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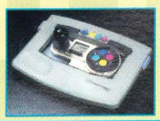
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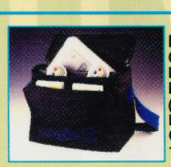


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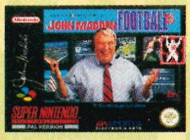
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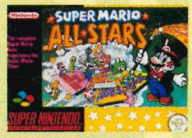
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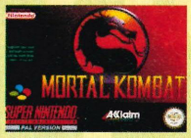
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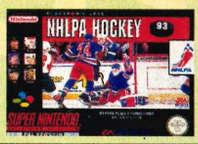
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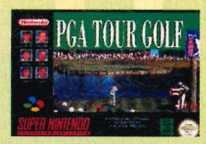
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Well, we all hope you had a super, FAB, thrilling Christmas and New Year and got all the presents you wanted. Thank you for all your

The Super Control News



SUPER FX

In the news this month – two Super FX racing games from Elite; Mortal Kombat movie; SFII New Challengers; EA ice hockey and much, much more. Read on!

6 Two new Elite racing games

7 SF II to challenge again?

10 Core's Skeleton Krew

Prestigious Previews

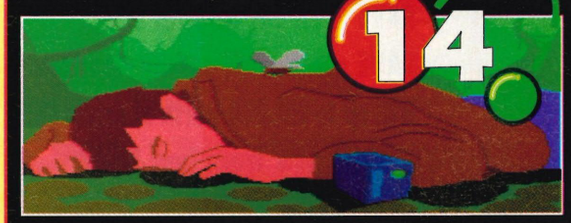


JAMMIN'

We have a look at Acclaim's NBA Jam basketball game and then we take a gander at Mindscape's next edutainment product, Mario's Time Machine.

26 NBA Jam

18 Mario's Time Machine



14 FLASHBACK

Available on the Mega Drive for absolutely ages, Flashback finally is released for the SNES through Sony. We've had a long wait, but it looks great and plays well. Will it stand the test of time? All will be revealed on page 14.

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ALFRED CHICKEN 16
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24

Daffy Duck finds himself immortalised in his very own game, following in the footsteps of fellow Warner Brothers' characters Wile E Coyote and Roadrunner.

Aladdin also gets his official UK release after winging his way in from the States a couple of months ago. Just as we predicted, the game looks fantastic and rivals the film for graphical excellence.

RECORDED DELIVERY

You're all fairly vocal this month with questions, queries and quibbles all aimed at dearest Andy, agony Uncle to the games world. Got something interesting to get off your chest, then we want to know.

78

OFFICIAL STAMP

Finally Super Bomberman is out in the shops. Isn't it strange how not-so-good games get a snappy release, but we have to wait for ages for great games (such as Bomberman)? Also out is Nigel Mansell F1 Challenge, Ren & Stimpy, Top Gear 2 and Total Carnage.

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DIRECTORY ENQUIRIES

How much more information could we possibly squeeze into four pages? Super Control's Directory Enquiries gives you the info on practically every SNES release here and abroad.

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CLASSIFIED ADVERTISEMENTS

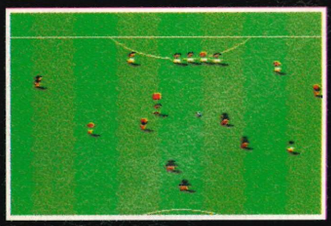
Wanted: Big strapping male with rippling biceps and bulging muscles to play games with. Must look like Ken. Photi appreciated.

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Right Royal Reviews



LLAAAAZIO!
Can Elite's Striker stand its ground against the might of Sensible Soccer? Zool and Aladdin both finally come in for review.

20 Sensible Soccer
22 Zool
32 Aladdin

Access All Hairy-Ass

ACCESS ALL AREAS

60 Street Fighter II
66 Super SWIV
36 Chuck Rock

PLAYERS' GUIDE SPECIAL

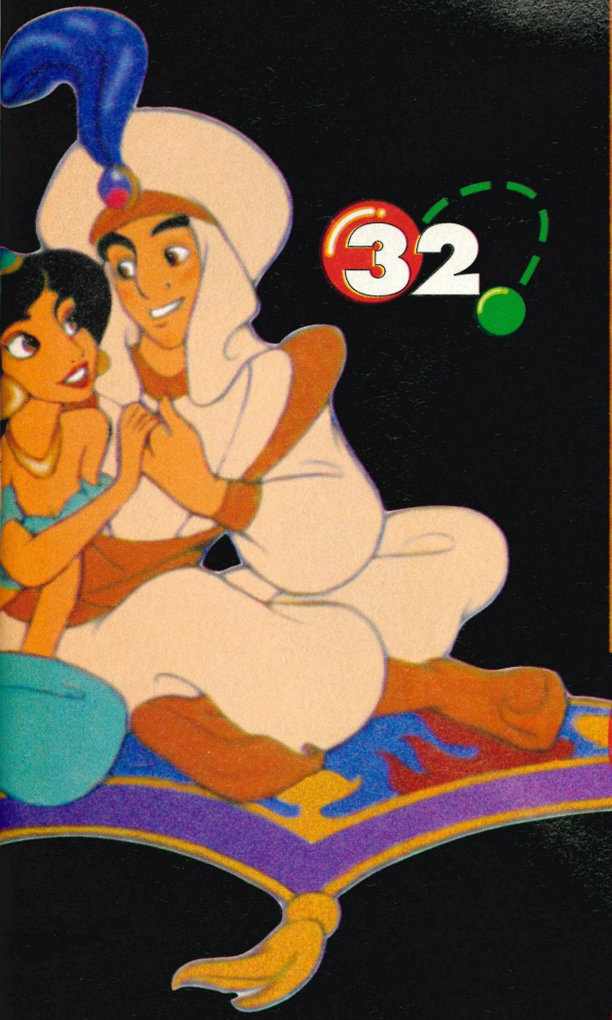
Welcome to part three of Super Control's bumper players' guide issues, the last in this very special feature. That's right, if you missed any of the guides we have printed, you will no longer be able to see them as that's it, no more. For the last section we have produced some classics from the archives and by popular request they are printed in their entirety.

We hope you have enjoyed our guide specials – after all, you asked for them! We hope that they have been of use to those of you who missed them all the first time around. If you are still having problems with any of your games, continue to write in and we will try and help you out.

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GAMES EXCHANGE

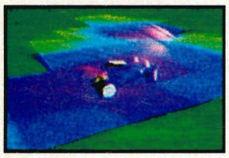
12

Who are we trying to kid, games for only £4?! Surely not! Well it's true, just turn to page 12 to find out how you can swap your old SNES games for newer ones in our Super Games Exchange.

CONTENTS

came in very handy one afternoon down the pub! Anyway, thanks for your support and here's to '94.

Purely for FX Again 6



ELITE GETS IN ON THE SHOW

Elite begins work on FX game Powerslide.

- New Action Replay from Datel
- Games get classification
- Shadowrun competition

New Games to Play 7



CORE PICK AT BONES

Core Design starts work on a new SNES game which takes influence from comics.

- Nintendo takes to the ice
- The New Challengers for SNES?

Hot News



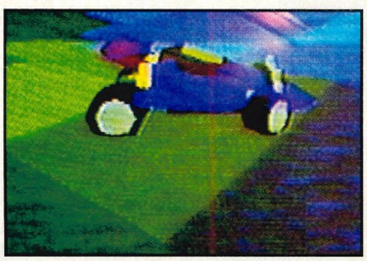
The SUPER Control N

...AND A HAPPY NEW YEAR

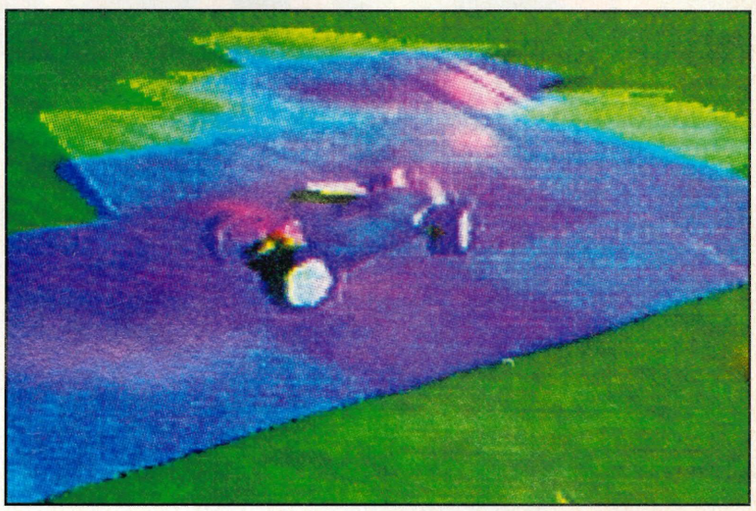
ELITE MAKES ITS OWN FX

Elite Systems, in the spotlight at the moment for its recent releases of Might & Magic II and Dr Franken on the SNES, is currently working on new Super FX games due to be released in the latter half of 1994. Although at a very early stage of production at the moment, the two new games are Powerslide and Dirt Racers, two racing-style games with fast action and polygon graphics.

Both games are racers in design, but Powerslide will have a more conventional track-based structure, whereas Dirt Racers will be an off-road affair. There will be the standard options involving handling, brakes and acceleration, but we will find out more specific details at a later date. Elite is adamant that things are still at a preliminary stage and have assured us that there will be more for us to see in the coming months, but here are a couple of screen shots to whet your appetite.

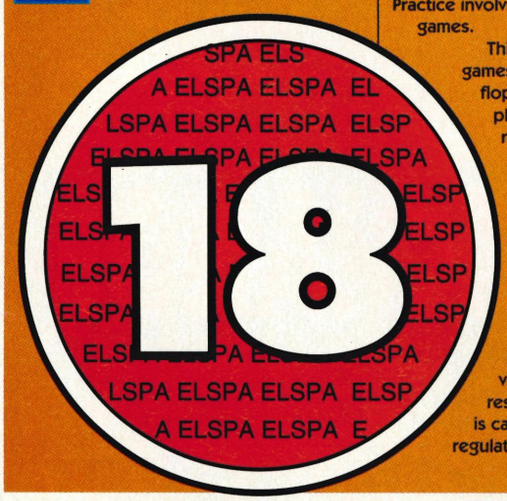


Super FX development hasn't really taken off to the heights that were anticipated. Although Argonaut is working on a Transformers project (revealed in last month's news pages), there hasn't been the major rush anticipated to utilise the chip's abilities. Some developers have blamed the high price tag per unit that has been put on the chip for the distinct lack of use.

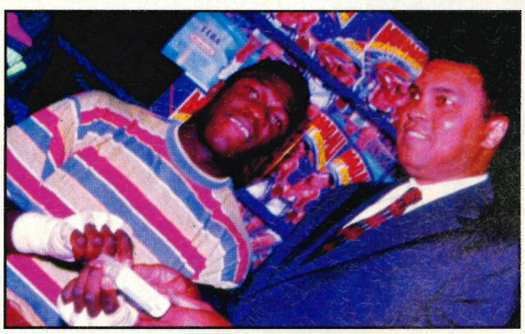


GAME CLASSIFICATION

As of May next year, a new game classification system will be up and running. The members of ELSPA (European Leisuré Software Publishers Association) have agreed to adhere to a general Code of Practice involving the content of computer games.



This new measure will see games on all formats (including floppy and cartridge games) placed into one of four age-range brackets. These categories will be: games for children up to 10-year-olds, 10 to 14-year-olds, 15 to 17-year-olds and 18 years and upwards. This move is to clamp down on so called video nasty scares and to prove to cynics that the video game industry is a responsible one and is capable of regulating itself.



(Left) Muhammad Ali made a guest appearance at a special Virgin launch for his self-titled Heavyweight boxing game. He was joined by current heavyweight champion Herbie Hide for a little bit of pixelated bashing!

MUHAMMAD GETS PHYSICAL, AGAIN

Virgin Interactive is on the verge of launching Muhammad Ali Boxing on the Super Nintendo, and to celebrate this it hosted a party in London with various VIPs and journalists from the specialist magazines. Even the great man himself was there to support the launch and give it his blessing, saying "I'm delighted with my association with Virgin, as I have great faith in the quality of its work. My heavyweight boxing game is spectacular and really packs a punch. I am very happy for it to bear my name".

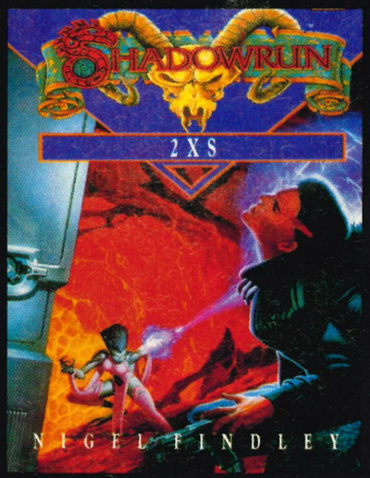
Virgin also had current British Heavyweight Champion Herbie Hide at the launch as friendly rivalry for the boxing legend, and the two took to the joypads for a tussle in the pixelated ring. After the bout Herbie commented, "If you're going to have a role model, you might as well pick the best – and that's Ali. It was great to meet up with him and to play Muhammad Ali Heavyweight Boxing, even if he did beat me!".

MORTAL MOVIE

Like Street Fighter II, Mortal Kombat is being made into a movie. Can't wait for that one!

- Atari's Jaguar puts strain on Nintendo
- Muhammad Ali gets in the ring again
- Game Ltd moves up and out as it expands

News



SHADOWRUN COMPETITION

In conjunction with Laserbeam software and Penguin Books, Super Control is running a small competition to celebrate the launch of the excellent isometric RPG Shadowrun, which is out officially at Christmas on the Laserbeam label.

The first prize winner will receive a copy of the superb SNES game, a complete 12-volume set of Shadowrun the novel, and a copy of the DMZ (Downtown Militarised Zone) board game. Three runners-up will each receive a copy of the first volume of Shadowrun the novel.

To stand a chance of winning, simply tell us which of the following is a Cyberpunk film:

A. Jurassic Park
B. Bladerunner
C. Aladdin

Answers on a postcard or the back of a sealed-down envelope to Super Control at the usual address. Mark your entry 'SHADOWRUN COMPO'.

Thanks to Bastion and Penguin Books for this compo.



ACTION REPLAY ON ACTION REPLAY!

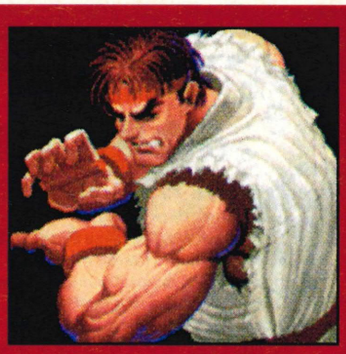
Datel is proud to announce the imminent launch of its new and updated Pro Action Replay cartridge for the Super Nintendo. By the time you read this the new 'Game Busting' cartridge should already be in the stores.

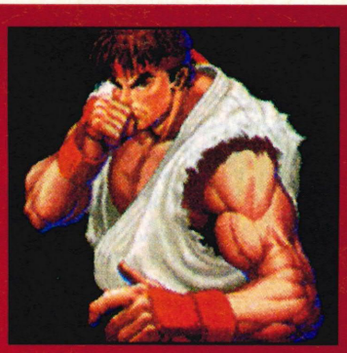
The new cart will have a slow-motion facility, the option to enter a maximum of 100 codes at any one time (why you would want to enter this many is beyond us!) and it now shouldn't crash after you put more than one code in! Apparently, you can also "Enter dead codes to reprogram the game to adapt to new protection on games," so says Mark Wallace, Technical Manager at Datel. We should have more detailed information next month. The cart will be priced again at £49.99.

JAGUAR TO THREATEN NINTENDO?

In the light of 3DO's release and now Atari's Jaguar, both Nintendo and Sega could be feeling the pinch somewhat. After being a leading force in the games market for so long now, the emergence of new players in the field could easily make the software giants uneasy as to the future of their hold over the market.

3DO is still quite expensive at the moment, but there are rumours of plans for a drastic price cut. Atari's 64-bit wonder machine Jaguar is already available at the affordable price of around £200. This development could prove to be a major blow for both Nintendo's and Sega's 64-bit research and the inevitable Saturn and Project Reality machines. Whatever the outcome though, this healthy competition can only benefit the consumer.





SUPER STREET FIGHTER II: THE NEW CHALLENGERS

There are rumours currently circulating that the arcade game Super Street Fighter II: The New Challengers featuring the four new fighters is going to find its way onto the Super Nintendo. Even though Street Fighter II Turbo is barely out of the starting blocks, the possibility of the enhanced version is nevertheless very appealing to gamesplayers.

When quizzed about the development of The New Challengers, Capcom was loathe to offer any supporting comments, although neither was it ready to deny the possibility! However other sources have confirmed that development is well under way and that the Super Nintendo version will be released in the summer, coinciding with a Mega Drive version.



ICE MODE 7 FROM NINTENDO

Nintendo is launching itself into sports sim development, an area which is currently ruled over by giant software company EA. Nintendo's release schedule includes a comprehensive ice hockey sim entitled NHL Stanley Cup.

The game will feature Nintendo's 'proprietary Mode 7 graphics', with the viewpoint allowing you to view the game from the on-ice player perspective. The whole rink and crowd rotate a full 360 degrees as the computer follows the puck across the rink as would a real player.

Nintendo has teamed up with the league and has acquired the rights to use all the American teams' names, colours and players in the game. It will feature season play options as well as exhibition matches and play-offs.

Nintendo's Vice-President Peter Main says of the project "The advantage of having a license with the NHL is that we give our consumers real-life teams to compete with – a feature that dramatically enhances the competitive spirit and fun of the gameplay. But the real star of the game is the Mode 7 technology – the 360 degree gameplay perspective makes this the most realistic hockey game available today".

NHL Stanley Cup is scheduled for an American release in December priced $49.99, however a British release will no doubt be pencilled in before the summer of '94.



BUGS BUNNY

Continuing its massive licensing stint, Warner Brothers has now given the rights to Sunsoft to produce a game featuring yet another of its tireless stars. Bugs Bunny will hit the Super Nintendo in March or April of '94 in Bugs Bunny in Rabbit Rampage.

With Sunsoft's Daffy Duck barely out of the starting blocks, Rabbit Rampage rather conveniently sees Bugs chased by the loony duck. Unlike Daffy's own adventure, Rabbit Rampage will be 12 meg and will feature larger sprites, more digitised speech from the cartoons, plenty of comical animation and 10 challenging levels. Let's just hope that this offering does the cartoons more justice than Daffy's did.



MORE PERIPHERALS

TechnoPlus produces a wide range of peripherals for the SNES as well as the Mega Drive, ST and Amiga. Increasing its Super Nintendo-specific range, TechnoPlus has announced the arrival of a new Super Nintendo control stick.

As you can see, this is a stick and not another fancy joypad. It has six fire buttons, a turbo fire selector and a slow-motion option. Like conventional joysticks for the Amiga and ST, this is of a solid design, has stabilising suction cups on the bottom to eradicate slippage and has a lengthy eight-foot cable for those of you with really good eyesight!

Look out for this new stick in your local computer store at the affordable price of only £14.99.



IREM GIVE US A KISS

IREM Corporation, known mainly for its arcade machine development, has for a while been delving into SNES development, but as yet its releases have really only been available on import. Its latest offering R-Type III be released in Japan on 15 December and will be available in the UK as an import only.

However, a new distribution firm called Kiss UK has secured a deal with IREM to release its products officially here in the UK. The first release will be the retitled Major Title, previously known on import as IREM Skins Golf, on 14 December.

With this, an official UK release of R-Type III looks imminent as do further IREM games, but as yet a concrete date has still to be confirmed.



ANIME DAY COMPO



If you remember, last issue we informed you that there will be another Anime Day in March 1994. Sponsored by the Sheffield Space Centre, the Anime Day convention is run by a group of Anime and Manga enthusiasts for other enthusiasts. The '94 convention, plugged as Memories of Macross, will be held at the Rutland Hotel on 4-6 March 1994. It will include continual video screenings, quizzes, an auction, art and model displays, fancy dress, dealers room and much more!

The organisers are running a competition for fellow Anime fans. To win two free weekend registrations to the convention, all you have to do is answer these tough questions:

1 - Which console system has secured the coin-op conversion of Super Dimensional Fortress Macross?

2 - Which of the Macross series has been released recently by Kiseki Films in the UK?

3 - How many features/series make up the Macross Pantheon of animation?

A: 2 B: 3 C: 4 D: 5

Answers on a postcard to:

Anime Day '94 Committee,
14 Ashurst Road,
Stannington,
Sheffield,
Yorkshire,
S6 5LP.

Note: There will be no cash alternative and the prize is for registration only and does not include hotel accommodation or transport.

SCI GET TUFF

Another joystick for the SNES is about to hit the shops after Christmas, this time it's an eerie Phantom from Logic 3. Retailing for £24.99, this new stick is "big and powerful" and has the ability to apparently "spook the competition"!

It features an eight-directional arcade-style joystick with micro-switches for added accuracy, an autofire option, slow motion and eight feet of cable. If you can see over the mountain of peripherals already available, you might like to take a look at this new piece of equipment and its haunting appearance!





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.

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NOT GAME OVER

Game Ltd (which provides us with a monthly SNES chart) is an independent retailer that mainly specialises in computer and console games. Game stores were only established in 1990 but have already gone on to become one of the largest game retailers in the country, rivalling even the Virgin Game Centres.

In only three years Game has opened 18 shops throughout the UK and now plans to launch another 11 this Christmas. The ever-expanding chain has boasted increased sales and apparently an average turnover per store higher than many of its competitors.

Neil Taylor, Managing Director of Game Ltd, proudly states "In just three years we've established Game as a leader in this market. We are expanding rapidly and trading profitably within this young and fast-moving industry, and we intend to open a further 30 stores in the UK in 1994. We are committed to making Game the UK's number one computer games retailer".

Game does not only specialise in computer and console games however – as well as selling all the latest official releases for all formats, a vast range of peripherals and add-ons, it also sells board games, adventures and RPGs. With this, Game has gone on to become THE place to go for any kind of gaming experience!

Look out for the new Game stores, one of which may be opening in your area. The Liverpool, Norwich and Nottingham stores due to be opened this Christmas will be the biggest specialist game stores in the country.

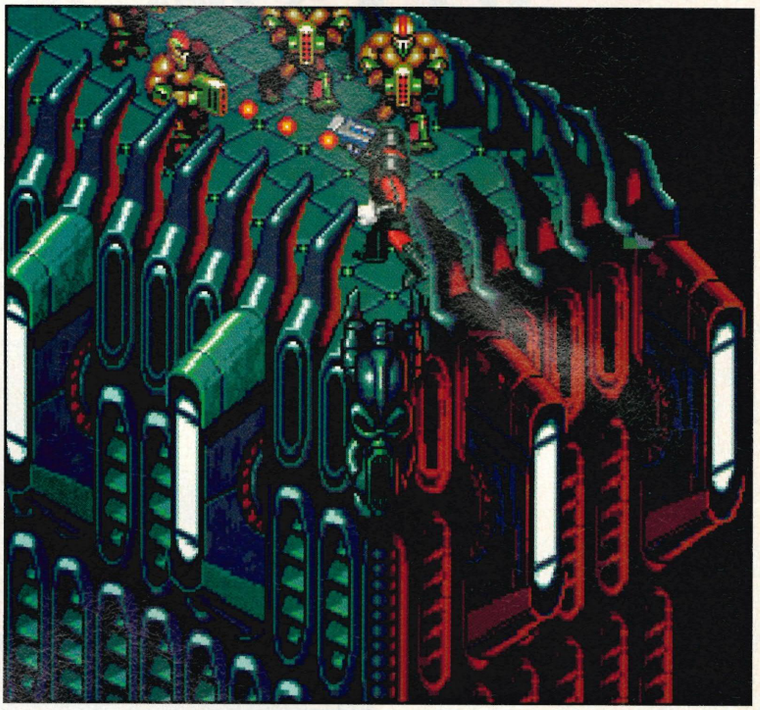
CORE DIGS UP BONES

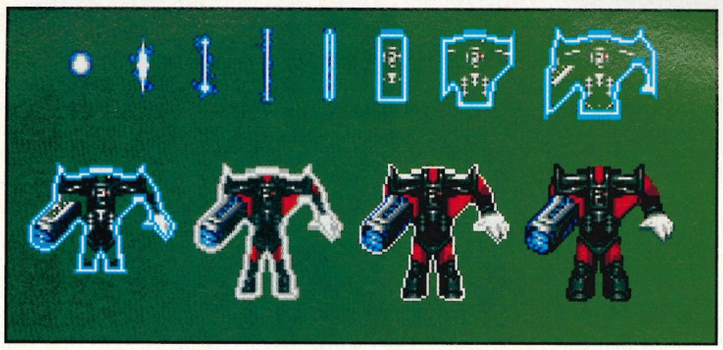
Core Design, well-known for its excellent Thunderhawk chopper sim on the Mega Drive and home computer formats, and more closer to home Chuck Rock on the SNES, is working on a new project scheduled for release on both Sega and Nintendo's 16-bit machines. Skeleton Krew, as it will be called, is due for release sometime in the summer and is a whopping 16meg game for one or two players.

It is a 3D isometric shoot'em-up that takes a sci-fi fantasy comic book theme. Similar to Gremlin's Hero Quest and Space Hulk games for the Amiga, ST and PC, Skeleton Krew features huge sprites, even bigger bosses, cyberpunk-like backgrounds and a roaring metal/rock soundtrack.

The game will feature fantastic artwork as well as some fast and furious action as the player takes control of a mercenary team called Skeleton Krew. The objective is to rid the solar system of a deadly threat from a twisted being called Moribund Kadaver and the game spans planets such as Mars and Earth.

Skeleton Krew sounds incredibly absorbing and we will hopefully have more on this in future issues of Super Control.







MORTAL KOMBAT THE MOVIE

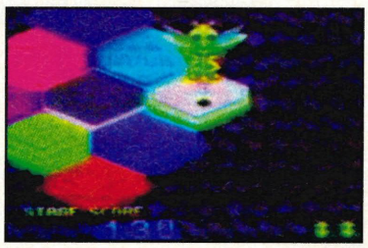
In best Street Fighter II tradition, Mortal Kombat is being made into a movie.



A Chicago firm, Midway Manufacturing Company, has secured the rights to the Mortal Kombat game and has already brought in a producer to oversee the movie project.

The movie has no release date as yet and no one is too sure when filming will actually begin. Here at Super Control we are not overly convinced that this movie idea will be particularly good, along with the Street Fighter II movie or indeed the Double Dragon film for that matter!

However, there are no doubt countless gamesplayers who will be drooling at the sheer prospect of this film, so we'll leave you to it! If we hear more, we'll be sure to tell you!





MORE NINTENDO EDUTAINMENT

After the success of its Mario Paint package, Nintendo is working on a new edutainment game intended to tickle the audio senses rather than the visual. Sound Factory will be available in the States soon and boasts mouse compatibility.

The principle of the game is to widen your knowledge of music using a humorous approach. You will control bugs who fly, crawl and jump over multicoloured pads, splats and notes and when they do they create musical sounds or drum beats.

You can make compositions and multi-layered harmonies by getting multiple bugs working at the same time, or simply make a complete racket by getting the maximum going in any old order! You don't have to be musically minded, as the game is designed to heighten your awareness of music theory. This is in no way intended to be dull – silly, humorous quirks have been incorporated to make it enjoyable. A British release is uncertain at the moment and it will be pointless to buy a US version as the mouse will not work with a PAL machine even though the game itself might.

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- Microswitched 8-way arcade grip
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LogiPad

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- Six fire buttons
- Eight-direction thumb control
- Select/Start buttons
- Independent Autofire (Plus selectable rapid-fire)
- Six-foot connector cable
- Six button version for Sega available end '93.

Model No. JT 360 For Super Nintendo

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FreeWheel

Can you imagine Nigel Mansell using a joystick to control his car around a high-speed track? Probably not. That's why we came up with the FreeWheel. Just plug it into your computer joystick port and experience the real sensation of driving!

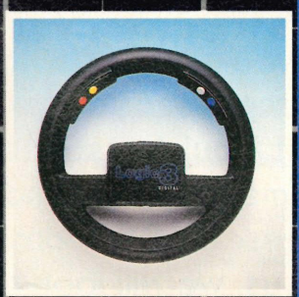
- Suitable for all types of driving and flying games
- Uses unique angle-sensitive switches
- Extra-long connector cable
- Does not need to be mounted or fixed to a surface.

Model No. FW 311 - Digital Freewheel For Super Nintendo **£34.99 inc. VAT.**

Model No. FW 411 - Digital Freewheel For Sega Megadrive **£34.99 inc. VAT.**



SNES VERSION



SEGA VERSION



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- Start button
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GAMES

HERE'S HOW TO SWAP YOUR OLD, UNWANTED GAMES FOR A NEWER ONE FOR ONLY £4! FOLLOW THE STEP BY STEP INSTRUCTIONS CAREFULLY TO AVOID DELAY.

1. We will only deal with official SNES games, so if you have an import cartridge we're afraid you cannot use our Games Exchange.

2. We will only accept the games on this list (we update it each month) and every game must be in good condition, boxed and include all instructions or maps etc. We will not accept any game that has its box held together with sellotape.

3. Once you have decided which game you want to get rid of, check your game against our list of official games on the opposite page.

4. All the games are divided into categories, depending on their age and popularity. You can only swap your game against another in the SAME category as your own.

5. Fill in the coupon remembering to give us SIX choices of games you would like to receive on the Exchange.

6. If you have a telephone number, please include it on the coupon so that we may contact you if there is a problem with your swap.

7. Once the form is FULLY completed, put it in a Jiffy envelope along with:
A cheque or postal order for £4 made payable to Maverick Magazines.
A stamped, self-addressed Jiffy envelope so that we can swiftly send your new game to you.

8. Now send your game to us at:
Games Exchange, Maverick Magazines, 16-17 Hollybush Row, Oxford, OX1 1JH.

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FINAL NOTE

If you have asked for a game within the same category as your own, you are more likely to get a quick response and it will aid us immensely if you adhere to these guidelines. Please do not worry about sending your game to us, we will look after it – we are here to help, but you must help us by following the above points!

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Robocop III
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Spindizzy Worlds
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Mario Paint
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SUPER CONTROL

NAME

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1 4
2 5
3 6

METHOD OF PAYMENT (MADE PAYABLE TO MAVERICK MAGAZINES)

CHEQUE **POSTAL ORDER**

FOR OFFICE USE ONLY: RECVD (DATE)

MOVIN' ON UP!

Rotoscoping is the technique used to produce frames of animation like these that add up to some realistic movements



It's the first few times you perform this move that all those teenage James Bond fantasies come flooding back



Carl Lewis has nothing on this chap when it comes to his long jump technique



Pull out your gun, crouch and you can shoulder-roll to your heart's content

Hup, two, three, four

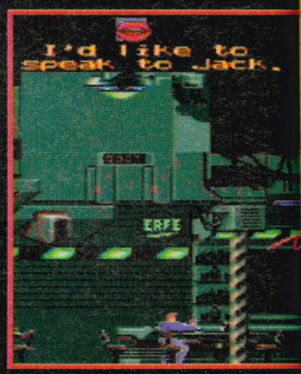


Caution, trepidation and a few more secret agent fantasies for good measure





These morphing aliens are an absolute nightmare, they just chase after you and you've never got a chance to get a shot in. Pink isn't it?



FLAS



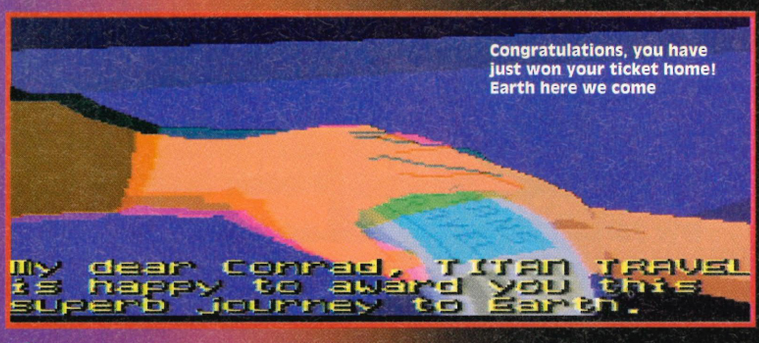
Hurrah, you got your memory back! The only trouble is that everything you did when you'd been drinking gallons come rushing back as well!



That's the problem with public transport – there's never one around when you need one



Wa-hey! He's nicked a spaceship and is very nearly home...or so he thinks



Congratulations, you have just won your ticket home! Earth here we come



If you haven't got a key, something which won't work is pouring bullets into it



Conrad looking interesting on a lift. This is a good point to check your inventory



Even alien worlds have obstructive civil servants to delay your progress

With the pedigree this game has, developer Delphine would probably have stood a good chance of winning Crufts if nothing else. With games like Cruise For A Corpse and Another World winning awards on all sorts of formats, Delphine seems to be honing its fine presentation skills with every outing. Flashback then is no exception. It is without doubt one of the most stylistic and attractive-looking games on the Super Nintendo.

COME ON DOWN...

There are four reasons for this. The first is the amount of cinematic animated inserts that populate the game, 75 in all. Most of these work in a similar way to the close-ups of hands and switches in Thunderbirds or Captain Scarlet – a gun being picked up and some device being used. Others though see spaceships flying through the galaxy, high-speed chases through cities and that kind of thing.

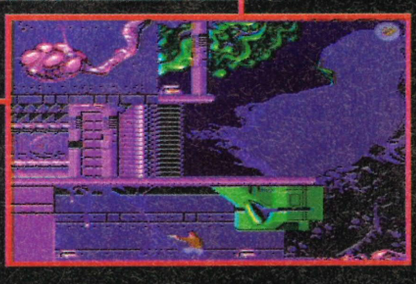
The second reason is the high quality of the majority of the backgrounds – whether jungle or city centre they are of impeccable quality (with a few minor exceptions). While the game doesn't feature scrolling, the overall effect is one of huge, expertly drawn environments in which you are free to roam.

The third is the soundtrack. The music changes with the environment and reflects the difficulty of each screen. This, coupled



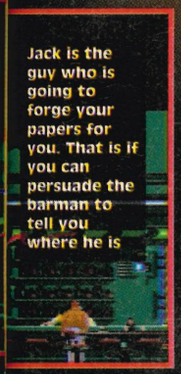
How on earth is he going to get anywhere near that switch to get the door open?

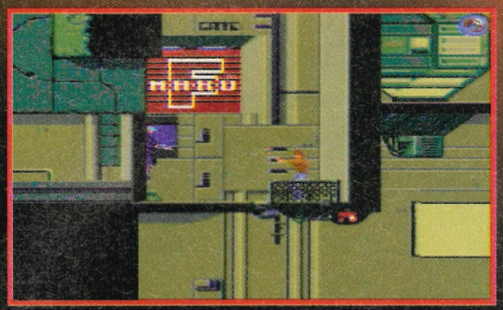
Every now and then, even in the jungle, you get a chance to recharge your shield. Make the most of it. A few shots from a copper and you'll be in a body bag before you know it



(Top) As if the bureaucracy wasn't enough, even glib Americanisms have struggled their way across the galaxy

The intro and Conrad's off and running before the men in black can melt his brain





Flippin' policemen with jetpacks. If it wasn't for your limitless bullets and handy shield you'd be dead meat by now



This is your grateful mate Ian, but you haven't got a clue who he is at this point so the words, "Who the hell are you?" are no doubt racing across your empty head

SHBACK

GOOD-LOOKING WITHOUT A DOUBT, BUT ANY GOOD?

If it wasn't for the anti-grav unit you'd be three feet further into the concrete



with the atmospheric digitised effects like bird noises in the jungle and distant industrial sounds in the city, means this is the kind of sound you'll be turning up and bringing friends around to listen to.

EARTHBOUND

The fourth and most important reason is the technique used to animate the main sprite. Known as rotoscoping, and used extensively by professional animators, the frames of animation on computer are based on the movements of a real actor. The end result is a fluid and convincing representation of a man running, jumping, crouching and firing a gun. Altogether Flashback generates its very own ambience, its own unique feel which is in itself very involving, even before you begin to play.

Top-notch presentation, even if consistently carried all the way through means nothing if the gameplay isn't there in bucket-loads as well. The basic gist of the plot is to guide Conrad to his memory, get off the alien world of Titan get back to earth and save the universe. It's all to do with stopping the cunningly disguised aliens taking over Earth by posing as politicians.

MEMORY MAN

The style of gameplay is one step on from that in Another World. The emphasis is still on puzzles, but where in Another World you were reacting to what the game threw at you, following the same route in the style of Dragon's Lair, Flashback allows you the freedom to wander around as much as you like, doing what you have to do to solve the puzzles.

Of course all this freedom wouldn't be allowed in any self-respecting video game without a few wandering bad guys around to interfere with your progress, or a few large gaps to leap across. Well, both are here in abundance and it is at these moments that the animation of your character is at its best. When Conrad pulls the gun from inside his jacket and cracks of a few rounds, you will just marvel at the way the gun recoils just enough for a semi-automatic and how the empty shell clatters to the ground. When Conrad takes a running jump over a seemingly impossible gap, you'll gasp as he just catches the ledge with his fingertips and pulls himself to safety.

There is one problem with all this animation, especially when it comes to firing a gun. He takes ages to pull it out and you could have taken a few slugs yourself before you even get the chance to squeeze the trigger. So why not just leave the gun out all the time? Well, with the gun out he can't jump and sidles along crab-like with his back to the wall, very James Bond but damned slow. This slowness could be forgiven if there was a lot to do all the time, but great chunks of the game are spent going back over old ground and trying to make your way as quickly as you can from one point to another. This is not because you are being chased but just because you want to get on with it.

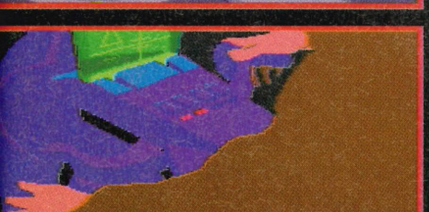


That is Flashback's main problem, the puzzles aren't too intricate, they usually just involve a lot of legwork. While the scenery may be beautiful, endless running and jumping punctuated by the occasional tricky problem isn't enough to make this a truly great game.

FLASH IN THE PAN

Flashback is basically too big for its own good. However, the presentation does carry this, and the password system minimises the amount of ground you'll be covering as you move through the game. You'll be halfway through the game before you start to realise how little there is to do, but the good thing is that when you do find something to do it is often very entertaining. Flashback is a little obsessed with its own importance perhaps, but isn't a bad game at all. Just remember, the operative word here is 'Flash'.





Considering how long the SNES version seems to have been in development I was expecting something considerably better than either the Amiga or Mega Drive versions of the game. The quality of the graphics and animation is far from groundbreaking and the sound is little better. This isn't to say that it's not a very nice looking game. Despite the fact that it's a bit slow to get going the gameplay is well-thought out and absorbing. The puzzles may not be the most taxing ever, but this is certainly one of the better adventure-based platform games around.



FLASHBACK

HOUSE: SONY IMAGESOFT
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: ONE
TYPE: ARCADE ADV

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

82%

SUPER CONTROL

SOUND	8
GRAPHICS	9
GAMEPLAY	6
LASTABILITY	7

ENERGY HIGH

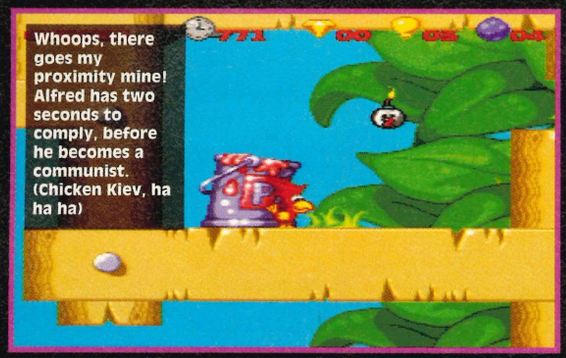
- Great looks and creates an emotive atmosphere
- Marvellous animation

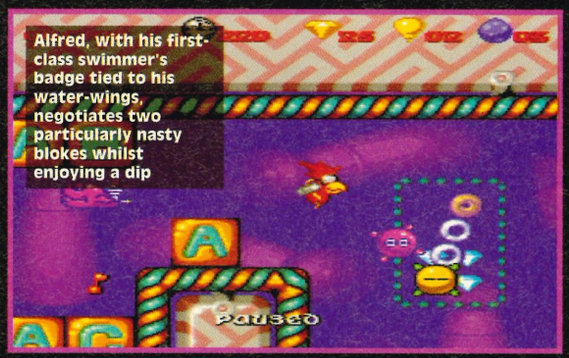
ENERGY LOW

- Not enough to do for a lot of the time
- A little too flash for its own good

ALTERNATIVE SYSTEM

If it's puzzles and platforming you are after then Lost Vikings (90 per cent) offers plenty of really challenging puzzles and action to boot. For more Delphine creations check out Another World which again utilises rotoscoping and offers complex interaction(80 per cent).







ALFRED C

HOLD A CHICKEN IN THE AIR...



The classic dive-bomb position is adopted by the young chicken, as the victim (a clockwork mouse) stares out of the screen babbing himself

After nearly a year of hard campaigning by his publishers, Alfred Chicken, the poultry of Game Boy fame and much maligned (by The Sun anyway) candidate at the Christchurch by-election, has finally turned up on the esteemed SNES. Intriguingly, Mindscape appears to have given up the incessant hard sell for this title, failing to supply a story-line or an instruction manual for the game – so forgive any minor plot inaccuracies on my behalf which may occur during the following rough translation.

STICK A DECK-CHAIR UP YOUR NOSE

Alfred was created by a development house called Twilight, based in Harrogate, Yorkshire, which was responsible for (among other things) the first WWF game by Ocean on the Amiga and ST. With the all too familiar attempts at creating 'cute' game characters by all and sundry, Alfred Chicken came as a surprise to many, mainly because he...well, basically because he's pig ugly.

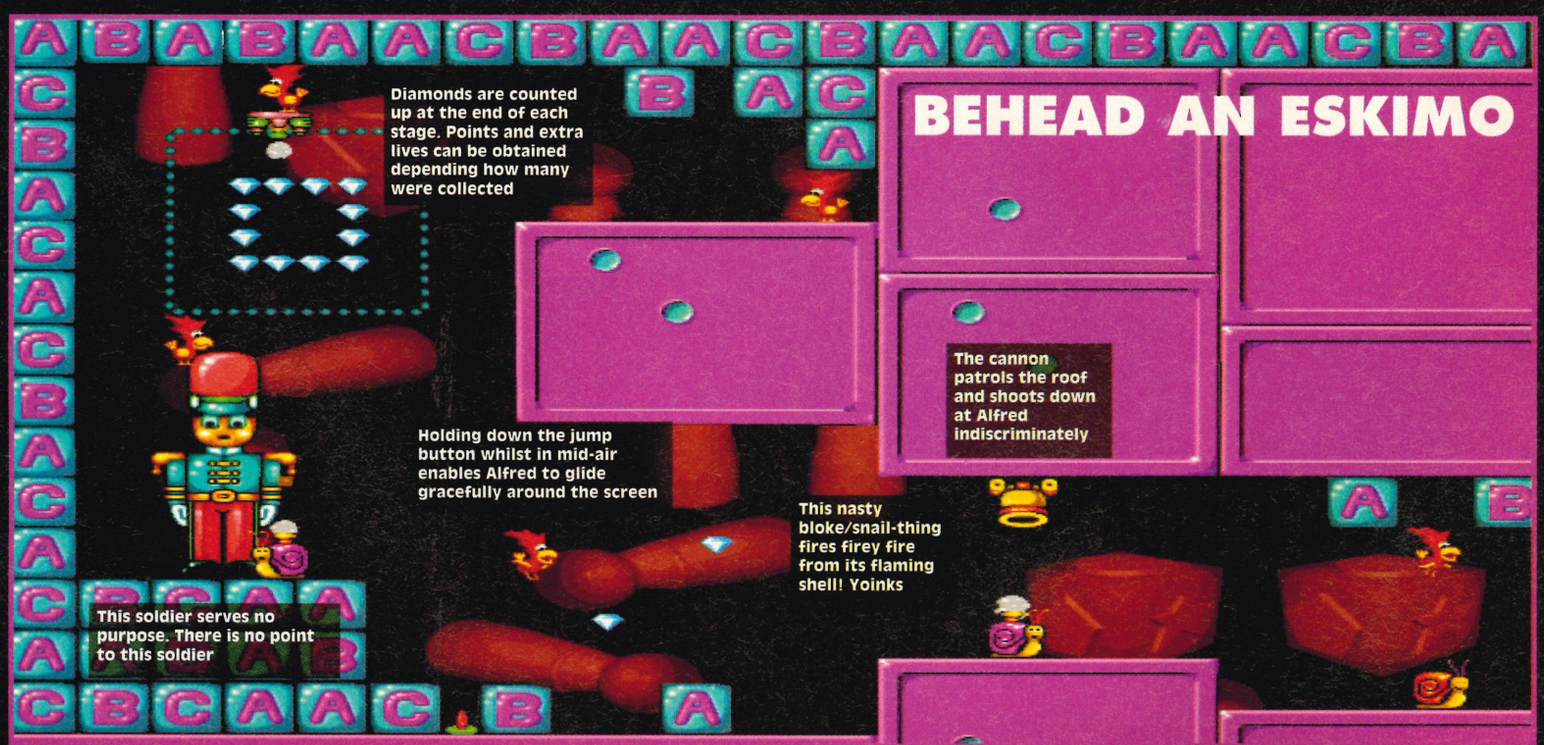
But what of the game, I hear you ask? Well, it's a platform game as such, but before you all turn the page in disappointment, let me add that Alfred Chicken has a little bit extra in the shape of a hint of a puzzle element.

Alfred Chicken, from what I can gather, is on the trail of kidnapped eggs. These eggs have been dispersed throughout a land where all manner of weird and wonderful creatures which defy description live. Alfred must make his way around each stage against the clock, negotiating both the mobile nasty blokes as well as the more staid traps such as spikes and proximity time bombs littering each level. Both these and the growing size of each progressive level ensure that Alfred Chicken is constantly challenging from beginning to end – well done, Twilight and Mindscape!

LEARN TO SPEAK ARAPAHO

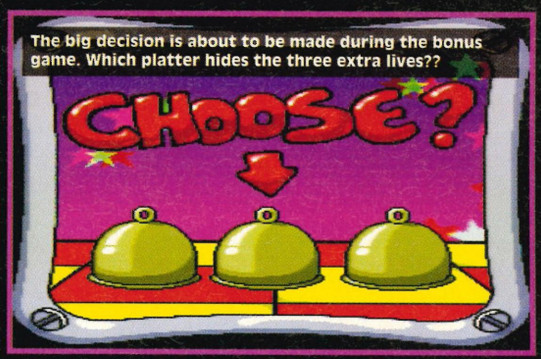
Alfred can rid himself of them there pesky critters by use of his smashing beak (what did you expect – a gun?!). This is done by jumping above the offending bloke and dive-bombing it face first, which is

BEHEAD AN ESKIMO





With clever use of some pop cans, Alfred avoids the blades of a big whirling saw



The big decision is about to be made during the bonus game. Which platter hides the three extra lives??

HICKEN



The very sight of Alfred's dangerous haircut has one of these snails scampering back into his armoured shell



Here we see Alfred jumping for joy at the sight of all these diamonds. The switch on the floor will activate the blocks when switched on, and Alfred will be able to collect the other diamonds

complemented with a smart 'Doiing' sound effect. This simple feature really makes a change from the 'jumping-on-the-head' idea, but it is also frustrating at times.

Extra weapons can be picked up along the way, such as a small satellite ball which circles Alfred and kills on contact, or a simple shot which bounces around the screen until it hits a moving enemy. Like all the world's greatest pre-Bernard Matthews poultry, Alfred also possesses a mean peck whilst in the standing position. This is used to activate certain objects, smash walls down and flick some all-important switches which grow in number the more you play, and must be turned on or off to activate floors and doors to level exits.

These switches aren't an original idea, with both The Addams Family and Pugsley's Scavenger Hunt having implemented them a lot better than Alfred Chicken. They play such an integral part in the game, that after a while the constant searching and activating becomes a little tiring. This is where the bonus sub-game and end-of-level bosses appear to save the day.

PRETEND YOUR NAME IS KEITH

In the bonus game, the player watches three bonuses – a 1up, 2up and 3up – which are mounted on silver platters and randomly shuffled. Providing you keep up with the positions of each of them, the three extra lives can be won. Bosses appear throughout the game and defeating these with the beak attack wins Alfred a kidnapped egg and a password to use at a later date.

A password system is a welcome addition to any platform game, but in Alfred Chicken the passwords aren't given often enough which in the end tends to put the player off. The same applies to the bonus game which rarely appears, probably due to the fact that three lives are on offer every time. A smaller bonus award appearing more often would have provided a welcome break from all the running around and broken the game up into smaller groups of levels.

Alfred Chicken is an entertaining game on the whole and in places is graced with some bright, colourful and extremely well-drawn backdrops. Sprite animation is almost non-existent, apart from a few enemies and of course the hero who performs in a very, erm, chicken-like way.

Sound is nothing special – some of the spot effects are amusing, but the tunes are the simple affairs always associated with platform titles. The game looks pretty basic and while it promises a lot over the initial levels, it tends to become a little samey as it wears on. Mindscape has opted for a few puzzles, which are simple and overused at times but at the end of the day they save Alfred Chicken from being just another platform yawn.

ANDY

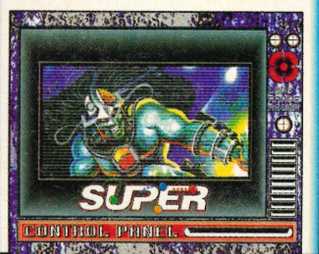
There has been a lot of hype concerning a certain free-range fowl recently, and Alfie even stood as a candidate at a by-election in Christchurch. What a shame that the game doesn't really offer anything new. Alfred is supposedly aimed at kids, and would be quite good for them because it is fairly easy and nice and colourful. As far as other gamesters are concerned, I'm afraid that Alfred Chicken isn't all it is cracked up to be, because it isn't really any different from any other platform game. I'd recommend Alfred Chicken for younger players.

RICH



Should a secret passage be found, this big flower appears and gives Alfred a watering-can, plus a selection of diamonds. The chicken must answer the phone because the flower has no ear for the earpiece

REVIEW



ALFRED CHICKEN

HOUSE: MINDSCAPE
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: ONE
TYPE: PLATFORM/PUZZLE

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

75%
SUPER CONTROL

SOUND	5
GRAPHICS	6
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

- Chicken = good character
- Puzzling to begin with...

ENERGY LOW

- ...But can become boring
- Too few passwords

ALTERNATIVE SYSTEM

Claymates (85 per cent) is a pretty similar sort of game to Alfred Chicken, but does the job a lot better, as do both the Addams Family (81 per cent) and Pugsley's Scavenger Hunt (85 per cent). Mario All-Stars (91 per cent) should not be overlooked either and it's available in the shops now!



There are three levels, each with five stages. The stages are represented as small icons which must be returned to their owners



After you have picked up an object, you then have to activate a time machine by inputting the destination and time which you have to visit



You will come across a number of doors behind which lie some interesting people who can shed light on who requires the object you have in your possession

MARIO'S TIME MACHINE

MINDSCAPE'S NEW EDUTAINER

With the success of its previous edutainment product, Mario Is Missing, Mindscape is getting ready to release its new educational game early in 1994. Mario's Time Machine is yet another delve into history aimed clearly at the primary school level, again featuring the famous Brooklyn plumber, Mario.

This game's design is a little different to Mario Is Missing in that although it still features familiar Nintendo-isms seen in Mario Bros IV, this time the map screen has been completely ignored. Instead, a Mario Kart-style section has been included to illustrate the time travel aspect, with a blaze of Mode 7 thrown in.

The object of the game is (as per usual) to halt the evil advances of Mario's long-time nemesis, Bowser, as he attempts to steal important objets d'art from throughout history. The main gist of the game is to stumble across Bowser's impressive collection and return the items to their native time, one by one.

STITCH IN TIME

Upon picking an item up you can find out who it belongs to by reading a document accompanying the item. Unfortunately, not only has Bowser nicked the belongings, but he has also pinched key words from history regarding the item and the personality in question!

Next you call up the time machine, enter the destination and time required and then off you go. After 'surfing' through time in the Mode 7 section, you land somewhere in the past, where you must wander along a street and enter all the doors in order to interact with the various personages of that locality. By talking to the various characters you uncover all sorts of historical information that allows you to fill in the blanks on the document and return the objects to their owners.

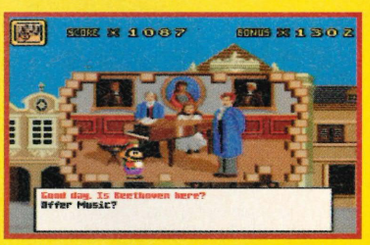
TIMEPIECE

While the game is aimed at the 10-years-old and under age group, some of the questions are quite difficult and with 15 stages to complete across three levels, younger players may find the game quite taxing. There are various end sequences that are offered to the gamer depending on how quickly they finish the game, therefore encouraging players to work through the game solving the puzzles faster in order to see a better ending. This aspect will no doubt encourage children to learn and remember historical points in order to zip through certain stages of the game.

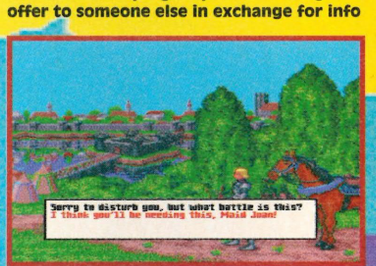
ALLIE



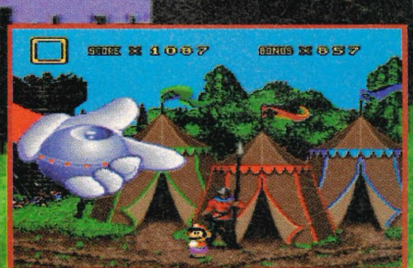
When you have answered the questionnaire correctly you'll gain access to a celebrity. This is Sir Isaac Newton who would dearly like the apple that you have



You have questions to ask the residents. Sometimes they'll give you something to offer to someone else in exchange for info



The people offer historically correct conversation, and some of the info is quite enlightening for both younger and older players alike!



When you have completed a stage and are ready to return to base, all you have to do is push a little button and Whoosh, you're home!



MEGA-LO-MANIA



Choose your options carefully. Before launching an attack, first make sure the troops are adequately armed with the best weapons available



In for the attack and the yellow base is tasting it. My troops, armed with spears, are too technologically advanced for the enemy, supplied only with catapults

PLAY GOD – WHO ELSE?!



Invention time. On the left we have defensive weapons, on the right offensive weapons. Guess which option Scarlet will plump for...

This is definitely where it's at, readers! Yes, ladies and gentlemen, Mega-lo-Mania has come to a Super Nintendo in your neighbourhood. Mega-lo-Mania is a game of crazed demigod domination in which you relentlessly play until the last epoch is conquered, then return to normal life with a smug glow of satisfaction in your rosy cheeks.

Mega-lo-Mania has appeared on every other format known to man and it's very surprising that this excellent game has taken so long to emerge onto the Super Nintendo. Mega's concept is simplicity itself and the stuff dictators' dreams are made of. Well, it's like this – there are nine epochs with three islands per epoch, each of which must be conquered. After conquering all nine epochs you move on to fight the mother of all battles, the battle for Mega-lo-Mania itself and from there earn your place in legend.

DAS RIECH

Initially, battles are very primitive. Stones and catapults are the main weapons and it's really just a case of whoever develops the first weapon conquers the land. These basic scraps last for the first few epochs, but after the walkover of the initial stages things become a little more complicated. Weapons must be invented and minerals mined in order that weapons can be manufactured to counteract the enemy which increases from one adversary to three.

Alliances can be forged, but any ally may stab you in the back (and vice versa) if the opportunity arises for victory. From stones and sticks you must now get to grips with constructing cannons and muskets. Offensive and defensive weapons are on offer, but take my advice and go for the offensive – whoever heard of winning a war by hiding behind the wall of a fortress? Great attention must be paid to how many men are allocated to each task – dividing the men up in order that the best results are achieved can be a rather tricky task.

Mega-lo-Mania spans across time and by the last stages of the game you will be designing SDI Defences, lasers and flying saucers. Victory is decided easily, with the last race still standing assuming control of the island. Despite the fact that Mega-lo-Mania involves a fair amount of strategy, it is still a really great game to play and loads of fun.

The control system is a little tricky to get to grips with, but once mastered it's never forgotten. When playing the game a joypad can be used but best results are achieved when using the mouse, because on the last few epochs, life or death can be decided by the timing of just a few seconds.

GERRY

Two islands down, one to go and it's another epoch under my belt



(Right) Things are becoming a little more complicated. No longer do the enemy dwell in grass huts, no siree. They have castles now



So it's the elusive Scarlet versus the baldy old git (complete with dodgy shades) in the contest for Aloha of the 1st epoch. No contest!





MEGA-LO-MANIA

HOUSE: ANCO
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: ONE
TYPE: STRATEGY/ADV

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

88%

SUPER CONTROL

SOUND	7
GRAPHICS	7
GAMEPLAY	9
LASTABILITY	9

ENERGY HIGH

- Engrossing play
- Hey man, it's fun
- Password system
- The camp king

ENERGY LOW

- Why couldn't they have stuck with the old ST/Amiga control system?
- No free mouse

ALTERNATIVE SYSTEM

Not exactly in the same vein, but fans of Mega-lo-Mania would no doubt enjoy Populous. Both involve designating men to design and invent weapons and positioning troops etc. Mega-lo-Mania is more light-hearted and doesn't take itself so seriously.

SENSIBLE SOCCER

AND SOME OF THE CROWD ARE ON THE PITCH...

OLD TRAFFORD



The Sensible league's first day – showing the next match to be played



Over to Old Trafford for this important league tie



Schmeichel rolls the ball out to Paul Parker



A good ball upfield to Ryan Giggs. Now who's up in support?



...Eric Cantona is, and the Welshman's found him with an inch-perfect ball



It's a magnificent goal by the Frenchman! One – nil to Man United!



The full-time score says it all, a solid victory for the Mancunians



A great win away at AC Milan bumps up United's goal difference



United are the first champions of the Sensi League!

Sensible Soccer, the classic Amiga game, is arguably the best football simulation ever written for a home computer. Incidentally, it comes courtesy of Sensible Software which was also responsible for two of my favourite games of all time – Parallax and Wizball on the C64. I'll have to be honest and say that this is the one game I have waited for release on the SNES, but having seen the Mega Drive version alongside it, I've been slightly disappointed because...dare I say it...the Mega Drive version is better.

ROY KEANE

Look, Sensi Soccer is a SIMULATION, right? Forget Striker's arcade-style play, forget Player Manager's, er, management! Sensible Soccer is football how it should be played, with crosses, slide tackles, fouls, volleys, penalties, free kicks, route one, build-ups, midfield scraps, goal-mouth scraps, sending off players, bookings, formations, substitutions and star players.

Unfortunately the whole game is crammed into a mere four megabites! Yes, four! Quite why only four meg has been used remains a mystery to me, especially when we are told that two features included on the Mega Drive (red and yellow cards carrying over between league and cup matches, and the option to edit team and player names) have been omitted due to lack of memory!

This really doesn't matter at the end of the day (footy cliché number 27) because the actual gameplay isn't affected – but you still can't help asking yourself why when the MD seems to cope OK.

PAUL INCE

Unlike the Mega Drive version which was ported directly across from the Amiga game, the SNES game has been totally rewritten and I'm afraid to say, it shows. For a start, the actual playing area seems to have 'swelled' somewhat. Less of the pitch is visible and the famous diddy players have put on weight during their trip from the PC



Ian Wright forces a great save from the Dutch keeper!

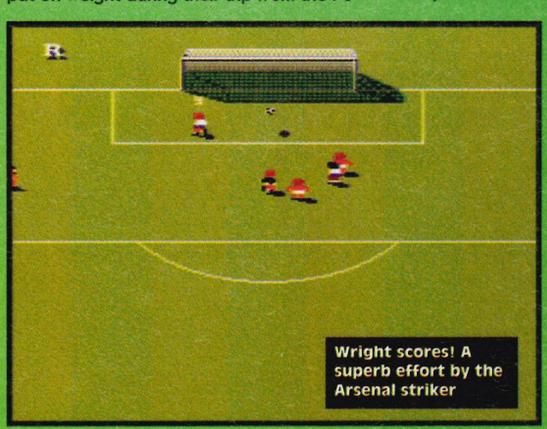


A speculative strike from the halfway line...

to the console. The same applies to the options screens, but again, this doesn't affect the overall gameplay.

I would go as far as saying that this particular version of Sensible Soccer seems to have been more than a little rushed during the last few weeks of production, and the usual touches that I'd expect from a Sensi Soft product are missing. This point aside, the basic game is thankfully superb.

The wealth of options really is breathtaking – from friendly matches through to league and cup competitions of up to 64 players! There are three categories of teams to choose from – more about them in the Red Devils box-out – and once selected it's onto the player selection, prior to the match itself. Take time here to arrange your squad and tactics, with some help from the SNES which will inform you of any team members playing out of position. Formations and team changes can also be easily made from the bench during the



Wright scores! A superb effort by the Arsenal striker

Over comes the corner, swinging in...



THE RED DEVILS

The amount of different options seems overwhelming at first. Here is a run-down of all the options available to the player while in Expert mode.

(Right) The title screen offers the options and the three main categories of team play





The CLUB team option. Man United play in the European Cup, Arsenal in the Cup Winners and Norwich in the UEFA Cup



The NATIONAL team option for European countries. The World Cup groups are faithful to real life



The CUSTOM team option. As you'd expect, the competitions are almost as insane as the teams that play in them!



These are the 40 European countries to choose from in the NATIONAL team option



64 clubs make up the CLUB team option. Only teams that qualified for Europe last year are included



The 64 CUSTOM teams. Everything from England '66 to 'R U A Coder' – a very accurate description of programmers!



The pre-game tactics screen where we fiddle with the team line-up and formation. The players highlighted in red are currently playing out of position and should be moved



The illustrious Man United squad before a big match. Each team has three star players who are generally better than their team-mates. The team names have been altered for licencing reasons

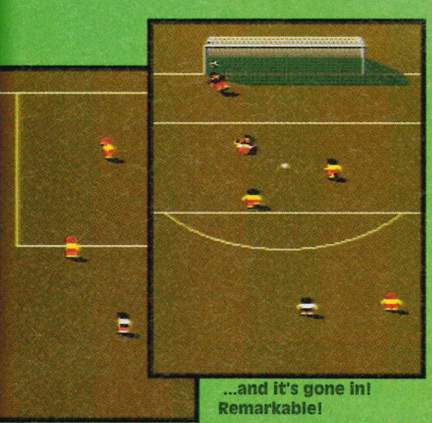


England's line-up. The lack of an edit facility means that David Seaman, for example, will never play in net. Then again, neither will Ray Clemence, 'cos he's a codger

game, in fact the entire game is very well thought out and user-friendly.

The match itself can be altered too – choose to change the length of the game, the pitch and weather conditions, even toggle the in-game music (which may I add, suits the game perfectly).

Once you're happy, the stage is set for the game to begin. The crowd noises are great though thankfully not over the top, and the actual pitch scrolls extremely smoothly in all directions. The whole game is presented like a TV match with the score and scorers being displayed during dead-ball situations.



...and it's gone in! Remarkable!

RYAN GIGGS

The player numbers are displayed clearly above their heads, but initially you may find yourself losing track of the ball altogether when the pace hots up. On the downside, opposing teams seem to have a big advantage when tackling and the learning curve isn't nearly as clever as the Mega Drive version.

It is also possible to score from the halfway line, thanks to some goalkeepers reacting very slowly. This brings me to my main concern, which lies with the response from the control pad. At times the controlled player is extremely slow to kick the ball when the button is pressed, and screams of frustration are the norm when the ball isn't kicked at all despite frantic button pressing. This problem seems to come and go from time to time, and therefore grows extremely annoying during the last desperate seconds of a vital semi-final!

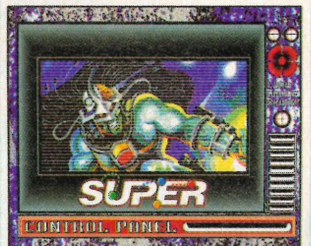
As Andy points out, Sensible Soccer Super Nintendo-style just does not have the edge that its Mega Drive counterpart has. True, Sensi is still an excellent footie game, but its control system is slightly sluggish and something seems to be missing. Nevertheless, I personally prefer Sensible Soccer over Striker and in my book this is the best football game yet to appear on the Super Nintendo...just!

GERRY

The team and player names have been slightly altered due to licence restrictions, which Sensible itself wasn't too pleased about I hear – but once again, the game itself doesn't suffer at all.

While disappointed with the SNES version alongside the Mega Drive game, I still think Sensi Soccer stands tall against Striker or Virtual Soccer as an out and out football sim. Isn't it nice to have to choose between three quality games?

ANDY



SENSIBLE SOCCER

HOUSE: SONY
ORIGIN: OFFICIAL UK
PRICE: £49.99
PLAYERS: ONE TO 64
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

88%

SUPER CONTROL

SOUND 8
GRAPHICS 7
GAMEPLAY 8
LASTABILITY 9

ENERGY HIGH

- Superb simulation
- Masses of options
- 64 players
- Classy presentation

ENERGY LOW

- Suspect control method at times
- Missing options
- The Mega Drive game is better!

ALTERNATIVE SYSTEM

Well, we are spoilt for choice aren't we? If you want to play football on the Super Nintendo, take your pick from Striker (88 per cent), Virtual Soccer (87 per cent) or Super Kick Off (79 per cent). I definitely know which one I'd plump for anyway...Sensible wins hands down for me.

ZOOL © 1993 GREMLIN GRAPHICS SOFTWARE LIMITED



(Above) Although this piano situated in level two can be played, it serves a higher purpose than just ringing out notes when jumped on... (Inset) Later in the level you can find a bonus that will display this sequence of notes. If you return to the piano and jump on the keys in this order, you will be awarded a massive 10 1-Ups!

ZOOL

FOR THE LAST TIME, I'M NOT AN ANT!

He's cute, he's tough and he sure ain't no ant! Zool – the ninja from the Nth dimension, interstellar cosmos dweller, protector of creative thought, defender of positive action and any other phrase that you can get your brain around. That's right kids, may I present the newest addition in the long line of would-be Nintendo starlets...Zool.

Having already defeated the mighty Amiga and tamed Sega's dark and mysterious black box, Gremlin Graphics' champion mascot is now ready to see what Nintendo's flagship is truly made of. However, amidst all the hype surrounding the 'ant', you would expect to see something original wouldn't you? Something to really kick ass and show us what the SNES can do – sorry, not this time.

Surprise, surprise, Zool is just another platform game with beautiful colours, brash level designs and some really swift scrolling. It's got bonuses, end-of-level guardians, a couple of special moves, lots of wanton destruction and oh yeah, hundreds of platforms.

LONDON ZOOL

Armed with a rapid-shot fireball you take control of Zool and disappear off into a busy but mutated world of imagination. Your task is simple – destroy as many of the enemies as possible, get through the levels within a given time limit, collect lots of bonuses and find the exit. There's nothing to it!

To help you there is the usual array of items to pick up such as a smart bomb, the ability to jump higher, a doppelgänger which increases your firepower, an invincibility shield, extra lives and health pips. You can also jump on the meanies' heads à la Mario and Sonic, but because the scrolling is so fast, when Zool jumps on a number of enemies in succession the screen sometimes moves too fast for the eye to keep up, therefore things can get very confusing.

The levels making up Zool's gameplay are far from linear and unlike a lot of platform games this one has you running backwards, forwards, up and down for ages trying to find the exit. Just to make things a little more challenging, when you do eventually find the exit you still might not be able to escape, thanks to a bonus quota which has to be met before you can leave.

There are also sub-sections that add a smidgen of variety to the platform theme, including a shoot'em-up sequence where Zool climbs on board a dinky spaceship to blast the living daylights out of some more aliens and in turn clock up some serious points and maybe the odd extra life. There are also some neat little quirks within the main game, like a giant piano which when you jump on the keys in a specific order offers a feast of 1-Ups.

ZOOL-ROPA

It's hard too. As Zool you are only shielded by three energy pips, and despite the maximum five continues and seven lives, the gameplay manages to tax a wide range of player skill levels even in easy mode. Combine this with a time limit, a plethora of enemies which litter the game's seven levels



(Below) Most of the enemies can be killed with one shot, however just to catch you out, some of the larger blobs split into two when attacked

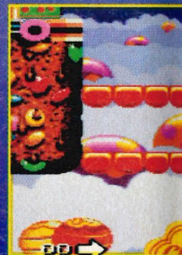


(Above) Zool is a nimble chap and can climb up vertical surfaces with surprising speed, and like Spiderman he can hop from wall to wall



In the Candy level, if Zool should fall into the streams of treacle he will be unable to jump until a chocolate flake which acts as a platform gets level with him

(Right) The exit is illustrated as a golden Zool coin, however you can only exit the stage when you have collected your quota of bonuses indicated in the bottom-left of the screen



In level two you stumble on a musical world where the enemies are a vast array of walking, talking and flying instruments. The walking timpani prove to be a real headache as they repel your missiles



Mutant fruit are the dish of the day in level three. The oranges and tomatoes are easy to spot, but the tiddly bananas and apples tend to blend in to the somewhat over-the-top background!



GUARDIAN ANT-ICS

THE HUM-BUG

This guardian found at the end of level one fires liquorice missiles from its undercarriage. The green Liquorice Allsorts which act as wings must be destroyed before you can make a full assault on the bee itself





JIMMIE'S KILLER GUITAR

Some prudes say that rock 'n' roll is bad for your health and in this case they're not wrong! A giant flying V comes sweeping in with guns and fireballs blazing, in this clearly satanical ending



BIG BAD BANANA

Heavy banana dude! With one glaring red eye, this mutant banana homes-in on you and fires lots of little bananas from its lower regions. Shoot its eye but don't try and jump over it because that dog-collar will bite you every time

and a brutal lack of a password system, this is one game you won't be completing in four hours. Thumbs up for the longevity at least.

Another gold star goes to the graphical quality of Zool. The detailed foreground, dreamy scrolling and fluid sprite animation ultimately create a visual circus, with something continually catching the eye due to the impressive use (and range) of bold colour.

Zool himself has obviously had a lot of care and late nights injected in to his creation. This can clearly be seen when observing the multitude of animation frames making up his every move – and he has an awful lot of moves to take note of! He can climb, run, walk, leap, skid, teeter on a platform's edge, flip, twist, punch, crash through walls, stamp his foot when bored, blink, and even the tails on his mask flap majestically in the wind when he runs. It's this attention to detail that makes this game such a pleasure to behold.

It would seem however, that if you have an adorable, instantly recognisable character that kids can automatically identify with, such as Mario or Sonic for example, then it won't matter if the game isn't all that original design-wise. Unfortunately that's what I feel has happened with Zool. Sure, the game is great fun, humorous and fast while still remaining tastefully difficult, but there's nothing really that different from all the other platform games – let's face it, the SNES is practically drowning under the ever-rising tide of platform epics that are flooding the retailers' shelves.

COOL AS ZOOL

If you already have more than your fair share of platform games, you probably won't miss Zool if it doesn't make it into your Christmas stocking. On the other hand if you're looking for something bright and fast but can't afford a Mega Drive to play Sonic, then Zool will fit the bill. However, if it's a toss-up between Mario All-Stars and Zool, then the plumber crushes this ant in one easy stomp.

ALLIE

The game Amiga owners have been praising since it first appeared has finally been given a SNES release. Zool is over a year old now – and to some extent it shows. The graphics are very Amiga-like in places, and the very fact that the Amiga version was an original concept doesn't apply to the SNES which has a multitude of platform games. Zool does contain some nice-looking and detailed backdrops, and in places can be both taxing and enjoyable to play. Unfortunately the fast action, which was Zool's selling point in the past, is a little TOO fast on occasions, which means that some levels can be completed by just running and jumping over every enemy. Not a classic, but it has its moments.

ANDY





(Left) Some of the platforms are not as sturdy as they look but falling through isn't all bad, because beneath the crumbling platforms there are often hoards of bonuses



Not only can Zool clamber up walls but he can also pull himself along wires and ropes hanging from the ceiling. Just watch out for the electric currents that pass through some of the wires or you're in for a nasty shock!



SUPER CONTROL PANEL

ZOOL

HOUSE: GREMLIN
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

84%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	7

ENERGY HIGH

- Brash colour
- Detailed backgrounds
- Huge levels
- Zool's quite cool

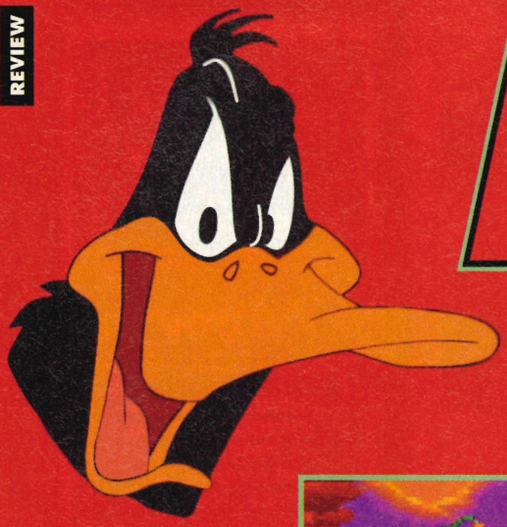
ENERGY LOW

- Repetitive
- Not varied enough
- Another platformer

ALTERNATIVE SYSTEM

This features more than a passing resemblance to Mario, which is the ultimate platform game and so has to be recommended as an alternative. Pugsley's Scavenger Hunt is another fast shoot'em-up 'bounce-on-their-heads' affair. If all else fails get Sonic 2 on the Game Gear!

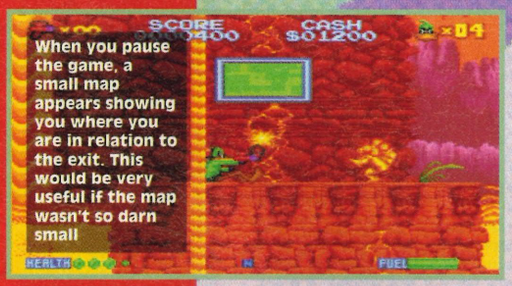
DAFFY
The Marvin



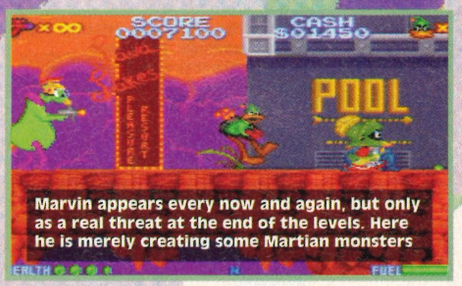
SMILE FOR THE BIRDIE!



(Right) Daffy can protect himself from enemy bullets by blocking with this shield



When you pause the game, a small map appears showing you where you are in relation to the exit. This would be very useful if the map wasn't so darn small



Marvin appears every now and again, but only as a real threat at the end of the levels. Here he is merely creating some Martian monsters



No one can stop this duck, he's invincible!



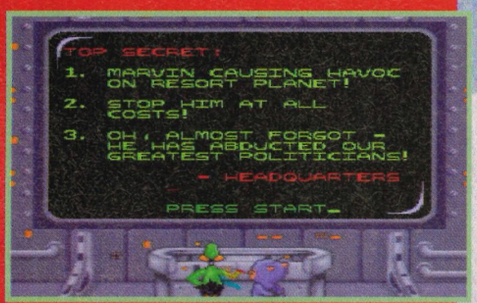
Daffy can also shield his head from danger by pointing his gun to the sky



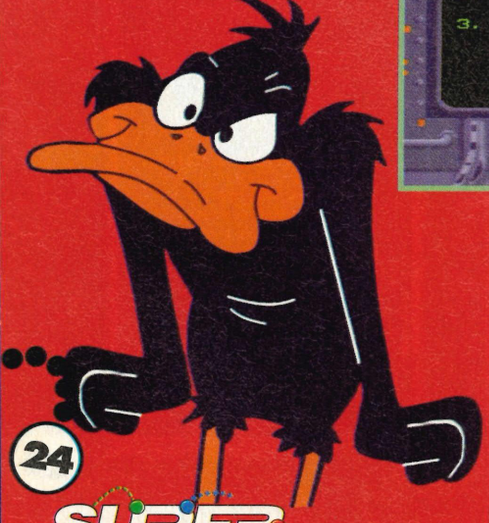
Take aim and FIRE!



Daffy's guns are so powerful that when he fires his gun the recoil pushes him back quite a distance



Daffy's mission is simple – rescue the hostages and stay alive...



Like actor and director Kenneth Branagh who, with the successful launch of his latest Shakespearean movie Much Ado About Nothing, is trying to produce a film version of every Shakespeare play, it would seem that Warner Brothers is following suit by transforming all of its cartoon characters into computer generated sprites! Daffy Duck like Road Runner, the Tasmanian devil and soon Bugs Bunny as well, has been immortalised in his very own game accompanied by long time arch-rival, Marvin the Martian.

This latest offering from software house Sunsoft not only follows in the yawnsome trend of wasted licences, but it also rather unoriginally happens to be a platform game. I'm not a programmer and therefore I don't have any ideas how a cartoon character would best be portrayed within the structure of a game, but I do know that if I wanted to make an impact with this product I sure as hell wouldn't have repeated such a tried, tested and incredibly boring formula as platform games.

DUCK DOWN

It's not even as if anything new and exciting has been incorporated into the design. Unlike superb examples of platform games such as Sonic, Mario, even the Addams Family and Super Probotector, this offering merely plods along assisted only by a smattering of repetitive enemies, the customary end-of-level guardians and a reasonable dose of poor collision detection.

Taking control of Daffy, it is up to you to save the universe from Marvin the Martian and his mutated minions. Spanning 20 levels over five differing terrain, Daffy must bound around the labyrinthine levels searching for the exit while of course trying to stay alive.

You are armed with up to six guns, five of which require ammo picked up through the levels and one which is less powerful than the rest but at least is permanent. You also have a Nutty Attack, which causes Daffy to spin wildly around the screen (not unlike the Tasmanian devil), and a jet-pack which requires fuel but allows you to reach higher sections without having to jump on all those tiresome platforms.

One of the good points about this game is the fact that the levels are far from linear, especially later on when they become phenomenally large, twisting up, down, left, right and then back on



Marvin pops up all over the place. Here he is intent on frazzling Daffy with a laser, while the glass bulb leaks green pellets which turn into Martians



(Left) Amidst some fairly impressive parallax, Daffy has to battle against a mechanical Martian which bounces backwards and forwards while trying to make duck soup!



DUCK
Missions

À L'ORANGE OR CRISPY?

themselves for what appears to be an eternity.

Luckily there are restart points (small arrows) throughout all the levels which can be activated simply by passing over them, and which also guide you in the right direction. However, there is a somewhat annoying lack of a password system and even though there are only two difficulty levels, some of the bosses prove to be frustratingly difficult – there is nothing worse than having to repeat heaps of gameplay again.

YOU'RE DETHPICABLE!

Although the majority of the gameplay is quite difficult, it is not hard in an enjoyable manner. The collision detection is somewhat askew and the exaggerated recoil action after Daffy fires his gun becomes outrageously annoying when you find yourself caught between two opponents or on a narrow ledge. To top it all off though, the overenthusiastic inertia is sometimes very hard to compensate for and consequently leads you to make pathetically stupid and often fatal mistakes.

However, despite the rather negative tone of this review so far, it's not all doom and gloom! There are some neat little animated quirks seen in both Daffy and a small proportion of the enemy sprites. The colours are also very bright while the graphics are influenced by the cartoons. The sound too is quite impressive with some cartoon-style tunes buzzing in the background, while the digitised sound effects of 'Woo hoo!' and 'Mother!' are surprisingly clean.

The game is fairly enjoyable but then again we didn't buy our copy, and I personally would be disappointed if I had spent £40 on it. Unfortunately, Daffy Duck is yet another licensed product which tries to emulate the humour and general air of its namesake cartoons, but sadly fails. In short, this product has an unimaginative game design coupled with a continual repetition of tiresome opposition. **ALLIE**



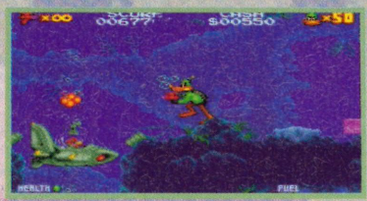
(Right) Some of Daffy's Warner Bros colleagues appear towards the end of the game but they are sadly not animated

At the end of one of the water stages, Daffy comes a cropper when he bumps into two Loch Ness monster clones. He must watch out for their fiery breath



(Right) Daffy has some neat animation, often accompanied by reasonable digitised speech effects, which retain a lot of the humour of the cartoon

Ah, this takes me back to Road Runner – Daffy Duck retains all of the cartoon-like presentation from the Looney Toons title music to "That's All Folks!". This is all well and good, but the gameplay hasn't been improved upon. Yet again we have a boring platform shoot'em-up, only this time it's a duck taking the lead role rather than a chicken or a Spot. Only the jet-pack indicates some sign of originality, but amazingly it's completely under-used and at the end of the day serves no real purpose as far as gameplay is concerned. There are far too many platform games available for the SNES, but only a handful are worthy of their price tag. Daffy Duck is not one of these games. **ANDY**



(Above) Luckily, when underwater Daffy can still breathe and function normally – all he has to do is watch out for the mutant fish and deadly mines





(Left) Watch out for Marvin at the end of the levels when he shows up in a bizarre contraption which is no doubt ACME in design



(Above) Marvin likes to continually torment poor old Daffy by hovering about the level, dropping small green pellets which magically mutate into giant Martians with guns!

When you fire any of the guns, you must watch out for the exaggerated recoil which is potentially very dangerous when you are close to lava like this

© 1993 WARNER BROS.

REVIEW



CONTROL PANEL

DAFFY DUCK

HOUSE: SUNSOFT
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

71%

SUPER CONTROL

SOUND	6
GRAPHICS	6
GAMEPLAY	6
LASTABILITY	7

ENERGY HIGH

- Nice digitised speech
- Quite difficult
- Comical sprites

ENERGY LOW

- Exaggerated inertia
- Overenthusiastic recoil
- Limited frames of animation

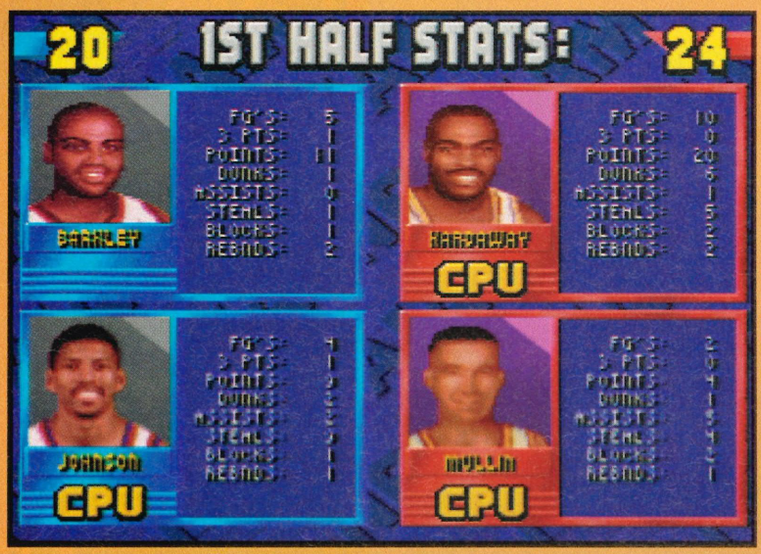
ALTERNATIVE SYSTEM

If you're keen on Warner Brothers' games, then why not check out Sunsoft's Death Valley Rally (60 per cent) starring Road Runner and Wile E Coyote, or even T*HQ's Taz-Mania (78 per cent) featuring of course the Tasmanian devil, as alternatives to Daffy Duck.

PREVIEW

NBA JAM

DEF JAM? STRAWBERRY JAM? NAH, NBA JAM!



At half-time you are informed of your player's stats – you probably know that the Americans are obsessed with sport statistics!

Is anyone familiar with Midway's excellent NBA Jam arcade machine? All of us here at Super Control are and when we got wind that Acclaim was to convert it onto the Super Nintendo I can honestly say that we all started to drool in anticipation.

While it can be confirmed that Acclaim has long since started work on the conversion, unfortunately the games playing public won't be able to get their hands on the game until late March '94. Until then here's an in-depth look at the basketball game that will shadow all others.

BREAD BASKET

NBA Jam is a whopping 16 meg affair that, to coin a superb cliché, makes full use of the SNES' capabilities. It is also one of a new breed of games that will utilise the four-player Multi-tap facility – initially NBA Jam was only supposed to be for two players, but the developers soon saw the potential that the game held on the SNES platform.

The game is based on the National Basketball Association of America (NBA) and features 20 real teams from most American states. Each team naturally has its stars and the more famous players which we are familiar with here, such as Michael Jordan and Larry Bird, have been included in the team line-ups.

Depending on the game format you can play with either two or four players per side. The game is divided into quarters, the time length for each period can be altered, and the objective is to score as many goals or hoops as possible within the allotted time.

Between each quarter you get a summary of how well your players have performed and what the current score is. You will also get tips on play, special moves, power dunks and also weaknesses in the opposition.

JAM SANDWICH

Viewing the game side-on, the court scrolls left and right as the ball ricochets between the players. The scrolling is phenomenally smooth and reacts quickly to sudden changes in player direction, while the speed at which it scrolls is not too fast to cause confusion.

The overall graphical quality of the game is neat and compact. The graphic artists have not tried to cram too much information onto the screen, and while the court looks reasonably basic it is nonetheless crisp and does the job remarkably well.

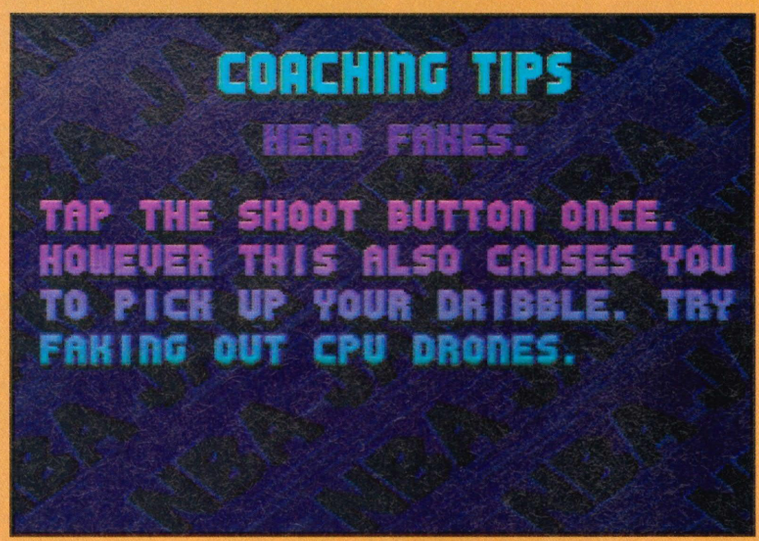
What detail there is though shines through, for example the crowd actually looks like there are hundreds of people watching the game and not just cartoon faces which are repeated randomly across



The gameplay is continuous, so as soon as one team scores the ball is instantly picked up by the other team and the play resumes







Between quarters you receive coaching tips from the bench. These are extremely useful if you are a beginner to the game

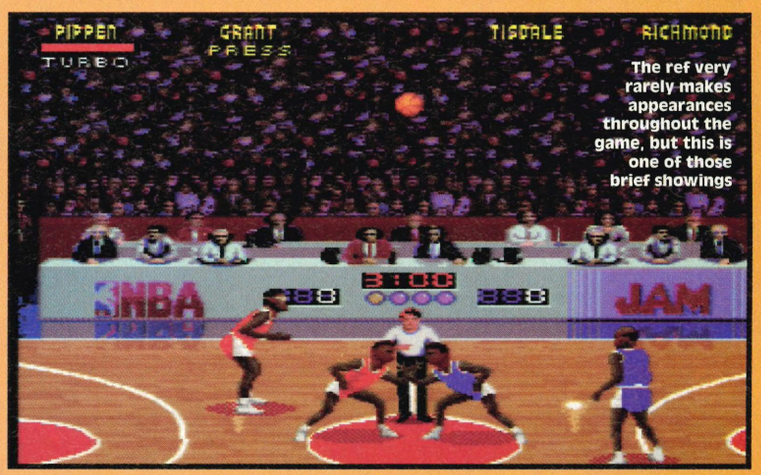


There are plenty of options and joypad combinations to keep even the fussiest basketball player amused





The game is hectic and fast-paced with the ball continually being passed between the teams. In the blink of an eye you could easily lose possession



the screen. Also the stadium lights reflect on the court surface and the backboards actually look like they are giant constructions looming over the court.

BALLS OF FIRE

To add more realism the sprites are all different sizes to reflect the build of the more famous basketball players like Michael Jordan and Magic Johnson. The more petite players look like dwarfs in comparison to the bigger ones, but at least they appear to be the right size in relation to the backboards!

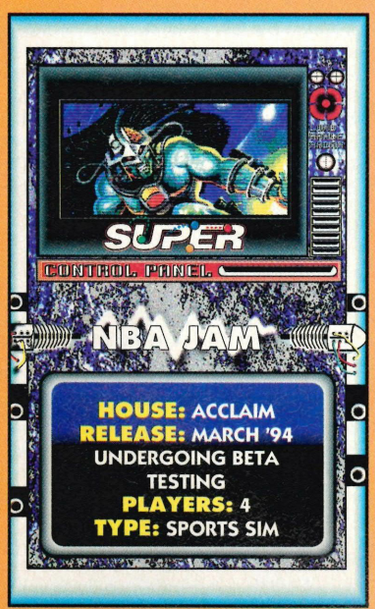
The animation is also spot on, with careful attention being paid to the way the players move across the court. A simple move such as a pass is not simple here and you'll find that there are many ways in which the sprites pass the ball to one another, one of the flasher examples is the ability to swing the ball behind their backs!

There are 64 different animations for dunk shots alone! The sprites can swing on the hoop with one arm and dunk the ball with the other, or they can slam the ball in by making a pike jump. A player can even throw the ball in so hard that flames erupt from the ball and the hoop consequently sizzles to a crisp!

There's also digitised speech from the referee and court judges, while the crowd makes a euphoric cheer every time a goal is scored. The sound effects are pretty meaty too, but there is speculation that more graphical and audio touches are still to be included before the game is finalised.

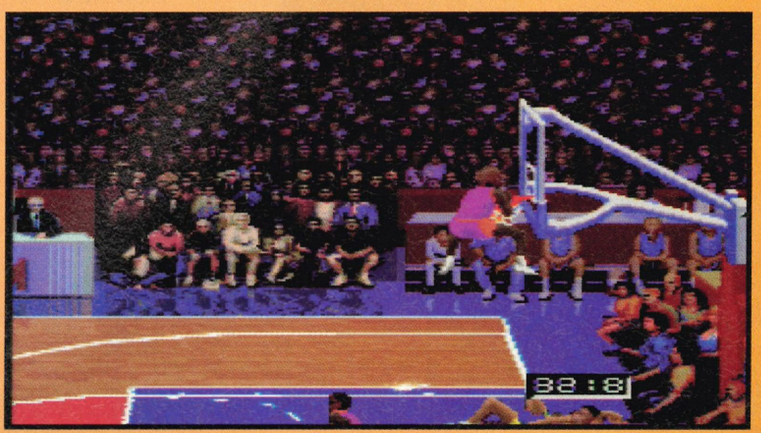
The best aspect of the game is the artificial intelligence which has been incorporated into the design. As you improve and begin to beat the computer teams the computer itself gets better thus giving you a continual challenge. It has been said that even the developers have failed to beat the computer deep into the game because of the way it learns from your tactics and performance.

In short everything about this game appears to be brilliant and we can't wait for the finished version. It looks like Tecmo's Super NBA Basketball and Super Basketball by HAL are up against some pretty stiff competition. Will they be able to compete with Acclaim's new offering?





All the player portraits are digitised images of the real players, so if you can't see the real Jordan, this is the next best thing!



Here, using one of the 64 dunk shot animations, you can see one of the players hanging onto the hoop for dear life while he makes a slam



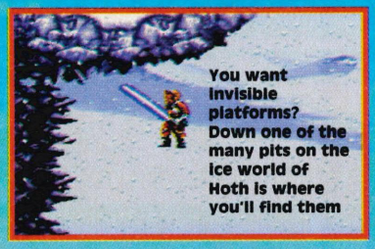
Still on Hoth, but you are controlling Han for the later sections as he stays behind to seal the base



One of the best sections of the whole game, but sadly under-used. Like everything else in this game though, it is damn tricky



There's the boy Luke, on the back of his Tauntaun and raring to go despite a wolf blowing up in his face



You want invisible platforms? Down one of the many pits on the ice world of Hoth is where you'll find them



Without doubt, this is one of the toughest bosses in the game. Even if you can destroy the flailing chains, you still have a long way to go to finish him off



The big Hoth boss that Luke has to face can freeze the young Jedi with one blast of his breath

SUPER EMPIRE STRIKES BACK

LUKE WHO'S COMING TO DINNER!



Another side-on shooty bit, but this time you pilot a snowspeeder against stormtroopers with jet-packs and very big guns

The biggest probe droid of the lot, and like all the bosses it takes a fair amount of good luck as well as determination to wipe out



This one is about to go. One more loop and it will come crashing to the ground, if you don't get shot down first



Hurrah! One down and four to go. For sheer enjoyment, the sight of one of those beasts down can't be beaten

I appreciate that battling against the Empire single-handed isn't exactly going to be a piece of cake, what with them numbering several million and all, but JVC was certainly not messing about when it decided to make this game a challenge. Even on Easy mode – and there are Brave and Jedi difficulty levels which are harder still – Super Empire Strikes Back is harder than getting through a revolving door with skis over your shoulder.

Of course, none of this is immediately apparent when the tension-building intro roars onto the screen. If you played this through a big TV and linked it up to a hi-fi, you'd almost think you were watching the opening to the film itself, assuming you were painfully short-sighted that is. Nobody really watches all this stuff more than once anyway, so a quick couple of presses on the start button and there's Luke, sitting astride a Tauntaun, waiting for you to pick up the joypad and get going.

> I agree completely with Rich that while Super Empire Strikes Back is difficult, challenging and very long there simply isn't enough variety involved to hold your attention for long. Here in the office we got so close to the end, but gave up before we got there because we simply lost interest. Of course this game looks pretty great, especially the landspeeder sequence, but it does soon become monotonous! At the beginning of each new level we kept saying to ourselves "Surely this is the LAST level – please!". Alas, it wasn't to be, the game just went on and on...
>
> **ALLIE**

EMPIRICAL REASONING

The game follows the plot of the film fairly closely, from Hoth to Dagobah to Bespin and onto the final bit of swordplay with the ultimate man in black it is all very recognisable as being based on The Empire Strikes Back. What JVC has done is use a bit of artistic licence when it comes to pepping up the levels – suddenly Hoth and Dagobah have aggressive new flora and fauna, and a whole host of new Empire machinery has been developed to become the end-of-level guardians.

Empire essentially presents the same platform fare as Star Wars, with the player either controlling Chewie or Han but mainly Luke, with an alternative gameplay style turning up every now and then to add a bit of variety. The best of these is the snowspeeder section on Hoth, where you are pitted against probe droids, speeder bikes (one film too early I feel), those two-legged AT-ST walkers and the AT-ATs. The view here is from behind the snowspeeder as it races low over the Mode 7 snow terrain.

The first thing that comes up and shouts "Hey, look at this!", is the way the programmers have managed to incorporate bumps and hills into the play area. No other

FORCE YOUR HAND

Bigger enemies and certain boxes will reveal some useful pick-ups.



HEART
Will replenish up to 25 per cent of your life energy



HEALTH SWORD
Boost maximum health energy a character can have – more energy, longer it takes to die



SHIELD (Novelty Frisbee)
A short-term protection against those nasty, painful Empire laser bolts



DETONATOR
Rebels' equivalent of a smart bomb. Very useful against bosses



This gets very tedious very quickly due to the TIE-Fighters being remarkably easy to shoot down, and you only need to get 10 on Easy level to get through



Bump into a wandering probe droid and you could face a swarm of deadly mini-bombs



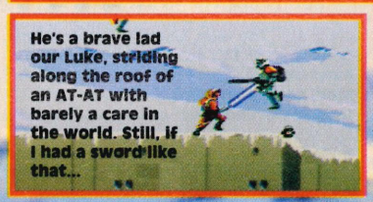
Not part of the film, but hey, it's all good fun when you can get to ride around on your very own speeder bike



(Left) What this bed of green molar-like things is all about is beyond me, because they don't seem to have any influence on the level at all



One of the stranger bonuses in the game is the Frosties Novelty Frisbee, free with certain deep-frozen packs of rations



He's a brave lad our Luke, striding along the roof of an AT-AT with barely a care in the world. Still, if I had a sword like that...

game has managed to do this in a Mode 7 playfield before and a pat on the back is deserved for technical merit if nothing else.

TOO HOTH TO HANDLE

The next thing you notice is that as you fly the snowspeeder you can't see anything in front of it, which makes things difficult, especially when attacking the heavily armed and armoured AT-STs. You find yourself flying towards one, banging away furiously on the fire button, without being able to see the volley of shots it has just unleashed towards you. This makes for frustrating play whenever this section is encountered.

Should you survive the onslaught of the AT-STs, the attack on five AT-ATs is next and in my opinion this is probably the best part of the game. AT-ATs can't be shot, they have to be harpooned and ensnared in a circle of rope. Each has to be circled five times before it drops and the feeling of unadulterated glee as one of these giant walking attack vehicles comes crashing to the floor is one of the most rewarding experiences in the game.

ASHES OF EMPIRE

Apart from this and the meteor belt level which has to be negotiated from the cockpit of the Falcon, the game relies on some very big and extremely hard platform levels. The gist of the vast majority of the game is to leap from platform to only-just-reachable platform, while fighting off the unwelcome attentions of violently disposed minions of the Empire.

Now while big and hard aren't qualities to be sniffed at in a game, what is missing is an element of variety. From Hoth to Dagobah to Bespin, the theory is basically the same, with each individual section within these arenas merely repeating a few basic themes to build up the levels. Having slogged long and hard through repetitive level designs, the only reward for the player is some new scenery and more of the same leaping and shooting. Challenging and taxing is fair enough, but the whole point of a challenge is to enjoy some reward, not to have to go through the same slog over again.

Things do get a little more interesting after Dagobah, when Luke learns some tricks through the Force. Collect Force points and you can use the built-up energy to perform neat little tricks like invisibility, mind control levitation and anything else that Paul McKenna would be proud of.

The difficulty level is another redeeming feature – you won't finish Super Empire Strikes Back very quickly, even with the passwords and three continues with every game. Sadly, neither this nor the impressive stereo soundtrack, nor even the wide array of backgrounds and sprites crammed onto the 12meg cartridge, are enough to hide the fact that Super Empire Strikes Back is little more than an exceptionally large platform/shoot'em-up and that, JVC, just isn't enough. RICH



This gargantuan mollusc needs some of the smaller barnacles scraping off it before you can even think of attacking those gaping jaws and destroying it



EMPIRE STRIKES BACK

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

80%
SUPER CONTROL

SOUND	9
GRAPHICS	8
GAMEPLAY	7
LASTABILITY	8

ENERGY HIGH

- Impressive Mode 7
- From the intro to the end you can feel the Force flowing (!)
- Very hard

ENERGY LOW

- More of what we saw in Star Wars
- It starts to get dull after a while
- Very hard

ALTERNATIVE SYSTEM

Well, Super Star Wars is the obvious choice (88 per cent) and there are a fair few copies knocking around in the second hand and exchange markets, so they could probably be picked up a bit cheaper. I still find Super Probotector (87 per cent) one of the best examples of this genre.

CLASSIFIED ADVERTISEMENTS

✍ For sale: Super NES (boxed) and two control pads, also nine games including Mario Kart, John Madden, PGA Tour Golf, UN Squadron. Accept £350 for everything. Willing to split.
Andy Cross, 231 Desborough Road, High Wycombe, Bucks, HP11 2QW
Tel: (0494) 441206 evenings only

✍ For Sale: Atari 520 STFM with mouse, joystick and £300 worth of top original games, boxed with instructions. Everything is in excellent condition. Offers £200-£250.
Nadeem Mohammed, 46 Morison Ave, Stornoway, Isle Of Lewis, Scotland, PA87 2HQ
Tel: (0851) 702145 after 7pm

✍ For Sale: Krusty's Super Fun House and Bart's Nightmare, £25 each ono or will swap for any good SNES racing games.
Evan Martin, 43 Glenview Crescent, Stoncy Burn, Bathgate, Lothian, Scotland, EH4 78DD
Tel: (0501) 62891

✍ For Sale: Street Fighter II, Castlevania IV and Super Probotector all £20, boxed and PAL.
Paul Causbrook, 42 Beaufort Avenue, Kenton, Harrow, Middx
Tel: (081) 907 0884

✍ For Sale: UK Tiny Toons £35, US Starfox £35, US Chuck Rock £30, US Super Star Wars £35, UK Super Soccer £25, all negotiable.
Chris Lowe, 5 Tithe Road, Wood End, Kempston, Bedfordshire, MK43 939
Tel: (0234) 854939

✍ For Sale: SNES UK games – Actraiser £35, Another World £30, Super Smash TV £28 or swap for UK Tiny Toons, UK Batman Returns, UK Powermonger, UK Cybernator.
Jas Hayre, 289 Boxley Road, Maidstone, Kent, ME14 2HB
Tel: (0622) 752945 7-10pm

✍ For Sale: SNES games – UK Exhaust Heat no outer box £20, UK SFII no box £25, UK Populous £25, UK Super Ghouls 'n' Ghosts £25, UK Sim City £25, UK Super Probotector £25, US Spanky's Quest £25, US Magic Sword £25, JAP Axelay £30, UK Tiny Toons £30, UK Star Wing £35, Super Scope and six game cartridge £35. Will consider any exchanges.
Barry Hilton, 6 Walnut Walk, Polegate, East Sussex, BN26 5AD

✍ For Sale: SNES games – UK Super Star Wars and UK SFII £40 each, box and instructions.
Bobby Gtewal, 31 Warren Road, Wanstead, London, E11 2LX
Tel: (081) 530 7232

✍ For Sale: US Street Fighter II boxed for £30 ono, or will swap for Striker.
Abbas Rajwani, 739 Garrat Lane, Tooting, London, SW17 0PD
Tel: (081) 946 6746

✍ For Sale: Atari Lynx 2, five games, carry case, as new £110 or swap for SNES games. Also, UK Mario £15 and WWF (not boxed) £20. Harrogate area.
Tel: (0423) 509319 ask for Ian

✍ For Sale: SNES games £25 each, good selection, all in A1 condition, boxed and with handbooks. Send SAE for list.
Geoff Perkins, 15 The Crest, Leamington Spa, CV32 7XR
Tel: (0926) 452171 ask for Lynne

✍ For Sale: UK SNES and US Starfox, US Star Wars, US Lost Vikings, US Desert Strike, UK Super SWIV, UK Super Probotector, UK Mario, 2 US/JAP adaptors + Starfox adaptor. £280, will separate.
Brian Thomson, 16 Betson Street, Markinch, Fife, KY7 6AA
Tel: (0592) 758478

✍ For Sale: US Final Fight £25, Jap Turtles 4 £30, UK Kick Off £20, convertor £10. All boxed with instructions.
Tel: (0227) 771127 Rob

✍ For Sale: SNES games – Star Wing and Krusty's Super Fun House both for £60 or swap for UK Mortal Kombat or UK Batman returns. Both if you want to swap for Mortal Kombat, or one for Batman.
Edward, 5 Hardlith Terrace, Barmouth, Gwynedd, North Wales, LL42 1RD
Tel: (0341) 280133

✍ For Sale: UK Alien 3 £35, UK Super Aleste £25, JAP Super Star Wars £27, UK Super Tennis £20. Lazer ZX radio control car and radio gear worth £350, sell £165 ono. All items are in excellent condition.
Allan Chung, 142 Crown Street, Aberdeen, AB1 2HQ
Tel: (0224) 596526

✍ For Sale: Top Gear, Smash TV, Super R-Type, Zelda III, all UK £25 each.
Jonathon Gibbons, 14 High Birch Court, Park Road, New Barnet, Herts, EN4 9QG
Tel: (081) 441 2059

✍ For Sale: SNES, eight games and convertor, includes SFII, SFII Turbo, Alien 3, Super Star Wars, Starfox, Actraiser, Ghouls 'n' Ghosts. Mario. Cost over £550, accept £375 ono.
Lee Cooper, 96 Picksley Crescent, Holton-Le-Clay, Grimsby, South Humberside, DN36 5YE
Tel: (0472) 823480

✍ For Sale: Rare console magazines including issues 1-24 of Mean Machines! Send SAE.
Phil Duckett, 269 Long Lane, Halesowen, West Midlands, B62 9JY

✍ For Sale: SFII £38, PGA Tour Golf £25, Pilotwings £25, Super Mario World £28. All UK and boxed.
Lee 50 Chenles Way, Watford, Herts, WD1 8US
Tel: (0923) 213661

✍ Swap: UK version of Street Fighter II for sale £40 ono or will swap for Fatal Fury.
Tony Bird, 10 Livingstone Walk, Brierfield, Lancashire, BB9 5DH
Tel: (0282) 605701

✍ Swap: Krusty's Super Fun House for Lemmings or Joe & Mac.
Richard Nolan, 15 Grange Park Avenue, Runcorn, WA7 5UU
Tel: (0928) 569280

✍ Swap: SFII, Wrestlemania for Mario Kart, Mickey's Magical Quest or WWF II.
Daniel O'Sullivan, 55 Blagden Lane, Newsome, Huddersfield
Tel: (0484) 540697

✍ Swap: Good condition Game Gear with Sonic and Columns plus cigarette adaptor for good condition SNES.
Robert Sumnall, 10 Ashborne Drive, Silverdale, Newcastle Under Lyme, Staffs
Tel: (0782) 624841

✍ Swap: Swap my Prince Of Persia (JAP) and universal adaptor for Pro Action Replay.
Craig Taylor, Wood Lea, Doncaster Road, Mexborough, South Yorkshire, SG4 0JD

✍ Swap: Home Alone, SF II (no instructions or box), Mario Kart or SMB4 (UK) for Lemmings (UK), or Home Alone for Sim City (UK).
Tel: (0698) 359012 Dave after 3pm

✍ Swap: Addams Family 2 and Prince Of Persia, both UK, for sale £35 each or swap for Batman Returns or Ranma 1/2 part 1 or 2, UK/US/JAP.
Marc Wilkie, 169 Warout Road, Glenrothes, Fife, Scotland, KY7 4ER
Tel: (0592) 753387

✍ Swap: Alien 3, Starfox, Hook, Parodius and others for your 2020 Baseball, Zelda III (US) and Batman Returns.
Craig Brodie, 11 Oaklands, Fenstanton, Cambs, PE18 9LS
Tel: (0480) 467717

✍ Swap: For Sale UK SFII £40 ono, US Super Bowling £35 ono or swap for Star Wing, Tiny Toons, Striker, Namcot Open, Bomberman, Alien 3, Lost Vikings. Or I will pay £20 for any of these games.
S Staveley, 8 Carlton Street, Bridlington
Tel: (0262) 671434

✍ Swap: Super NES games for swap from £5, excellent selection. Will buy games up to £25.
Brian Usher, Top Left Block, 58 Crown Street, Inverness, IV2 3AZ
Tel: (0463) 221173 after 2pm

✍ Swap: Want new SNES games but can't afford them or begrudge paying so much? Give me a ring, I have something just for you!
C Yeomanson, 42 Jervis Avenue, Eastbourne, East Sussex, BN23 6DS
Tel: (0323) 640395

✍ Swap: UK SNES with SFII, Tiny Toons, Mario World (not boxed), one pad and one Pro pad, convertor. One-month-old in box as new cost £250. Will swap for UK Mega Drive 2 with two six-button joypads, Fatal Fury, Streets Of Rage 2, Sonic 2 and a convertor. Has to be new and in a box. The first to ring gets a US SNES Super Mario Kart FREE! No deals, just a straight swap.
Charles S, 92 Rushton House, Albion Avenue, Union Grove, London, SW8 2SF
Tel: (071) 627 0609

✍ Swap: UK unboxed Populous for your UK Mario Kart. My UK unboxed Mario 4 for any good game. I also have an original SNES joypad (unboxed) to sell for £10.
Nick Bernard, 9 High View, Anerley Grove, London, SE19 2HU
Tel: (081) 653 8559

✍ Wanted: A male SNES penpal urgently wanted, aged 12-15 likes reggae and football.
David McRae, 70 Woodstock Court, Glenrothes, Fife, Scotland

✍ Wanted: Tiny Toons, Star Wing, UN Squadron, Cybernator, Mickey Mouse, US or UK. Also wanted Universal Adaptor.
James Gray, 8 Helgna Avenue, Whitley Bay

✍ Wanted: All UK/US/JAP SNES games bought, sold and exchanged. Send SAE for details.
Ben Robinson, 118 Highlever Road, London, W10 6PJ
Tel: (081) 968 6933 after 6pm

✍ Wanted: Recent SNES games wanted, large or small collection with or without console.
S Bridgewater, 7 Church Lane, Bromsgrove, Worcs, B61 8RA
Tel: (0527) 39230

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Trouble time, the metallic monsters have breached the wall. Women and children last





Oh deary me, we're taking casualties. A quick bust of machine-gun fire will wipe the smile from his face

TIME FOR SOME FANCY SHOOTIN'

TERMINATOR 2 THE ARCADE GAME

After an obscene amount of time, the arcade conversion of Terminator 2 has finally arrived on the SNES courtesy of Acclaim and Probe Software, the same developers that recently brought us Virtual Soccer. With the film now two years old and the Mega Drive conversion almost a year in the shops, many people have asked why Acclaim is bothering to release the game at all, even if it does utilise the Superscope.

I expect that everyone already knows the plot of the film by now and T2: The Arcade Game follows it fairly closely, with the added bonus of some extra futuristic scenarios and the usual sprinkling of robots, machines and enemies which never appeared in the film, added to spice up what would otherwise be a very limited shoot'em-up.

Unfortunately, even the Superscope option can't save T2. It is incredibly boring in places and stupidly difficult in others, even with the aid of a second player. The graphics, while superior to those seen on its Mega Drive counterpart, look very bland considering the capabilities of the Super Nintendo. I couldn't help thinking that the dark, brooding atmosphere had been overdone a little, making the whole game very uninteresting to look at after a while.

As per usual, sound is very disappointing – more and more these days, musicians are simply failing to utilise the SNES sound chip to the full and all we are left with here is a repetitive tune drowned out by repetitive gunshot sound.

The Superscope has definitely had its day in my opinion (if it ever had a day anyway), and the abysmal Yoshi's Safari and now the two-year-late T2 have done nothing to help its cause. If Acclaim is to rescue itself from its current swamp of poor quality software, then it should refrain from releasing such tired, outdated and ultimately wasteful games such as this – Acclaim can do much better. Take it away someone, please! **ANDY**





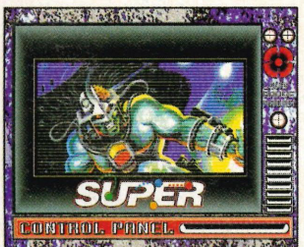
Top scores all round, top scores I say



Arnie pops up for a spot of fun, offering flowers no less. The times they are a-changing, readers!



REVIEW



TERMINATOR 2

HOUSE: ACCLAIM
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: TWO
TYPE: SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

56%

SUPER CONTROL

SOUND	5
GRAPHICS	6
GAMEPLAY	4
LASTABILITY	5

ENERGY HIGH

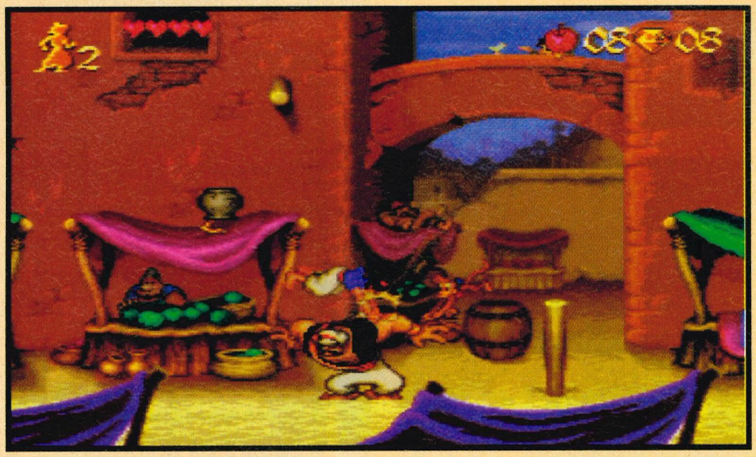
- Superscope compatible
- It's almost Christmas

ENERGY LOW

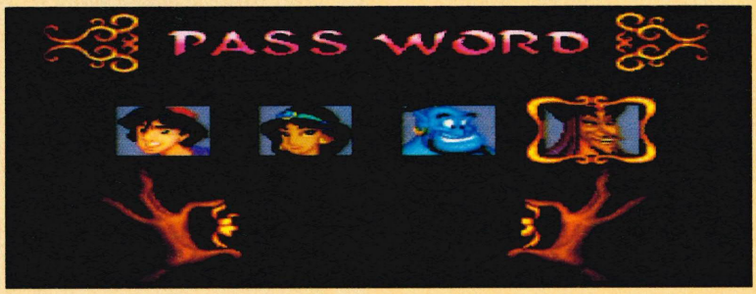
- Two years late
- Very boring indeed
- Acclaim can do better

ALTERNATIVE SYSTEM

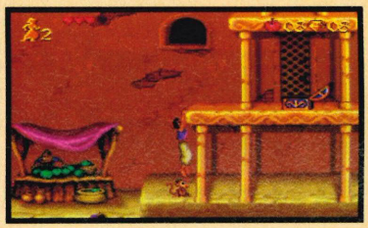
Yoshi's Safari is basically the same game as Terminator 2: Arcade, except that it scrolls in 3D rather than from right to left. What a shame however, that it's as big a waste of time as T2. Instead, buy Mario All-Stars (91 per cent) or SFII Turbo (94 per cent) this Christmas – they're worth the money!



Aladdin has a couple of forms of attack, one of them being an ability to jump on top of the enemies in an athletic fashion and then tumble off majestically



The password system is a series of mug-shots which can easily be flicked through. When you have the correct combination the two halves of the scarab fit together



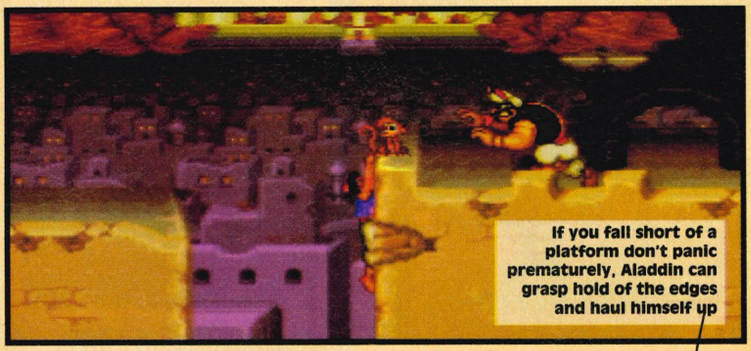
As you leap about the city of Agrabah the opposition will do anything to stop you from reaching the Princess, including hurling giant barrels down stairways

Although the game is Capcom in design there are some features which appear to have been nicked from other classic games. These sections are very Prince of Persia-ish





Aladdin can also swing from the beams which protrude from the walls. By doing so he can somersault off to higher reaches and also kick enemies with his legs as he swings



If you fall short of a platform don't panic prematurely, Aladdin can grasp hold of the edges and haul himself up

ALAD

FASTER THAN A SPEEDING BULLET

With the movie released only a few weeks ago Capcom's excellent game of Aladdin easily matches the quality of Disney's outstanding movie in every way. From the brilliance of the graphics to the haunting musical score, this game is shockingly good. Aladdin isn't your average licensed conversion.

The game follows the film as closely as programming parameters allow and the original film soundtrack has been incorporated into the game to add real authenticity. The graphics are also straight from the film with close attention paid to the detail of both the sprites and the backgrounds.

The gameplay too tries to mirror the film in an almost uniform fashion by displaying a wide variety of levels and features. This is not your ordinary, platform game with linear construction – here imagination has been let loose to create what could be one of the most stunning games that the SNES is ever likely to see.

It's just a shame that I finished it in three hours.

A LAD IN TROUBLE

Like Mickey's Magical Quest, another of Capcom's superb products, Aladdin's gameplay is addictive and highly entertaining, but like its predecessor it is also far too easy. The level design has been cleverly thought out however, mixing a successful combination of continual action, surprise and non-linearity.

No two levels are really alike and each section has something new to offer, from a speedy flying carpet scene to a lava level requiring nimble feet and acrobatic excellence. The challenging aspect of play also increases throughout the game in a steady curve.

In places the game becomes incredibly frustrating and in the heat of the moment almost seems impossible, but there is a difference between a challenge and real difficulty. Throughout the game there were points where I was stuck for a considerable amount of time and as with any game a little bit of trial and error never did anyone any harm, but in I'm happy to say that these points were limited to only two or three occasions.

JAFAR ORANGES

Aladdin is for one player only, sprawls seven lengthy levels and has a wealth of surprises for a weary street thief. As Aladdin you are thrust into the timeless fairy tale with nothing more than a mischievous monkey for a friend, an ability to get into all sorts of trouble, strong legs and a mean throwing arm that would be victim to envy from any first-rate baseball team.

Your aim is to find Princess Jasmine, seek out the lamp, try not to make any foolish wishes once you find it and then eradicate the thorn in your side by confronting Jafar. As you progress through the game you will come across bizarre features including the Genie, a unique password system, bonus games and stills from the film.

Each level has bonuses to collect including food for extra health, apples to throw, a sheet to parachute through the air with and a magical scarab which calls on the Genie for a bonus sequence. There is also a continual stream of enemies to overcome and these range from archers and barrel rolling madmen, to winged pots and magical swords. The one thing you haven't got is an over-enthusiastic barrage of end-of-level guardians because

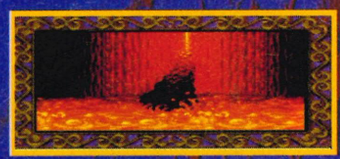
MAGIC M



Aladdin spots the Princess and instantly falls in love. Bleughhh!



Her father doesn't like Aladdin and throws him in prison, but an old man says he will help Aladdin escape if he will steal something for him



Aladdin, eager to escape, takes the man up on his offer and ventures into the caverns beneath Agrabah where he finds a magical lamp, but the cave starts to crumble



Aladdin and Abu make a lucky escape from the lava flows. Aladdin rubs the lamp and a Genie appears. Poof!



After a little playful torment the Genie whisks Aladdin and Abu off to find the Princess, but Abu can't sit still and falls off the carpet

ODDIN



there are only three throughout the entire game.

The levels are mainly platform-based in construction, but have a generous helping of the Prince of Persia's pie kneaded into the design. As with Prince of Persia, Aladdin is quick to respond to direction change and can run swiftly backwards and forwards skidding a little when screaming to a halt.

GENIE-TIC ENGINEERING

One of the best features of the game is the eradication of bad collision detection which can ruin an otherwise fun game. Here, to overcome the necessity to be pixel perfect when jumping, Aladdin can grab hold of platform edges and then like Prince of Persia haul himself up to safety. This makes the game a little easier, but it also becomes faster and less frustrating.

Control of the main character is incredibly intuitive and the game is immediately accessible. Enemies are either killed by throwing apples at them or by jumping on their heads, and then Aladdin demonstrates some more deft animation by somersaulting off acrobatic-fashion.

LAMP LIGHT

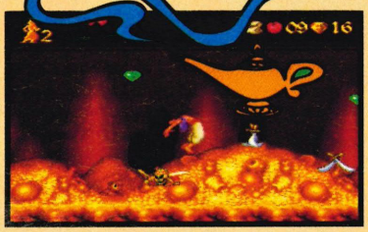
The graphics are clearly Capcom in design with substantial influence originating from the stunning Mickey's Magical Quest. Both the structure of the levels and the pastel shaded graphics blatantly scream out as being 'taken' from Capcom's other Disney platformer.

The animation is not as complex as that seen in the Mega Drive version, but nevertheless it is incredibly realistic as Aladdin pulls himself up on to platforms or swings majestically from beams. Abu the monkey is very small but animated with precision as are many of the smaller enemy sprites – the larger enemies, the Genie and the bosses are all much clearer and retain complex and fluid animations. There's even some Mode 7 in the final confrontation to keep everyone content.

The sound quality is also outstanding and through a hi-fi system you can hear the strong bass of the music as well as haunting strings and raspy brass instrumentation. However, with an award winning film soundtrack how could you possibly go wrong?

The beauty of Aladdin is the way in which you can easily immerse yourself into the gameplay while you are continually driven to seek out what new surprises lie in wait. Personally, I would return to this again and again like I have with Mickey's Magical Quest, but despite the excellent presentation it is difficult to ignore the lack of real lastability.

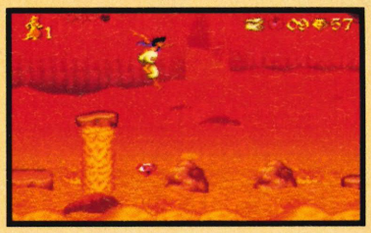
ALLIE



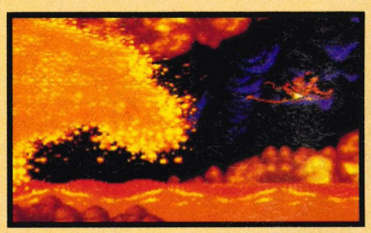
The graphics accompanying this section inside the caves are some of the most impressive in the game with their blinding brilliance and detail. Just look at all that gold!



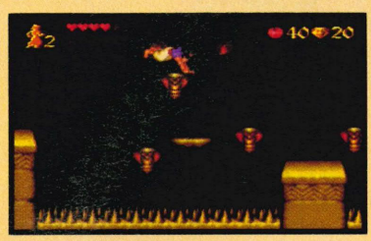
A spiky gate blocks Aladdin's path. To open it he must pull on the rope and wait for another ride



The lava level proves to be tricky if you haven't yet mastered the way in which Aladdin somersaults. Split-second timing is needed to get you from rock to rock



This section sees you in control of a magic carpet weaving in and out of the rock protrusions while keeping ahead of that lava flow. This is one of the most enjoyable sections of the game



While searching for Abu you come across an eerie pyramid where you need all your acrobatic skills because you have to somersault and balance between row after row of these narrow edges

MOMENTS



Abu is rescued and Aladdin continues on his mission to meet the Princess. Using one of his wishes he asks the Genie to make him into a prince



Jafar wants the Princess for himself and turns Aladdin back into nothing more than a street thief and sends him to the ends of the earth...



Abu managed to steal the lamp off Jafar and using another wish asks the Genie to take them back to Agrabah



Enraged at his return Jafar turns into a giant serpent and hisses "I am all powerful, you cannot defeat me"



Jafar orders the Genie to grant him a wish and change him into the most powerful Genie in the world. The Genie cannot refuse to grant his wish

Make no mistake, Aladdin is a pure quality game. How can you fault graphics like these? It makes me wonder sometimes just how Capcom manages to produce graphics of such definition, clarity and colour when other contemporary software titles seem blocky and outdated – just look at the floor of the treasure room and you will know what I mean. At times the sound is a little too piercing. Sure, it's crystal clear (that's QSound for you) and wonderfully crafted, but it's also very Capcom and reminded me of its past releases. The main upside is that it's also a dream to play. It's easy, but very intuitive and solid-feeling. Aladdin is a great game, and priced at only £39.99 you be fool to miss out!

PAUL



ALADDIN

HOUSE: NINTENDO
ORIGIN: OFFICIAL
PRICE: £39.99
PLAYERS: 1
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

89%

SUPER CONTROL

SOUND	9
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	5

ENERGY HIGH

- Brilliant graphics
- Stunning animation
- Lots of variety
- Fast action and intuitive control

ENERGY LOW

- Far too easy
- No violence-Aladdin seems to have lost the sword he had in the Mega Drive version

ALTERNATIVE SYSTEM

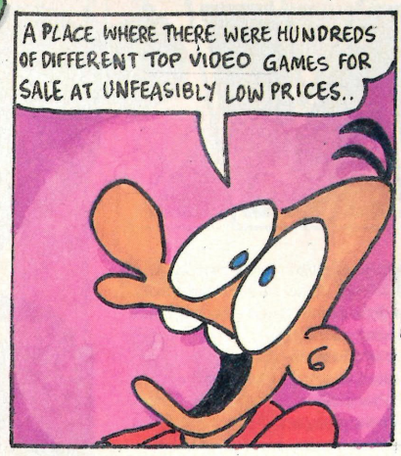
Mickey's Magical Quest is an excellent alternative to Aladdin simply because it was developed by Capcom and has the same style graphics and enjoyable gameplay. Unfortunately, it too is very easy but features lots of variety in the level designs.

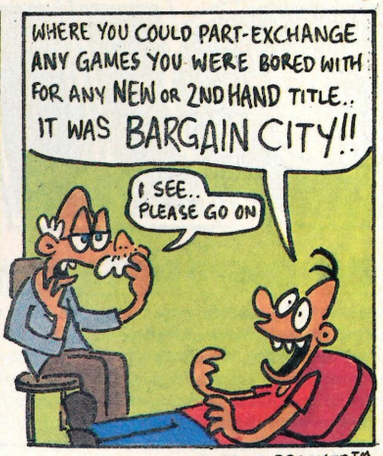
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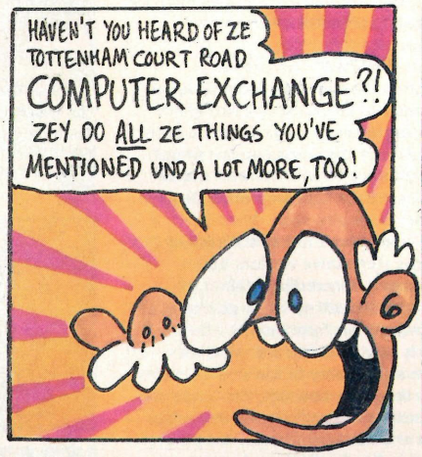


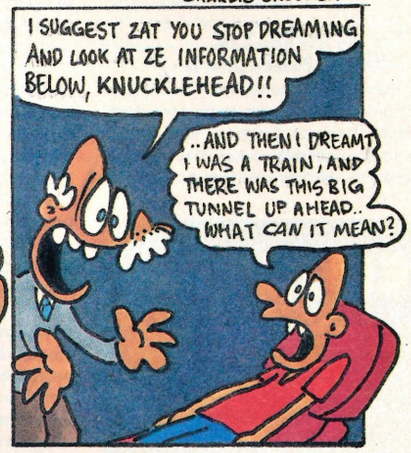




CHARLIE BROOKER™







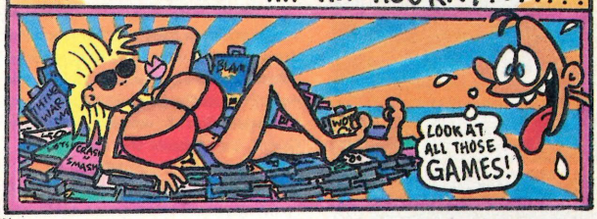
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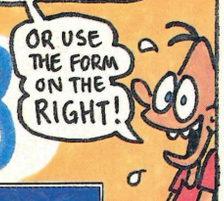
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ACCESS ALL AREAS

CHUCK ROCK



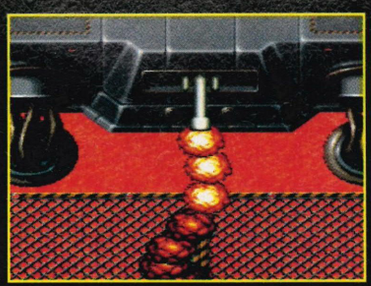
STREET FIGHTER II



HOOK



SWIV



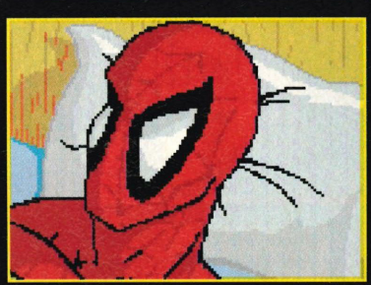
LEMMINGS



THE LOST VIKINGS



SPIDERMAN



PRINCE OF PERSIA



IT'S ANOTHER GUIDE SPECTACULAR...

Oh yes indeed, Access All Areas returns and how lovely are its pages. 33 PAGES OF GUIDES in fact, each one a little bit different to the last, but strangely the same. You see?

This month, in the ongoing and near-mouldy tale of expanding tour guides there is, among others, the terror that is CHUCK ROCK, the gallant PRINCE OF PERSIA, the gob-smacking SUPER SOCCER, the astounding SPIDERMAN AND THE X-MEN and the splendid TOP GEAR – all of which are thoroughly guided in these very pages.

Also this month, promising to slay all, is HOOK plus the wandering-around-looking-confused LOST VIKINGS. Bringing up the beer in the rear there are some LEMMINGS sprinkled atop a really lovely bronze carving of STREET FIGHTER II. Lastly, the icing on the cake – SUPER SWIV.

We hope you've enjoyed our special guides issues. If you have any more problems, write in to the usual address and we'll try and help you out!

Happy New Year.

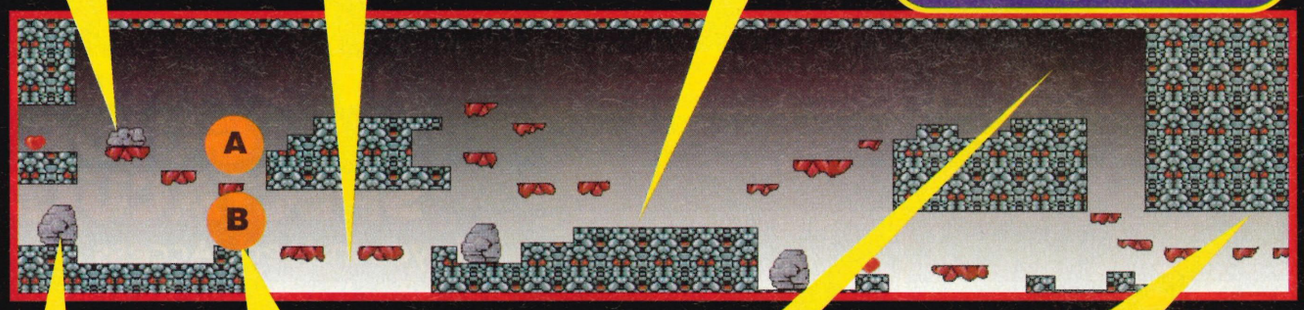
Complete CONTROL

THE ULTIMATE IN PLAYERS' GUIDES

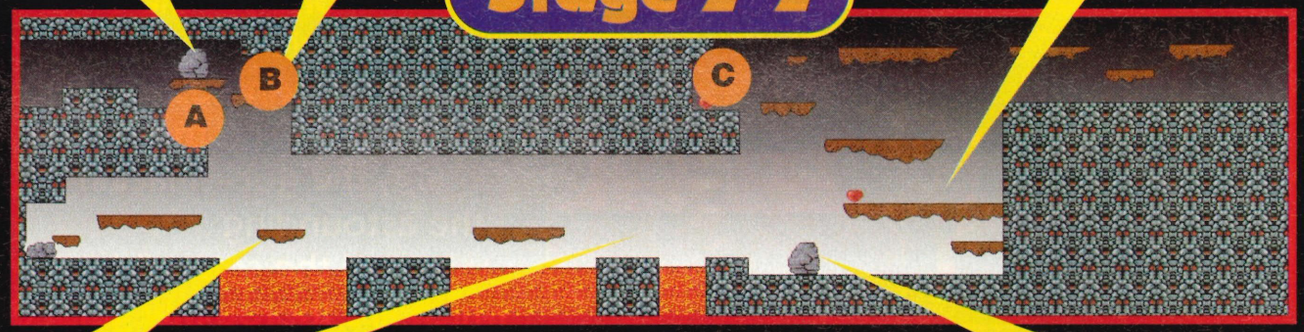
CHUCK ROCK

Oooga Oooga Ug Ug Ug! For any troubled cavemen (like Dave) and Sheffield Wednesday fans, here's how to bash the brains out of all those prehistoric pests and rescue the delectable Ophelia.

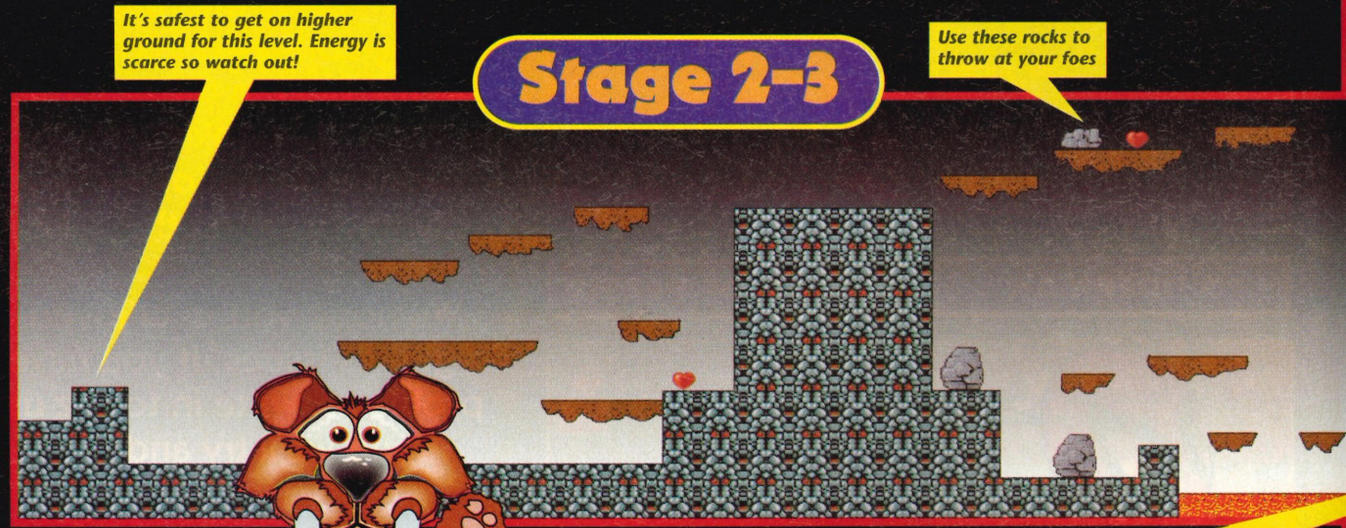
Stage 2-1

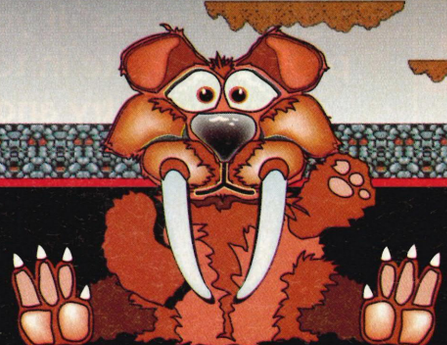


Stage 2-2



Stage 2-3





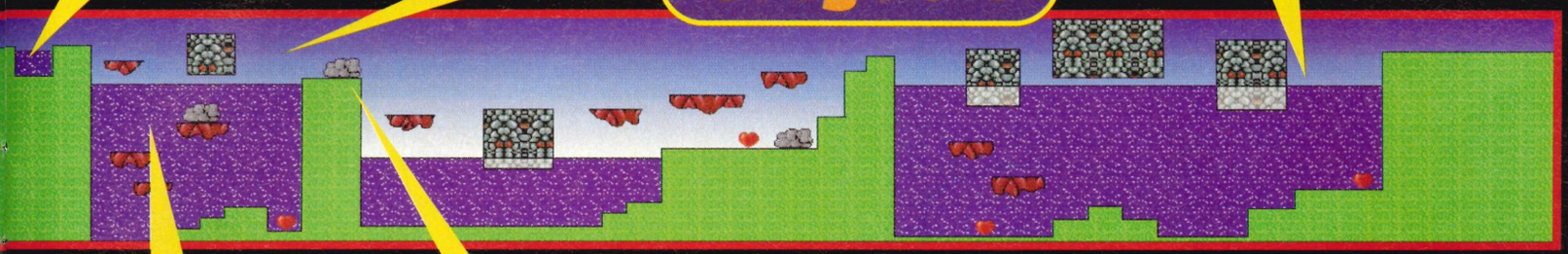


Stage 3-1

When swimming underwater keep an eye on the amount of air you have or you could end up drowning. Also, a good tip is to stay still and let Chuck float to the top where he'll settle. This will allow you to swim across the top of the water without too many hassles

Use this friendly croaker to get a high jump

Ride the blue whale to the other side – sounds like a dodgy hippy song!



Kill or avoid all the pond life you see underwater or you'll end up in Davy Jones' locker

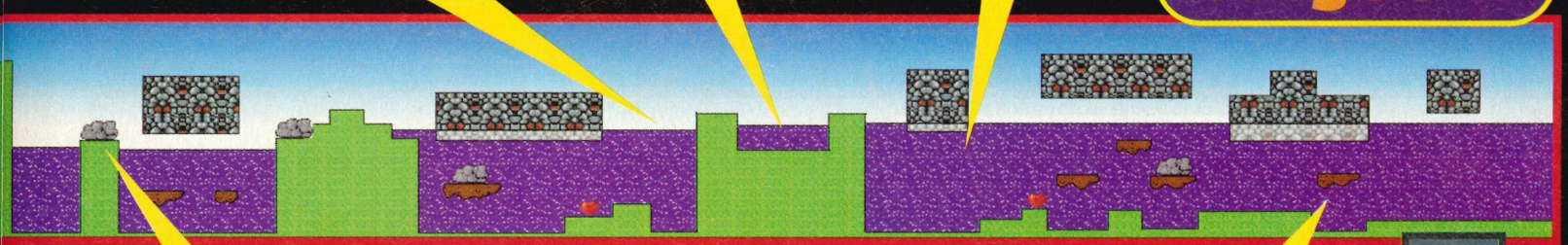
To take it easy on the seabed, simply carry the rock to weigh you down

Stage 3-2

Use the friendly whale

Use the friendly frog

Beware the venomous jellyfish that skims the water top



Throw this rock down here to kill some nasty creatures

Make sure you have a good lungful of air to get through here

CONT.

Take That You Beast



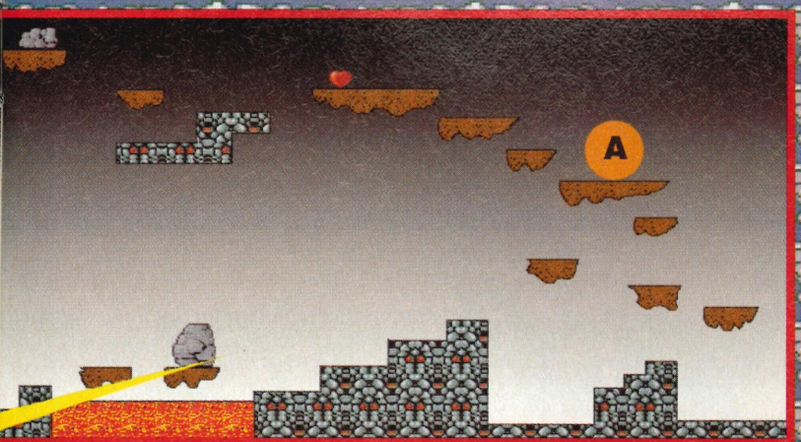
Triceratops – As it runs away from you, pick up the rock then wait until it charges towards you. Now throw the rock at it to halt its stampede and repeat the process until this horny fellow bites the big one



Sabre-toothed tiger – This is really easy. Just wait on the lowest part and when the tiger gets near, start bellying and don't stop. This stops the tiger moving and allows you to kill him in one attack

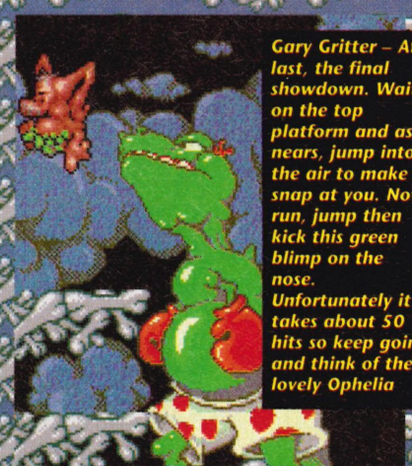


Sea monster – This one's the hardest of the lot. The best way to get rid of it is to carefully swim level with the head and let loose a few sharp kicks, then retreat back up for some air. Slow and steady wins the race





Mammoth – Simply stay in the middle and belly this big brute when it jumps at you. If you hit it you'll see its eyes open wide. After a few hits this woolly bully kicks the bucket

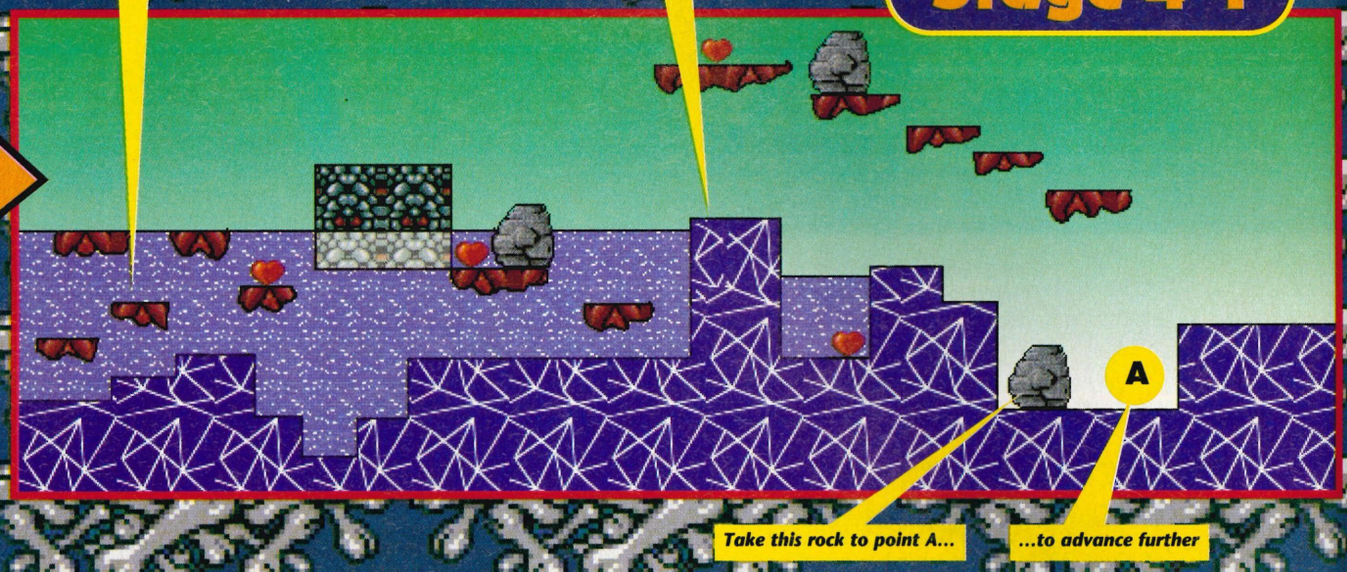


Gary Gritter – At last, the final showdown. Wait on the top platform and as it nears, jump into the air to make it snap at you. Now run, jump then kick this green blimp on the nose. Unfortunately it takes about 50 hits so keep going and think of the lovely Ophelia

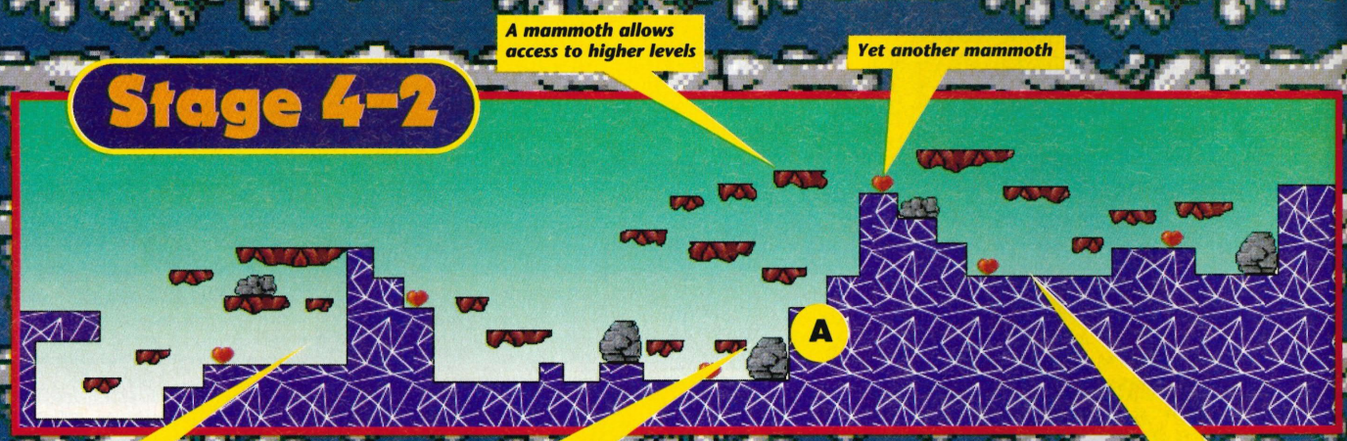
CHUCK ROCK

CONT.

Stage 4-1



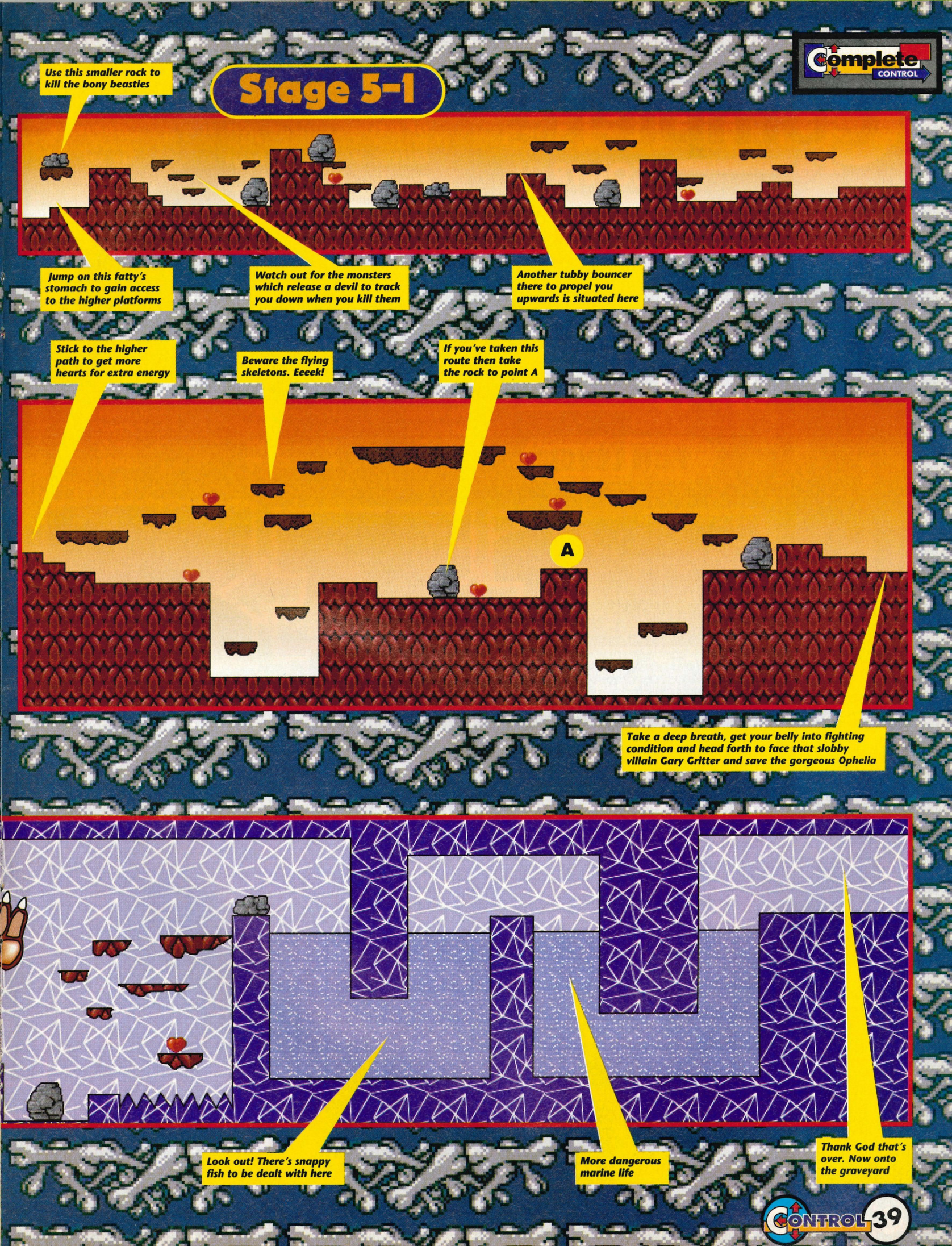
Stage 4-2



Stage 4-3



Stage 5-1


Use this smaller rock to kill the bony beasties
Jump on this fatty's stomach to gain access to the higher platforms
Watch out for the monsters which release a devil to track you down when you kill them
Another tubby bouncer there to propel you upwards is situated here
Stick to the higher path to get more hearts for extra energy
Beware the flying skeletons. Eeeek!
If you've taken this route then take the rock to point A
A
Take a deep breath, get your belly into fighting condition and head forth to face that slobby villain Gary Gritter and save the gorgeous Ophelia
Look out! There's snappy fish to be dealt with here
More dangerous marine life
Thank God that's over. Now onto the graveyard

Complete CONTROL

THE ULTIMATE IN PLAYERS' GUIDES

Lemmings

Are the radical rodents running riot across your screen? Thanks to hours of expert game playing by Caveman Dave, you may now select any of the levels your heart desires. He's even given you a step-by-step guide for the last stage of each level!

FUN LEVEL

The easiest levels of the game. These are basically here to help you familiarise yourself with the controls of the game. They only get slightly harder as you progress. But here are the codes anyway;

1: SRDTPT	11: MEDNOTO	21: KBXNLPB
2: AOBYEKU	12: TURUSUK	22: DVJJBGM
3: TERUKAY	13: ABNEGET	23: LGSSCZL
4: GWSXMHK	14: EMATHIN	24: MVGDKVX
5: USIAZNO	15: UKAYHAD	25: LSQHCQS
6: CKWDRKV	16: RENGISE	26: SXRQMVR
7: URERUZU	17: DONOJIA	27: PMQJPMX
8: KAHKUKA	18: QXPKCHB	28: DHBPTWQ
9: IEKOZIO	19: MWRTLNR	29: BCXLMVV
10: SOUKANO	20: GMXCWPS	30: FXWBBSL



1 *As soon as the first lemming drops down, turn him into a miner. This way he'll start a tunnel off before the final drop*

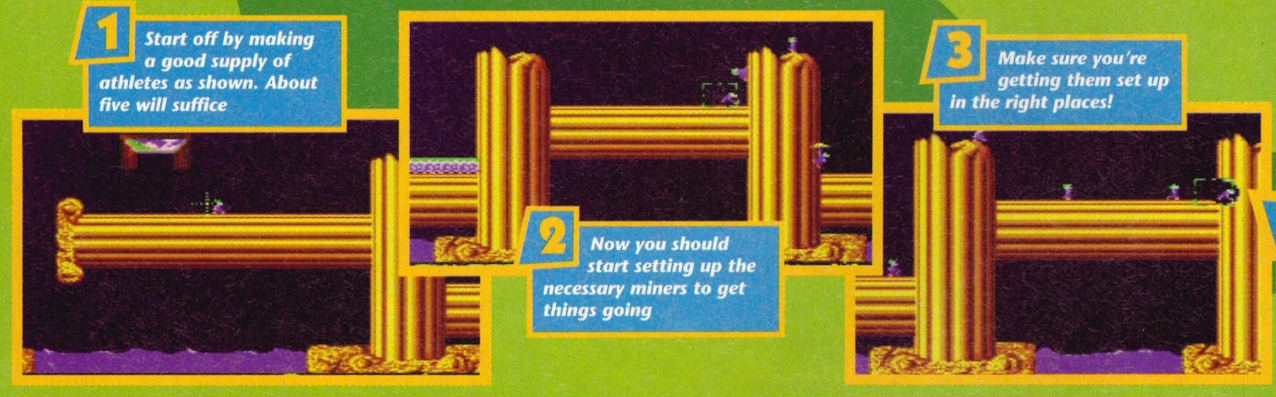
2 *You should now turn the miner into a digger! Then you should pump up the release rate*

3 *Turn the digger into a miner again to get him safely home*

TRICKY LEVEL

Well that was fun wasn't it? If you've managed to overcome all those stages then read on for the next level; TRICKY! Things are now moving along a bit quicker so keep your wits about you.

1: KORIHCI	11: ERHTARG	21: ZNXBKMP
2: IHCAHOG	12: EZATTAY	22: QSLQWTJ
3: UKORADE	13: ADONATT	23: BGFVMFR
4: MUKASSI	14: ADNEHIA	24: PQZWDKM
5: AYSUUYN	15: TAHUKAS	25: SBCMSJS
6: URIAGNU	16: IESONYA	26: BDGQRNX
7: KOABENA	17: LPOWTUO	27: XPPBQWL
8: HINEUON	18: KWVBVJP	28: JQSPRH
9: EUKUTAD	19: TTKLKZT	29: GCLKJMQ
10: UYYSSIE	20: NNFFQPV	30: SRWGXZM



1 *Start off by making a good supply of athletes as shown. About five will suffice*

2 *Now you should start setting up the necessary miners to get things going*

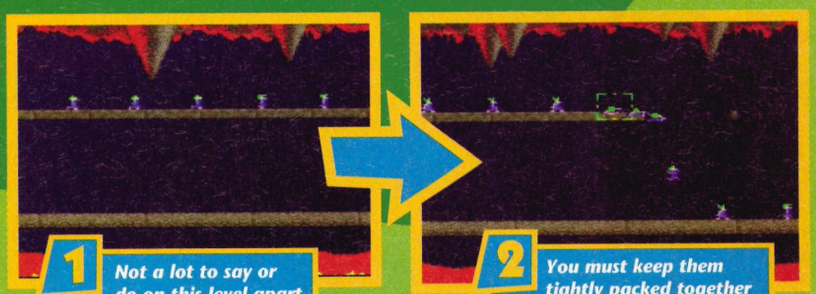
3 *Make sure you're getting them set up in the right places!*

1: URIHOAN	11: KIKENAN	21: JLHFSRF
2: AKIKNEG	12: UOKUTET	22: WCLJNNK
3: NAHCNAG	13: IEMOZII	23: LVFHHMM
4: ONAKASO	14: IHCOMIK	24: MHNNCPC
5: OISNEDN	15: AHURAMU	25: RNMKXLP
6: ASURUSN	16: KORNASR	26: XZZSDDN
7: NISUKAY	17: UOZUOSN	27: BBTSGZC
8: INIAKES	18: QPDDJFB	28: LXFLJPX
9: NUFOGET	19: QBGBPSW	29: QKZVKFT
10: IURAARA	20: JLXJWNW	30: WFCSHNT

TAXING LEVEL

Are you managing to keep up with the pace? Still thirsty for more? Are you sure you're definitely looking for something that's more taxing? Then use this set of codes to whet your appetite.

1: IHSOWUY	16: OTOKONU
2: PNATTEP	17: OYKIISO
3: ANIIARA	18: WXTBWCB
4: TTATAAG	19: NPKNRKV
5: IJUKARA	20: PZQWRGP
6: KATUOSI	21: DZTHVNL
7: NIHSETI	22: RMDTBFQ
8: USAGAKA	23: FCSLSPK
9: NOHOYAI	24: RNHQXVM
10: TUMENES	25: LTGGNDXH
11: AZEMOWO	26: LHLTDDV
12: TNESRAP	27: HCBBKHV
13: UKAYHUO	28: MWLGVQJ
14: YEAGNAK	29: GSPQCRQ
15: ATISAAH	30: ZTTGRFH

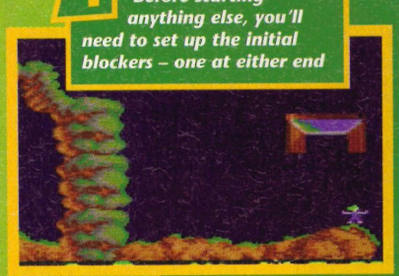


1 Not a lot to say or do on this level apart from dig! And keep the release rate at 50

2 You must keep them tightly packed together or you'll run out of space!

MAYHEM LEVEL

If you're reading this paragraph then you're a braver person than I am. For this piece of text leads to the craziest of the levels. MAYHEM! Absolute mayhem.



1 Before starting anything else, you'll need to set up the initial blockers – one at either end



2 Start the bridges going as shown here



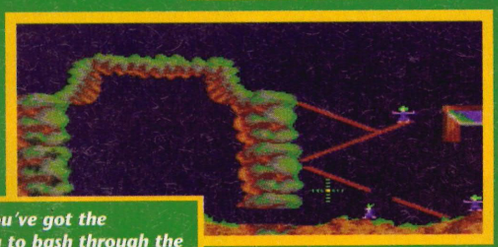
3 Shut off the others, so only one passes to bash through the rock here. Build a bridge to reach the other side



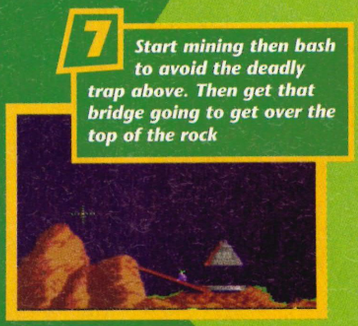
4 Bash through the sign, then construct a bridge to help reach their home



5 Place blockers here to stop the other lemmings wandering off to where they shouldn't



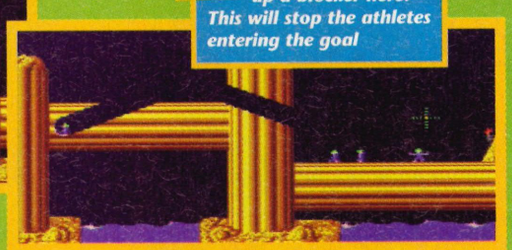
6 After you've got the lemming to bash through the rocks, get him to dig through the bridge on his way back



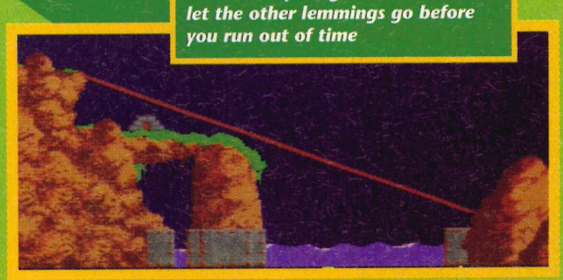
7 Start mining then bash to avoid the deadly trap above. Then get that bridge going to get over the top of the rock



4 Also it's critical that you have them mining in the right places when going back to the left



5 You'll need to set up a blocker here. This will stop the athletes entering the goal

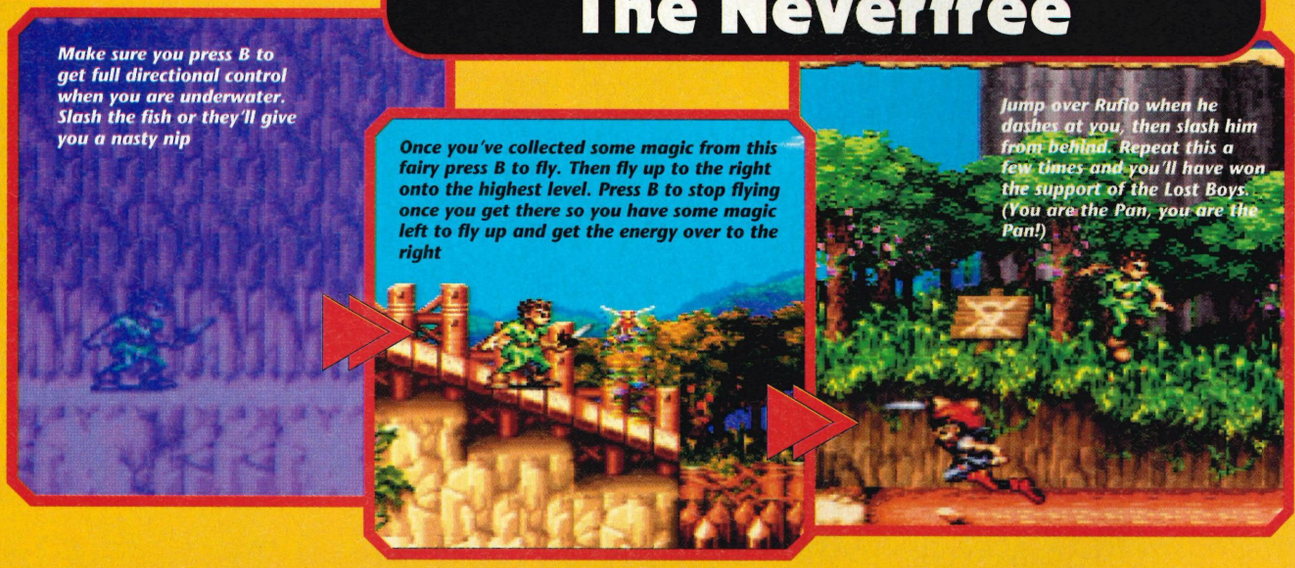


8 A lot of building is required to reach your goal. Remember to let the other lemmings go before you run out of time

HOOK

Flying through the air on happy thoughts, and fighting the top pirate with an obsessive fear of ticking crocodiles! What was JM Barrie thinking when he wrote this? For the answers to this and many more important questions read this guide on how to rid Neverland of evil once and for all!

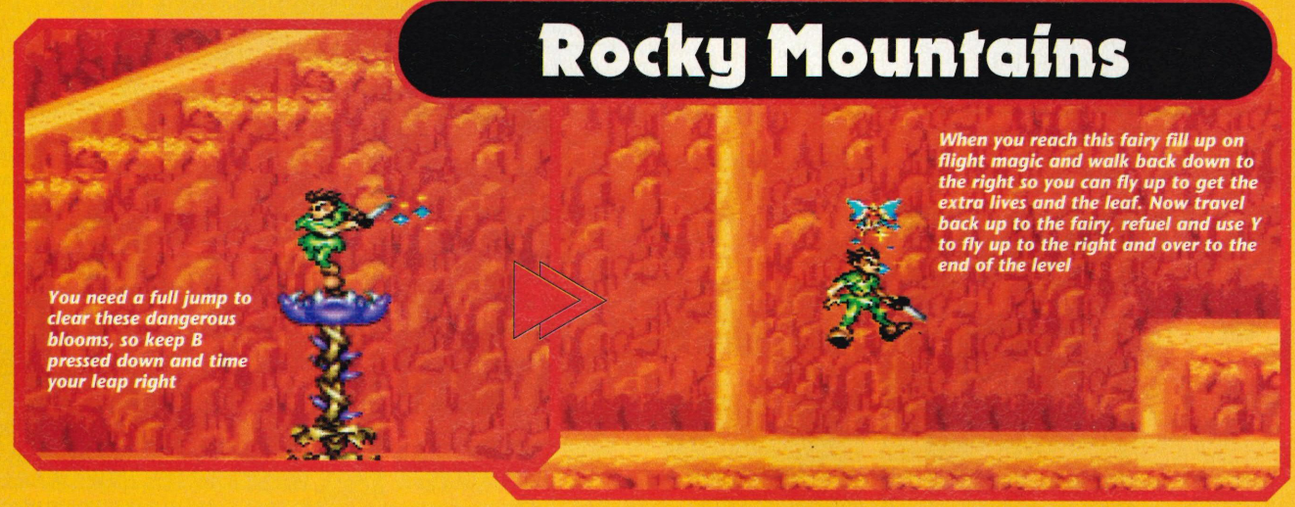
The Nevertree



Neverland Forest



Rocky Mountains



Waterfall and Lagoon



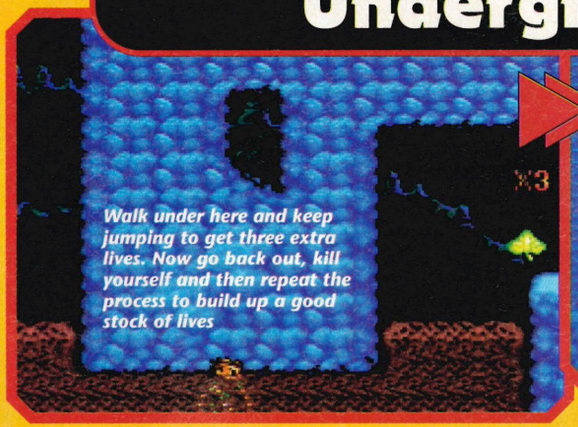








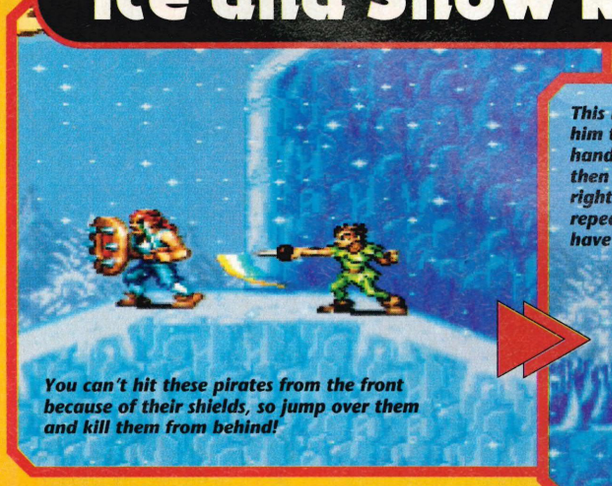
Underground

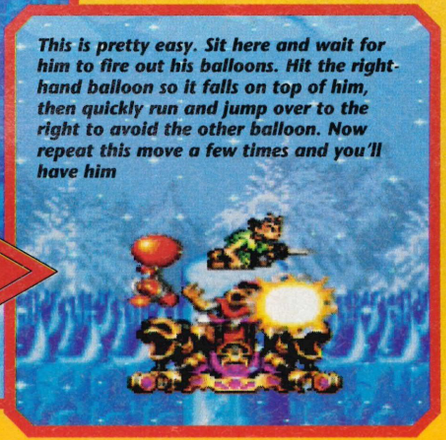






Ice and Snow Region



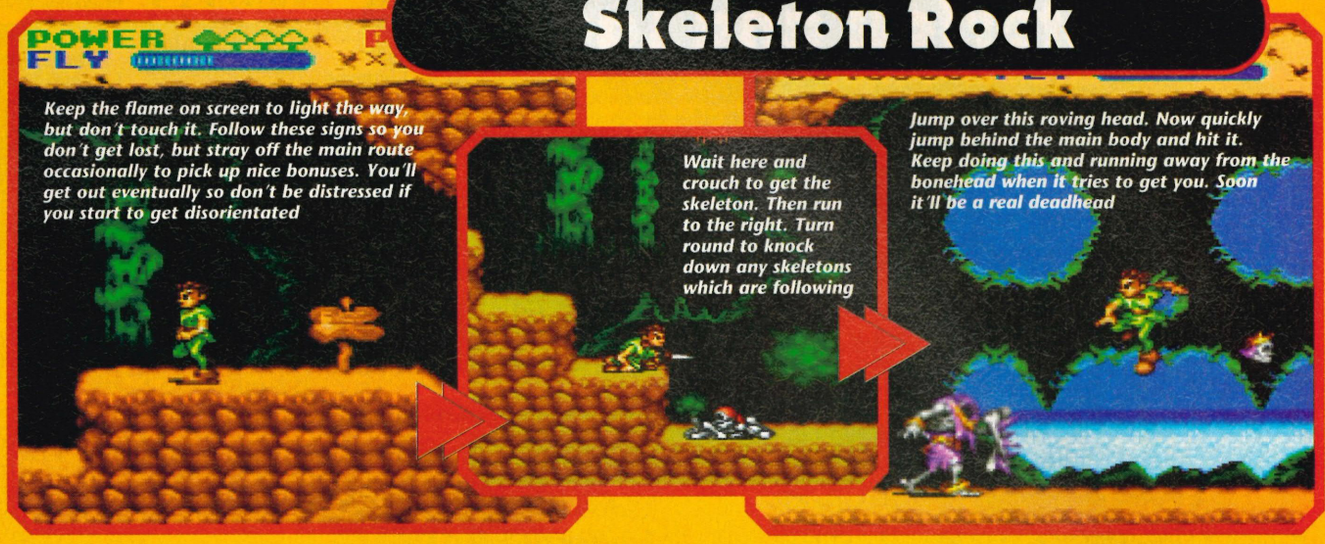


Over the Forest



HOOK

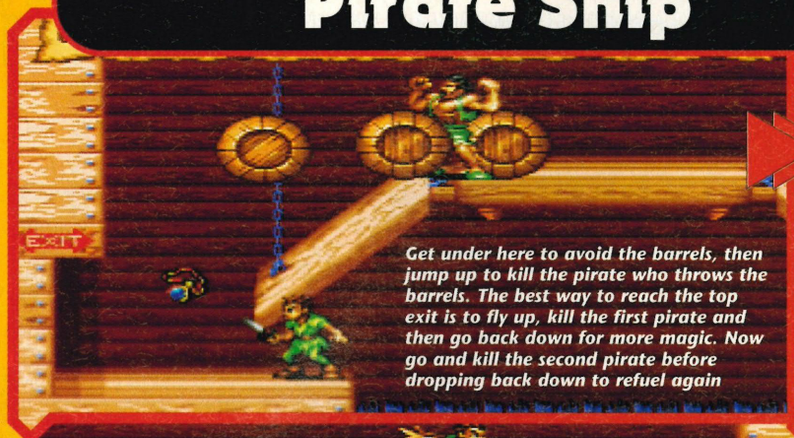
Skeleton Rock



Pirate Town



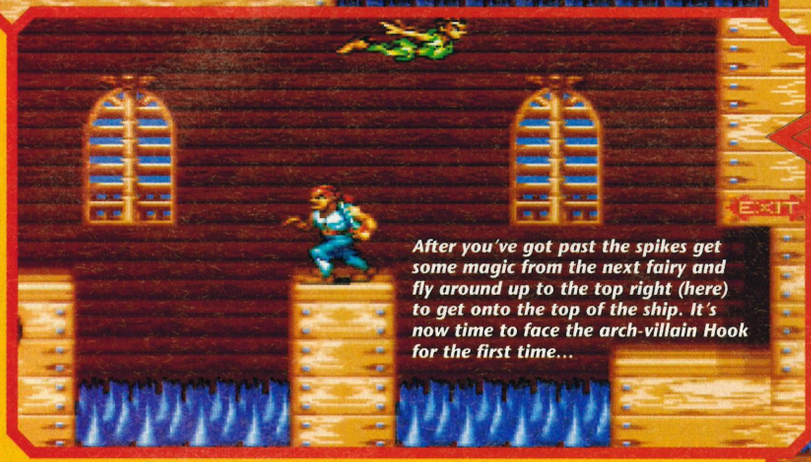
Pirate Ship



Get under here to avoid the barrels, then jump up to kill the pirate who throws the barrels. The best way to reach the top exit is to fly up, kill the first pirate and then go back down for more magic. Now go and kill the second pirate before dropping back down to refuel again



Make sure you go through this top exit. Use Y to get up here quickly

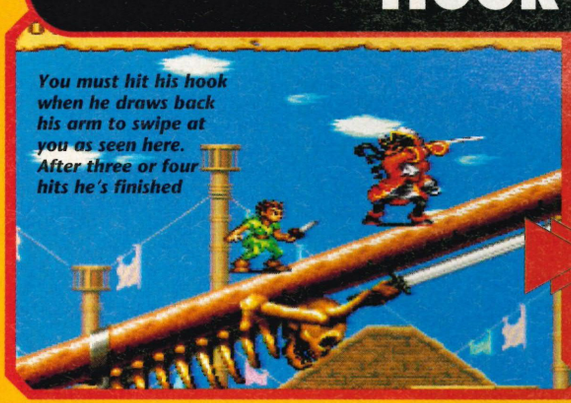


After you've got past the spikes get some magic from the next fairy and fly around up to the top right (here) to get onto the top of the ship. It's now time to face the arch-villain Hook for the first time...

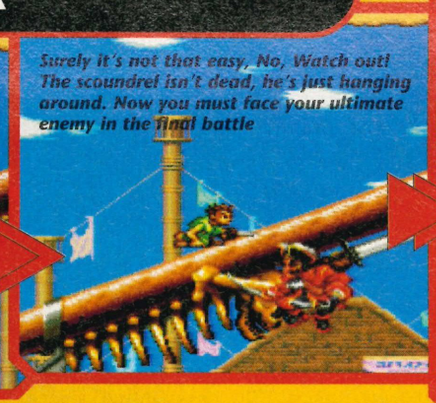


Use Y to fly fast and make the distance from fairy to fairy over the spikes

Hook



You must hit his hook when he draws back his arm to swipe at you as seen here. After three or four hits he's finished



Surely it's not that easy, No, Watch out! The scoundrel isn't dead, he's just hanging around. Now you must face your ultimate enemy in the final battle



Jump over his extended hook



Tinkerbell wants more adventure, but you want to settle down with your two kids, a Ford Sierra and a white picket fence. Personally, I'd see what Tink has to offer!



All you have to do now is duck and wait until he draws back his arm then hit him. Do this a few more times and you've got the cad! You've saved your kids and defeated your arch-enemy, now it's time to go home



Now land behind him and hit his back. After three hits he'll lose his hook and resort to his sword. You've nearly got him now, so keep going

THE LOST VIKINGS

THEY'RE VIKINGS AND THEY'RE LOST. THEY'RE...



Unlike King Arthur's World, which despite containing a few taxing puzzles was let down by sluggish character control and slow gameplay, Lost Vikings is a perfect mix of tough, imaginative puzzles and lots of running about shooting things plus a light sprinkling of humour to top it all off. It can get frustrating as you have to begin the same level for the 15th time because you made one tiny error. But it's still fun.

90%

INDUSTRIAL WORLD, STAGE ONE

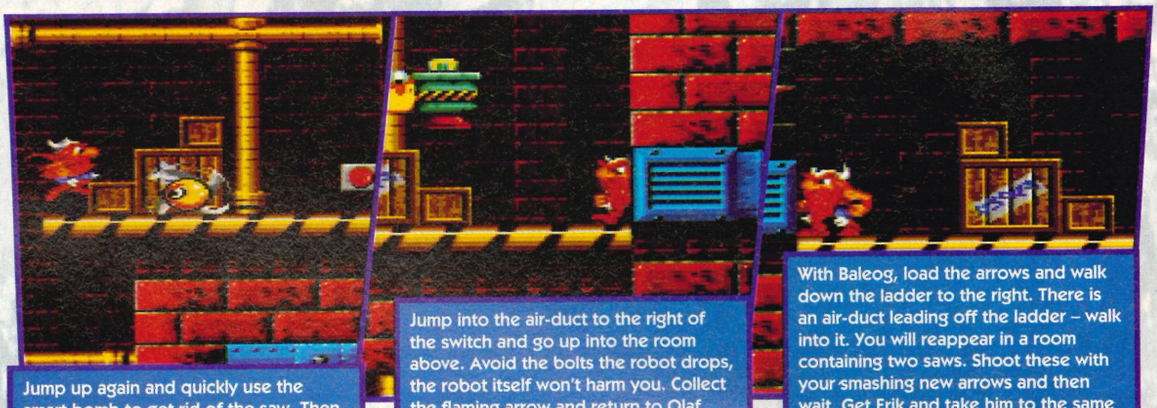
JLLY



With Erik, run right avoiding the pounders. You will reach these air-ducts in the ceiling. Jump into both and press Up to collect the smart and cherry bombs

Move Baleog over to Erik avoiding the pounders. Olaf can run under the smaller pounders with his shield above him. Shoot an arrow at the button to turn off the pounder next to the stairs

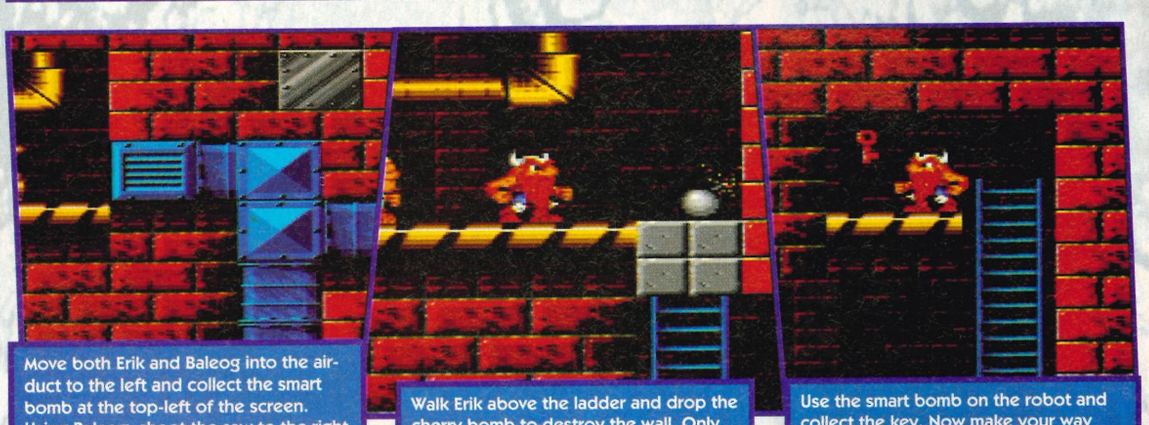
Walk all three down the ladder and when at the bottom, stand Erik on Olaf's shield to enable him to jump onto the moving platform above



Jump up again and quickly use the smart bomb to get rid of the saw. Then walk over to the switch and press it

Jump into the air-duct to the right of the switch and go up into the room above. Avoid the bolts the robot drops, the robot itself won't harm you. Collect the flaming arrow and return to Olaf. Give Baleog the flaming arrows

With Baleog, load the arrows and walk down the ladder to the right. There is an air-duct leading off the ladder – walk into it. You will reappear in a room containing two saws. Shoot these with your smashing new arrows and then wait. Get Erik and take him to the same place



Move both Erik and Baleog into the air-duct to the left and collect the smart bomb at the top-left of the screen. Using Baleog, shoot the saw to the right and collect the shield

Walk Erik above the ladder and drop the cherry bomb to destroy the wall. Only move Erik down the ladder

Use the smart bomb on the robot and collect the key. Now make your way back to the ladder where Olaf is



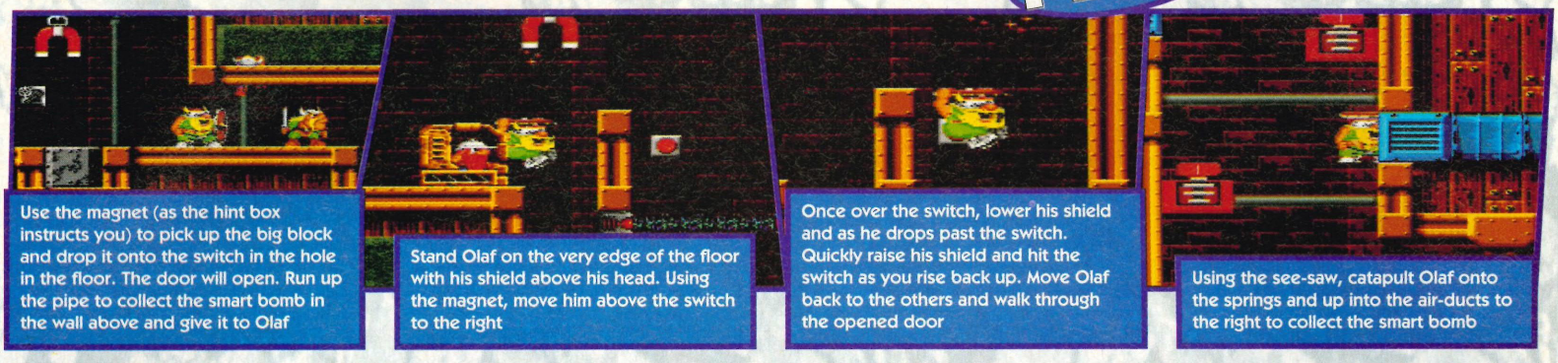
Move all three down the ladder to the bottom and shoot an arrow at the switch to stop the pounder

Timing your runs by pushing against the pounders as they move down makes it easier for Erik and Baleog to negotiate them. The first conveyor belt moves against you, the second with you. Olaf can simply dash straight through with his shield above his head

Use the key to open the door and exit to the next stage!

INDUSTRIAL WORLD, STAGE TWO

PLNG



Use the magnet (as the hint box instructs you) to pick up the big block and drop it onto the switch in the hole in the floor. The door will open. Run up the pipe to collect the smart bomb in the wall above and give it to Olaf

Stand Olaf on the very edge of the floor with his shield above his head. Using the magnet, move him above the switch to the right

Once over the switch, lower his shield and as he drops past the switch. Quickly raise his shield and hit the switch as you rise back up. Move Olaf back to the others and walk through the opened door

Using the see-saw, catapult Olaf onto the springs and up into the air-ducts to the right to collect the smart bomb



Enter the air-duct on the left-hand wall and use a smart bomb on the robot. Collect the steak and walk back to the springs

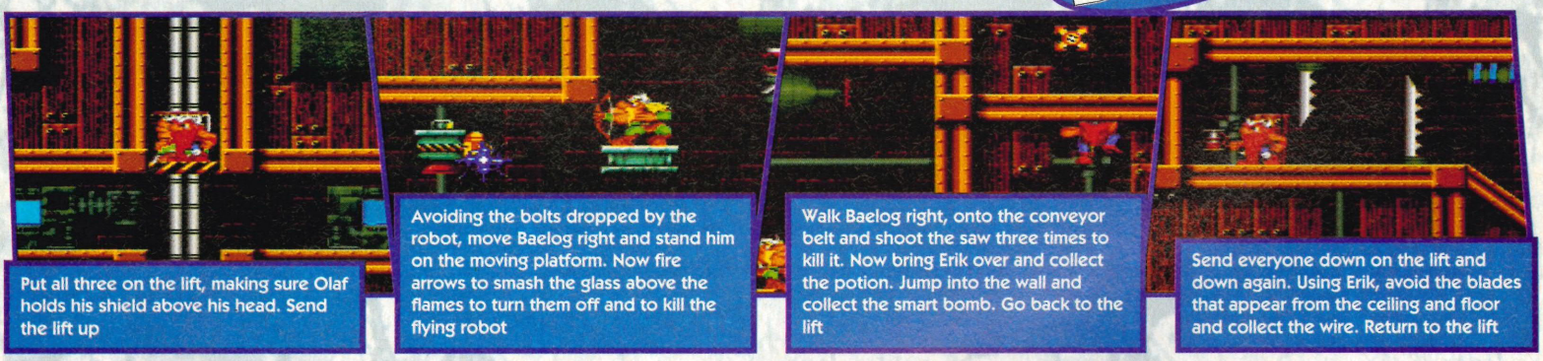
Bounce up until you see a flying robot and a saw. Use a smart bomb to destroy them. To the right there is extra energy

Use Erik to bounce Baelog onto the springs and up to Olaf. Jump Erik up to join them and place him at the magnet controls. Now pick up Olaf with the magnet and move him to the left of the screen, above the spikes

Float Olaf over the spikes and down next to the switch. Press the switch to turn off the laser and simply run all three to the exit

INDUSTRIAL WORLD, STAGE THREE

BTRY

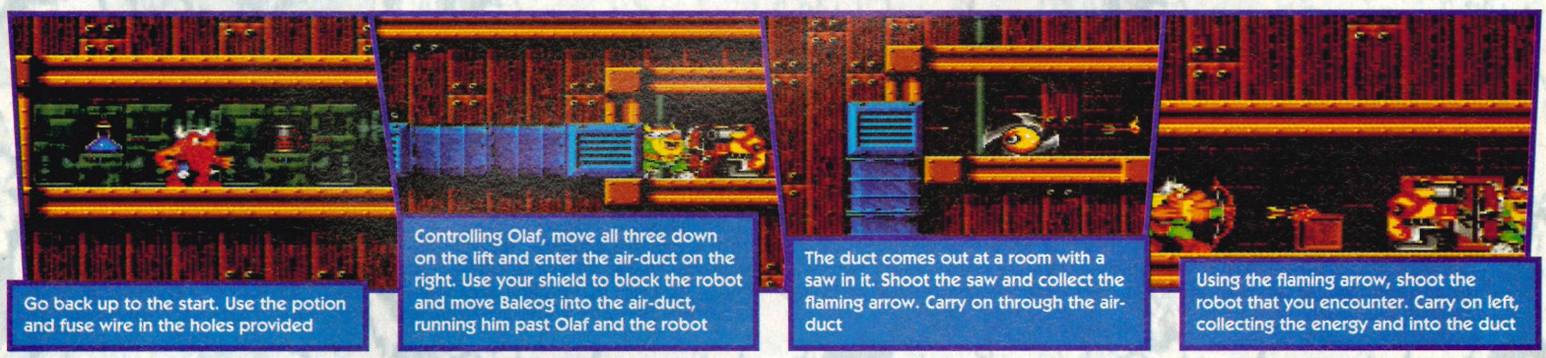


Put all three on the lift, making sure Olaf holds his shield above his head. Send the lift up

Avoiding the bolts dropped by the robot, move Baelog right and stand him on the moving platform. Now fire arrows to smash the glass above the flames to turn them off and to kill the flying robot

Walk Baelog right, onto the conveyor belt and shoot the saw three times to kill it. Now bring Erik over and collect the potion. Jump into the wall and collect the smart bomb. Go back to the lift

Send everyone down on the lift and down again. Using Erik, avoid the blades that appear from the ceiling and floor and collect the wire. Return to the lift

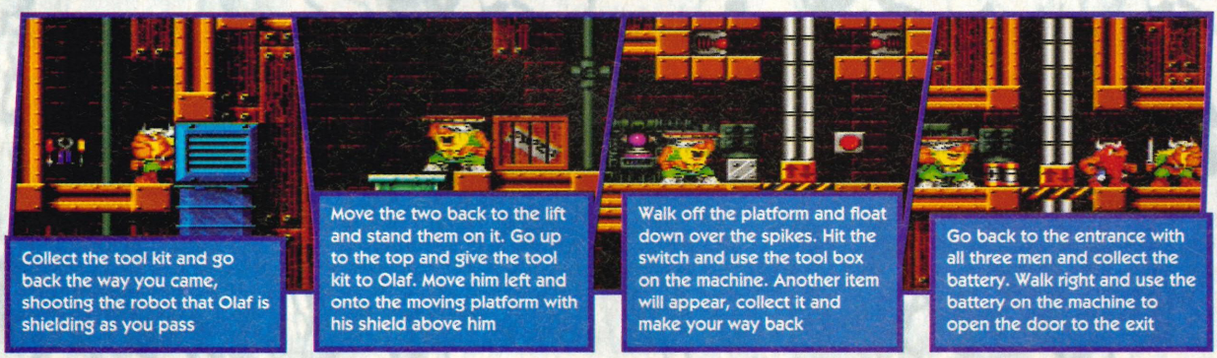


Go back up to the start. Use the potion and fuse wire in the holes provided

Controlling Olaf, move all three down on the lift and enter the air-duct on the right. Use your shield to block the robot and move Baleog into the air-duct, running him past Olaf and the robot

The duct comes out at a room with a saw in it. Shoot the saw and collect the flaming arrow. Carry on through the air-duct

Using the flaming arrow, shoot the robot that you encounter. Carry on left, collecting the energy and into the duct



Collect the tool kit and go back the way you came, shooting the robot that Olaf is shielding as you pass

Move the two back to the lift and stand them on it. Go up to the top and give the tool kit to Olaf. Move him left and onto the moving platform with his shield above him

Walk off the platform and float down over the spikes. Hit the switch and use the tool box on the machine. Another item will appear, collect it and make your way back

Go back to the entrance with all three men and collect the battery. Walk right and use the battery on the machine to open the door to the exit

The next few stages are straightforward, but in case you run into trouble, here are the passwords for all of Industrial World.

THE PASSWORDS:

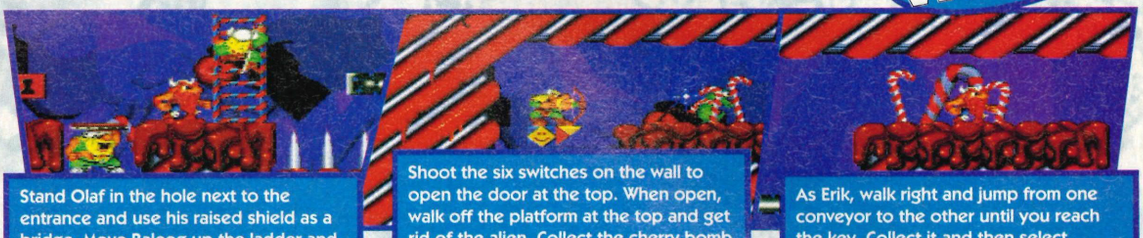
- Stage One: JLLY
- Stage Two: PLNG
- Stage Three: BTRY
- Stage Four: JNKR
- Stage Five: CBLT
- Stage Six: HOPP
- Stage Seven: SMRT
- Stage Eight: V8TR

Aye Caramba, this is toughest and most enjoyable level yet. Here, we've selected what we consider to be the three toughest stages. Good luck!

THE PASSWORDS:

- Stage One: NFL8
- Stage Two: WKYY
- Stage Three: CMBO
- Stage Four: 8BLL
- Stage Five: TRDR
- Stage Six: FNTM
- Stage Seven: WRLR
- Stage Eight: TRPD

SWEETIE WORLD, STAGE TWO WKYY



Stand Olaf in the hole next to the entrance and use his raised shield as a bridge. Move Baleog up the ladder and onto the moving platform above

Shoot the six switches on the wall to open the door at the top. When open, walk off the platform at the top and get rid of the alien. Collect the cherry bomb and key and go back to the start

As Erik, walk right and jump from one conveyor to the other until you reach the key. Collect it and then select Baleog who should be at the start



Stand Baleog next to the keyhole and use the key. Immediately select Olaf. Restart the game and float Olaf over the spikes and down onto the spring. Now select Baleog

Drop Baleog down the left hole and leave the cherry bomb on the blocks while you collect the extra energy

Fall down the hole and shoot the switch to turn off the laser. Again, fall through the hole and kill the alien

You will come to this. Shoot it and walk off the edge while avoiding the laser. Now walk into the teleporter. Activate it and you'll be transported to...

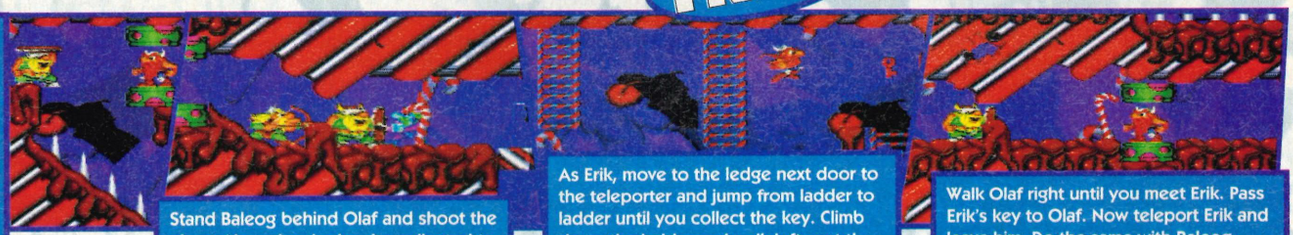


....Here. Make your way right, bouncing off the spring and over to the exit. Wait here

Take control of Olaf. Bounce off the spring and float right between the spikes. Grab hold of the ladder and walk onto the floating platform as it passes beneath you. Now simply walk right, bouncing off the spring and wait with Baleog at the exit

Finally, as Erik, fall right onto the top of the bubbles that float up and walk off these onto the ledges either side until you reach the bottom. Walk right, over this ladder and you will arrive at the exit. Open the door and leave

SWEETIE WORLD, STAGE FIVE TRDR

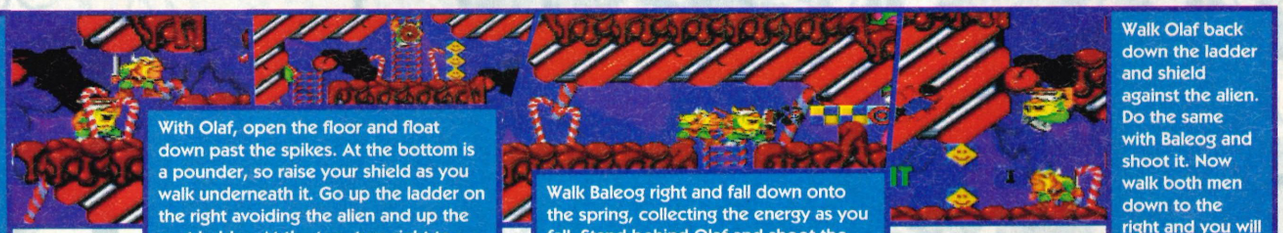


Jump Erik into the teleporter on the right and float Olaf down over the spikes, landing him to the left of the ghost, using the shield to protect him. Take Baleog and walk him left onto the conveyor belts and shoot the switch. Continue down, collecting the key

Stand Baleog behind Olaf and shoot the ghost. Now give the key he collected to Olaf

As Erik, move to the ledge next door to the teleporter and jump from ladder to ladder until you collect the key. Climb down the ladder and walk left past the teleporter until you reach a wall

Walk Olaf right until you meet Erik. Pass Erik's key to Olaf. Now teleport Erik and leave him. Do the same with Baleog – there is a teleporter close to him



Use Olaf's two keys on the locks to open the floor and float down, collecting the key. Run Baleog right, from the teleporter and onto the spring. He will bounce up in the air so steer him onto Olaf's shield. Now carefully switch between the two and move Baleog over to the raised floor on the right

With Olaf, open the floor and float down past the spikes. At the bottom is a pounder, so raise your shield as you walk underneath it. Go up the ladder on the right avoiding the alien and up the next ladder. At the top, turn right to shield against the flying balls

Walk Baleog right and fall down onto the spring, collecting the energy as you fall. Stand behind Olaf and shoot the blocks and switch to disable the balls

Walk Olaf back down the ladder and shield against the alien. Do the same with Baleog and shoot it. Now walk both men down to the right and you will arrive at the exit



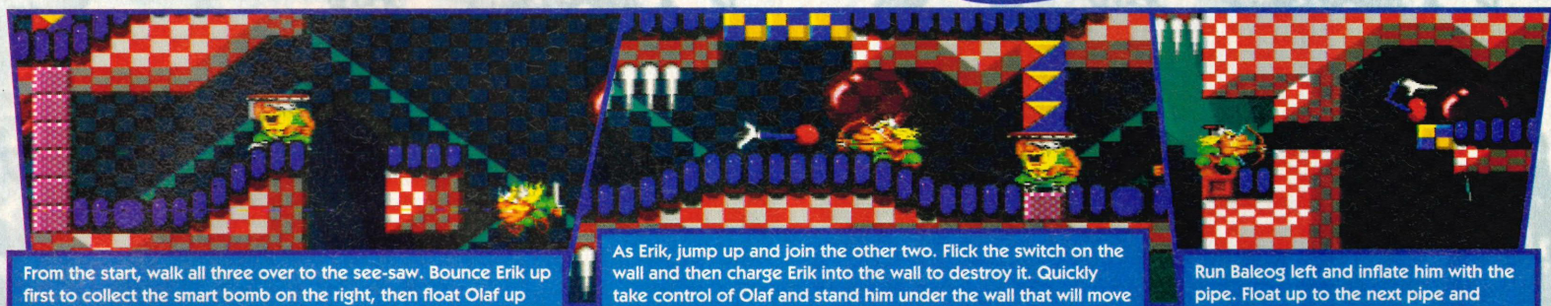
As Erik, jump up onto the ladders above your head. Leap from these onto the lower moving platform. Quickly jump from this onto the top of the laser. Repeat the process as you move left, until you reach the teleporter

Jump onto the top of the teleporter and fall down the hole to the left, collecting the energy and key on the way down. You'll land on a spring

Bounce from this spring into the little room on the right. Using the falling platforms, jump up to the teleporter at the top and activate it

You will reappear at the exit. Pass the key to either Olaf or Baleog. Open the door and leave!

SWEETIE WORLD, STAGE EIGHT TRPD



From the start, walk all three over to the see-saw. Bounce Erik up first to collect the smart bomb on the right, then float Olaf up and left and stand him next to the wall with his shield raised. Do the same with Baleog and stand him next to Olaf

As Erik, jump up and join the other two. Flick the switch on the wall and then charge Erik into the wall to destroy it. Quickly take control of Olaf and stand him under the wall that will move down to replace the one Erik smashed. Run Baleog under Olaf's shield and shoot the enemy

Run Baleog left and inflate him with the pipe. Float up to the next pipe and shoot the blocks to the right before inflating yourself again and floating up



Float right and land on the conveyor belt. Shoot the switch with an arrow as you move towards it. Fall down the hole that's appeared and walk left. Take out the enemy and proceed right

Shoot the chains that suspend this block, and it will fall. Now run left and join up with the others below

Leave Erik where he is and move Olaf and Baleog down below him

Float Olaf down and flick the switch to move the wall as you fall. Make sure his shield is held above his head. Choose Erik, and flick the switch on the wall to release the block. Now run down to Baleog, jump across the gap and run left



You will come to some collapsing floors. Stand on one and fall down and down again. There should be a cherry bomb here, so pick it up. Inflate yourself and float back up the way you came

Jump the gap and inflate yourself. Float up and drop the bomb next to the wall. Jump away while it explodes and float up again to collect the key

Drop back down to the bottom, through the collapsing floors and walk right until you reach a door. Use the key to open this door and jump onto the springs. Jump right to collect the key and carry on up to the top



Use the key to open the door and push the block right until it falls onto the switch. Olaf will rise up. Walk him forward and defend Erik from the ghost that appears

Gain control of Baleog and walk him down the hole. Shoot the ghost and continue right, into the teleporter and activate it

Walk Erik and Baleog onto the platform and Olaf over to the switch. Activate it and the platform will begin to slowly move down. Quickly walk Olaf down the hole and steer left to avoid the spikes

And right, until you reach the switch. Hit it



As the platform passes him, walk Olaf onto it. Select Baleog and shoot the switch to the right as it passes. The laser will turn off, so quickly select Erik, jump him right and collect the key. Now fall right, onto the spring below

Bounce off the spring and run to the keyhole. Use the key on it and walk Erik onto the platform with the others

As Baleog, shoot the switch to the right and turn off the laser

Now walk them all off the platform and into the exit. WELL DONE!

Next it's Tomater's Space Cruiser, the final stage. It's all yours in next month's issue!

SPIDERMAN AND THE X-MEN

At long last, welcome back to the definitive guide for all wall crawlers and X people (no sexism in this guide).
Let's get straight down to business.



All these valves must be shot in order to raise the water level and allow you to progress further towards the end of this watery maze

Shoot these shells to release a pearl and gain a whirlwind. Be careful not to be too close when the shell blows up or you'll lose valuable air. You can find an air supply under most shells which fills you up with air





You have to shoot through the centre of these doors four times to blow them away

This shows where Storm can get a life (maybe if she stopped wearing silly suits and dying her hair white she might get a life as well)

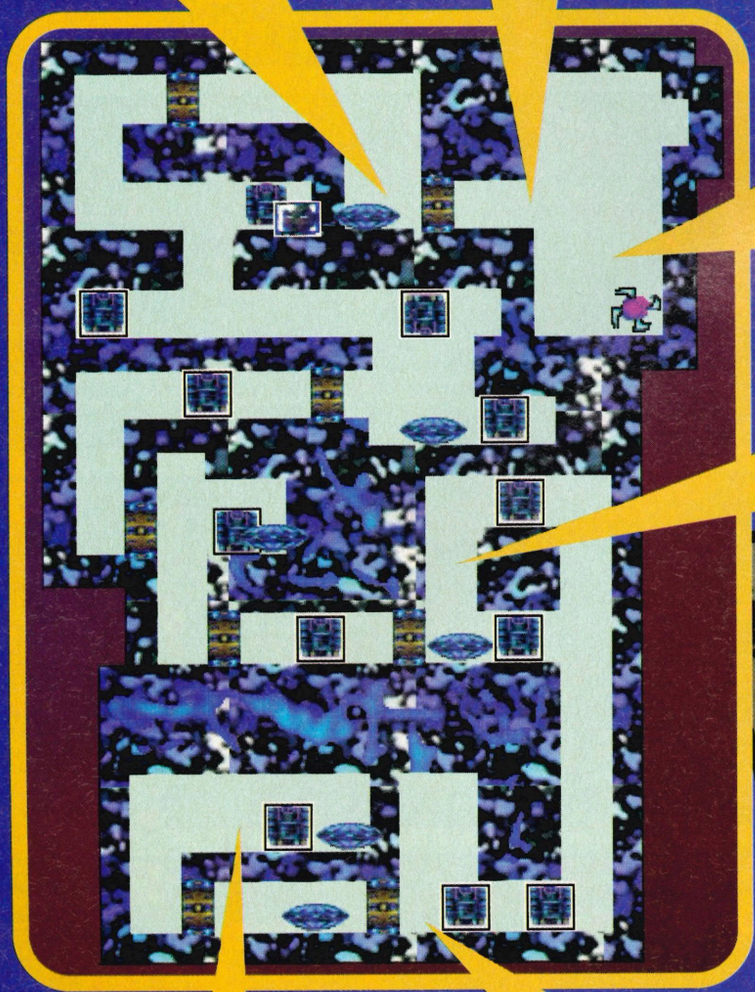


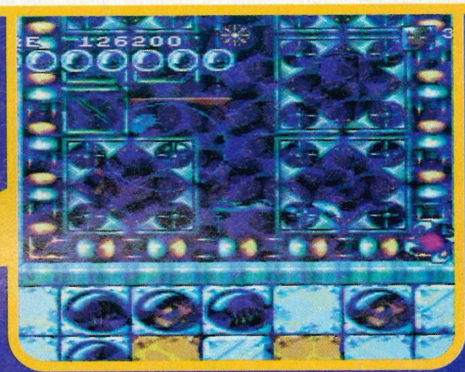
Storm: Part One

4 Wait here or you'll be mugged by a vicious gang of squids waiting for you lower down

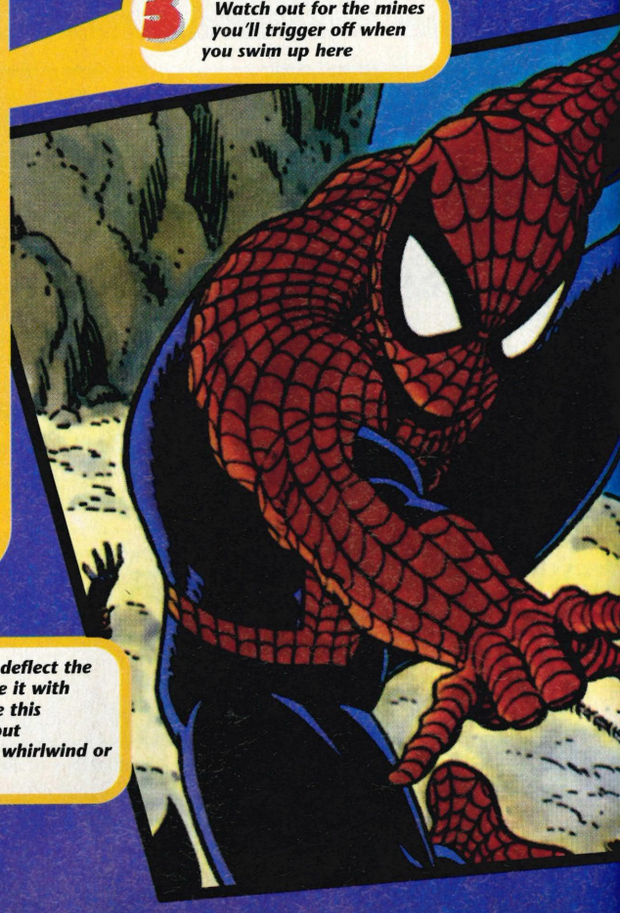
5 Make sure you've saved some lightning storms to kill the abundance of piranhas here

6 The best way to kill this electrode thing is to get rid of all the fish, then move right down to the bottom and shelter behind a whirlwind. The electrode will follow you down and stay right at the bottom where it is unable to hit you. To hit it you should float up a bit to draw the thing out, then move back down and give it a blast. It may take a while but it's the safest way. Now swim out of the entrance and on to part two...





3 Watch out for the mines you'll trigger off when you swim up here



1 Watch the electric currents that block your way here or you'll end up being fried. Always remember to go to the surface and refuel on air whenever possible

2 Use your whirlwind to deflect the squid's shots and waste it with your lightning bolts. Use this method on any other squid, but remember to stay behind the whirlwind or you'll get hit just the same

Storm: Part Two

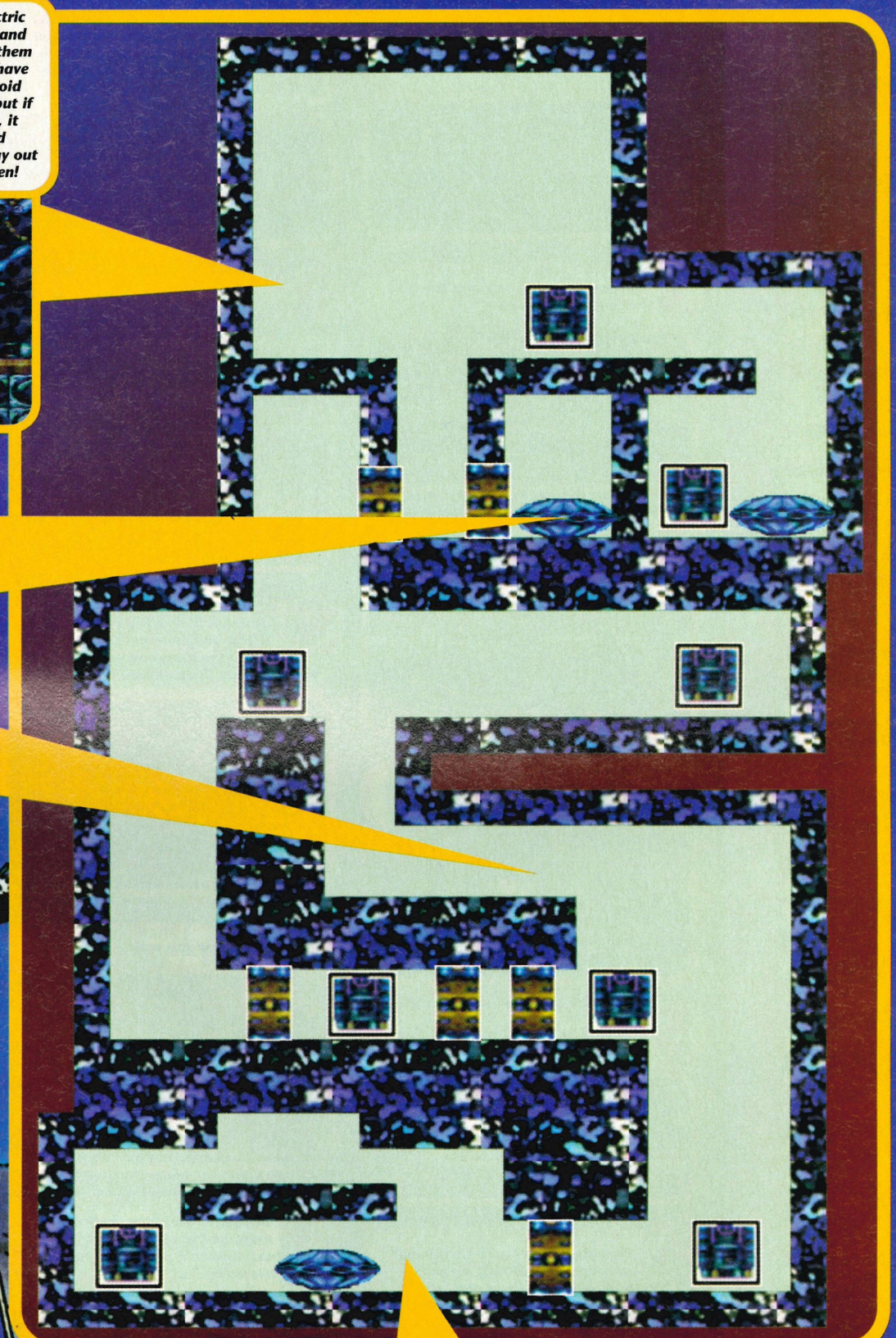
4 *Hit the bottom spheres of this hydroelectric power plant first, then move further up and take out the others. The way to explode them is to hit them when they're illuminated; you'll have to do this twice for each sphere. It's hard to avoid all the lasers and bombs that are fired at you but if you stay near the walls instead of in the centre, it makes things a bit easier. With a bit of will and determination you'll soon have broken your way out and be able to breathe freely again. Viva oxygen!*



3 *These shells may not hold whirlwinds and could be booby trapped. Is it worth the risk?*

2 *Don't take this short cut. You've got to explode the valve between the doors or you won't be able to progress*





1 *Air is pretty short on this level so fill up wherever you can. Watch out for the large green anemones which fire sticklers at you and take three hits before they explode*

Gambit: Part One

1 Stick to the bottom at the start and keep running whilst shooting the various pawns etc that get in your way



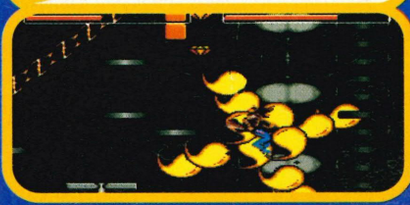
2 Jump straight up to here then run along the top level



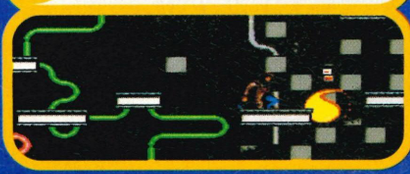
3 Pause momentarily to get this heart for extra energy



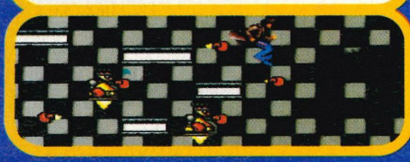
4 Use a joker to get quickly through the orange blocks



5 Wait here to kill the pawns that tumble from above



6 Now quickly get onto the highest platform to avoid hitting the flying kings, then run and jump along to the right. It's pot luck as to whether you get hit badly, but there's a fair amount of energy to be had soon so don't fret, just run away



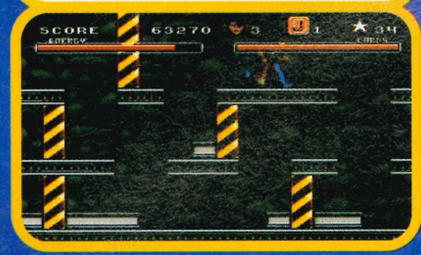
7 Now shoot your way through the orange blocks and go up and get the heart. Now jump over to here and wait to kill the two baddies on the next platform



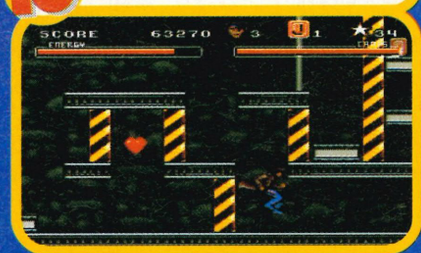
8 Stick to the top then drop down to get the 'B' which replenishes you with cards and energy. You'll have to jump and shoot to remove the right-hand block



9 You should now have enough energy to ignore getting the heart over to the right and wasting valuable time. So head this way



10 Now head this way



11 Be sure to avoid the fireballs that shoot up from the bottom. You'll have to time it pretty well to make the jumps safely



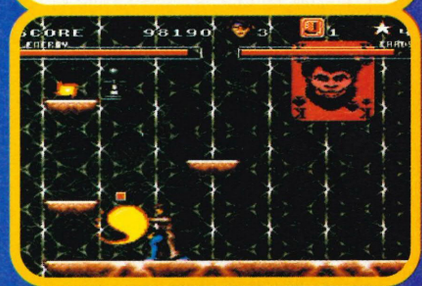
12 Kill the nasty fellow on the right first, then go back and collect the energy-giving heart so you have as much energy as possible with which to face the first card boss



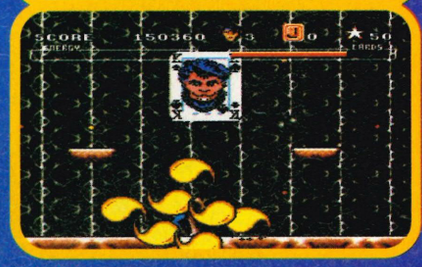
13 You can only hit this 1D fiend when he's stopped flashing and started to move. It's easiest to hit him by firing upwards from this position



14 When he fires out pawns, shoot them before they can turn into queens. Collect the cards they drop when you shoot them. It's best to concentrate on clearing out the pawns or you'll be overcome by various queens and bullets



15 If you're low on energy and things get hectic, use a joker to clear all the pawns off the screen. Towards the end, keep your fire concentrated on the boss whenever you can hit him. Still concentrate on the pawns or you'll die in a frantic sea of them. You should just make it



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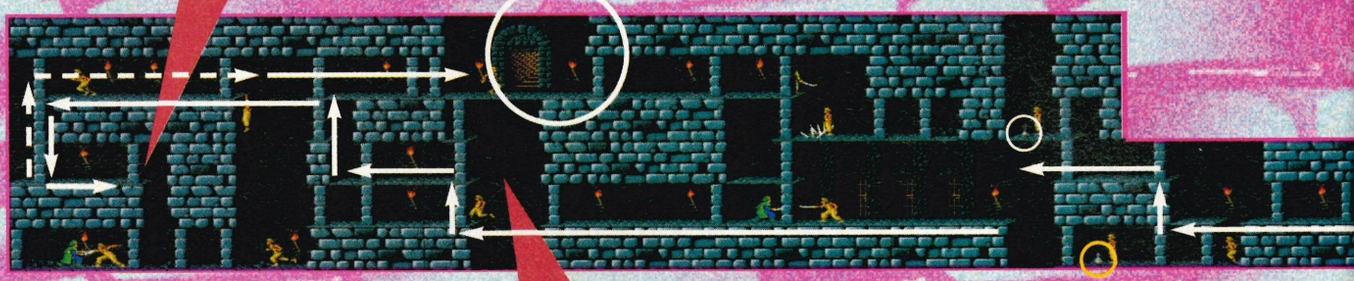
PRINCE OF PERSIA

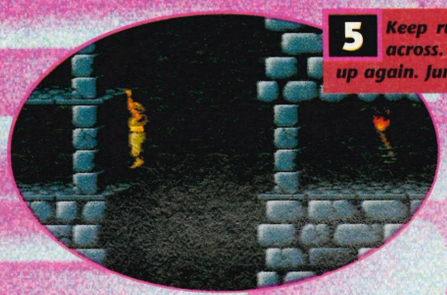
For those of you lucky enough to own a copy of this platform classic, I congratulate you on an excellent purchase. For those of you that haven't got one, shame on you. You really don't know what you're missing...



6 *Walk down the two platforms and run across the platform above the guard to activate the exit door pad. Go back up and run right across the high platforms to reach the exit*

EXIT





5 *Keep running left until you reach this larger gap to jump across. Climb up this first platform and run left, then climb up again. Jump over the gap and run left*

KEY

HIT POINT POTION

HEALTH POTION

MOST DIRECT ROUTE TO TAKE

WHERE YOU MUST RETRACE YOUR STEPS

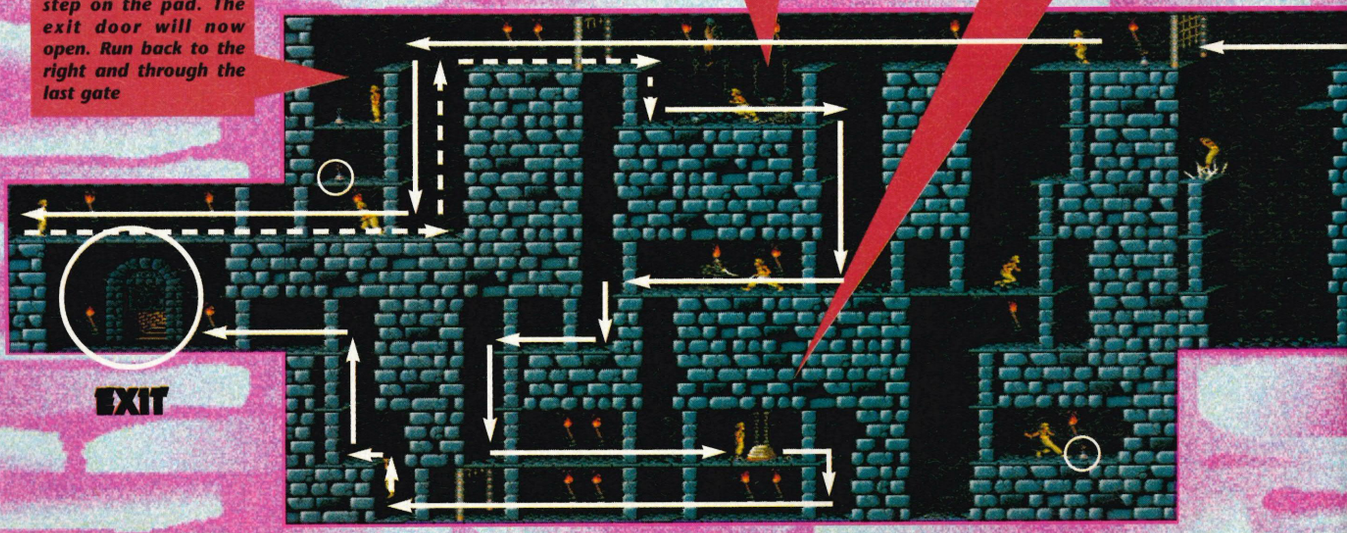




3 *Run across the top platforms and travel down past the potion bottles (do not touch the top one as it takes hit points away from you) then run to the far left and step on the pad. The exit door will now open. Run back to the right and through the last gate*

4 *When you drop down past the gate a skeleton will come to life. The only way to defeat him is to knock him back over the edge. When done, follow the platforms down and again push the skeleton back – a platform will crumble under its feet. Run left and then down*

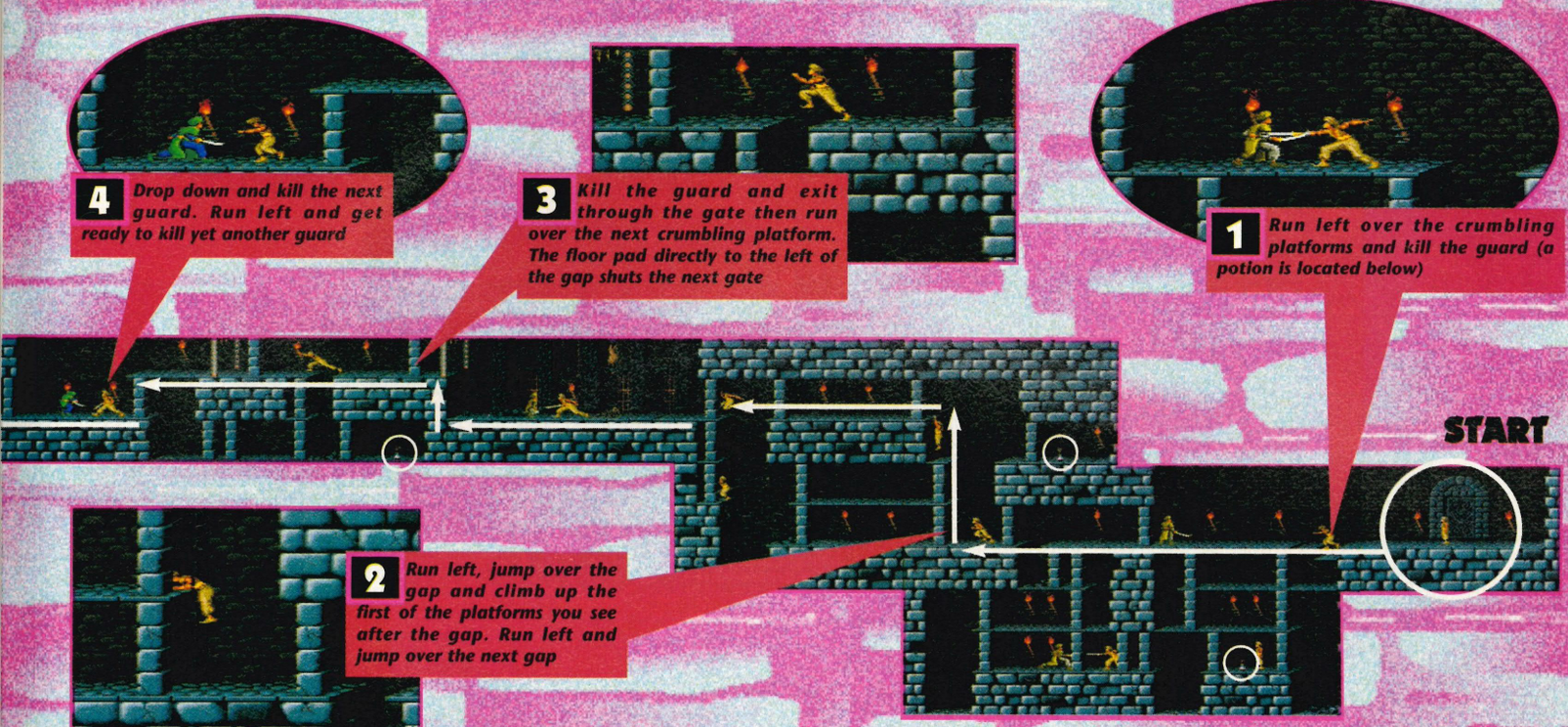
5 *To pass the press, shuffle as close as possible to it and then, when it hits the floor, start to run. Make your way round to the gate and then up to the exit*



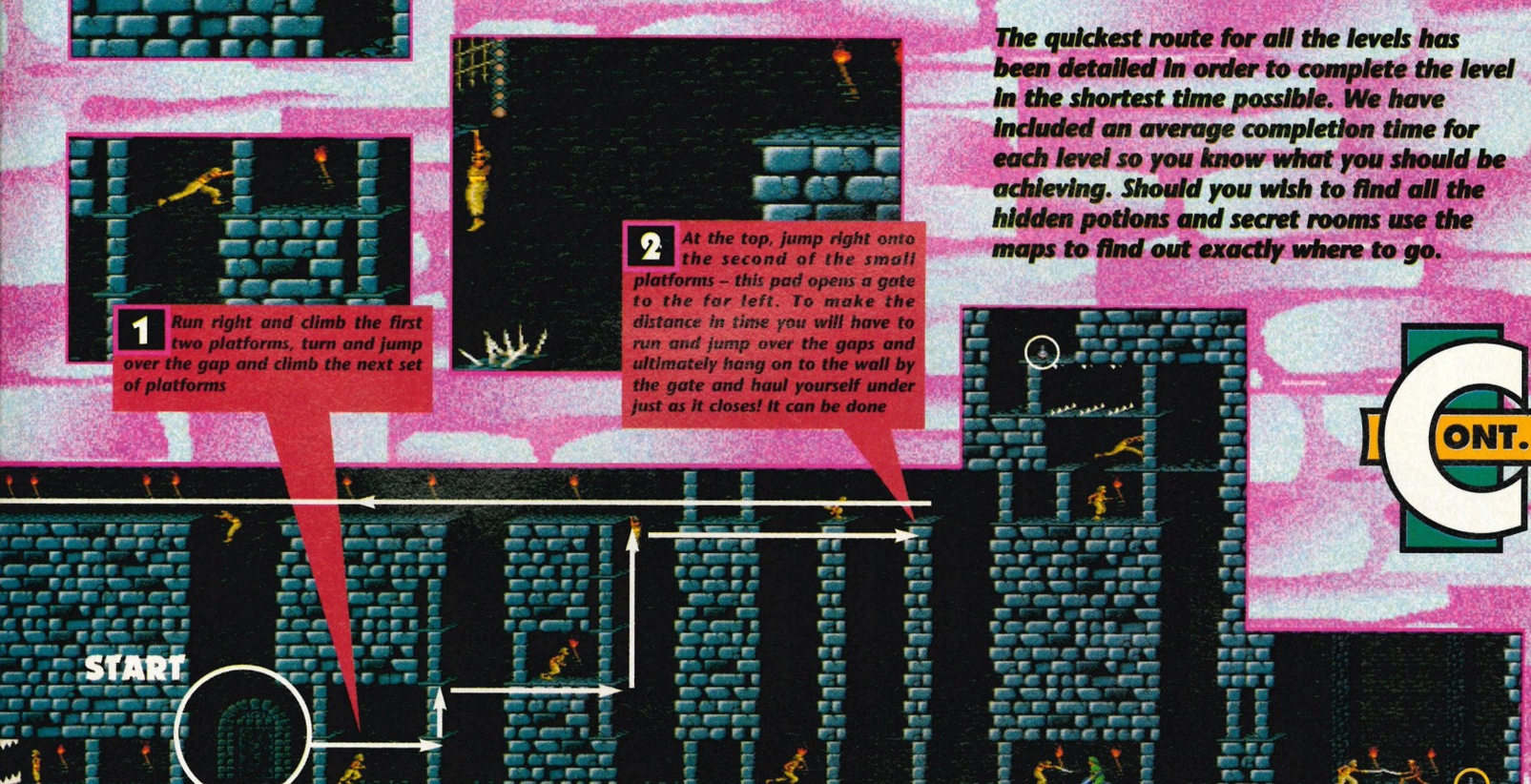
EXIT

Level One (Completion time 2 mins 58 seconds) was revealed in the first ever issue of Control (this level is ridiculously easy) so, being the logical folk we are, we have decided to start on level 2 this month.

Level Two



The quickest route for all the levels has been detailed in order to complete the level in the shortest time possible. We have included an average completion time for each level so you know what you should be achieving. Should you wish to find all the hidden potions and secret rooms use the maps to find out exactly where to go.



CONT.

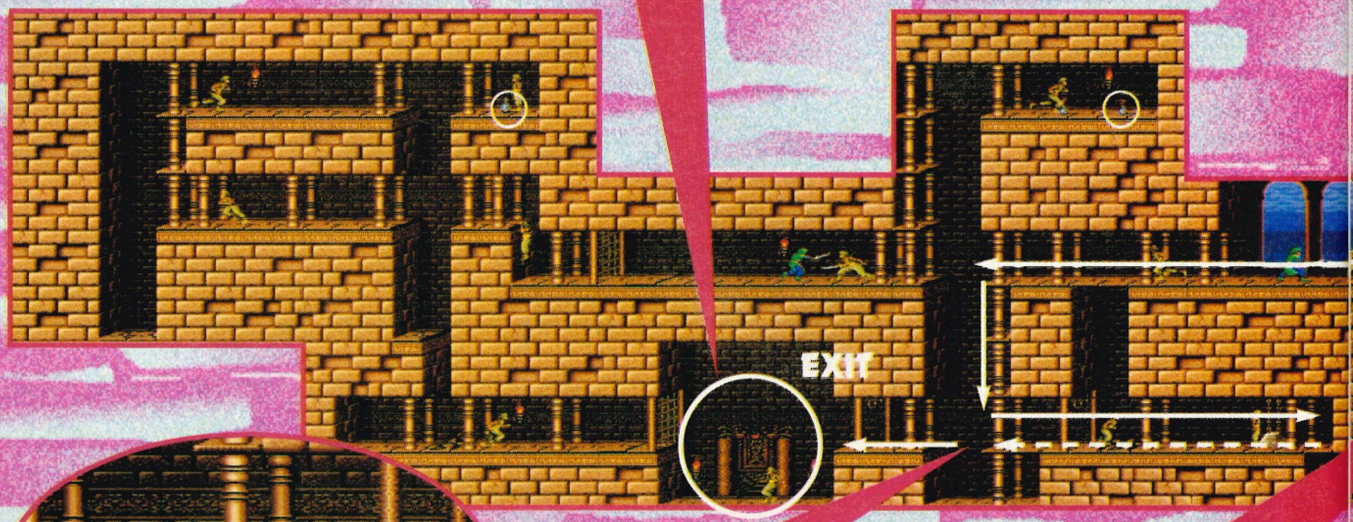
Level Three

PRINCE OF PERSIA

Level Four

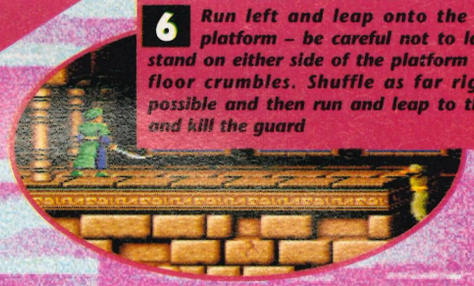


8 Now run all the way back to the left to reach the exit – a floor pad to the right of the exit door opens it



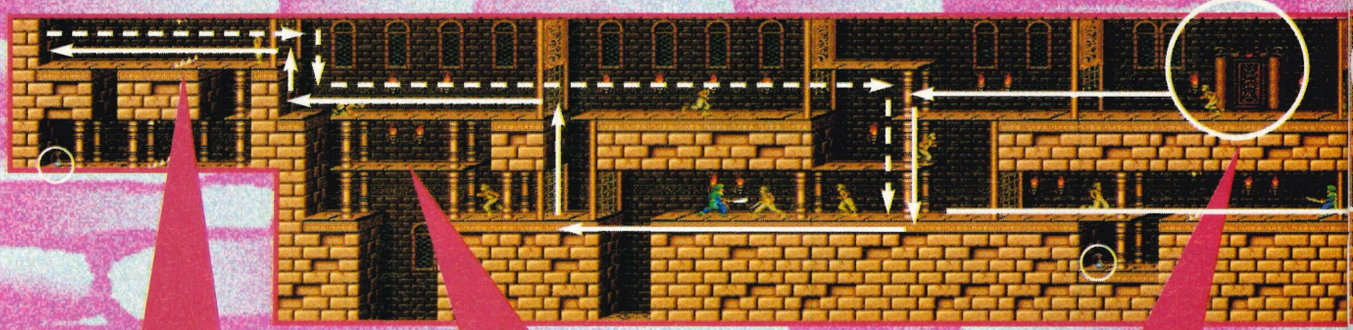


7 Go to the very bottom and step on the pad underneath the gate, then turn and jump over to the left – you should have avoided a floor pad that re-shuts the gate. Jump through the gate and run under the press. Step on the platform on the far right for it will crumble and land on the floor pad underneath, thus opening a gate to the left



6 Run left and leap onto the lower platform – be careful not to land or stand on either side of the platform as the floor crumbles. Shuffle as far right as possible and then run and leap to the left and kill the guard

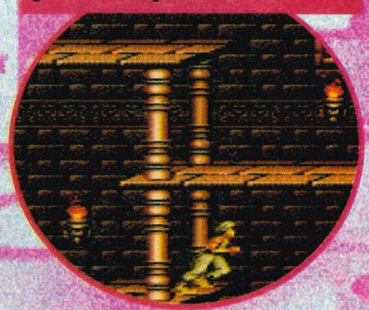
START



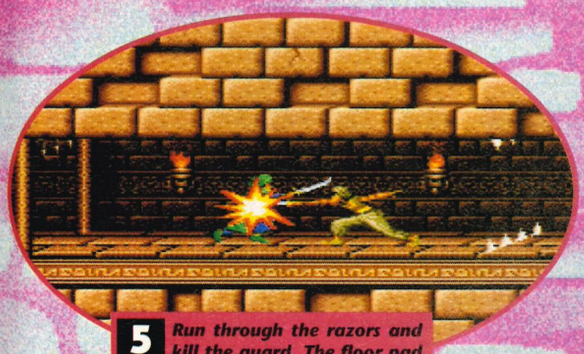
3 Once through the gate walk onto the section before the razors and hang on to the wall when the platform collapses. Haul yourself up in front of the razors and run through to the far left – a platform will collapse onto a floor pad below. Run right across the top platforms and go down to where you killed the first guard, then go through the gate on the right that is now open



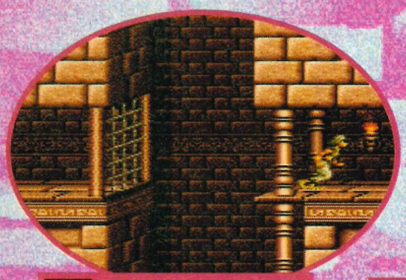
2 Kill the guard and step on the pad. Jump through both gates and then clamber up. To the left and right above you two platforms can be knocked away by jumping underneath them. Climb up and run left through the gate



1 Run to the right and step on the pad, now run left through the gate. Don't go through the next gate, instead go down and then left



5 Run through the razors and kill the guard. The floor pad directly in front of the next gate automatically shuts it; so jump through instead of running



2 Jump over the gap and climb up the platforms (take note of the gate to the left) now run right and jump



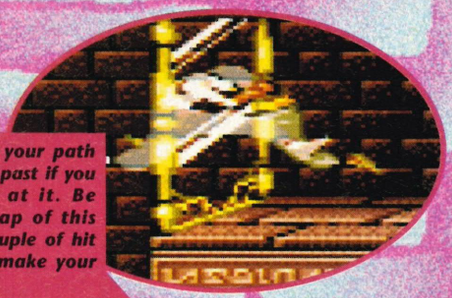
4 Kill this guard and then run right and jump over the gap. Step on the pad and quickly make your way back to that last gate where you first climbed up



3 You must make the floor pad to the right of this platform fall. Stand at the left of the platform and then run to the right, as soon as you reach the edge of the dodgy platform quickly turn and keep button A or B depressed. You should find yourself hanging onto the wall



1 Run right and step on the pad, then run left through the gate and step on another pad. Now run right again



7 A mirror blocks your path but you can get past if you make a flying leap at it. Be careful though, a leap of this kind takes away a couple of hit points. Run left and make your way back to the exit

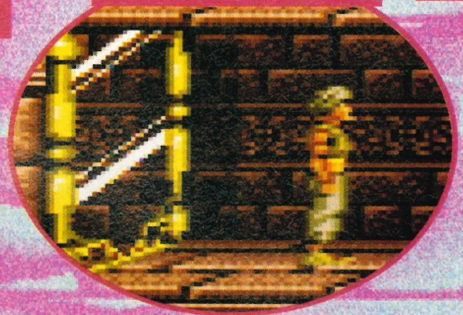
EXIT



4 Jump through the razors then kill the guard. Run right, jump over the gap, climb the platforms and continue running to the right. Then kill the guard found on the second of the balcony screens

6 To the left of the razors is a floor pad that opens the exit door. Run back through the razors then run left along the top platform





5 Run right then climb down the next set of platforms. Jump over the gap and climb until you reach the razors

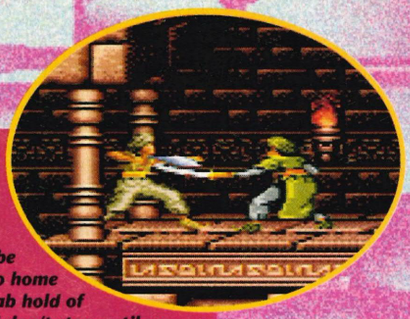


Level Five

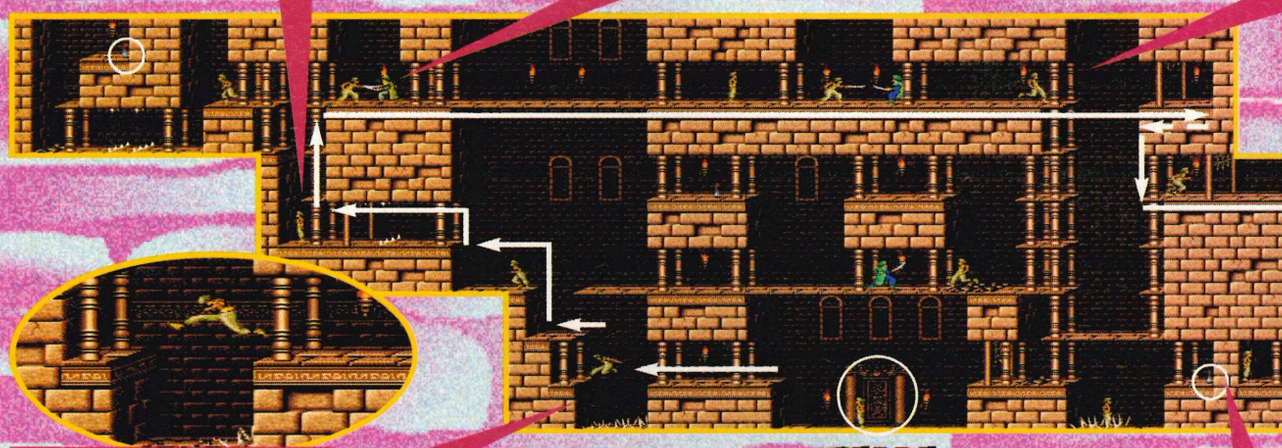
PRINCE OF PERSIA



2 Once beyond the spikes and the door climb up the platforms on the right hand side, and haul yourself up onto the platform with the guard



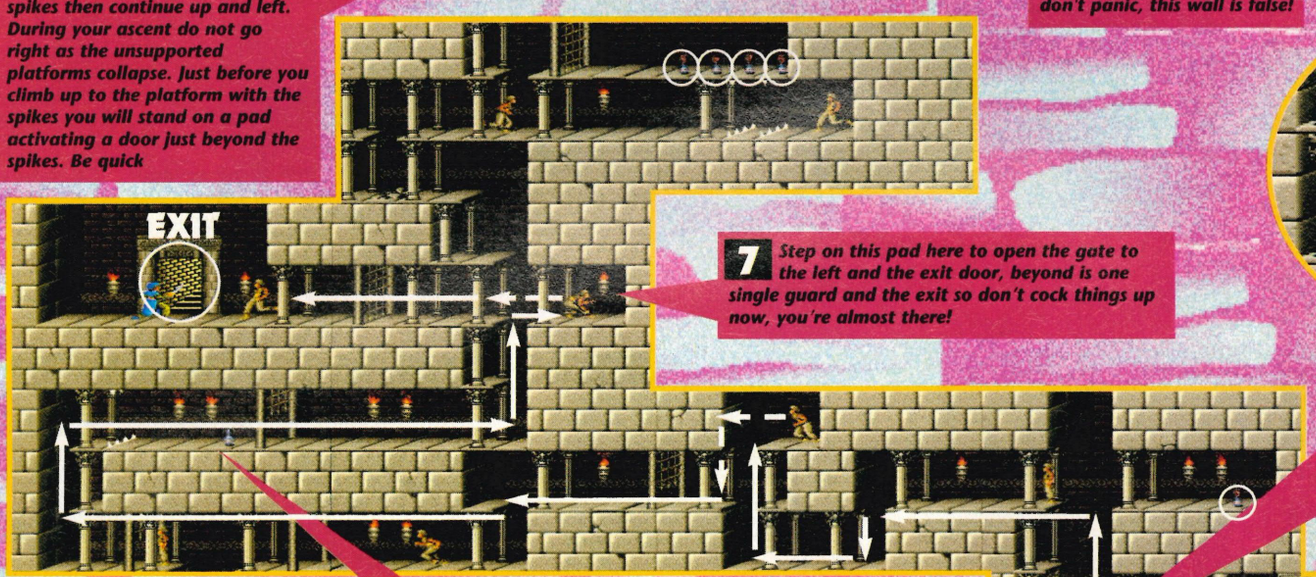
3 As you haul yourself up get ready to fight immediately. You must hit the guard first to avoid being pushed back over the ledge, but you will have to be quick as the guard begins to home in on you as soon as you grab hold of the platform. Run right and don't stop until you reach the next guard as the platforms crumble beneath you



1 From the start, run left and be sure to jump over the spikes then continue up and left. During your ascent do not go right as the unsupported platforms collapse. Just before you climb up to the platform with the spikes you will stand on a pad activating a door just beyond the spikes. Be quick

START

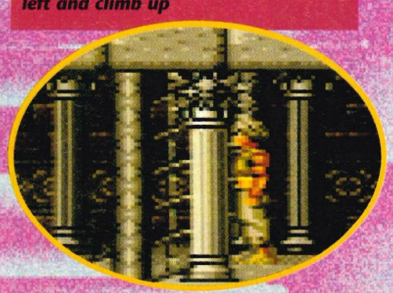
If you find yourself here don't panic, this wall is false!



7 Step on this pad here to open the gate to the left and the exit door, beyond is one single guard and the exit so don't cock things up now, you're almost there!

5 You will reach a gate that will open as soon as you get directly next to it, once through the gate run left until you bang into the next closed gate, platforms will crumble as you pass over them thus opening the gate in front of you. Run left and climb up

6 As you haul yourself up onto the platforms with the blades you will see a ghostly figure appear to the right and swig a vital potion that you had your sights on. Don't worry about him, instead carefully time your jump through the blades and continue running right, the figure will disappear







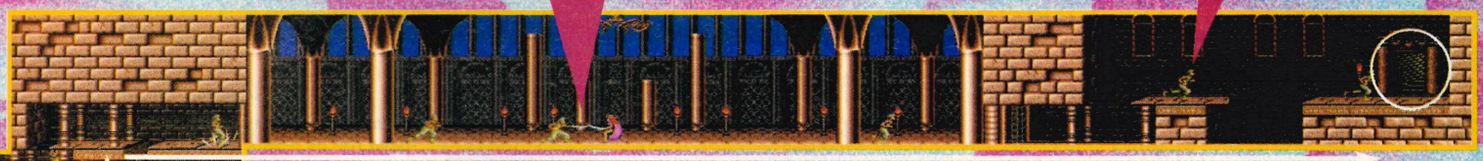
4 Once at this large gap jump to the right, through the open gate and get ready to step on the pad. As soon as you step on the pad you must make a quick dash to the edge of the platform, climb down and then press the climb button again to catch hold of the platform below you when you fall. Haul yourself up and you should just make it through the gate before it closes



6 This ferocious little vixen is a little tricky to kill at first, being far more skilled than the guards previously encountered. Do not let her corner you at the edge of the screen, instead parry and then thrust, possibly retreat a pace or two and repeat

7 When you reach this point continue running right until you reach the exit, if you stop the dissolving platforms will only plummet you to an untimely death

EXIT

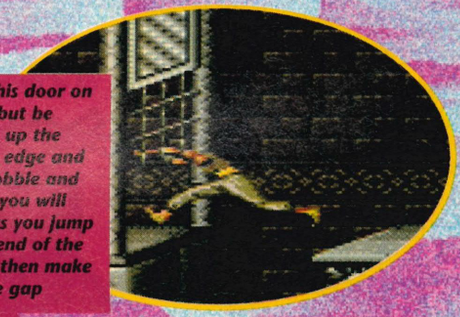


5 When you reach this dead end don't panic! Simply jump up and bash the platforms above you, they will crumble allowing you access to the final stage. Jump over the gap onto the floor pad and then walk carefully through the spikes. Run right

Level Six

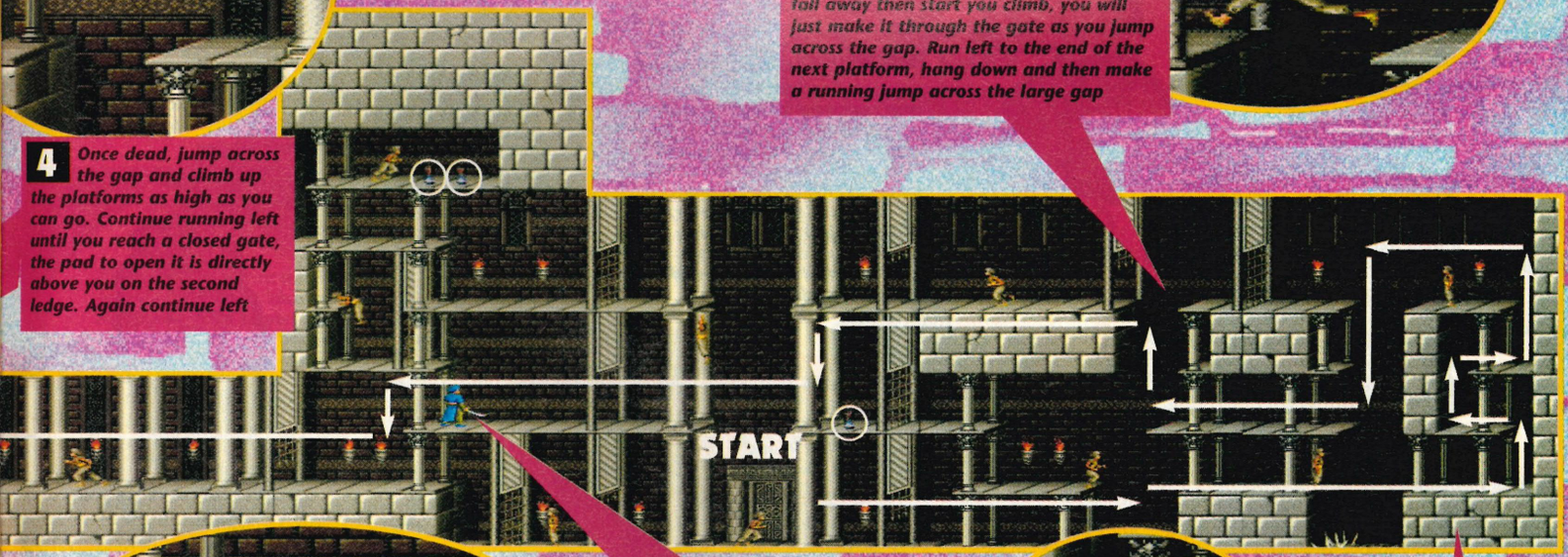


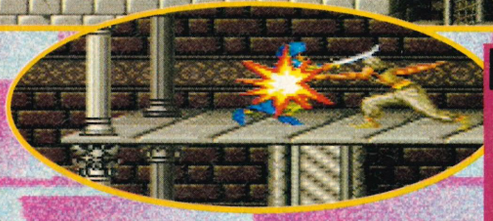




2 The floor pad activates this door on the platform above you, but be careful as you start your assent up the ledges. Walk very closely to the edge and wait for the end floor tile to wobble and fall away then start you climb, you will just make it through the gate as you jump across the gap. Run left to the end of the next platform, hang down and then make a running jump across the large gap

4 Once dead, jump across the gap and climb up the platforms as high as you can go. Continue running left until you reach a closed gate, the pad to open it is directly above you on the second ledge. Again continue left





3 Although the guard is very easy to kill be sure not to push him off the edge of the platform you are standing on, if you do so he will wait on the platforms below only to kill you as soon as you climb or jump off the platform. Kill him where he stands! Continue left and push the next guard off the platform onto the spikes below



1 From the start run left to step on the floor pad and then run right through the open gate, follow the arrows until you reach this point. Continue following the arrows in this zig-zag formation and then climb down the next set of platforms until you reach the next floor pad

Level Seven

Streetfighter II

A big thank-you goes out to everyone who sent in a guide for Streetfighter II. Unfortunately we cannot print them all or give prizes to everyone, sorry. We received an outstanding guide compiled by Jak Cheung including some fantastic illustrations, and for his effort he has won a copy of Zelda III. By the way Jak, you forgot to give us your address! Please write in to us at Control and sign the letter with your distinctive signature and monogram.

A lot of people have written in asking for help because they can't decipher the Japanese manual, here's some help with the different moves and a few bone-breaking tips.

Chun Li



By far the quickest character in the game, her high speed can be used to your advantage. Because the computer is only programmed to attack all you have to do is jump vertically and engage a power kick when your opponent comes within range. Should your opponent block your kick, quickly move in and throw them. However, if the kick works your opponent will be knocked back allowing you to immediately give them the Lightning Kick treatment.

Repeat this procedure from the vertical jumping when you are knocked out of range. Don't try and be flash by performing the Whirlwind Kick, it is easily avoided by ducking or by defending with a Roundhouse. You are very vulnerable when performing this kick.

Lightning kick
Repeatedly press any kick button





Whirlwind kick
Press DOWN and hold for two seconds then press UP and any kick button

Ryu and Ken



The Fireball (or cyclone punch) is an extremely powerful energy wave and is an excellent opening move, knocking your opponent back out of reach even if the Fireball is blocked. Continue with this move until your opponent becomes dazed. If your opponent manages to avoid the Fireball either perform a roundhouse or a quick floor sweep depending on where he lands. Return to the Fireball.

Against Chun Li however, keep blocking until she jumps into attack and then use a power punch. To avoid her Whirlwind Kick, duck and again use a power punch.



Hurricane Kick
Press DOWN, DOWN/LEFT, LEFT and any kick button in one continuous motion

Hadoken
Press DOWN, DOWN/RIGHT, RIGHT and any punch button in a continuous motion





Dragon Punch
Press RIGHT, DOWN, DOWN/RIGHT and any punch button in one continuous motion



Spinning Pile Driver
Do a 360 degree rotation and press any punch button



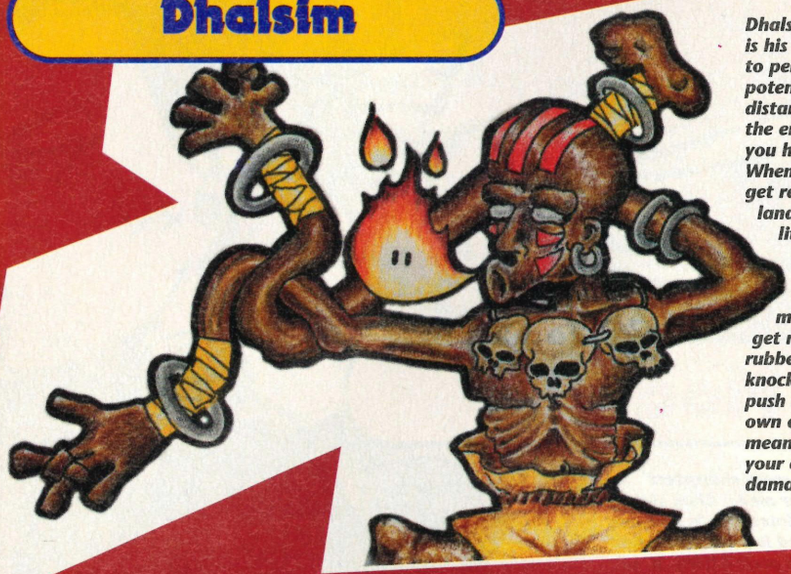
Spinning Clothesline
Press three punch buttons simultaneously

The general consensus is that this character is simply not worth the bother. He is far too lethargic in his moves to constitute any real threat and because of this he is often very vulnerable. If you do play as him your best bet is to block and then throw when your opponent lowers his defences. His special moves are reasonably ineffective but his standard drop kick is quite a useful move. Avoid using Zangief if you are looking for action!



Zangief

Dhalsim



Dhalsim's redeeming feature is his Vindaloo breath; easy to perform and highly potent. Try and keep the distance between you and the enemy – don't forget that you have one hell of a reach! When your opponent jumps, get ready to fry him as he lands (the timing takes a little practice but is deadly when perfected).

If your opponent manages to get in close, get ready to use your rubbery arms and legs to knock them out of the air or push them back in to their own corner. You have a mean double head butt at your disposal for maximum damage to your opponent.

Yoga Fire

Press DOWN, DOWN/RIGHT, RIGHT and any punch button in one continuous motion





Yoga Flame

Press LEFT, DOWN/LEFT, DOWN, DOWN/RIGHT, RIGHT and any punch button in one continuous motion

Blanka



Electricity

Repeatedly press any punch button

Start your offensive with a power punch and then adopt similar tactics as Chun Li – jump and drop kick when your opponent walks within range. If the kick hits, move in and attack with a couple of head butts. Then jump out of range and repeat the procedure. Neck bites, although quite effective when in VS mode, are shrugged off far too quickly against the computer so try and avoid.





Rolling Attack

Press LEFT and hold for two seconds then press RIGHT and any punch button

Guile



Guile's special moves and flying kicks are incredibly effective, thus making him a fine all-round character to use. Start with a mid-power flying kick and, upon landing, kick your opponent into unconsciousness and then throw using the power punch. If you have an opportunity, Guile's mid-air throw and mid-air back breaker are better than any of the ground based attacks (Dhalsim is most vulnerable to these).

If you wish to keep distance between you and your opponent, the power foot sweep is a brilliant move to use, so keep moving closer each time they are knocked back and foot sweep when they try to get up off the ground.



Flash Kick

Press DOWN and hold for two seconds then press UP and press any kick button



Sonic Boom

Press LEFT and hold for two seconds then press RIGHT and any punch button

Honda

Hundred Hand Slap

Repeatedly press any punch button







Sumo Head Butt

Press LEFT and hold for two seconds. Then press RIGHT and any punch button

It is best to retreat as much as possible when playing as Honda, blocking or jumping until your opponent lowers his defences allowing you to throw him into your corner. When you achieve this immediately engage the Hundred Hand Slap. Keep performing this move until you get knocked back too far for the slap to be effective. Repeat tactics, moving across the screen into the other corner where you can then throw your opponent again.

Do not use Bear Hugs on the higher levels as the computer manages to wriggle out of them far too quickly, therefore limit this move to VS matches only

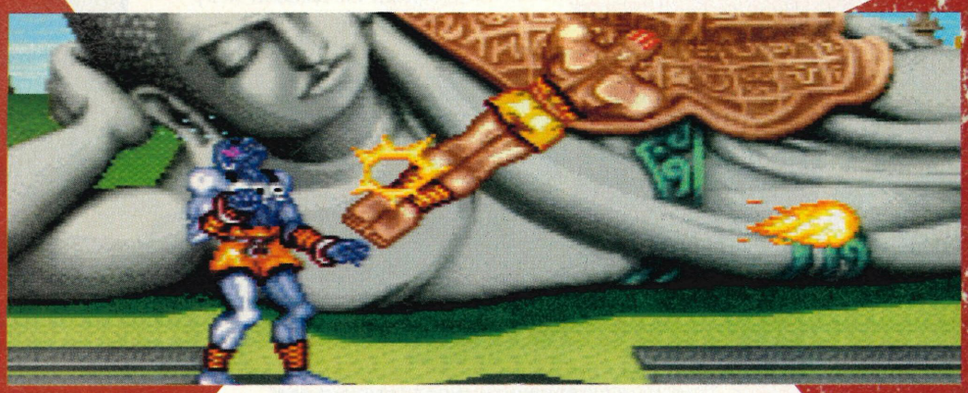
Streetfighter II

Due to popular request, Control now has for you the definitive guide to completing Streetfighter 2.

Cheat Mode

This cheat allows you to play the same characters against each other in a two player mode, Chun Li against Chun Li and so on. We printed this in issue one but just in case some of you missed it here it is again. As soon as you switch the SNES on press DOWN, R, UP, L, Y, B, X, A, extremely quickly before the Capcom logo appears. You'll know if you've succeeded because the screen goes blue and you hear a pinging noise

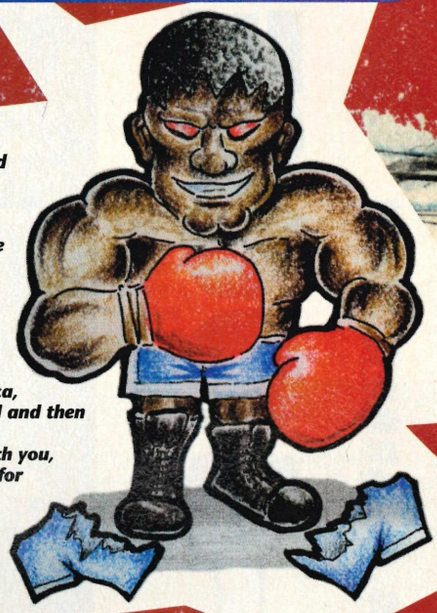






Beating the Boss Men

M. Bison



He is most vulnerable to Ken and Ryu's Hurricane Kick and Sweep Kicks – throw him when he's seeing stars.

Honda's Belly Flop yields the best results followed by the Hundred Hand Slap in the corner. With Chun Li use a standing Power Punch and then head stomp him to counteract his punches.

When using Guile and Blanka, simply keep jumping at his head and then jump back again. Repeat. With Dhalsim, let Bison approach you, now Head Butt and Sweep Kick for maximum effect – if you get the opportunity, do the Yoga Flame with all your might.

Zangief is lethargic and sloth-like, so your best method of attack is to get in really close and Pile Drive.

Balrog



For all characters (but don't use Dhalsim if possible – he's too soft).

Keep your distance and when he jumps off the side of the screen get ready to Jump Kick him as he lands. Don't waste time with Magic missiles, he's far too quick and you are left open to his kicks. To avoid his Barcelona Attack walk to the side of the screen, jump away when he cries and immediately engage a Power Kick to cause him damage instead.

Vega



Staying in the air is the key to success otherwise you get crushed by his Double Head Press and Knee Press. Also, each character's special moves are the only real method of attack when confronted with Vega; his speed is just too incredible for any other form of attack.

With Guile, keep your distance and use your Sonic Boom or Flash Kick, as even Vega's deadly lightning strike crumbles against this attack.

Blanka's Rolling Attack stops Vega in his tracks and Chun Li's speed enables her to jump over Vega and then attack from behind with a Power Punch or Kick. Chun Li is by far the best fighter when placed against Vega; her speed being her greatest asset.

Sagat



Treat this guy as Ryu or Ken, as his moves are almost identical. Vertically Jump Kick Sagat down and then Sweep Kick him for extra attack potency. Try and keep to the air to avoid Sagat's fireballs. Timing is essential – his head is his weakest area. With Honda, Sumo Head Butt and then follow up with low sweeps. If you knock him over, get in close and Jump Kick his head and then finish it off with a Bear Hug.

SUPER SOCCER

I'M AS SICK AS A PARROT, JOHN

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

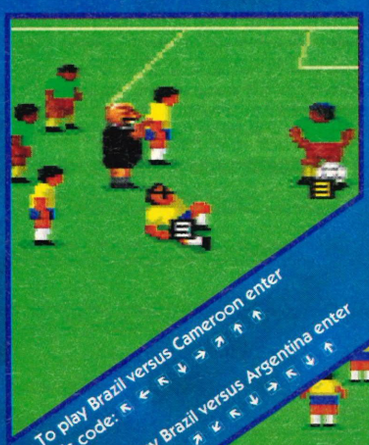
By far the best of the guides sent in was this nubby guide by Stephen Mackell from Edinburgh. It was so lard in fact, that we decided to print it. So here it is then...

REPLAY CODES

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

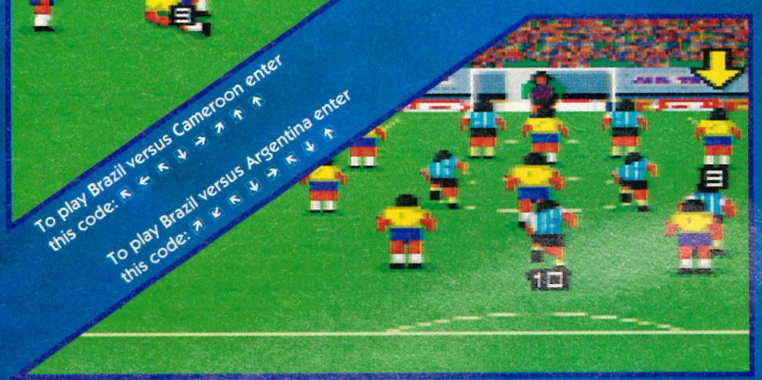
7E10 F80C : No opposition 'keeper for whole game
7E10 F803 : No opposition 'keeper for first half
7E07 5B00 : No opposition goals count
7E07 5A59 : Start the game winning 89-0





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

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

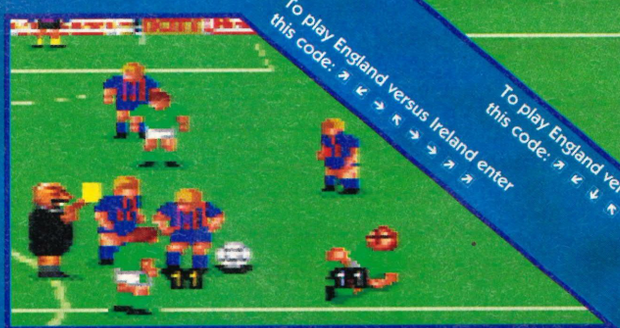






To play England versus Ireland enter this code: ↗ ↙ → ↖ → ↗ ↗

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



THE TEAMS

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

As Germany, versus...

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

As Brazil, versus...

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

As England, versus...

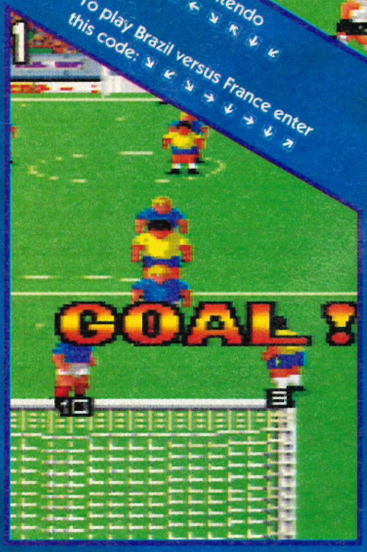
Uruguay	↘ ↗ → ↘ ↗ ↓ ↓ ↑
Yugoslavia	↗ → ↓ ↙ ↗ ↑ ↑ ↑
Colombia	↗ ← ↓ ↗ ↗ → ↓ ↑
Japan	↗ ← ← ↗ ↑ ← ↗ ↙
USA	↘ ↗ → ↘ ↑ → ↗ ↗
France	↗ ↙ ↓ ↖ → ← ↓ ↙
Ireland	↗ ↙ → ↖ → → ↗ ↗
Romania	↘ ↙ ↑ ↗ ↗ ↗ ↑ ↙
Cameroon	↗ ↙ ↓ ↙ ↗ ↗ ↑ ↙
Holland	↗ → ↓ ↘ ↗ ↙ ↑ ↗
Brazil	↗ ↙ ← ↖ → ↙ ↓ ↑
Italy	→ ↙ ↑ ↓ ↗ → → ↙
Argentina	↖ ← → ↙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

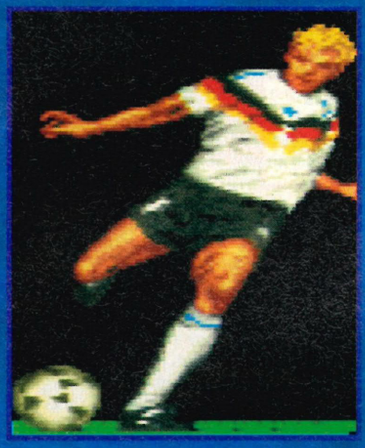


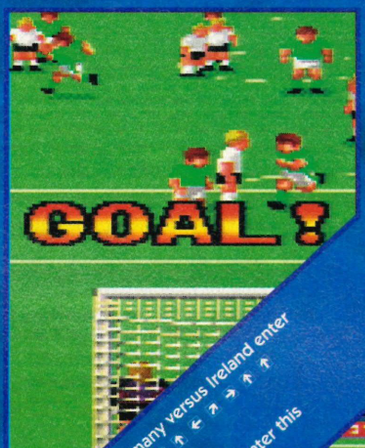
The advent of Striker has made Super Soccer's bad points all too obvious. The Mode 7, although impressive, fails to match the speed of Striker, as does the sluggish passing and shooting. SS has held the title of best SNES footy sim for a while now and still remains a popular favourite – hence this guide.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

61%











TEAM NINTENDO

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

STAR PLAYERS

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



GERMANY

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



ARGENTINA

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



ITALY

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



BRAZIL

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



HOLLAND

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



ENGLAND

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



CAMEROON

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



ROMANIA

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



IRELAND

	AT	DF	RN	TTL
1 RILEY	4	14	12	30



FRANCE

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



USA

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



JAPAN

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



COLUMBIA

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



YUGOSLAVIA

	AT	DF	RN	TTL
9 LAJOS	8	7	10	25



URUGUAY

	AT	DF	RN	TTL
7 CECIL	8	7	8	23



BELGIUM

	AT	DF	RN	TTL
7 SHELL	10	7	9	26



LEST WE FORGET...

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

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

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

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

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

SUPER SWIV

BEASTIE BLASTIN' TIPETTES FOR STORM'S SMASHING SHOOTER



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

85%



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



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

LEVEL 1

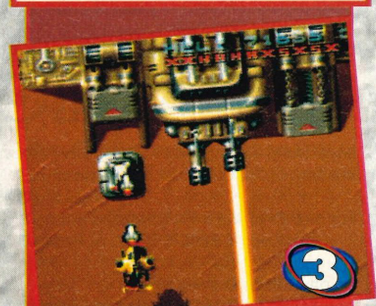
If you move right at the very start of the game you'll find the first bonus pod packed with goodies. The second pod is also on the right, but the third set of bonuses are over to the left.



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



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



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

LEVEL 2

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



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



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

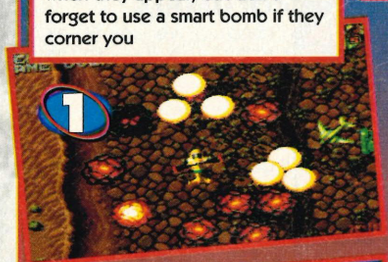
Position your vehicle just to the side of the laser that is firing. That way you can attack the installation without being touched. Watch out for the smaller gun emplacements, as they fire more frequently when the lasers are destroyed



LEVEL 3

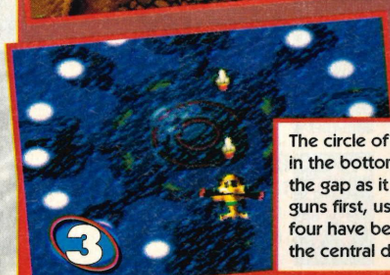
The green aircraft are a real pain in the neck. It is possible to dodge them by starting at the top of the screen and edging backwards when they appear, but don't forget to use a smart bomb if they corner you

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



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





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

LEVEL 4

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

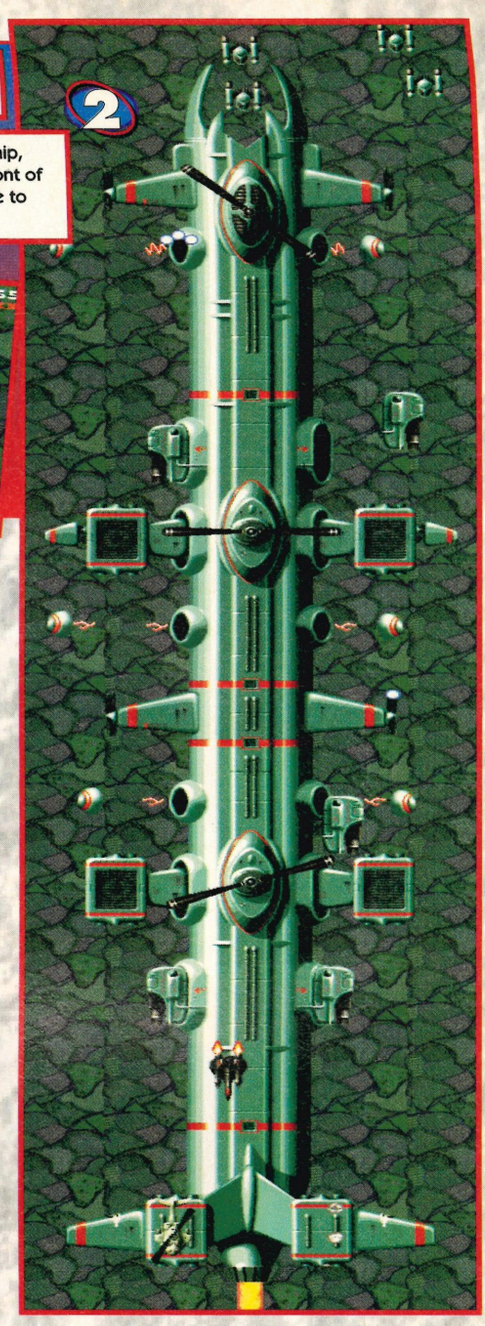


There are loads of bonuses to be grabbed if you destroy the mothership which cruises into view. It's well worth using a single smart bomb as the power-ups will award you with a weapon with a wide arc of fire

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

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





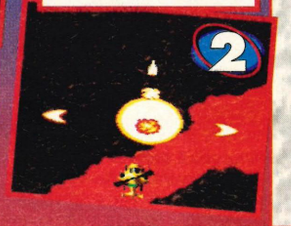
LEVEL 5

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

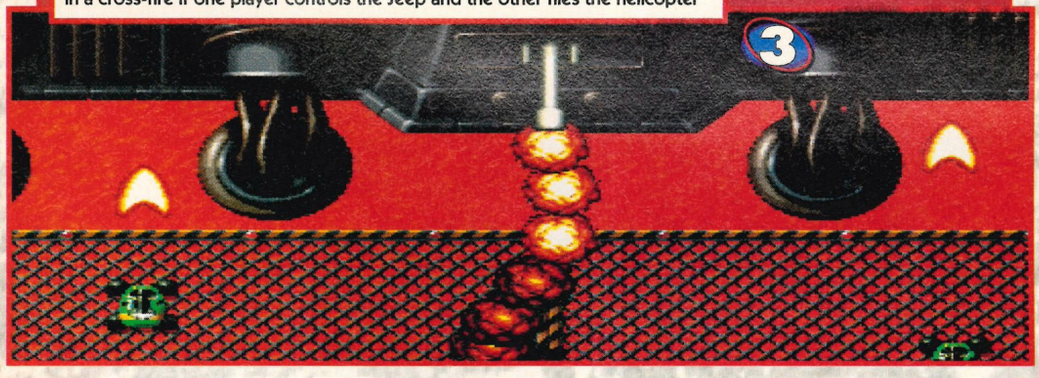


The lava boulders that fly from the volcanoes can be destroyed by firing at them. Don't let them hit you from behind, though

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



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



LEVEL 6

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

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





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

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

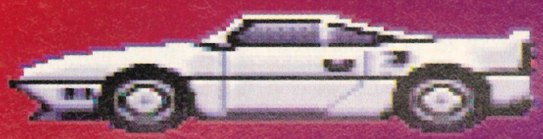


ACCESS ALL AREAS

TOP GEAR

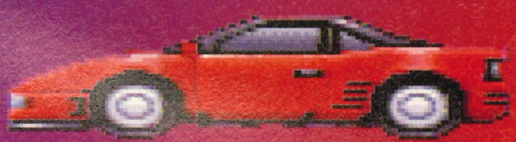
Attention to anyone who lives life on the edge. Forget sex, drugs and rock and roll. Drive the sidewinder and get a real thrill (you could do the other three some other time). Here's a few pointers on how to do it (driving, nothing else)...

Gentlemen, Start Your Engines



Sidewinder

This is the 'Sidewinder'. It's a real throbbing monster of a vehicle with the fastest acceleration of them all. A perfect mix of excellent handling and lowest fuel consumption make it the best and only it's top speed can be found wanting. Definitely the one to choose



Cannibal

This one's called the 'Cannibal', perhaps because it guzzles fuel so badly. It may be the fastest but slow acceleration and poor handling make it a second best



Weasel

This is a nice model known as 'The Weasel'. It's fast and competent in every department, a real all rounder and a proficient alternative to the 'Sidewinder'



Razor

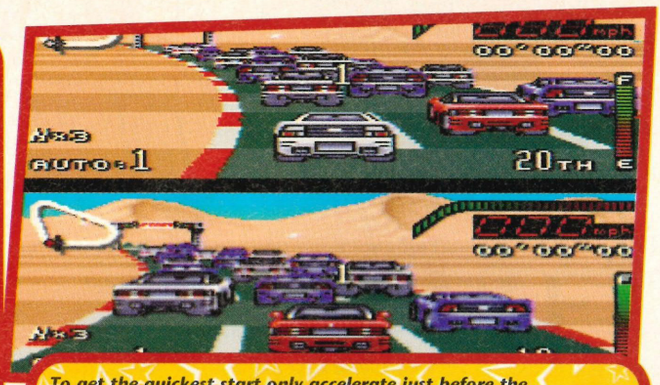
The 'Razor'. Don't choose this unless you're after a real challenge. It's fairly fast but poor in every other division. More of a car for cruising round town and impressing chicks (or fellas, depending on which way you're inclined)

Level Codes

In case you missed them or forgot, here are the codes for the American version of Top Gear. They probably won't work on the official British version.

S.America	MoonBath	Fourmeg	Educated
Japan	Gearbox	Legend	Oilcloth
Germany	Carpark	The World	Wreckage
Scandanavia	Roadhog	Let's Race	Caracole
France	Emulator	Alchemy	Epyllion
Italy	Analyser	Alooper	Glulagon
Great Britain	Horizons	Seasonal	Keelson

Fast Start



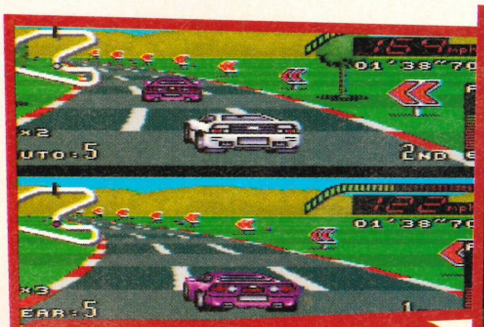
To get the quickest start only accelerate just before the countdown reaches 0. Take it carefully through the heavy traffic to reach the top group a.s.a.p. If you hit the back of one of the non-runners you'll take a real drop in speed

Nitro

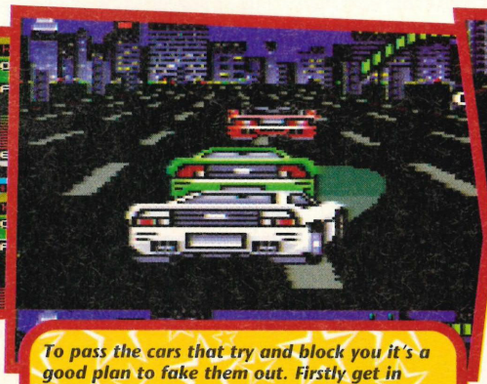


Only use your nitros when there's a fairly clear road ahead without much traffic or as an emergency measure when you're lagging behind. This is the ideal situation in which to use one (above). It's best to save them until the end of the race in case of any mistakes or disasters. If you feel confident, use them all at the start and don't hit anything in the meantime to gain a commanding lead

Overtaking



When passing a car on the bend you have two choices. You can either skid at top speed and go round the inside or you can swiftly tap the accelerator for a minimal drop in speed and pass on the outside

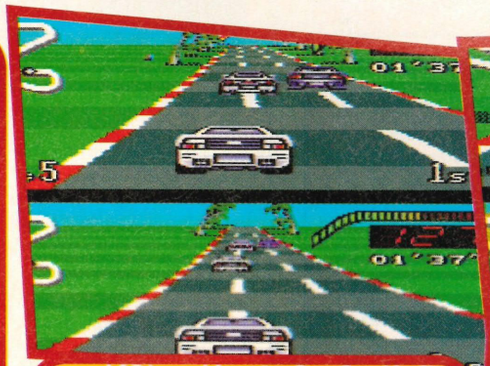


To pass the cars that try and block you it's a good plan to fake them out. Firstly get in their slipstream then when you reach them steer in one direction then quickly steer in the other and pull past them

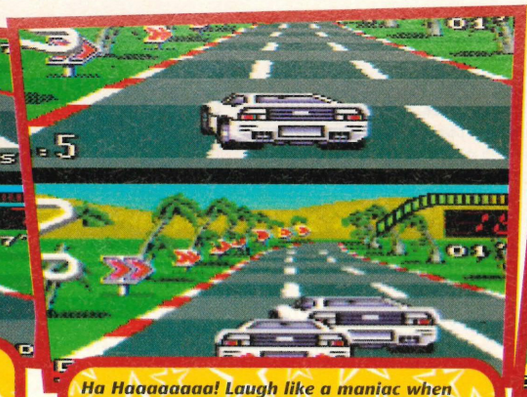


This one worked well. See you at the finish line Mr Greeny slowpants

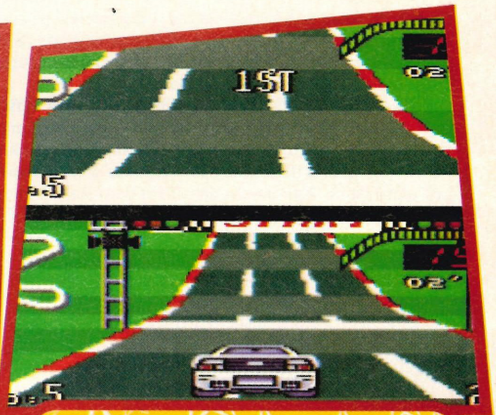
Tricky Tactics



When your opponent is behind you it's a good idea to block him when he tries to pass. Start looking on his screen when he gets you in view then try and stay right in front of him



Ha Haaaaaaaa! Laugh like a maniac when your foolish adversary smacks into the back of you and you shoot into the distance



Now cackle like a crazy man as your cunning stunt sees you win the race

Pitstop



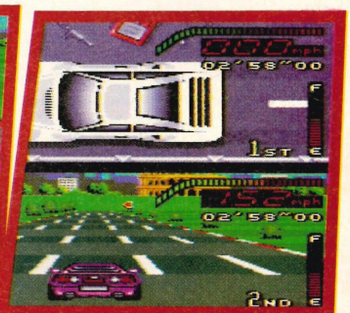
It really depends on which car you have and how well you drive when deciding if you should refuel. In the sidewinder you can generally make it safely round any track with five fuel bars (four if you want to risk it). In the situation shown there is no need to stop in the pits



No thank you, just keep going



Whereas in this sort of situation make sure you go to the pits as quickly as you can or else you'll run out of fuel and your race will be over



The longer you stay in the pits the more you refill. Only take a risk with small amounts of fuel if your opponent is close behind and has enough fuel to finish

INSTANT RELIEF

OH the shame of it all. I, Rich, have been demoted to writing the tips page yet again. Never mind though, 'cos I'm off on me hols in a minute to sunny Hastings, land of the rich and famous, home of the brave, and something else which I can't quite remember at the moment.



TUFF E NUFF

It always seems strange to me when readers send in letters saying things like, "I was playing Star Wing when I decided to press U, L, B, A, X, Y and then D, 78 times and lo and behold, I discovered an amazing cheat. PS Can I have Mario All-Stars?". How do you lot find out these long-winded cheats? Have you no lives? Oh, it's Saturday night, so I think I'll press every joypad button combination on Tuff E Nuff in order to win a game from Super Control.

The anonymous person that sent in this cheat must be sadness personified, because somehow he has discovered that pressing Left three times, Right three times, Left seven times and Start on the mode select screen lets you play as any character. Pressing reset and then going to the mode screen again and pressing Right three times, Left three times, Right seven times and then Start, allows two players to fight each other as any character. Get a life!



SHADOW RUN

What a top game this is. If anyone knows how to defeat the jester, please write in and let me know!

7E0A5A09 Infinite cannons
7E3C0FFF 16 million Nuyen
7E3C11DD Infinite karma.

ALADDIN

ACTION REPLAY

It's a top film and we've all seen it before any of you lot, so yah boo sucks to you.

7E036433 Infinite lives
7E036937 Infinite apples
7E036708 Infinite energy.

YOSHI'S COOKIE

Whilst we are waiting for the sequel, 'Luigi's Slightly Warm Apple and Strawberry Turnover Covered in Whipped Cream', I might as well go and ruin it for everyone stuck on this game by printing the code for the very last level.

Just enter NSVLV4M to be taken to the last puzzle in the entire game. Still no sign of Celtic's number one fan in the office. P45s at the ready!



RANMA 1/2 PART 2

What a weird game. A boy that turns into a girl whenever he gets wet, and a bloke that keeps on changing into a panda. Very suspicious if you ask me.

In two-player mode press A, X and R when you are supposed to choose a background. A new menu will appear, letting you reconfigure all manner of game options. Gerry still hasn't turned up for work by the way. Perhaps he's been arrested for malicious use of a Scottish accent, or taunting English footy supporters.



ASTERIX

When Gerry finally turns up for work, he'll doubtlessly use the old "But I overslept," excuse yet again. We all know that he's really been spending his wages on brain-bending substances supplied by Sloan & Jones Enterprises. That's Sloan & Jones, the only symbol of quality you'll ever need. I suppose that you want some more cheats, eh?

Use these codes to turbo charge the legendary Frenchman:

7E05F003 Infinite energy
7E05FD03 Infinite lives.

JURASSIC PARK

What a book. What a film. What a game. Have you played the Mega Drive version? All SNES owners can laugh heartily at their Mega Drive-owning chums because Sega JP is atrocious, while Nintendo JP is amazing.

Use the code 7E02A304 to give Dr Grant infinite lives.



CYBERNATOR

I bet you're all jealous of me taking a vacation about three days before the Christmas break. Ha ha ha! Life stinks, doesn't it? So does Andy actually, especially when playing Cybernator. Little does he know that the reason I trounce him at it constantly is because I know that pressing the L and R buttons on the options screen and then pressing Start gives infinite credits, allowing incredibly high scores to be reached!

By the way, it's 11 o'clock and there is still no sign of the mysterious Gerry. Beijing flu or skivalitus? Take your pick...

That's about it for this month. I would ask you all to send your tips to me, but as I'm off to warmer climes in a matter of hours you'll have to send them to Andy instead!

Just write to:

Andy 'Bye bye England from the World Cup' Martin,
Super Control, Maverick Magazines,
16-17 Hollybush Row, Oxford,
OX1 1JH.

Byee!

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A ROUND-UP OF THIS MONTH'S OFFICIAL UK RELEASES

SUPER BOMBERMAN

Software House: Sony
Price: £44.99
Type: Arcade action
Energy High: Exciting action, simple gameplay, four-player mode, incredibly addictive
Energy Low: Dodgy control system at times, repetitive normal mode



This game is a real breath of fresh air. Despite the characters' slight resemblance to Lego men, Super Bomberman is a highly original concept. Perhaps the only comparison that could be made would be to bring the old classic Pac-man in to the conversation – the simple graphics, the basic design and the absorbing gameplay of Pac-man are all aspects featured in Super Bomberman.

The gameplay is phenomenally simple, so much so that next door's budgie could work it out. In both the one-player and simultaneous two-player mode your aim is to destroy obstacles and numerous enemies simply by laying your bombs, waiting for the blast and praying that the licking flames from the explosion won't burn you to a fritter.

Again in comparison to Pac-man, you can move in any direction around the single-screen maze, restricted only by the arrangement of walls and obstacles. The characters' movements are quite swift and therefore it is easy to get out of the way of any explosions, that is unless you get caught in the crossfire.

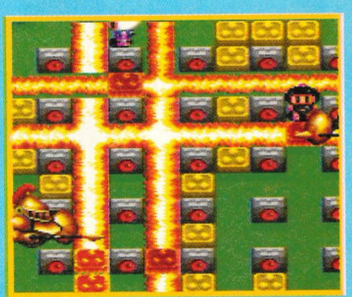
Numerous icons are scattered underneath the obstacles, one of which is an extra bomb icon. Depending on how many of these icons you pick up, a corresponding number of bombs can be dropped at any one time. Because of this (especially if you are in two-player or battle mode), the chain reaction caused by all the bombs can accidentally catch you out!

Normal mode, although highly entertaining as you progress through increasingly difficult levels each with guardians every six stages, can get very repetitive. The main enjoyment to be had from Bomberman is the hilarious four-player battle mode played using a Multitap joypad adapter. In this mode the gameplay gets incredibly out of hand, with people screaming at each other as each player tries to outwit the others by luring them into their traps. Where a once simple yet enjoyable game existed, we now see a totally different side to this game as the gameplay becomes vicious and highly competitive – after all, only one player can win each round.

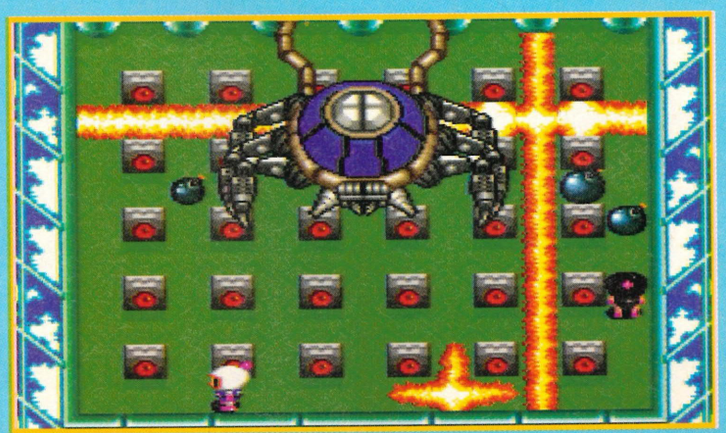


Viewing the action from above, you can clearly see all the little Bombermen, bonus icons, bombs and enemy sprites with ease. The graphics are cute and compact with smooth sprite movement and crisp animation. Even the music fits in as it happily bounces along in hummable fashion in time with the explosive action.

Overall this is a fantastic, challenging piece of dog-eat-dog action that is both addictive and hilarious. The only downfall could be that the one-player normal mode is pretty repetitive, but once you acquire a Multitap will never see the light of day ever again!



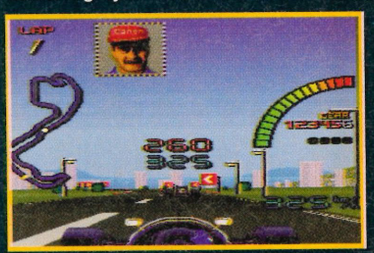
SUPER CONTROL **92%**



NIGEL MANSELL F1 CHALLENGE

Software House: Nintendo
Price: £39.99
Type: Racing
Energy High: Extremely fast
All 16 F1 circuits
Arcade and sim levels
Energy Low: More of a serious game
One player only
Lack of scenery

Nigel Mansell, who's he? This release comes along a little late in the day, Mansell having disappeared off to America to compete in the Indy 500 at the beginning of the year as part of veteran actor Paul Newman's winning team. But those of you who can still remember his sparkling F1 career might just want to take a look at this



new racing game from Nintendo.

Nigel Mansell F1 Challenge, although released under the Infocom label in Japan, was actually developed by Gremlin Graphics, the company responsible for Top Gear and Top Gear 2. Unlike Top Gear, you actually sit inside the cockpit of the F1 car and view the track as Mansell would, with a helpful map of the course in the top-left of the screen and a rev counter in the right.

Featuring arcade and simulation modes, the game attempts to reach all levels of gamers. In the easier arcade setting you are actually helped around the



course, you may swerve off the circuit but fortunately won't spend most of the race on the grass as tends to be the case in simulation mode.

The simulation game is a slightly more complex version of the game. Your car will suffer more damage from crashes and rams, making it the perfect setting for die-hard drivers who have won the season on the easier level. Here you can embark on

practice runs over any of the 16 courses, try a one-off race or opt for a full championship season.

Apart from the apparent lack of roadside scenery, F1 Challenge is visually slick. The scenery has been sacrificed for speed, resulting in the game being very fast while still remaining smooth. The sound is also good with the token hum of your engine as well as the occasional thud when you crash, and each race is also accompanied by a suitably racy tune. Compared to other racing sims, this is the best we have played.

SUPER CONTROL **84%**

THE REN & STIMPY SHOW: VEEDIOTS

Software House: T*HQ
Price: £44.99
Type: Platform
Energy High: Cartoon-style graphics
Retains the humour of the original cartoons
Lots of varied levels
Energy Low: Poor collision detection
Linear levels
A little repetitive

Although this is yet another platform game from T*HQ, Ren & Stimpy is by no means a rehash of the abysmal Home Alone programming (thank God). Instead it is quite an entertaining mix of platform hopping, teasing puzzles, big guardians, cartoon-style graphics and plenty of gutter humour.

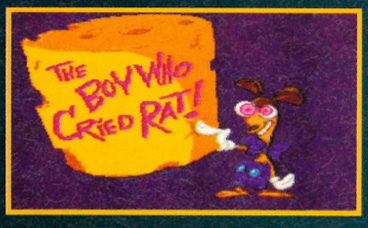
Sadly, the first level gives a sloppy initial impression with its linear and repetitive jumping-over-furniture gameplay. Taking control of a sickly-looking Chihuahua answering to the name of Ren Hoek, you must leap over various cabinets and armchairs while trying to avoid all



manner of objects hurled at you by Ren's portly sidekick Stimpy (a fat cat with a big blue nose).

The game continues in this slapstick fashion, with the levels improving in both construction and look as you progress. Later on you get a little bit of object utilisation hurled at you and then in level three you take control of Stimpy and embark on five tricky puzzle levels.

As Stimpy you have to get through the



levels within a certain time limit by making use of objects such as springs, blowtorches, switches and chemical potions, all of which set off a desired effect allowing safe passage through the level. It is this kind of varied gameplay, as well as some incredibly deft end-of-level guardians that make this T*HQ game better than previous efforts.

There are also some really nice animated sequences in between levels as well as some eccentric sprite animation, both of which are straight out of the surreal Ren & Stimpy cartoons. The game scrolls quite nicely and the colours are bright with the distinctive graphical style of the cartoons.

Altogether this is quite a fun game thanks to the varied gameplay and the pleasant humour element. It is also very difficult, so much so that the gameplay does get very frustrating to the point where you simply give up. The collision detection is also very poor. Overall the game's not bad, but there simply isn't enough variation to give this game the real edge that it needs.

SUPER CONTROL **69%**

TOTAL CARNAGE

Software House: T*HQ
Price: £44.99
Type: Action
Energy High: Constant mayhem
High difficulty setting
Lots of levels
Energy Low: Graphically and sonically impaired
Repetitive
Too similar to Smash TV

Remember Smash TV? You should do, it just so happens to be one of THE biggest games on the SNES. Now we have Total Carnage, again taken from the arcade 'smash' of the same name, this has all the great traits of Smash TV as well as some new features to bump up the gameplay.

Total Carnage is quite a big game with 20 brain-busting levels, each crammed full



with mindless shooting and wanton death and destruction. You again view the game from above, only this time the sprites are slightly larger than seen in Smash TV to create a more claustrophobic feel when you get pushed back into those really awkward corners.

Armed to the teeth with lots of really big guns, your aim is to rid the world of General Akhboob, killing everything in your path, literally. Along the way you can collect bonus weapons such as flame-throwers, smart bombs, grenade launchers and assault rifles and you can also pick up defensive weapons such as shields, speed-ups and extra lives.

Basically, the main construction of the game remains the same as Smash TV, the only real difference being the enhanced graphical quality which results in the sprites being considerably larger than before and the guardians far more impressive in both size and shape. Moreover, as well as the static screen overview you now have new scrolling sequences that, coupled with the increased number of enemy sprites on screen at any time, promotes a new wave of Smash TV-esque annihilation.

However, this really is just Smash TV revisited and despite the improvements it still fails to offer anything more than its predecessor. If you don't have the original though and fancy some mindless killing, then you will no doubt enjoy this, although I personally can't help thinking that it looks somewhat dated.

SUPER CONTROL **76%**

TOP GEAR 2

Software House: Kemco
Price: £44.99
Type: Racing
Energy High: Flipping of the cars, full-screen one-player mode, loads of upgrades
Energy Low: No headlights, far too simple on Easy, no pit lane

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 and 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. This new and updated version offers improved gameplay as well as improved sprites, graphics and speed. Basically, the overall design remains the same, but certain features have simply been tweaked in order to keep up with the times and to continue to impress the pants off you.

There are two marked design changes, 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. In my opinion, these two features alone justify the existence of the game – it's hard to understand why in the original you had to put up with a split screen when playing by yourself anyway.

However 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. Old favourites remain though, such as the adverse weather conditions that made the first game so enjoyable (not to say taxing), as well as the irritating and irrational swerving of the other drivers.

With gameplay changes like these, slicker presentation is also needed and that's exactly what you get. In the original the graphics were a 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 damn good fun and with its stunning 64 courses and three difficulty levels there is far more to keep your attention than before. Again, like the original, Top Gear 2 is instantly accessible, the gameplay sucking you straight in and not letting you pause for breathe.

On the downside though, the easy level of Top Gear 2 is TOO easy, resulting in fast progress through the first 20 stages of the game. Also, the





enhancements are not really drastic enough to warrant spending another £40 if you already own the first version of the game.

SUPER CONTROL **89%**



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
▼ Easy 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
▼ Maybe too weird

BATMAN RETURNS
KONAMI • £49.99
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%**
▲ Lots 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%**
▲ Some nice 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?

CHUCK ROCK
SONY • £44.99
Stone age platform fun first seen on the Amiga. **78%**
▲ Excellent playability
▼ Samey after a while

CLAYMATES
INTERPLAY • £44.99
Varied and humorous platform romp with addictive gameplay. **85%**
▲ Superb graphics
▼ A little frustrating

COOL SPOT
VIRGIN • £44.99
Hardly original platformer but very cute and very playable. **82%**
▲ Highly polished product
▼ Lacks overall variety

COOL WORLD
OCEAN • £44.99
A dire platform romp. **41%**
▲ Graphics and sound are OK
▼ Frustrating and tedious

CRASH DUMMIES
ACCLAIM • £44.99
Lame platform game with little going for it other than your limbs 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. **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
Graphically accurate platform romp with Road Runner and Coyote. **60%**
▲ Graphics are big and bright
▼ Gameplay sucks, very tricky

DENNIS
OCEAN • £44.99
At long last, not just another poor licence. A good platform game! **80%**
▲ Slick presentation
▼ Another platform game?

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%**
▲ Playing area is massive...
▼ But boring to explore

DR FRANKEN
ELITE • £44.99
Good platform game, but far too irritating to play. **55%**
▲ Plenty of stages
▼ Annoying gameplay

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
▼ 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 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%**
▲ Wonderful Mode 7
▼ 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%**
▲ Plenty of opposition
▼ Looks bad, plays bad

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%**
▲ Better than the first
▼ Still a complete load of crap

HOOK
SONY • £44.99
Graphically superb but disappointing adaptation of the movie. **71%**
▲ Gorgeous visuals
▼ Too easy and rather dull

HUNT FOR RED OCTOBER
HI-TECH • £44.99
Poor conversion of film, but it is compatible with Super Scope. **31%**
▲ Super Scope compatible...
▼ ...And SNES compatible

JAMES BOND JNR
T*HQ. • £44.99
Nothing to do with the films. Unexciting platform adventure. **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
▼ 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. Great sound, marvellous graphics. **86%**
▲ 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%**
▲ Lots of playability
▼ 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
▼ Annoying main sprite

LAGOON
KEMCO • £44.99
Not as slick or as challenging as Final Fantasy or Zelda. **52%**
▲ OK-ish presentation
▼ Not very exciting

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
▼ 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 ALL STARS

NINTENDO • £49.99
Four NES games on one cart with improved graphics. 91%
▲ Amazing value
▼ Not as good as Mario 4

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, but it is too easy. 84%
▲ Looks great and is enjoyable
▼ Too easy to complete

MIGHT AND MAGIC II
ELITE • £44.99
Substandard RPG with first-person perspective. 58%
▲ Large playing area
▼ Poor graphics and execution

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. 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%
▲ 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%
▲ 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
▼ Can be rather frustrating

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%
▲ Cute graphics and good fun
▼ A little simplistic-looking

RACE DRIVIN'
T*HQ • £44.99
The SNES conversion of the popular arcade machine. 21%
▲ Three tracks to race on
▼ Very slow – yawn!

RIVAL TURF
JALECO • £44.99
Final Fight action with two-player simultaneous mode. 55%
▲ Two-player mode
▼ 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 addictive
▼ Poor for the machine

SPIDERMAN & THE X-MEN
ACCLAIM • £44.99
Initially quite enjoyable, but 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
▼ 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 Super Nintendo, with challenging gameplay. 88%
▲ 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 AIR DIVER
SUNSOFT • £44.99
Substandard Pilotwings impersonator with little action. 55%
▲ Fast Mode 7
▼ Very repetitive

SUPER ALESTE
COMPILE/TOHO • £44.99
Visually impressive shooter 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, lots of action. 54%
▲ Nice presentation
▼ Shallow gameplay

SUPER BOMBER MAN
HUDSON SOFT • £45
This incredibly addictive, multi-player puzzle game should take the world by storm. 92%
▲ Four player multitap option
▼ 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%
▲ 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, with bigger graphics, faster action and an improved control system. 79%
▲ Good in its time
▼ Not as good as Sensi Soccer

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
Mario Kart is by far the best game ever... 95%
▲ Everything is perfect
▼ Not a single flaw

SUPER MARIO WORLD
NINTENDO • £44.99
This is the SNES's best platform romp with plenty of hidden extras. 92%
▲ Outrageously playable
▼ Graphics are basic

SUPER NBA BASKETBALL
TECMO • £45-£50
Stats, options, a bouncing ball – this 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. 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 and addictive
▼ 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 Q*BERT 3
NTVIC • £39.99
Classic block hopping game with revamped image. 81%
▲ Varied gameplay
▼ Seems a little shallow

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%
▲ Superb 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
Includes 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
▼ 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%
▲ Very playable
▼ Easy in one-player mode

TOP GEAR 2
KEMCO • £44.99
Excellent sequel with improved graphics and gameplay. 89%
▲ Car flips, full one-player screen
▼ Too easy, no pit lane

TRODDLERS
STORM • £44.99
A rip-off of Lemmings, only Troddlers is not as good. It's got a two-player option and loads of levels though. 56%
▲ 150 levels ensure longevity
▼ Frustrating gameplay

TUFF E NUFF
JALECO • £65-£70
Serious contender for 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 too. 75%
▲ Visually stunning
▼ Too easy

TURTLES: TOURNAMENT FIGHTING
KONAMI • £44.99
Beautifully animated SF II clone featuring the loveable turtles. 84%
▲ Oodles of moves
▼ Terrible speech

ULTRAMAN
BANDAI • £39.99
A laugh at first, but then you realise you forked out £40 for it. 44%
▲ Quite amusing
▼ Laughable

UN SQUADRON
CAPCOM • £49.99
Loads of levels, heart-pounding action and brilliant graphics. 82%
▲ Gorgeous graphics
▼ Slight slow-down

VIRTUAL SOCCER
HUDSON SOFT • £44.99
Competent arcade-style football game which uses Mode 7. Sim mode also. 87%
▲ Very user-friendly
▼ Too much Mode 7?

WARPSPEED
ACCOLADE • £45-£50
A similar game to Wing Commander but not quite as good. 78%
▲ Great graphics
▼ Drags on a bit

DIRECTORY ENQUIRIES

WAYNE'S WORLD
T*HQ • £45
Platform game with a close resemblance to BOB. **46%**
▲ "We're not worthy!"
▼ Very repetitive

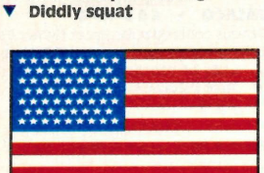
WING COMMANDER
MINDSCAPE • £45-£50
Accurate conversion of the now classic PC space blaster. **80%**
▲ Keeps you going for ages
▼ Looks rather basic in places

WING COMMANDER: THE SECRET MISSIONS
MINDSCAPE • £44.99
Brand new mission cart in same vein as original. **77%**
▲ Exhaustive gameplay
▼ Too similar to original

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
Golden oldie RPG. **89%**
▲ Immensely absorbing
▼ Diddly squat





IMPORT

All the games below are available through independent retailers nation-wide, but you'll need a convertor, a Japanese Super Famicom or an American Super NES to run them.

ALIENS Vs PREDATOR
IGS • £45-£50
The most famous movie monsters, 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

ART OF FIGHTING
TAKARA • £50-£55
Excellent conversion of the Neo Geo classic. Great graphics. **84%**
▲ Harder than SFII
▼ A bit sluggish

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
Average overhead racing sim which doesn't live up to its 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

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

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
Dated shoot'em-up. **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
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%**
▲ 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%**
▲ Addictive, can save games
▼ Graphically poor

FINAL FIGHT 2
CAPCOM • £60
More linear beat'em-up action with three characters. **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
▼ 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

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
▼ Need to cheat to finish it

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 simulation to appear on the SNES. **64%**
▲ Enjoyable pinball game
▼ Slow on the British Super Nintendo

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%**
▲ Innovative theme
▼ 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 with long-term challenge
▼ Jap version unplayable

MAGIC SWORD
CAPCOM • £40-£45
Converted from a substandard 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
Average conversion. 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. 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

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
Lots of weird characters. 78%
▲ Excellent Japanese graphics
▼ Much the same as the first

ROBOT POLICE
ATLUS • £30-£35
Not Robocop, but just as bad. 14%
▲ Absolutely nothing
▼ 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
Professional baseball product. 76%
▲ A slick product
▼ Must be a baseball fanatic to really enjoy it

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. Fastand furious action. 80%
▲ Superb presentation
▼ Another shoot'em-up?

SOUL BLAZER
ENIX • £50-£55
Similar adventure game to Zelda. Not as huge as Nintendo's classic, but still a fine game. 79%
▲ Absorbing gameplay
▼ Small for an adventure

SPACE FOOTBALL
TRIFFIX • £40-£45
Bears more resemblance to Ballblazer than football. 65%
▲ Fun in two-player mode
▼ Ultimately repetitive

SPANKY'S QUEST
NATSUME • ££40-£45
Control a monkey and explore boring levels to defeat enemies. 53%
▲ Quite a lot of levels
▼ Too similar and pretty dull

STREET COMBAT
IREM • £35-£40
Deformed sprites wobble around the unconvincing gameplay. 28%
▲ This would look great on a C64
▼ 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%
▲ Stupidly fast and totally improved
▼ Too expensive on import

SUPER BACK TO THE FUTURE 2
INVICTUS • £55-£60
Fast and long-winded platform romp, that bears no resemblance to film. 79%
▲ Excellent graphics
▼ A bit late to release a tie-in, isn't it?

SUPER BASEBALL 1000
CULTURE BRAIN • £40
Erm, basically it's a game about baseball! 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 a shoot'em-up. 71%
▲ In-depth strategy
▼ War enthusiasts only

SUPER DOUBLE DRAGON
TECHNOS • £40-£45
A horizontally scrolling beat'em-up for either one or two players. 72%
▲ Very playable
▼ Short-term excitement

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. The difficulty settings promote longevity of the game. 52%
▲ Responsive controls
▼ Lazy and bland graphics

SUPER FAMILY TENNIS
NAMCOT • £65
Great with four players and a Multitap. 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
Very poor platform game. Looks bad and it plays even worse. 46%
▲ Great driving section
▼ Diabolical presentation

THUNDER SPIRITS
TOSHIBA • £30-£35
Thunderforce III ring a bell? 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%
▲ Lovely satin shorts
▼ The list is far too long

TOYS
ABSOLUTE ENT • £40-£45
Oh deary me! 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%
▲ 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%
▲ Comical animation
▼ 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



BURGERS ARE NICE AT BRET'S

RECORD DELIVERY

HAIL CAESAR

Dear SC,

This isn't a letter full of questions or technical rubbish. No, I'm just here to enter into some friendly correspondence about your magazine.

Firstly, what is Photi? Secondly, I was also wondering if Allie has a boyfriend (excluding the one that looks like a small goldfish) 'cos the picture of her in issue six was flattering to say the least. Well, good luck in the coming months.

Probably.

Yours sincerely,

Daniel Russell, Mitcham's home for the mentally weird, Surrey

SUPER CONTROL:

You may have noticed the picture of Allie's boyfriend, John Davison, which appeared on these pages. He's editor of PC Player and Mega Drive Advanced Gaming, drives a big fast car AND he's fabulously wealthy I'm afraid. So it's a bit of a downer for all of you who fancy Allie – soz. We're all the same in the computer games world, driving around in flashy cars with pots of money and all the best-looking women! AHA HA HA. Liar.

Oh, PHOTI was the word written on a mysterious envelope we received in our office in Macclesfield. It has since become the office word and the official motto of the Beacons of Brecon.

HAIL PILATE

Dear Super Control,

I am puzzled over some things and was wondering if you would answer my questions?

1. You have no carrots. Solution? (Sorry, wrong letter – Andy.)
1. When will Super Bomberman be released in the UK?
2. How much will it cost?
3. When will Jurassic Park be released on the UK SNES?
4. Where can I get a UK multitap adapter?
5. Is Zombies out on official release?

Your magazine is great.

Ben Elliott, Toddington, Beds

SUPER CONTROL:

1. It's out now.
2. £44.99.
3. See the answer to question one.
4. A decent importer should stock them. Otherwise, wait for the Bomber Man and multitap package to come out.
5. Yes.

What an interesting letter and what scintillating answers.

HAIL STELRAD

Dear Super Control,

1. I have heard rumours regarding Street Fighter II the film, where all the characters work together on a mission. Is this true?
2. With the Super Nintendo's capabilities of scaling and rotation, do you think Jimmy White's Whirlwind Snooker will ever appear?
3. Could you explain briefly why Steven Spielberg is said to be producing software for the 3DO when it is released?

Jonathon Hodge, Goldsithney, Nr Penzance, Cornwall

SUPER CONTROL:

1. It is indeed. True it is.
2. The SNES could easily cope with a game like Jimmy White's Snooker, but as far as I know, there are no plans to release this game into a market that only really buys beat'em-ups and platform games.
3. Well, I assume that Mr Spielberg thought it would be a right good idea to experiment with the new technology. Either that or he can make lots of money out of it. You decide.

PURVEYORS OF...

Dear Super Control,

Your mag is the best for the Super Nintendo and I eagerly await it each month so I can see all the new games. Your reviews are excellent and I think that putting other writers' verdicts on the review is a good idea.

I have a few questions for you to answer:

1. When you preview a game, do you get screen shots, an unfinished cartridge or do you get information from the software house to work from?
2. My sister is thinking of getting Mickey's Magical Quest for Christmas. Do you think this is a good introduction to platform games for her, as she isn't too good and you said it was easy?
3. Does anyone support Tottenham Hotspur in the office 'cos they're brilliant?!
4. How come Striker was on Gamesmaster ages before you even had it in the news section? The Striker on Gamesmaster was complete

(Below) He's back! The Man With A Long Chin's adventures continue and we're as happy as sandboys to have him back with us. This cartoon is only the second installment in a vast number of many, many, many installments – so watch out for the MWALC and his colleagues in future issues. For those of you who remain baffled by this strange phenomena, try tuning into Digitiser on Channel Four Teletext P470

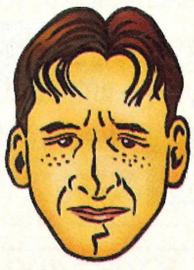


GIMME A COOKIE

Christmas came and Christmas went and all the little pixes were put into council care. But don't be down – the lettuce page is holding its own! What other magazine offers a complimentary chocolate bar for the best letter? None of them – that's who! By the way, Stelrad make radiators and not boilers as stated. "Thanks" to Paul for that one. Humph.

Send your letters, making them as interesting/controversial as ever, to the address below:

LETTUCE PAGE
SUPER CONTROL
Maverick Magazines,
16-17 Hollybush Row,
Oxford,
OX1 1JH.



because I have the game.
5. When the Blues Brothers was reviewed you gave it 89 per cent. In issue three of Super Control, the Official Stamp score was 79 per cent. Is this a mistake, or has your opinion of the game changed so much for the worse?
6. Are the graphics on Mortal Kombat and Pitfighter digitised? If they are, why are Pitfighter's graphics so much worse? Is it because Pitfighter was released by T*HQ?!
7. How can I obtain back issues of Super Control? Thanks,

Stephen Lindo, Slough, Berks

SUPER CONTROL:
1. It can be any of the three you mentioned, depending on what the software company has available at the time. The majority of the time we receive a stripped-down cartridge in the form of an EPROM board and are then told whether to preview or review the game on it.
2. Mickey's Quest is a good game for a beginner, yes. There are other games to choose from, such as Mario All-Stars, Street Fighter II, Mario Kart or Tiny Toons – all of which are excellent for beginners to get into and pick up the basics.
3. No, there are no Spurs fans here in the Maverick offices, but Manchester United beat you 2-1 at Old Trafford! Ha ha!
4. The Striker that appeared on Gamesmaster was not the finished version, it was a video of the game under development. You can't say it was a complete version without having played it yourself! Elite obviously gave Gamesmaster an exclusive due to the fact that more people watch television than read computer mags.
5. That issue's Official Stamp pages were written by Paul who didn't agree with the high rating. He thought it was too easy, as did myself and Alex, which meant that Allie and Jools were outvoted (the wonder of democracy) and the score was changed.
6. Yes, the graphics are digitised on both, but obviously the people who did the Mortal Kombat sprites did it better than the developers of Pitfighter. Whether T*HQ should take the blame for that is your decision!
7. Send in a letter telling us which issue you want, and enclose a cheque for £2.50 per issue to cover cost and postage, made payable to Maverick Magazines.

QUALITY CENTRAL

Dear Super Control,

Will you please, please answer these questions for me?
1. Are there any cheats that enable you to get the blood in Mortal Kombat?
2. Is Street Fighter II – the movie being made?
3. I have Street Fighter II, but don't know whether to buy Turbo. What do you think?
4. Is there a converter which enables you to play Sega Mega Drive games on the Super Nintendo?
5. In SFII Turbo, are there special endings for the four bosses?
6. Is there going to be a Mortal Kombat 2?
7. Do you know of a level select for Pugsley's Scavenger Hunt?

Thanks for reading this letter,

Paul Barden, Waterford, Ireland

SUPER CONTROL:
1. No, no and thrice NO.
2. Yes, yes and threescore YES.
3. Well, the review basically said you shouldn't, but having seen the massive difference between the two games, I would at least try SFII Turbo if I were you.
4. No, no and three French hens NO.
5. They each have the same ending, which is made up of a naff picture and a message.
6. Mortal Kombat 2 – the arcade game, is currently under development. Although there is no definite news as yet, I'd say that Acclaim would definitely consider doing a conversion.
7. Not as far as I know, but I will try and find out and print it in Instant Relief.

HEATING BOILERS

Dear Super Control,

I am writing regarding your feature on old games and their connection with the Super Nintendo (Ghost in the Machine, issue six). Although I thought it was a very informative feature, I feel I must mention a few of the games that you didn't list within the feature itself.

Why for a start, did the superb WHEELIE by Microsphere only warrant a few lines? SKOOL DAZE and BACK 2 SKOOL (also by Microsphere) got the same treatment, as did BALLBLAZER – this was LucasArts first game! Surely you should have dwelled upon LucasArts a bit more, especially as it programmed Zombies on the SNES recently?

I also can't believe you didn't feature the collapse of Imagine more, and why couldn't you print the adverts you mentioned for Psyclapse and Bandersnatch? This industry of ours has a massive history when you think about it – I suggest you expand this interesting feature in a future issue and include more software!

Keep up the good work.

David Jones, Sidcup, Kent

SUPER CONTROL:
Thanks for reading the feature properly before writing David! Yours is one of many letters that have said the feature wasn't long enough, however now Paul has gone to work on PC Player, it would probably fall to me to write a continuation. Any of you who want information on older software can drop me a line to let me know, and that way if we do decide to carry Ghost in the Machine on, at least we'll have an idea of what to put in!

As for your comments on the software, Dave, I'll go through them one by one:

WHEELIE was programmed by Microsphere, a small company run from the front room of a house by a husband and wife, if my memory serves me correctly. The game can only be described as a motorbike riding game, in which the obstacles included monster-infested caves and caverns. The graphics were basic, the sound not much better, but the game was still incredibly playable!

SKOOL DAZE and its follow-up BACK 2 SKOOL were also written by Microsphere, and basically took the form of a 'school'em-up'! The player controlled a young boy called Eric who had to walk around school and basically mess around. There was actually a point to both of these games – Eric had to retrieve his school report, but whole games could be devoted to shooting teachers with a catapult and beating up other pupils. The ability to write obscene messages on the blackboards also increased the game's value!

BALLBLAZER was a futuristic, 3D racing game by LucasArts which also had a split-screen two-player option (which was a wow in those days, I can tell you).

As for Imagine/Psyclapse /Bandersnatch, it would have been difficult to reprint advertisements due to copyright reasons. Imagine was swallowed up by Ocean, Denton Designs was formed from ex-Imagine staff and that was the end of that.

I could go on forever (didn't Paul say that?), however I won't. We'll see if we can bore you all to tears with a continuation of Ghost in the Machine in a future issue, but as I've said – any questions to the usual address.

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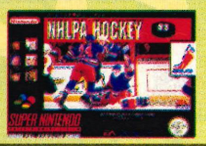
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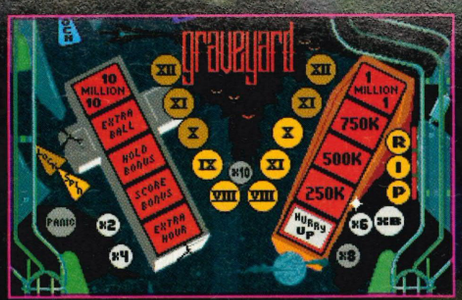
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NEXT MONTH

ISSUE 10 ON SALE 27 JANUARY



NEXT MONTH: BEAT'EM-UP EXTRAVAGANZA!



Isn't it amazing how release schedules change? Just when we thought we were going to bring you some absolutely kicking reviews this issue, the winds of fate changed direction and left us standing with some equally kicking reviews, but not the ones we anticipated! Ho hum.

Now that the festive period is practically over, we're all trying to get back into the swing of things (not very successfully I might add) and get to grips with the barrage of releases. We sincerely hope that the following games will actually arrive for next issue and not miss our deadline!

ACTRAISER 2 and MACROSS will be coming from Japan, while Irem's R-TYPE III should also be rocketing its way from our oriental cousins. We should also have SPACE ACE, PINBALL DREAMS, HUMANS and YOUNG MERLIN. As for previews, we shall hopefully be taking a sneaky look at a new game from Core (it's a secret, so you'll have to wait), as well as Microprose's conversion of the Bitmap Brothers' CHAOS ENGINE and Tecmagik's PINK PANTHER.

We will also be taking a look at the best beat'em-ups of 1993 in our special feature. Included will be Konami's Turtles Tournament Fighting, Takara's Art Of Fighting and Capcom's Super Street Fighter II Turbo!

THE END

GAME SNES TOP 10

1 MARIO ALL-STARS
2 NIGEL MANSELL F1 CHALLENGE
3 ALADDIN
4 STREET FIGHTER II TURBO
5 SUPER BOMBERMAN
6 STRIKER
7 SUPER MARIO PAINT
8 JURASSIC PARK
9 SUPER MARIO KART
10 MORTAL KOMBAT



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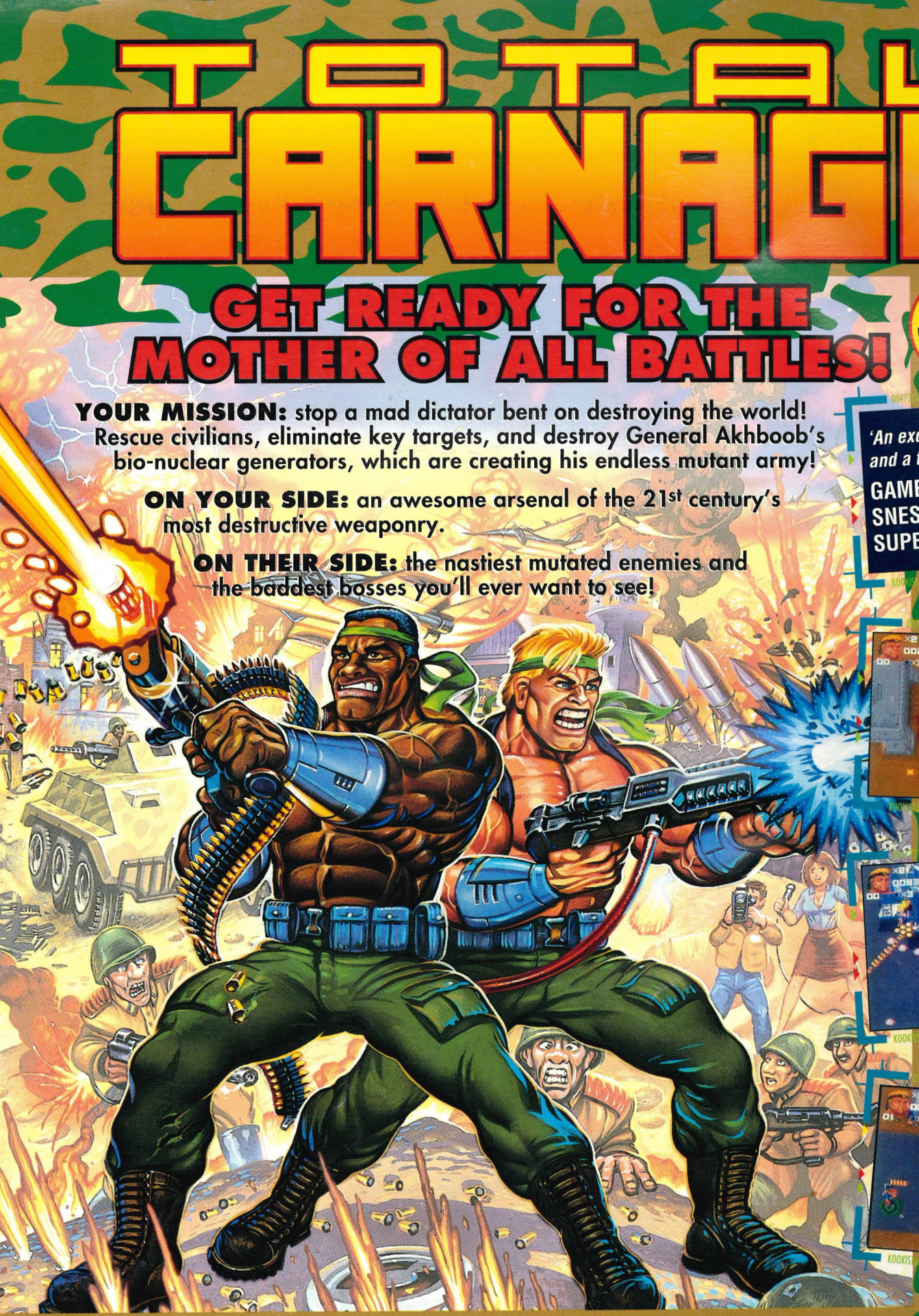
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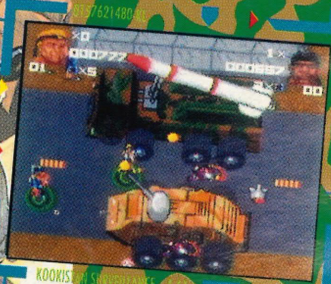
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