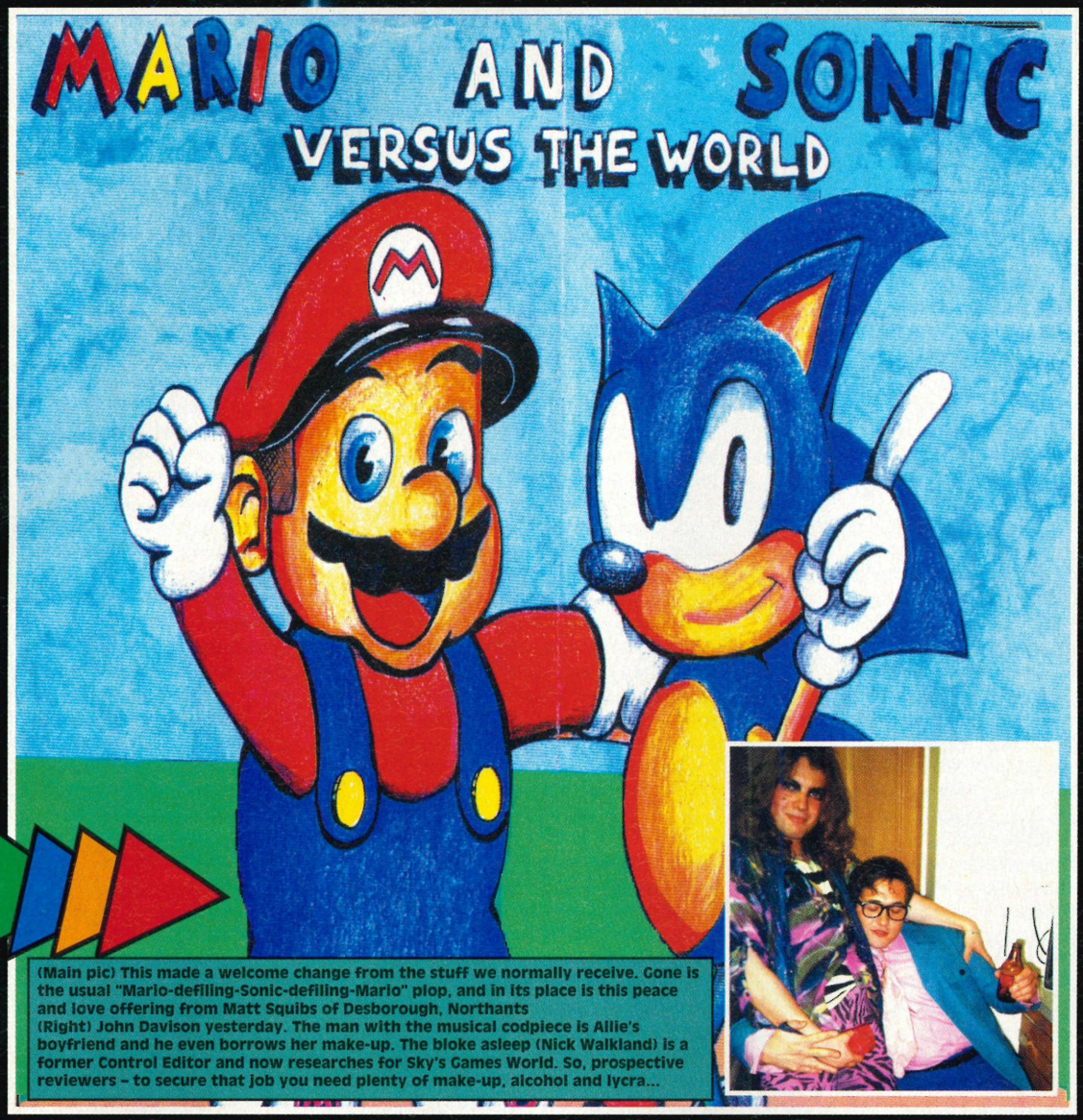
Andrew Hynie, Tayport, Fife, Scotland

Super Control:

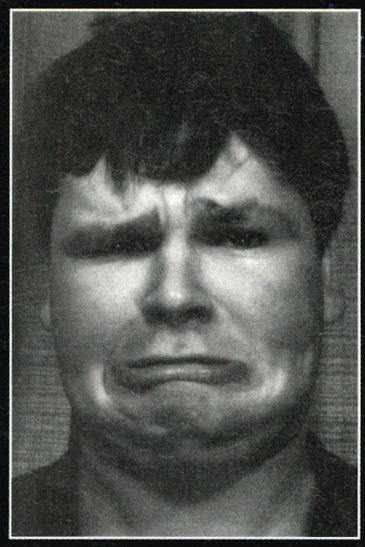
It would be very easy to get drawn into this perfect opportunity to slag you off Andrew, for instance I always thought a 'PS' came after you'd signed your name! Judging by your letter it's the fact that Paul slagged so many people when he edited the letters in issue four that you've written, so I'll refrain from winding you up even further.

The reason Paul slated so many letters in issue four is simply because we received so much utter garbage that month letter-wise, it wasn't some personal vendetta on Paul's behalf. You don't expect me to believe that people will immediately drop the magazine because somebody gets a hard time for a letter they sent. Who reads the letters page first of all anyway? Don't most people look at the reviews first and leave the letters until they've read everything else, or when they're on the toilet?

As for our rating system, magazine readers have been complaining about these since the dawn of time, so the old 'opinions of the writers' defence really isn't worth digging up again for something so trivial. Make your mind up and if you're not happy with us, buy another mag. If there's something you don't like on TV, do you rush out and ventilate the bloke at the nearest Dixons for flogging the set to you in the first place? I don't think so.



(Main pic) This made a welcome change from the stuff we normally receive. Gone is the usual "Mario-defiling-Sonic-defiling-Mario" plop, and in its place is this peace and love offering from Matt Squibs of Desborough, Northants
(Right) John Davison yesterday. The man with the musical codpiece is Allie's boyfriend and he even borrows her make-up. The bloke asleep (Nick Walkland) is a former Control Editor and now researches for Sky's Games World. So, prospective reviewers – to secure that job you need plenty of make-up, alcohol and lycra...



After the successful departure of Alex and Paul last month, Super Control's much-loved editor Jools has decided to sod off as well. Naturally we're all delighted to see the back of him here at SC, not least of all Allie and myself who are now locked in top-level negotiations as to the future of the magazine. Allie has plans for incorporating some sort of 'Queen Monthly' into the existing pages, whereas I simply want more pictures of personal showbiz friends of mine, in order to gain invitations to a few of those smart all-night showbiz parties I keep reading about on Piers Morgan's page in The Sun.

As for Jools, he's hoping to move "as far away as humanly possible" from this lovely industry of ours, and plans to visit some friends in Dublin (Madge out of Neighbours being one of them), before he embarks on the Joolsropa tour of top-notch Europubs. An active member of the computer software industry since the tender age of 16, he's finally "had enough", as he puts it. What a shame, readers, that no one will ever get to know the real story behind his decision to put a stop to it all and get out. All you budding reviewers out there – just remember Jools' fate.

Cheers, mate!

Maybe all magazines are guilty of adopting a slightly superior attitude towards their customers sometimes and this trend needs to be stopped, granted. But I'm afraid that disjointed and childish letters such as yours fail to put the point across at all, and will therefore continue to be ridiculed or ignored.

Lastly, when you mention yak-shit, is that yak as in animal or yak as in Jeff Minter, the genius C64 programmer? By the way, if you come within a mile of my house, I will set fire to you.

STRIKER – 'SHYTER'

Dear Super Control,

I am very angry about the way you treat your loyal SNES followers, because we made you what you are today, a number one magazine, although I can understand why you are pissed off with some of the little-boy questions.

I have been waiting for Striker to hit the streets and because of all the hype I heard about it I thought it would be one of the best soccer games. However, I was very disappointed when I hired it. The game is played at a 100 miles per hour and it's very easy to score against every team. There are a lot of options to select, but it is no way worth 88 per cent, nor is it realistic compared to British football.

I have played all the football games on the SNES and Super Soccer is definitely number one. It may be slow, but it's much closer to British football. I agree with most of your ratings, having played over 100 games, but 61 per cent for Super Soccer is a joke.

So my advice is – don't buy Super Soccer, save your money. Up the Gunners, and Ian Wright will be top scorer at the end of the season. Thanks for taking time to read this letter.

Robert Stevens (23 years old), Forest Gate, London

Super Control:

I presume the reason you're angry about our treatment of our readers is because of the Striker review and the hype you seem to think we surrounded the game with. While I respect your comments, I believe they are weak in places due to the fact you have absolutely no taste in software whatsoever, despite your claim to have played "over 100 SNES games".

Super Control gave Striker 88 per cent, which turned out to be a lower mark that it was given by any other console mag that reviewed it. The reason behind this? As Jools mentioned in the review, "It isn't perfect, there seems to be a small advantage to playing down the pitch and there are certain ways of ensuring you score a goal every time". As for the speed, Super Soccer is slow, sluggish, boring and unrealistic, rather like Arsenal I'd say. Striker is fast, encourages experimentation with different build-ups and formations and is basically ENJOYABLE, like Manchester United (ha ha).

Oh, and who on earth told you that the British game was slow, unresponsive, cluttered and frustrating? Maybe you've seen too much of the garbage from Italy that Channel Four subject us to. The British game is renowned for 'running at 100 miles per hour,' as many foreign footballers have said. It's a well-respected fact that the British game is the world's best in terms of competitiveness.

I'm sorry, but Striker (programmed by a British company) is much closer than Super Soccer (written by the Japanese, whose professional league is currently in its inaugural year) to the British game. It's not spot-on perfect and Sensible Soccer may well better it, but don't insult everyone with such comparisons.

RECORDED DELIVERY

CLOSE TO ME

Dear Super Control,

I've just bought issue five of your great mag, and after reading Recorded Delivery I felt violently sick at the thought of all those girls drooling over Alex and Andy. (The green-eyed monster, kids. Not a pretty sight!) However, there was no mention of the super-sexy Allie, is that really her picture or is it taken from a centrefold?

Anyway (wiping the sweat from my brow), will you answer these few questions for me?

1. Will you ask Allie to send me a big, wet, sloppy kiss?
2. Does she have a boyfriend?
3. Why does she like Queen of all bands, hasn't she heard of The Prodigy?
4. Oh yeah, apart from Zelda and Shadowrun, what's the next best RPG?
5. Is there a game called Kings Quest V on the SNES, and if so, is it like the PC version?

That's about it for now.

Robert Smith, Fawdon, Newcastle

Super Control:

Wow, are you THE Robert Smith out of The Cure? Obviously Rob, you're a growing boy and jealousy of myself and Alex is a natural reaction at your developing age. Unless of course you ARE Robert Smith out of The Cure, in which case you really should get some counselling.

As for Allie, again your comments, "super-sexy" and "centrefold" show that your hormones are working overtime at the moment and causing you to think with your genitals instead of your head. Answers:

1. She said, "No".
2. Sorry, but the answer is yes. Allie has been going out with John Davison, erstwhile editor of our PC mag 'PC Player' and the smashing 'Mega Drive Advanced Gaming' for ages and ages.
3. Yes, Allie has heard of The Prodigy and quite likes them.
4. Equinox is a decent RPG, as are Soulblader, Evo and to some extent, Legend of the Mystical Ninja which will be getting a Euro release in the new year.
5. Sorry, but as far as I know, Sierra adventures such as the Kings Quest series are not likely to appear on the Super Nintendo.

SQUIRT TART LEMON

Dear Super Control,

I had to raise this point as it will help game-buyers everywhere. I'd saved up a bit of wonga to buy Star Wing and was aiming for 50 quid to cover it. On Wednesday 11th August I went to Makro's in Enfield with my mum where I got Star Wing for £39.99. They had loads of cheap games – Zelda £29.99, Super Tennis £29.99, Mario Kart £32.99 and Street Fighter II £39.99 for instance, is that cheap or what? I'd recommend everyone to go down there!

Thanks,

James Farrell, Epping

Super Control:

As a wholesaler, Makro supplies cartridges (amongst other things) to shops and stores at a wholesale price. A wholesale price is slightly more than trade price (the price software distributors such as Centresoft and Leisuresoft supply games to shops at), because the quantity of cartridges sold at any one time by a wholesaler is less than those sold by a distributor.

It all sounds very confusing, which is why I'll get straight to the point and say that anyone who doesn't hold a wholesaler card issued by Makro to shops and businesses will not be allowed to purchase products from them. Your mum either runs a shop and owns a card, or did what my mum used to do and used someone else's! Either way, you get your software cheaper and the rest of us don't. Erm, top.

INTO LES' EYES!

Dear Super Control,

I am writing to you to see if you can sort out my problems concerning the multitap. Which socket does it plug into and is the other socket used? If the other socket (on the SNES unit itself) can still be used, then five joypads can be plugged in – but games are only ever four-player compatible! Why then do companies advertise 'five-player multitaps' and why aren't they just made with three sockets instead of four?

Also, is there a PAL SNES multitap available yet? Bomber Man is in your Official listings, but Special Reserve doesn't have it, even on its 'coming soon' schedule.

Finally, is there any news on a UK Bomber Man and multitap bundle going on sale?

Daryl Turner, Herts

PS My sister just loved the Alex and Andy stuff. She told me to ask you to print some more coverage if at all possible.

Super Control:

When a multitap is plugged into the machine, the spare socket can be used as a fifth joypad port, and if there were any available, a five-player game could be played.

We were given an August release by Hudson Soft who wrote Bomber Man when we received the game for review. Obviously the release date has been changed, maybe because Sony Imagesoft is releasing the game in Europe, who knows?

As for the Bomber Man bundle, again we were informed that both would go on sale in the UK for £49.99, but Sony may have other plans.

COLIN, HE WALKS

Dear Super Control,

I must congratulate you on a slightly more original and interesting approach to your magazine than other publishers. Here are some questions:

1. NMS has just reviewed Mario All-Stars, when all the other mags have got is screen shots of it. Is this because NMS is an official mag?
2. Is there any chance of Jungle Strike coming out on the SNES?
3. This may sound unoriginal, but why don't you use percentages to show graphical quality, etc. It would give you a wider range, and so give more accurate ratings. I don't think any game, even SFII Turbo deserves 10/10 or 100% for graphics.
4. A TV programme I was watched was giving away a free copy of Jurassic Park, while all you have shown is a few screen shots and the game isn't out in the shops. How did this come about?
5. Which is better, Tiny Toons or Super Star Wars?

Thanks from a very keen reader of your mag.

Colin Walker, Rochester, Kent

Super Control:

OK, straight to the answers:

1. In a word, yes.
2. It looks unlikely now, although there were plans to release it before EA decided to pull out of the Super Nintendo market (see last month's news pages).
3. Jools says that he decided to use a number between one and 10, because it was easier than picking a number between one and 100. No one at Maverick is capable of counting over 53, excluding myself (of course) and Richard Hawkins (our accountant/financial controller).
4. Contrary to popular belief, games are usually finished and ready for release months before they actually appear in the shops. The TV show you saw had obviously cadged a packaged pre-release version from Ocean.
5. In my opinion, Tiny Toons. Oh yes indeed.

SHRED YOUR LETTUCE

A fairly smart month for the lettuce page this one, we live in hope that this unexpected trend will continue. Research is under way into possible links between quality letters and the departure of Alex and Paul – we'll keep you posted on the results. In the meantime, why not follow the trend and say something worthwhile? Write to:

RECORDED DELIVERY
SUPER CONTROL
Maverick Magazines,
16-17 Hollybush Row,
Oxford,
OX1 1JH



VIDEO GAME CENTRE

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

PLEASE CALL FOR NEW RELEASES

SNES USA NEW RELEASES		SNES UK		SNES JAP	
ROCK'N'ROLL RACING	49.99	MORTAL KOMBAT	59.99	MARIO & WARIO	69.99
GOOF TROOP	54.99	MARIO ALL STARS	49.99	STREETFIGHTER II TURBO	69.99
COOL SPOT	49.99	POP N TWIN BEE	49.99	MARIO COLLECTION	49.99
ROCKY RODENT	49.99	STRIKER	44.99	FINAL FIGHT 2	29.99
YOUNG MERLIN	49.99	STARWING	49.99	FORMATION SOCCER 2	49.99
SUPER BOMBERMAN + MULTITAP	69.99	SPIDERMAN	29.99	F1 CIRCUS 2	49.99
ZOMBIES ATE MY NEIGHBOUR	49.99	POPULOUS	29.99	WORLD HEROES	69.99
BATTLETOADS	39.99	NHLPA HOCKEY 93	39.99	SEIKEN DELSETSU 2	79.99
STREETFIGHTER II TURBO	69.99	MARIO KART	39.99	PRINCE OF PERSIA	29.99
SUPER MARIO ALL STARS	59.99				
CYBERNATOR	39.99				
TEAM NFL FOOTBALL	44.99				
BLUES BROTHERS	39.99				
BUBSY	49.99				
WOLFCHILD	39.99				
MICKEYS MAGICAL QUEST	49.99				
CACOMA KNIGHT	39.99				
STAR WARS	49.99				
NCAA BASKETBALL	39.99				
TINY TOONS	49.99				
MARIO KART	44.99				
ZELDA	44.99				
MORTAL KOMBAT	59.99				

SNES HARDWARE/ACCESSORIES		SNES SPECIALS	
ALL STAR PACK	125.00	WINGS 2 USA	20.00
STARWING PACK	125.00	SPIDERMAN USA	20.00
USA (SCART) SNES	125.00	BATTLECLASH USA	20.00
NINTENDO JOYPAD	15.99	RACE DRIVIN USA	20.00
S.N.PRO PAD	15.99	GEORGE FOREMAN USA	20.00
UK/US ADAPTOR	12.99	PITFIGHTER USA	20.00
4 PLAYER ADAPTOR	29.99	OR ANY 3 FOR £50.00	
SAITEK JOYSTICK	29.99	MARIO PAINT USA	35.00
GAMEFAN MAG.	4.50	F1-ROC USA	35.00
TOPFIGHTER JOYSTICK	69.99	COOL WORLD USA	35.00
GAME GENIE	44.99	NINJA BOY USA	35.00
ACTION REPLAY PRO	44.99	KRUSTYS USA	35.00
NEW DATEL ADAPTOR	19.99	OR ANY 3 FOR £80.00	

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

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

X-TRA Console Games

OPEN 9AM TO 8 PM
PLEASE ADD £1.50 P&P ON ALL GAMES
PART EXCHANGE WELCOME
WIN A FREE GAME FOR CHRISTMAS - RING FOR DETAILS

AERO THE ACROBAT	CALL	MORTAL KOMBAT	£54.00
ALIEN V PREDATOR	CALL	NINJA BOY	£41.00
ALIEN 3	£43.00	PHALANX	£28.00
ASTERIX	£40.00	R CLEMENTS BASEBALL	£28.00
BATMAN RETURNS	£45.00	ROBOCOP 3	£28.00
BATTLETOADS	£46.00	ROCK N ROLL RACING	£47.00
BOB	£47.00	ROCKY RODENT	CALL
CAPTAIN AMERICA	CALL	SHADOW RUN	£50.00
CLAYFIGHTER	CALL	STARFOX	£47.00
CLAYMATES	CALL	STAR WARS	£47.00
CYBERNATOR	£44.00	STREETFIGHTER II TURBO	£58.00
DINO CITY	£37.00	STRIKER	£40.00
DOOMSDAY WARRIOR	£44.00	SUPER AIR DIVER	£48.00
DRACULA	CALL	SUPER BATTER UP	£28.00
DUNGEON MASTER	£57.00	SUPER BOMBERMAN + MT	£60.00
EQUINOX	CALL	SUPER FAMILY TENNIS	£65.00
FATAL FURY	£50.00	SUPER EMPIRE STRIKES BACK	CALL
FINAL FIGHT	£32.00	SUPER FX TRACK	CALL
G P 1	£48.00	SUPER OFF-ROAD BAJA	CALL
JAMES POND	£35.00	SUPER R-TYPE	£28.00
JOHN MADDENS FOOTBALL	£28.00	SUPER TENNIS	£35.00
JUNGLE STRIKE	CALL	SUPER VALIS 4	£45.00
JURASSIC PARK	£45.00	TAZMANIA	£45.00
KING ARTHURS WORLD	£47.00	TECHNO SUPER BOWL	CALL
LEMMINGS	£40.00	TUFF 'E' NUFF	CALL
LOST VIKINGS	£45.00	WAYNES WORLD	£45.00
LAST SAMURAI	£46.00	WOLFCHILD	£45.00
MANGA VIDEOS	£10.99	WORLD HEROES	£59.00
MARIO ALL STARS	£48.00	WWF II	£49.00
MARIO AND WARIO	£65.00	ZELDA 3	£35.00
MARIO IS MISSING	£46.00	ZOMBIES ATE MY NEIGHBOUR	£49.00
MARIO KART	£39.00	ZOOL	CALL

ACTION REPLAY CART	£39.99
CONVERTER PLAYS SFX & SF II TURBO	£14.00
AUDIO VIDEO LEAD	£10.00
PHANTOM 6 BUTTON (ARCADE STYLE) JOYPAD	£24.00
LOGI PAD	£17.00

US SUPER NINTENDO £125
UK MARIO ALLSTARS £127

IF YOU DON'T SEE WHAT YOU WANT, PHONE FOR A PRICE

SORRY! BUT PRICES MAY CHANGE DUE TO FLUCTUATIONS OF THE POUND

ASK FOR A DEAL ON A CONVERTER WHEN ASKING FOR ANY GAME

PLEASE MAKE ALL CHEQUES POSTAL ORDERS PAYABLE TO: X-TRA
£1.50 P&P ON ALL GAMES

0702-333-449
82a London Road, Southend, Essex SS1 1PG

WE ALSO SELL – MEGA DRIVE, MEGA-CD, NEO-GEO, AMIGA CD32 CALL FOR DETAILS

CONSOLE CONNECTIONS

DON'T RISK IT - ORDER BY MAIL WITH CONFIDENCE - FROM AN ESTABLISHED SHOP

USA/UK					
ALIEN 3	£42.99	JURASSIC PARK	£46.99	TINY TOONS	£42.99
AMERICAN GLADIATORS	£34.99	KAWASAKI CHALLENGE	£29.99	TOM & JERRY	£29.99
ASTERIX	£39.99	MORTAL KOMBAT	£54.99	TOP GEAR 2	CALL
BATMAN RETURNS	£42.99	MARIO ALL STARS	£59.99	WAYNES WORLD	£34.99
BATTLETOADS	£49.99	MARIO KART	£38.99	WORLD HEROES	£59.99
BOMBERMAN	CALL	MICKEYS MAGICAL QUEST	£49.99	ZOMBIES ATE MY NEIGHBOURS	£49.99
BUBSY	£49.99	MR NUTZ	CALL		
CALIFORNIA GAMES	£24.99	NHL 93	£39.99	**JAP**	
CRASH DUMMIES	CALL	OUTLANDER	£29.99	BATMAN RETURNS	£34.99
CYBERNATOR	£39.99	OUT OF THIS WORLD	£39.99	EXHAUST HEAT 2	£59.99
DESERT STRIKE	£39.99	PILOT WINGS	£39.99	FINAL FIGHT 2	£34.99
DOOMSDAY WARRIOR	£29.99	POP N TWINBEE	£42.99	JACKI CRUSH (PINBALL)	£39.99
FATAL FURY	£44.99	ROCK N ROLL RACING	£49.99	JOE & MAC 2	£39.99
FINAL FIGHT 2	£49.99	SEVENTH SAGA	£49.99	MR GHOST	£39.99
HUNT FOR RED OCTOBER	£19.99	SHADOWRUN	£54.99	NIGEL MANSELL (SCART)	£39.99
LETHAL WEAPON	£24.99	STAR WARS	£39.99	POCKY & ROCKY	£49.99
LOST VIKINGS	£44.99	STREETFIGHTER 2 TURBO	£59.99	TINY TOONS	£39.99
J CONNORS	£38.99	STRIKER	£39.99	STAR WARS	£39.99
		SUPER HIGH IMPACT	£39.99	*PLEASE CALL FOR TITLES NOT LISTED*	
		TAZMANIA	£49.99		

SUPER FX ADAPTOR £14.99
STREETFIGHTER TURBO ETC COMPATIBLE ADAPTOR £19.99

SNES USED TITLES			
UK/USA		SUPER GHOULS'N'GHOSTS	£26.00
CASTLEVANIA	£24.00	SUPER PROBOTECTOR	£26.00
DRAGONS LAIR	£26.00	SUPER SMASH TV	£22.00
JOE & MAC	£22.00	SUPER SOCCER	£24.00
KRUSTYS FUNHOUSE	£20.00	SUPER STRIKE GUNNER	£22.00
LEMMINGS	£26.00	TURTLES	£28.00
MICKEYS MAGICAL QUEST	£32.00	ULTRAMAN	£20.00
OUT OF THIS WORLD	£26.00	**JAP**	
POPULOUS	£25.00	AXELAY	£26.00
PUSHOVER	£26.00	CASTLEVANIA 4	£20.00
ROAD RUNNER	£28.00	JOE & MAC	£24.00
ROBOCOP 3	£20.00	STREETFIGHTER 2	£26.00
SIM CITY	£25.00	SUPER GHOULS'N'GHOSTS	£24.00
SPIDERMAN	£22.00	SUPER FOR. SOCCER	£22.00
STREETFIGHTER 2	£26.00	TURTLES	£26.00
SUPER BATTLE TANK	£20.00		

WANTED
WE PAY CASH FOR USED SNES GAMES
PART EXCHANGE
USE YOUR GAME AS PART PAYMENT FOR ANY TITLE

SNES USA SCART
(FULL 60 HZ)
£119.99
+ STREETFIGHTER 2
(Or any game under £34.99)
£139.99

THE ABOVE IS ONLY A SELECTION OF OUR EXTENSIVE RANGE - PLEASE CALL
ALL PRICES INC VAT - P&P PLEASE ADD £1.50 PER GAME
CONSOLE CONNECTIONS – UNIT 2, OLD BAKE HOUSE LANE, CHAPEL STREET, PENZANCE, CORNWALL TR18 4AE
TELEPHONE 0736 331131 10AM–7PM, 6 DAYS

You Need a Jive Baby!

0509-211335

SFX ADAPTORS
Any video game worth its salt in the future will have the SFX Chip. They are launched in the US/Jap up to 6 months before the UK. To play these on your machine you need our adaptor.
Only £9.95

WE BUY
We buy Mega CD, Mega Drive, Super NES (UK, US & JAP)
For best prices
CALL

REPAIRS
Has your machine broken down, and out of its warranty? Then ring now for a free quote.
0509 217260 (10:30 - 5:30)

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

Jive Consoles
38 Pinfold Gate
Loughborough
Leics. LE11 1BE
Tel/Fax: 0509 211335
(9am to 7pm)

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

SUPER CONTROL

MAVERICK MAGAZINES,
16/17 HOLLYBUSH ROW,
OXFORD,
OX1 1JH.

FAX 0865 202771

EDITORIAL

Acting Editor
Hugh Gollner

Deputy Editor
Allie 'viva Las Vegas' West

Staff Writers:
Andy 'Sensi Soccer champion' Martin
Gerry 'Celtic manager' Doak
Rich 'SFII Nige' Lloyd

Production Editor:
Pam Norman

Production Assistant:
Amanda Ellis

DESIGN

Art:
Jane 'bun in the oven' Gollner

Advertising Manager:
Simon 'Man Shittie' Jones

PUBLISHING

Newstrade Manager:
Carolyn Wood

Publisher/Managing Director:
Hugh Gollner

Printed in the UK by:
William Gibbons

Super Control is an unofficial independent magazine which is in no way connected or endorsed by Nintendo Company Ltd (Japan), or Nintendo of America Inc or Nintendo UK. References to 'Nintendo', 'Super NES' or 'SNES' are trademarks of Nintendo of America, Inc. All copyrights are recognised.

While Maverick Magazines tries its utmost to ensure that our editorial is factually correct, we cannot be held liable for any omissions, inaccuracies or errors in this magazine.

Final decisions regarding competitions and special offers are at the editor's discretion and his decision is final. No correspondence will be entered into regarding such decisions.

No part of this publication may be copied, translated or reproduced in any way without the written permission of the publishers.

Special thanks to:
CONSOLE PLUS (0924) 456802
CONSOLE CONCEPTS (0782) 712759
TAKARA USA
CAPCOM USA
Jeff 'Banks' Fraser
Steve 'All night long' Lindley
Richard 'games exchange' Hawkins

NEXT MONTH

ISSUE EIGHT ON SALE 25th NOVEMBER

Just when you thought it was safe to withdraw some money from your bank account, once again Super Control spews forth more revelations of new releases. As per usual, in a desperate attempt to attract your interest, here's a completely inaccurate list of quality consumer products you can see in next month's issue. If the software companies bother sending them, of course.

On the preview side there'll be **Jaguar XJ220**, **Alfred Chicken** and **Pinball Dreams** amongst others (which shall remain nameless until WE know what they are). Meanwhile, heavily tipping the scales for the reviews, there's **Aladdin**, **Super Empire Strikes Back**, **Cool Spot**, **R-Type III**, **Zool**, **Terminator II** and would you credit it...**Mario Vs Wario**. And hey – also next month will see the return of the fabled and much-loved **'Who's Who'** column, which will star the two newest staff members (may God have mercy on you all).

The next episode in the intriguing story of the expanding Girl Guides will also appear next month – **Bart's Nightmare**, **Equinox**, **James Pond** and **Star Wars** are just a few of the vegetables thrown into that particular comedy pressure-cooker for an old-fashioned **s-l-o-w cook at a l-o-w temperature**.

Erm, buy Super Control next month, it'll be right smart. Remember – a free chocolate bar to anyone sending in a letter commenting on how the magazine has improved now we've got rid of Alex, Paul and Jools. **Arf Arf!**

THE END



GAME SNES TOP 10
OCTOBER 1993

1 MARIO ALL-STARS
2 STREET FIGHTER II TURBO
3 MORTAL KOMBAT
4 STRIKER
5 SUPER MARIO KART
6 SUPER STAR WARS
7 PGA TOUR GOLF
8 STAR WING
9 MICKEY'S MAGICAL QUEST
10 DESERT STRIKE
23 HORACE AND THE SPIDERS

GAME

OPEN 7 DAYS A WEEK

SEE ZAP AT THE FUTURE ENTERTAINMENT SHOW – STAND 634



ZAP COMPUTER GAMES

TECHNO HOUSE·LOW LANE·HORSFORTH

LEEDS LS18 4DF

MAIL ORDER SIZZLINGLY HOT LINE

0·5·3·2 5·9·0·0·7·7

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

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

TM

SPEND & SAVE ££££s THIS XMAS WITH ZAP

Huge savings when buying more than 1 game

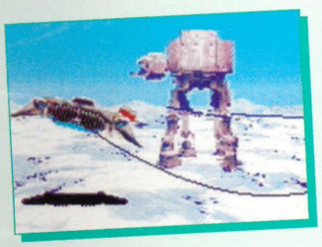
e.g. buy 2 games and SAVE £5.00 OFF TOTAL PRICE!
buy 3 games and SAVE £10.00 OFF TOTAL PRICE!
buy 5 games and SAVE £20.00 OFF TOTAL PRICE! etc.....etc.....

THIS AMAZING OFFER ENDS ON 31/12/93.

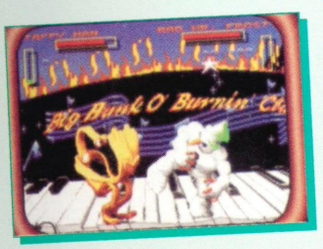
FREE COLOUR XMAS CATALOGUE WITH EVERY PURCHASE



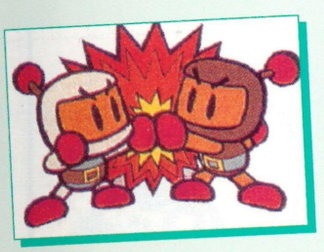
US SUPER NES
INCLUDES PSO, 1 PAD &1 SCARTLEAD
£120
(+ £7.50 P&P)



EMPIRE STRIKES BACK CALL



CLAYFIGHTERS CALL



BOMBERMAN & MULTITAP
£59.99
(+ £3.00 P&P)

SUPER NES USA

EMPIRE STRIKES BACK	CALL
CLAY FIGHTERS	CALL
BOMBERMAN & MULTI TAP	£59.99
TURTLES TOURNAMENT FIGHTERS	CALL
ALLADIN	CALL
EQUINOX	£49.99
AERO THE ACROBAT	£49.99
ART OF FIGHTING	CALL
SUNSET RIDERS	CALL
MEGAMAN X	£54.99
BUGS BUNNY RABBIT RAMPAGE	£54.99
DAFFY DUCK & THE MARVIN MISSIONS	£49.99
ZOMBIES ATE MY NEIGHBOURS	£49.99
ROCK & ROLL RACING	£49.99
COOL SPOT	£44.99
SPELL CRAFT (RPG)	£49.99
SECRET OF MANA (RPG)	£59.99
7TH SAGA (RPG)	£54.99
WORLD HEROES	£54.99
JURASSIC PARK	£54.99
STREETFIGHTER TURBO	£54.99
MARIO ALLSTARS	£49.99
ROCKY RODENT	£49.99
GOOF TROOP	£49.99
SHADOWRUN	£49.99
LEGEND	£49.99
BATTLE CARS	£49.99
SUPER OFF ROAD THE BAJA	£49.99
OPERATION LOGIC BOMB	£49.99
VIRTUAL SOCCER	CALL
MECAROBOT GOLF	£39.99
IREM SKINS GOLF	£49.99
WICKED 18 GOLF	£49.99
STANLEY CUP HOCKEY	£44.99
BRETT HULL HOCKEY	£49.99
NBA JAM	£54.99
TECMO SUPERBALL	£54.99
MVP FOOTBALL	£49.99
JOHN MADDEN 93	£24.99
NFL FOOTBALL	£39.99
SUPER HIGH IMPACT	£29.99
WORLD SOCCER	CALL
PELE SOCCER	CALL
NCAA BASKETBALL	£34.99
20/20 BASEBALL	£49.99
TOTAL CARNAGE	CALL
SOUL BLAZER	£49.99
SUPER PUTTY	£49.99
LOST VIKINGS	£49.99
PINK PANTHER	CALL
CLIFF HANGER	CALL
UTOPIA	£49.99
YOUNG MERLIN	CALL
UNDERCOVER COPS	CALL
P.T.O. (WAR GAME)	£54.99
MYSTICAL NINJA	£49.99
E.V.O.	£39.99
ZELDA III	£39.99
FINAL FANTASY II	£49.99
SUPER MARIO KART	£39.99
ALIEN III	£44.99
ROYAL RUMBLE	£54.99
STAR FOX	£49.99
CYBERNATOR	£39.99
FATAL FURY	£39.99
TINY TOONS	£39.99

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

SUPER NES USA

COOL WORLD	£19.99
SKUL JAGGER	£19.99
OUTLANDER	£19.99
POWER MOVES	£19.99
WARP SPEED	£24.99
BLAZE ON	£19.99
STRIKE GUNNER	£19.99
ROAD RUNNER	£29.99
MARIO IV	£24.99
STREET COMBAT	£24.99
TOYS	£19.99
WINGS II	£24.99

FAMICOM JAPAN

ALLADIN	CALL
EMPIRE STRIKES BACK	CALL
ACTRAISER II	CALL
MYSTICAL NINJA II	CALL
ART OF FIGHTING	CALL
FATAL FURY II	CALL
WORLD HEROES	£54.99
STREET FIGHTER TURBO	£49.99
DARIUS FORCE	CALL
EQUINOX	CALL
STRIKER	£54.99
FINAL FIGHT II	£29.99
SUPER SOCCER II	£29.99
SUPER AIR DIVER	£34.99
POP N TWIN BEE	£29.99
AXELAY	£29.99
SUPER F1 CIRCUS II	CALL
PRIMEGOAL	CALL
MARIO ALLSTARS	£49.99
KING OF RALLIES	£19.99
BATTLE GRAND PRIX	£19.99

NEO-GEO UK

FATAL FURY SPECIAL (150 megs)	CALL
ART OF FIGHTING II (150 megs +)	CALL
TOP HUNTER (100 megs)	CALL
SAMURAI SHOWDOWN (118 megs)	£175
WORLD HEROES II (146 megs)	£175
FATAL FURY II (106 megs)	£175
3 COUNT BOUT (106 megs)	£165
ART OF FIGHTING (102 megs)	£175

NEO-GEO UK

SENGOKU II (74 megs)	£165
SIDE KICK SOCCER (54 megs)	£175
VIEWPOINT (74 megs)	£225
BASEBALL STARS II (68 megs)	CALL

OVER 100 USED CARTRIDGES IN STOCK
RANGING FROM £55 TO £125
Please Call

HARDWARE

SNES US CONSOLE	£120 + £7.50 P&P
NEO GEO CONSOLE	£300 + £7.50 P&P
NEO GEO USED CONSOLE	£220 + P&P
3-D-O CONSOLE & CRASH & BURN	CALL
ATARI JAGUAR CONSOLE	CALL
NEO GEO JOYSTICK	£50 + £5.00 P&P
NEO GEO MEMORY CARD	£20 + £1.50 P&P
PATRIOT JOYPAD	£24.99 + £1.50 P&P
JOYCARD	£17.50 + £1.50 P&P
ASCii PAD	£22.50 + £1.50 P&P
MORTAL KOMBAT PAD	£24.99 + £1.50 P&P
TOP FIGHTER JOYSTICK	£59.99 + £5.00 P&P
CAPCOM FIGHTING STICK	£64.99 + £5.00 P&P
X-E6 JOYSTICK	£29.99 + £5.00 P&P
SMARTCARD JOYSTICK	£64.99 + £5.00 P&P
NEW CONVERTER	£20 + £1.50 P&P
TRI-STAR (NES TO SNES) CONVERTER	CALL
SCART LEAD US SNES	£15.00 + £1.50 P&P
US JOY PAD	£17.50 + £1.50 P&P
MULTITAP (UK & US)	£24.99 + £1.50 P&P
PAL I BOOSTER	£29.99 + £1.50 P&P

SPECIAL OFFER

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

£10 OFF

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

ORDER FORM

CUT HERE

Send to this address:

ZAP
TECHNO HOUSE
LOW LANE, HORSFORTH
LEEDS LS18 4DF

Please rush me the following

NAME

ADDRESS

POSTCODE

TELEPHONE NO.

ITEM	PRICE	POST/P	TOTAL

GRAND TOTAL

Please make cheques/PO's payable to ZAP

Credit card number

Expiry Date

☐ Cheque ☐ Credit Card ☐ Postal Order

Access VISA

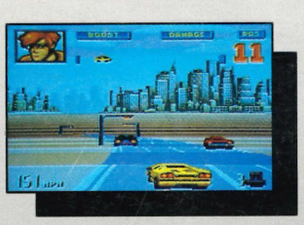
Switchcards welcome.
Please quote issue no. for Switch.

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

ILLEGAL RACING, COPS AND GAMBLING







91% - TOTAL *"It's a brilliant racer..."*

90% - GAMESMASTER MAGAZINE
"It's incredible, it really is. I'd advise you to obtain it with all conceivable swiftness"

86% - GB ACTION *"Instantly playable. Fast, furious fun"*



Also available: 'The Blues Brothers' on SNES and GameBoy, & 'Titus the Fox' on GameBoy.

TITUS LTD. UNITED HOUSE, NORTH ROAD, LONDON, N7 9DP, ENGLAND.

SEND 10" x 8" S.A.E. FOR A FREE POSTER
(STATE MACHINE OWNED)

TITUS