INDEPENDENT SUPER NINTENDO MAGAZINE • ISSUE 10 • MARCH 1994 • £2.25 • DM10 •

MAVERICK MAGAZINES

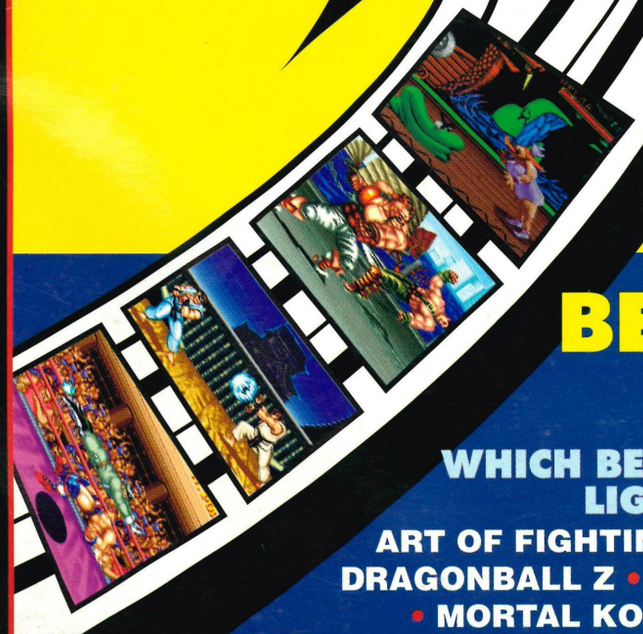
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POW!



BEAT'EM-UP SPECIAL

WHICH BEAT'EM-UPS PUNCHED YOUR LIGHTS OUT LAST YEAR?

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DRAGONBALL Z • DOOMSDAY WARRIOR • FINAL FIGHT 2
• MORTAL KOMBAT • STREET COMBAT • STREET
FIGHTER II TURBO • TUFF E NUFF • TURTLES
TOURNAMENT • WORLD HEROES • WWF ROYAL RUMBLE



creating a world of difference

Kick it!

Disaster!

Seconds before the 1994 World Cup final was due to begin an alien of the cup-collecting kind swoops down and steals the World Cup trophy.

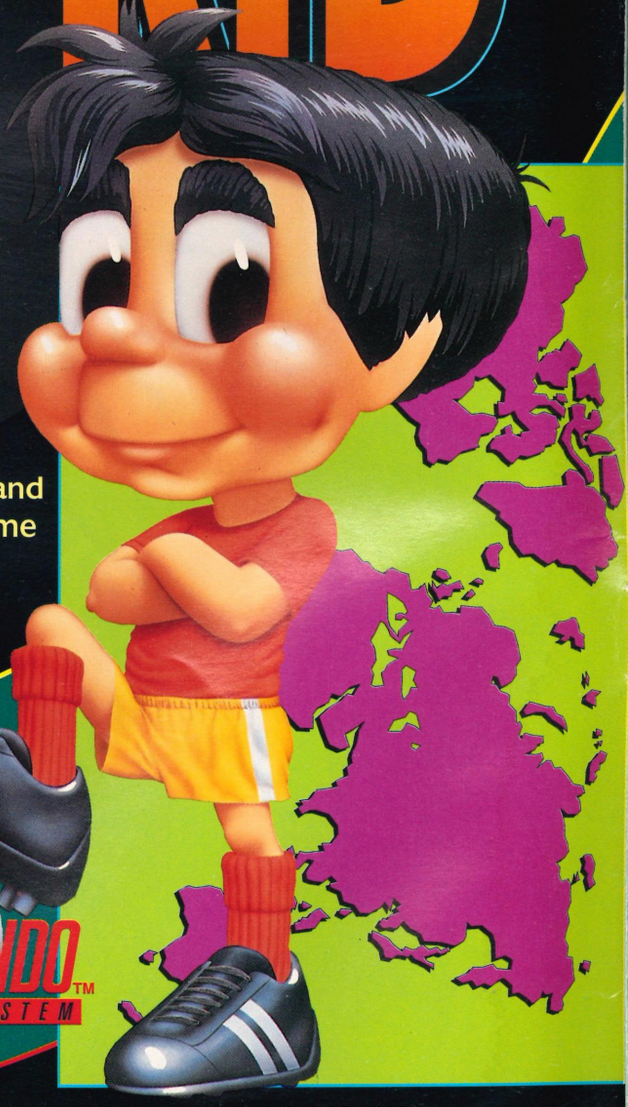
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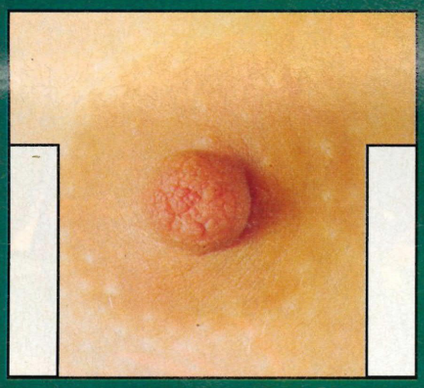


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HONG KONG PHOOEY – NUMBER ONE SUPER GUY. HONG KONG PHOOEY – QUICKER THAN THE HUMAN EYE. HE'S GOT STYLE, A GROOVY

News News News



PRICE WARS!

Christmas wasn't the season of goodwill as far as some people were concerned. Oh no, let me tell you.

7 Ocean makes waves (oh dear)

7 Five new consoles

6 Nintendo subtitled

Previewing Previews



THERE'S ONLY ONE PREVIEW!

Lethal Enforcers

It's the game with the big blue gun, it's from Konami and it's £74.99! Take a look at the latest SNES arcade conversion.

15 Lethal Enforcers



12

BRETT HULL

Learn to slice and dice on the ice with Brett Hull in a brand-new, fast-paced ice hockey game from Accolade.

SUPER REVIEW

SUPER PREVIEW

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LETHAL ENFORCERS 15
MAJOR TITLE 18
SKY BLAZER 10
SUPER PUTTY 18
YOUNG MERLIN 16

RECORDED DELIVERY

This month I dealt with the letters while awaiting a delivery man to deliver my new recorder. I can play a number of tunes on the recorder, and also read recorder music. Unfortunately, no letters were received about recorders, thus rendering this comedy link redundant.

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OFFICIAL STAMP

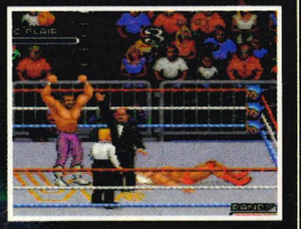
There's a big rubber stamp in the office and when it gets wind of an official release it sort of shifts itself onto the edge of its desk and POW!, it stamps on the said game until it be dead-oh. This page tells their story.

76



Next month we have a plan to replace these pages with the story of 'rotund ferret'. Please let us know what you think of these daring plans so we can make up our minds.

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DIRECTORY ENQUIRIES

CLASSIFIED ADVERTISEMENTS

Why on earth have I listed the Classifieds on the contents page?

82



Cotton Pickin' Reviews



SLAPPER SHOT
Brett Hull Ice Hockey – all 16 meg of it – arrives on the SNES, and we give it the full treatment.

16 Young Merlin
11 Lawnmower Man
18 Super Putty

Access All Grassy-Ass

ACCESS ALL AREAS

68 Asterix Guide
74 Tips pages

VICTORY!
The forces of evil that made AAA expand and almost take over the magazine have been defeated! Make way for a new guide and the triumphant return of Paul 'have my cake-oh and eat it' Mallinson. His sterling effort that is this month's Asterix guide is the single reason why he is in such favour with 'the sceptic ants'.

Oh what joy is this? When a four-page guide resides at page 68 and everyone's favourite tipster, er, me, returns to fill his once proud post on page 74, I am happy to be a contented drake. For I am 'pastry monger'. Hear me roar!

CONTENTS

HONG KONG PHOOEY CHOP - YOW! A GREAT SHOW - BUT CAN YOU NAME THE STARS? ANSWERS TO THE USUAL ADDRESS FOR A REWARD.

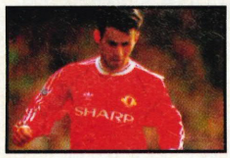
It's special and there's no mention of 'pink' or 'soft' as we endeavour to make your mind up on your behalf by presenting our big, fat and rock hard beat'em-up special. There's a lot of decent games featuring gratuitous and physically impossible violence, but there's also a darker side where the soft games disguise themselves as rock hard beat'em-ups, in order to gain special entry to 'Club Bisto' – so we sort out the gravy from the granules. Oh, and there's a picture of a girl dressed as Chun Li.

BEAT'EM-UP SPECIAL

ART OF FIGHTING
BATTLETOADS
BATMAN RETURNS
CLAYFIGHTER
DOOMSDAY WARRIOR
DRAGONBALL Z
MORTAL KOMBAT
STREET COMBAT
STREET FIGHTER II TURBO
TUFF E NUFF
TURTLES TOURNAMENT FIGHTING
WORLD HEROES
WWF ROYAL RUMBLE

FREE CHUN LI POSTER INSIDE

Close Season Footy



WORLD CUP OVERKILL!

The flood of SNES soccer games continues!

- Christmas price war
- Five new consoles
- Ocean signs Interplay

More! More! More!



HOW DO YOU LIKE IT?

Sony continues its plans to take over the world.

- Nintendo adds subtitles
- Soccer Kid SNES
- Undercover Cops

Other Bits



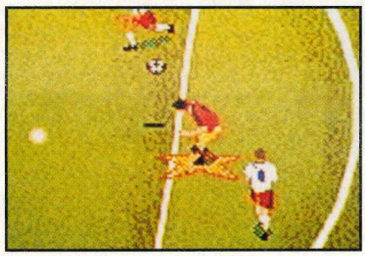
The Super Control N

WORLD CUP FEVER!

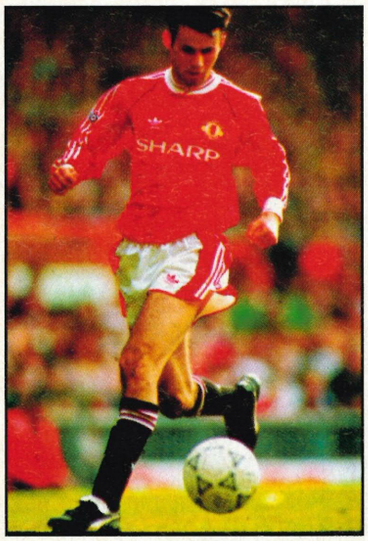
KICKS OFF ON THE SNES

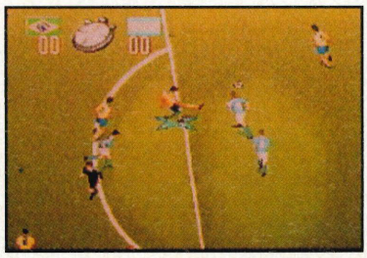
Bringing joy to millions of football-loving games players far and wide, Electronic Arts has let Super Control in on a little secret – namely that its superb Mega Drive football sim, FIFA Soccer, will arrive for the SNES in July!

For those of you who don't know about this cracking piece of software, it combines a Desert Strike perspective with incredibly animated players and spectators. The Mega Drive version was one of the big sellers at Christmas and with a July release that coincides nicely with the forthcoming World Cup, the football game looks far from dead this summer.



Far from dead, because there are already two new footy games due out in time for World Cup '94. US Gold holds the official rights to the tournament, so expect an officially licensed game from that company. Also, Acclaim recently announced that its forthcoming football simulation would be endorsed by Manchester United's Ryan Giggs. Acclaim is obviously a company with impeccable taste in footballers! Should the game mirror the reigning champions' incredible current league record, then it could be a bit special.





HUGE CONSOLE PRICE WAR!

With the Christmas season over and the industry waiting with bated breath for the sales results for every piece of software and hardware, the price war between the two big console manufacturers finally comes to a close.

A fortnight before Christmas saw a price-cut across every Sega Mega Drive hardware and software pack in the major high-street stores such as Woolworths and Dixons. By far the biggest and most surprising price-cut of all appeared at Woolworths, where £30 was slashed off the price of the Mega Drive which is now selling for £99. This cut was immediately matched by other high-street chains. At the same time Nintendo cut the price of the superb Mario All-Stars pack to £99 – a move which Nintendo described as "a tactical decision rather than a strategic one".

While the retailers seemed nonplussed with Nintendo's new pricing policy, hordes of independent stores screamed their disapproval at Sega, basically because the £99 price of the Mega Drive II was actually cheaper than the price they paid for stock from the distributor. One independent shop owner commented "Gotta go, I'm off to Woolies to buy my Christmas stock!".

Nintendo remained in full voice, touting the value of the Mario All-Stars pack, which it predicted would make up to 50-60 per cent of its Christmas hardware sales. Sega, on the other hand, remained silent throughout, although many considered its Mega Drive Christmas software release schedule to be stronger than that for the SNES. The exact outcome remains to be seen, and meanwhile Nintendo holds its breath...



MAYALL IN HIS WORDS

Nintendo has announced that it will be adding subtitles to all of its TV advertisements. The decision to utilise page 888 of teletext has received a warm greeting from all sides, especially the Royal National Institute for the Deaf, for which a spokesman commented that 'video games must not leave deaf people behind.'

COVER ME!

Irem has announced the release of the SNES version of its arcade beat'em-up, Undercover Cops. Not unlike Fatal Fury or Final Fight (except that it's got a different name), this is another 'choice of three characters who go around and beat people up'-type game. Hmm, something the Super Nintendo is crying out for, I'm sure you'll agree. Recently, many voices both inside and out of the industry have questioned the quality of arcade and film licences. One concern is that game styles have been 'cloned' once too often. We'll see if this affects sales...



ZOOL IS YOUR LEADER

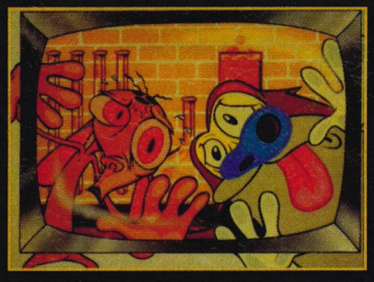
Zool is joined by a little Devil.

- Ren & Stimpy on the TV
- Mortal Kombat sails on
- 8-bits take a hammering

ews

SPURT! IT'S FINALLY ARRIVED!

The superb Ren & Stimpy Show will finally see the light of day on British TV in the new year, as predicted by Super Control some six months ago. BBC 2 will screen the show on the DEF II slot which runs on weekday evenings. A massive hit with many of us at Maverick when we saw a few episodes on video, it follows the release of the (poor) game by T*HQ that wasn't very well received by Allie when she gave it 56 per cent.



ZOOL AND LITIL DEVIL

Gremlin, who came along in leaps and bounds during 1993, has scored what could be the biggest coup by a British software house in the past decade. Rumours are afoot that the Sheffield-based creators of the Ninja from the Nth Dimension and his new-found sidekick Litil Divil, have been locked in talks regarding a possible cartoon starring the two. This could open the floodgates for masses of British characters to appear in the States. With the video game industry creating so much money, involvement with 'outside' industries is made more possible. For instance, in the '80s, only Boulderdash and Choplifter made a successful transition from the computer to arcade screen, but this could change with arcade manufacturers also looking to produce console software.



© Gremlin Graphics 1993

THREE NEW CONSOLES IN 1994

1994 promises to be the year of the new console. Due this year are three new machines, the first of which is the 3DO multi-player – a CD based 32-bit console due in the UK in April. Next comes the Saturn, Sega's next generation Mega Drive pencilled for an autumn release, although this is a very rough estimate at the moment.

Finally, and by far the biggest threat to all of the new machines, despite its lack of hype, is Atari's Jaguar console. This 64-bit console is already on sale in the USA and did appear in small numbers in the UK late last year. A few outlets still carry the Jaguar, although the situation will improve in March when the machine is released proper.

Many people discredit the Jaguar because it is cartridge-based, but it could surprise everyone. Cartridges will mean that games run a lot quicker – slow running speed is the biggest drawback about the 3DO and the Mega CD. This is caused by the time it takes the disc to spin and the machine to pull data from the CD and display it on the screen – a problem that the cartridge eliminates.



The first games available have been very well received. A couple of people here at Maverick have also seen the Jaguar in action and all said that the machine is really special. With a retail price quoted at £199, the 64-bit Jaguar could be a machine to watch out for.











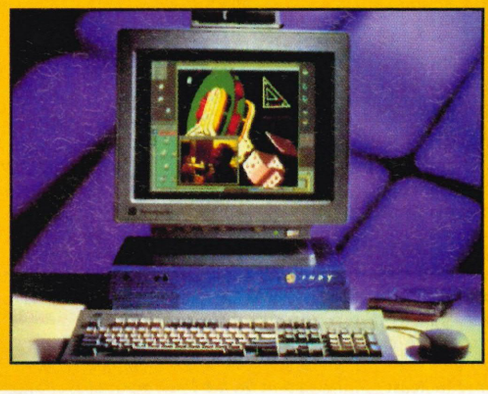
OCEAN SEALS INTERPLAY LICENCE

Interplay, who has received many an honourable mention in this magazine with its three titles, Claymates, Rock and Roll Racing and Clayfighter, had trouble getting a UK distribution deal. This meant that the aforementioned games may not have seen official release until well into the summer…that was until Ocean stepped in. Ocean will now release all three titles around March.

MORE NEW CONSOLE NEWS

Continuing the new machines story, Sony has announced plans for a new console to be released in early 1995. Little is known about the machine except that it will be CD based and have the support of two giants in both the cartridge and coin-op world, Konami and Namco. The deal will stretch further than a simple game licence deal, by also including the opportunity for Konami and Namco to co-operate with Sony on a technical level when developing new arcade machines.

Meanwhile, in the UK, Sony Electronic Publishing continues to expand in all directions, with Acclaim's UK boss Nick Garnell becoming director of business development. Having joined Acclaim in March '93 from Virgin Retail, Garnell joins a company who recently swallowed up Psygnosis and even employed the completely insane Caroline Stokes as PR Manager – a decision they may one day live to regret…or maybe not. Ho! Ho! Ho!





GAMES RETAIL AS HEALTHY AS EVER

Computer game centres continue to spring up around the country, with Our Price recently opening departments in its Newcastle, Aberdeen and Belfast branches. Game demonstrators also appeared en masse throughout the chain's stores across Britain before Christmas.

Also on the retail side, Game opened its new Liverpool store in a blaze of publicity, with ex-Liverpool and Scotland defender and top TV footy pundit Alan Hansen cutting the tape.

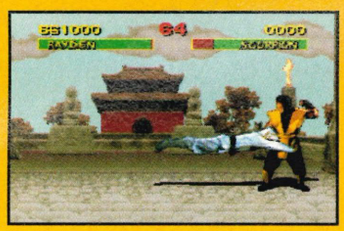
Finally, Future Zone recently purchased the entire chain of Virgin Game Centres for a figure rumoured to be around £12 million. This will mean that the existing Games Centre in your town will soon be converted to the familiar cyan and yellow colouring of the Future Zone chain.



IMMORTAL?



The Mortal Kombat bandwagon rolled on relentlessly over Christmas, claiming a top-ten position in the Christmas chart and even picked up the most mentions on TV and radio in November – despite being over two months old! Not only that, with Datel releasing the much-touted SNES gore codes for its new Action Replay Cartridge, it looks as if we have yet to see the last of arguably 1993's biggest game...and probably 1994's. Something to look forward to is the arcade version of Mortal Kombat II which is almost complete, and will feature 12 characters to choose from. A SNES version will more than likely appear towards the end of this year. It would be wise to expect double the hype and double the sales next time around...





MORE FOOTY THAN THE PREMIER LEAGUE

Ocean has secured the rights to release the SNES version of Soccer Kid which recently 'scored' (oh dear) a huge hit on the Amiga, where it was released by Krisalis. The game will receive an extra boost in the form of a promotion with Golden Graham cereals (they're not just great – they're golden!), which means complete overkill for the cereal throughout the game (à la Zool and Chupa Chups lollies), and could even see Soccer Kid himself and the Ocean logo appearing on cereal packets!.

1994 looks like being yet another solid year for Ocean, with a host of new titles set for release across both cartridge and CD platforms. The best thing is – they're British!

GAMESMASTER – THE BOOMERANG

Despite a massive drop in viewers, the pioneering TV games show GamesMaster will return for another series in 1994, which guarantees it running until 1995. The announcement came after Bad Influence also had another series commissioned by Yorkshire Television. Whether or not Dexter Fletcher will remain as host remains to be seen, but after some fairly, erm, bitter comments by various industry voices, Mr Fletcher's future could be in question. While his track record as an actor is unquestionable, it would seem that Dexter's skills as a host leave something to be desired. The choice of magazine people on the show also seems to be restricted to a select few, although Digitiser bloke Paul Rose recently appeared in the review booth. And he was very, very good.



The humble 8-bit consoles took another beating late last year when Our Price announced that it would be pulling stocks of both NES and Sega Master System cartridges from its shelves. While admitting to a poor year of sales on the 8-bit, a spokesman said that 1993 had been a 'terrific' year for the 16-bit console market. Ironically, it could be the SNES that saves its little brother (or at least the NES software sales) should the Hornby Superdeck ever see the light of day. You may remember that Hornby was reluctant to release the add-on that allows NES games to be played on the SNES, unless it could market it at under £25. Hopefully public pressure will see the Superdeck released and NES classics like Micro Machines and Mega Man on the SNES. Hurrah!

CENSORSHIP. IT'S HERE

The dark cloud of selective computer game censorship moved a little closer in January, when Sega withdrew all copies of its controversial (in the eyes of the tabloid press) CD game, Night Trap, from all shelves in America. The reason behind the move was to allow the MPAA (America's film classification board) to pass classification, which seems rather strange as the MPAA, while having jurisdiction over movies in the US, has no say as to the content of video cassettes between different states – which explains why many American copies of censored films are released uncut.

As Night Trap contains recorded footage for private use, Sega had already given it a 15 certificate. So why has it withdrawn the copies? Some believe that Sega is attempting to distance itself from a title that has brought it some bad press, others think that it's a weak attempt to stir up controversy and boost sales of a flagging title. Whatever the real answer is, we Super Nintendo owners all know how well a censored title can sell by the truckload (remember Mortal Kombat?). Rest assured that the UK will (as we always do) mirror the USA and sooner or later impose our own game classification.

When that day comes, will the last person out of the UK please turn out the lights?



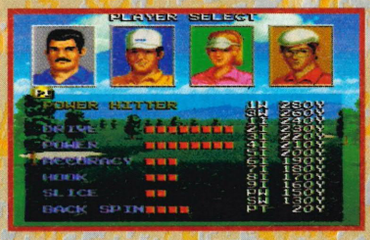


MAJOR TITLE



Major Title is the English name for one of the Super Nintendo's most popular import titles, Irem Skins. Despite being pretty much a geriatric by game standards, this almost two-year-old game still remains as playable and enjoyable as it did when the first import versions arrived in the UK – before the SNES itself was officially released!

The four competitors have their own particular attributes which are loosely explained on the select screen



Before each hole is played, it is viewed from above while the computer tells you how easy it would be if you were any good



FALDO

Unlike most multi-player games, Major Title is just as enjoyable for a single player as it is for two, three or four. Initially you must select which type of game you wish to play – Skins Game (where a bonus is awarded to the winner of each hole), Match Play (versus another player), Stroke Play (single player on a leisurely walk around the course), or the Tournament where 18 or 36 holes can be played by up to four players at once.

The classic Leaderboard view from behind the golfer is used, and very comprehensive it is too. The large well-animated sprite is surrounded by options that vary from the power of the shot to which club to use and even the stance the golfer takes! Graphics are very classy throughout and every option screen is easy to use and understand, even for a beginner. An aerial view of the ball is used when a shot to the green has been played, and putting is also viewed from above.

The player has a choice of four competitors to be represented by. Each has their own strengths and weaknesses, so a careful choice must be made. The excellent instruction manual helps the player with this by running through each competitor individually. The whole game is easy to understand and play within minutes of the SNES being switched on, which is a rare and welcome quality in today's games.

FORSYTH

Major Title is a great game which golf fans will love and there's also a very enjoyable time to be had by those of us who don't follow the sport. If you fancy a change from the usual SNES games, then this is the one for you. Recommended.



The drive, complete with a plethora of options



The putting green. The darker areas around the hole are dips in the green



A smashing drive onto the fairway (obvious caption number 54)



The ball's sunk for a par at the first. Very nicely done

SUPER PUTTY



The Putty story has been covered in-depth by Control in previous issues, and just prior to Christmas this fascinating SNES conversion of the successful Amiga game was finally released. Super Putty was programmed and published by former C64 stalwarts – Chris Butler, the programmer, was responsible for Space Harrier, Commando, Z, Who Dares Wins II and Power Drift on the Commodore, and System 3, the publisher, has a reputation for quality on the 64 with titles such as IK+, the Last Ninja and Vendetta.

PLAYDOH

Putty has been kidnapped by the evil wizard Dazzledaze who has imprisoned the pliable ball of Plasticine on a remote moon which orbits his home planet. Thank heavens for the tribe of robot inhabitants then, who kindly agree to help Putty escape in return for 'favours'.

By travelling around each level, absorbing the little robots and taking them to the exit, Putty gains a step towards freedom. Unsurprisingly, there are more than a few nasty bad things who will try to sap Putty's pliability (energy) and condemn him to a life of being mixed with a horrible yellow Plasticine.

Looking decidedly peeky, Putty contemplates tackling stage one



PLASTICINE

Absorbing enemies and robots is done by flattening Putty on the floor and sucking in the nearest thing. These 'things' range from enemies and robots, to bonus items and energy to replace lost pliability. Later on in the game, absorption of actual animals and the adoption of their characteristics is necessary to complete levels.



In a bogey-like stretch, Putty seeks a route to the platform above him. Believe me, the thing moves as well as it looks

The sausage with a knife through it will do all it can to steal your pliability!



Throughout the game, presentation is absolutely spot on, polished, professional and all-round NICE. Colours are well used, being outrageous but not garish, and some excellent animation stands Putty head and shoulders above most platform games.

However, it doesn't end there! Putty is essentially a platform game, yet its cruel mix of fiendish traps and puzzles which increase in number the more the game progresses give it a little extra something that other platformers like Dennis and Cool Spot don't offer. Sound complements the game well enough, but I ignored it completely more often than not because the game was so involving!

POTTER'S WHEEL

System 3 has got it right with Super Putty. It's original, like Young Merlin, it's as playable as Mario and is as confusing as, erm, a very confusing game (Damn! I was on a roll then!). My advice? Purchase it at once if you want originality in a game.

PREVIEW

SONY'S SHOOTING STAR

SKYBLAZER

You may remember not too long ago we took a quick look at Sony's forthcoming platform release SkyBlazer. Originally due for a December '93 launch, it has now been pencilled in for March and after a few tweaks and changes it is almost ready for review. Unfortunately we can't give it the once over until next issue, so we thought we'd have another look at it in light of the latest changes that have been made.

SkyBlazer has highly stylised graphics with beautiful scrolling backgrounds and imaginative sprites. It is a fast-paced and extremely playable affair which will stand its ground well against some of the more successful Super Nintendo platform games.

To set this aside from the archetypal platform slasher, the use of magic has been incorporated into the game as well as special attacks and manoeuvres. You can pick up special items that allow you to perform spells and also give you power-ups for greater attack strength, some of which are very impressive.

BLAZING SADDLES

The main sprite is quite agile and leaps and bounds between the platforms with considerable ease. He can also grab hold of the side of walls like Spiderman or Zool, enabling you to get out of sticky situations and bridge wide gaps that appear impossible. The game remains fairly linear in design, but due to this ability to clamber up and down walls you can explore higher reaches of the levels to look for important magic gems and extra points and bonuses.

There are guardians throughout the game, all of which are difficult to defeat and most of which are surprisingly huge. Like the background graphics, a lot of effort has clearly been sunk into the graphical design of the guardian sprites and the way in which they move across the screen and attack the player.

Another rather nice graphical touch appears in one of the later levels, where you make your way up a revolving tower that imitates an ancient game called Nebulus. The tower utilises the Mode 7 rotation facility of the Super Nintendo to smoothly create a continually revolving image.

The musical content of the game complements the gameplay with a combination of rock and orchestral interludes breaking through a barrage of sound effects. The musical style alters depending on the ferocity of the action and there are some grunts and groans from both the main character and enemies which belt through the music whenever a sprite is hit or destroyed.



Like Spiderman and Zool, Sky can clamber up walls and cling onto precarious platforms – a highly useful skill

Reminiscent of the classic game Nebulus, you must make your way up a revolving tower which makes use of Mode 7



Overall SkyBlazer is looking mighty impressive and the gameplay alterations that have been made have resulted in the game being incredibly playable. We will have a full review next month so keep your eyes peeled, this game looks like it's going to be worth the wait!

ALLIE



Sky can perform a standard kick or punch as seen here, and can also perform magic attacks which are limited in their use



SkyBlazer takes influence from Sony's Hook in more ways than one – recognise this map screen?

Like Peter Pan, Sky can fly through the air with elegance, firing a magic pulse from his fist





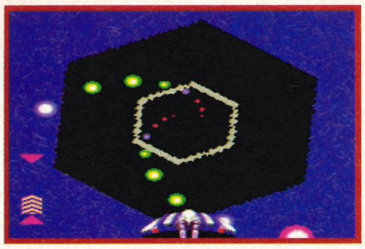
The special attacks are governed by the red energy bar at the top of the screen. More power potion can be found, but you must use the attacks sparingly



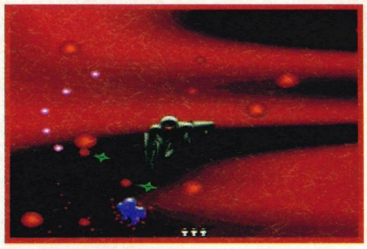
As you progress through the levels you obtain new power moves. This Comet Flash is awarded to you in level two



Out in the open where there are some nasty alien things to shoot at



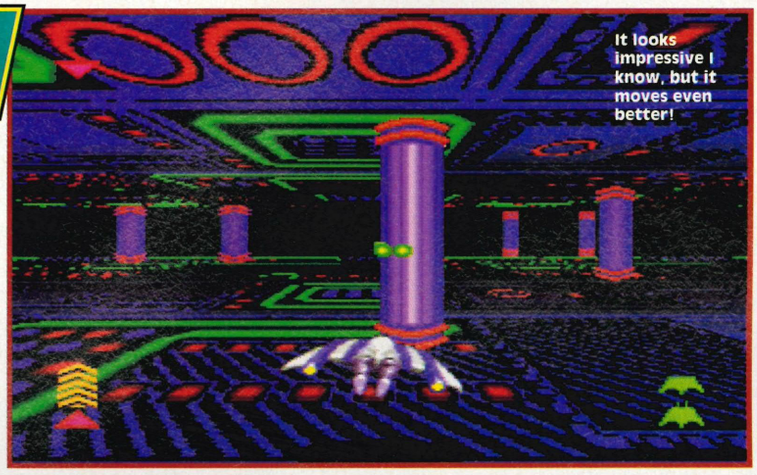
Inside the Cyber Tube and things aren't going well for me



The final battle versus the Doomplayer – the man behind The Shop

IT'S A LOT LESS BOVVER THAN A HOVVER

LAWNMOWER MAN



It looks impressive I know, but it moves even better!

In the year 2000, Virtual Reality will be in every home and available to everyone and their dog. That's the basis of the Lawnmower Man – the story of a simpleton named Jobe, who owns a big lawnmower and one day finds himself part of an experiment to increase his limited brain capacity. The experiment is successful, so successful that Jobe is given a job with a government department known as 'The Shop' which has bigger and more sinister plans for Jobe than he thinks.

That's where the story of the Lawnmower Man begins. The film was a moderate success last year, but it did provide an excellent platform for game. The Sales Curve picked up the rights to publish the game and ex-C64 programmer Simon Pick was put in charge of it.

FLYMO

Taking place over eight levels, the Lawnmower Man game is a mish-mash of superb effects and simple platform shooting action. Taking control of either the male or female hero (or both when two people play), the player must negotiate platform shooting, car chases, puzzles and 3D shoot'em-up sections as he attempts to bring the downfall of The Shop.

The graphics are a mixed bunch, ranging from lacklustre backdrops and tiny sprites during the platform sections, to some top-quality Mode 7 3D shooting scenes that would, with a little more detail, put Star Wing to shame.

The puzzle sections that appear frequently are very tough – a sort of Krypton Factor mental agility test. The static screens which appear from time to time are also excellent, but pointless and memory-sapping at the end of the day.

Sound is superb with the film score being virtually recreated note for note, and it all sounds very twee in stereo. Sound effects are adequate, but tend to be overshadowed by the backing track most of the time. A great deal of variety has been crammed into the cart, but it doesn't quite work as some sections of the Lawnmower Man let the other more impressive levels down.

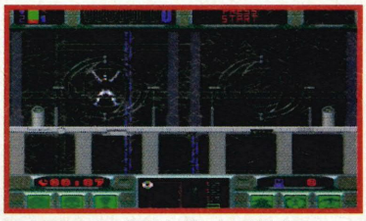
QUALCAST

Alien 3, with its masses of running around and shooting is something that the Lawnmower Man could have been, and maybe then the 3D sections wouldn't have looked so out of place when popping up between the dull platform levels. It may not necessarily be an essential purchase, but the Lawnmower Man contains more than enough variety and tough levels to keep you occupied until the sequel appears in the spring.

ANDY



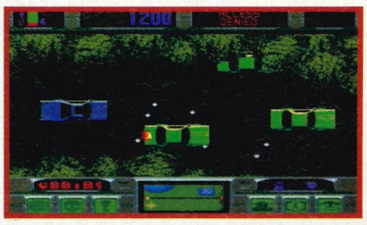
Excellent 3D movement and a targeting system that Fox McCloud would be proud of!



Preparing for the big final battle by spinning around in a big wheel



As you can see, the platform section isn't a patch on the 3D bits



Spy Hunter revisited as you make your way to The Shop (ho, ho)



LAWNMOWER MAN

HOUSE: SALES CURVE
ORIGIN: OFFICIAL
PRICE: OUT NOW
PLAYERS: £44.99
TYPE: FILM LICENCE

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

83%

SUPER CONTROL

SOUND	8
GRAPHICS	9
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

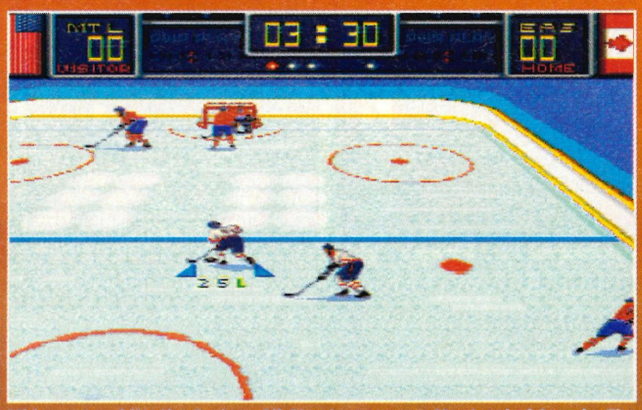
- Lots of variety
- Superb 3D section
- Very classy presentation

ENERGY LOW

- A little long-winded
- Very bland platform section
- Not enough of the good stuff

ALTERNATIVE SYSTEM

There's so much variety in this game, that I think that I should maybe suggest a number of different alternatives to cover all the different genres present. Alien 3 (83 per cent) for the platform section, Star Wing (94 per cent) for the 3D bit and erm, Tetris/Bombliss for the puzzles.



Mid-game and it's the Eastern All-Star team versus Montreal of Canada. The way is clear for Wayne Gretsky to push into the Canadian half of the pitch

DING DONG BELL, PUSSY IN THE WELL

BRETT ICE HO

HE SHOOTS, HE SCORES...

Ever seen a film called Slap Shot starring Steve McQueen? It's the story of a failed ice hockey team who resort to physical violence in order to better their results. It is the violent side of ice hockey that makes the game such a big hit in America and Canada, with massive battles between opposing teams often more interesting than the actual game itself.

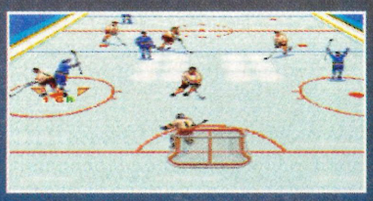
Accolade has opted to simulate the more boring side of Canada's most popular pastime in Brett Hull's Ice Hockey, as Electronic Arts did in NHLPA Hockey. This is a 16meg game featuring THE Brett Hull and an even more famous chap, Mr Al Michaels, ice hockey reporter extraordinaire.



Brett collects the ball midway inside the Detroit half...



...He sees a slight opening and makes the shot...



...And it's a beauty. Brett Hull does it again!

ST TRINIANS

The clarity and user-friendly system of option selection of NHLPA was second to none until the arrival of this game, and those of you who have seen NHLPA will have a basic idea of the format that BHIH takes. BHIH contains more than its fair share of options and even without any instructions a beginner can move straight into an exhibition match within seconds of plugging in the cartridge. The game also allows some of the sport's more obscure rules to be turned off as well, which is good news for those of us who are uninitiated in the finer points of the game.

28 teams are available for the player to choose from and all are faithful to the real thing – ie real player names. The type of match to be played can be selected from a simple exhibition game to an 84-game season. For those of you who may have fainted at this thought, a useful but long-winded password system means that you can return to the game time after time.

> I first saw this as an unfinished copy and at the time, although visually quite impressive, it did not have enough speed to make the game playable. This was mainly due to the sheer amount of speech included and the four-way play feature. Now however, the four-way has been dropped down to two players and other elements have obviously been tweaked, making the game much faster as a result. What we have now is a highly enjoyable hockey sim that rivals the might of EA's NHLPA. The controls are a little bit sluggish to respond, but overall this is mighty fine.
>
> **ALLIE**



A. Select which game type to play. Choose from: Exhibition (A Friendly to you and me), a 3, 5, or 7-team playoff (knock-out) championship and an 11, 42 or 84-team season
B. Choose from 28 teams, including two All-Star line-ups
C. Change your line-up, view the players' statistics and current personal averages or put the sorry lot through a punishing training schedule!

Team line-ups can be edited, plus there is a coaching option should your players get out of shape and player form can be studied at any time you wish. This small management option helps lift Brett Hull above NHLPA and also adds a little extra bit of value to the overall product (My god, I'm beginning to sound like John Stapleton!).

The game is viewed from behind a goal not unlike NHLPA Hockey but much 'flatter' – the screen shots on this page illustrate my point somewhat better than words can. As you may have realised, the whole court moves in glorious Mode 7 and very smooth and impressive it looks too.

ROD HULL

The players are superbly animated, be they skating, shooting, applauding a goal, barging another player or just standing still. Controlling each team member is easy to get the hang of, but tiring on the thumb after a while due to the inertia on each player being a little too heavy. This not only makes one-player games a tad difficult, but also sometimes means that masses of player sprites sail aimlessly around the pitch during a two-player game.



If your team isn't up to much, make them winners! Coach them in every aspect of their game to get that power level up and make them champions

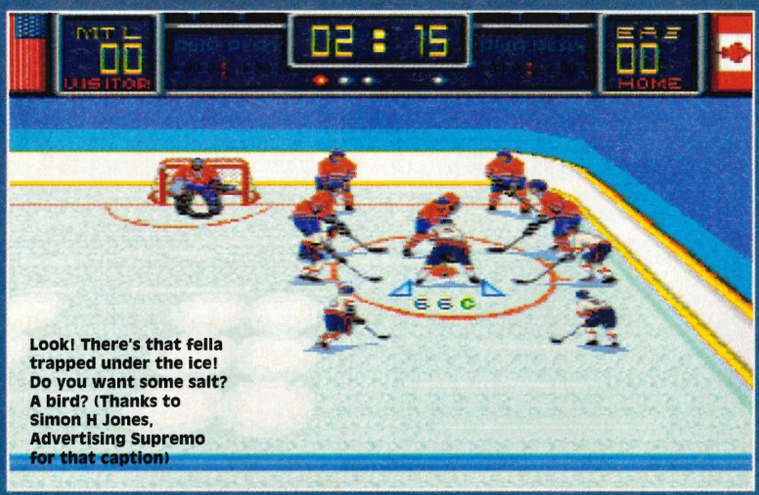
An auto player select has been omitted, something which should really have been included as younger players will find manually transferring control between each team member very difficult. Thankfully, the pad controls are well thought out and all of the individual team members' moves are performed with just three buttons on the control pad. On the whole, control is a lot slicker than NHLPA, and as a two-player game you'll find Brett Hull Ice Hockey very difficult to beat in terms of sheer enjoyment. However there's also enough to keep one player occupied for a long time, especially with the passwords readily available.

LONDON 0 HULL 4

Sound is absolutely superb. While the music consists of a simple title screen tune and the standard ice hockey stadium organ which plays at dead ball situations, Brett Hull Ice Hockey is also chock full of incredible digitised speech.

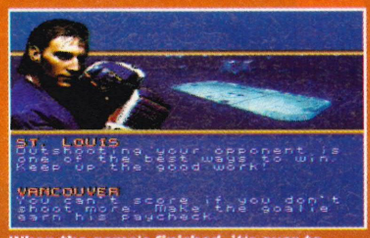
The Super Nintendo sound chip has been well used for once, resulting in every





Look! There's that fella trapped under the ice! Do you want some salt? A bird? (Thanks to Simon H Jones, Advertising Supremo for that caption)

HULL
OCKEY



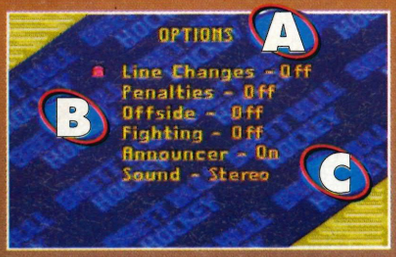
When the game's finished, it's over to Brett himself to give us his view on the competing teams. Stating the obvious is his strong point as you can see



"Hi, I'm Al Michaels and this microphone shaves as close as a blade – or your money back." The American commentator informs us of the strengths in the St Louis line-up



Brett Hull the star of the show scores a beautiful goal. The bar at the top of the screen shows the team, scorer and the player who assisted (set up) the scorer



The extra options screen offers the actual gameplay options:

A. Toggle substitutions on or off
B. Vary which rules you want on or off. Different rules will make the game run smoother or break it up into a stop-start game – just like the real thing
C. The superb game voice-over can be turned off if you wish. Personally, I think it adds a whole new dimension to the gameplay!



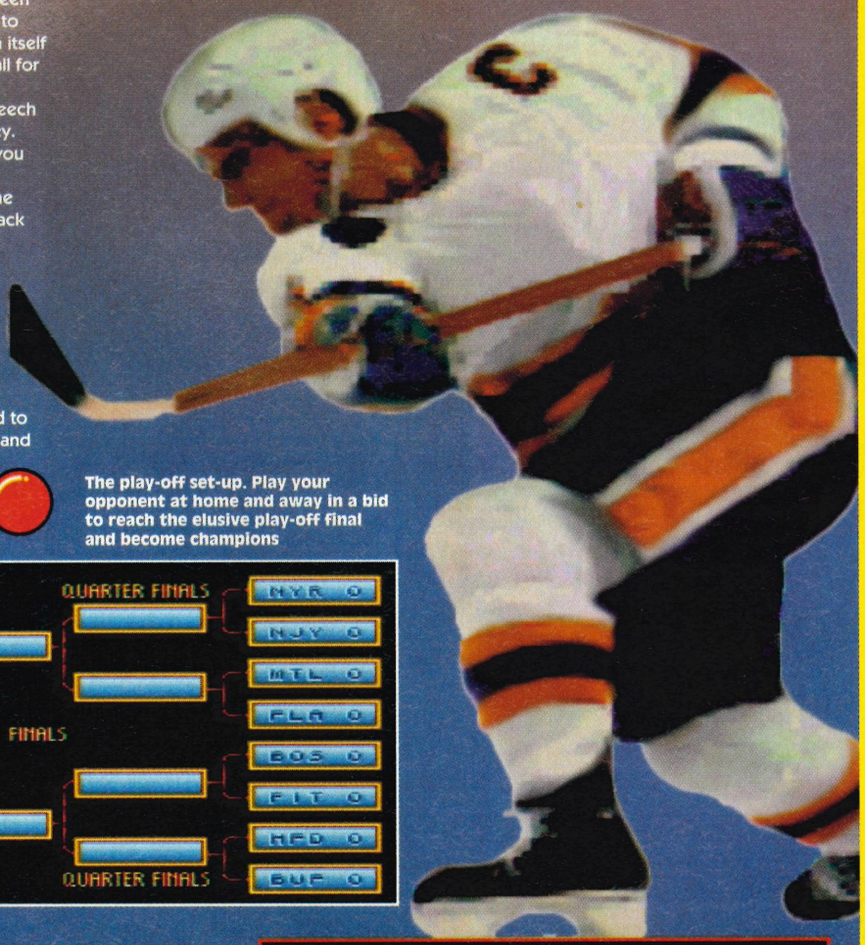
The in-game pause mode pulls up this option screen, allowing the player to edit certain game points while actually playing:

A. Instant replay screen is great for taking a look at your last superb goal
B. Stats screen shows the current scorers, percentage of possession and shots made and time remaining
C. Choose to play without a goalie!?
D. Change the line-up when there's a minute to go in the play-off final

single piece of speech being crisp, clear and coherent. From the pre-match screen where Al Michaels introduces himself, to the running commentary on the match itself (à la Joe Montana's Sports Talk Football for the Mega Drive), I defy you not to be impressed by the sheer amount of speech that is featured in Brett Hull Ice Hockey. Would it be more convincing if I told you that every time the pause button is pressed, the commentator tells you the score and then says "...and we'll be back after this..."?

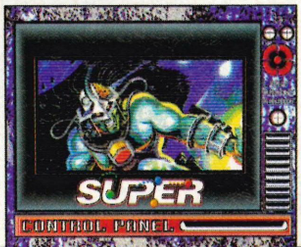
To summarise, Brett Hull Ice Hockey is near technically flawless. If a little tweaking had been done to the control method, then it would have received an even higher mark than the 82 per cent I feel it warrants. That said, any other ice hockey game will be very hard pushed to better Brett Hull's astounding speech and fluid Mode 7 animation. Accolade would appear to have got this one just right.

ANDY



The play-off set-up. Play your opponent at home and away in a bid to reach the elusive play-off final and become champions





BRETT HULL ICE HOCKEY

HOUSE: ACCOLADE
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: ONE/TWO
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

82%

SUPER CONTROL

SOUND	9
GRAPHICS	7
GAMEPLAY	8
LASTABILITY	8

ENERGY HIGH

- Faultless speech
- Lots of options
- Great for beginners and fanatics alike

ENERGY LOW

- Too much inertia
- No auto player select
- Too tough at times

ALTERNATIVE SYSTEM

As an alternative similar game to Brett Hull Ice Hockey, there is really only Electronic Arts' NHLPA Hockey (78 per cent) that competes on the same level. However, it has to be said that NHLPA Hockey did suffer from being a bit too slow on a PAL machine though.

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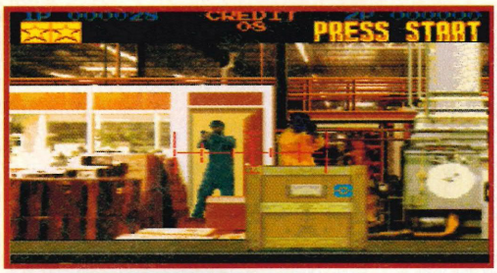
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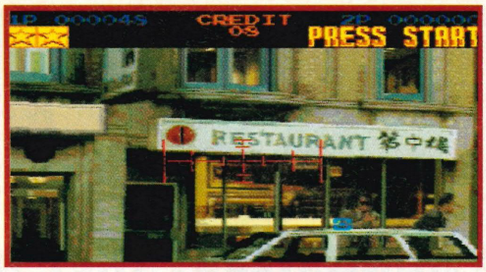
LG4 08 10 93



The chemical plant in the final, toughest mission. Take out the blokes dressed in the dashing radiation suits and prevent meltdown



Oh dear – it's all just too much for this poor bloke, who decides he can't take it any more and hangs himself in terror



Downtown at the Chinese restaurant there's trouble brewing in the chop suey. You must avoid shooting the old codger walking off the screen. Oh, go on then...



More training shenanigans – the screen splits in two down the middle when two players play at once



The hijack! Terrorists appear from every nook and cranny, so be alert. The small door on the van contains a magnum 45



Yikes! A hostage has been taken. Fortunately your deadeye shot will blow the captor away, leaving you to dispose of the hostage just for the fun of it

LETHAL ENFORCERS

ROOTIN' TOOTIN' FANCY SHOOTIN'

Following a successful run in the arcade and its recent Mega Drive launch, Lethal Enforcers has arrived on the SNES, complete with an extra comedy gun and its very own blood and gore ban, à la Mortal Kombat.

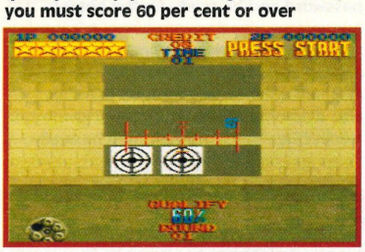
What a nice day it is when the press release you are given with a game tells the whole story for you. Well done, Konami! You take the role of a rookie cop who has amazingly been asked to prove his worth against the most dangerous criminals around. From a bank robbery to a plane hijack – it's action all the way across six levels of mayhem.

STARSKY AND HUTCH

As much as possible has been crammed into the cartridge as you take part in car chases, subway train races, gun battles with ninjas, gunrunners and terrorists. Your goal is to move from Patrolman to Commander in as short a time as possible, and this can only be done by ensuring that your shooting is accurate.

Control is via the joypad where two buttons are used to fire and reload your weapon. You begin with a revolver and can pick up various guns of differing capabilities along the way – shotguns, magnums etc. Alternatively, you can opt to use a special light-gun which is supplied with the game and makes play that little bit more authentic. This well-designed piece of kit would look almost real if it wasn't such a horrible colour (bright blue or bright pink)!

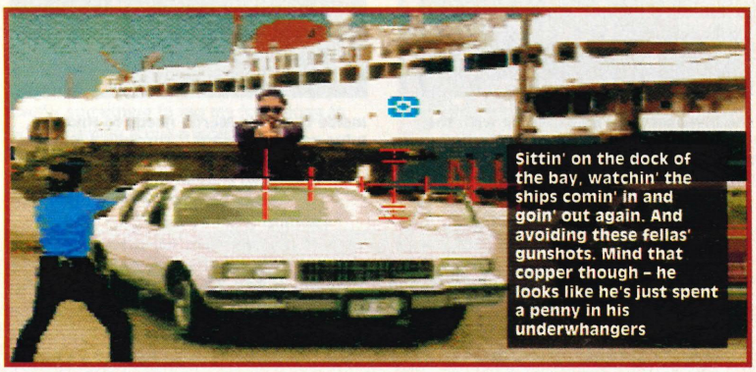
The training mode shooting range. To qualify and up your ranking in the force, you must score 60 per cent or over



MISS MARPLE

The game is viewed from your point of view, just like Operation Wolf and Operation Thunderbolt pioneered in the late '80s and Space Gun did more recently. The backdrops and characters are all digitised and work very well in conjunction with each other. Nintendo has asked for a number of changes to be made to the SNES version – for example, less blood – but I can't say I noticed its absence. The characters are digitised photos of the American Konami staff which explains why so few of them look like genuine bank robbers!

Retailing at £74.99, Lethal Enforcers isn't cheap, but with a free gun that will also be compatible with Lethal Enforcers 2 you know that there'll still be a use for the thing in a year's time. Whether or not this can be said about the game will become clear when we give Lethal Enforcers the full review treatment next month. **ANDY**



Sittin' on the dock of the bay, watchin' the ships comin' in and goin' out again. And avoiding these fellas' gunshots. Mind that copper though – he looks like he's just spent a penny in his underwhangers



Mission one. There's a bank robbery in progress and it's up to you to flush out the robbers. Ammo is getting low, so be sure to make your shots count!



Woah there! He'll cut off something nasty with that knife if you don't blow him away first! Don't you love pointless violence? It really gives computer games a good name



REVIEW

YOUNG MER

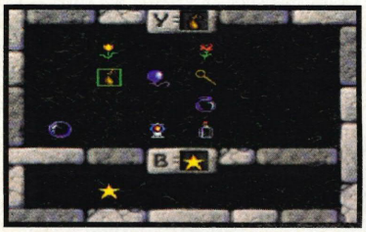
YOUNGSTERS? THEY DON'T KNOW THEY'RE BORN!



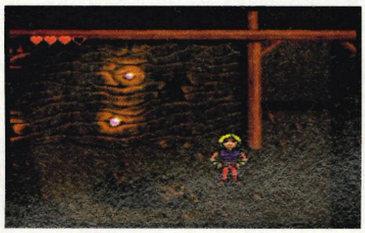
Pinedale – home of the stars. Merlin is forbidden from entering until he has completed another part of his quest

The story behind Young Merlin takes place long before he meets King Arthur (hence the 'young' in the title) when, as an impressionable teenage male, he bravely jumps into a stream to rescue a fair maiden and is swept away by the current. Unluckily, Merlin had fallen into a stream which was a sort of liquid motorway to a strange enchanted land ruled by the Shadow King – an evil ruler who, from his underground palace, directs the Meanies to destroy all things of beauty. Merlin discovers the wicked plot and decides to sort matters out.

Enlisting the help of the Lady of the Lake, Merlin must explore the kingdom, find the Shadow King's lair and defeat the bounder before tea. The Lady of the Lake helps out by turning diamonds that Merlin finds into magical objects which will aid his quest. When a diamond is lobbed into the lake, the Lady throws a useful object back to Merlin – often this can take the form of a much-needed weapon.



The inventory can be called up with the Select button. Every object in Merlin's possession is shown, and anything can be selected here, or with the L and R buttons



Inside the mine Merlin needs to find a mine cart and smash it through a wall. The thing is, the mine cart needs a wheel, now where can that be?

PAUL DANIELS

At first, the game is very straightforward and basically walks the player through the first section, familiarising them with the controls. This is mastered after a short time and soon you'll have picked up a password and be ready for the bigger puzzles.

Now the player is alone to wander around and explore. Apart from the Meanies which patrol the land there are also a few friendly faces who will give Merlin clues or ask for help which usually consists of retrieving objects, for which a reward is given. Ingeniously, no text messages are given so communication with other characters is done entirely with pictures.

Exploring and talking is only a small part of the game however, with Arthur being required to pick up and use various items in different places to achieve certain goals, collect magical objects and also to open up new areas of the kingdom. Apart from woodland, there's also an abandoned mine, an underwater land and an underground castle to name a few, so



Blimey, Merlin's puzzled, 'Do I really look like Sam from Home and Away?'



The password fairy appears whenever a new area opens up to Merlin. Make a note of this anyone who wants to cheat!

YOUNG GUN



At the pond with the fairy. A translation: 'Go down there stupid. And quick'

A very clever feature incorporated into Young Merlin, is the use of pictures instead of words by characters who Merlin must talk to. This was added to make the game 'universal', enabling people of all nationalities to play



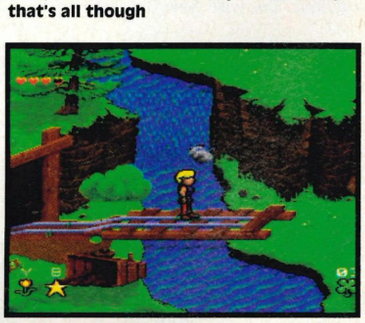
Merlin talks to a wizard outside his house. Translation: 'Key lost. Get key and I won't turn you into Playdoh.'



'Fish'



Well, I've found the railway tracks. Erm, that's all though



The entrance to the mine. There's something on this screen that Merlin needs – can you spot it? Answers on a postcard...

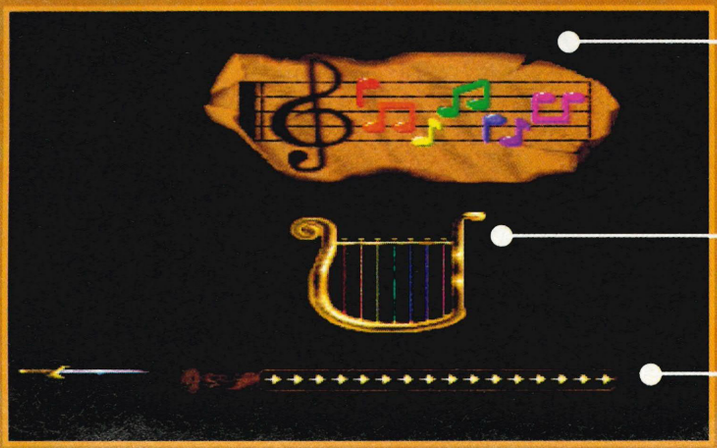
RLIN



Outside a cottage, and Merlin's shameful stealing of a wrench has disturbed Sterm, the former owner of the mine. The little lady next to him is his charming daughter Melody, who Merlin is trying to blag (unsuccessfully)

MISTER MERLIN

The Start button calls up the options screen at any time throughout the game



The music test option allows all the in-game tunes to be heard at any time. Joy!

The harp allows all of the sound effects to be heard, and is also used for turning the in-game sound on and off

The password line is empty. Ha, ha! If it were full it would contain the current password which can be noted at any time and used next time you play

exploring and getting to know your way around won't be done quickly.

DAVID COPPERFIELD

I think Young Merlin rates as one of the year's more enjoyable games, because it's so different to anything I've played in a long time. In some ways, it is very similar to Zelda, without being as big or involving...although Young Merlin isn't a small game by any means. I would say it is closer to the outdoor sections of Jurassic Park only with more character interaction.

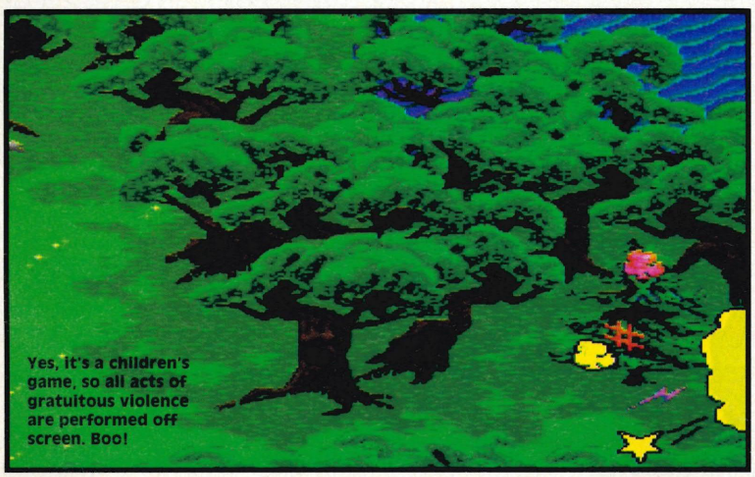
Graphically, the game can't be faulted even in comparison to the two afore-mentioned quality offerings. The star sprite could have looked better, but is very well animated. The other sprites are pretty bad, but some are better than others, and the same goes for their respective animations.

Backdrops are varied and colourful, but at times they hinder quick progress around the land because Merlin gets slowed down by small objects on the floor. Thankfully, the collectable items are easily distinguished, which in turn means that the player won't get stuck with puzzles because an object cannot be identified.

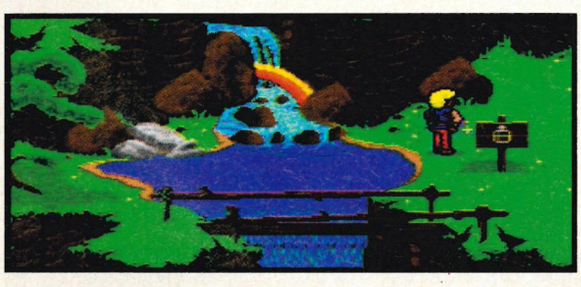
The puzzles throughout the game are varied and sometimes very clever. Youngsters will find some a doddle and some a bit trickier, but even experienced players may find themselves head-scratching at times. Music is very reminiscent of King Arthur's World in places, but only really provides a background for the on-screen action. This may be OK for some, but personally I prefer something to tap my foot along to while roaming around looking for an object. Sound effects are great, being very comical in places and add a touch of class to a very well-programmed game.

Young Merlin has so many qualities that they outnumber any misgivings I originally had. It's the way another little bit of the game is opened up each time you do something right that keeps you coming back for more. For the simple reason that Young Merlin is so refreshingly different I would recommend it to everyone who's in need of an injection of originality.

ANDY



Yes, it's a children's game, so all acts of gratuitous violence are performed off screen. Boo!



This is the lake, where the Lady lives. Toss a diamond in and see what she chucks back. It is nearly always an object worth less money than a diamond, which in my opinion is a rip-off



I agree with Andy that this game is considerably different when compared to any other arcade adventure around at the moment. Although Zelda is comparable, it is far better than Young Merlin which is nowhere near as complex. The humour involved here was a welcomed addition to this game. Graphically, it looks great and the perspective makes play easy, but some of the sprites are pretty poor.

Overall though, I like it and I can recommend it to those looking for a game that will take a long while to complete.

ALLIE



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YOUNG MERLIN

HOUSE: VIRGIN
ORIGIN: OFFICIAL
PRICE: £50-£60
PLAYERS: 1
TYPE: ARCADE ADVENTURE

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

84%

SUPER CONTROL

SOUND	7
GRAPHICS	7
GAMEPLAY	9
LASTABILITY	8

ENERGY HIGH

- Lots to explore and discover
- Some tricky puzzles
- It's different!

ENERGY LOW

- A bit easy for RPG fans
- Could be too tricky for youngsters
- Purely for the Japanese market

ALTERNATIVE SYSTEM

Zelda is bigger and better, but hardly the same game at the end of the day. Jurassic Park looks similar, but is completely different! You can't win in this life. The forthcoming Secret of Mana looks like it could put all three to shame however but this is still a very entertaining piece of software.

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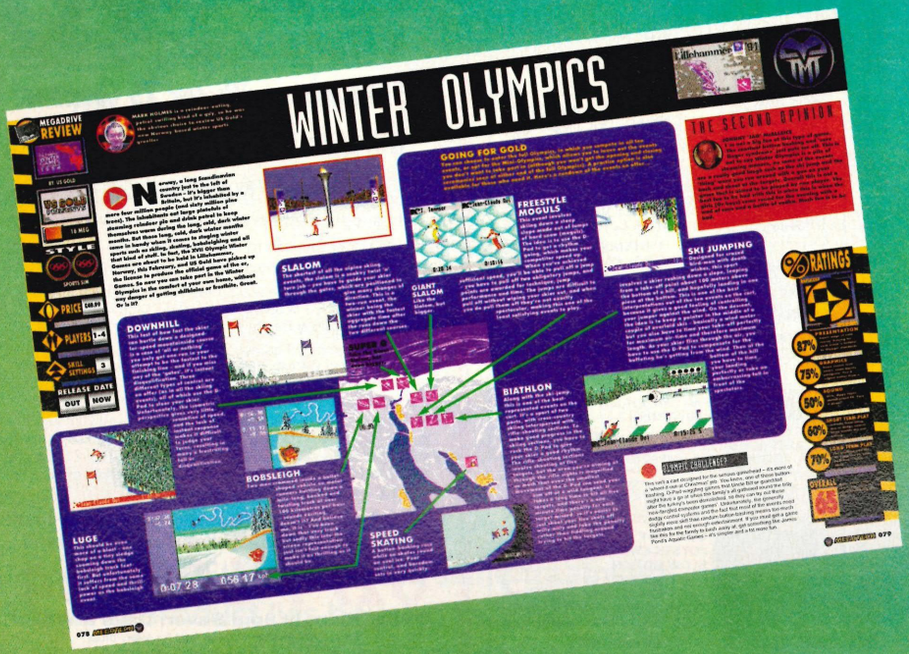
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LIKE A SNAIL WITH NO BRAKES IT'S... THE BEAT 'EM-UP EXTRAVAGANZA!

Hi-ho and welcome to another long, drawn-out chapter in the story of Super Control's expanding pages. After the trouble we had attempting to rid the magazine of game guides, along come the beat'em-ups asking, nay DEMANDING the same treatment. The end product lies beyond this page and what a truly FANTASTIC line-up it is.

Over the next 40-odd pages you can experience the near-thrill ride that is **TUFF E NUFF**. Why not have a go on **SFII TURBO** while eating your lunch? How would you like to try out the latest **WWF ROYAL RUMBLE** ride, direct from America? Many more attractions are held within these white-knuckle pages – **MORTAL KOMBAT, CLAYFIGHTER, ART OF FIGHTING, DRAGONBALL Z** and more! Why there's even an **ASTERIX** guide to hang around when you get bored of the FANTASTIC beat'em-ups. It is that good! Finally, **INSTANT RELIEF** returns to its classic two-page format, but whether it stays that way depends on the response to the FABULOUS beat'em-up special.

It's the pagination that's a-sweepin' the nation, and what's more it doesn't need a wonder bra to show off its cleavage! Don't forget – only Super Control has the INCREDIBLE beat'em-up special!

Bonza.











Choose either a practice against the computer, a one-on-one fight against a friend, or slog it through the entire bruise crew



Kotono stabs Syoh in the ankle shrieking "But we were lovers once!". The reply given is "Get outta here woman, you cramp my style!"



Jaleco's Tuff E Nuff, or Dead Dance as it is otherwise known, has been hailed as the second coming of Christ by a number of slavering console freaks... "A serious contender for the beat'em-up crown." "Better than Streetfighter II?!" "16megs of the best beat'em-up action yet." These are strong words indeed. Better than Streetfighter II but, as yet, subject of very little hype? Surely not?

The world has been decimated by nuclear war, the soil is irradiated and unable to sustain life, the population is depleted, and civilisation has been reduced to a system of survival of the fittest. Dust storms sweep the land and the cratered landscapes smoulder with the burning bones of the dead. Ruthless gang-leaders and self-proclaimed dictators rule the land, slaying all who stand in their way. The most powerful collection of mutants have holed themselves up inside a huge, monolithic tower shadowing the ruined city, and from here they prey on the helpless survivors of the war.

NECROMANTICAL SCREAMS!

This is where our four heroes enter the action – Syoh and Zazi, the fighting brothers with similar techniques and special moves; Kotono, the switchblade-toting femme fatale with an acrobatic physique; and Vontz, suspiciously Zangief-like in appearance and technique, but looks infinitely more stupid.

They have, by order of the Japanese High Council of Honour and Vengeance, decided to infiltrate the Tower and depose the evil despots, thus restoring peace to the tormented city. Before entering the Tower the foursome must fight amongst themselves to decide who is the strongest, and therefore most worthy to defeat the Tower Gang.

TOWERING INFERNO

Once at the entrance to the Tower, the chosen combatant must overcome each evil fighter and win their way to the uppermost level to confront the mysterious and powerful Jado, the electro-suited master of the mystical aura (No, he doesn't harness the power of anal methane, in case you were wondering...).

The battles, very much like those in Streetfighter II, are fought over timed, best-of-three rounds. The object is to deplete your opponent's energy bar before they deplete yours. There are no double KOs, and unfortunately no stun moves either, so no easy throws to be had in this game! Alongside the usual kicks,



The player selection screen. Mmm. I'll choose Kotono this time because I like a sharp gal (Groan!), and I like the way she flashes her black panties when she spins!

TUFF E NUF

POST-APOCALYPTIC FIST IN THE FACE



Here Syoh catches Dolf square in the gonads. He's sure to do a John Wayne impression after that blow!



Kotono is about to be hung, drawn and quartered by Sirou. Pushing Down and X will counter this by sticking a punch up Sirou's bottom



It's time to slice and dice. Hey, I heard a rumour that Tuff E Nuff is a serious contender for the Street Combat throne of excellence



Battle of the big guys! Vortz tries to get to grips with the hulking figure of Gajet, but his silly red boots will ultimately be his downfall...

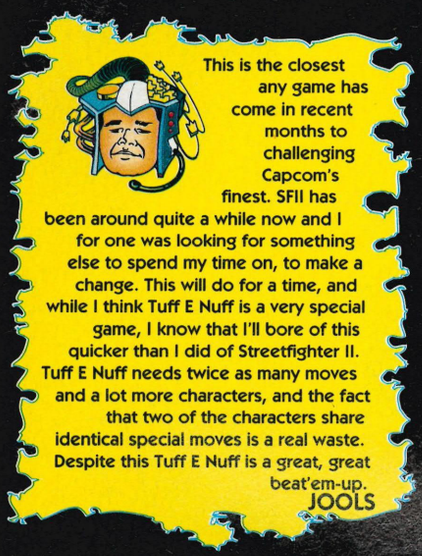


Rei tries a mystical methane move on Zazi's head. The poor fellow unwittingly jumps into the nearby vicinity too!

punches and throws, each character has the ability to initiate a series of special moves, explained in more detail in "Boyz in the Crud" box-out.

This is no great shake for this type of game, but the beauty of Tuff E Nuff is that the further you progress into the game, the more powerful and huge these moves become. Can you imagine being able to quadruple the size of Ryu's fireballs in Streetfighter II?! Well, this is exactly what happens in this game, adding an extra rewarding element towards successful play.

These special moves prove pretty simple to activate, but an expert understanding of timing, counter-attacks and appropriate defensive techniques is needed to triumph. There's no use just jumping in, fists flying, hoping to knock a chunk of energy off the guy because he'll only pulverize you immediately, especially if you're playing in hard mode – which is bloody rock!



This is the closest any game has come in recent months to challenging Capcom's finest. SFII has been around quite a while now and I for one was looking for something else to spend my time on, to make a change. This will do for a time, and while I think Tuff E Nuff is a very special game, I know that I'll bore of this quicker than I did of Streetfighter II. Tuff E Nuff needs twice as many moves and a lot more characters, and the fact that two of the characters share identical special moves is a real waste. Despite this Tuff E Nuff is a great, great beat'em-up.

JOOLS

APOCALYPSE NOW

Three modes of play can be selected at the beginning of each game. Story mode, the main game of the three, is a straightforward fight through all the computer-controlled opponents to reach the summit of the Tower. One player Vs two-player mode allows selection between the four good fighters for a wholesome two-player scrap, and one player Vs CPU is a practice arena against the inhabitants of the evil Tower (except for the final boss!).

Further to this, the three skill levels are there for honing your skills, and a superb VCR-like replay screen allows you to fast-forward/rewind search through the last 10 seconds of the last round, which is ideal for humiliating your conquered friends! Tuff E Nuff offers very much a tactical fight, which is one aspect of a good beat'em-up, which is what this game is – a flippin' great beat'em-up!

At first I was very sceptical about this game, being jealously defensive about Streetfighter II, and didn't like the look, sound or feel of it. However, upon deeper inspection I really found that I was having a hell of a lot of fun playing it! I quickly discovered some spanky special moves, strung together a few working combos and ploughed through the first



"Put those knives down dear!" "If I can't have you, nobody will!" "Look at us, carrying on like this! It's like a scene from Home and Away!"



There are 57 varieties says Heinz and, judging by this punch, this poor old chap is variety 58



Hey, bazookas don't count! Dolf is a real pain in the butt with his swinging bazooka and battle knife, so it gave me great pleasure to whip his ass!



Please don't hit me with those outrageous stacks! Beans meanz style – NOT! What was Jaleco thinking of when it created this guy?!

RETURN OF THE FIGHTING DEAD





Name: Beans
Origin: USA
Age: 25
Weapons: American sack, power knee, rapid punch
Likes: Glam rock, '70's fashion



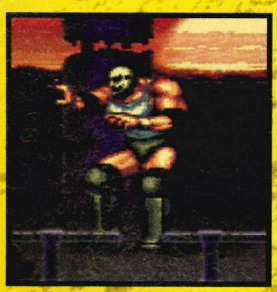


Name: Dolf
Origin: Libya
Age: 34
Weapons: Bazooka, combat knife, flying knee
Likes: Gadaffi, guns, everyday terrorism





Name: Rei
Origin: Japan
Age: 19
Weapons: Iron shoes, fire finger, dragon aura
Likes: Origami, fire-juggling party tricks





Name: Gajet
Origin: Unknown
Age: 28
Weapons: Great power, head grab, power charge
Likes: Big boys, flower-pressing, dressing-up



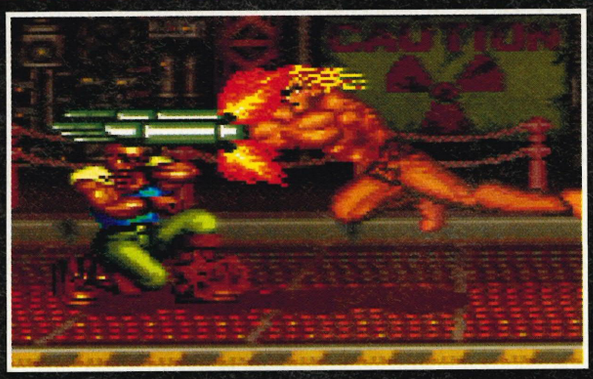


Name: Sirou
Origin: Japan
Age: 31
Weapons: Ninja sword, fire quake, blade beam
Likes: Razor Blades and Asprin





Name: K's
Origin: Germany
Age: 29
Weapons: Weapon arm, electro-stun, rocket punch
Likes: Flower Pressing and Wine Tasting



K's flies in with his patented rocket-arm attack, but Zazi blocks. He then contemplates use of the Frank O'Connor solar plexus technique, but chickens out at the last minute

TUFF E NUFF

few opponents (and a couple of buckets of sweat). This was great – the blood squirts, superb graphics and novel replay mode were just a few of the many excellent creative touches adding to the solid gameplay.

Tuff E Nuff doesn't seem to play with as much fluidity as Streetfighter II, but this is a different game with a different feel, so shouldn't be chastised because of this. The playability is there however, which is the most important factor.

You may have noticed that Streetfighter II has been mentioned probably far too many times in this review. Aside from being in direct competition to 'that game', Tuff E Nuff is also very similar in a lot of respects, and had me wondering whether the guys at Jaleco actually sat down with a copy of SF II and decided what to include in their game!

The background graphics lack the detail of SF II but contain much more animation (the dust storms for example), and the main sprites are not as big, bold and burly as the SF bunch, and lack the immediate character likeability. Huge foreground objects add depth to the scenery however, and many special effects create a superb atmosphere, for example check out the brilliant cloud-strewn fight at the top of the Tower!



I was dumb-struck at first, could this really be the one to knock SF II of its podium? It comes close, there's no doubt about that. The special moves are complex, the action is heated and fast, the graphics and presentation are superb, the game design is almost identical to SF II, but there's something missing. I can't put my finger on it, but the overall atmosphere just isn't quite as electric as SF II. Damn shame because I'm getting sick and tired of SF II's reign.

ALLIE

Tuff E Nuff is not perfect, and is NOT as good as SF II. On a couple of occasions the dreaded stuck-in-the-corner move reared its ugly head, the music is nothing special, and the text interludes become a real pain. Luckily, these are only minor problems in what is otherwise a great game. Unfortunately for Tuff E Nuff, Streetfighter II lives on to fight another day!



Sirou stage: Ninja's room. This place looks more like a vandalized public toilet, especially when you realise what the graffiti is painted with



Gajet stage: Destroyed view deck. You get a pleasant view up here of dead bodies, burning buildings, North Star Kens...



Rei stage: Wooden floor. The nice, polished wooden floor soon becomes covered in blood, proving to be far more slippery than lino in socks!



Dolf stage: ICBM silo. Dolf arrives riding on the back of some huge nuclear warheads – hope they're not primed!



Beans stage: Tower's gate. Dust storms blow radioactive fallout into your eyes, but this shouldn't bother a real professional

BOYZ IN THE CRUD



Name: Syoh
Origin: Japan
Age: 20
Japan's finest fighter. Vowed to defeat the Tower Gang. Driven by vengeance and compelled by honour, Syoh will stop at nothing to see their mysterious gang leader dead



This dragon punch-type move is very easy to pull-off, and proves extremely effective if judged correctly. Care must be taken because Syoh can still be thrown whilst attempting this punch



A powered-up flash punch is a defence against air attacks. It involves walking towards the enemy, and lowering your defences!



A fireball! Fortunately these become HUGE towards the end of the game and can drain a lot of energy upon impact. This one is particularly puny, but these are early days in the game



Name: Zazi
Origin: USA
Age: 21
Zazi is trapped in post-apocalypse Japan and has agreed to help fight the Tower Gang. After a course in dragon punches and fireball throws, Zazi is confident enough to enter the fight



Zazi practises the same fighting style as Syoh, and his high punch is exactly the same. Depending on the strength of the punch button, Zazi can slide quite a distance towards his opponent before flying into the air with his flaming fist



This flash punch is at its lowest power level. When fully powered, a dragon image engulfs the character in a wall of flame



Fireballs prove a very important offensive force. These are very easy to power up and rattle off, but you're incapacitated for a few moments after firing and are vulnerable to a fist in the chops

TOWERING INFERNO



10 K's stage: Factory. It's really hot in here and luckily the puncture in my Doc Martens has now been melted



11 No one has survived long enough to reach the top of the Tower. Who is the strange, silhouetted figure bathed in lightning at the top?





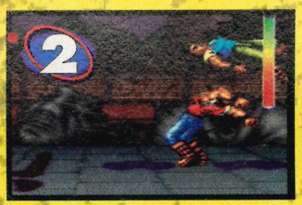
1 Syoh stage: The Coliseum. It is here the four do-gooders must begin their fight



4 Vortz stage: The Coliseum. This is the final barrier before confronting the scary Tower Gang



3 Kotono stage: The Coliseum. Why this particular area of the Coliseum belongs to Kotono, I don't know



2 Zazi stage: The Coliseum. Continuing their self-initiated fight for the right to party



Name: Kotono
Origin: Japan
Age: 19
Long-time girlfriend of Syoh, her expert knife throwing skills ensured her a place in the avenging foursome. Her agility and speed are noteworthy, as is her spinning air attack



These throwing knives are fast, deadly and hard to dodge, but jump or be circumcised! They can be thrown at two speeds, and if you follow the sonic boom technique you won't go far wrong



Name: Vortz
Origin: Holland
Age: 31
A stupid-looking Dutch wrestler competing in a Japanese compo before the bomb dropped. Joined the team after being rescued from the aftermath of the war



This spinning uppercut will counter any flying attacks. It's not much cop from a distance, but get in close and it'll rob your opponent of valuable energy



The rushing shoulder charge is effective at close range. It can be good for moving close to an enemy very quickly, allowing a few sneaky low punches



I didn't find the spinning jump to be the greatest move available in a beat'em-up, but it did make me laugh



I've seen this 360 degree grab attack somewhere , but I can't put my finger on it...Get in close, grab your opponent, wiggle the D-pad about a bit



Vor has no flashy special moves. A wrestling shoulder-charge that is useful at close range, but boring to look at



TUFF E NUFF

HOUSE: JALECO
ORIGIN: JAP IMPORT
PRICE: £71.99
PLAYERS: ONE/TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

89%

SUPER CONTROL

SOUND	7
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	9

ENERGY HIGH

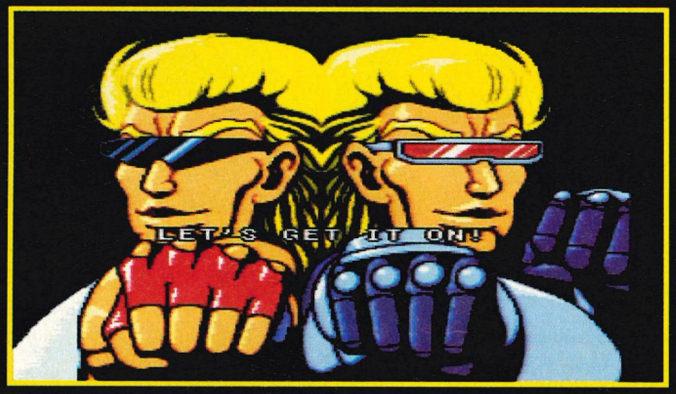
- Superb presentation
- Very playable
- Great special moves
- Password system

ENERGY LOW

- Often frustrating
- Text interludes
- Dodgy music
- Quite difficult

ALTERNATIVE SYSTEM

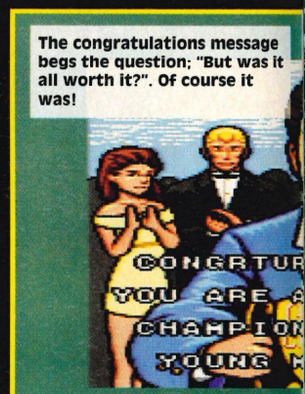
SF II still reigns supreme, but Tuff E Nuff runs a close second. If none of the above are your cup of Q-Tea you could also check out Takara's Fatal Fury and Capcom's slightly boring Final Fight. If you're incredibly stupid or gullible, try T*HQ's atrociously put together, Pitfighter...



Yeah, right – whatever you say is fine by me...These console combatants are far too cocky for my liking, but I'm not going to say anything!



A bridge too far? Leta's cat-like claws look like they are capable of providing a great defence against Steven's flying kicks



The congratulations message begs the question: "But was it all worth it?". Of course it was!



'Street' combat in the jungle? I could mention a certain other game that falls into this trap...

WATCH OUT FOR NICE GUY EDDIE!

STREET

PICK THE BONES OUT OF THESE...



Ryu...er, sorry, Tyrone and his fiery balls. Watch out for his dashing shoulder charge or you'll end up stunned



Killer juggling sticks are the order of the day for Dozo. They twist, stretch and spiral in your general direction



Helmut, the skateboarding robot with breath from hell. Armed with a multitude of devastating weapons, this dude favours his ball and chain punch, insecticide spray (!) and frag-grenades for maximum effect



Female interest comes in the guise of the steel-taloned Leta. One of the more acrobatic members of the opposition, Leta prefers somersault attacks coupled with supersonic pounces to shred her opponent



GI Jim's sword is so sharp, you'd have to get up really early in the morning to catch it out – in fact you'd have to stay up all night!



CJ is a throw-back from some obscure sci-fi TV series, armed with a number of Cyclops-like power moves. Flash Gordon had nothing on him...



In an age of heavy censorship, an apparent abundance of violence on the streets and ten-a-penny pro-censorship groups popping up all over the place, it may seem strange that the world of games playing is swamped with guns, gore and fists in the face. There's nothing wrong with this – in fact it's all jolly good fun. In my eyes It's better to vent your frustrations on your SNES, not little old ladies!

All this frustration-venting seemed like a perfectly good idea – a couple of hours on Irem's new beat'em-up, Street Combat, and I'll be as limp as a lettuce (if you'll pardon the phrase). Or so I thought...

IT'S TIME TO SLICE AND DICE!

Not noted for beat'em-ups, Irem is taking a pretty big leap into a genre that is supremely difficult to conquer. With the likes of Streetfighter II, Final Fight and the soon-to-be-released Final Fight 2 doing the already established rounds, Street Combat enters the ring facing exceedingly strong opposition.

Street Combat is at its simplest, a one-on-one punch'em-up with the option to take on a friend for a bit of head to head – no thrills, no spills...just fists (and feet).

The player is given the choice of two alter egos to play, both called Steven (Steven?), who must fight his way to victory against six evil opponents and a couple of bonus stages. Energy bars determine the winner and the rounds are not timed, but then most of you had probably guessed that anyway.

The action takes place in various locations, ranging from deep jungle foliage to a bridge above a waterfall – arghhh! Wait a minute, what's this jungle and waterfall lark? Where are the titular 'streets' then? Maybe the programmers of Street Combat live in more varied climes than the cobbled streets of sunny Macclesfield?

In your fight you come up against the demented opposition who attack in various guises, and come complete with their own individual killer combos – some downright nasty, others totally laughable.

Fresh from the ghetto comes Tyrone, a muscular black guy with red pointy ears and a repertoire of Ryu-like fireballs, karate chops and dashing shoulder attacks. I soon made mincemeat out of this guy, as I did Dozo the Clown who made for a mild attack of comic relief, with his silly retractable juggling sticks and his poncey 'fireball' (if you can call them that) moves.

The suspiciously Guile-like GI Jim tried his best to dispatch me with his sword, but wasn't up to matching my swallow-like martial arts skills so he was quickly replaced by the fourth opponent, Helmut.

Although Helmut, being a robot, began to show promise with his ball and chain attack, grenades, fire breath (Do robots suffer from halitosis?) and skateboarding antics, he just wasn't up to it and gave up leaving me with Lita, the penultimate baddie. She had me on my toes for a minute or two – her claws took some beating, as did her pretty little face!

Finally the mysterious CJ presented

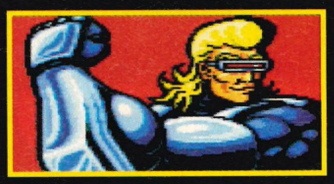


Even Stevens (sic) or one horse race? I wouldn't put my money on either one



The two-player mode offers a little light relief, but then so does a good half-hour sitting on a toilet after a large curry





VS



Choose your warrior! Yer pays yer money, yer takes yer choice...



All mouth and no action. If they fought as good as they talked, Street Combat would be fairly good

COMBAT



Street Combat is dire on every level. The game offers very little challenge in the gameplay department, and the opposition are worthy of derision – the final combatant, CJ, is a walking disaster area. Not much attention has been paid to graphics and sound which is a waste for a SNES game – no use has been made of the machine's capabilities whatsoever. In such a saturated area of the SNES market, a game needs to be pretty special to be worthy of consideration, but up against the likes of Streetfighter II, Street Combat pales into insignificance.

ANDREW

himself before me and quickly began delivery of a variety of acrobatic defensive moves. It seemed that this guy was going to head in the same direction his pals had...

If all these formidable opponents weren't enough you are also faced with a number of bonus stages, the first of which had me completely dumbfounded. The object? To hit Happy the dwarf as many times as possible in the 60 second time limit. Surreal!

Imagine playing Streetfighter II with a breeze-block as a joypad, and you may get some distance to understanding how Street Combat feels to play. Yes, it's a brick – and a damn soft one at that. It took all of 10 minutes to complete in easy mode, but felt a hell of a lot longer. The harder difficulty levels provide a few more offensive moves from the opposing players, but the game is made no more playable or challenging.



CJ demonstrates to Steven the joys of the jump-suit, coming off far worse in the process. Phew, those feet smell! It was a nice try though and that colour really suits him!

RUMBLE IN THE JUNGLE!

The range of moves available is outstanding (hmm?!) – few ineffective kicks and punches coupled with some highly dubious 'special moves' and horror of horrors, no blocking moves!

Needless to say, it didn't take me long to suss out the 'one move conquers all' routine – namely the jump in, multiple punch attack. Going on to find the throw move really was an unexpected bonus! At least other more successful beat'em-ups require some amount of timing and skill to complete, it's just a shame this one doesn't!

If these points weren't enough, Street Combat is also a graphical and aural travesty. In places the animation is an absolute joke – witness the final combatant, CJ who is the most awkward-looking, jump-suit wearing fellow I ever saw! Also the dour background graphics add nothing to the atmosphere. The final nail in the coffin is delivered courtesy of the blackboard-scraping music that truly redefines the word 'muzak'!

The two-player option and variety of skill levels offer nothing to rescue Street Combat from the bin. You won't come out of this fight alive!

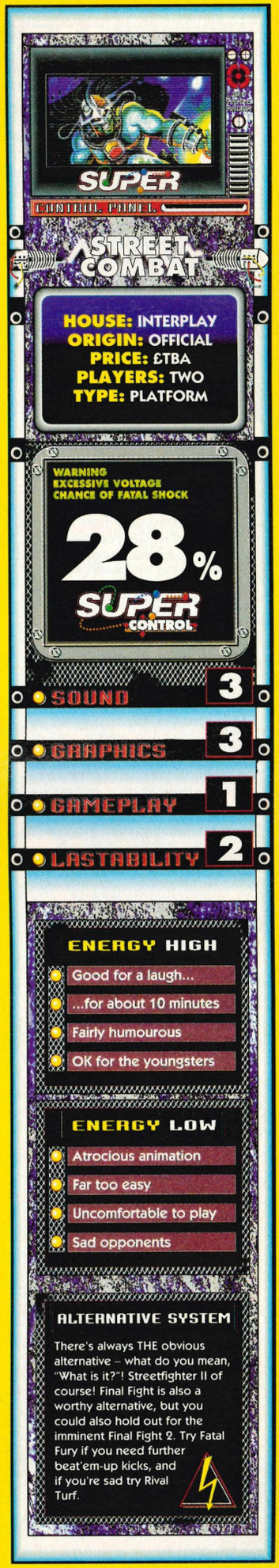




The bonus stage; this bizarre interlude recreates the sport of 'dwarf-bashing'. Simply bludgeon Happy the dwarf into submission for a huge points bonus



Cut down to size by the 'cunning' GI Jim and his ground-shattering power-sword. This guy really cuts the mustard



JAP-ANIME

The Japanese comic and animated films market known as Manga and Anime (pronounced Animay) is phenomenally huge in its homeland. There is now also a growing following here in the UK.

Gaining access to this feverish craze isn't as hard as you may think. A company called Manga Video, a subsidiary of Island World, has released English versions of some of the hottest films from Japan including Akira, Dominion Tank Police and Venus Wars. However, the easiest way for you lot to get into this latest fad is through video games of course.

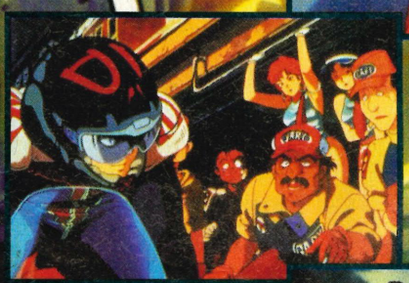
Dragonball Z isn't just a video game, it's actually a highly popular comic series that like many comics and films has been subjected to the inevitable game licence. Others include Fist Of The North Star, Ultraman, Ranma 1/2, Dragon Quest V and everyone's favourite, Street Fighter II.



(Left) 3X3 Eyes is an RPG about a small girl with (Drum roll...) three eyes! It has just been released on film format by Manga Video

(Right) Akira is probably the best, if not the most understandable Manga Video to date





(Left) Probably my favourite Anime film, Venus Wars has oodles of action and some really tasty bikes. However, it has failed to surface on the SNES

(Right) The Japanese are really into violent films and comics, Fist Of The North Star being a perfect example. That's why it made a fantastic beat'em-up on the SNES





Dragonball Z is one of the many Japanese film and comic series that have been converted onto a console format

Copyright © Jump Comics Selection 1993

DRAG



Comics and animated films sell by the bucket-load in Japan, and coupled with the computer games and console market it is one of Japan's biggest industries. Unfortunately, the fetish isn't quite so steamy in old Blighty with the more traditional superhero having a strangle-hold on the UK market (Yawn!). So it's pretty obvious that the game spin-offs of these comics and films, also ridiculously popular in Japan, are likely to meet with a somewhat subdued reception over here.

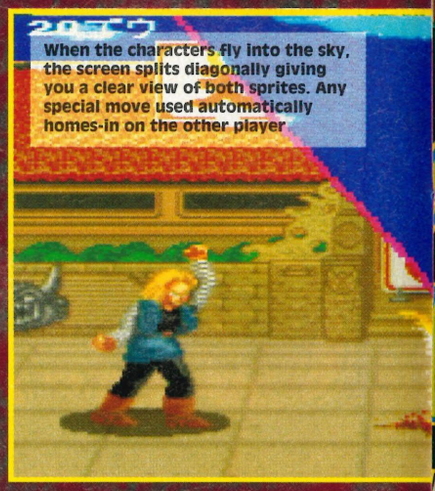
Dragonball Z, based on a highly successful comic series, won't be the one to change this trend. Its rather complex beat'em-up design will fail to have the British crowds jumping up and down like pogo sticks because it's hardly the next Streetfighter II. Its sub-standard graphical content, bizarre character moves and general surrealism hardly help matters either.

GREAT BALLS OF FIRE

With eight typically Japanese characters to choose from, Dragonball Z offers a basic array of gaming options. The standard one or two-player head-to-head bouts are available as is a strange eight-player tournament facility. This option gives the player a chance to play against one or all of the eight players in the tournament with the remaining characters if there are any, being automatically controlled by the computer.

This is quite a novel feature if there are a fair few human players but if you're the only one it all seems a little pointless, especially if you get knocked out of the tournament in the first round.

Like SF II the one-player mode lets you battle against the seven other characters with each one increasing in difficulty as you proceed until you kill the final meanie. Unlike most other one-on-one beat'em-ups, Dragonball Z has a rather peculiar screen set-up that will probably leave you a little dizzy!



When the characters fly into the sky, the screen splits diagonally giving you a clear view of both sprites. Any special move used automatically homes-in on the other player

Dragonball Z's action scrolls left and right over four screen back-drops. The screen splits in two showing the positions of the players in respect to their surroundings and not to each other, as you can see in the screenshots. The two characters can move independently of each other and are not limited simply to the allowed space on screen.

A small bar below each character's energy bar shows you where you are in comparison to the other player and also shows the movement of fireballs and other such weapons so you are not caught unawares.

The fireball weapons are activated by fairly complex joypad combinations such as the ones found in SF II, and if your sprite is flashing you are then able to perform your 'really' special move. Unfortunately, these moves are not that spectacular, but don't worry, the best feature is yet to come.

SPLIT THE ATOM

Each character has the amazing ability to jump up into the skies and continue the battle whilst standing on the clouds – apparently this follows the comics' story-line exactly! When this happens the screen splits diagonally and should one player move vertically below or above the other player, the screen-split shifts backwards and forwards with phenomenal speed and precision sending your eyes skew-whiff!

Despite its innovative design the gameplay is about as interesting as a lame tortoise and as charismatic as John Major. The basic and special moves are lacking in variation and are difficult to perform, while the graphics and sprite animation are as shabby as Dame Barbara Cartland's make-up on a good day.

If this was to appear on a British format it would be quite interesting to see because there is a lot of unreadable Japanese text accompanying the action and some really impressive digitised speech, so it would be great to know what the hell is going on! However, as it stands the gameplay isn't nearly exciting enough to warrant getting yourself all hot and bothered about.



I love Japanese Manga and Anime, and liked the look of Dragonball Z with its zippy characters, devastating special moves and superb Japanese stylised graphics. Upon playing, my hopes rapidly turned into horror as I realised the game didn't play as well as it looked. The response times left a little to be desired and the moves were obscure and fiddly to engage. On the plus side, the sampled speech is superb and the graphics are very atmospheric, but I wouldn't really part with my cash for this unless I really worshipped Dragonball Z comics, and I don't so I won't.

PAUL

MORE WEIRD ANTICS FROM OUR JAPANESE COUSINS

DRAGONBALL Z

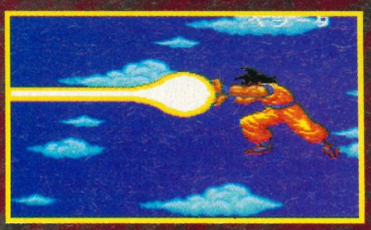








You can choose from eight different characters that vary in their levels of grossness. Yep, even the pretty blonde ones are pretty heinous!





The characters can fight in the sky for as long as they like. This is an effective way of putting your opponent off guard while he tries to figure out where you've disappeared to!

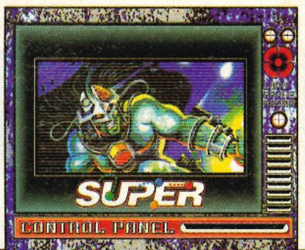


All the character-moves are pretty nondescript jabs and kicks with the ferocity of a wet flannel, resulting in the action being somewhat boring



The game supposedly follows the comic series very closely but its appeal in the European market is going to be very limited indeed, as we have no previous knowledge of any Dragonball products

THANKS TO CONSOLE PLUS (0532) 500445



DRAGONBALL Z

HOUSE: BANDAI
ORIGIN: JAPANESE
PRICE: £57.99
PLAYERS: TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

57%

SUPER CONTROL

SOUND	6
GRAPHICS	5
GAMEPLAY	5
LASTABILITY	5

ENERGY HIGH

- Vaguely interesting as it is Manga related
- Digitised speech
- Innovative split screen

ENERGY LOW

- Tedious gameplay
- Not enough attacks
- Purely for the Japanese market

ALTERNATIVE SYSTEM

Any one-on-one beat'em-up will do, as Dragon Ball Z isn't all that good! If you haven't got SF II yet, then why not? Check out the Tuff E Nuff review in last issue as it's one hell of a corker! If you're into Manga and Anime-style games though, Fist Of The North Star (Hokutonoken 6) is recommended.

STOP YOUR GRINNIN' AND DROP YOUR LINEN!



SLEDGE

Sledge, the hero of Earth, was a powerful athlete before being brainwashed by Main. He was quick to learn the magical fighting techniques taught to him on Dizzen.





LAYBAN

Layban is similar in ability to Sledge. Once a respected military Drill Sergeant, Layban left to pursue a pro-wrestling career but was banned after hurting another player!





AMON

Amon the Heavy Metal King coached Layban in his early days as a wrestler. Main lured Amon away from wrestling for a life as a rock and roll musician. Despite his appalling taste in music, Amon is a strong opponent.







P-LUMP

P-Lump is the master of Chinese mystery and magic. Aside from his magical powers, P-Lump loves to eat and will do just about anything for anybody as long as food is involved – ha, ha, let's have a good laugh at the fat guy's expense...



GRIMROCK





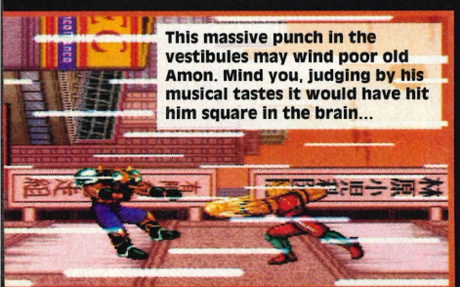
A native of Main's own planet, Grimrock is a powerful lizard with sharp claws that can stab a car and make it undrivable! He is one of the fastest members of the Doom Squad but his cunning leaves a little to be desired.



DOOMSDAY WA



Sledge and Amon smear pritt-stick (the non-sticky sticky stuff) on their feet for a spot of skyscraper action!



This massive punch in the vestibules may wind poor old Amon. Mind you, judging by his musical tastes it would have hit him square in the brain...

FROM THE BOWELS OF THE EARTH COMES THE DOOM SQUAD!



Believe it or not, the plot for this game revolves around fifty-foot killer daisies. Yep, it's true!

Sometime in the near future the Earth is ravaged by drought and famine. Suddenly, massive daisies begin to flourish, rapidly removing the last remaining soil nutrients. It seems that nature is finally taking its toll on the way mankind lives...

However, nature is not at the root of these problems – this is the work of the Doom Squad; a team of six fighters sent from the planet Dizzen to destroy the human race. Dizzen has become totally overpopulated and its leader, the mighty Main, has ordered the repopulation of Earth by whatever means necessary.

The Doom Squad are highly trained fighters caught under a strong hypnotic spell. One of the team, the character you choose to fight as (see the Stop your Grinnin' and Drop your Linen! panel), has broken through the hypnotic trance and is now aware of the damage the Squad is causing. Your mission is to defeat the Doom Squad and stop the megalomaniacal Main.

Whether you choose either the one-player fighting game or the two-player one-on-one mode, the action is displayed in the tried and tested beat'em-up manner. The screen scrolls approximately three screens in length, slightly larger than the usual fighting area, and the players' energy bars take up a sliver at the top of the screen. The two players must then chase each other around the screen and fight tooth and claw for their survival.

The bouts are untimed so the fights can drag on for sometime. Doomsday Warrior presents less of a tactical game than, say, Street Fighter II or Tuff E Nuff as the players just slug it out to the death, rather than execute well-placed punches and kicks before retreating in defence.



Doomsday Warrior is too easy by far. On easy level I beat the game in under half an hour, without even knowing the special moves. Initially the controls were awkward as I'm used to playing Street Fighter II and therefore I found constantly trying to jump and block using the D-pad rather than separate keys extremely frustrating. Having said that, I quite enjoyed it. I know it's not as good as SFII but it still has charm. The special moves are spectacular, the graphics are colourful but the sound is totally out of place. Still, not bad.

ALEX

Annoyingly, the jump and blocking moves cannot be accessed via the D-Pad – the player has to press B to jump, and the top L and R button to block. This causes much confusion and removes any intuitive gameplay the game may have had initially.



This many-armed monstrosity suffers the fate of the power-punch. Main's henchmen are on the run!

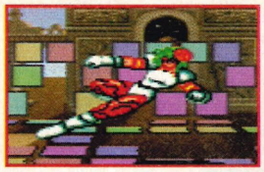
SOUL POWER

An added extra rarely seen in a game of this sort is the ability to add to your offensive and defensive repertoire. Beating an opponent presents the player with extra tokens to add to either their arm power, leg power, vital power or soul power.

Upon first inspection the range of moves in Doomsday Warrior seems shockingly low, comprising of only a basic kick and punch move, but experimentation with directional combinations reveals that there are more than first meet the eye.

Uppercuts, jabs, high and low kicks are executed depending on which direction the player is pressing the D-Pad. For example, to perform a defensive uppercut requires the player to push down and punch together.





DAISY





Daisy's hair and blood contain chlorophyll. She once got into a fight with Main over a bunch of poxy daffodils growing in her garden. Whatever you do – don't step on her grass!



This flaming methane attack by Ashura is the result of one too many onion bhajis and plates of Sag Aloo (phwor!).

NUFORM





Nuform, created by organic chemistry, is Main's pride and joy. His living-liquid body can absorb other players' energy and his body can metamorphose into any shape required. Watch out for the horrible wet-patch he leaves on the bed though.



Nuform demonstrates his infamous 'wibble' attack – he attaches himself to your player and wibbles the energy out of him!



For someone composed of nothing but liquid, Nuform takes punches surprisingly well!

WARRIOR

The special moves are pretty easy to find and very melodramatic to watch. Get in close for a sonic punch or a mega throw and the whole screen is lit up by streaks of light before exploding the poor victim to pieces. A move like this can remove over one quarter of your energy bar and is frighteningly easy to pull-off.

These special moves can be easily mastered and the game completed in no time – it took me just over 10 minutes to complete it from scratch and I wasn't exactly rushing. On harder difficulty settings the going gets tougher but it could still hardly be considered a challenge.

Doomsday Warriors does have a few redeeming features though. The ability to increase your powers as a reward for winning battles is a very good idea and some of the graphics are quite imaginative – I particularly liked the fight on the side of the skyscraper!

We all know that good games are not solely comprised of neat little touches, so it'll come as no great surprise to you if I tell you that Doomsday Warrior is best left on the shelf alongside all the other pretenders to the beat'em-up crown. Leave the fighting to the big dudes!



Grinrock's neat tail-whip gives this doppelganger a severe slapping. Oh, for two-player frolics...

(Below) The dark (ahem) and mysterious Shadow makes his appearance towards the end of the game, and what a useless bast he is too!



(Right) P-Lump's pony-tail is a pretty useful weapon, but his Chinese chillied chicken breath is a most formidable offensive force indeed



Sledge and Layban can throw these never-seen-before fireball type objects at the opposition – quite powerful they are too





Don't let this happen or the evil Main will rule the World! Hoots Mum, there's a moose loose in the hoose!



THANKS TO CONSOLE PLUS (0532) 500445



DOOMSDAY WARRIOR

HOUSE: RENOVATION
ORIGIN: US IMPORT
PRICE: £39.99
PLAYERS: TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

58%

SUPER CONTROL

SOUND	3
GRAPHICS	5
GAMEPLAY	4
LASTABILITY	5

ENERGY HIGH

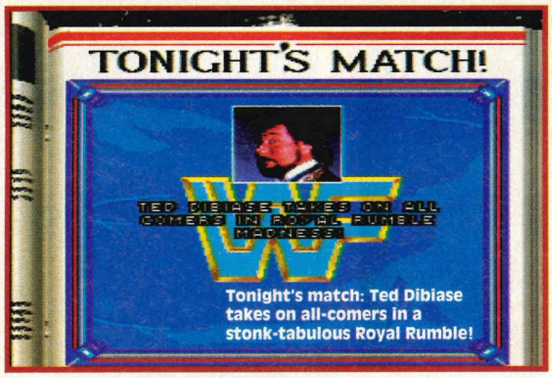
- Some nice graphics
- Password system
- Pics in the manual
- Impressive-looking special moves

ENERGY LOW

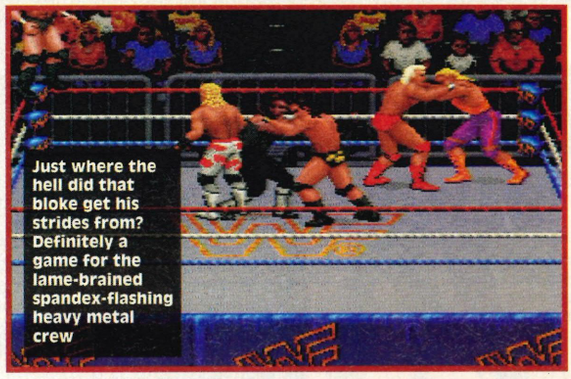
- Too easy
- Annoying use of block and jump moves
- Slap-worthy animation
- Pant-fillingly bad plot!

ALTERNATIVE SYSTEM

Street Fighter II still rules all. Jaleco's Tuff E Nuff is very worthy of consideration especially since it's a very new title on the market. Dragonball Z is the most recent innovative Jap beat'em-up, with Fatal Fury, Final Fight, and the sad Rival Turf representing the doddering old guard!



Tonight's match: Ted Dibiase takes on all-comers in a stonk-tabulous Royal Rumble!


Just where the hell did that bloke get his strides from? Definitely a game for the lame-brained spandex-flashing heavy metal crew



Hmm, there's not much difference between this and the old Wrestlemania game, is there? It looks the same, it's based on the same crass American TV sport and it features a bundle of middle-aged tossers dressed in day-glo leotards...

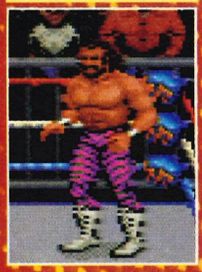
Well, it isn't exactly the same game, but it is very similar. The second WWF game is, as the name suggests, the game based on the Royal Rumble. No, it's not the grumbling that Lady Di's stomach makes when she's craving for a kebab, it is in fact a mass fight with the winner being the last wrestler left in the ring. Yokozuna won it last time, only to be duffed in by the ancient wrestler/'actor' Hulk Hogan.

So why isn't the Hulkster in this game? He is the current World Wrestling Federation champion, but Acclaim has forgotten him. I'll miss him, honest I will. Anyway, Yoko does make an appearance – a rather large appearance considering his waist-line is measured in kilometres. A total of 12 wrestlers are included, apparently all famous for their in-ring fanaticism. If you want to know all the latest gossip on the grapplers, just take peek at All Flex and Loud Spandex where you'll find all the wrestlers cowering.

ALL FLEX AND LOUD SPANDEX



Name: Randy Savage
From: Sarasota, Florida
Height: 6ft 2"
Weight: 245lbs
Special Move: Flying Elbow Mash



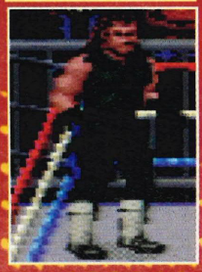


Name: Mr Perfect
From: Minnesota
Height: 6ft 4"
Weight: 257lbs
Special Move: Perfect-Plex



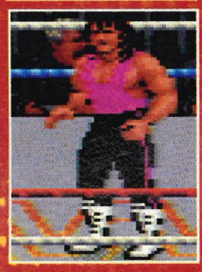


Name: The Undertaker
From: Death Valley
Height: 6ft 10"
Weight: 328lbs
Special Move: Tombstone





Name: Bret Hart
From: Calgary, Canada
Height: 6ft 0"
Weight: 234lbs
Special Move: Sharpshooter





Name: Tatanka
From: North Carolina
Height: 5ft 11"
Weight: 255lbs
Special Move: Reverse Slam



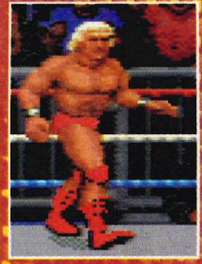


Name: Crush
From: Kona Coast, Hawaii
Height: 6ft 8"
Weight: 315lbs
Special Move: Cranium Crunch



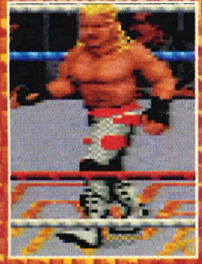


Name: Ric Flair
From: Charlotte, North Carolina
Height: 5ft 11"
Weight: 239lbs
Special Move: Figure-4 Leg Lock





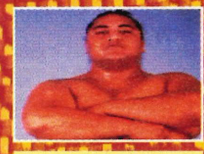
Name: Shawn Michaels
From: San Antonio, Texas
Height: 6ft
Weight: 234lbs
Special Move: Back Suplex





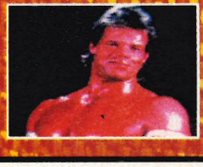
Name: Razor Ramon
From: Miami, Florida
Height: 6ft 7"
Weight: 287lbs
Special Move: The Razor's Edge





Name: Yokozuna
From: Polynesia
Height: 6ft 5"
Weight: 505lbs
Special Move: Banzai Drop





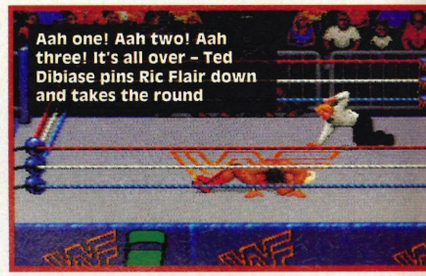
Name: The Narcissist
From: Atlanta, Georgia
Height: 6ft 6"
Weight: 275lbs
Special Move: Running Forearm

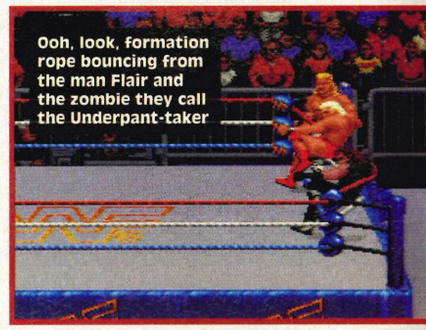


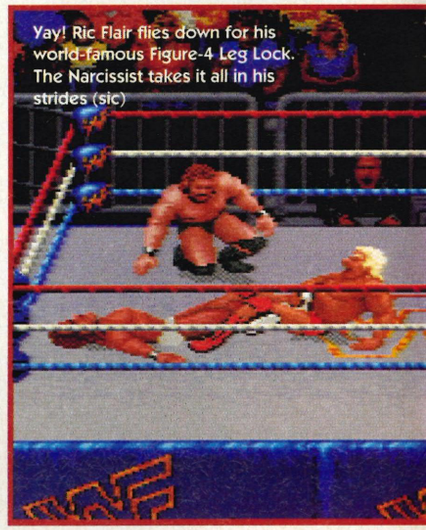
Name: Ted Dibiase
From: Seasonal Residencies
Height: 6ft 3"
Weight: 256lbs
Special Move: Million Dollar Dream

LYCRA LIFESTYLE

WWF Royal Rumble is a beat'em-up. Some may class it as a sports sim, but I don't really think that American wrestling is a


Aah one! Aah two! Aah three! It's all over – Ted Dibiase pins Ric Flair down and takes the round


Ooh, look, formation rope bouncing from the man Flair and the zombie they call the Underpant-taker


Yay! Ric Flair flies down for his world-famous Figure-4 Leg Lock. The Narcissist takes it all in his strides (sic)

NICE SHORTS, SHAME ABOUT THE GAME

WWF ROYAL RUMBLE

sport. Amusing, yes, but not a sport. It's for one or two players, either competing against or with a mate. The game options are a one-on-one match, a tag team game, a triple tag team game or the Royal Rumble. There's also the tournament option which enters you in the preliminary rounds of competition, then the semis and the final if you win each contest.

There are two ways to win a match. If the brawl option is picked, the loser is the first wrestler whose energy hits zero. Select the one-fall mode and you must first knock away your opponent's energy before victoriously pinning him on the canvas. Another difference in the brawl game is that there is no time limit outside the ring whereas in the other mode you only have 10 seconds to climb back in the ring if you're thrown out.

As mentioned before, there is a triple tag team game which pits two groups of three wrestlers against each other. Two players can only compete against each other, they can't work as a team.

If you want my advice, ignore all the other options and head straight for the Royal Rumble. One or two players control a single wrestler each and start facing each other. Every 30 seconds another wrestler climbs into the ring with a maximum of six fighters in the ring at a time. To win this all-against-all competition the other wrestlers must be thrown out of the ring. It's probably best to initially stay back and watch as the CPU beats the crap out of the remaining wrestlers, joining in when there are only a few left. You must remain in the ring at all times because if you're chucked out, you're disqualified!

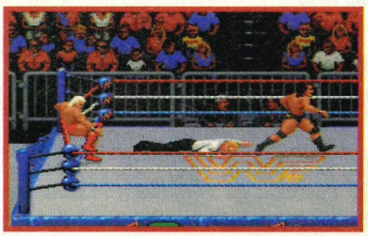


I'm not really into any of this WWF bull – the first game was pretty duff, wasn't it? All those muscular geeks prancing around in their skin-tights didn't have me that enthralled. I'll shamefully admit to having a bloody good laugh on the two-player Royal Rumble, but the novelty of all the extra moves soon began to wear off. Despite this lack of longevity, WWF Royal Rumble is not that bad a game. It's obviously going to appeal to our younger readers and will sell very well. Unfortunately (for Acclaim), the jerky graphics and button-jiggling gameplay couldn't convert me to the ways of the WWF – I'd like to think that I've still retained some of my dwindling sanity.

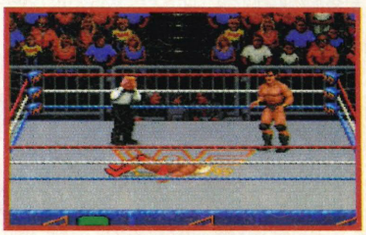
PAUL

SUPLEX YOURSELF

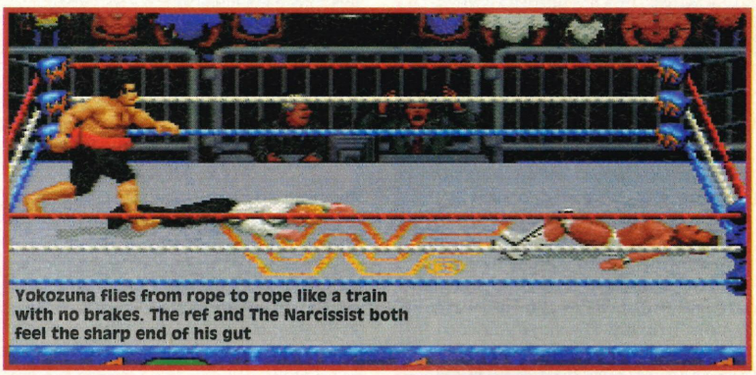
After plodding through the lengthy game selection screens, you can then choose your grappler. A digitised portrait of each wrestler is accompanied by their vital statistics and their special moves. The moves are hardly in the same league as Street Fighter's Dragon Punch or Sonic Boom, but they're more spectacular than the usual array of grabs and gropes. For example, The Undertaker will perform the Tombstone to finish off his opponent and Shawn Michaels does a Back Suplex. The moves



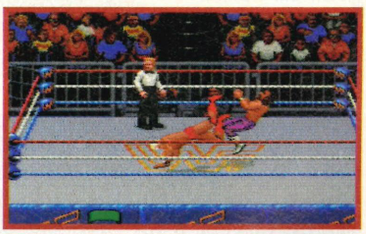
A rather unfortunate (but hilarious) collision with the ref!



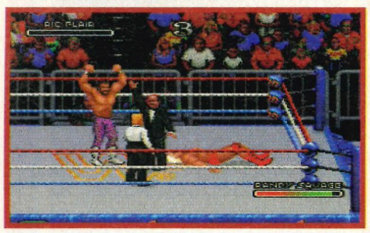
Ref's holding his head after a punch from Razor 'the faggot' Ramon



Yokozuna flies from rope to rope like a train with no brakes. The ref and The Narcissist both feel the sharp end of his gut



The ref seems distracted by the buxom girl sat in a prime ringside seat...



If this MC isn't the one-and-only Willie Thorne then I'll eat my Primark undies

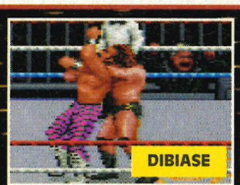


ESPECIALLY FOR YOU

Each of the 12 characters has their own individual special move. Some are easy to pull off, others are very difficult. Here are a selection of some of the most spectacular moves in the game.



Brett Hart's crowd-puller. This outrageous move is called the Sharpshooter, don't ask me why



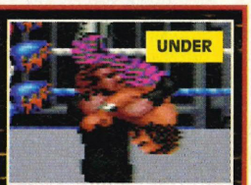
Ted Dibiase ties your head into a knot with his bendy forearms



Mr Perfect hits you with his Perfect Plex. It's so perfect you could eat your dinner off it



The Razor's Edge is looking a bit blunt to me. Is that all he could come up with?



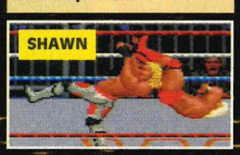
Undertaker's Tombstone move is one of the best. Hammer your head into the canvas!



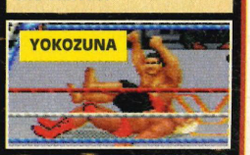
No, not an addition to the Karma Sutra, it's Ric Flair and his amazing Figure-4 Leg Lock!



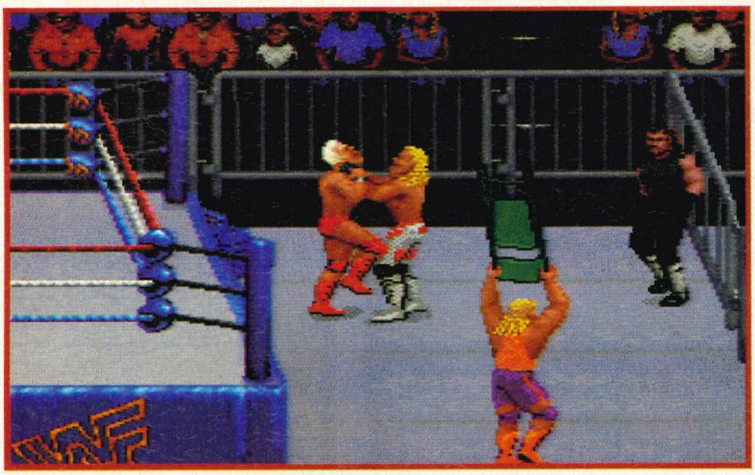
Double Elbow Smash in the face from the less-than-passive Randy Savage



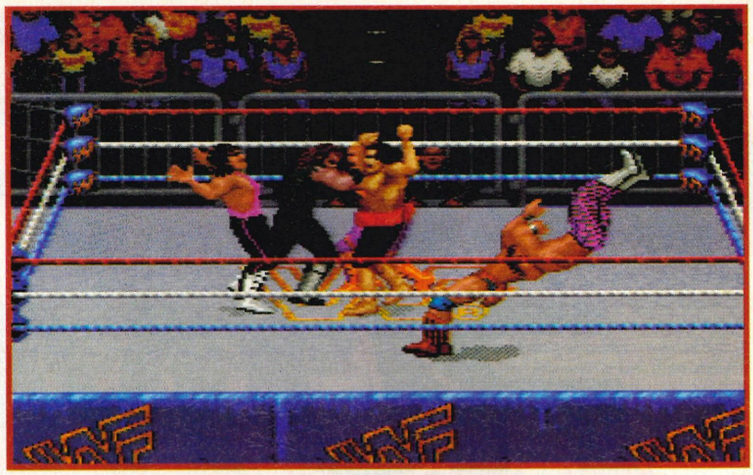
Shawn Michael's Back Suplex is a spine-shattering move that'll have you on crutches



Lardy Yokozuna has got a big enough surface area to ensure that this move will sting for hours

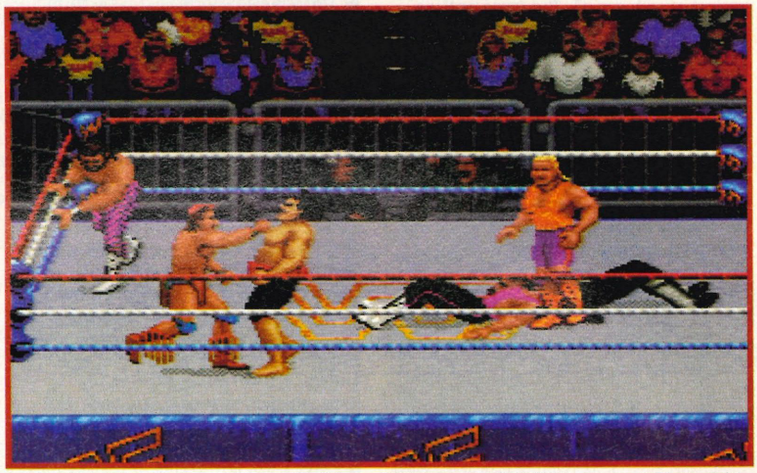


Rumble outside the ring. In the brawl matches you can hit people with the chairs which make a satisfying thunk as they bend round your head



Massive rumble! Tatanka treats Randy Savage to a full falling Suplex. Remember the red-raw belly flops you used to do into the local baths? This feels the same

WWF ROYAL RUMBLE



If I wanted to be boring and pedantic I'd say, "Tatanka punches Yakazuno", and I want to, so that's it

are executed by tapping various buttons and moving the d-pad like crazy, but it's worth the effort to see your opponent cry as his gonads are crushed in your palm!

The basic moves remain almost exactly the same as those of the first game. All the characters can punch and kick, but now they can also grab their opponent by the throat or pull his ears! Most of the throws are performed by first grappling with the other wrestler. When both fighters grab each other, a power bar appears on the screen. To win the grapple, hammer the buttons furiously. The move you'll do depends on which button is thrashed. Headbutts, Back-breakers, a Suplex and numerous body slams can be executed with the (rapid) press of a button.

But apart from the few extra moves, a couple more wrestlers and the Royal Rumble game, this 16meg (Yup, you read it right.) WWF sequel doesn't really offer anything more than the original.

Starting off with presentation, Royal Rumble is a marginal improvement. The characters are more defined but their movement is still jerky. There is more animation with all the new moves included, and the ear tug and stranglehold are particularly amusing – for the first few goes, anyway!

GRAPPLING GONADS, HIT MAN!

The digitised pictures are also clearer in Royal Rumble, but the sound is very similar to the original game's sonics. The crowd cheers enthusiastically when you perform a move and various smacks and groans blast from the speakers as the wrestlers batter each other mercilessly. The fighter's theme tune is also played when they are victorious!

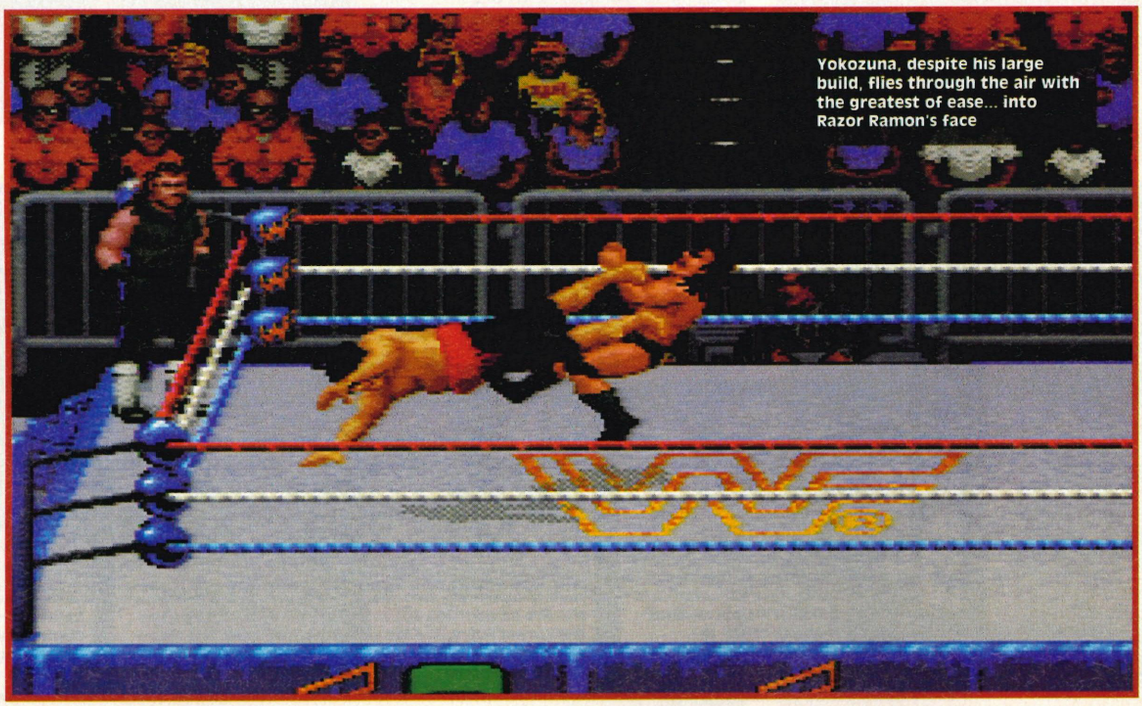
As for gameplay, there is very little difference in this new version. You still have to thump the buttons to perform the moves, so it's a case of having strong finger muscles rather than being particularly skillful. The new moves add a little more spice to the game as does the Royal Rumble option, but not really enough to warrant you buying this game if you already have the original.

So there you have it. WWF Royal Rumble is initially fun, but the appeal of the wrestling soon wears off. It's far too similar to the original by half, but still, the kids will still love it. Personally, I prefer a game with a bit more muscle.



The two-player Royal Rumble option had me in stitches the first few times I played because the opportunities for comedy when six wrestlers bounce around the ring seemed almost limitless. Alas, they are not, and after around an hour of constant battering on the buttons the novelty of crowning Tatanka with a chair wears off and there is only so many times you can raise a giggle by flattening the referee. The Rumble does save it from oblivion, but it's not the kind of game that I'd sacrifice my social life to play. However, it's a nice one to have in your collection, if very expensive!

JOOLS



Yokozuna, despite his large build, flies through the air with the greatest of ease... into Razor Ramon's face

SUBTLETY IS MY MIDDLE NAME

There are loads of moves to use against the opposition. Enlisting the services of The Undertaker and the old duffer Ric Flair, the WWF superstars shall now show you how to succeed inside the ring.



BACK BREAKER
Snapped in half by a knee cap – pretty painful, eh?



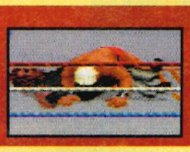
CHAIR
Pick up bits of the scenery and clobber the opposition!



CORNER JUMP
Climb up the corner posts and leap onto the other guy's head



DROP KICK
Run full tilt then let fly with a drop kick into the face



DROP
Drop the guy onto the canvas for an instant red back



EAR RIPPER
Only used in Brawl matches. By 'eck, it's all good, clean fun this



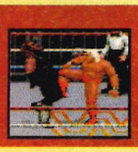
FALL JUMP
When your opponent is down, jump on him a couple more times!



GRAPPLE
Grasp those muscles, batter the keypad... prepare for the worst



HEADBUTT
Standard Glasgow kiss. Simple, but effective!



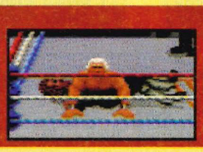
KICK
Kick 'em as much as possible – in the family jewels if poss!



KNEE DROP
This has a certain ring to it, however painful it may look



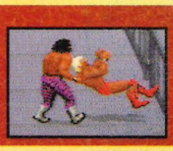
NECK HOLD
Get too close to the opponent's partner and you're dead meat



PIN
Pin the other bloke down for a count of three and you win!



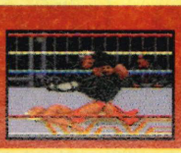
PUNCH
A good, old-fashioned fist in the mush. Don't try this at home kids!



RAILING SMASH
Totally illegal but fun. Throw your opponent into the railings!



RING THROW
Too hot inside the ring? Throw him over the ropes to cool off



RUNNING SLASH
Build up speed and project your bottom onto the fallen player



SHOULDER THROW
Allez-oop! It's over the shoulder you go mate!



SLAM
Pick 'em up and slap them on the canvas. It's a slam jam (groan)

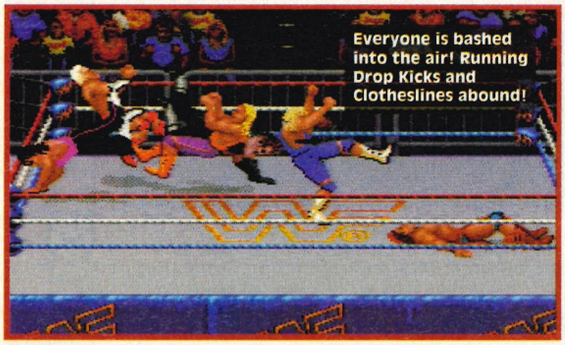


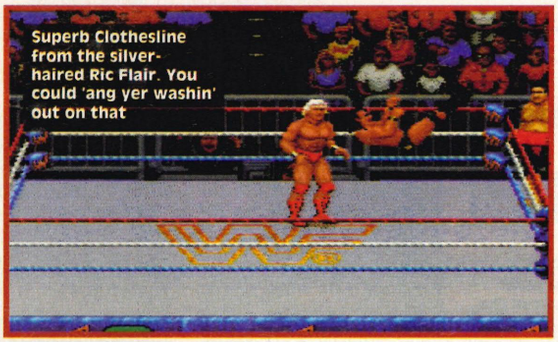
SUPLEX
Staple diet of WWF-ers. Bigger they come, the harder they fall



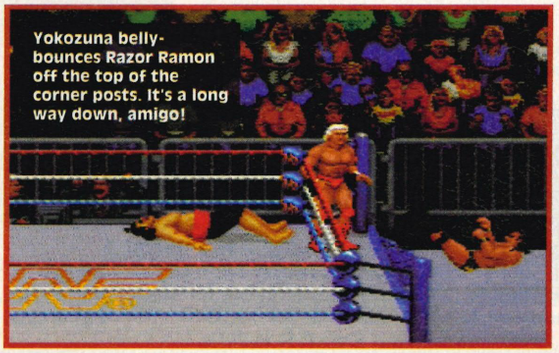


THROTTLE
The funniest move! Throttle the buggers with your bare hands











WWF ROYAL RUMBLE

HOUSE: ACCLAIM/LJN
ORIGIN: OFFICIAL
PRICE: £59.99
PLAYERS: TWO
TYPE: SPORT SIM / BEAT 'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

70%
SUPER CONTROL

SOUND	7
GRAPHICS	6
GAMEPLAY	6
LASTABILITY	5

ENERGY HIGH

- 12 Wrestlers to choose
- Royal Rumble fight mode
- Two-player game
- Amusing graphics

ENERGY LOW

- Jerky movement
- Repetitive gameplay
- Gets boring quickly
- Too similar to original

ALTERNATIVE SYSTEM

It's obvious isn't it – Street Fighter II (93 per cent) is the best beat'em-up, everyone must know that by now! If you want a wrestling game, Royal Rumble is just about the best you're going to get. There's no point in buying the first WWF game (56 per cent) because it's not as good as the sequel.



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





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

STREET F



GUILE, USA

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

KEN, USA

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





CHUN LI, CHINA

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

VEGA, SPAIN

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





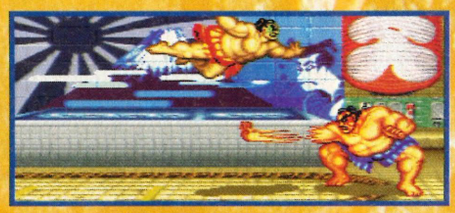
SAGAT, THAILAND

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

BLANKA, BRAZIL

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





HONDA, JAPAN

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

ZANGIEF, USSR

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





BALROG, USA

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

RYU, JAPAN

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



DHALSIM, INDIA

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



BISON, THAILAND

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



THE STREET FIGHTING YEARS

GLITTERING PRIZE



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



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



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

GHTER II TURBO



THE BEST JUST GOT BETTER



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

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

FIGHTING TALK

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

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

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

STREETS AHEAD

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

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

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

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

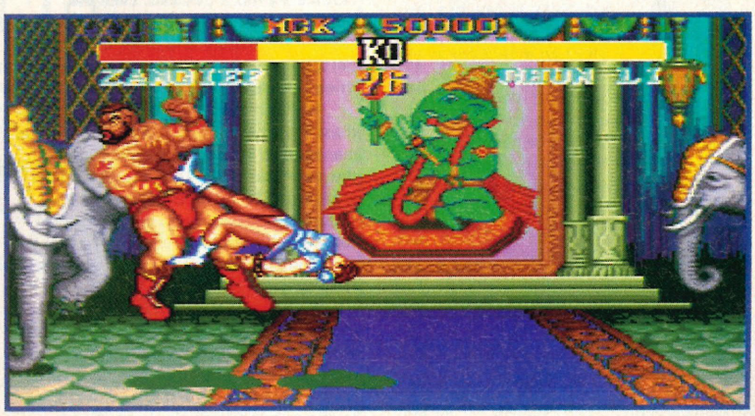
FIST FIGHT

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

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



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



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

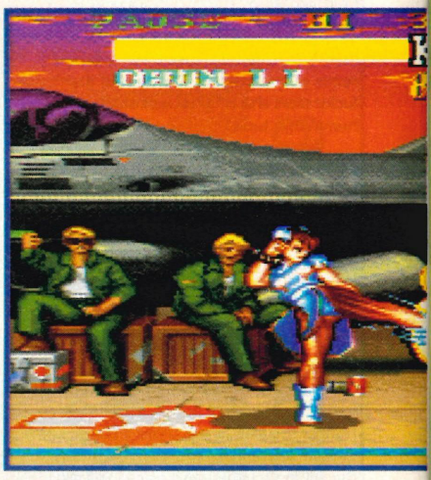


STREET FIGHTER II TURBO





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



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

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

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

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

GREAT BALLS OF FIRE

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

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

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

ALLIE



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

ANDY



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

ALEX

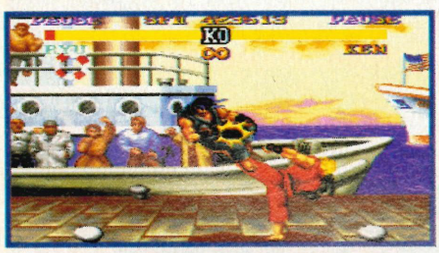


Because we are so nice, we are giving away our review copy of SF II Turbo (much to Alex's dismay). If you win you will be one of the first people in this country to own a Japanese copy!

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

Answers on a postcard to the usual address.

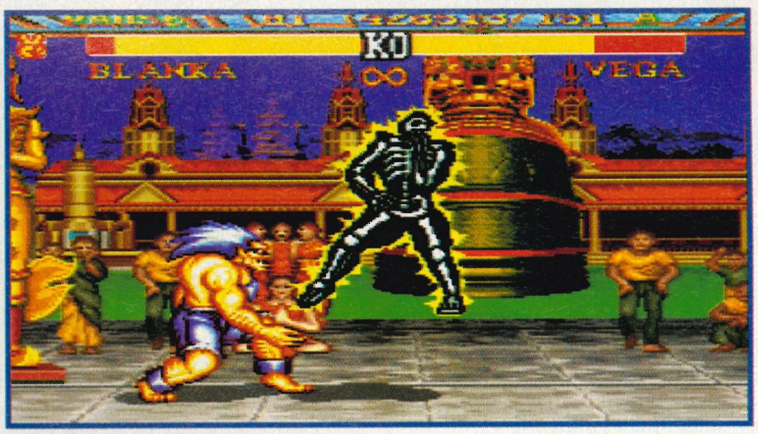




There are two game modes: Turbo and Normal. Normal is in fact the basic Championship edition which is slower than Turbo and doesn't include the new character moves. The graphics are still improved, though



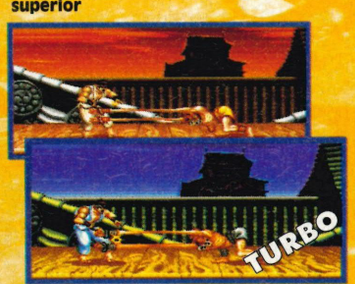




We reviewed the Japanese version of Turbo, so the bosses names are different to those in the UK game. Balrog is called Bison, Bison is Vega, Vega is Balrog and Sagat is Sagat

COMPARATIVELY SPEAKING

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



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



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



REVIEW



STREET FIGHTER II TURBO

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

94%

SUPER CONTROL

SOUND	9
GRAPHICS	10
GAMEPLAY	9
LASTABILITY	9

ENERGY HIGH

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

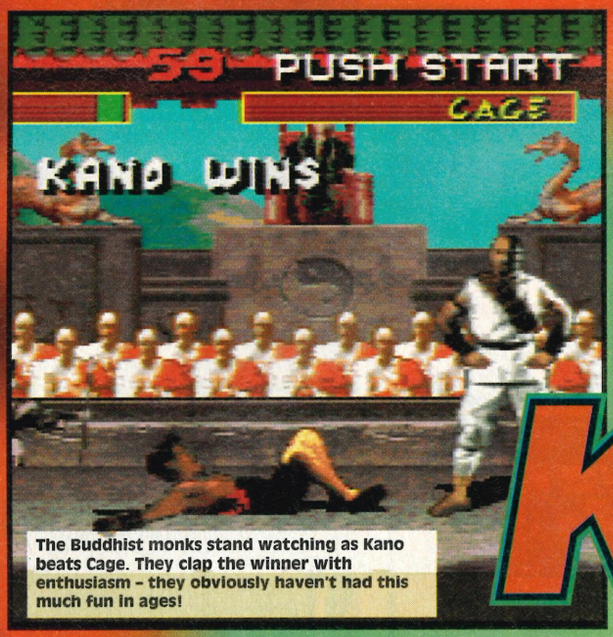
ENERGY LOW

- Far too expensive on import
- Not enough new moves

ALTERNATIVE SYSTEM

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

THANKS TO FIRE & ICE, C/O CONSOLE PLUS (0924) 456802



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

MORTAL KOMBAT

WITH REAL HAIR

SUB-ZERO



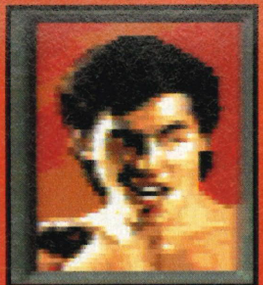
THE ACTUAL NAME OR IDENTITY OF THIS WARRIOR IS UNKNOWN. HOWEVER, BASED ON THE MARKINGS OF HIS UNIFORM, IT IS BELIEVED HE BELONGS TO THE LIN KUEI, A LEGENDARY CLAN OF CHINESE NINJA.



LIU KANG



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



JOHNNY CAGE



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



KANO



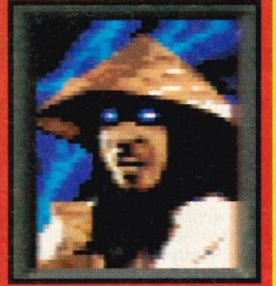
A MERCENARY, THUG, EXTORTIONIST, THIEF – KANO LIVES A LIFE OF CRIME AND INJUSTICE. HE IS A DEVOTED MEMBER OF THE BLACK DRAGON, A DANGEROUS GROUP OF CUT-THROAT MADMEN FEARED AND RESPECTED THROUGHOUT ALL OF CRIME'S INNER CIRCLES.



RAYDEN



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



SCORPION



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



SONYA



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



MORTAL KOMBAT KONTESTS THE KONSOLE KROWN, KRIKEY!



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

MORTALLY WOUNDED

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

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

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

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

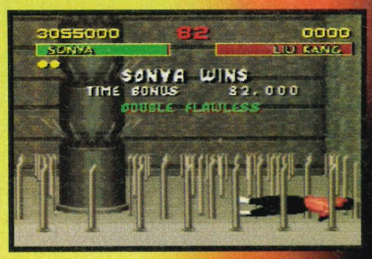
If you defeat Goro you get to take on Shang Tsung (who looks very like the old git out of Big Trouble In Little China), who can assume the characteristics of all the other fighters present. This guy presents a real challenge, but you won't get to him until right at the end of the game.

KOMBAT SCHOOL

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



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



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

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



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



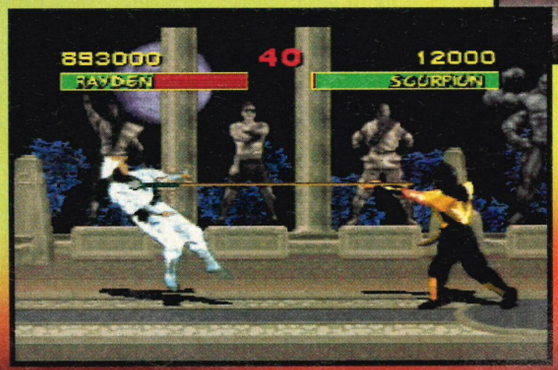
The big baddie, Shang Tsung, watches from his throne. Liu Kang and Sub-Zero try to impress him to save their skins



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

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





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



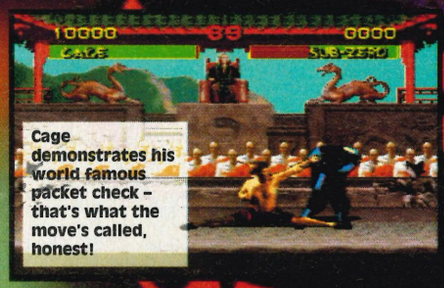
The skies darken as Scorpion frazzles Kano with his bone-headed death move!



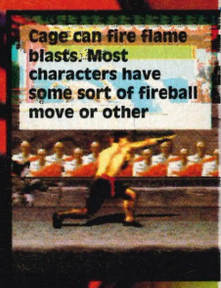
Kano treats Sub-Zero to a pleasant knee in the family jewels. "Thank-you," says Mr Zero. "You're welcome"



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



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



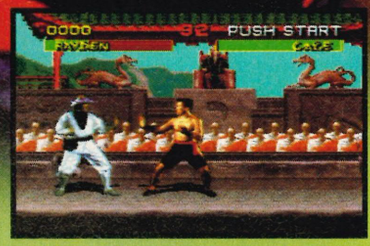
Cage can fire flame blasts. Most characters have some sort of fireball move or other



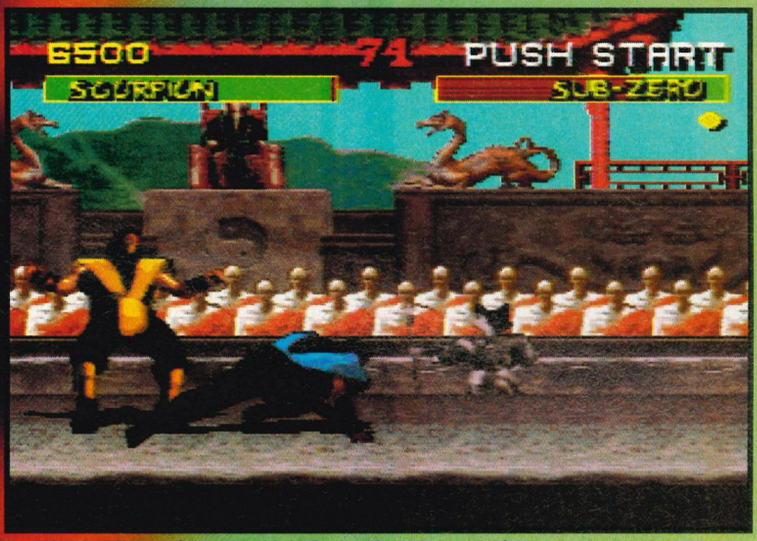
Rayden beats himself inside Goro's lair – this place is really scary. See those red eyes in the background, they blink every now and then. Glurk!



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



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



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

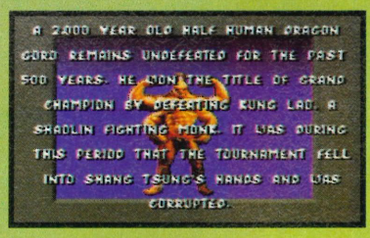
MORTAL KOMBAT

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

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

RAYDEN AUTOMATIC

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

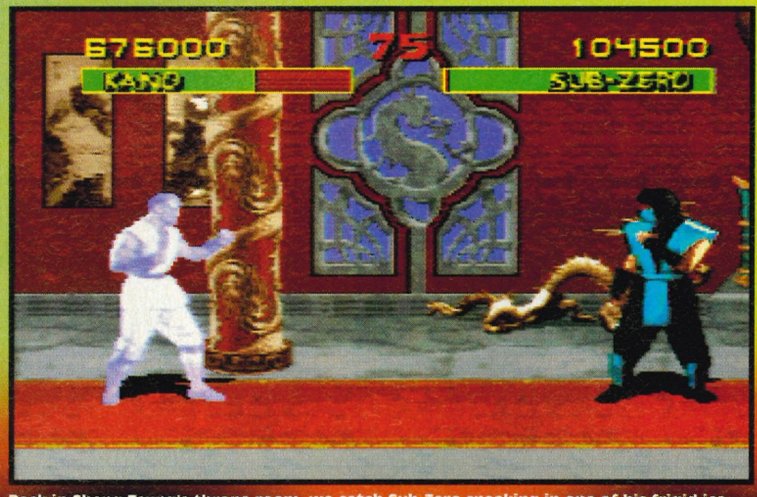


A battle between Rayden and Rayden (two identical characters fighting is an integral part of the game) with teleports all over the place is a joy to behold. Scorpion also has a teleport, but he disappears off the side of the screen he has his back to and reappears on the other, punching as he lands.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

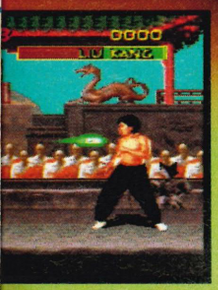
As well as these special moves there are the death moves. When you are close to winning a bout, the words "Finish Him" with accompanying speech will appear. A swift combination of button presses will launch the death move, a unique finish which can only be accomplished at this point. These aren't as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

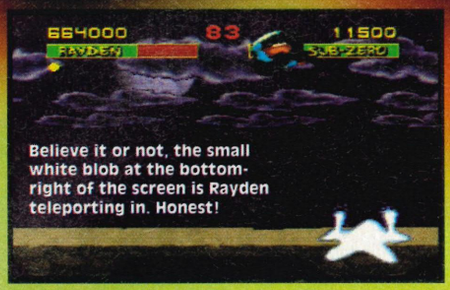


Scorpion manages his stint at stone masonry, but Rayden, despite the fact that he's a god, completely fluffs it

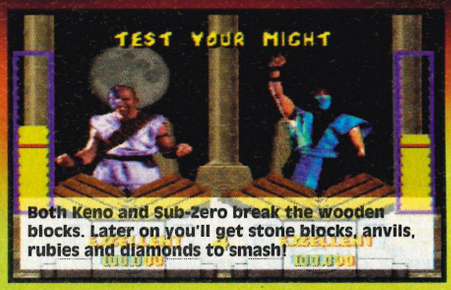


Back in Shang Tsung's throne room, we catch Sub-Zero sneaking in one of his frigid ice blasts. Time to thaw Kano out with a punch...





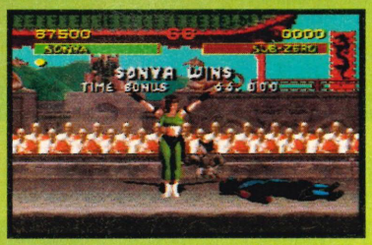
Believe it or not, the small white blob at the bottom-right of the screen is Rayden teleporting in. Honest!



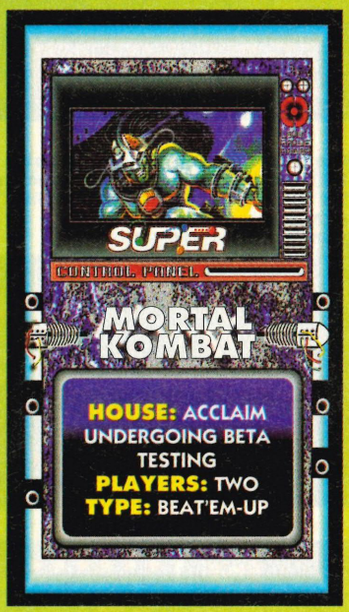
Both Keno and Sub-Zero break the wooden blocks. Later on you'll get stone blocks, anvils, rubies and diamonds to smash!

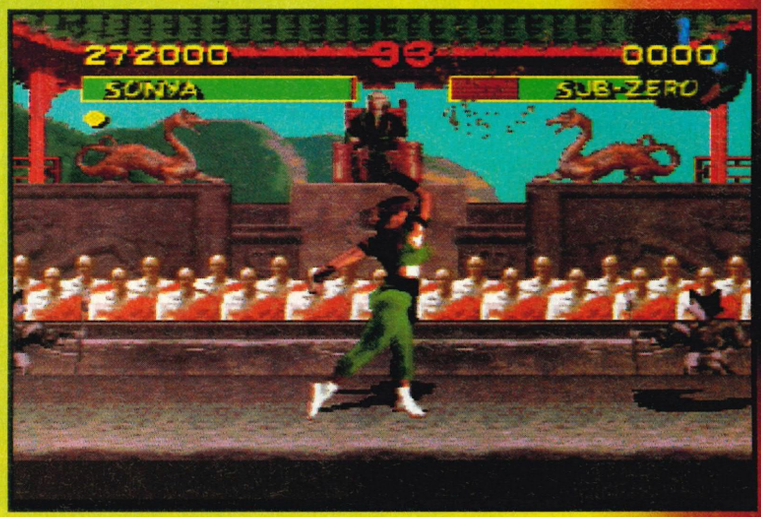


A Rayden torpedo! Mortal Kombat borrows very little from the classic SF II, even the button combinations are pretty original



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





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

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

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

FINISH HIM

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

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

PAUL



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



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



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

STRANGEWAYS



One of your death moves is found during the pit section where you can cling onto the top of the screen and kick your disc away from you in order to bat the opposition out of the way



BA
in Battl



The two-player mode is fast and exciting. For added spice the toads can opt to hit each other as well as their opponents

(Below) Living opponents aren't the only things that stand in your way, these fans blow and suck you into the spikes and there's no way to turn them off





(Above) Battletoads is full of humour, including the animation where after getting flattened by the pigs the toads scuttle around like two-week-old pancakes without the maple syrup!





WIND IN THE WILLOWS THIS ISN'T

TTLETOADS

emaniacs



In this job you get to play a lot of games. Not all of them are good, but usually it averages out into a fair balance of mediocre and bad efforts on the market at any one time. However, every now and again a game comes along that totally blows your mind and knocks your pants clean off – Battletoads just happens to be such a game!

Also in this job you get to play a lot of HARD games. Some are difficult because they are simply unplayable, others are hard because the difficulty setting is too darn high, but a few are enjoyably hard in an extremely playable fashion. Battletoads again comes up trumps.

To take things one further rung up the ladder though, Battletoads is one of the hardest games I've ever played and believe me, I've played more than my fair share! To be honest I had less problems with Dungeon Master on the ST than I've had with this one. In the end I just had to resort to an Action Replay cartridge (Boo, hiss!). I know, the shame!

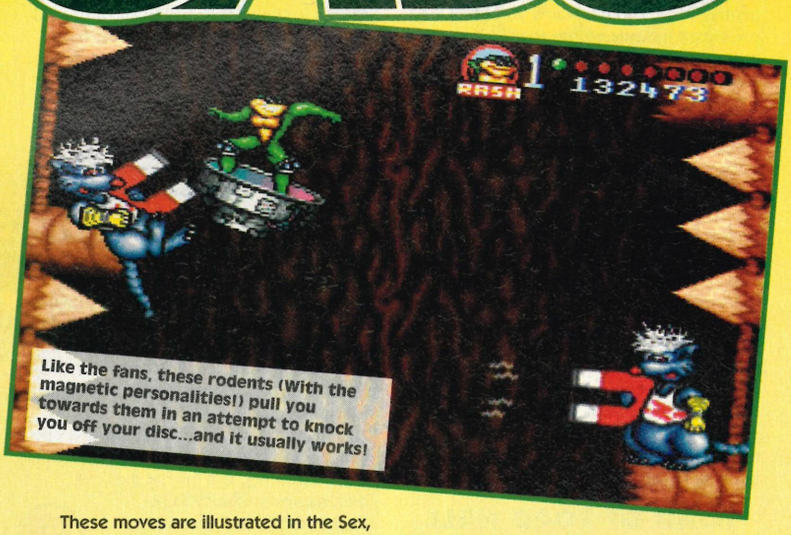
TOAD IN THE HOLE

Everything starts quite gently, luring you into a false sense of security. You find yourself in a luvvy-duvvy, pink flowers and cotton socks scrolling beat'em-up section where you skip along striking out at cute, curly-tailed piggies, whilst trying not to break a nail...and ignoring the putrid red background!

In Turtles' fashion you have a certain quota of enemies throughout the level which must be destroyed to allow you to progress to the next level. The toad characters (of which there are two) are limited in their moves and can only respond with a high-flying leap or basic punch. However, computer-automated death moves spring into action when your opponent is one hit away from death's door.



The turbo discs are very nifty and respond easily to direction changes. It is wise not to be too drastic in your movements though, because those spikes are very sharp indeed



Like the fans, these rodents (With the magnetic personalities!) pull you towards them in an attempt to knock you off your disc...and it usually works!

These moves are illustrated in the Sex, Lies and Red Tape box-out and vary depending on how close you are to the enemy when it's time for the final seeing to! Unfortunately though, this computer automated feature detracts from gameplay interaction somewhat because you have no control over what move will appear when – ho, hum!

RIBBIT!

OK, the first level was easy-peasy, but now it's on to level two. You find yourself gliding down a deep pit (thanks to a rather nifty turbo disc), punching and kicking giant wasps with your hobnail boots and iron-clad fists. This results in a slight sweat accumulating on your wrinkled brow.

Scrolling smoothly, this level is short and sweet. Manoeuvring your turbo discs to avoid spikes, giant fans and magnet wielding rodents, this level has very little to write home about graphics-wise. The background is a faint brown blur while the colourful foreground graphics are too sparse to make a real impact.

Actually, this level isn't all that difficult either. In fact we have come to the conclusion that the first two levels are simply 'there' just to piss you off when you die in the third level (Because you WILL die!) and have to do the first two again, and again, and again...

Then you dive headlong into level three where not even the best clichés such as "You'll need all your wits and skill to complete this section" or "Only quick responses and a bit of luck will save you now" will work here. This is the roller-coaster to beat all roller-coasters, it's bigger than Arnie, harder than Mickey Rourke and more frustrated than a priest at a nudist colony!



Top game guider that I am, I found Battletoads extremely easy. However, I will now contradict myself and say that, in my opinion, this is THE most difficult SNES game I have ever played. Having done a game guide for the Mega Drive version, I was privileged enough to be able to compare both versions closely and can safely say that the SNES version is far superior to the humble Mega Drive game. Gameplay-wise they are both as frustratingly tough as each other. Still, there's more than enough heart-stopping action, dressed up in some superb graphics to keep you sticklers for a quality game happy. Discover it.

ANDY



BATTLETOADS in Battlemaniacs

Switching to a driving section with stupidly small sprites, the level whizzes along at an incredible pace hurling obstacles at you left, right and centre. The computer warns you of oncoming hazards before they appear, but as you weave, duck and jump you don't have much room for error because it's fast – very fast!

Changing the scene again, level four presents you with a platform puzzler incorporating snakes and split-second timing. Appearing from holes in the walls, these cleanly detailed snakes move smoothly across maze-like levels. A smidgen of Mode 7 is utilised when they turn to carry you further up the level towards the exits.

You must duck and leap to avoid spikes and blocks that hang motionless throughout the level. This is by far the most challenging section of the game – and certainly my favourite. It requires pixel perfect accuracy and precision timing, but the questionable collision detection can become infuriating.

TOAD OF TOAD HALL

Getting the award for the weirdest section is a bizarre chase sequence where your toad navigates a series of pipes by means of a customised jet-ski. Naturally, you're being chased by a baddie with a nasty-looking rotary blade – incidentally this can splice you in half. The secret here is to compensate for any direction change using the D-pad to maintain momentum. Oh and always try to stay one step ahead! Again this section is smooth and fast.

It is obvious that the whole game has had loads of thought devoted to its programming and execution because the graphics, speed and design are very hard to fault. This section is as hard as the others, but its playable nature keeps the frustration at bay.

So it goes on, level after level of challenging entertainment, colourful graphics, outstanding gameplay and oodles of variation – and there is lots of it. If you appetite is whetted take a look at the "Extra, Extra!" box-out for even more info! The beauty of Battletoads is that you never know what's around the next corner, and while the gameplay keeps you enthralled the graphics never fail to please. The sound quality is the only thing that lets Battletoads down – the tunes are bouncy and cleanly executed, but sadly they fail to fit the fast paced gameplay in both quality and atmosphere.

All said and done, Battletoads is one hell of an enjoyable game. More addictive than frustrating, it is one of the best games on the SNES to date and definitely one of the hardest.

ALLIE



If your eyes can cope with the speed, the driving section should be a doddle. The obstacles whizz across the screen with incredible haste and it is your job to avoid anything that approaches





Yeah OK, it's quite hard, but I wouldn't say it's the hardest game on the Super NES. Anyway, I think the high difficulty level is a definite bonus, making it a game with longevity which is an aspect lacking in so many other console games. It can be frustrating at times, especially on the snake stages, where you only progress through trial and error. Just keep at it and I guarantee you'll reach the end – eventually! As for the presentation, I can't really fault Battletoads; the sprites are superbly animated and the backdrops are awesome. Overall Battletoads comes highly recommended.

ALEX

EXTRA, EXTRA!

You can't quibble about the lack of variation involved in Battletoads. Not content with the varied levels, the programmers have also included two graphically superb bonus sections.

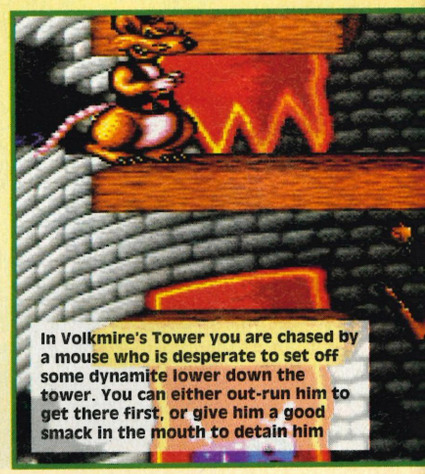
Riding on the back of a draught you must glide along a chess board whilst trying to collect as many skittles or dominoes as possible to obtain extra lives at the end of it.

The levels are quite long and later on draughts pilotted by mice whizz backwards and forwards, whilst poisonous hazards steal your points if you hit them.

As you can see these levels are beautifully executed and scroll by at a phenomenal rate, but the real beauty lies in the reflections on the floor and the fluid parallax.

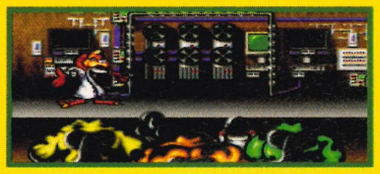






In Volkmire's Tower you are chased by a mouse who is desperate to set off some dynamite lower down the tower. You can either out-run him to get there first, or give him a good smack in the mouth to detain him



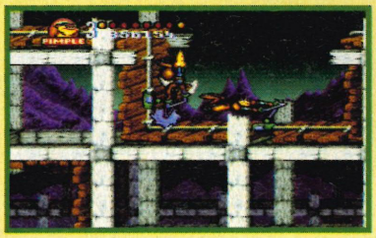


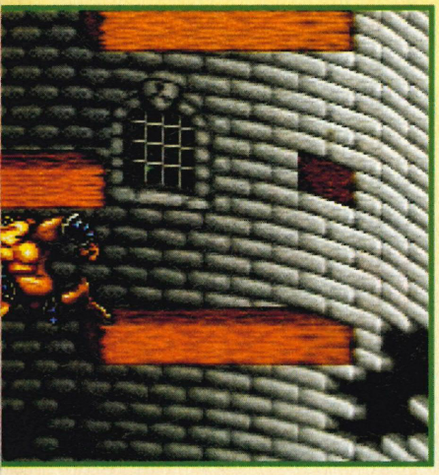
You never know where the snakes are going to appear from next and you're not given a lot of time to make a decision as to what your next course of action will be





Using the D-pad you must mirror the direction changes on the piping in order to stay ahead of the lethal blade behind. If your pursuer catches up the result is bloody and visually quite unpleasant!





SEX, LIES AND RED TAPE

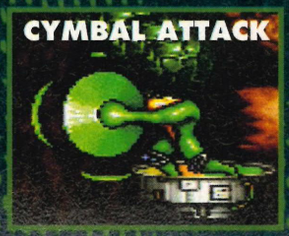
Each of the character moves are computer automated and it is down to chance which one will appear. Try getting in close to your opponents and jump at them to see if you can initiate some of these excellent attacks













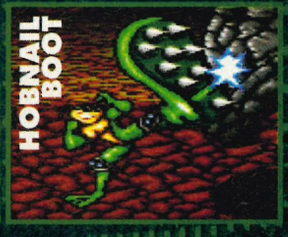












SUPPLIED BY BITS & PIECES (0625) 501810



BATTLETOADS IN BATTLEMANIACS

HOUSE: TRADEWEST
ORIGIN: AMERICAN
PRICE: £54.99
PLAYERS: TWO
TYPE: PLATFORM ACTION

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

88%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	9

ENERGY HIGH

- Colourful backgrounds and detailed sprites
- Innovative bonus sections
- Variety of gameplay

ENERGY LOW

- Long-winded levels
- Horrendously hard (yet still very playable)
- Yucky collision detection

ALTERNATIVE SYSTEM

Turtles in Time is quite a good alternative to Battletoads, namely due to the uncanny presence of yet more ninja-like amphibians. Gamewise, it plays very similar but there isn't the same kind of gaming variety as found in Battletoads. Basically, I'd say Battletoads is the better game.

WORLD H



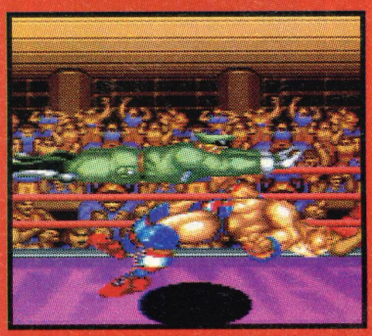
There are two match types: Normal and Death Match. The Death Match is held in rings surrounded by electric fences or walls of flame which singe fighters if they get too close



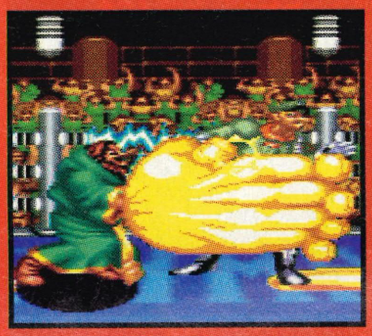
Punch the crap out of the enemy then push them into the spikes to skewer away at their energy. Another fine way of beating the characters



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



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



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



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

WHATEVER



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

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

BILLY, DON'T BE A HERO

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

IN THE RED CORNER...

BROCKEN



ROCKET FIST
Brocken unplugs his fist which rockets across the screen

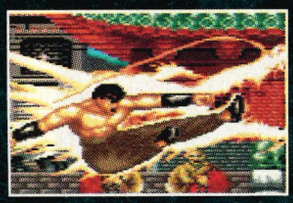


SHOCK FIST
Get in close and zap 'em

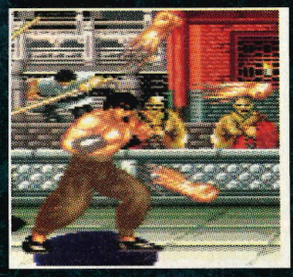


SPRING HAND
Look, it's John Travolta in Saturday Night Fever

DRAGON



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



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

FUUMA

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



SHURIKEN
Throw a shuriken across the screen, funnily enough



HANZO



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



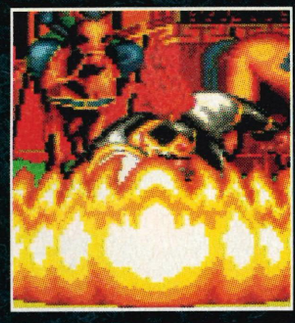
SHURIKEN SPIN
Hanzo whirls across the screen. Oh, Fuuma can do it too

J CARN



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

EARTHSHAKER
Fatty thumps the ground, which erupts into flames



HEROES

HAPPENED TO THE HEROES?



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

ALEX

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

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

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

WORLD IN MOTION

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

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

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

HOLDING OUT FOR A HERO

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

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

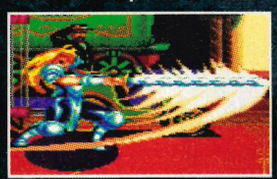
Slow-running speed on the PAL version is also very apparent unfortunately. Sound is just about bearable – the arcade tunes which weren't really that impressive anyway have been reproduced, as have the sound effects and lacklustre speech (you know, "Round one – fight" etc). It's just nothing new.

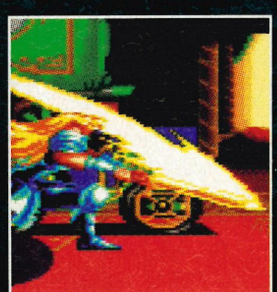
With the advent of World Heroes, the beat'em-up scene APPEARS to be very healthy. Tuff E Nuff is destined for official release in November, as is SFII Turbo. I've mentioned Mortal Kombat which is out now and Art of Fighting is promised before Christmas. However, it's worth noting that the beat'em-up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

ANDY

JANNE

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





PHOENIX SWIPE
The phoenix swipe unleashes a ball of fire

M POWER



CHARGE
Shoulder barge your way to victory



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

RASPUTIN



FIREBALL
Just like any other ball of fire, really

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





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

GEEGUS



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

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





WORLD HEROES

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

61%

SUPER CONTROL

SOUND 6
GRAPHICS 7
GAMEPLAY 7
LASTABILITY 5

ENERGY HIGH

- Some nice graphics
- Well presented
- Good special moves

ENERGY LOW

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

ALTERNATIVE SYSTEM

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

THANKS TO CONSOLE CONCEPTS (0782) 712759

TEST YOUR STRENGTH

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



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



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



ART OF FI

THAT'S FIGHTING TALK WHERE I COME FROM!

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

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

GRATEFUL DEAD

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

SORE 'EAD

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

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

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

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

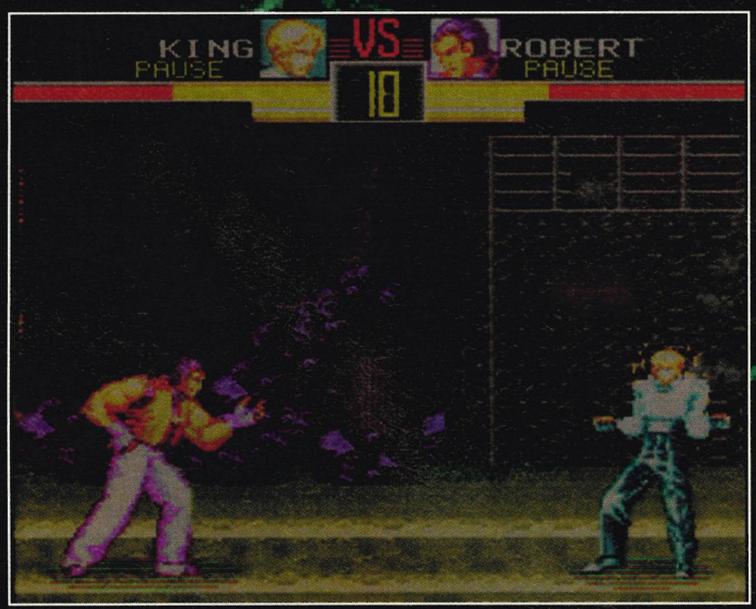
Special moves are easily performed and sometimes very spectacular, while the character spirit level which restricts their use as it diminishes is a superb idea it must be said. The ability to gain mega moves on the bonus stage and the fact that more special moves become available the longer you play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

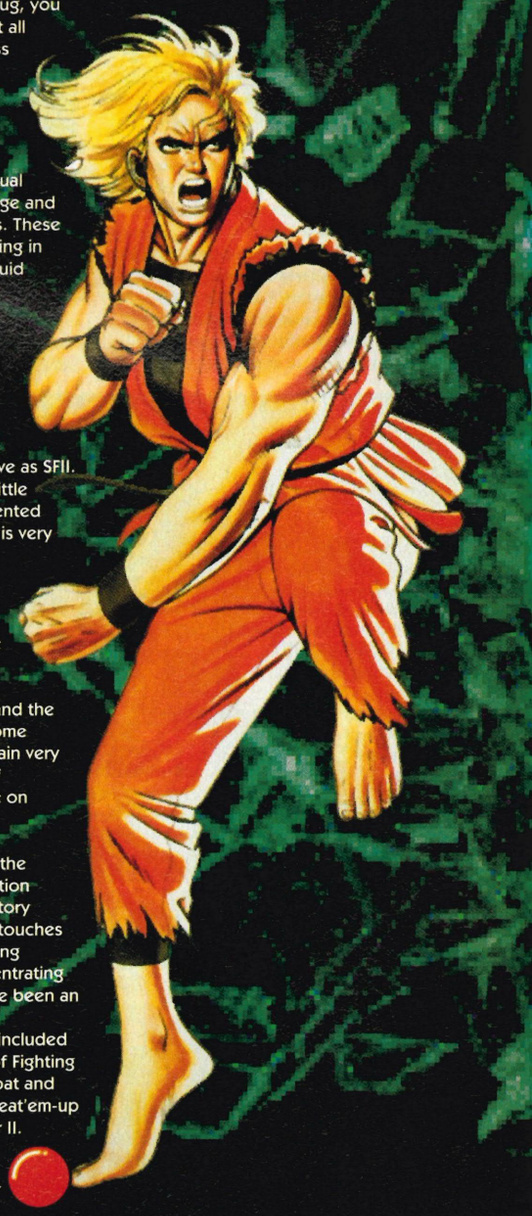
Presentation is spot on, from the informative and interesting instruction manual through to the 'gripping' story mode. These are simply cosmetic touches however, and I can't help wondering whether omitting these and concentrating on improving the game would have been an idea.

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

Christmas is looking rosy for Turbo!

ANDY







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



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

GHTING

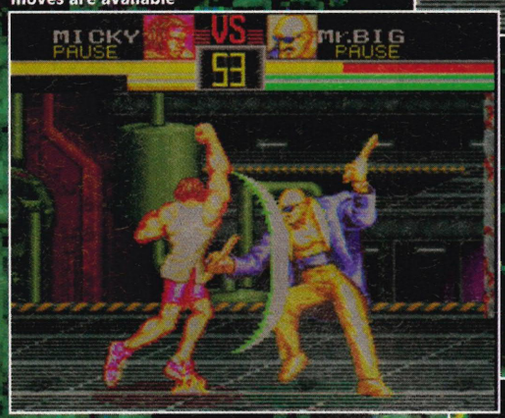
Wow, 10 characters to choose from. Unfortunately, you can only use one of two blokes in the story mode though



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

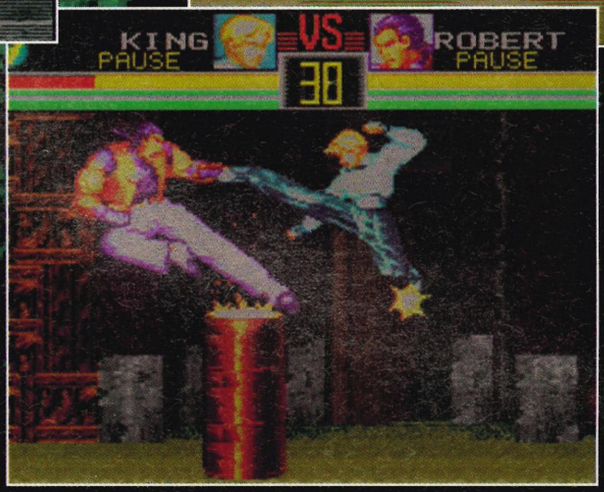


Take that you swine! In two-player mode any characters can be used and all of their special moves are available



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





That's a rather nice brazier you have there!

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

RICH



THE ART OF FIGHTING

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

84%

SUPER CONTROL

SOUND	8
GRAPHICS	8
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

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

ENERGY LOW

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

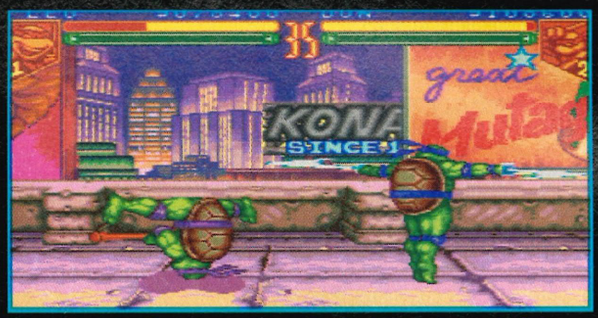
ALTERNATIVE SYSTEM

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

THANKS TO TAKARA USA



Another Mega move, this time from Raphael. He jumps into the air and rains fireballs down onto his opponents' heads



More street dancing! Here we see a head spin from Leo and what appears to be the beginning of a windmill from Don



Raph lets rip with a fireball. All of the special moves are poor variations on SFII



The predictable character select screen. Tonight's match, Shredder Vs Don Kiddick

TEENAGE M HERO TURT Tournament Fighte

THEY'RE MEAN, GREEN AND ON YOUR SCREEN

I thought turtle mania had died out, with the third film having been a bit of a flop, but Konami obviously doesn't agree because it has just released a second turtles game called Tournament Fighters. The first game, Turtles In Time, was a playable two-player scrolling beat'em-up which received rave reviews and rightly so. The second game is a departure from this format, being more like Street Fighter II. In fact it is so like SFII that the resemblance is uncanny. The question is, is it better than SFII Turbo?

Unfortunately, I would have to give the answer "No" to this question, but it does come a close second, beating Mortal Kombat which everyone has gone nuts over (even though it is a load of old rubbish in my humble opinion).

TOUCHE AWAY

The premise behind the story is a simple one. Channel 6 has put up loads of cash as the prize for a winner takes all competition. Money being the root of all evil and all that, brother has turned against brother in a bid to win the cash. Everyone knows that there are only four turtles, and having only four characters in a fighting game would be a bit boring, so thankfully another six characters have decided to enter the fray. Even Shredder, the turtles' arch-enemy and part-time coleslaw maker is eager to get his hands on the booty. So a series of one-on-one fights begin, until only one mutant is left standing.

There is also a story mode in which a mysterious character called Karai has kidnapped April O'Neal and Splinter, who must be rescued before any harm comes to them. In a fit of extreme stupidity, the turtles have decided that only one of them should go to help, so they fight it out to see who is worthy of such an important mission. The victor then goes on to meet Shredder and his minions, eventually ending up in the final showdown with Karai.

Leo tries to block as Aska performs her spinning attack to beat him into submission



Anyone who has played Street Fighter will know exactly how this game plays and how to play it. At the end of each bout, the person with the most energy left is declared the winner. Deplete an opponent's energy completely and they are out once and for all. Each match is set over three rounds, and as well as all the usual weak and strong punches or kicks there are some special moves that can be accessed by performing strange joypad combinations. Sounds familiar, doesn't it?! Even some of the special moves are incredibly similar to those performed in Street Fighter II.

Unfortunately, Turtles somehow fails to capture the excitement generated by SFII. Street Fighter's greatest aspect was that by skilfully timing each attack correctly you would always win, whilst in Tournament Fighters you are more likely to find yourself pounding the joypad furiously in the hope that a move will connect.

VANILLA ICE

Apart from this, Tournament Fighters is a decent game which beat'em-up fans will love. It does have one good feature that SFII doesn't have – each time you successfully attack someone, a bar fills up slightly at the top of the screen. If you miss an attack or get hit, then this bar goes down. If somehow you manage to fill this bar up completely then it will flash and pressing X and A together will result in your character performing a super move that will completely destroy the other fighter. This

In my opinion, Turtles is the game that comes closest to SFII Turbo in terms of playability. After hours play however, I realised that it has a number of flaws – slow response from the joypad results in mistimed and ineffective moves, the Mega move option is almost redundant in two-player mode, and even with their own special moves available, some characters are wholly inferior to others. The resulting game may be a good one, but Capcom is still left sitting pretty at the top of the tree, with SFII tucked safely under its wing.

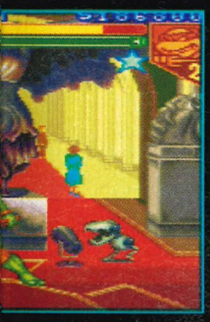
ANDREW

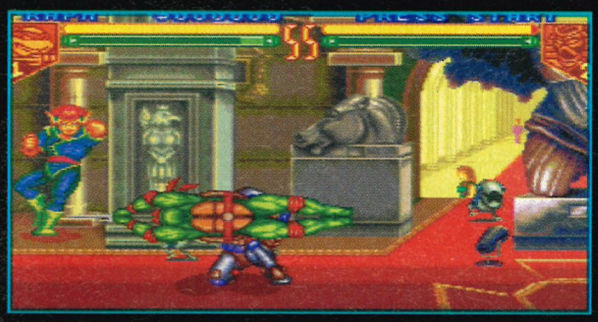


Ouch! That looks painful, but rest assured that Raph's protective shell will protect the family jewels this time



In a fit of rage, Leonardo gives us his famous 'Stretch Armstrong' impression, which the fish counters by quickly firing himself from a cannon. Backwards





In a move that's incredibly similar to Eddie Honda's sumo torpedo, Raphael flies across the screen



Oh, the land of the free and the home of the brave...



What did Raph expect? Answers on a postcard to the usual address and you could win a chocolate bar

MUTANT
LES
rs



Aska's Mega move transmits her directly onto the spot her opponent is/was stood on, before unleashing bolts of electricity at her opponent



Aska's being a bit thick and standing waiting for Wing Nut to do a pearl harbour on her

means that the better you are at the game, the easier it will be to charge up this move, thus providing an incentive to fight well and to not get hit.

At the end of the day, Turtles Tournament Fighters is a very good game, but unfortunately it pales in comparison to a certain game that I have already mentioned once or twice in this review. Alternatively, if you already have SFII and want a fresh look at an old genre, then why not go for this.

RICH



(Left) Aha! With a spin of his long pole, Don knocks that fishy thing into orbit



(Right) Shredder goes into 'Mega move mode' and Mike immediately cacks his pants in return



(Left) Chrome Dome feels the force of Mike's glorified toilet chain – in his grid





(Right) Smart – breakdancing makes its comeback through the console. Altogether now – "Spinnin' on our backs...got to let your body move....etc, etc"



TMHT

HOUSE: KONAMI
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: TWO
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

84%

SUPER CONTROL

SOUND	8
GRAPHICS	7
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

- Looks just like the cartoon
- All your favourite characters are here
- Lots of different moves

ENERGY LOW

- It's not SFII
- Terrible speech
- Could get boring

ALTERNATIVE SYSTEM

Hello, hello, is there intelligent life out there? Turtles Tournament Fighters is a beat'em-up, isn't it? In that case, do you really need me to tell you what other alternative there is to this game? Is it really necessary for me spell it out for you – STREET FIGHTER...



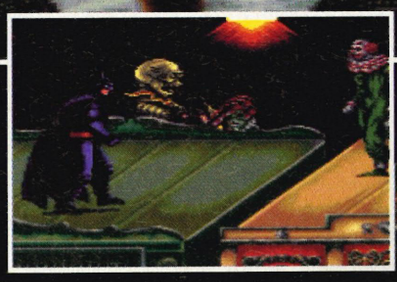
BATMAN

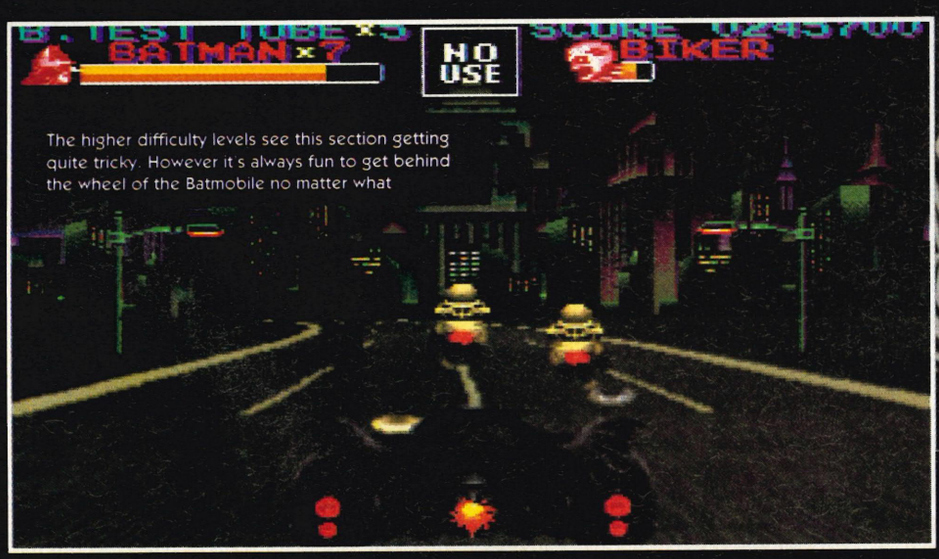


Controlled by the Penguin, the emperor penguins launch rockets at you that explode as they hit the ground. These explosions can kill you as well as the clowns



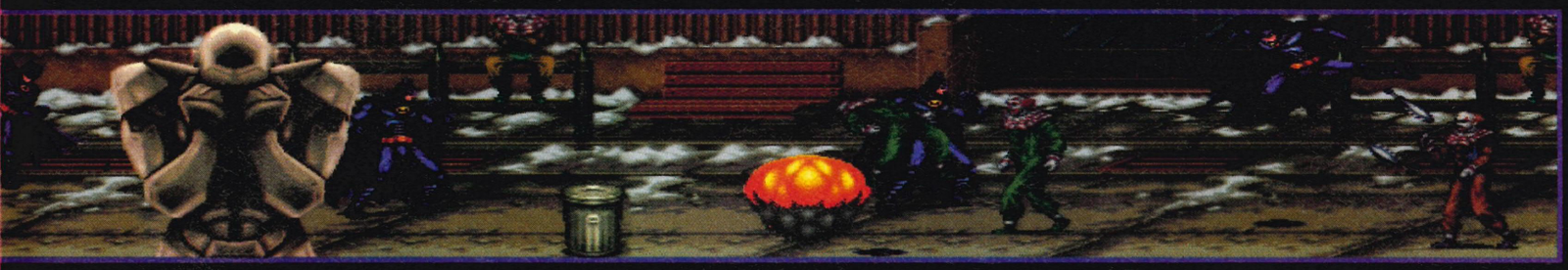






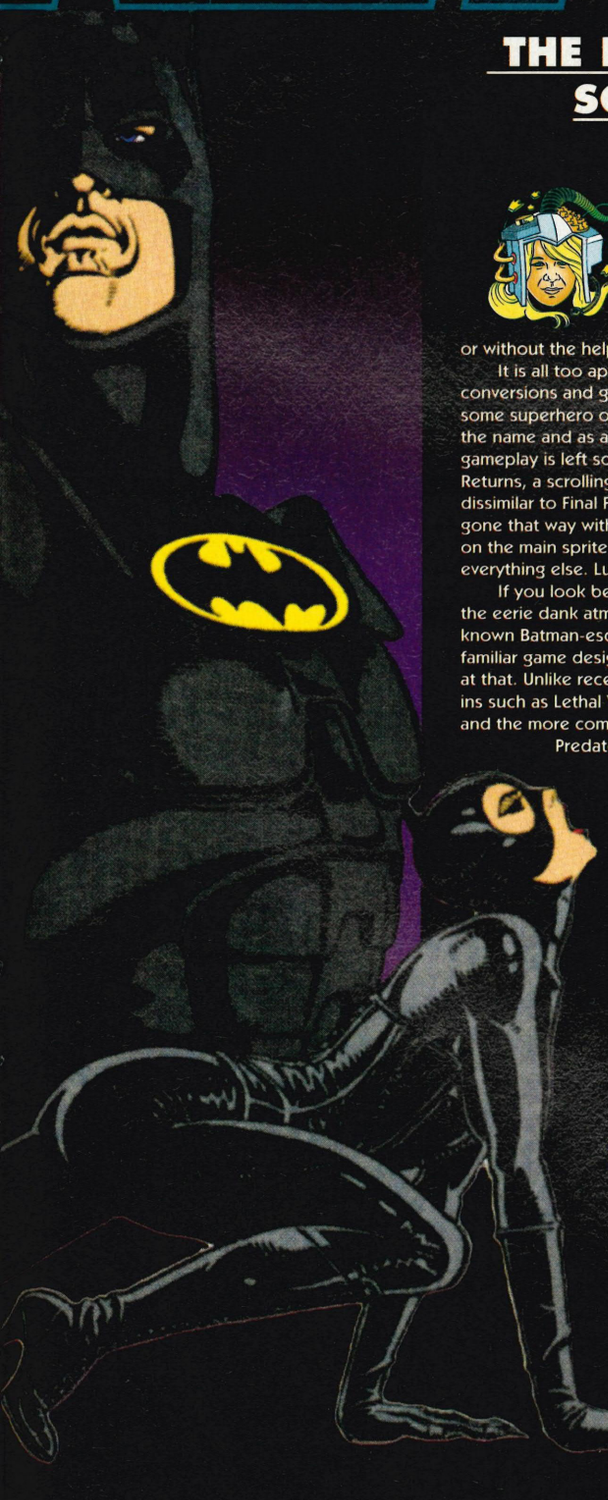
The higher difficulty levels see this section getting quite tricky. However it's always fun to get behind the wheel of the Batmobile no matter what





RETURNS

THE DARK KNIGHT RETURNS TO THE COMPUTER SCENE WITH YET ANOTHER FILM LICENCE





Since the release of the original Batman movie in 1989, the Bat-phenomenon has raked in millions and no doubt will continue to do so with or without the help of computer games.

It is all too apparent that a lot of film conversions and games based around some superhero or another, rely heavily on the name and as a consequence the gameplay is left somewhat limp. Batman Returns, a scrolling beat'em-up not dissimilar to Final Fight, could easily have gone that way with all the emphasis resting on the main sprite image and sod everything else. Luckily though, it hasn't.

If you look beneath the gothic facade, the eerie dank atmosphere and the well-known Batman-esque guises, there lies a familiar game design and an enjoyable one at that. Unlike recent shabby licensed tie-ins such as Lethal Weapon, Road Runner, and the more comparable Aliens Vs Predator beat'em-up, Batman Returns concentrates on the quality of both the graphics and the gameplay, not forsaking one for the other.

In the last issue of Control, Aliens Vs Predator received a slamming verdict of 46 per cent which was awarded for its lack of gameplay, shoddy background graphics and static sprite movement! Described by us as "shuffling painfully along like a little old man with his zimmer-frame", this product was a prime example of deceiving the buyer through the power of a familiar and successful title. Batman Returns has been released in the knowledge that the name alone should sell at least a couple of copies, but it proves to have more depth. In comparison to Aliens Vs Predator, Batman has a greater variation of end-of-level guardians, its graphics are far superior, the sound is outstanding and the gameplay is far more challenging.

The inclusion of a graphically superb driving sequence resembling the design of Top Gear is a shock to the system, but also improves the gameplay no end. The landscape zooms by at an incredible speed and the smoothness with which it does so is quite surprising. However, being hassled by missile-wielding bikers as you drive the Batmobile over gently swerving roads isn't ridiculously challenging, but at least it's variation!

Closely following the plot of the film, the adventure takes our heavily armoured and well 'ard Batman sprite (What a cod-piece he has too!) through the gothic streets of Gotham City, battling against the Red Triangle Circus Gang, minions of the dastardly Penguin.

Both the Penguin and Catwoman make cameo appearances as guardians in the later levels, equipped with their customary umbrellas and whips respectively. Both of them are bloody hard to kill despite their choreographed movements, as they defy all laws of human endurance – there is no way that Danny DeVito could take quite as many Bat-arangs in the gut as his evil little sprite can!

CAPE FEAR

Even on the basic difficulty setting (of which there are five), the various minions and guardians pose a considerable threat, requiring more than just a couple of punches to have them seeing stars. However, the seven-lives option and the three continues give you more than a fair chance of progressing a considerable way through the various levels.

On the higher settings the action gets noticeably harder. More enemies with larger energy levels appear on screen left, right and centre requiring far more punches and collisions with the Bat-arang to sustain any real damage.

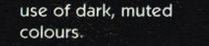
As with nearly all scrolling beat'em-ups the main character's offensive movements are not fully controlled by the player. You can throw a Bat-arang or use the grapple easily enough, but performing a standard punch activates an automated computer response, whereby Batman will then perform one of his numerous moves ranging from a cape twirl to a double head slam!

Unfortunately, this lack of variation and combination strains the game's enjoyment factor somewhat, but this is hardly a new fault in this style of game. Even the classic Final Fight suffers from a lack of character moves so I guess this is just something we'll have to live with.

The action is pretty fast with all the sprites performing lightning-quick moves be it a jump, a punch or a kick thus keeping you constantly on your toes. Probably the most noticeable evidence of this speed is in Catwoman's agile cartwheels and lunges.

P...P...PICK UP A PENGUIN

Graphically Batman Returns is very juicy, capturing all the dark gothic ambience present in the film and the comics. Sticking closely to this design and visual image, the Batman sprite actually looks like the Michael Keaton portrayal and the landscapes are recognisable as the ones out of the film. Huge gothic statues loom ominously in the background with the dank atmosphere being captured through a careful use of dark, muted colours.





Konami is a stickler for snazzy presentation, and Batman Returns continues this tradition. The graphics drip atmosphere and are given great depth through use of foreground statues that scroll smoothly along. Elfman's original score has been perfectly reconstructed electronically, adding hugely to the game. As Allie said, this is not the most original interpretation of a film, its main aim being to sell the game by the bucket-load not create an original new game style. It mirrors Double Dragon and Final Fight a little too closely.

PAUL



(Above) The Stungun Clown holds Selina Kyle, aka Catwoman, as a hostage. Use the grapple to pull a large lump of masonry off the wall behind him and watch what happens!



(Below) The Strongman is really a bit of a wimp and can't confront you without having a couple of puny clowns to back him up



(Below) Catwoman again reveals her rubber-clad form to Batman, this time with an audience! Can you rescue the Ice Princess in time?



(Above) In the film this is the part where Michelle Pfeiffer straddles a fallen Michael Keaton and provocatively licks his face....unfortunately there's none of that here!

BATMAN RETURNS

Attention to detail shines through in the sprite representation with each character easily recognisable but it's the little things that are impressive – 'Oswald Cobblepot For Mayor' posters adorn some of the street walls and although they are quite small you can still see all the detail. Also Batman's cape swings gently every time he grinds to a halt and even his mouth opens and shuts depending on the ferocity of his movements! Such things may not seem much, but all these little touches add to the presentation.

Even digitized stills from the film have been included between levels thus telling the story of the film as you progress, just in case you're unsure of what is happening! And do you remember the bit in the film where Batman pulls a lump of masonry on top of a clown whilst using the grapple? Well, even that is included in the game.

The pièce de résistance of Batman Returns has to be the sound effects and the outstanding music. It has been lovingly reproduced in a way that rivals the Star Wars in-game music. All the eerie and dramatic interludes, including the main film title music, swirl around you, dragging you into the heart of the action. Even the crashes and bangs appear to have been copied straight out of the film.

ARKHAM ASYLUM

Whereas Aliens Vs Predator consisted of only five levels most of which were tedious and drawn-out, Batman Returns has seven levels thus creating greater variation. They aren't as long and therefore don't get quite so boring, but there could have been more scope in the number of different opponents so you're not continuously looking at the same faces over and over again.

Also, it would have been nice to see another driving section, this time incorporating the Bat-wing as it flies through the sewers while searching for the Penguin.

The major downfall however, is the unfortunate lack of a two-player option as a one-on-one challenge. Aliens Vs Predator does have the head-to-head bout in its favour, even if it is executed abysmally!

The gameplay itself is fast-paced, challenging and entertaining. Batman Returns is not merely a name without a face, a body without a soul, it is a pleasure to look at, and is easy and entertaining to play. Instead of being all mouth and no trousers, Batman Returns proves itself to a worthy game and not just another weighty name.



Roundhouse





Standard punch





Neck hold

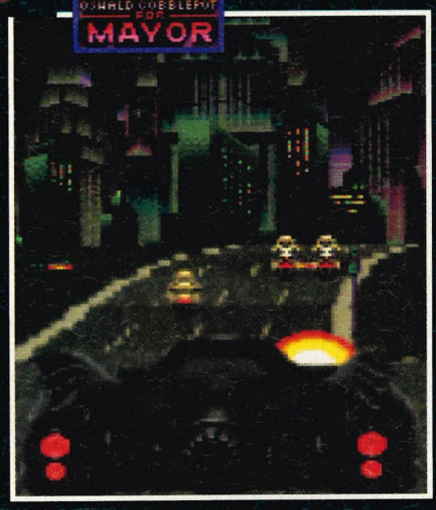


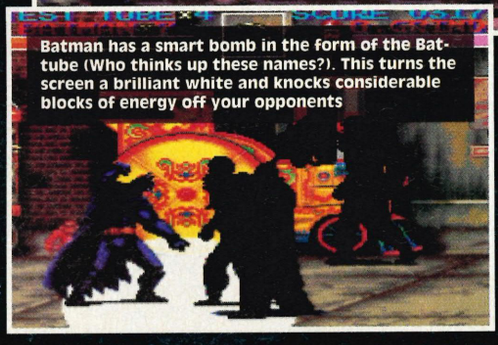
Flying grapple kick





The tall clowns can only be defeated by jumping up and throwing a Bat-arang into their face. Watch your landing or you could have someone's fist up yer backside





Batman has a smart bomb in the form of the Bat-tube (Who thinks up these names?). This turns the screen a brilliant white and knocks considerable blocks of energy off your opponents





Batman Returns heralds, well nothing new. It seems that all of Konami's efforts have gone into producing a good-looking product, while the gameplay itself has been neglected. Like all beat'em-ups it's an easy game to get into, but once you're in there, nothing more is offered. The only real references to the film are the lavish intro screens and the story updates between stages – the game itself is little more than a standard fighting affair that the computer controls the majority of. In all, a mediocre game dressed in a tight rubber suit. But without the body.

ANDREW



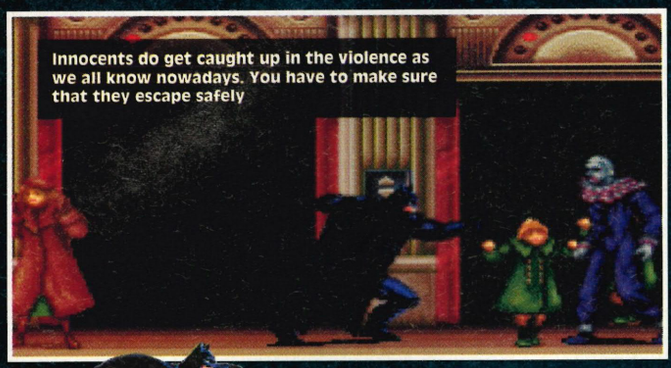
(Above) With the high-rises of Gotham looming on the horizon, the Penguin's surveillance van winds in front of you while missiles are rapidly launched

(Below) The Organ Grinder (Oh yeah?) is not as boring as he at first appears. Watch out for his box of tricks and the weapon he conceals within!





(Above) The Penguin never bathes without his rubber duck. Come to think of it, I doubt if he ever bathes at all!









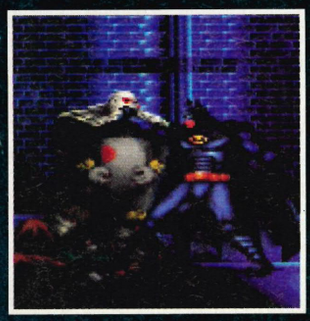
























BATMAN RETURNS

HOUSE: KONAMI
ORIGIN: JAPAN
PRICE: £54.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

79%

SUPER CONTROL

SOUND	8
GRAPHICS	8
GAMEPLAY	6
LASTABILITY	6

ENERGY HIGH

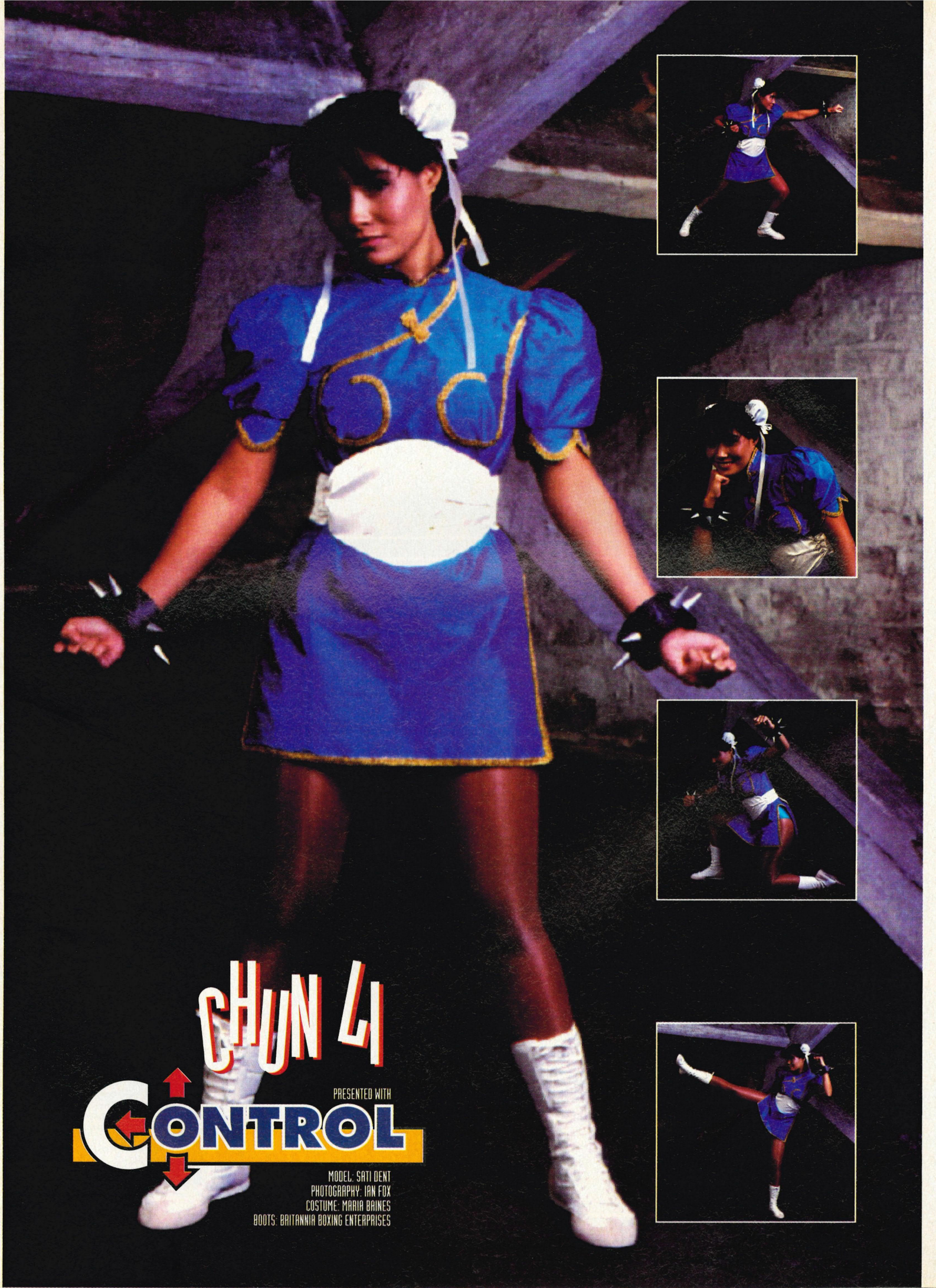
- Gorgeous graphics
- Impressive soundtrack
- Varied enemies
- Five difficulty settings

ENERGY LOW

- No two-player mode
- Computer-automated...
- ...moves and attacks
- No Bat-wing

ALTERNATIVE SYSTEM

Any scrolling beat'em-up will suffice as an alternative to Batman, but that doesn't mean to say it'll be as good! However, the classic Final Fight is still a great game and as for the newies, Rival Turf 2 is also quite enjoyable. Also, you could consider Turtles In Time if you're into film licences!


CHUN LI
PRESENTED WITH
CONTROL
MODEL: SATI DENT
PHOTOGRAPHY: IAN FOX
COSTUME: MARIA BAINES
BOOTS: BRITANNIA BOXING ENTERPRISES





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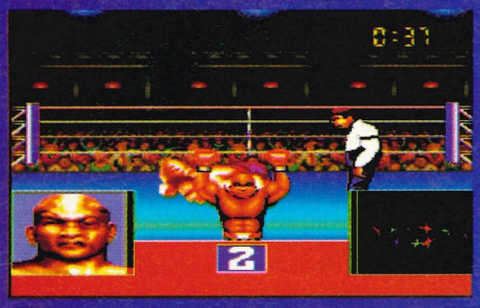
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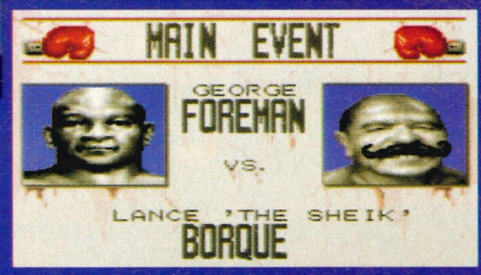


At the ripe old age of 43, George Foreman made his comeback into the ring of heavyweight boxing. Attempting to regain the championship, Big George now endorses Acclaim's latest sports simulation, KO Boxing.

Boxing is a difficult sport to simulate, as it is virtually impossible to make the players feel as though they are inside the ring. You may be able to throw various uppercuts and hooks but each jab means nothing – no blood is drawn (although the portraits at the bottom of the screen record swollen eyes, bruised noses and split lips), you don't see the boxers stagger around the ring in a daze and you never get the pre-box psyche-out. What you do get is the fun of the fight without severe head injuries.

You take the guise of George Foreman, against one of fifteen heavyweight boxers also out to grab the championship belt. Starting a one player game, you initially fight the weaker boxers. Set over three rounds, to win you must either knock out your opponent, knock him down three times in a round or survive three rounds and win by decision. The two player mode still places the first competitor as George, although the second player can pick his boxer from the other fifteen.

Various punches can be thrown, including jabs, crosses and the powerful super-punch. The jab is excellent for rapid left-right combinations, while the strong cross is better for decking the other fighters. Perform an outstanding punch combination and you'll be awarded a boxing glove, this representing your ability to throw an awesome super-punch.



Kissing the Canvas

Often the winning punch, the super-punch is very powerful but slow, and therefore fairly easy to dodge. You must time the punch perfectly to hit your opponent, following up with a series of rapid jabs to finish him off.
In addition to throwing punches, you can also dodge and block. If you're fast, dodging is an excellent way to avoid incoming super blows, while blocking only protects you from some of the damage.

Each fighter's energy bar is located next to their portrait, found at the bottom of the screen. Each blow you sustain will reduce your power. You will also lose energy for throwing punches that don't connect, or if you dodge excessively around the ring. When your power level reaches zero, George will collapse to the floor. To get him back on his feet, tap the left and right buttons furiously before the ref counts him out. George and the others can take four knock-downs before being KO'd.

Queensbury Rules

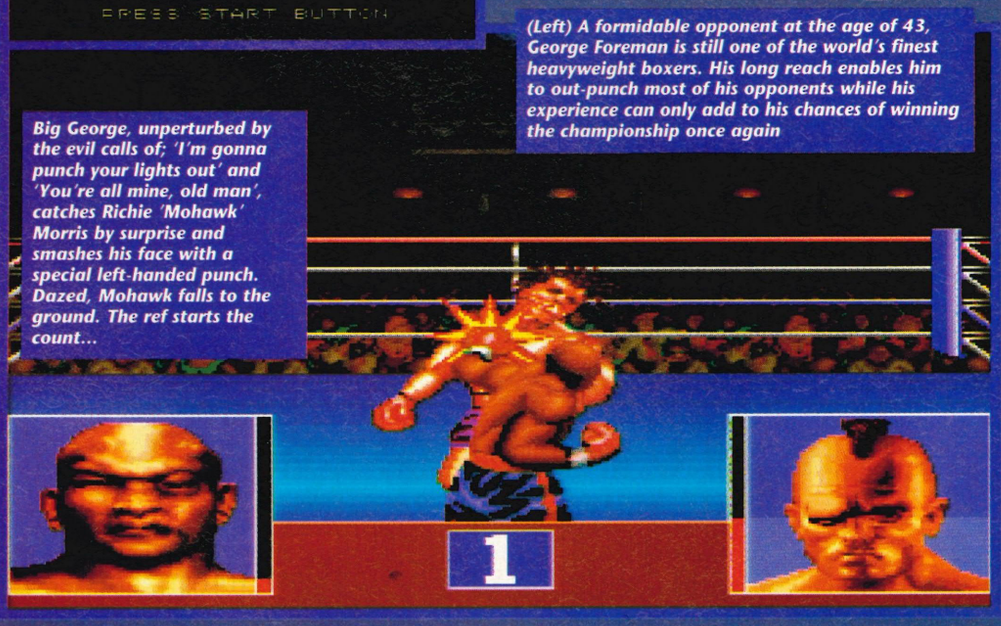
Win the bout and you'll progress to face the next pugilist. Every so often you'll have to contend for a title belt. If successful, you'll be awarded a password, allowing you to continue where you left off. Lose and it's back into retirement for old Georgie.

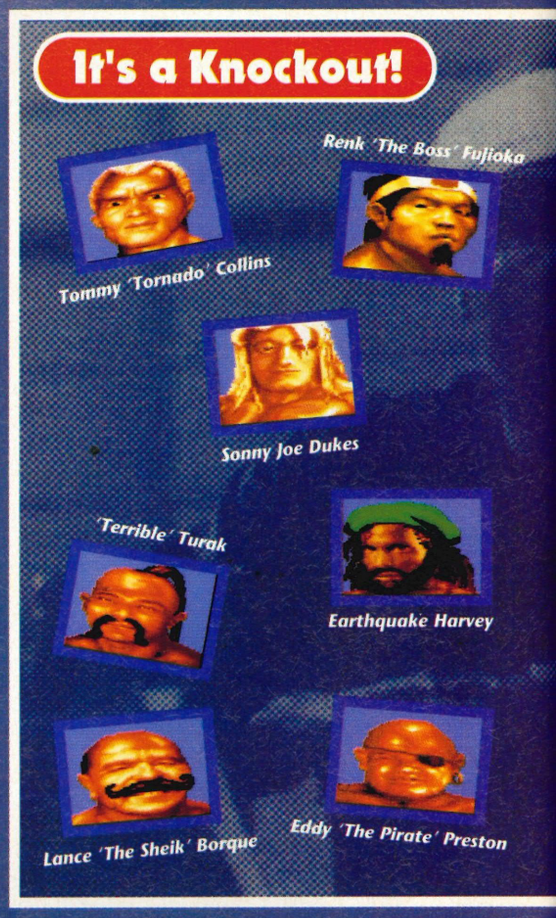
Alex



(Left) A formidable opponent at the age of 43, George Foreman is still one of the world's finest heavyweight boxers. His long reach enables him to out-punch most of his opponents while his experience can only add to his chances of winning the championship once again

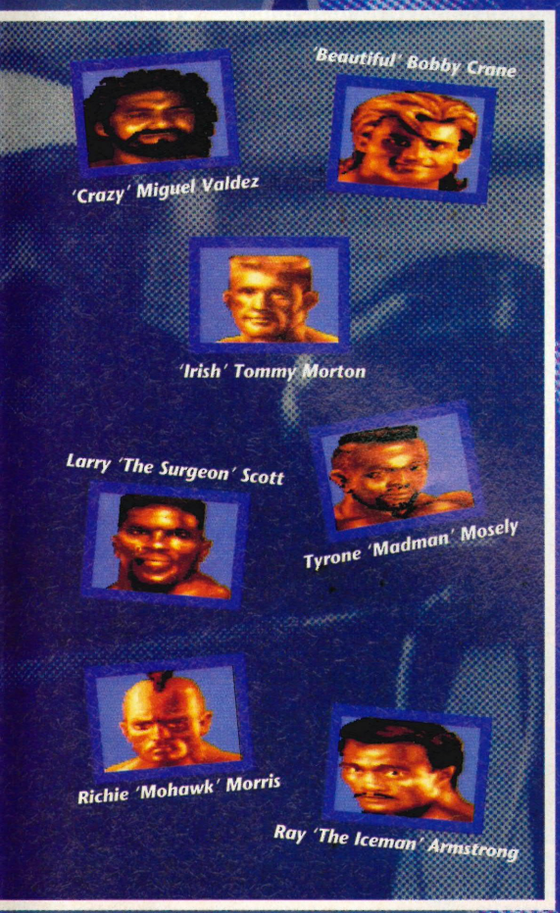
Big George, unperturbed by the evil calls of; 'I'm gonna punch your lights out' and 'You're all mine, old man', catches Richie 'Mohawk' Morris by surprise and smashes his face with a special left-handed punch. Dazed, Mohawk falls to the ground. The ref starts the count...





George Foreman's KO Boxing

Acclaim





SUMMARY

George Foreman's KO Boxing is a very basic boxing simulator indeed. For the asking price of forty quid you don't get much for your money at all – there is a distinct lack of moves, the graphics are abysmal and you may as well fight against one boxer for the duration of the game – they may look different but their attack patterns are extremely similar. However, George Foreman's KO Boxing is no push-over to complete – you certainly won't beat all fifteen fighters quickly, but it gets just a mite tedious by the time you've reached the fifth.

NICK STICKS HIS OAR IN

The problem with George Foreman's KO boxing is that it doesn't use any of the multitude of capabilities we've come to expect of the SNES. As it stands, it's moderately enjoyable but it's far too samey, too tough, and frankly, it contains nothing new. George Foreman's KO Boxing stands out for being nothing – the potential is definitely there, but it simply isn't used.

CONTROL PANEL

ACOUSTICS	6/10
VISUALS	10/20
IMMEDIACY	13/20
LONGEVITY	11/20
ENTERTAINMENT	15/30

FINAL ANALYSIS 55%

REVIEW

CONTROL

IMPORT

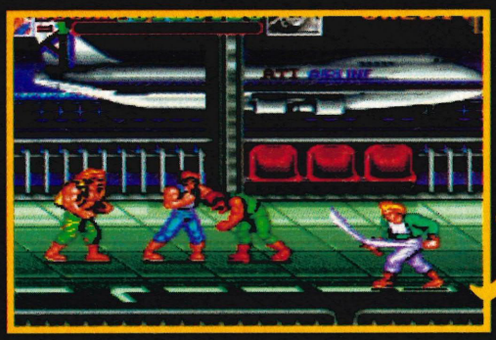
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Super Double Dragon

Trade West

Super Double Dragon kicks its way onto the SNES in this, the latest in the excellent martial arts series. Fight as either Billy or Jimmy Lee in search of the very beautiful Marian.



Head hitting action at the airport! Grabbing the hair and severely slamming the thug's head with your elbow is a powerful and effective course of attack



(Above) You can't even travel in lifts any more without being set upon by a gang of thugs. What is the world coming to?



(Right) Little fat Samurai warriors jump out at you in the gloom of Chinatown. Not to be trifled with – these warriors drain your energy wickedly

Interact with the background graphics, as sometimes you can stumble on objects that will help your attack. This punchball found in the gym is a fantastic offensive weapon

A popular beat'em-up in the arcades, Double Dragon was one of the finest horizontally scrolling fighters in the arcades. That was over five years ago, and since then the Lee brothers have ventured onto virtually every console and computer imaginable, rescuing seemingly never-ending fair maidens from the clutches of evil gangsters. So it's no surprise that Billy and Jimmy have finally appeared on the Super Nintendo, and once again must battle against the forces of darkness to win the hand of a beautiful girl.

Super Double Dragon is a beat'em-up for one or two players; the fighters competing simultaneously should you choose the latter option. In true Double Dragon style, the game features seven levels of non-stop violence, each with more action than a typical Schwarzenegger movie.

The Brothers Lee

Billy and Jimmy are highly skilled martial artists capable of flattening even the biggest opponent with no more than a couple of jabs. The punch and kick are the easiest moves to master but cause little damage. However, many of the other moves Bill and Jim are capable of performing will drastically deplete the enemy's energy. Apart from the jab, the brothers Lee can uppercut, hook and back-fist the opponent in the face.

Flying kicks can be performed using a combination of jump and kick, with the roundhouse being just another variation of the kick attack. It is also possible to grab the foe by the hair then repeatedly punch them in the face, or knee or kick them in the stomach! To throw an enemy, simply grab them by the collar and chuck them

Bill and Jim's Excellent Moves...



Standard Block



Hold and Throw



Hurricane Kick



High Kick and Roundhouse



(Left) The rocks can also be used as a weapon – quite effective if you get a direct hit

(Below) Beware the fat man! When you move in close to the rather chubby thug, he will try and roll you off the screen





The barrels thrown by some of the thugs can be picked up by you and thrown back, as with the daggers, boomerangs and grenades

Double Dragon

over your shoulder. To add to this already formidable array of attacks, Billy and Jimmy can perform the dazzling Dragon special moves. The Dragon power bar at the top of the screen indicates how much Dragon energy each fighter has absorbed. Its effectiveness increased by holding down the button, the Dragon special move is a high powered attack that will knock down your opponent with a single blow. Hold the button for a short period and your character will smash the other brawler around the face. Absorb half power and Billy or Jimmy will spin kick across the screen, knocking any foes to the ground.

Wait for a full power bar and the Lee brother will use the energy to concentrate his attack for a short while, each punch being more powerful than usual. Billy and Jimmy are both equipped with a total of five lives. Each life is further divided into an energy bar – each time you sustain a hit your life force reduced. You are equipped with five continues, so if you use all of them up the legend of the Double Dragon will be over.

Alex

CONTROL PANEL

ACOUSTICS	5/10
VISUALS	13/20
IMMEDIACY	14/20
LONGEVITY	11/20
ENTERTAINMENT	21/30
FINAL ANALYSIS	**64%**

ALLIEVALUATES

Visually impressive, Super Double Dragon is a commendable SNES product and coupled with complex character moves in the style of Streetfighter II it leaves a lasting impression. Unfortunately, it is far too easy. On my first go I got half way through the final level before succumbing to the enemy onslaught – the five continue credits available is far too great a number for this style of game. There should have been more substantial guardians and a selection of difficulty levels.



The two player mode is entertaining and marginally harder than the two player option. The number of sprites on screen at the hectic points is quite impressive

SUMMARY

Crisp graphics make Super Double Dragon a graphically impressive game, and while there is a lack of mode 7 and the SNES' other fancy capabilities, visually the game is still pleasing to the eye. The sound is only adequate, comprising of little more than the standard spot sound effects and an irksome tune that accompanies the action. Gameplay is easy to pick up, but like so many other scrolling beat'em-ups it soon becomes somewhat boring. A fun beat'em-up and certainly the highlight of the Double Dragon series, but one best left for a fan of the genre.

...the Lee Bros Guide to Double Dragon Punching



Staff Attack



Grab Hair and Elbow Punch



Flying Kick to Front



Flying Kick to Rear

INFORMATION

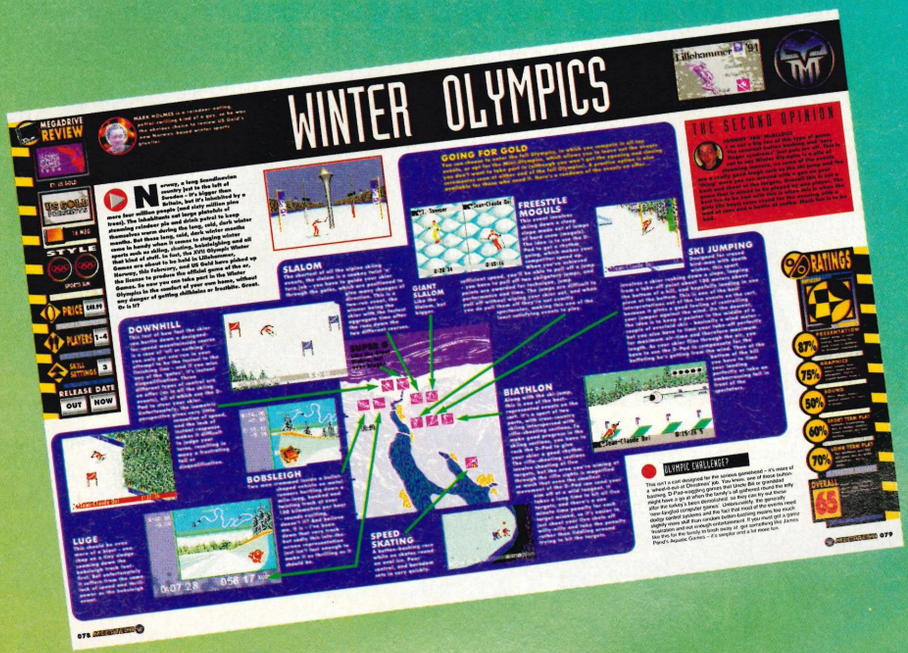
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ACCESS ALL AREAS

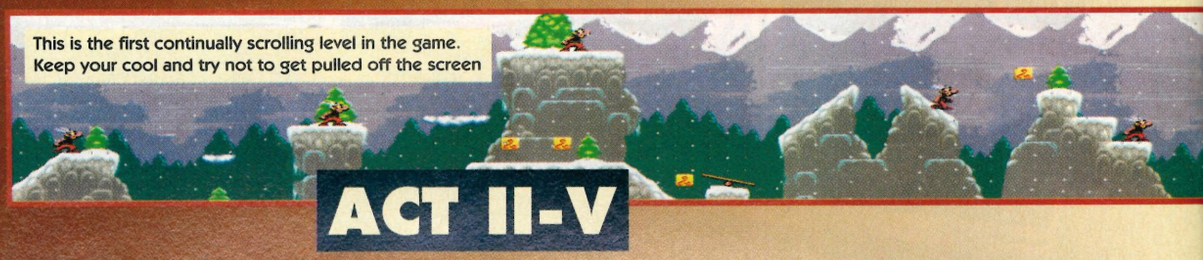
ASTERIX

SUPER CONTROL GUIDES THE GAUL IN...

Take on the Roman Empire with the Super Control Asterix Guide. The hardest bits of the first three levels – UNCOVERED.

Asterix is a game that while remaining playable, has a well-defined difficulty curve that begins its upward journey towards the end of Act II. Continuously scrolling levels can take some completing and the devious intricacy of the pyramids and roller-coasters may cause the end of many a poor Gaul.



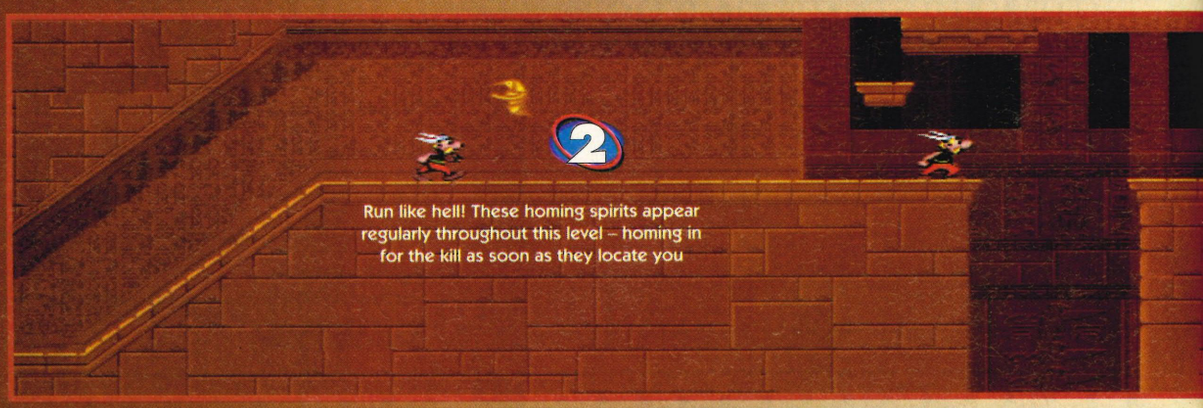




ACT III-III is the biggest part of the game comprising of five levels







Asterix is a decent enough platform game, but it unfortunately lacks that extra bit of shine to make it a classic. The control system is quite Mario-esque, but this is definitely an advantage because it is so intuitive. Asterix is also pretty difficult and can quite be frustrating, so completing it without cheating should take you some time. Asterix is a good game, but not that good.

82%

ACCESS ALL AREAS

ACT I-III

Ride the boars over the prickly bushes in the only dodgy bit of the first Act



ACT II-II

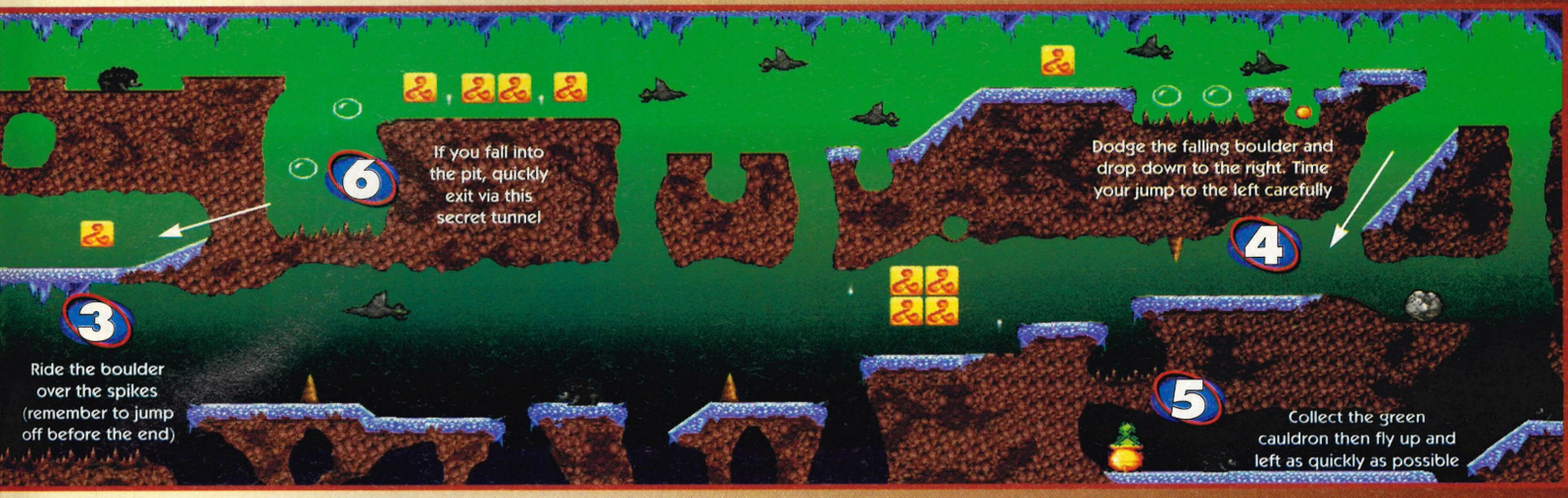
Your first flying lesson. Collect the green cauldron bottom-right, then fly up to the top-left towards the exit



ACT II-III

Collect these bonus blocks before completing the level







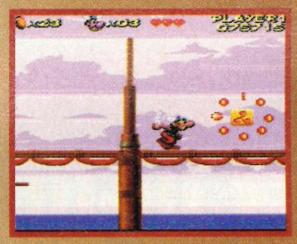
ACT II-VI

Carefully leap to the right over the platforms and fall down the right side of the cave. Keep falling and you'll hit a green cauldron. Now fly down to the exit which is halfway up the cave, on the right



ACT III-I

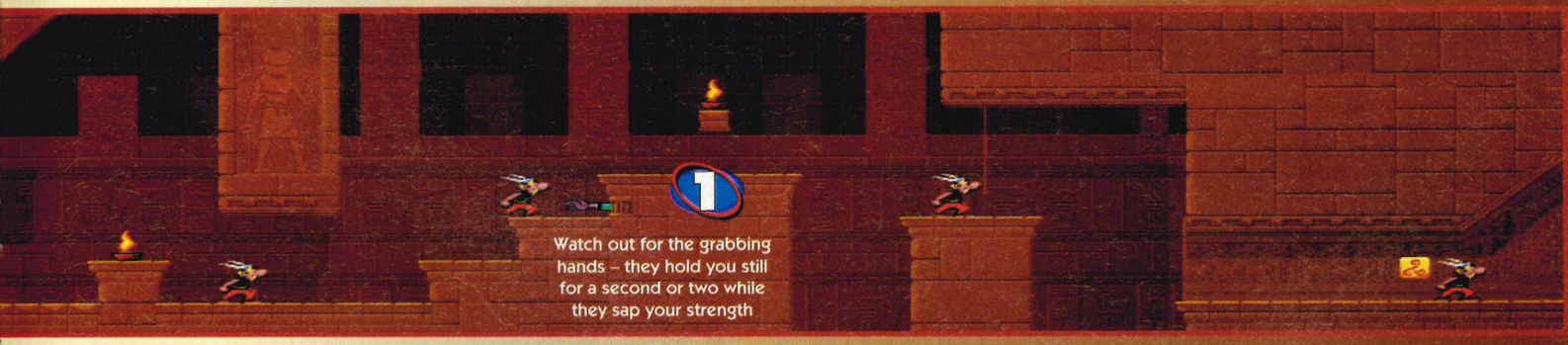
The pirate ship is pretty simple. Climb up the sails, hit the bonus block and jump to the right, into the waiting boat below. Stay in the boat (not forgetting to punch the fish) until it reaches the exit



ACT III-II

Continually scrolling desert level. Avoid the swarming wasps and pick up Cacophonix to stun the enemies







ACT III-III PART 2

As this level begins, fall down the centre of the pit to land safely on the suspended platform. Immediately jump right (into the wall) before the platform disappears

1

2

Take care as you leap up through the platforms to reach the top of the pyramid. Watch out for the Egyptian soldiers!

Don't go right, drop down to here instead. Kill the spiders

3

This is what you've been looking for. Hit it...

7

8

...To activate this platform allowing you access to the exit

Punch the bouncing mummies and continue right

4

ACT III-III PART 5

1

This section is a test of speed and skill. Climb up the shaft, hopefully outrunning the homing spirit

2

Once at the top, drop down and push right. Once you land on the platform below – STOP PUSHING RIGHT! Jump up the collapsing platforms and drop into the dead end

Walk through the wall (to the left) and immediately push and hold right. If you're lucky you'll land on the exit platform (if you're unlucky you'll die)

3



III-IV

When you reach this seemingly impassable bit of the game, jump onto the cloud and keep walking right – clouds appear under your feet as you walk

ACT III-V PART 1

1

Jump into the cart and start to build up speed

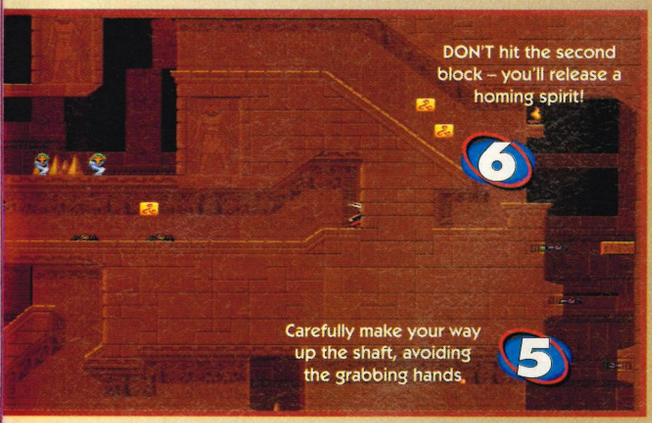
As soon as you see this collapsing platform, jump out of the cart and into the awaiting cart at the top

4

ACT III-V PART 2

Jump into the first cart and get going. Jump over the pit and into a second cart

1





ACT III-III PART 3;1 and PART 3;2

Although there are bonuses and extra lives available, it's quicker and safer to drop down here and walk through a secret exit



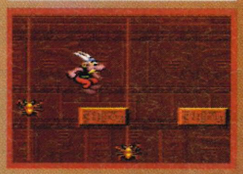
PART 4;1

First of all walk right and drop down to the left. Kill the guard and spider, then hit the bonus blocks



PART 4;2

These activate a series of platforms allowing you to progress

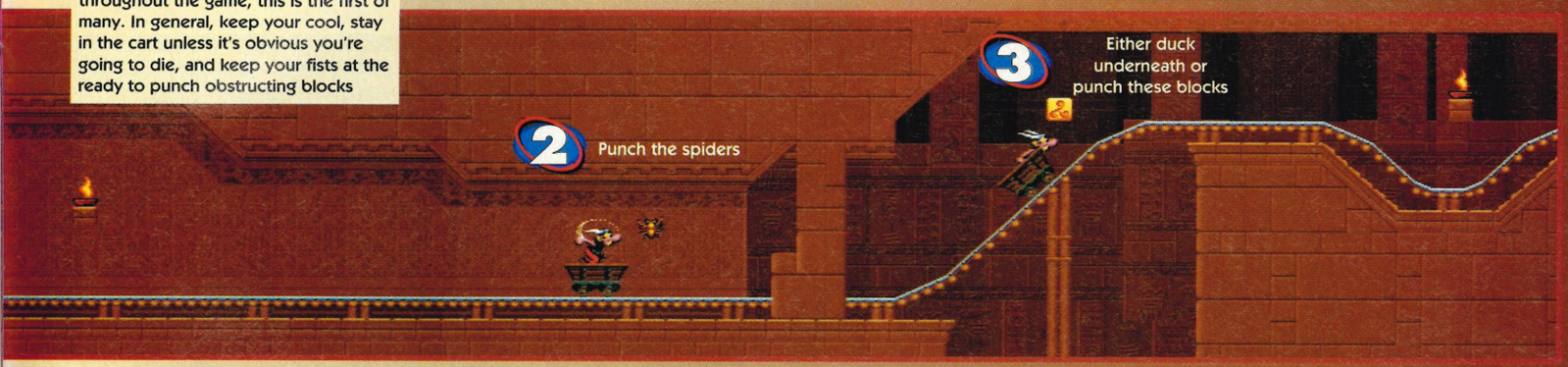


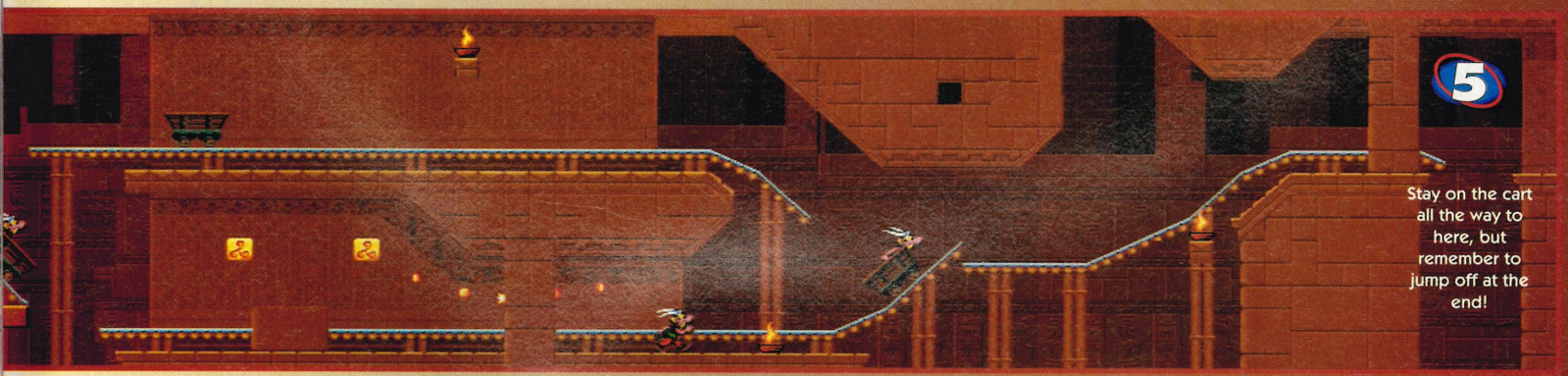
PART 4;3

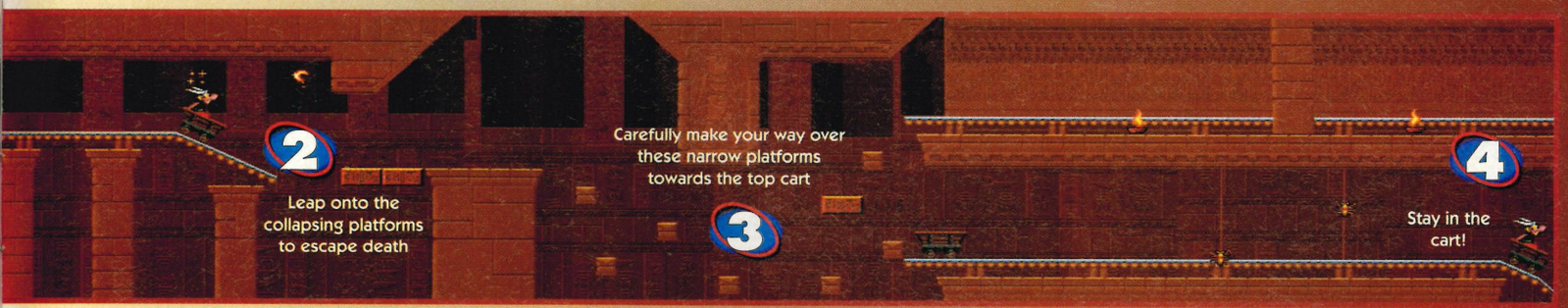
Carry on and when you see a homing spirit, run like hell and quickly punch through these blocks. Jump up to the exit on the left

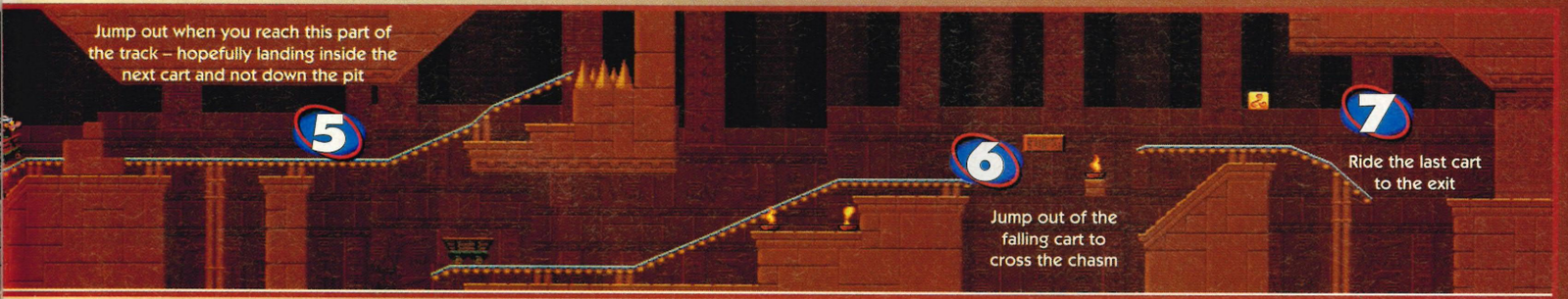


Roller-coaster levels appear throughout the game, this is the first of many. In general, keep your cool, stay in the cart unless it's obvious you're going to die, and keep your fists at the ready to punch obstructing blocks











I'VE GOT SOME CHOP SUEY ON THE FIRE...

RECORDED DELIVERY

FUTURE? WHAT FUTURE?

Dear Super Control,

With the recent release of the Amiga CD32 and the impending release of both the Jaguar and 3DO, isn't Nintendo falling seriously behind the rest of the world as far as new technology is concerned? It may have been all right to state that the SNES is still a modern machine a few months ago, but with the new machines either out or due out, I think Nintendo may be left with a cut in profits and a lot of egg on its face.

It's all very well Nintendo telling us that the 64-bit Project Reality will appear in 1995, but by the time that arrives Atari could have cornered the 64-bit market. The only drawback the Jaguar has in my opinion is that it is cartridge based and doesn't use CDs. Surely this is a big mistake as CD is the way forward as the Mega-CD, CDi, CD32 and soon the 3DO will prove? If you ask me, Nintendo will need to pull its finger out pretty soon if it's going to stay the world leader in home entertainment.

Have you seen the 3DO stuff yet? It's amazing! Far better than anything I've ever seen before, so you can imagine what's going to happen if it sells by the bucketload – a smaller share of the market for Nintendo and the death of the SNES, instead of a progression from the SNES to Project Reality.

Have you seen any games for these new machines? Are they as good as their hype claims, or have we SNES owners got nothing to worry about? I think we need to be told, don't you?

Yours faithfully,

Darren Abbot, Twickenham

Super Control:

Project Reality, while sounding like it could be a winner, is very late arriving – especially when you consider that this year there are projected releases for three major new consoles; the Jaguar, 3DO and Sega's Saturn. Having seen software for both the 3DO and Jaguar, I would say that Nintendo really does have its work cut out as far as these two machines are concerned.

As for the CD's advantages over cartridge, it's probably just sound and storage capabilities which lift it above cartridges. Judging by Sega's pricing policy on CD software (the same price as cartridges despite being cheaper to produce), I think we can safely kiss goodbye to cheaper games for the 3DO. The Jaguar has the advantage of being a lot quicker simply because it is cartridge based. For instance, John Madden 3DO looks very impressive indeed, but it's full of annoying stop-start animation caused by data being continually pulled from the CD. The Jaguar won't have this problem and the cartridges can allow for games to take up 2-300 Meg! Many developers say that providing Atari gets the marketing right, the Jaguar should be absolutely massive and possibly a big problem for Nintendo. We shall see!

NOT AGAIN...

Dear Super Control,

Please could you answer the following questions if possible:

1. FIFA International Soccer on the Mega Drive is the best footy game I've ever seen. I am a SNES owner and would like to know if it will be released on the SNES?
2. I read in a magazine recently that Street Fighter III is being made in Japan. Is this true?
3. I have also heard a rumour regarding Mortal Kombat 2. Is this true?
4. When will the SNES-CD be released and roughly how much will it cost?
5. Will Super Street Fighter II be released on the SNES?
6. Teenage Mutant Hero Turtles Tournament Fighters seems like a decent game on the SNES. In your opinion, which version is better – SNES or Mega Drive?

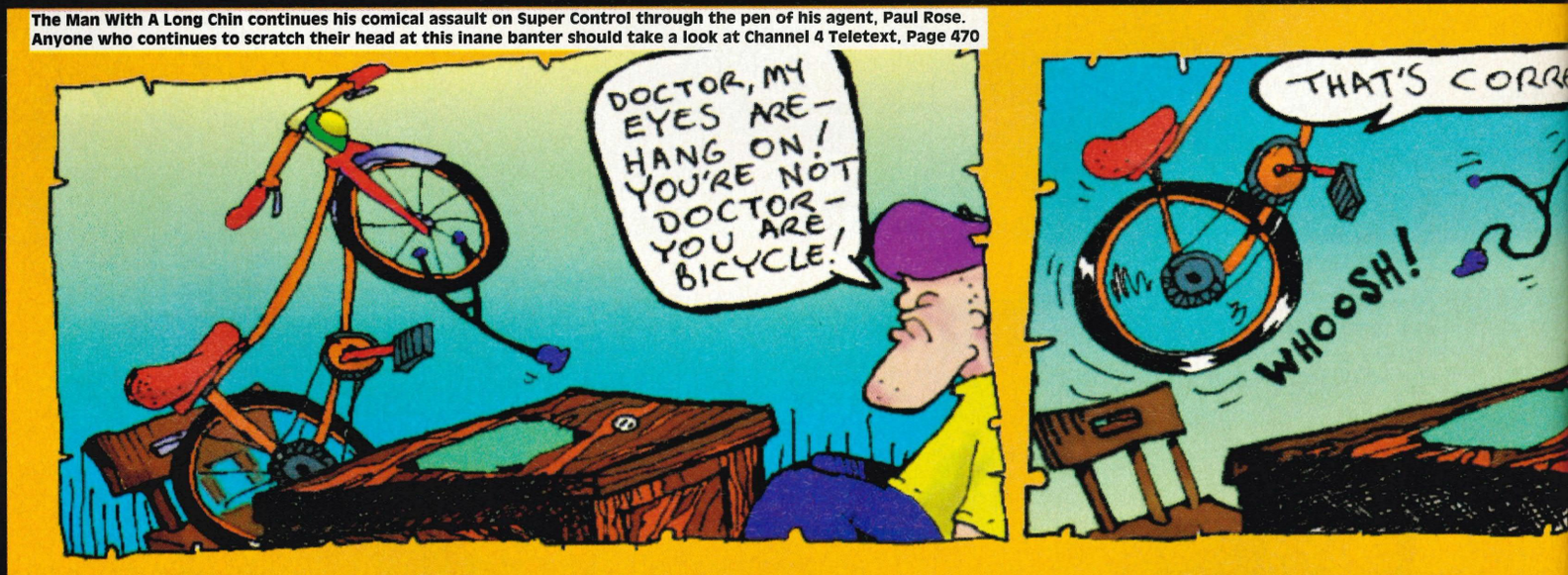
Ross Turner, Southend

Super Control:

You are a very sad man indeed Ross, and are only a whisker away from ruining my week completely with your inane questions which everyone already knows the answers to. So, for the LAST TIME:

1. No plans as of yet – remember the news piece about Electronic Arts scrapping SNES software because of cartridge prices? Read it.

The Man With A Long Chin continues his comical assault on Super Control through the pen of his agent, Paul Rose. Anyone who continues to scratch their head at this inane banter should take a look at Channel 4 Teletext, Page 470



2. For god's sake Ross, of course it will be made. IT MAKES A LOT OF MONEY.
3. See above.
4. Give me strength.
5. Arghhh!
6. The SNES version!

BACK-UP?

Dear Super Control,

Recently I saw an advert in a Super Nintendo magazine for a cartridge back-up utility for the Super Nintendo. Also, a local shop is selling back-up devices (although not the same one advertised) for £300. Am I being stupid or am I right in thinking that 'back-up' is just another term for copying? Isn't this illegal? It's not that I want to bring in the fraud squad or MI5, but I'm puzzled as to why nothing has been done about these things by Nintendo. What can you tell me? Keep up the good work!

Mark Boswoal, Kent

Super Control:

This is a very delicate area. There are a number of Super Nintendo back-up utilities available, usually from mail-order firms or occasionally under the counter from small computer shops, all of which do basically the same thing – copy the data from a cartridge onto a disk. The units slot into the cartridge port and rest on the SNES and basically enable the user to copy any game within reason.

The underlying problem with these machines is that software companies have cottoned onto these machines and now install protection routines, or just make the games bigger. For instance, Street Fighter II Turbo, a 20Meg game, would have trouble being backed up. It's very easy to scream and shout about pirates and ripping off the games industry, but that would serve no useful purpose, so all I'll say is that the downside of back-up devices far outweighs the upside of owning one. Let me explain my reasons for thinking this.

Back-up devices go out of date within six months, the units have a nasty habit of blowing SNES fuses, cartridges don't need to be backed-up in the first place, at £300 quid a throw you could buy a few decent games anyway, copied games are usually bug-ridden, incomplete, need disk-swapping and take time to load up...I could go on forever without even mentioning the risk of cartridge prices going up because of copies. I just can't be bothered with the hassle of the things. And £300 quid's too much to pay for a poxy disk drive anyway.



OLD GAMES (AGAIN)

Dear Super Control,

I'm sorry to mention the Ghost in the Machine (issue six) feature again, but I was wondering if you could answer a few questions on it?

1. Paul mentioned Miner 2049er – please settle an argument and tell my brother that Manic Miner was the follow-up to this game. He says that it was something else (although he can't remember the name, the sad man) and there's a tenner riding on it!
2. Why was there no mention of the Chuckie Egg games? They were classics!
3. There was a game I remember playing on the school BBC computer which had a caveman in it. Can you remember its name?
4. Will Elite ever appear on the SNES?
5. Finally, where can I get hold of a Spectrum or Commodore 64 with a load of games? After reading about them again, all my fond memories were rekindled – despite the fact that at 14 years of age I'm a little young to have that many of them!

Thanks very much for your time and please continue Ghost in the Machine in the near future!

Steven and Barry Johnson, Wombourne, Wolverhampton

Super Control:

My god, that feature won't go away! It's nice to know that we did at least one thing right last year if nothing else! OK, onto your questions.

1. Sorry Steven, I'm afraid you owe him a tenner! Bounty Bob Strikes Back was the follow-up to Miner 2049er. Manic Miner was released for the Spectrum in 1983 (I think) and went on to father countless rip-offs of its gameplay – walk along platforms and collect objects while avoiding enemies (sounds familiar). Its follow-up, Jet Set Willy, was equally successful and the game's author Matthew Smith went on to write...erm, nothing else at all!
2. Sorry about Chuckie Egg 1 and 2, but lack of space meant that they were squeezed out! Besides, Chuckie Egg 2 was a bit crap wasn't it?
3. The game was called Frak!, after the word that appeared from the caveman's mouth whenever he lost a life. The game was released by Aardvark software and written by a bloke called Orlando who also wrote an amazing BBC shoot'em-up called Zalaga and a game called 3D Pool for a number of machines, which appeared in 1989.
4. As far as I know, yes. When? I don't know.
5. There are some great second-hand deals available. Try our classified ads, Commodore Force and Commodore Format magazines, the local paper and (best of all) Loot – which is out every Tuesday and Thursday and is superb for picking up computer bargains.

NICE BIT OF LETTUCE

Why not write a Lettuce to Super Control? What makes a man a man? Why the love of a good woman of course. And a nice bit of fish of a Friday.

Due to an extreme lack of artwork this month, we are appealing for pictures, photos or your ideas on Rich's haircut. As usual, the best letters will be rewarded with a chocolate bar, among other things I can think of. Send your submissions to:

**THE SALAD DRYER,
SUPER CONTROL,
16/17 HOLLYBUSH ROW,
OXFORD,
OX1 1JH.**

1993, MCGEE

Dear Super Control,

With it being a new year and all, I thought it would be a good idea to let you know what my favourite games of 1993 were. I've split them up into categories because I know you lot find things like this rather complicated! Anyway, here goes:

(Original Game)
Best beat'em-up – Street Fighter II Turbo
Best shoot'em-up – Star Wing
Best platform game – Mickey's Magical Quest
Best sports sim – Super NBA Basketball
Best RPG game – Zelda
Best action adventure – Prince of Persia
Best puzzle game – Pushover
Best racing game – Rock 'n' Roll Racing
Best graphics – Pugsley's Scavenger Hunt
Best music – Star Wars
Best game overall – Street Fighter II Turbo.

What do you think of that then? Would I make a reviewer on Super Control or what?

Yours sincerely,

Ian Schroder, Barnstaple

Super Control:

Cheers for that Ian, although I think you've missed a few smart games off your list! Here's Super Control's best games of 1993 list:

Best beat'em-up – Street Fighter II Turbo (no doubt about that one)
Best shoot'em-up – Super R-Type III (but you wouldn't know that yet)
Best platform game – Mario All-Stars (no question)
Best sports sim – Sensible Soccer
Best RPG – Shadowrun
Best action adventure – Another World
Best puzzle game – Lost Vikings
Best racing game – Nigel Mansell
Best graphics – Aladdin
Best music – Jurassic Park
Best game overall – Shadowrun
Special Award for Technical Merit – Star Wing (but only because we forgot to mention it anywhere else).

INSTANT RELIEF

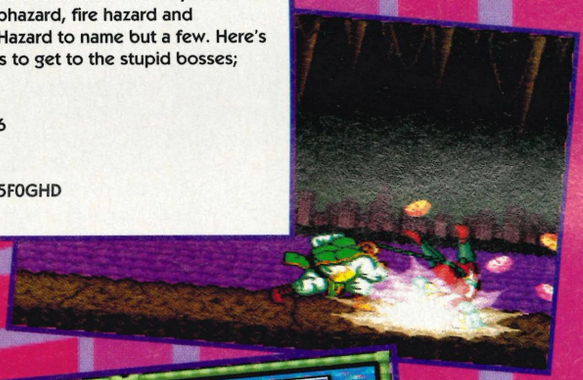
WELL, WELL,

well. Having witnessed my beloved tips pages shrink to a paltry ONE page over the past months, I have returned to expand it back to its rightful two whole pages of all the very best bits of Cosmopolitan magazine (circa 1977). What price fame? Why a dear price my laddie – but it can be sought for free by simply sending something worthwhile to Instant Coffee at the address given below. Hoopla!

DOOMSDAY WARRIOR

Here's a few passwords for a very sad game about people afflicted with those socks that always wear away at the heel. Haphazard, fire hazard and Tottenham's Mickey Hazard to name but a few. Here's the stupid passwords to get to the stupid bosses;

Amon – GG2HCBD6
Daisy – 6BBD6BG6
Grimlock – G45HFF76
Layban – 4B894BCB
Nuform – 6G5D161C
P-Lump (ho ho) – 4B5F0GHD
Sledge – 643CGB94.





SUPER MARIO BROS 1

In world 3-1, near to the end of the stage, there are two 'pyramid' things with turtles walking down them towards you. Stand Mario next to the bottom block and wait for the turtle to near you before jumping on it lots of times. Oh look, up to 127 extra lives just for that. If only someone had told Elvis.

While I'm on the subject of SMB1, here's a little tip for those of you clever enough to have reached world six and beaten levels one and two. You should now have the opportunity to get to a hammer brother who you'll need to get a hammer off by beating to a pulp. Now, deep breath, break the rock with the hammer you just collected and go to Toad's house where you'll collect the hammer suit. Go back to the map and then press Start to bring up the options screen. Select Save&Quit to save the data, and whenever you restart the game enter the first pipe you see and go back into Toad's house to collect the hammer suit over and over and over and...



SUPER MARIO ALL-STARS

Here's a few tips for a few things for that one cartridge with a few games on it that a few of you lot have bought.

Unsurprisingly, I began a sentence with 'unsurprisingly' yet again. I need help with this, really I do. Ok, try...

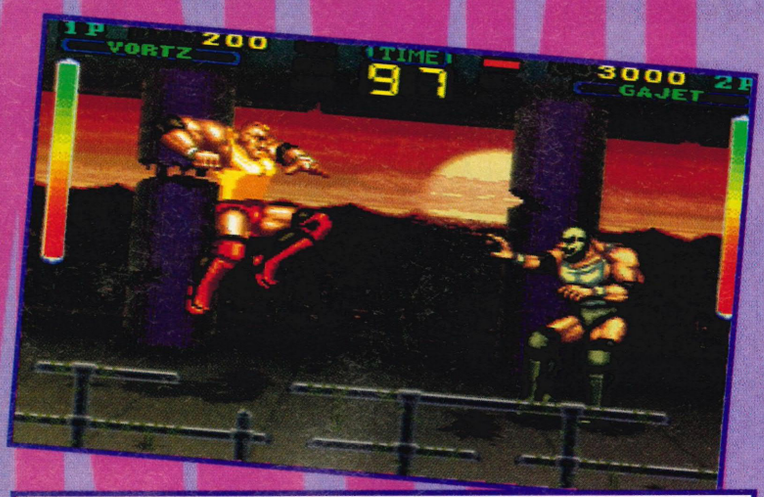
Super Mario Bros 3 – Go to world 1-3 and find the white block that sits in the centre of the screen near the end of the level. Stand on it and push down until you fall into the background graphics. Run right and collect the whistle. After you return to the normal game, press Start and save the game and quit. Restart the game and go back to the stage you saved. Do this until all three warp whistles and you win a big picture of a bird! Sort of.





STREET FIGHTER II TURBO

It's a rootin' tootin' shootin' beatin' fightin' game that a few of you may have heard of. Naturally, it contains more than a few hidden bits which defy description, other than 'halibut'. Vega, a Spaniard with a dangerous glove holds one of these secrets – a back-flip. Yes, for the price of a doughnut, Mr Vega will flip back, by a mere press of all three punch buttons (turbo mode) or by pushing back twice (normal mode) and that comes in very handy when Rich is kicking the living daylights out of me.





STREET COMBAT

Oops! Dear Super Control, I bought Street Combat. I'm so ashamed of myself I threw myself from a big building, but failed to do myself in because of a badly parked van of eggs. Please help, from Mr Richard Eggy.

Well, that's just one of many letters regarding Street Combat, so here's a bit of a hand for all would-be dead people. Go to the option screen and select 'credit.' Press Select 10 times and your credits should go up to 50. Start the game as usual and continue regardless of the time, place and smell.

MECHWARRIOR

We reviewed this game, ooh, a long time ago. Isn't it nice to know that you can make yourself invincible by using the old 'allyallyally' method of cake mixing? Select 'Start Game' and choose the third option, then press B. Now make your choice and exit the screen – zowee! A new option has appeared! Choose this wondrous new thing and take control of a Mech. When the game starts, pause the game and press;

A, L, L, Y, A, L, L, Y, A, L, L, Y. 'Invincible' will appear on the screen, and for those of you who are plain thick – you (the player) will be invincible. Only in the game mind, so don't try stopping fast-moving lorries with your hair or anything stupid.

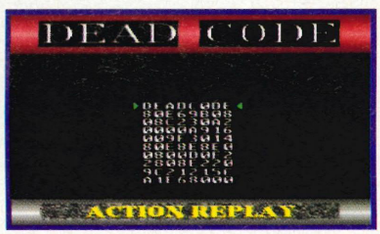
TUFF E NUFF

To appear in this game as a big pelican disguised as one of the game's bosses, you'll need to do the following while drinking some milk...from a plant pot. When the 'Select Mode' screen appears (the screen with the 1/2 player and Story option boxes on it) press Left three times, Right three times and Left seven times. Press Start and extra characters should appear on the screen. These are in fact big pelicans in disguise. The disguise being that of the game bosses. To do the same thing with two players, press Right seven times instead of Left when entering the cheat.

HORTICULTURE MADE EASY

As another year draws to a close, dear readers, it's nice to know that some folk are still working hard to keep the wheels of this great country of ours turning. Datel (purveyor of Action Replay and number one supplier of wax to the moustache industry) is one such company.

Not content with giving us a smart new Action Replay Two to tinker with, Datel has also supplied us with the following amazing codes for all of you who have purchased one of the brand-new wondercarts. But what game are the codes for, I hear you cry. Well, it's Mortal Kombat and you've probably already guessed what the codes are for, haven't you?

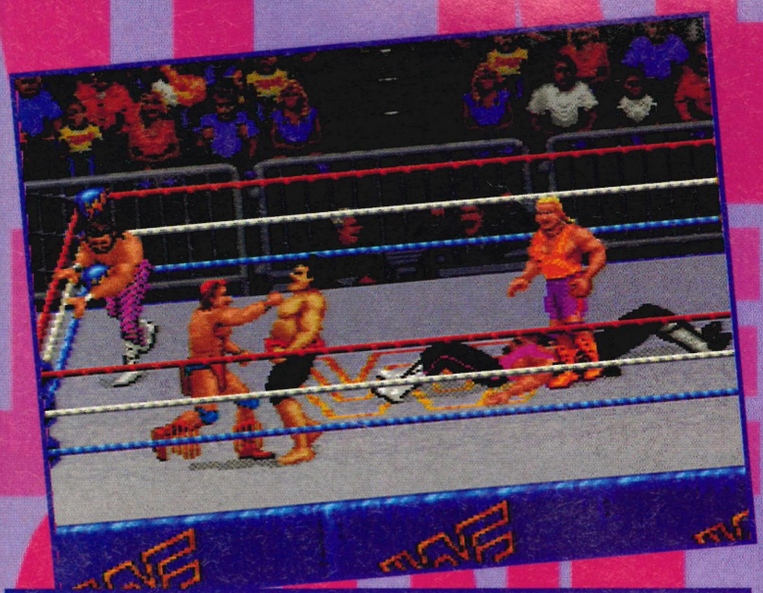


It's true folks – the gore was programmed into Mortal Kombat but until now its secret has been untouchable. Thanks to Datel for faxing to us the codes to enable us to activate all of the gore seen in the Mega Drive version, on the SNES version of Mortal Kombat.

Before I continue, note that the codes must be entered in order, which is why I've lettered each one. You must also enter the word DEADC0DE as your first code (the '0' in C0DE is a nought).

OK, for full blood on Mortal Kombat, enter:

a. DEADC0DE
b. 80E69B08
c. 08C230A2
d. 0000A916
e. 009F3014
f. 80E8E8E0
g. 0800D0F2
h. 2808E220
i. 9C21215C
j. A1E68000



WWF ROYAL RUMBLE

A couple of midget gems and a packet of honey roast nuts, please sir. Sorry, just buying a few provisions from Mr Swipe, the man from the sweetshop. Actually, he told me a very funny story the other day. Anyway, to get a Super Punch, press B and then Y on pad one when the legal licence screen appears after the machine is switched on. A noise will be heard, meaning that the cheat is active. To play against yourself, press L on the player selection screen and the background should stop moving. Now press both the L and R buttons, making sure the background doesn't move, and press Select. Now select yourself to play against, or the same tag team.

YE HA, GRANDPA!

Well, how's about that for a triumphant return to Instant Relief? Har har har (cue rumbling of thunder and bolt of lightning). Why don't you attempt to knock me from my almighty perch? We promise a game and a chocolate bar for the best attempt at humour, tips or artwork. Entries can be sent to the Queen at Buckingham Palace, but those posted to the following address stand a much better chance of winning.

CHAKA KHAN AND HER DAD, IMRAN.
Instant Relief,
Super Control,
16/17 Hollybush Row,
Oxford OX1 1JH.

OFFICIAL STAMP

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

MR NUTZ

House: Ocean
Price: £44.99
Available: Now
Type: Platform
Energy High: Lots of charm, good graphics, very big and challenging
Energy Low: It's another platform game and we're a bit sick of them

Manchester's Ocean has kicked off its release schedule for 1994 in earnest. Jurassic Park is now in the shops across all formats, including the SNES, as is Dennis (also listed on these pages) and this game, featuring a character who has been mercilessly plugged for the past nine months – Mr Nutz.

Programmed by Ocean's French development team who go under the auspicious name of 'Ocean France', Mr Nutz is yet another platform game which relies as much on the appearance of its main sprite as on the gameplay itself.



Taking control of Nutz, you must guide the squirrel through a world packed with, ooh thousands of dangers. Nutz himself is a great character, featuring some great animation which really makes him come to life. It's not just the star that looks special however – the game's backdrops and enemy sprites are also of a very high calibre, being bright and colourful without being garish. Secret rooms and bonuses are in abundance (there are two exits to every level), so those of you who yearn for value for money from a game should be quite happy.



In the past, even going back to the 8-bit days, Ocean France was renowned for producing games that were often far too difficult to be enjoyable. Fortunately, the difficulty setting seems to have been set just right with Mr Nutz – early progression is easy, while later on things really do become tough. There is no save game option unfortunately, although a few continues are bestowed upon the player.



Sound is up to the usual standard that you'd expect from an Ocean game even if it can't touch the quality of the Jurassic Park soundtrack, and spot effects are also good. Everything is here for the platform/adventure fan and there's even a cute character to boot! If you're stuck for a game to buy, then you really can't go wrong with Mr Nutz – it's enjoyable, challenging and better than average when compared to the numerous platform games we've seen this Christmas.

SUPER CONTROL **84%**



MARIO IS MISSING

House: Mindscape
Price: £49.99
Available: Now
Type: Edutainment
Uppers: Classy sprites. Good if you're aged around seven years old
Downers: Too limited appeal

The game that sparked a whole column in the Super Control news pages has finally received its official UK release. The original 'Edutainment' game requires the player to take control of Luigi, who must piece clues together and discover the whereabouts of his brother. Clues are gained by roaming city streets around the world and talking to people (Luigi being multilingual as well as a plumber.)

The Edutainment bit is in the geography lesson that the player is given the deeper into the game they get. While the overall idea is good, in our review we



questioned the need for a game of this type on the grounds that some people would be reluctant to return home from school, only to sit down and do another geography lesson.

Graphics throughout the game are of a reasonable standard. Of course, all of the Mario characters are here, and as we all know, these sprites ooze character and class as they make their way around the different cities. However the backgrounds do tend to let the sprites down on the whole, but I suppose the excuse would be that the game is aimed at educating the player as well as entertaining, so flash graphics would have no place.



Sound is very basic and the whole product seems to lack that little spark of magic that makes the Mario series so enjoyable, despite it being a very good idea in theory. I believe that if Nintendo had released Mario is Missing itself, it would have produced a game that appeals to a broader spectrum of players – unlike this which I doubt would be of much interest to players over the age of about eight years old.

SUPER CONTROL **70%**

DAFFY DUCK – THE MARVIN MISSIONS

House: Sunsoft
Price: £54.99
Out: Now
Type: Platform
Uppers: Big, nice-looking and challenging
Downers: Wasted licence. Inferior to many other platformers

Reviewed last month, this platform game which looks a little too much like Road Runner for comfort proved to be surprisingly entertaining…for a few minutes.



You take the role of Daffy who must save the world from Marvin the Martian, who in an unbridled fit of sheer stupidity decided to take over the world. Surely these dictators have realised now that however many times they attempt to take over this planet of ours, we'll always come up with some badly designed character licence platform game to combat their evil plans?



Sunsoft would seem to have lost the script of Daffy Duck in much the same way as it did with Road Runner. Those of us who remember Road Runner will know what I mean when I say that a huge amount of memory has been wasted on the flash Looney Tunes intro screens and the "That's all folks" effect that appears at the end of a game. Despite this ludicrous waste of valuable memory space, Daffy Duck still manages to pull some very large and sprawling levels from nowhere the longer the game goes on.



That said, the gameplay doesn't stand up to much scrutiny. Far too large amounts of time are spent wandering aimlessly around each level in search of the exit. Daffy also has a jet-pack on board which helps him reach high platforms, but this small spark of originality is shamefully under used and soon becomes a novelty rather than a necessity when playing the game.

The inertia on the star of the game also means that stupid and often fatal mistakes are made over and over again, causing untold frustration and all manner of chaffing. Graphically, Daffy Duck saves itself thanks to some very nice animation on the duck and his varied and colourful opponents. Backdrops are a bit over-the-top but do serve their purpose very well, even if the incredible size of the levels is a little unnerving at times. Sound is nothing to write home about, with some very dull cartoony tunes being interspersed with some admittedly clear and crisp speech.

At the end of the day, Daffy Duck doesn't contain enough to warrant you spending £54.99. There are many, many better platform games to choose from on the SNES.

SUPER CONTROL **71%**

MIGHT AND MAGIC II

House: Elite
Price: £59.99
Available: Now
Type: RPG
Uppers: Lots to do, especially for map freaks
Downers: Sloppy unresponsive control method among other things

The game that stirred up quite a controversy a couple of issues ago is out now from Elite, and set to cause even more arguments between gameplayers themselves. Might and Magic II is a role-playing game in which the player controls a party of hand-picked explorers. Any combination of knights, clerics, paladins, sorcerers, archers, robbers, ninjas and barbarians can be toyed with as you attempt to walk around slaughtering monsters that dare to stand in your way.

The action is all displayed via a screen that shows a small animated box and masses of text commands and messages. Why on earth anyone finds this sort of thing interesting is completely beyond me, but it would seem that there are many of you out there who actually enjoy it.

The graphics are laughably bad throughout Might and Magic II, but then again they do serve their purpose well, and I haven't yet seen a SNES RPG that contained anything more than average graphics. Some superb Mode 7 appears on the map screens and nowhere else, which is completely baffling.

The control method is very unresponsive at times, which in a RPG is a complete travesty – easy use of controls to toggle between different commands is essential to keep the game flowing at any decent speed. Also the player cannot see any forthcoming object from a distance, instead being forced to wander around bumping into potential friends or foes, which is more than a little annoying.

Sound is limited to general white noise, bleeps and buzzes during combat, and what becomes a very irritating tune that tinkles throughout the game. It would seem that Might and Magic II has very little going for it in the gameplay department at all, so why Elite has bothered to release it in the state it is in, is beyond me. Even our resident RPG Nige, Rich, was bitterly disappointed by Might and Magic II – a game he genuinely looked forward to. Shadowrun is by far a better game and probably cheaper, so I'd recommend digging that out if you're a self-respecting fan of the RPG game.

SUPER CONTROL **58%**

DENNIS

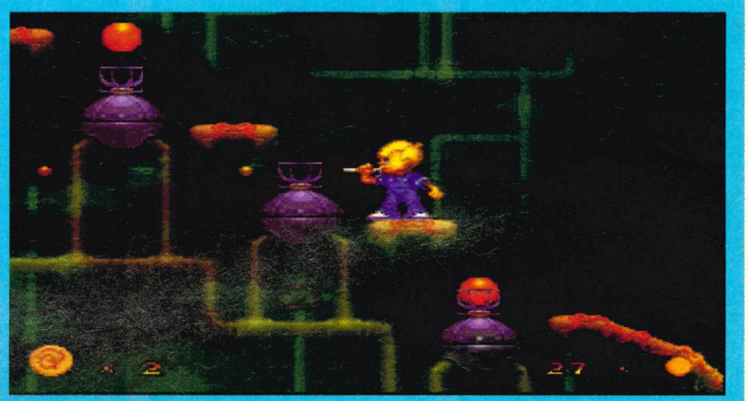
House: Ocean
Price: £39.99
Available: Now
Type: Platform game
Energy High: Nice graphics, nice gameplay. Erm…nice
Energy Low: It's another platform game and the film plot wasn't much to base a game on

Ocean's large release roster continues with the officially licensed game of a Channel Four cartoon series which saturates the weekly schedule, and that was made into one of 1993's rather average movies – Dennis. The game borrows nothing from the cartoon and instead opts to follow the film plot, which isn't that clever an idea in my opinion.

Dennis (the player) must defeat the evil Switchblade Sam who has kidnapped his friends and the antique coin collection belonging to an old codger by the name of Mr Wilson – America's very own equivalent of Percy Sugden! This impossible (?) task is conducted over five levels, four of which contain three stages and an end-of-level boss.

The graphics are of a very high standard throughout Dennis – the little blond sprite is a real star in his own right and is animated very well. On the opposing side, the enemy sprites are a mixed bunch, some good, some bad, but on the whole very pleasing to the eye. The backdrops are much the same – good in places, average in others with the overall effect being a satisfactory one. Some average puzzles are thrown at the player, although it would have done the game no harm at all if more had been included for good measure. The bosses actually behave like bosses should, ie pose some form of challenge at the end of a level. These large sprites are







excellent throughout the game and thanks to some decent playtesting the whole game has a very polished and professional sheen to it.

Controlling Dennis couldn't be easier and it really seems as if some time has been spent getting the basic control method just right, enabling our hero to happily run and jump around the screen with ease. This also means that tricky situations aren't made impossible because of poor character inertia.

Sound-wise, like Mr Nutz, Dennis fails to live up to the standard set by the superb JP tunes, remaining mediocre. Overall, the whole package is very professionally written and well presented. It is the first excursion onto the SNES for the programmers of Dennis who normally write for the Gameboy, and they have done a sterling job of what wasn't a very special subject in the first place. I wouldn't say that Dennis is as good as Mr Nutz but it really isn't bad at all, despite being yet another platform game.

SUPER CONTROL **80%**



OFFICIAL STAMP

LISTINGS

DIRECTORY ENQUIRIES

OFFICIALS

Listed below are the games currently available officially in the UK, and are fully compatible with British PAL machines.

ACTRAISER
ENIX • £49.99
A unique combination of action and strategy as you hack your way through this Populous/Sim City cocktail. **79%**
▲ 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

DIRECTORY ENQUIRIES

WAYNE'S WORLD
T*HQ • £45
Platform game with a close resemblance to BOB. **46%**
▲ "We're not worthy!"
▼ Very repetitive

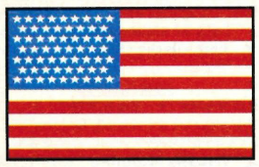
WING COMMANDER
MINDSCAPE • £45-£50
Accurate conversion of the now classic PC space blaster. **80%**
▲ Keeps you going for ages
▼ Looks rather basic in places

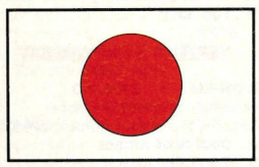
WING COMMANDER: THE SECRET MISSIONS
MINDSCAPE • £44.99
Brand new mission cart in same vein as original. **77%**
▲ Exhaustive gameplay
▼ Too similar to original

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

CLASSIFIED ADVERTISEMENTS

Please note: If you do not wish your telephone number to appear in the magazine, please do not include it on your advert.

Wanted: SNES games, cash waiting. Will also swap my carts, from £5.
Brian Usher, 58 Crown Street, Inverness, Scotland, IV2 3AZ
Tel: (0463) 221173

Wanted: Super Nintendo contacts wanted to swap games.
Keith Townsley, 47 Welland Road, Newhall, Swadlincote, Derbyshire, DE11 0JQ

Wanted: SNES contacts to swap the latest games such as Super Mario Kart and Street Fighter II Turbo.
Robert Fan, 34 Fore Street, Ivybridge, Devon, PL21 9AE
Tel: (0752) 894848

Wanted: UK SNES unboxed with one pad and eight games (all boxed) including Star Wing, Mario Paint, plus free Mario book and Gamebreaker video. Worth over £500, will sell for £270 ono. No cheques.
Tony Tsang, 30 Croftmount Avenue, Croftfoot, Glasgow
Tel: (041) 634 8287 after 8pm

For Sale: Cheap SNES games: Actraiser £29, Another World £27, Smash TV £24, Cybernator £27, Ramparts £27, Mechwarrior £27 – or swap for Batman or other good game.
Jas Hayre, 289 Boxley Road, Maidstone, Kent, ME14 2HB
Tel: (0622) 752945

For Sale: Amiga 500 for sale, 1 meg, over 30 original games, joysticks, disks etc. Includes new disk drive. Only £180.
Mark Sandison, 55 Mirfield Road, Solihull, West Midlands, B91 1JH
Tel: (021) 705 8891 after 5pm

For Sale: Game Gear, 13 games, four-in-one cartridge, Master Gear, TV tuner, very rare special lead (!) and all this for £200 ono.
Anthony Fullman, 89 Burnway, Hornchurch, Essex, RM11 3SN
Tel: (0708) 453655

For Sale: UK Super NES, two controllers, five top games including Mario Kart, Top Gear and Pugsley's Scavenger Hunt. All boxed as new, £160.
Ian Bishop, 10 Castle Hill Drive, Harrogate, North Yorkshire, HG2 9JJ
Tel: (0423) 509319



For Sale: Dead Dance (JAP) £30-£40, Bubsy Bobcat £30 (US), converter £5.
Nicholas Stainton, 125 Shakespeare Avenue, Hayes, Middx, UB4 0BQ
Tel: (081) 561 5892

For Sale: SF II Turbo £45, Final Fight II £30, Super Bomberman £40 – all JAP. Also (JAP) multitap five-player, works on all machines UK/US/JAP £25.
Tu Luu, 2 Sandall House, Darling Way, London, E3 5ND
Tel: (081) 980 0944 after 4.30pm

For Sale: UK SNES games, box and instructions included – WWF Royal Rumble £35, Super Mario Kart £20. Also have a Super Scope 6 to sell with six games £25.
Zaheer Omar, 95 Westbury Road, Ilford, Essex, IG2 3BW
Tel: (081) 514 5629

For Sale: (US) Sim City and (UK) Super Kick Off, both £30 ono. Also want specific issues for the following titles: Lum, Mai the Psychic Girl, Grey, Justy, Area 88 and others.
Jan-Fei Li, 26 Kirton Close, Tilehurst, Reading, Berkshire, RG3 2NS
Tel: (0734) 586030

Swap: SNES games to swap – (US) Street Fighter II, Contra III Alien Wars, (JAP) Top Racer for any good UK games.
Stuart Blofeld, 39 Caroy Road, Boxmoor, Hemel Hempstead, Herts, HP1 1RL
Tel: (0442) 219297

Swap: I have 20 games to swap including Star Wars and Mystical Ninja. Send an SAE.
Alan Hutchinson, 53 Maison Dieu, Richmond, North Yorkshire, DL10 7AU

Swap: Swoppit Club run by gamers for gamers. Send a list of 'wants' and SAE.
Swoppit Club, 6 Olga Road, Nottingham, NG3 2NW

Swap: I have Castlevania IV, Super Tennis, Lemmings, Pushover to swap. I want Zelda III, Royal Rumble or any good game. Super Star Wars may also be up for swap.
Pete Jobling, 9 Birkenhillock Road, Forbeshill, Forres, Morayshire
Tel: (0309) 675116

Swap: I will swap my Turtles IV (US) for your Robocop 3 or Axelay.
Christopher Atkinson, 3 Glastonbury Terrace, Llanrumney, Cardiff, CF3 9HA
Tel: (0222) 778842

Swap: Swap my Amiga games: SF II, Lethal Weapon, Special Forces, Walker – any two for either (US) Mario Kart or (US) Mario World.
Craig Buchanan, Lady Marys Lodge, Strathaven Road, Hamilton, ML3 7UY
Tel: (0698) 282889

Swap: My Street Fighter II with instructions for either Bubsy, Tiny Toons or Super Star Wars.
Paul Barker, 26 Galloway Road, Fleetwood, Lancashire
Tel: (0253) 770201

Swap: Swap my UK SNES boxed with SF II, Toys, Mortal Kombat, Scavenger Hunt all in mint condition, for an Amiga 1200 with games.
Jason Cook, 92 Eltham Road, Lee, London, SE12 8UE
Tel: (081) 856 6835

Swap: Swap my Pilotwings for your Desert Strike, Jurassic Park, Zelda III or Turtles IV. Open to offers.
Stephen Foster, 61 Mewburn, Bretton, Peterborough, PE3 8SG

Swap: Alien 3, Tiny Toons, Star Wing and Super Tennis will swap for Super Pang, Striker, Jurassic Park, Batman Returns.
Phil Bennett, 5 Clinton Close, Houghgreen, Widnes, Cheshire, WI8 8JP
Tel: (051) 423 2109

Swap: Zelda III can be yours! Zelda III is boxed with instructions including map and Top Secret sheet. I will swap it for Sim City, Jimmy Connors' Tennis or any other sports game US or UK.
Bobbie Hulse, The Croft, Denewell Avenue, Low Pell, Tyne and Wear, NE9 5HD
Tel: (091) 4825017

Message: Bored of your old SNES games? Why not join Swap SNES? For a free info sheet send an SAE.
Swap Play, 17 Redesdale Place, Moreton-in-Marsh, Glos
ntrim, N Ireland, BT36 6QL

Message: You want contacts? Free swaps? Tips? Cheats? At Gamer Link you got it! The original club for gamers, with over 350 members world-wide! Send SAE now for details.
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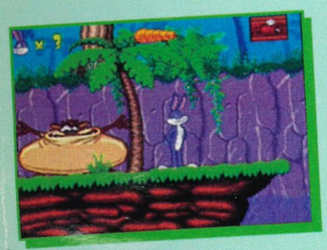
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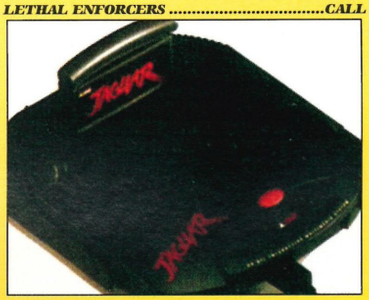
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