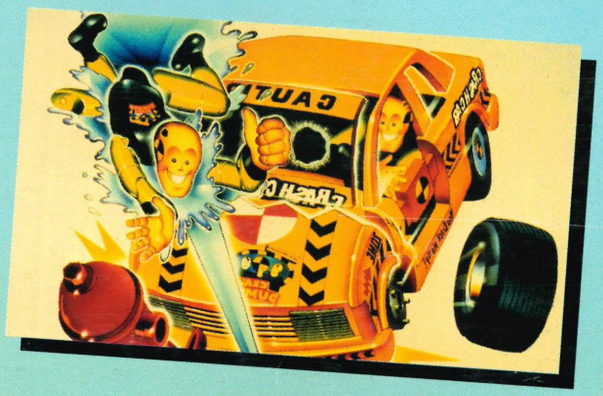
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REVIEWED THIS ISSUE: HUMANS, LETHAL ENFORCERS, PINBALL DREAMS, SKYBLAZER, POP 'N' TWINBEE RAINBOW ADVENTURES PLUS LOADS OF NEWS AND GOSSIP!

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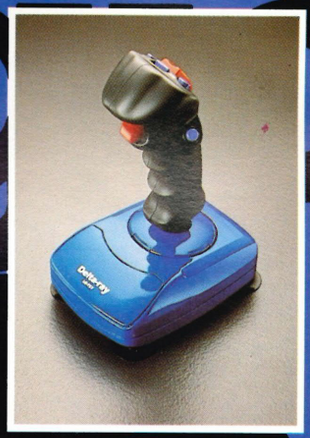


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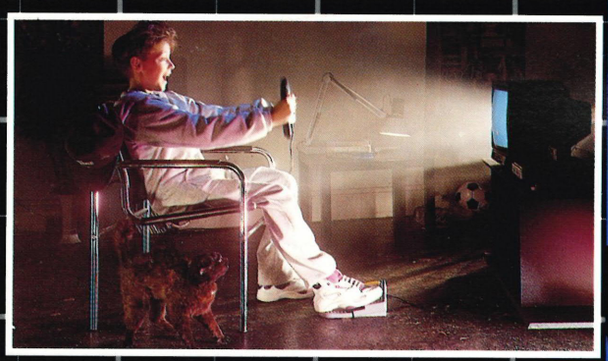
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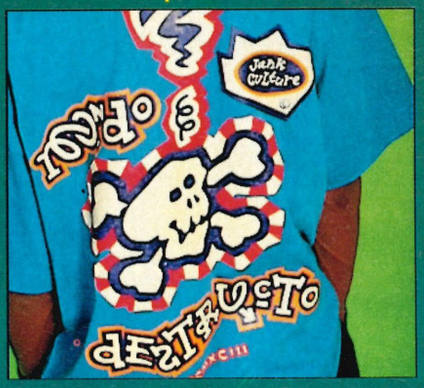
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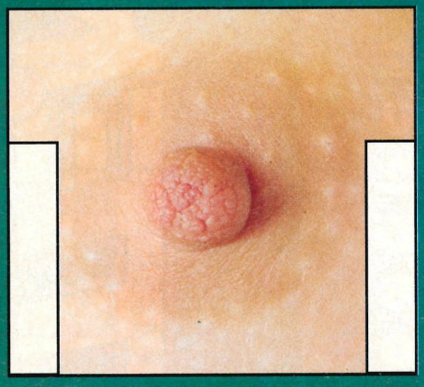


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The Super Control News

GOOOOOAAAAL!

After the orgy of news from the CES last month things are a bit quieter now. However we can bring you exclusive news of a World Cup Edition of Striker that includes some cracking new features. As if that wasn't enough we also have details of a new tank battle sim from Gametek and screenshots from Rise of the Robots.

Access all areas

INSTANT RELIEF

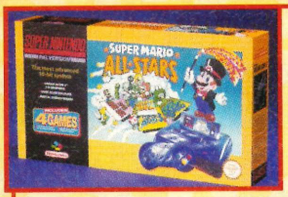
A frenzy of tips again this month including little nuggets for Alien 3, WWF Royal Rumble, and something outstanding for Rocky Rodent It's all ready and gleaming for you on page 59.

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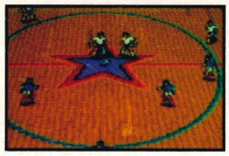
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Fantasy Football



WE ARE GOING TO THE USA!

Elite announce plans for a belting update of Striker in Time for the World Cup

- Gamtek tell us of their plans to revive the days of head to head tank sims. Will anything ever be as good as Battlezone though?

Robot beat'em-up

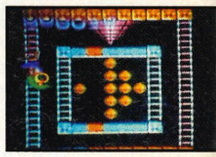


RISE OF THE ROBOTS

Mirage are busy designing a beat'em-up that has set the development community alight. We take a look.

Will it be able to set the punters run ning for the piggy bank, or will it be all mouth and no

Fright Nigh



The SUPER Control No

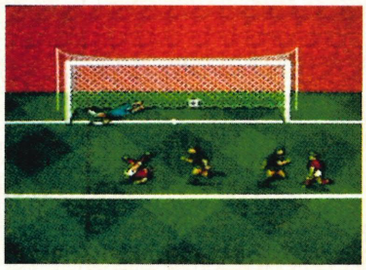
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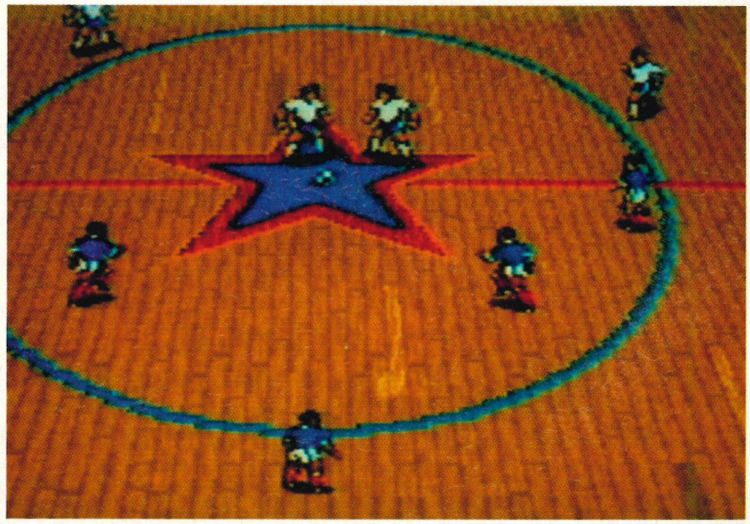
WORLD CUP UPDATE FOR STRIKER

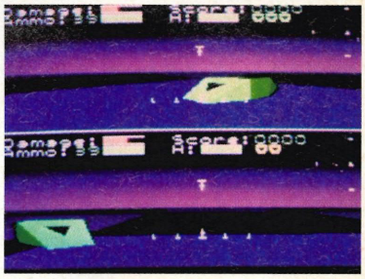
Not content with producing the best soccer game on the SNES and then going on to sell a quarter of a million units Elite are offering an updated and improved version of Striker to tie in with the World Cup this year. Striker was without doubt the footballing success of last year and this version promises even more, or so Elite claim.

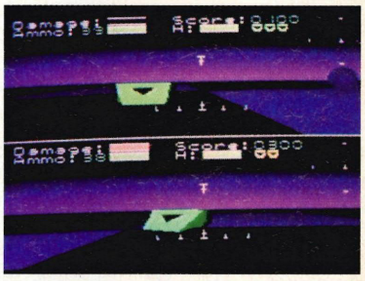
The cartridge now features battery back-up (no more passwords), new pitches, more animation on the players and a large scale penalty sequence to give you more room to miss. On top of all this if things are getting a bit sticky on the pitch, try the deliberate foul option: your players will go in feet first. With the new, improved computer controlled teams you may well need to break a few legs because Elite reckon they're going to be a lot trickier than before. Not only this but if you haven't got a clue on what to do for the next corner or set-piece play then just choose one of the 32 set-piece formations already in the game's memory. The most popular addition with the public will surely be Super-Multitap compatibility allows up to five players to participate. Multi-player games are always better than one-player and Striker was already special .It would seem that this isn't just a rebadged version but a genuine update worth checking out. If you haven't bought the original then this could be the game to fill that gaping hole in your games collection.











TANK SIM FOR THE SNES

Fans of those delightful, playable, super-brilliant head-to-head tank games will be over-joyed to hear that Gametek have on in development for the Super Nintendo. Due for release In June it's a basic, no nonsense, balls-out shoot'em-up that professes to have "fast and furious" action. One player mode sees you racing about shooting enemy tanks and doing your best to capture enemy flags. None of your confusing, taxing gameplay here.

In two-player it's split screen time with four (count'em) game modes. Mode one is Arena a basic game where all you have to do is not die first. Flag Rally has you chasing around to collect more flags than your opponent, Base Raid gives the victory to the first player to reach 1,000 points and Allied raid has the two of you working together to defeat the computer enemy. We'll have a review soon, so you'll just have to wait for it won't you!

TROLLS!

Ugly, plastic and convered with awful pink hair they are about to hit the SNES. Can we take it?

- Sony announces deal with ESPN Sports, a network big in the states but not so well known over here. Can it work?

VIDEO GAME RATINGS: IS IT ENOUGH?

The European Leisure Software Publishers Association (ELSPA) recently announced to the world it had come up with a revolutionary new ratings system to stop the wrong kind of video game falling into the hands of impressionable youngsters. On the face of it this seems like a good idea. It should stop exceptionally violent or explicit games being found in the homes of primary schoolboys.

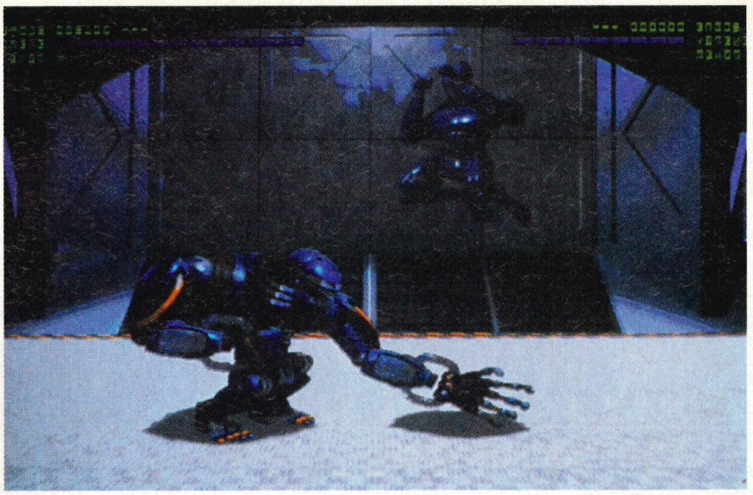
In the face of conflicting evidence on whether exposure to these games actually does any mental damage I'm inclined to believe that while e people like Roger Bennet and Mark Strachan at ELSPA are doing it for all the right reasons the eagerness of companies like Nintendo and Sega to join in is, I believe, nothing more than a PR exercise.

Both companies have taken something of a battering in the tabloid press this year ("Nintendo Killed my Son" from the Sun) while early indications of sales in 1993 suggest that things may not have gone as well as it was hoped. They both need to show they are responsible caring companies who aren't out to brainwash a nation of children wth copious amounts of violence.

Sadly though this system is virtually toothless, nothing more than a guideline and relies on retailers to uphold the spirit of the code.

If the big software and hardware companies had had the guts this code should have been legally binding, they themselves should have pushed for changes in the law which meant unsuitable video games could not be sold to youngsters. As it is only games with high-quality video footage in them are covered by a legally binding system and must be rated by the British Board Of Film Censors.

While we welcome this first step and applaud those who created we want to see a a further push for a system that gives the video game industry the credibility it deserves, and that can only be a ratings system based in law.





RISE OF THE ROBOTS

A UK based development team will be responsible for one of the most eagerly awaited beat'em-ups of the year, both here and in the US. Cheshire based Mirage is behind the development of Rise Of the Robots and, if nothing else, it promises to be visually stunning. Originally designed for high-end CD based consoles (CD-32 , 3DO) Rise (as we in the trade call it) is being signed up left right and centre for every format they can squeeze it on to, and it is coming to the Super Nintendo this year.

Put simply it is a one on one beat'em-up, detailing a rebellion of a number of robots against their morphing nemesis, the Supervisor. So far so ordinary. All the attention is being attracted by the stunning 3D rendered graphics. A high level of detail has been put into the robots and a lot of time has been spent making them as detailed and as individual as possible. Up to now nothing much has been seen of the gameplay, a crucial factor no matter how good the graphics are, but Mirage claim that the opponents will "learn" the tactics of the human players to make the fights as tough as possible. Mirage are very keen to ensure that this is a succes. The game on the SNES is being released through Absolute Entertainment in the US with no word yet on a UK distributor. Rest assured that someone will snap it up soon.

ESPN SPORTS

The top sports channel in the states has teamed up with Sony Electronic Publishing to produce two sports games. ESPN Sunday Night NFL and ESPN Baseball Tonight have the full backing of the ESPN channel and have been given unprecedented access to footage and commentary from past games. The pledge is to produce games that are just like the TV experience, except you can play them.

They're going to throw in all those bits that people seem to think makes a good game like "live commentary", digitised footage and so on. The point nobody ever seems to grasp is that it can be the worst presented game in the world but if it plays well enough people will rush out and buy it in droves.

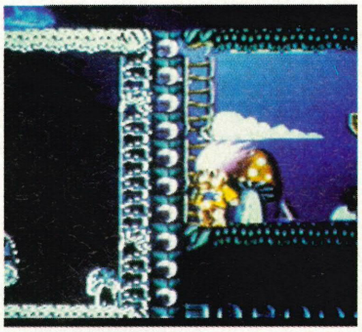
This interest in the games market may well have been prompted by last year's run-in with EA. ESPN were concerned that EA's attempt to badge their sports label as EASN would confuse some of the punters and may give EA the benefit of being associated, however unintentionally, with the giant US TV sports network that is ESPN. The dispute was resolved amicably with EA opting for the safer EA Sports as their title.

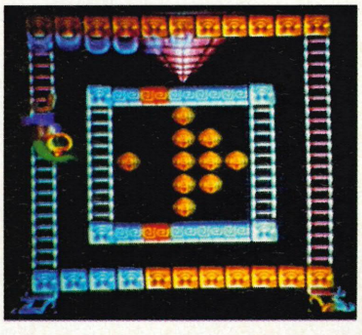
TOYSHOP NOVELTIES GET THEIR OWN GAME

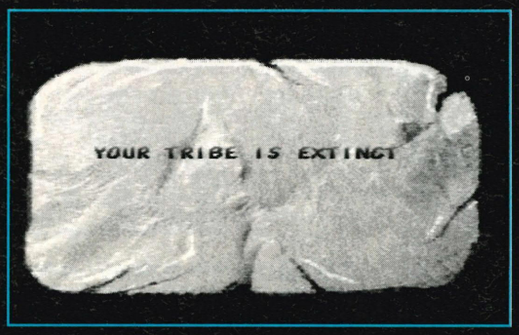
You know those really, really, really horrible plastic creatures that range from an inch to about four inches in height, wear a shock of loud-coloured nylon hair, are invariably stark naked, ugly in a cute kind of way and nearly always have a key-ring through their heads? Well they, my friends, are called Trolls. These scourges of card and gift shops, and possibly western civilisation itself now have their own video game. Who else but Gametek could do it? Well no one really, and we can look forward to their arrival this April.

The press release doesn't give much away about the style of the game, but I'll pass on what I know. The Troll Islands have been thrust into inky blackness by the trollophobic Overlord. He has used all his magical powers to summon the elements - Earth, Wind, Fire and Water - to maintain the darkness and starve the Trolls of the sunlight they need. These Trolls are very susceptible to Seasonal Affective Disorder (SAD) and they get all depressed and die when they don't get enough sunlight. It is about this point they realise that the old git they've left to run things for years is now actually too old to defend the village from anything more than a slight breeze despite his vast magical knowledge. So they choose four young, healthy athletic Trolls, charge 'em up with a bit of magic and send them off to do battle.

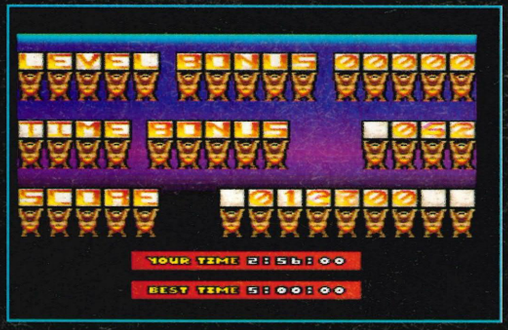
Each of them has a separate magical ability, and fifty levels to use them on taking them through four or five different zones. You control each of the Trolls one at a time so it sounds not unlike Lost Vikings. Whether Gametek can match, or even beat, Interplay's classic remains to be seen, but if Gametek even come close it will be something worth rushing out ot purchase. Unfortunately we'll have to wait until April to find out the results.





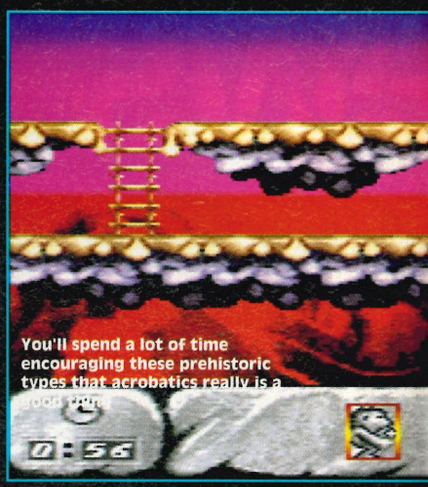






CAN YOU SUCCESSFULLY CONTROL THE EVOLUTION OF TWELVE CAVEMEN?

HUMANS



This is one of those games, not unlike Prince of Persia, that has manoeuvred its way onto every single format possible through one company or another. Some two years ago it was the opening "blockbuster" from the well-financed new software house Mirage. They wanted to be big as soon as possible and as far as they were concerned Humans was going to be the one to do it for them on the Amiga. Consequently they well and truly hyped the buggery out of it. No one vaguely aware of what happens in the computer games market could have failed to be aware of the existence of this so-called "Lemmings clone". Since it was finally released the developers Imagitec have managed to licence it for just about every format possible, there's even a version coming out for Atari's Jaguar.

Now that Gametek are about to unleash this saga of caveman evolution on the Super Nintendo it behoves me to tell you what it is all about. You are in control of a tribe of cavemen who, at the beginning of the game, can do no more than walk and create human towers (can't get to that platform? Simple, arrange four of the geezers to stand on top of one another and hey presto you're on that platform). There will be any number between 1 and twelve on any level, and you have to control each of them individually to perform a task. You can't order the tribe to act as a group. The idea is to progress through the leveleither by finding your way to the exit or discovering new items like spears and fire.



Once these are in the possession of the tribe the cavemen can pass them around and use them. This is where it starts to get tricky. Say, for example, you have just discovered the spear, this doesn't mean that every tribe member now has a spear, you are limited to how many spears are on that level. Now spears are used for number of things, one of which is pole-vaulting across gaps. So, if you've got four guys who need to cross a gap, but only one spear, one guy will have to pole-vault over then throw the spear back so the next guy cando it. These simple tasks make up the bulk of the game and introduce more than an element of tedium. Repeating simple tasks is not good fun.

Another dead boring part of the game is the fact that you have to manually "walk" the cavemen from one location another. The first level is a good example of this. To collect the spear in the top right of the level you have to walk four cavemen to just beneath the platform the spear is on. These men aren't dead close together but scattered to the four corners of the level. It isn't difficult to walk them around, just dull. Admittedly things do spice up later on in the game, when you have to use combinations of firebrands, wheel and spears in different locations to find the exit but there is always an element of repetition in one way or another.



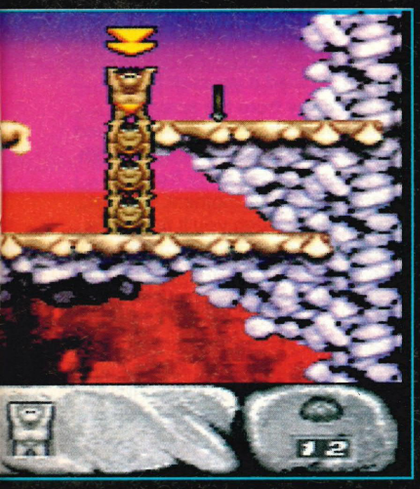
Presumably the idea was to make sure that the player thought harder about the best and most efficient ways to use certain items but ultimately it just makes for a mixture of occasional intellectual strain and a great deal of donkey work.

What they've tried to do is make it more personal than Lemming, so instead of directing a horde with occasional personal touches you have to direct









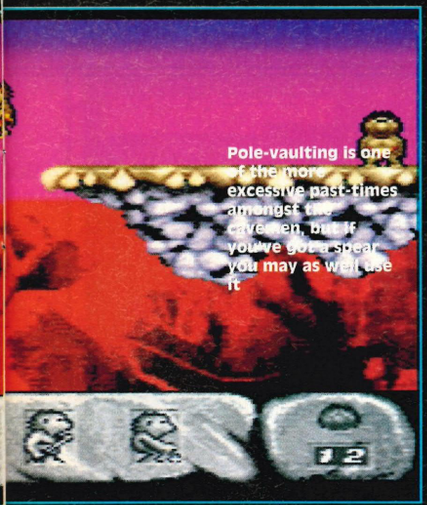








each caveman individually. This is the game's inherent flaw. It isn't a bug, it isn't because of a sloppy control system (in fact the control system is just about as easy as anybody could hope for), it just that I find this hands-on element of the game's design induces to much hassle and not enough fun. Everything else about the game is superb, from the initial presentation to the animation of the caveman sprites. There's even a paper called the Daily Rock to keep you up to date with what you've discovered and some very attractive between level sequences showing the cavemen making use of what they've found. On top of this some of the puzzles really are intriguing and challenging, but for my money there is just to much faffing about. If you've got time to spare and are willing to suffer the password system you may have a good time. For me though there needs to be more action and less nonsense.





HUMANS

HOUSE: GAMETEK
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

68%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	5
LASTABILITY	7

ENERGY HIGH

- Well presented
- Lots of testing puzzles
- Plenty of levels

ENERGY LOW

- One or two tunes annoy
- Hands on control means a lot of boring bits
- Repetitive

ALTERNATIVE SYSTEM

Frankly I'd go for either Lemmings, getting on a bit now but still superb, or you could give Lost Vikings a try, it is a similar idea but there is so much less aimless wandering and repetition.Both of these games offer problems and plenty of entertainment.







LETHAL ENFORCERS

BE CLINT FOR A DAY!

As any student of Freud will tell you guns are all about showing how much of a man you are. If we take this to be true then someone at Konami is clearly trying to subvert the gender-stereotyping that occurs in society today by packing this game with a lurid pink light gun. Not black, not grey but pink. The confusing effect that colouring this outward embodiment of a man's sexuality in what is clearly a feminine tone will have on a young teenagers psyche is difficult to predict. Probably very littlebut I'm auditioning for the Guardian soon and they like this kind of thing.

LOOSE CANNON

Lethal Enforcers is all about shooting people. That's it, nothing else. No cunning little puzzles to tax you, no strategic choices to be made, nothing intellectually challenging in even the vaguest sense. All you get is one game cart and two light guns, bright pink and pale blue, and from start to finish all you do is point and pump the trigger. For the purposes of atmosphere the game characterises the player as a cop - but no ordinary cop - a special, really-good-with-a-gun type cop. You are faced with eight theatres in which the action takes place, from a bank robbery to a showdown in Chinatown. In each of these a number of digitised sprites will appear in front of a digitised background and start shooting at you. With all the accuracy and tenacity of Clint Eastwood you aim for the head and pump in at least three shots. Hopefully they'll fall to the ground and you'll be uninjured.



Cor, look at the size of that gun. I bet he's popular in night clubs

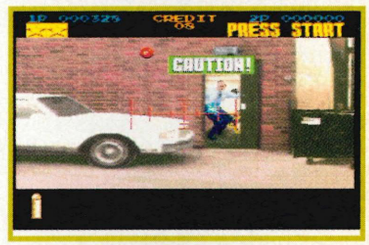
THE DEAD POOL

To add a little bit of spice to the proceedings civilians pop up to get in the way, anything from hostages to fellow policemen. Clearly it isn't such a hot idea to shoot any of these chaps, but if you do you'll lose one of your five shields, as you would if you got shot yourself. Lose all five and its game over.

MAGNUM FORCE

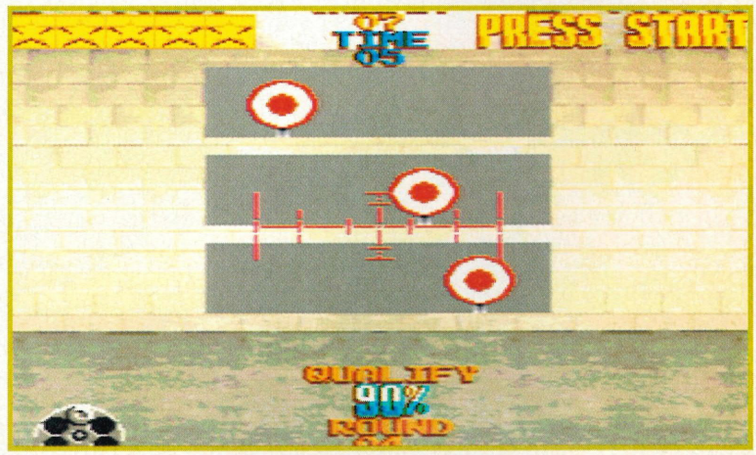
The game gives you infinite ammo, but you have to load it yourself by shooting away from the screen. Normally you'll have a six-shooter and I found the best way to keep up with things was to shoot away from the screen in any quiet moment you get. Occasionally though you'll find more powerful weapons lying around, shoot them to pick them up an make the most of them while you can. From automatics with a 13-round clip to a full-on pump action shotgun with w very wide spread of fire. As big Clint himself showed in Unforgiven, if your shooting isn't too hot then a shotgun will soon make up for it.

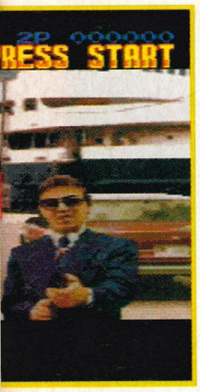
Even the shotgun doesn't make this game gory in any way at all. Admittedly you are shooting loads of people for the whole game but they all seem to die in a very A-team kind of way, no blood, no long drawn-out painful deaths, they just get hit and disappear. It is probably just as well that they disappear because the body count on this game is very high, so all those dead villains would just clog up

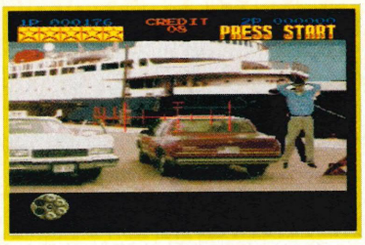


Now whatever you may think of interfering memebers of the oublic getting in the way, the force wont look on you shooting them with any sympathy at all. It is still goo fun though

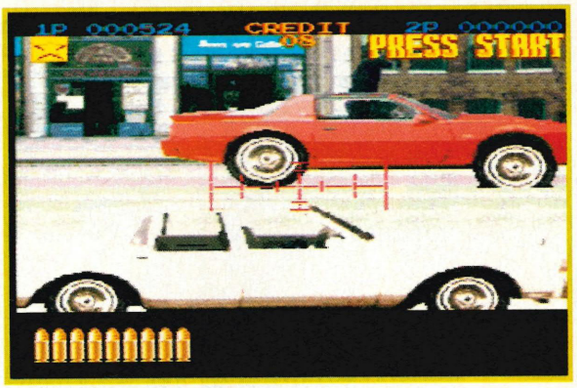








For some reason the hostages in this game are about eight foot tall, either that or the cars are built specially for midgets. Whatever is going on though, make sure you only shoot the guys who have guns



the screen and the screens enough of a mess as it is.

ANY WHICH WAY YOU CAN

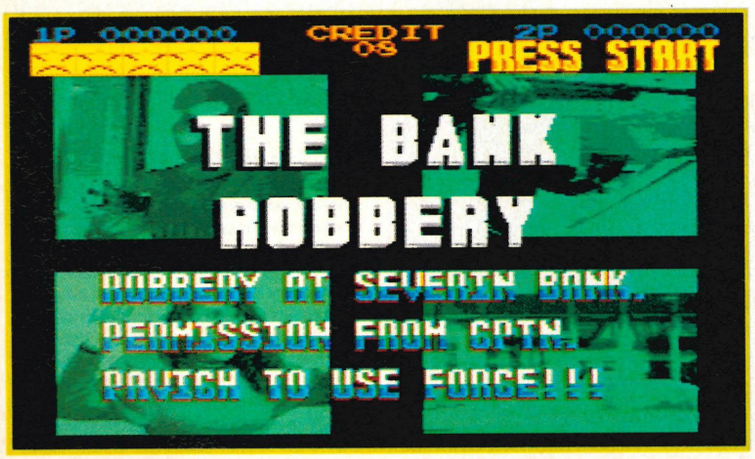
Lethal Enforcers is based on a coin-op which used digitised graphics to good effect. It wasn't live action video in the style of Ground Zero Texas on the Mega CD but just very nice digitised sprites on digitised backgrounds. The machine could clearly put a lot of colours on screen, and while it didn't look perfect it was good quality stuff. The problem on the Super Nintendo is that with the reduced amount of colours the backgrounds and sprites look, for the main part, crap. Konami might have been better off either redigitising the original video - the quality is so bad in some places that they couldn't have used the original video footage - or just used traditional graphics.



THE FINAL SHOOTOUT

Even top-quality graphics couldn't do much to lift this game out of mediocrity. A game like this with little to offer in the way of variety needs to get to get the adrenalin pumping with some high intensity action. Lethal Enforcers doesn't manage it. Even in two player, where you compete to see who gets the most kills, still can't generate that frisson of genuine excitement and frankly standing in the middle of a living room holding a big punk gun really isn't my idea of fun. If Freudian fantasies about shooting guns are you thing then Laser Quest would be a much cheaper option.







For the first time player it is adviseable to get in some shooting practice on the target ranges before going out and taking on heavily armed criminals

REVIEW



LETHAL ENFORCERS

HOUSE: KONAMI
ORIGIN: OFFICIAL
PRICE: £74.99
PLAYERS: 1-2
TYPE: SHOOT'EM-UP



SOUND 6
GRAPHICS 6
GAMEPLAY 5
LASTABILITY 7

ENERGY HIGH

- You get two light guns in the pack
- Plenty of mindless violence

ENERGY LOW

- Very simple
- Not enough excitement
- A lot of money

ALTERNATIVE SYSTEM

This is the only game of its kind on the Super Nintendo unless you include Superscope compatible games like T2 from Acclaim. If you are after a good it of shooting though, I'd recommend Resevoir Dogs which is doing a lot of late-night showings at the moment in regional cinemas.





MORE BALLS THAN MOST

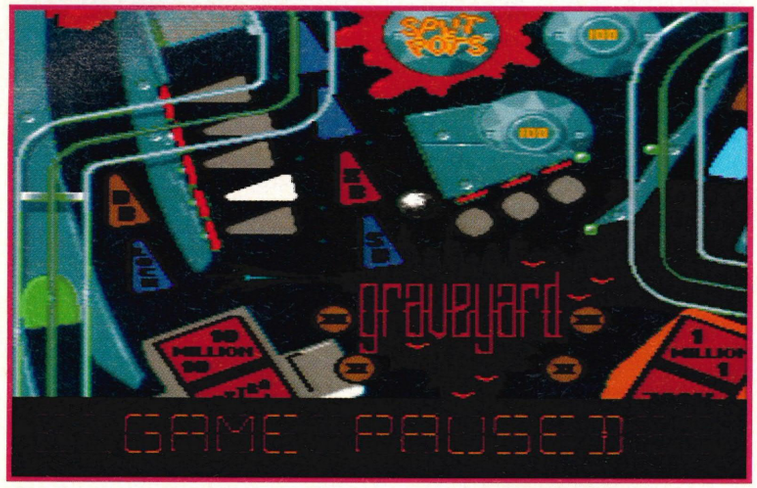
PINBALL D

I nearly got fired once because of this game. When it came out on the Amiga some two years ago through a firm called 21st Century Entertainment, nothing could beat it. It came into the office to be reviewed (I was working on an Amiga mag at the time) and after that I found it difficult to fit in work around my obsession with playing the thing. I just couldn't get enough. Why I don't feel the same way about the Super Nintendo version isn't all that clear to me but something is definitely up.

ROCK ON TOMMY

The four tables from the original are still intact with not even a slight change made to any of them. Each of the four tables has theme. Ignition is based around space travel so you get plenty of rocket references ,"Ball Launched", plenty of sci-fi sound effects, and generally a space-age atmosphere. Steel Wheels uses the pioneering railroaders of the American old west as its inspirations. Twanging guitars and steam whistles make up the soundtrack, and if you lose the ball you've gone "Off the rails".

Beat Box is the, erm, "hip" one focusing on loud music for the influences in the table designs. For example the bonus multiplier is based on a recording artist's career, the bigger the bonus the higher level of your popularity.



Finally comes what may be the best table of all, Nightmare. Spooky soundtracks and a great looking table design give this table a real atmosphere. The layout of this one has all the ramps in all the right places making it my personal favourite.

ROGER DALTRY

Unlike a lot of pinball games on console this one retains a sense of reality. You won't find hooded monks revolving around the top section of this game, it's all your standard ramps, jet bumpers, silver balls and flashing lights. Another staple, is the accumulator /multiplier switch. There'll be four or five or six in a row and the trick is to light all of them. When lit you'll either add another letter to a word (light all the letters for big points) or they'll increase one of the bonus awards. Once you become familiar with the tables then you'll you know where to hit and when, but initially you'll just be concentrating on keeping the ball up and picking up the bonuses when you can.

PLAYING BY SENSE OF SMELL

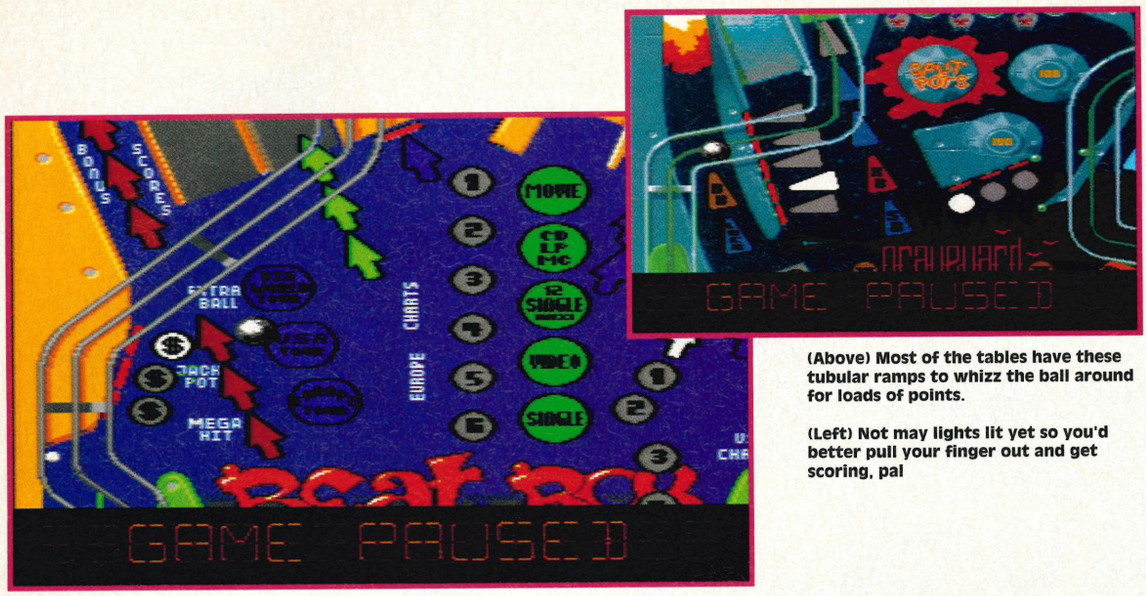
The tables are around two screens high in general but they don't seem to scroll as smoothly here as they did on the Amiga. There's no doubt some technical reason for this, but quite what it is escapes me. It is still all very colourful but it just doesn't move well enough. The animation of the ball can't be faulted though so maybe a sacrifice had to be made between ball and table and they made the best choice in going for the ball. Watching the animation isn't going to keep the ball above the flippers though, and for this you'll need some serious reflexes. Like any good pinball game if you make one mistake, the ball can bounce off one of the objects at a funny angle and before you know it it's disappeared between your flippers when you were expecting it to be sailing up a ramp.

FLIPPIN GOOD?

The only problem the game has is the way the ball actually behaves. It doesn't seem to flow and bounce and drop realistically enough. It isn't immediately apparent that something is wrong but it just struck me, as something of a seasoned pinball player, that things weren't quite how they should be. Where you feel it the most is right at the business end on the flippers. The ball doesn't flip off them correctly from certain angles or at certain speeds and this is very unsettling at times, often catching you



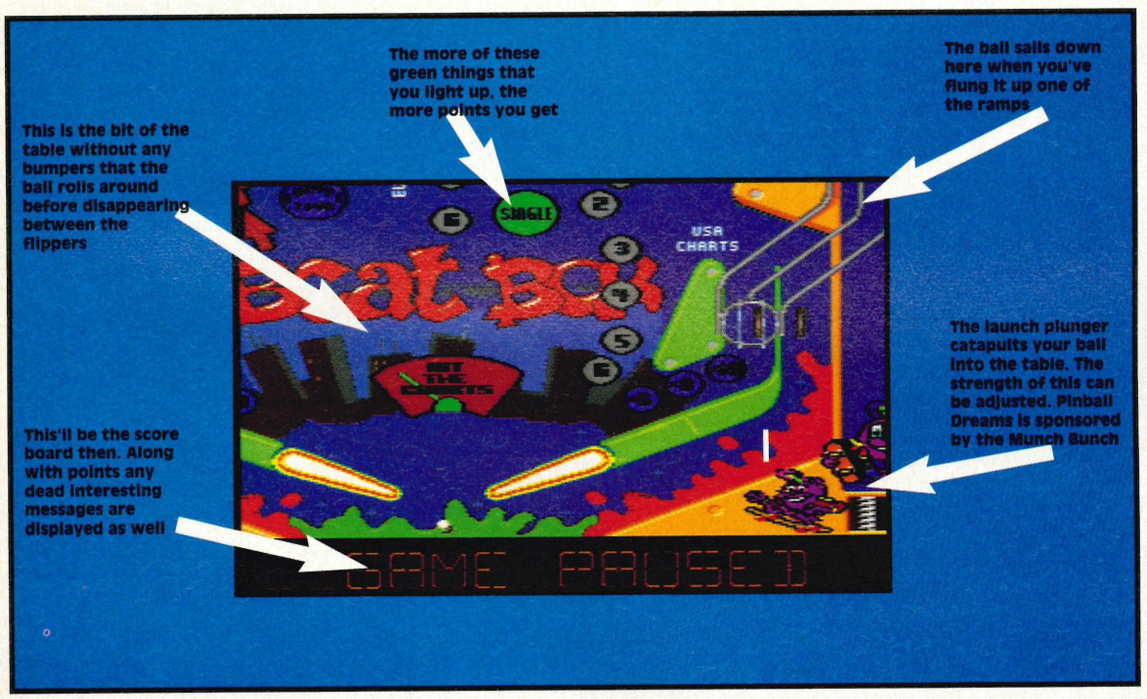




(Above) Most of the tables have these tubular ramps to whizz the ball around for loads of points.

(Left) Not may lights lit yet so you'd better pull your finger out and get scoring, pal

DREAMS



unawares.

This is what lets the game down and prevents it from becoming the classic it was on the Amiga. Everything else is intact, the well-designed, good-looking tables, the soundtrack and the adherence to the style of real pin-tables - avoiding the temptation to ignore their limitations and enter the realms of fantasy. When it comes down to it though it just doesn't play well enough any more for me to want to rush out and buy it. Its lost its addictive playability in the translation, and the only reason I can find is that the ball doesn't move as well. It may sound picky but pinball games are all about how the balls move.

THE END

Steel Wheels, the table based around the railroad pioneers of the Old West is just abouit the same as every other table



Oooh look! It's the ball! If it drops down an unlit slot it'll light it. More lights, more bonuses





PINBALL DREAMS

HOUSE: GAMETEK
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: 1-8
TYPE: ARCADE GAME

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

63%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	6
LASTABILITY	6

ENERGY HIGH

- Four well designed and well implemented tables
- Good sound effects on all tables

ENERGY LOW

- Its sponsored by the munch bunch!
- The ball behaves strangely
- Only four tables

ALTERNATIVE SYSTEM

Pinball games are a bit thin on the ground for the Super Nintendo the nearest I can come up with is On The Ball from Taito, but thats a load of cobnblers anyway so I wouldn't bother with that. The Mega Drive's got loads of pinball games though.









SKYBLA

EXCELLENT FUN IN THE OLD, SIMPLE TRADITION

To say this looks and plays like a coin-op from about for years ago may at first sound like an insult. But it isn't. Skyblazer has the crisp clear graphics, intense gameplay and the variety that was the hallmark of some of those arcade games.

Skyblazer is the tale of a young chap called Sky who has to save the young princess from the evil Ashura. So far so predictable but I never was one for looking forward to a good plot. They way the game presents the story is the real innovation though. You play through the first level then come face to face with Ashura himself, at this point you lose control of Sky and he gets his arse kicked. He wakes up in a shrine at the feet of an old priest who tells what lies ahead for Sky. He also instructs Sky to memorise a pattern of symbols on the wall. These act as a password but the way its been integrated into the game is really quite appealing.

SCRAPE THE SKY

Sky is your basic platform character but he does bear a passing resemblance to Sony's Peter Pan in Hook. The fact the same developers did both games may have some thing to do with that. He runs and he jumps and he punches. But he also has a special attack, which varies from level to level, but is always some kind of projectile weapon. Initially it will be an arc of bright orange light which destroys everything it touches, but the next one on from that is even more spectacular. Known as the Comet Sky charges at great speed in whichever direction he is facing, shrouded by a wide shield of blazing blue light, anything in his way gets torn apart.

While he can punch as often as he likes these special attacks can only be performed a limited number of times. How often is governed by a very pretty yet brown, series of lights at the top of the screen. Some attacks use up more of this energy than others so you have to be careful when to use them. They may look pretty but it is best to save them for the bigger or more awkward enemies. This gauge can be topped up by collecting vials of a brown liquid, small ones add one more light, a big one fills it right up.

SKY HIGH

Another gauge to keep an eye on is the green life gauge. You'll begin with five lights on this one and taking hits will diminish this slightly. Hits from the bigger enemies will lose more than one light and getting crushed by a wall will wipe you out completely, as is only fair. Again, keep an eye out for green vials to top it up. Killing enemies, either by a punch or a special attack will leave little diamonds for you to pick up, collect a hundred and you'll get an extra life. Occasionally big diamonds can be found which will be worth five or ten.



PIECE OF SKY

Once place to pick up plenty of diamonds is possibly the most challenging level of all. Based around a tower, you have to leap from platform to platform around it and make your way to the top, a la Nebulous. There's doors on this level and inside them there's usually loads of diamonds to collect but also a lot of big monsters. The great thing is if you get though the rooms and then re-enter, all the diamonds will be there again! Extra lives galore if you can be bothered to spend the time.

BLAZING SADDLES

This game isn't short on rock-hard guardians either. And they come every five levels or so. The password system makes things easier, but some of these guys are incredibly difficult to get past and need several attempts before you get the idea of how to defeat them.

The gameplay here is fast-moving and highly addictive and it doesn't just stick to a dull platform formula. In much the same way as Super Probotector did this game mixes and matches gameplay styles and level designs to keep the player intrigued and compelled to keep on going. You won't find the same level designs rehashed with new colours here. Each level is different in













AZER





its own right and the quality of the graphics, the enemies or the challenge never diminishes. Skyblazer is very playable, looks gorgeous, doesn't stick to a formula and is very challenging. Frankly I've never asked more than that from a game of this nature. Given the time this is one game I'd actually choose to sit down and play in my quieter moments. Sony are on to a real winner here and I hope you lot out there bloody appreciate it.











HOUSE: SONY
ORIGIN: OFFICIAL
PRICE: £44.99
PLAYERS: 1
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

90

SUPER CONTROL

SOUND	8
GRAPHICS	9
GAMEPLAY	9
LASTABILITY	7

ENERGY HIGH

- Well presented
- Very addictive
- Loads of playability
- Password system

ENERGY LOW

- Can't think of anything!

ALTERNATIVE SYSTEM

Super Probotector always seems to turn up in these comparisons but it is a belter of a game. Castlevania isn't entirely dissimilar in style or content and is also bloody good fun to play. If it si spure platforming you are after then you might as well go for something like Mario.



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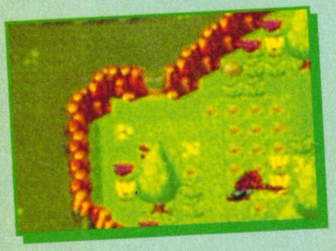
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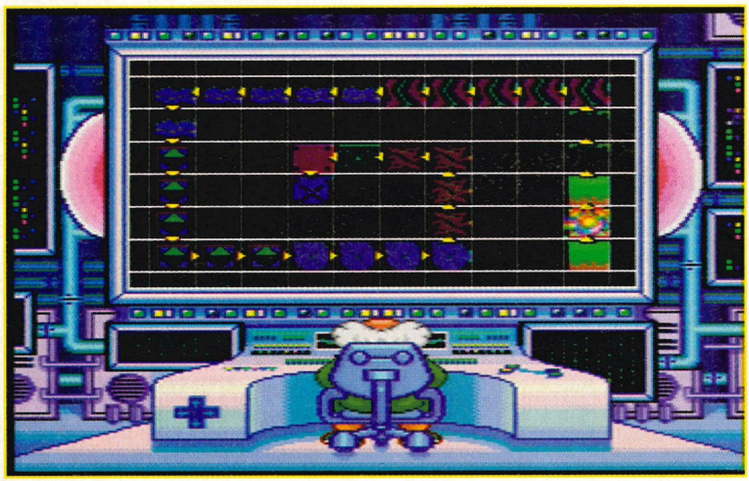
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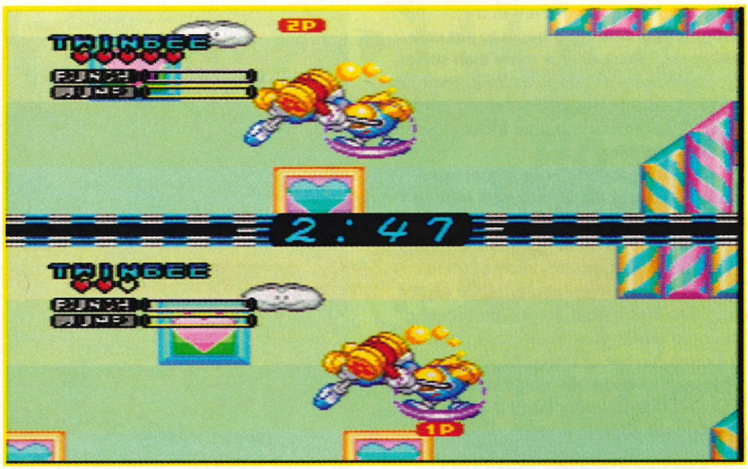
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POP'N'TWINBEE RAINBOW BELL ADVENTURES

CUTE, COLOURFUL AND TREMENDOUSLY JAPANESE





Now this is very odd. A combination of shoot'em-up, platform game and exploration, with a hint of Repton thrown in for good measure. Repton? Well if you were one of the unfortunates who had parents convinced that if you were to have a computer to play games on it had to be one with educational value, so they bought you a BBC or Electron, you won't fail to remeber Repton. It told the tale of an exploring, diamond-collecting reptile - with a very natty line in yellow pants - who had to do a lot of puzzle solving to get all the diamonds.

In this latest Twinbee adventure you have to control one of the three 'Bees - Twinbee, Winbee and Gwinbee - and guide it through a number of levels collecting as many bells as possible. In each level the basic idea is to find the exit as quickly as possible so you can get to the next, but the fun comes in finding all the little secret bits on each level, killing as many of the small but evil creatures as you can and getting loads of bells.

POP GOES THE WEAZEL

Each of the three Bees has two basic talents, jumping and punching. Holding down the respective buttons for long enough gives a super jump or projectile punch. The difference between the three characters comes in how long you have to hold the button to get the super abilities. Twinbee needs his buttons holding for the medium amount of time for both jump and punch, Gwinbee has to wait ages for a jump but no time at all for a punch and Winbee is the reverse. The idea is to pick which one will suit your style of play best.

During the game you will kill a lot of the small and round creatures that populate the levels. This can be done by jumping on their heads or punching them. Once dead they release a coloured bell, pick this up and it will augment your basic talents in one way or another. These will range from little outriders following you around (although what purpose these serve I really don't know) to the ability to shoot off a very big laser bolt. Get a few of these built up and you'll be able to walk around without having to worry about the different creatures at all.

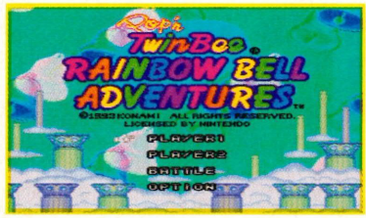
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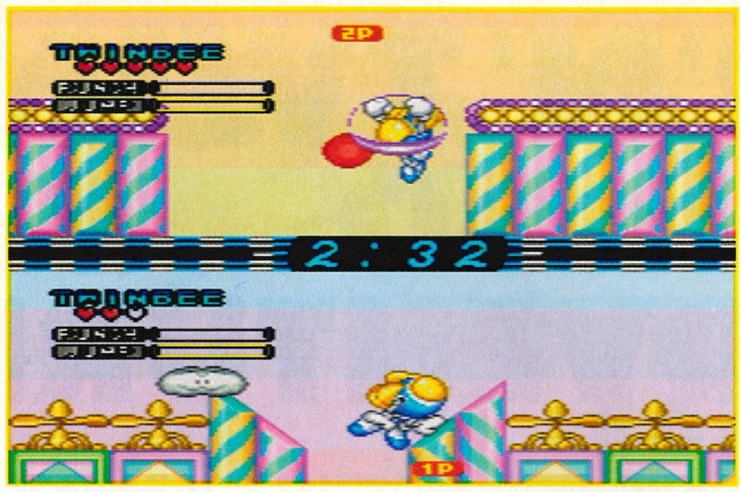
This is just as well because by the time you







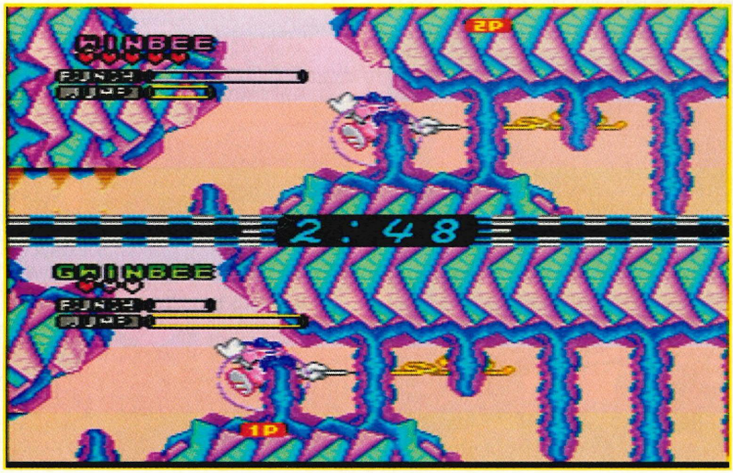




Plenty of fun to be hadin the two-player battle mode, just picking things up and chucking them at each other, excellent

get about six or seven levels in the geographical obstacles begin to get very taxing. Beginning as little more than spikes, the game soon begins to throw in some big spiked balls, moving platforms, and a whole host of other nefarious little tricks to get you into trouble.

If you manage to keep a cool head while you are doing all this you'll want to be out there tracking down all the bells you can. There could be anything up to 700 hundred dotted around, many of them hidden behind false walls, or at the end of long twisting tunnels. All you are required to do on any level is find the exit but to get the most fun out of this game you must do your best to find every single solitary bell. It is almost as if you've failed if you leave any behind.



ZIPPY AND BUNGLE

Not that failing to complete a level in a totally satisfactory manner is a problem. As well as the password system you can go back to any level you've already completed and try and do it better. Just great for the perfectionist. Another added bonus is the two-player option meaning that you get to wander around in pairs maximising the chances to collects as many bells as possible. Two-players won't be much help against the guardians that appear every six levels or so. Its not that they are sophisticated in their attack methods, but they do need an awful lot of hits to get rid of. Given that you can only take three hits yourself they often prove trickier than they look.

Pop 'N' Twinbee, Rainbow Bell Adventures keeps up the tradition of cute Japanese eccentricity that we have seen before from Konami in games such as Parodius and previous Twinbee outings. Its bright its colourful and it has some of the most sugary background tunes I've come across since the Partridge Family was on TV. The odd thing is they fit in with the pastel colours that abound, and you actually find yourself humming along to some of them. What makes this such a winner is that it may be simple but by God it is good fun. Racing around getting as many bells as you can while trying to avoid the attentions of a number of purple round things may not sound like much but I came away having enjoyed myself immensely. Nice one Konami.









POP 'N' TWINBEE

HOUSE: KONAMI
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

86%

SUPER CONTROL

SOUND	8
GRAPHICS	8
GAMEPLAY	9
LASTABILITY	7

ENERGY HIGH

- Lovely cute graphics
- Very simple
- Highly playabe

ENERGY LOW

- Sickly sweat graphics
- Password system and continues cut durability

ALTERNATIVE SYSTEM

Either of the superb Addam's Family games from Ocean could be worth a look but you don't get the shooting bits. Super Probotector is pretty special, as I've mentioned before, so you know the drill by now.

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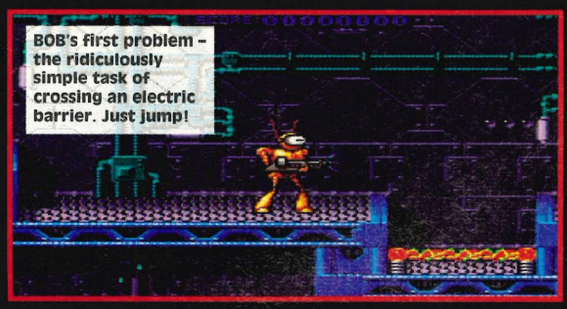


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CAN I HAVE A 'P' PLEASE BOB?

BOB









You know how it is, you borrow your dad's jet-car for a quick spin through the asteroid belt en route to see your babe-licious girlfriend, when all of a sudden you write off the car on a piece of erratically spinning space-junk and plummet down to the nearest hostile planet in the vicinity...It happens to me all the time, especially on a Friday night after the pubs close.

If BOB, the new Electronic Arts wonder-creation, had kept off the 100 per cent proof lube-oil I'm sure he'd have avoided the problems that I'm having. You see, BOB crash-landed in suspiciously similar circumstances, and now finds himself stranded on the unfriendly planet Goth. His salvation in mind, he must traverse the hostile terrain and pick up some alternative transport in order to reach his schwinging blind date.

BOB'S FULL HOUSE

Armed with little more than a basic arm-mounted cannon, a big punching fist and his shining wit, BOB must find the swirling orange exit hidden deep within the maze-like recesses of each level. The evil denizens of Goth aren't having any of this trespassing lark and try everything in their power to waste the poor old robot. BOB isn't completely defenceless because scattered around the platforms are a selection of useful goodies to be had, in either weapon or remote form.

Remotes are useful little items that help BOB out of the trickiest of situations, with effects ranging from trampolines that enable him to reach previously unreachable heights, umbrellas to slow those long falls, shields for protection, helicopter hats enabling brief flying jaunts, and floating smart bombs for the handy nuclear fallout.

The usual spreader guns, heat-seeking missiles and laser blasters can be grabbed for a limited time, and rare 1-ups make an appearance every now and then, awarding BOB with another chance to meet the love of his life.



"Feed me!" These plants are obviously rejects from The Little Shop Of Horrors and need their quotient of blood!



Come on, come on! Where are you?! Come and eat napalm rocket alien slime!

Like all good robots, the more his ass is fried the more BOB's batteries discharge and he must boost them inside a recharger at every opportunity. The powers that be have also decided to impose a strict time limit upon the poor bucket of bolts, so quick thinking, a dextrous hand and plenty of patience is required to progress.

The first 10 levels are a fairly gentle introduction for the virgin BOBer, although the sluggishness takes some handling. After these easy levels it just gets bloody silly! Hard? I've seen softer diamonds! It's not too pleasurable an experience either, as frustration sets in quite early and the slow



BOB needs more imagination in the level designs, even well into the game it relies on heavy-handed enemies who need a good few shots to kill them, instead of presenting you with intricate mazes. Yes there are absolutely loads of levels but in most of them all you have to do is walk to the right, shoot a few uglies and you reach the exit. BOB could have been so much better if some time had been spent designing some decent levels and adding some variety to the gameplay. However, as it is, it is merely a wasted opportunity.

JOOLS









Jetpod maze japes. Every 10 levels or so BOB is strapped into his pod and must quickly reach the exit before the time limit ticks away





"Yoinks! Dad's going to give me a flipping good belting for this! I'd better stick an atlas down my pants to avoid his slipper whacks!"

joypad reaction really hampers the proceedings further. Fortunately, a password system allows access to previously conquered levels.

On the positive side, there are loads of little touches that lift this above your average platform shooter. BOB's animation is full of character – he flips his head, blinks his googly eyes and struts his funky stuff! His weapons are pretty unimaginative, but the remotes add to the game and the helicopter hat reminded me of a game I used to play called Wurlynurd which was programmed by the same guy (Chris Gray) who did BOB – old ideas never die!

A LOT LESS BOBER THAN A HOVVER

Early in the game the graphics are neat but functional, but the novelty soon wears off as the game progresses and the graphics get worse. The Anciena levels are crap, and their accompanying sprites are untight and unsmooth. Oh no, the sound chip is assaulted again! I've had enough of bleeping SNES soundtracks, I want orchestral sound! I also want a bacon cheeseburger, and I want you to take this cart and file it under 'It's OK, if you like a masochistic challenge, otherwise go and spend your money on something better or you deserve an enema'. OK?



Pressing Start brings up the weapon/remote selection screen. Here you can access passwords and keep an eye on your inventory



A luscious example of the the game's better graphics, here displayed in the Bladerunner-esque cityscape of the Domed City



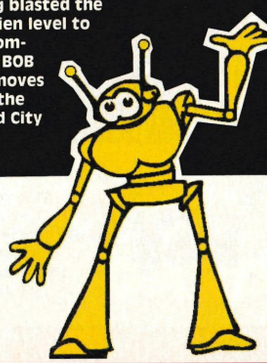
Picking up these icons will provide both a recharge of batteries and a super-duper guided-missile gun too!



Having blasted the last alien level to kingdom-come, BOB then moves on to the Domed City









BOB

HOUSE: ELECTRONIC ARTS
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

69%

SUPER CONTROL

SOUND	4
GRAPHICS	6
GAMEPLAY	7
LASTABILITY	5

ENERGY HIGH

- Very challenging
- Nice graphical touches
- Password system
- Takes ages to complete

ENERGY LOW

- Tough/frustrating
- Slow responsiveness
- Unimaginative graphics
- Repetitive gameplay

ALTERNATIVE SYSTEM

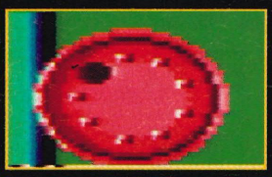
Super Probotector is a damn fine platform shooter, as is the sprawling space adventure Super Star Wars. Other quality considerations include Mindscape's Gods, Capcom's Super Ghouls and Ghosts, and NCS Masiya's spectacular SD shoot'em-up, Cybernator.

REVIEW

IT'S NOT BILL ODDIE



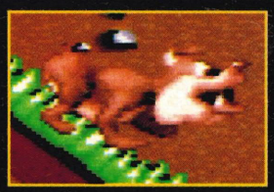
BAD CLOUD
Fires bolts of lightning towards your clay body



BARREL
Rolls you out like a rolling pin. Avoid



BEE
These dive down and try to sting you senseless



BULLDOG
Fully-toothed killing machine to chew your clay



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



ELECTRIC EEL
Fires four diagonal bolts of electricity at you



FISH
These kippers attack by jumping out of the water



FROG
Frogs are fast and fearless



SEA MINE
These mines slowly home in towards you



RAT
Ratty is fast, possessing sharp goofy chompers



SHARK
The fastest, most fearless predator in the water



HISSING GHERKIN
These pacmen-type eediots spit balls at you



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

CLAYMATES

CLAYM

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



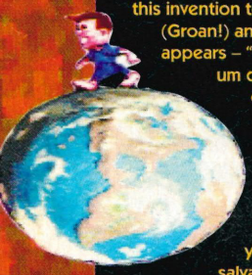
New platform titles with a different angle or a spark of originality are highly welcome in my camp. Interplay's second release, Claymates, has all the hallmarks of a great platform game – loads to do, plenty of variation, shape-shifting balls of clay...What more could you wish for?

MR CLAYPOLE

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

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

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





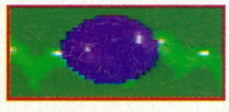
Like Paul I was completely taken by Claymates. The gameplay is of an incredibly high standard and the variation of the levels prolongs lastability. The bonus levels are a welcome change to the standard platform game orientation and lift the quality of the game immensely. As for the animation, well what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

ALLIE

THE MEAN TEAM



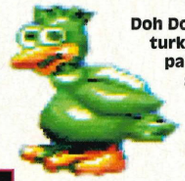
CLAY
Your basic form is a small, blue blob of clay. Your only defence is a powerful punch







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







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





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







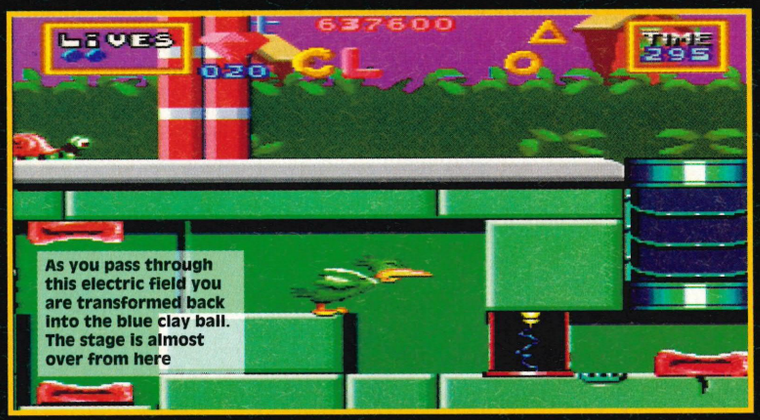
GLOBMEISTER
Apart from his stupid name, Globmeister isn't that hot a claymate. Sure, he can throw nuts, but he's very slow and crap when jumping



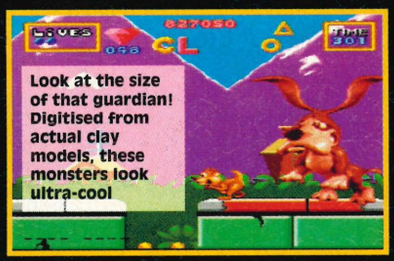




GLOOPY
This fish is ace in the water, but duff out of it. If you're out of water for more than 10 seconds, you're dead. His bubble attack is fine used underwater



As you pass through this electric field you are transformed back into the blue clay ball. The stage is almost over from here



Look at the size of that guardian! Digitised from actual clay models, these monsters look ultra-cool



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

THE ONUS IS ON THE BONUS



BIG GEM
This big gem is worth 10 smaller gems



SMALL GEM
Collect these gems to enter the bonus games



STAR
Grab these stars for an extra life!



HANGING PIG
Punch these hanging pigs for extra gems



RESTART POINT
Jump onto these plungers to restart at that location



SWITCH
These switches turn off deadly flame-throwers



TELEPORTER
These squares teleport you to other locations



INVINCIBILITY
This ethereal blob of clay renders you invincible





HAMMER FUNNEL
This hammer funnel stuns any on-screen enemies





CIRCLE ICON
Collect this icon to open circle boxes

EYE FUNNEL
Go down this funnel to reveal hidden gems

MAGNET FUNNEL
Activating this funnel attracts surrounding gems



TORNADO
This tornado will kill anything it hits



TRIANGLE ICON
This triangle icon will open triangle boxes

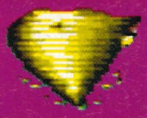


CIRCLE BOX
Head-butt this box if you've got the circle icon



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

CIRCLE BONUS
This ballooned platform will reach higher places



ATES

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

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

Each character having their own different strengths and weaknesses means that



GARDEN OF EDAM

JACKANORY



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



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



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

CLAYMATES



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



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



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

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

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

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

NEW CLAY RISING

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

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

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

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

THIS IS THE CLAY

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

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

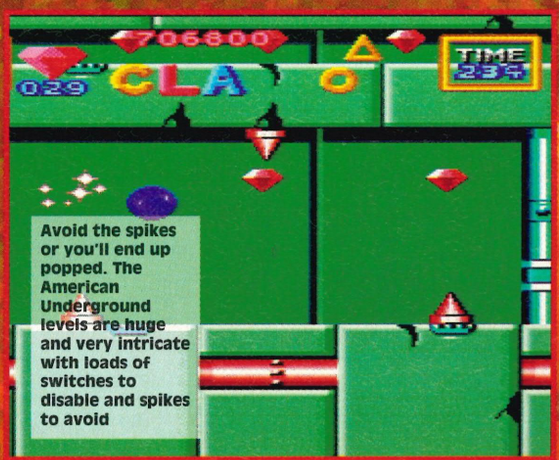
I loved the interaction between characters, the fact that you need to find the correct animal to progress seems to work well – I never found myself trapped or unable to continue. The game is pretty hard but there are a number of continues available, in fact even the continue screen looks beautiful (Clayton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

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

PAUL



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



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



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

ANDY

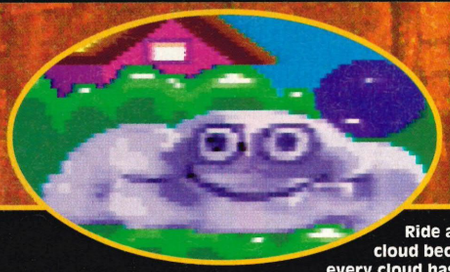
RICHARD CLAYDERMAN'S EXCITING BONUS BITS

PINBALLING AROUND



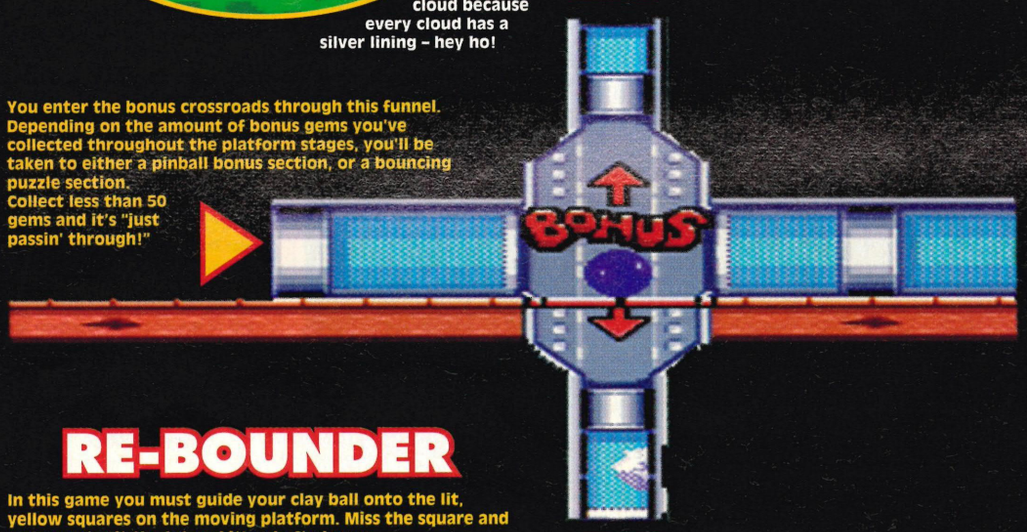
In this stage your ball of clay is turned into a pinball and flung into a huge pinball table. You must grab as many lives and points as possible before you eventually reach the bottom and are ejected out of the game. Boo! Pity there are no actual flippers too!





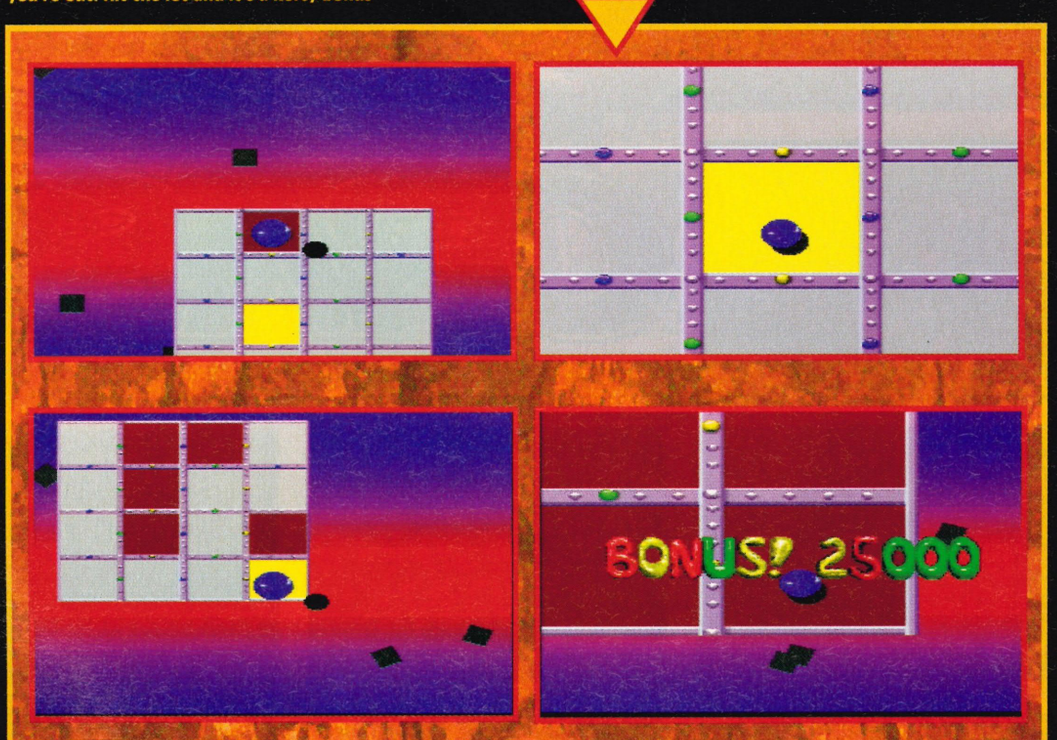
Ride a clay cloud because every cloud has a silver lining – hey ho!

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



RE-BOUNDER

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



REVIEW



CLAYMATES

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

85%
SUPER CONTROL

SOUND	6
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	8

ENERGY HIGH

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

ENERGY LOW

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

ALTERNATIVE SYSTEM

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

REVIEW

HE'S 'ARMLESS





















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



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



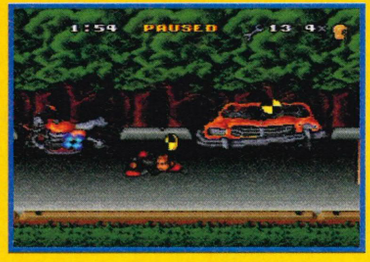
Remote control aircraft are amongst the weapons that are used to slow you down. Just destroy the chap throwing them and everything will be fine



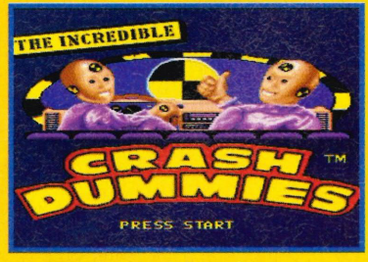
CRASH



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



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

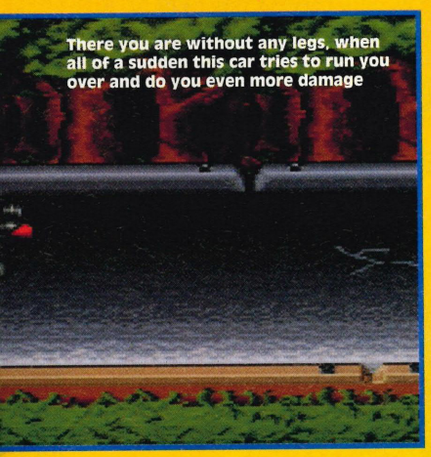


The Incredible Crash Dummies... sometimes you just want to hit them very, very hard



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




There you are without any legs, when all of a sudden this car tries to run you over and do you even more damage

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

JIM'LL FIX IT

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

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

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

SORRY I'M LATE, JD

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

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

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

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

DROP THE DEAD DUMMY

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

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



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

The Incredible DUMMIES

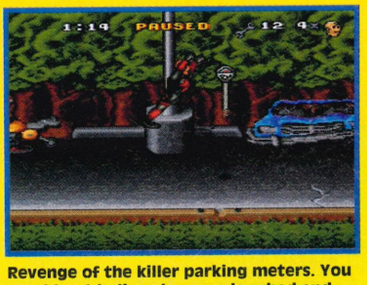
JUST DON'T FALL APART ON ME NOW, SLICK



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



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



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



CRASH DUMMIES

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

45%
SUPER CONTROL

SOUND	4
GRAPHICS	6
GAMEPLAY	5
LASTABILITY	4

ENERGY HIGH

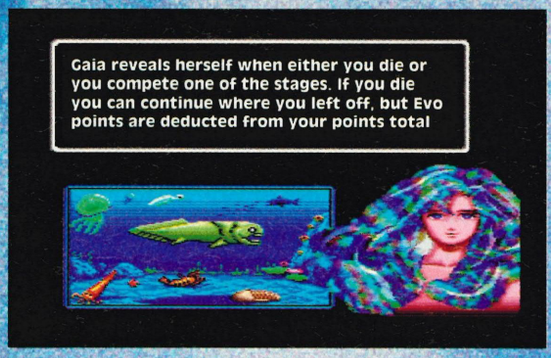
- Vaguely amusing watching Slick crawl around on his bum
- It could have been worse

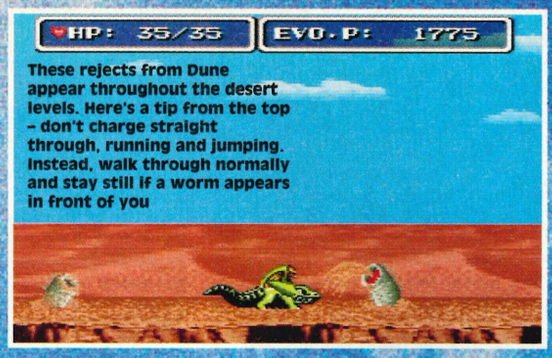
ENERGY LOW

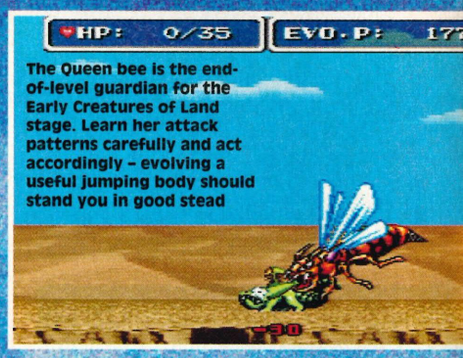
- Uninspired level designs
- Gameplay has been done better many times before
- Wasted opportunity

ALTERNATIVE SYSTEM

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

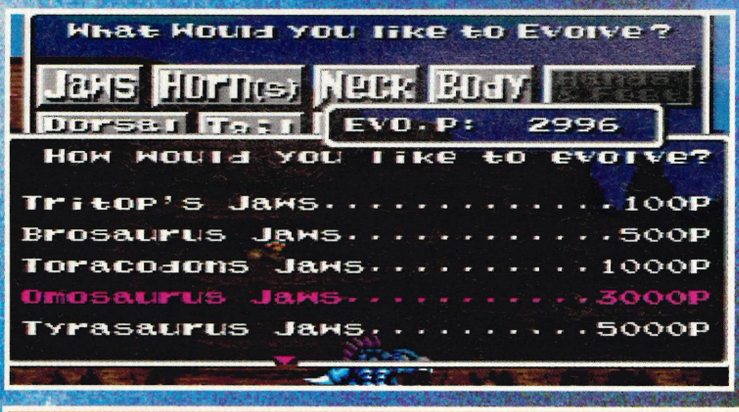






EVO-SEARCH





This is the evolution menu. Buy your new bodies, tails, horns, fins and jaws here. There are loads to choose from, but few of them are cheap

WHICH CAME FIRST – THE CHICKEN OR THE EGG?



I don't know about you, but personally I'm sick to death of dinosaurs at the moment. However, it's not the dinosaurs' fault of course – it's that overrated Hollywood marketing exercise, Jurassic Park. I suspect that a lot of people are hoping for a second bout of extinction pretty soon.

Here I am, trying to avoid anything with the word 'saur' in it when this box gets shoved into my hands with pictures of these big reptiles on it. "Great, more lizard-related cash-ins," I thought. Then I noticed the title EVO and it immediately struck a chord...Evolution – a game I played and enjoyed some months ago on Japanese import. I found it a memorable experience and looked forward to a possible translation.

VALLEY OF GWANGI

Stripped bare, EVO is a platform/RPG hybrid spanning over four billion years of evolution, set over five separate periods in time. You start off as the lowest form of life within each of the five scenarios and through evolving different parts of your body to suit different situations, you must defeat the oppressive end-of-level guardians allowing you access to subsequent time periods.

When time first began some 4.6 billion years ago, the solar system was born. Gaia, the 3rd daughter of the Sun (planet Earth to you and me), was given life to her surface by God and told that one creature would in time emerge from the surface and evolve to become Gaia's partner. This creature wasn't going to have an easy ride though – a trial in which "the weak become the victims of the strong," sounds pretty daunting to me. How do you fancy changing a mere four billion years of evolution in a couple of days?

PLANET OF THE APES

You begin life as a fish, not your average guppy mind you, but some fishy fella ripe from the primordial soup. Initial game screens display the world map – you're the little moveable sprite while the flashing green dots are uncleared areas requiring your attention and the red dots are areas you've already sussed. Once you enter an area you can't leave it until it's cleared. Most areas are full of indigenous creatures trying to live their lives without being eaten, and it is you who must try and eat them. It's probably a good idea to remember that you're not the only predator around though, so keep your hit points topped-up.



EVO is a really novel game containing loads of neat ideas. The strategic elements where you are required to carefully plan your evolutionary choices add just that little bit more to the surface platform action. At times the pace seems to slow down a tad – some platform sections appearing particularly empty, but I found myself captivated by the gameplay. Whilst it's no classic, the superb presentation, comprehensive gameplay and Japanese strangeness all combine to create an original and involving game.

ALEX

FEED ME!

The way to a creature's heart is through its stomach, and that's where success is at!



FIGHTING
Bite the lesser life-forms until they die. It make take quite a few attacks, depending on your bite strength



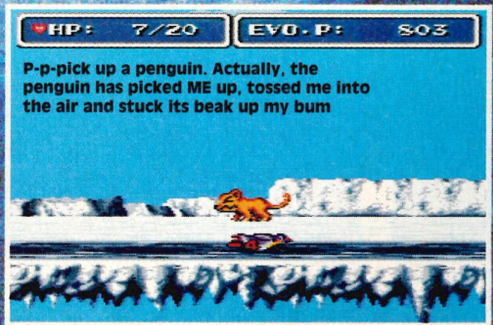
GET POINTS
Eat food to be awarded points. The white number is the number of Evo points awarded, the red is hit points

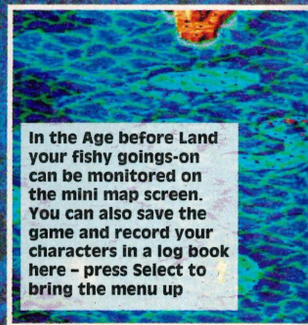


EAT FOOD
Eat the food that the dead creatures leave behind. The higher the life-form the more you'll receive



EVOLVE
Collect enough Evo points and use them to evolve. Here I've increased the size of my dorsal fin, speeding me up somewhat









FOR EDEN

Your running, jumping and biting powers depend on your evolutionary status. Initially you must eat lesser creatures, increasing your evolution points and when you have enough points you can evolve a particular part of your body to a further stage. Jaws (biting), horn (head-butting), back of head (protection), body (defence), hands and feet (agility), dorsal fin (hit points) and tail (jumping ability) can all be changed to suit your environment.

Careful monitoring of your evolutionary choices must also be maintained because certain changes to your body may affect other skills. For example, evolving into a creature with the toughest body armour will lessen your agility and jumping ability, therefore it is essential to find the right balance between all the evolutionary changes available.

It is this strategic element of EVO that makes the game so engrossing. You may be able to fight halfway through the world armed with massive jaws, loads of thick armour and a huge tail, but then suddenly you may find yourself up against a creature who is fast and can jump about the place like nobody's business. I'd recommend a quick rethink of tactics...amass some Evo points and evolve into something a little faster perhaps?

ALTERED STATES

As you evolve through the five time periods (The World before Land, Early Creatures of Land, Age of Dinosaurs, Ice Age and Early Man) you will encounter many other creatures. All have their own defensive techniques and some simply attack you on sight. Evolving properly will help deal with the different behavioural patterns of your enemies.

Although initially daunting, EVO is incredibly easy to get into. Controlling your character is simple enough – it's never fiddly or frustrating and evolving into some killing battle-beast is very rewarding. The character response depends on the amount of agility points you have, so less patient players may become frustrated by the slow movement at first and the sedate gameplay may not be everyone's cup of tea.

I liked the game though – it became incredibly captivating traversing through time, although it didn't take me too long to march through most of the game. The earlier levels are pretty mellow, but the last couple are tricky to beat. The mysterious cloud city (within The Ice Age) which houses weird birdmen with a giant Eagle leader is a bit of a beast, requiring the player to negotiate a huge maze before meeting the Eagle. It's not an easy life at this point in the evolutionary cycle!

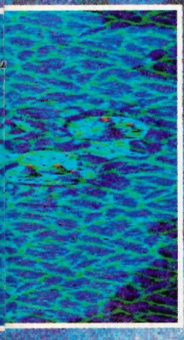
There are some gorgeous backdrops to be found in EVO and the main map screens are superb, especially the rippling water effect. A prehistoric atmosphere is captured very well by the presentation as a whole and there are some great surprises in store for prospective EVO players. Evolution has come to a head at last!

PAUL

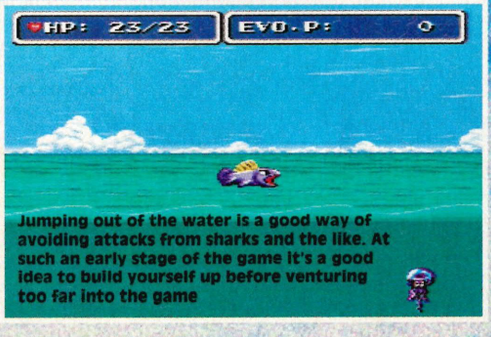
AROUND THE WORLD



1. The animated sprite showing your location on the map
2. Flashing green dots show unexplored areas
3. Red dots have already been explored and completed
4. Alaskan mammoths reside up here so watch out for their tusks!
5. A strange cloud city perched on the mountain. What could it be...?
6. Guardian Yetis can be found in a distant 'green land' (groan!)







THANKS TO CONSOLE CONCEPTS (0782) 712759



EVO-SEARCH FOR EDEN

HOUSE: ENIX
ORIGIN: AMERICAN
PRICE: £59.99
PLAYERS: ONE
TYPE: PLATFORM/RPG



SOUND	7
GRAPHICS	8
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

- The evolution concept works very well
- Superb presentation
- Humorous elements
- Captivating gameplay

ENERGY LOW

- A touch repetitive
- Some platform sections lack action
- Starts off slowly
- Too subtle for some

ALTERNATIVE SYSTEM

I can't think of any game that matches this mixture of platform/RPG action except for the eternally wonderful Legend of the Mystical Ninja (85 per cent, though I reckon it should be in the 90s!). The incredible Shadowrun (85 per cent) is an arcade-based RPG, but with no platform bits.

REVIEW



The third guardian is a kind of fast-moving spider that inflicts some serious damage



A moment's reflection before you plunge headlong into the affray. Your thoughts at this point should be directed towards finding a sword VERY quickly

FIRST SAMU

ONLY IN JAPAN



There's something very hard about these samurai guys. Not only do they possess utter control over their own bodies, have an intimate knowledge of martial arts, not to mention the ability to slice a cucumber into 50 pieces with one sweep of a sword, but they can also walk around in their pyjamas without a care in the world!

Take our hero for example. Yes, admittedly he has had a bit of a shock, finding out his Sensei has been killed by the Demon King and that he's got to travel through time to avenge his master's death. But the least he could have done was to put on some shoes.

RICHARD CHAMBERLAIN

Our man's task is made all the more hazardous because the Demon King has conjured up a number of nasty things with which to slow you down. These vary from level to level, but range from fire-breathing Pan-like creatures to green blokes with an alarming, some might even say shocking, capacity to generate electricity.

Of course, despite his lack of apparel, the samurai isn't entirely defenceless. He has a sword most of the time, which is fairly long and cuts a swathe through most things fairly simply. This sword is good fun – instead of just slashing the air in front of him, he can also crouch to get a lower angle of attack and reach upwards to take a slice out of any airborne attackers. But occasionally he loses the sword (how this happens, I'll come to later), and is left to resort to his fists and feet as he leaps nimbly about. Any blow he inflicts is accompanied by a "hi-ya" that would have made both Bruce Lee and Miss Piggy proud.

To supplement this weapon, two throwing weapons can be picked up, daggers and axes, which can be used in conjunction with the sword for a heavy attack. Also, pick up a shuriken and you've got yourself a roving outrider that homes in on any enemy and inflicts one hit every time it passes.

The samurai has two energy bars. One is his life, represented by the arm which sustains damage whenever the samurai is hit and is replenished by food. If this runs out he dies. The second, represented by the sword, is his force which is topped up every time he kills something, but can be reduced in two ways. The first is charging up one of the little ceramic pots to make it a way-point, the second is when the samurai's life bar reaches zero and it nicks some force to recharge it. This will invariably take the force bar below half-way, the consequence of this being that the sword is lost until enough things have been punched and kicked to death to get it back up to more normal levels.

This is where the game falls down. It is far too easy to find the resources, be it food or enemies, to recharge either or both of your energy bars. There are plenty of food baskets lying around and a bit of judicious rationing should see you through, and there are lots of little corners where some of the smaller enemies can be picked off at will to get your force bar back up to reasonable levels.

PYJAMA PARTY

The gameplay isn't all about hacking and slashing because around each of the five stages (yes, I did say just five) are five runes that must be collected before each stage's guardian can be summoned and taken on. Some of these runes are found just lying around like so many sets of lost keys, but others will be just out of reach, hidden beyond apparently impassable barriers.

Aha, I hear you cry, a puzzle element. Well, not quite – to get past the barriers all you have to do is find a bell, walk up to said barrier or obstacle (it may be a wall of fire, a wall of spikes or just a plain wall) and ring the bell. This summons the Wizard Mage who does a bit of magic to enable you to walk or slash your way through the obstacle. Hardly what you'd call tricky, especially when the bells are never that well hidden – usually they are just around the corner.

With the simplistic gameplay, apparently infinite continues and lack of any challenge across the five relatively small levels, the presentation of the game soon fades into insignificance. However, there are plenty of samples and the graphics have a distinctive style, and while not consistently high class they are certainly above average.

The problem is that the gameplay isn't sophisticated or intense enough to take on the likes of Prince of Persia or Super Probotector. Having said that though, there isn't much apart from these two in the way of competition on the official UK market, and while it won't fill the gap, it will do until something better comes along.

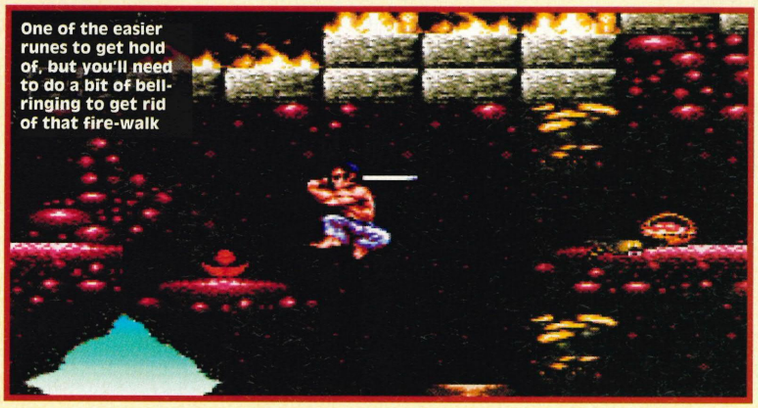
JOOLS



Can you get your whites as brilliantly white as this? Danny Baker gets everywhere!



This is the express to the twentieth century. That red symbol in the flames is one of the ones you must collect to summon the guardian

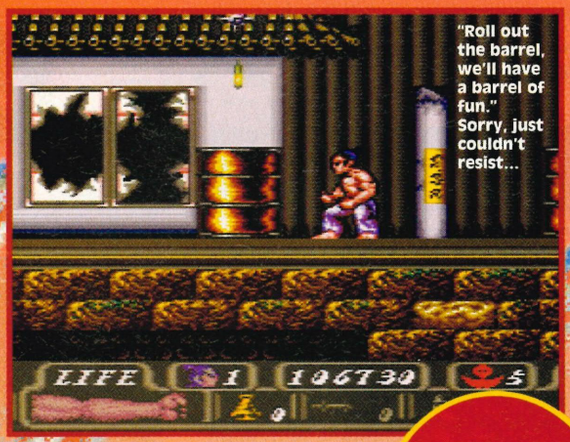


One of the easier runes to get hold of, but you'll need to do a bit of bell-ringing to get rid of that fire-walk



I encountered First Samurai on the ST nigh on three years ago. At the time I thought it was one of the best games I had ever played with its intriguing puzzle element and brash colour – well, we are talking about an ST! Now however, I don't feel that the gameplay or presentation is sufficient enough to be worthy of the SNES's high standards. First Samurai is still very much an Amiga and ST game and the changes which have been made still leave the overall quality below par. Having said that though, it is a very enjoyable game, the graphics are a little bit flat, but overall the game is challenging and entertaining.

ALLIE





SAMURAI



Collapsing like a bag full of deflating beach balls, the first guardian disappears



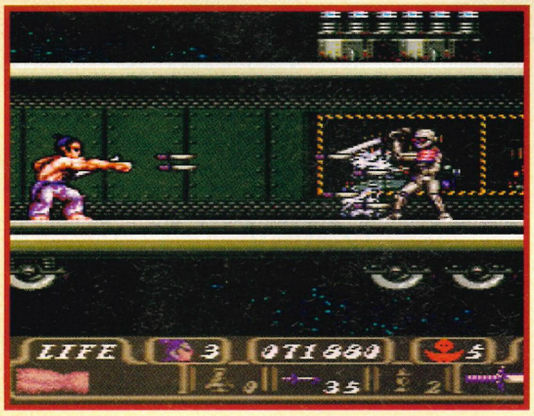
Pick up that face for a smart bomb...and do it quickly



Ring the bell and this is the kind of multi-coloured effect you'll get. Here it removes the floor beneath the rune



The first guardian looks really menacing, but you'll find that a few well-placed sword swipes will see you well on your way



And lo, there he is. Most train drivers aren't this bad tempered, but hey, it's all part of the fun



REVIEW



FIRST SAMURAI

HOUSE: KEMCO
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

73%

SUPER CONTROL

SOUND	7
GRAPHICS	7
GAMEPLAY	6
LASTABILITY	5

ENERGY HIGH

- Looks great in some places
- A wide variety of enemies
- Neat sound effects

ENERGY LOW

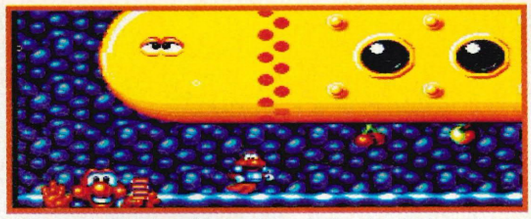
- Only five levels
- Gameplay is very simplistic
- Too easy, so you can plough through it quickly

ALTERNATIVE SYSTEM

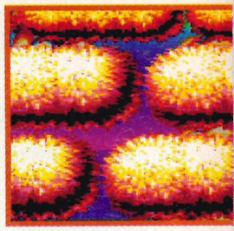
Konami's Super Probotector (87 per cent) and Prince of Persia (84 per cent) have plenty of jumping around with the emphasis on puzzles in POP and shooting in SP. There's also Mickey's Magical Quest (84 per cent) or Chuck Rock (78 per cent) if you want loads of platforms and action.



Like Mario you can jump up and knock blocks with your bonce to reveal either desirable bonuses or undesirable opponents. Your move!

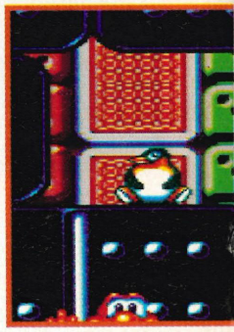


With Pond not being able to stay out of water for long due to being an amphibian, water levels have been included in the game complete with subs and sunken ghost ships





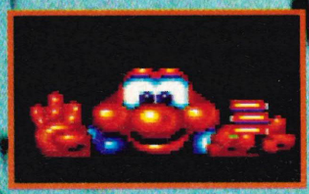
You start outside a toy factory. Select stages by standing in front of the huge oak doors not blocked by a padlock



FISH-FACE



Full potency and Pond has all four lives. Happy chappy!



Down to three lives and Pond isn't quite so cheery



Mmmm, down to two lives now and our hero is very displeased



Last night's scampi and chips clearly went down the wrong way



It would seem that the general consensus these days is if you haven't got a sickly cute, instantly recognisable character with a face you'd like to punch advertising your product, it simply won't sell. Everywhere you turn there's another fresh-faced amoeba waiting in the wings longing for recognition comparative to that of Mario and Sonic.

WHAT A LOAD OF OLD CARP

But hark, what approaches from yonder rock-pool? Who slithers and drips up the theatre aisle to this illustrious audition of no-hopers? With a few wrinkles, the odd grey hair and a dubious pair of dentures, our amphibious veteran presents himself. 'The namesh Pond, Jamesh Pond. Underwater FI5H agent – mean, green and part machine!'

The 'green' confused us for a moment as he's obviously been spending his happy retirement days on some sunny Californian beach, but we concluded that 'tanned' doesn't rhyme with 'mean' or 'machine' and obviously wouldn't be quite as punchy!

James Pond has been there, seen it, done it and bought the T-shirt long before half of these new console characters were itches in their developers' underwear. Appearing first on the Amiga and ST at least three years ago, it's surprising that it has taken this long for him to surface for a breath of SNES air.

FILLET OF FI5H

Proving to be a straight conversion of the Mega Drive Robocod game, also released aeons ago, Super James Pond is little more than your bog-standard platform game with superfluous graphics. Collecting lots of different bonuses to increase your score and searching through the maze-like levels for the exits and bonus levels, is hardly anything new.

The levels are huge though and there are a few good guardians to defeat, but mainly there are er, lots of platforms, and as platform games go it's not that difficult either. With surprisingly few scurrying minions standing in my way I got well past half-way through the game in under a day without too much effort – the five continues and a maximum of five lives naturally aiding me immensely!

Included within the game are two cleverly hidden cheat modes (Read next month's tips pages!), humorous enemy sprites, themed game sections and some wonderful modes of transport. Admittedly a flying bath, Icarus wings and a miniature jumbo jet are hardly up to the standards of Bond and Q but they're effective and highly amusing nonetheless.

The levels vary in size and some even vary in design. One section consists of corridors not dissimilar to ventilation shafts where Pond puts his best flipper forward and waddles at high speeds up and down the ramps searching for the exits. However, there are a couple of platforms so your sanity isn't saved completely!

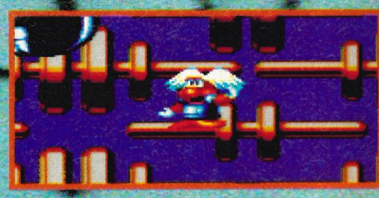
OH MY COD!

The biggest problem I found with the game is the phenomenal boredom rating. Consisting of 14 levels each with numerous stages and dozens more secret rooms inside, the gameplay was getting very tedious indeed. "Oh GOD! Where is that flippin' exit?" continually spouted from my lips.

Having said that, you could keep coming back to James Pond as you do with Mario World. Searching for all the secret levels will take you a good few weeks at least, but you may be disappointed with the extent of these levels as they are hardly as exciting or comprehensive as those in found in Mario.

However, it all looks very nice doesn't it? A lot of effort has been put into the

GENTLY DOWN THE BREAM



The aeroplane is situated on numerous levels and allows Pond to search for secret level exits



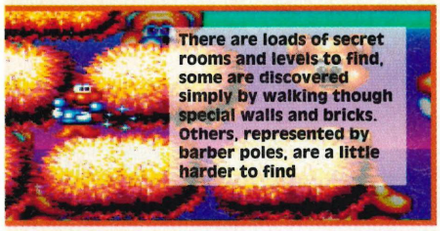
Pond has got a fascination with flying and, like Icarus, is willing to singe his toupee for the privilege



The flying bubble bath gives you the opportunity to search all the little nooks and crannies

SUPER JAME

FROM THE OCEAN TO THE POND, IT'S A NO



There are loads of secret rooms and levels to find, some are discovered simply by walking though special walls and bricks. Others, represented by barber poles, are a little harder to find



All the levels are themed around various toys. Here you can clearly see dominoes and dice, and later on the platforms are created out of piles of playing cards and casino chips



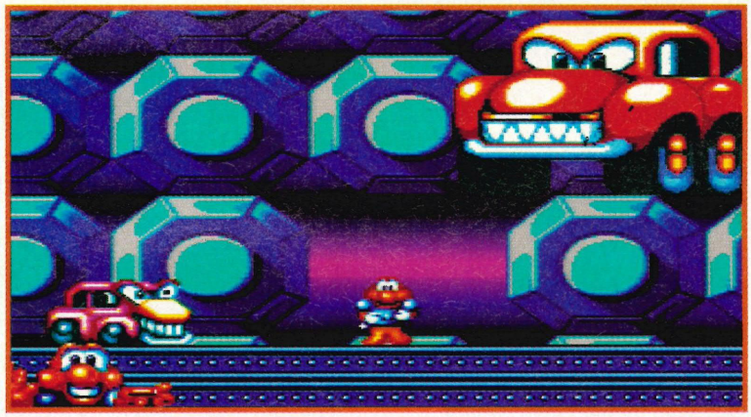
James Pond has a unique and very useful ability to stretch his mid-rift as far as the level allows. If he makes contact with a platform he can grasp hold and shuffle along!



The guardians are easy to defeat just requiring a few foot-stomps on their heads. This bear has a dangerous backside and can make fish cakes out of Pond



When stomping on the enemy you can pull down and armour yourself by disappearing inside your shell-suit, this way the strength of the blow is doubled



This Herbie really has gone bananas. Spewing out miniature bubble cars from its deadly mouth, the guardian bounces backwards and forwards trying to flatten you under its chassis

visual presentation and the cute element has been taken to an extreme. The colours are vibrant, the animation is smooth and there's lots of humour, but a proportion of quality gameplay has been forfeited in order to keep the extravagant parallax backdrops rolling by at a reasonable speed.

Having said that though, slow-down is highly evident on more than one occasion even when there's nothing on screen except Pond himself. But then on other occasions Pond scoots down hills with a speed rivalling Sonic on the Mega Drive, accompanied by an equally fast and nauseating bouncy tune.

So, to the conclusion. The character is getting old and so too is the gameplay. Unfortunately the spruced-up graphics can't rescue James Pond from being just another multi-platform hopper with a smarmy-grinned character.

However, it is enjoyable nonsense and keeps you occupied until it's time for dinner, but don't expect much once you've finished eating and are playing again!



I played the Mega Drive version many times, and whilst it wasn't too bad a game at the time, I definitely think it was overrated. The platform format was unoriginal but the cute touches and high playability lifted the game above average. Now James Pond has hit the SNES, you may be forgiven for thinking that Ocean has totally re-vamped the Mega Drive version by adding better graphics, a touch of Mode 7, and some completely different soundtracks. Unfortunately, this is just a straight port-over from the original with no use made of the extra facilities available. PAUL



ES POND

N-STOP WATER-SLIDE



SUPER JAMES POND

HOUSE: OCEAN
ORIGIN: OFFICIAL
PRICE: £44
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

60%

SUPER CONTROL

SOUND	6
GRAPHICS	8
GAMEPLAY	6
LASTABILITY	6

ENERGY HIGH

- Colourful graphics
- Humorous animation
- Plenty of stages
- Themed levels

ENERGY LOW

- Not enough variation
- Slow-down
- Lack of opposition
- Too many platforms

ALTERNATIVE SYSTEM

If you're looking for cuteness, Tiny Toon Adventures rates extremely high on the cute scale. It has fast-paced action, humour, plenty of stages and is very tricky. Also, Dragon's Lair is good as is Mickey's Magical Quest, but avoid Road Runner!

A NORSE, A NORSE, MY KINGDOM FOR A NORSE



LEVEL 1

Tomator's spaceship is plagued by auto-defence systems which constantly bombard your party with laser fire



LEVEL 2

Watch out for dinosaurs and the cavemen who roll towards you – they can only be shot when they stand up



LEVEL 3

Mummies can only be defeated using Baleog's spear. Keep an eye on the hieroglyphics, they often hold clues

THE LOST VIKINGS

SCREAM WITH FRUSTRATION AND SWEAT FROM EVERY PORE!



Occasionally a game appears which is a piece of programming genius. In recent months Streetfighter II and Super Mario Kart have proved more addictive than any drug. Now it's time to get ready for Interplay's The Lost Vikings. This is another classic that will make you scream with frustration and sweat from every pore as you struggle to tear yourself away from it.

NORSE CODE

Let's be honest, we all love a good platform game, don't we? The Lost Vikings is exactly that...a veritable jumping feast with a side-order of puzzle element to add that extra spice. I'll say it now, The Lost Vikings is one of the best games I've ever played. It has all the essential features of a masterpiece: slick presentation, infuriatingly addictive gameplay and not one, but three (Gasp!)

Flames shoot from the gas pipes and engulf the conveyor belt. Cut off the gas supply by shooting the red pipes with Baleog's bow





extremely cute characters, namely the Vikings Olaf, Erik and Baleog.

Vikings is a game that instantly appeals. It manages to hold your attention through all 36 levels by adding new elements to the gameplay, offering new, trickier puzzles and more challenging action sections.

Tomator, a putrid-green alien superfiend has Viking-napped Erik, Olaf and Baleog. God knows why, but then again, who cares? Materializing on old Tom's space cruiser, the threesome are separated from each other, so the first easy task is to regroup, then find the exit.

Initially you'll control Erik the Swift, but you can switch over to Olaf the Stout or Baleog the Fierce at any time. Erik must leap over the electric floor to reach the exit, while Olaf must block the laser with his shield, or be toasted by the blinding light beam. Finally there's Baleog, who hacks away at the googly-eyed alien to join his companions at the escape tunnel. The three beer-swilling lads can perform a variety of other dazzling actions, but you'll have to examine the panel entitled 'We Three Kings' for the low-down.

You can control the three Vikings yourself, or team up with a mate. Player one will control the team leader, while the second player will command one of the other Vikings. The screen scrolls around player one, so the second Viking must remain on-screen to stay in control, otherwise he'll just stand around idly. Unfortunately, I found the two-player option a bit pointless. The game remains basically the same in both modes, but you feel more in control when playing solo. I just found the added hassle of a second player frustrating.

With the first level successfully completed, you're awarded a password that allows you to continue your game even after switching off the machine. Obviously a code system is gratefully accepted in a game of this size, and is more effective than, say, a battery backed-up save facility.

VALHALLA 17

Remember, all the Vikings must reach the exit alive to continue to the next level. Should one die, you must retry the stage. Thankfully the infinite continues allow you to keep trying until you're successful or bored. The initial stage may seem pathetically easy, but just wait until you've progressed past the first few. The game is by no means a pushover – it eases you into the swing of things, then throws some tricky puzzles at you.

Use the bubbles to cross the gooey swamp. Carefully tread from one to another, but don't hang around too long as they'll burst under your weight



LEVEL 4



Use the cranes in the industrial zone to move the iron girders in order to activate switches or bridge gaps

LEVEL 5



Candy land isn't as sweet as it may appear – pools of boiling chocolate will drag the Vikings under if they fall in

LEVEL 6

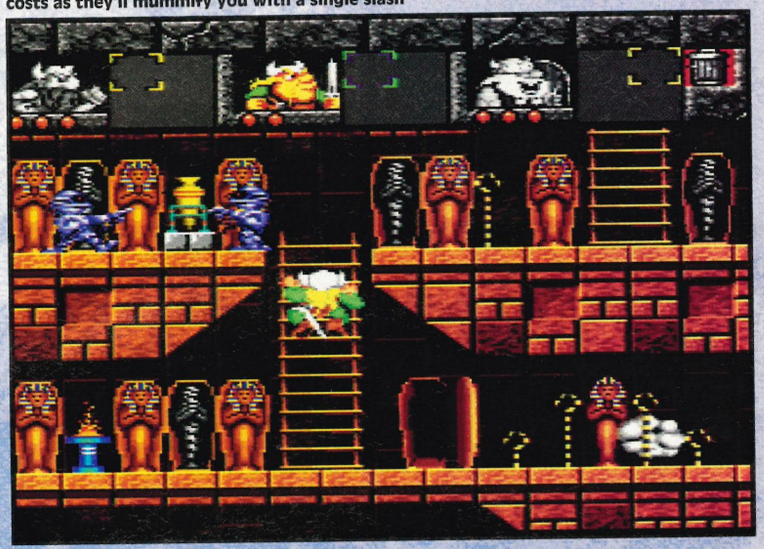


The final confrontation with Tomator. He's big, he's green and he smells. I bet he hasn't got any friends...

Wrapping his lips around Baleog's hose, Olaf fills with gas and floats upwards. Guide the bloated barbarian up through the level without clipping the spikes



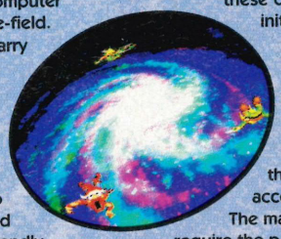
Mummies crawl from the tombs and stumble towards the Vikings. Avoid them at all costs as they'll mummify you with a single slash



The game moves swiftly on to the next level, which introduces extra factors to the game, such as the assorted power-ups that lie scattered around. Food restores one of your three pips of energy, while the metal talisman adds an extra bar of power to your Viking's health.

Cross-shaped smart bombs are great for nuking the enemy, while flaming arrows, which can only be used by Baleog, are useful for taking out the tougher aliens. Along with fruit and other foodstuffs, cherry bombs are perhaps the most common bonuses. They can be used to knock down walls or blast the enemy, or to destroy Tomator's defence computer which will deactivate the force-field.

Each of the Vikings can carry up to four objects, although you can pass around the items from Viking to Viking if they're standing next to each other.

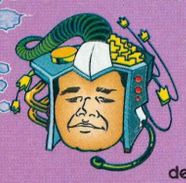


For valuable clues on completing a level, walk up to the 'question-mark' blocks and carefully read their advice. Friendly aliens also divulge information on how to conquer the next section of the level, but these beasties only appear on the initial stages.

As previously mentioned, The Lost Vikings has a strong puzzle element. Only by using the Vikings as a team will you be able to solve the problems and gain access to subsequent levels. The majority of the puzzles only require the party to flick levers in the correct order or find the right key to open a locked door, but the problems become surprisingly challenging later on.

You'll have to use cranes to lift iron girders, which must then be dropped to deactivate an electric barrier. What about the switches you can't reach? Try firing an arrow or use Olaf's hang-gliding shield to allow the fatty to drift across and flick them. Many puzzles may not seem straightforward, but think about them logically and you'll sail through the levels.

Vikings isn't however, just a game for the thinking man. You'll need more than your

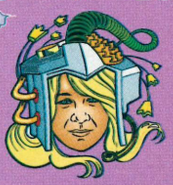


Alex wasted an inordinate amount of office time 'reviewing' Lost Vikings – far longer than duty demanded, which is a clear testimony of the addictive qualities of this pleasant surprise from Interplay. I played on it for as long as I could and was amazed by how the time just flew by. It cleverly manages to have huge time-consuming levels, without annoying you when you die and have to do it all again. Forget the two-player option, this is a game that shouldn't be shared.

JOOLS



Spikes can be dangerous to your health, especially if you slip on Olaf's saliva and impale yourself on the spear. To get over this obstacle get Erik to flick the switches at the bottom of the screen and create a bridge across the trap



Cor! I really love those cuddly little Vikings. They may try to act like big men but I know that deep under all those muscles and facial hair they are just big softies! What I find refreshing about this game is the element of team work that is a crucial part of the gameplay – a number of situations arise where the lads have to use their disparate skills a certain sequence in different parts of the level to ensure that all of them get out alive. I think Lost Vikings is one of the most original games I've seen for ages.

ALLIE

REVIEW

THE LOST VIKINGS

Your team of bewildered barbarians consists of three Vikings, each capable of performing a variety of actions. You must use the characters as a team to solve the puzzles, which will lead you to the exit and ultimately back home.

fair share of skill to get past the traps and obstacles Tomator has set for you. Pixel-perfect control is needed to direct the boys through the spiked-walls of the Sweetie world – one wrong move sees your Viking impaled on a sharp spear!

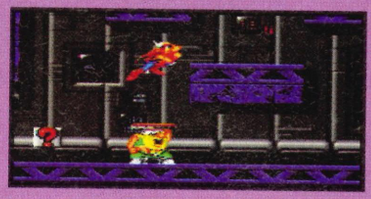
The Lost Vikings really is a good game. It's not just the outstanding graphics, or the atmospheric sound, it's mainly because it's so darn playable. OK, it's not quite in the same league as Mario Kart, but then this is a totally different game, isn't it? I can't emphasise how much I liked it!

WE THREE 'KINGS...

OLAF THE STOUT

Olaf is the burliest of the three Vikings, but has a few problems trying to find a loin-cloth that stretches around his bulging waist! Lard Ass is pretty slow thanks to his bulbous belly, so he carries a shield to protect himself and the others from the enemy. His buckler will stop almost anything, from the gnashing teeth of a dinosaur to a snail's spit. He can also protect himself and his buddies from falling obstacles by raising the shield above his head, or Erik can use the shield as a platform to reach high ledges. The shield can double up as a hang-glider, providing a means of drifting slowly down to the ground. He can also drink 25 pints of lager and gulp down a chicken vindaloo without throwing up. What a boy!





ERIK THE SWIFT

Erik isn't actually a bird with long tail feathers as his name suggests, but is rather light on his feet. OK, Erik can't run as fast as Ben Johnson, but then the Viking doesn't use any 'power-ups'! The skinny barbarian is lacking in grey matter, but can use his





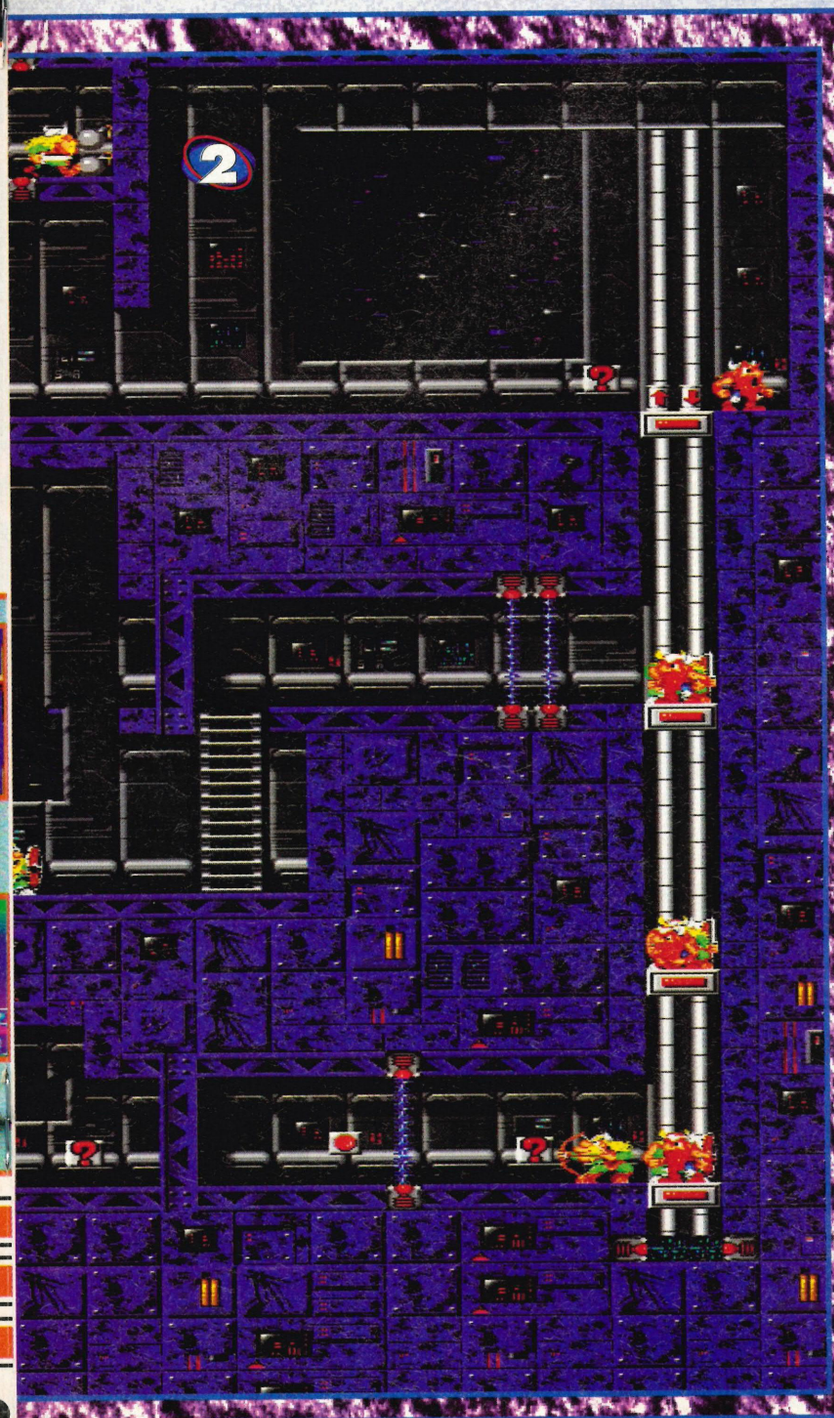
vacant cranium as a battering-ram. Just take a run-up and charge head-first into a wall, then sit back with a glass of water and a couple of paracetamols! Thanks to his agility, Erik can reach high platforms by jumping up to them. This often means Erik must lead the party.

BALEOG THE FIERCE

Baleog is well 'ard. Listing his hobbies as woolly mammoth wrestling and bar-brawling, Baleog the Fierce carries with him a bow and a big sword with lots of spiky bits protruding off it. He is also a seasoned ale drinker like Olaf, but his record only stands at 19 pints. Baleog's role is to protect the other Vikings by hacking away at the enemy with his blade or firing an arrow at them. He can also use his bow to activate switches he cannot reach, or use his seemingly endless supply of arrows to make a nice bivouac.



Bomb Tomator's defence computer to deactivate the force-field doors. The cherry bombs will also destroy the floor underneath the computer, allowing you to reach hidden sections of the level



ALL FOR ONE, AND ONE FOR ALL!

1. Make Baleog charge to the right and shoot the green alien. Clamber up the stairs and deactivate the force-fields by pushing the switch. Chat to the alien, then nip down the steps and up the next ladder

2. Once again, bash the switch to turn off the electricity fields. Go down the ladder once more. Wait over by the elevator, then change over to Erik and Olaf and run to the lift

3. Head down to the bottom of the elevator shaft and shoot the red button with Baleog's bow. Run up to the computer screen and drop a bomb. Stand well back and wait for it to explode, then rush forward to grab the food and talk to the friendly tomato

4. Having returned to the middle level, run left, down the stairs, and activate the gravity lift. Step into the field to climb to the top, then send Olaf along to the left

5. Block the laser fire with Olaf's shield, then bring the other two Vikings up from behind and make them wait on the ladder. Bring Olaf down the steps and stand in front of the laser once more

6. Run Erik and Baleog to the right and onto the next ladder. Once again, Olaf must use his shield to block the laser. Send Baleog in behind Olaf and take out the remaining aliens. All you have to do now is walk to the exit



THE LOST VIKINGS

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

90%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	8
LASTABILITY	9

ENERGY HIGH

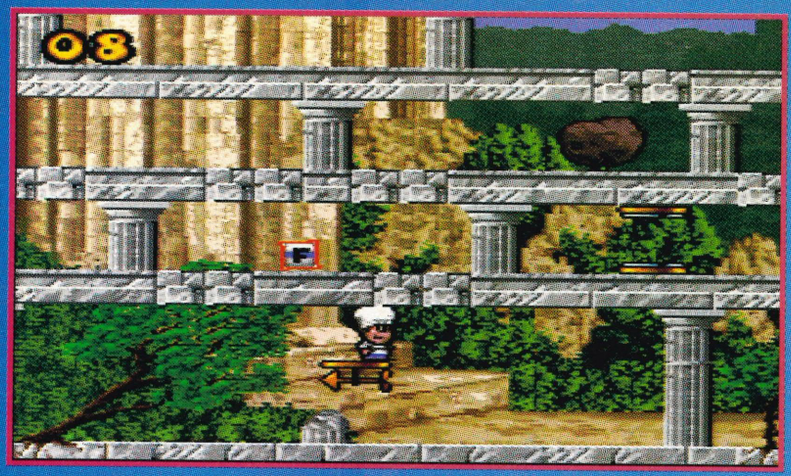
- Presentation is superb
- Extremely addictive
- Humerous touches
- Loads of levels

ENERGY LOW

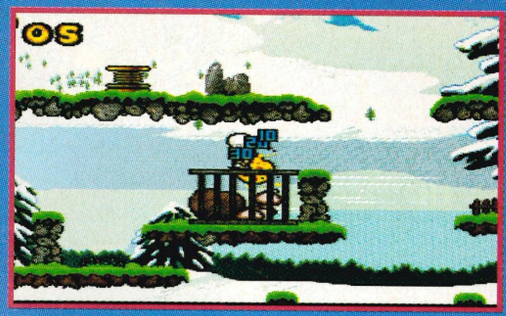
- Two-player option...
- ...is a bit naff
- You'll waste hours...
- ...playing Vikings

ALTERNATIVE SYSTEM

No immediate alternatives spring to mind because Lost Vikings is so original. The nearest comparison is probably Gods (Directory Enquiries 83 per cent) with its combination of platforms and puzzles while fighting off bunches of nasties. It is not as much fun though.



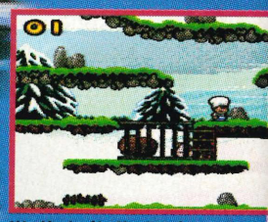
There are six different countries. Pierre starts in Switzerland but is soon globe-trotting to Ancient Greece (no pun intended), China, the West Indies and Mexico



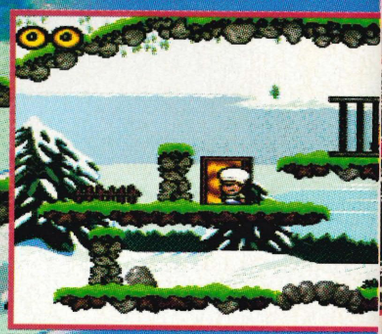
Once you've collected the vegetables, find the cage and dump them. This keeps them safely locked up, unless Le Chef Noir appears...



OUT TO



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

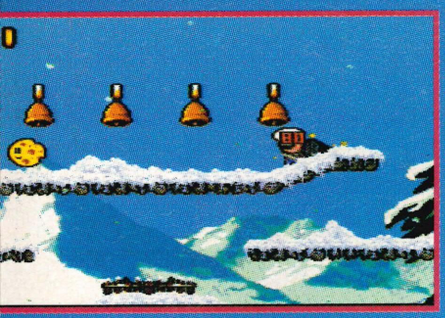


The number of veg needed to exit the level appears in the top-left of the screen. Once you've grabbed them all, a portal to the next stage materialises



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

JOOLS



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



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

O LUNCH

PIERRE LE CHEF VEGGES OUT



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

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

RIOTING RHUBARB

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



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

MANIC MUSHROOMS

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

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



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

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

PSYCHOTIC CELERY

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

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

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

SUGAR AND SPICE



CANDY STICK Awards points



CHILLI SAUCE Gives Pierre fiery breath



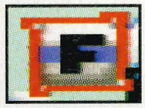
CLOCK Adds time



TIME BOMB Freezes veggies



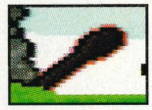
EXTRA LIFE Erm...



FLOUR BOMB Use against veg



GOLDEN FLEECE Temporary shield



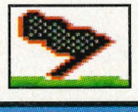
WOODEN SPOON Whack the veg with this



ICE BOOTS Stick to ice like glue



PIERRE'S PINNY Invincibility apron



NET Vital veg-catching gear





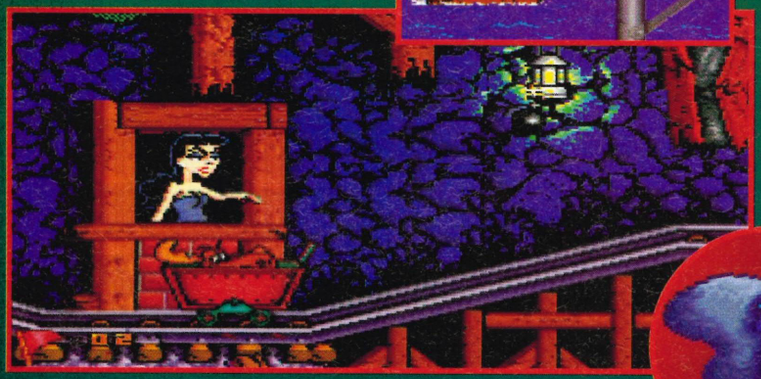
Rocky Balboa gets tough later in the game as he searches for the Eye of the Tiger. If the Italian Stallion gets into trouble though, just scream for Adrienne



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

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







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

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

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

TOO MUCH BULL

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

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

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



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

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

WINKLE PICKERS

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

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

ROCKY AND BU
and Friends

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

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

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

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





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



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





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

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



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

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

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

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

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

ALLIE



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

PAUL

ULLWINKLE

LICENSED TO KILL

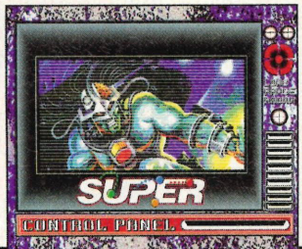
BETWEEN A ROCK AND A HARD PLACE

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

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



THANKS TO BITS & PIECES (0625) 501810



ROCKY AND BULLWINKLE

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

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

57%

SUPER CONTROL

SOUND	5
GRAPHICS	6
GAMEPLAY	5
LASTABILITY	6

ENERGY HIGH

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

ENERGY LOW

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

ALTERNATIVE SYSTEM

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



SUPER M ALL-ST

TWO'S COMPANY, BUT IS FOUR A CROWD?



Super Mario All-Stars is a huge 16-meg cart containing Super Mario Bros, Super Mario Bros 2, Super Mario Bros 3 and Super Mario Bros USA (although its title will be changed to The Lost Levels for its UK release). The latter never having been seen outside of its disk-only release on the Japanese Famicom.

Spanning eight years of NES history, the Nintendo Mario games have taken all corners of the globe by storm. Mario 3 has become the biggest-selling video game of all time with in excess of 11 million units having been shifted since its release in 1990!



MARIO NUGGET 1
Mario was originally called Jumpman in the classic arcade game Donkey Kong.

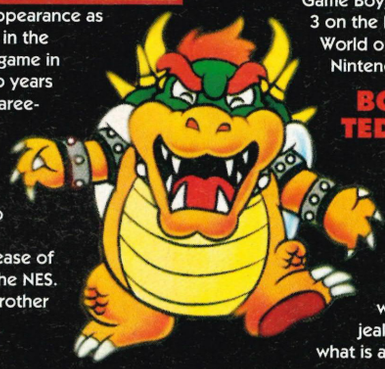


MARIO NUGGET 2
Mario has been the official mascot of Nintendo since 1985.

Making his first appearance as an obscure carpenter in the Donkey Kong arcade game in 1981, it was some two years later before the dungaree-clad hero suddenly became a plumber and assumed the name Mario in the platform puzzler Mario Bros.

1985 saw the release of Super Mario Bros on the NES. Joined by his Italian brother Luigi, Mario's newest adventure became Nintendo's first mega-hit, paving the way for future Mario platform antics in the mysterious Mushroom Land.

Mario and his friends haven't looked back since, starring in numerous top-selling adventures such as Mario Land on the Game Boy, the incredible Mario 3 on the NES and Super Mario World on the trusty Super Nintendo.



BOB, CAROL, TED AND ALICE

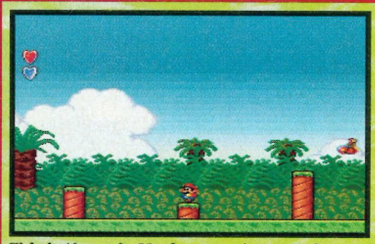
Super Nintendo owners partial to a bit of Mario tomfoolery may in the past have looked upon the classic, older Mario releases with a degree of jealousy. Sure, we've got what is arguably the best instalment in the series with Super Mario World, but we lack the earlier pipe-plumbing games that so many people have enjoyed throughout the world. The forthcoming Hornby Superdeck adaptor would allow SNES owners to run these precious NES carts on their Super Nintendos, but surely the ultimate solution would be to release those earlier games as a compilation on one game pack? Much to our delight, this is exactly what Nintendo has gone and done!



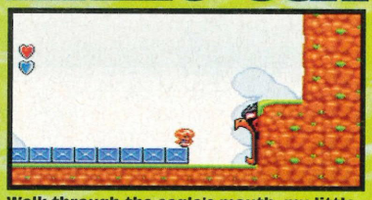
Big thank-you to Steve at Console Concepts for the review copy.

For more information on this game and other SNES products telephone (0782) 712759 or write to Console Concepts at The Village, Newcastle-under-Lyme, Staffs, ST5 1QB.

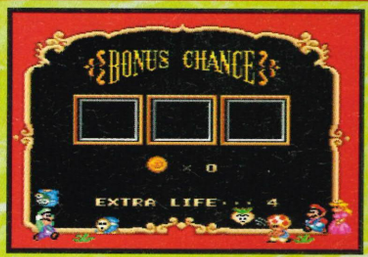
MARIO USA



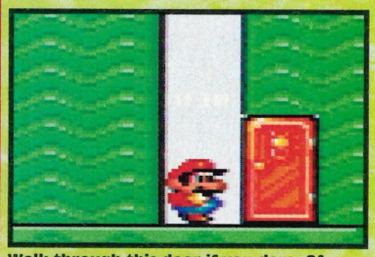
This is the only Mario game to use a form of health meter (ie two hearts) as well as big and little Mario



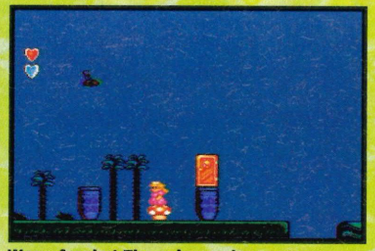
Walk through the eagle's mouth, my little fungal friend, and all will be revealed



Unlucky, I guess that you didn't collect enough coins to get the bonus



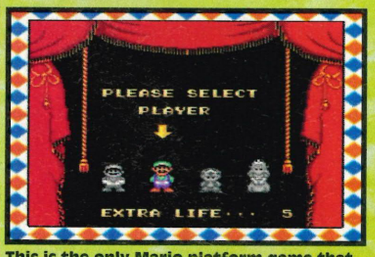
Walk through this door if you dare. Of course, if you don't dare, you wasted all that money on a game you won't play



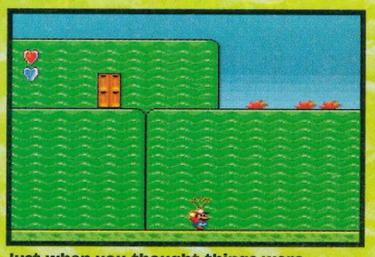
Wow, freaky! The princess has gone behind the screen, everything's backwards and dark and stuff...like she's in the telly!



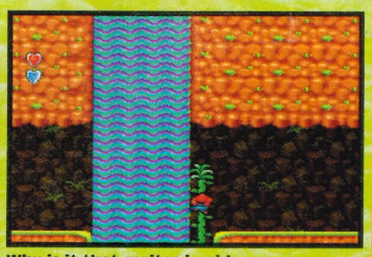
A door, a wall in front of it and apparently no way of getting through it. Fortunately in this game Mario has grenades



This is the only Mario platform game that allows you to choose someone other than Mario or Luigi to play



Just when you thought things were getting boring, Mario decides to put a radish on his head, as you do



Why is it that sprites in video games always look as though they are doing something rude when they climb up vines?

BACK TO BASICS

Although each Mario adventure is a completely separate game in itself, they all revolve around the same basic game design. All the games have common enemies such as the easily squashable little Goombas, the Koopa Troopa armies, pesky piranha flowers that leap from vertical pipes, buzzy beetles, airborne cloud



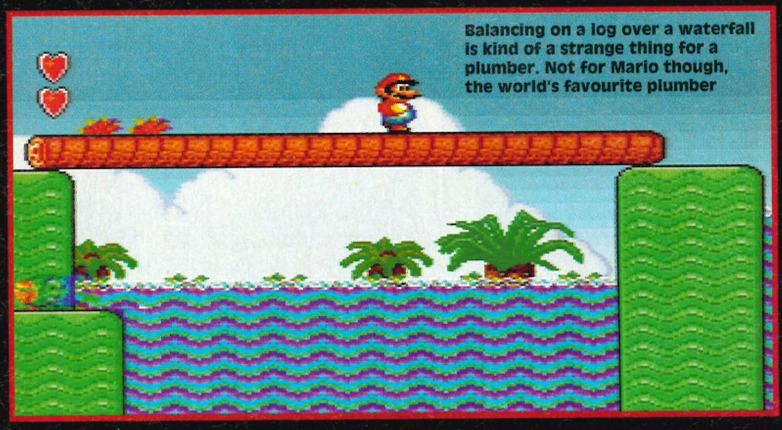
MARIO NUGGET 3
Mario's creator is Shigeru Miyamoto who joined Nintendo aged 24 after graduating from college.



This represents Nintendo's finest moments over the last eight years – four superb Mario games that have been previously unavailable to Super Nintendo owners. Presentation quality has been updated admirably to ensure that all four games can compete with the best on the Super Nintendo, while the gameplay still remains intact. In some ways Nintendo's decision not to change the gameplay gives this cart a historical importance in the world of video games, allowing the player to compare at close hand how the Mario gameplay has developed over the years. Yes, it is expensive on import at the moment, but with all this fun on one cart it is very nearly worth the money.

JOOLS

MARIO ARS


Balancing on a log over a waterfall is kind of a strange thing for a plumber. Not for Mario though, the world's favourite plumber

assailants called Lakitu and the evil sorcerer Bowser. Bonuses and power-ups are pretty much identical throughout, apart from the fire flowers absent from Super Mario Bros.

Graphics and sound have all been spanked into touch – the graphical improvement elevates the formerly dated look to the dizzy heights of even the best SNES platform games. Sound FX is perfectly realised and all the recognisable Mario themes are present and remixed. Even some of the quirks and bugs have survived the translation, such as the infinite 1-Ups on stage 6-3 in Super Mario Bros and the bits where you are able to walk through solid walls!

There are 16 save slots liberally dispersed throughout the four games, a welcome feature especially in the huge Mario 3.

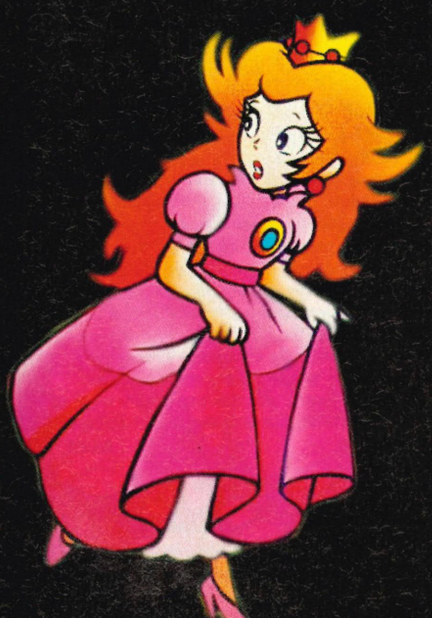
Super Mario All-Stars should therefore contain enough platform action to keep most gamesplayers captivated.

CONVERTOR TROUBLES

Super Mario All-Stars will NOT work on any UK/PAL SNES, even with a convertor. There IS a solution to this though. Using a Super FX compatible Action Replay, enter the code:

0080 3280

and you will be able to play the game on your UK SNES. Ingenious – I'm sure you'll agree! Big thanks to DATEL for this useful information.



MARIO 1985



Moving platforms with very long drops below them! Mario 1 has all the old favourites



Find the secret route to here and you can skip a few levels



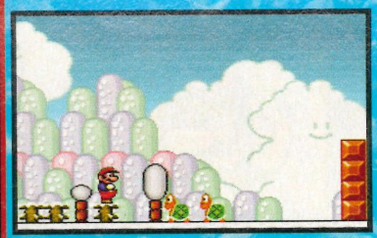
These new improved castles are one of the best graphical bits on the cartridge


This painfully small Mario seems determined to leap off and top himself


It's dark, it's quiet, but you are about to rescue a mushroom. Feeling happy?



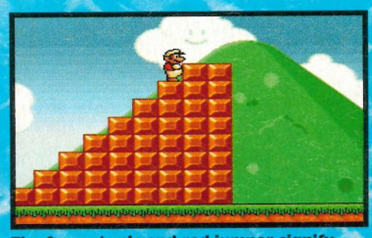
Each world has a distinctive style as shown in these screens at the beginning


'Koopa Trooper, beams are going to blind me like they always do'


Big flowers! They may look pretty but don't mess with the vegetation


Goombas, absent from Mario 4, are here aplenty in Super Mario Bros


Fire Mario makes an appearance flinging fireballs around like nobody's business


The funny tunic and red jumper signify that Fire Mario is on the case

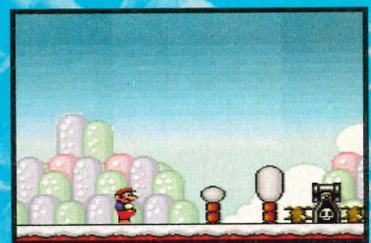

At the end of each level is a flag. If you manage to grab hold of it at the top of the pole a 5000 point bonus is yours



Another vignette, this time showing Bowser's castle in all its menacing glory



Plenty of trouble here, even for the most intrepid water-pipe technician


It may look innocent enough just sitting there, but that cannon is deadly when it fires

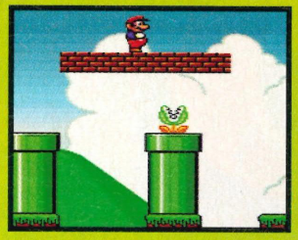
MARIO 2



Loads of coins, but unfortunately Mario has just bought the farm



Got you! There's nothing quite so satisfying as leaping on top of a Goomba



If you're the full-size Mario these groups of bricks can be destroyed. They may reveal a bonus block



These jellyfish behave a lot like the ghosts in SMB3 and SMW on registering your movement



Congratulations! But there's plenty more to do before the end of the game

MARIO 3



SMB3 contains a separate two-player battle game where Mario and Luigi fight to knock each other out



Find the right switch and those coins turn into a platform. From there you can get to the pipe and to a secret room



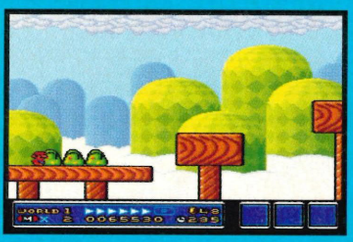
Wey-hey! It's a mushroom! Collect this and you'll grow from being a little Mario to a big Mario



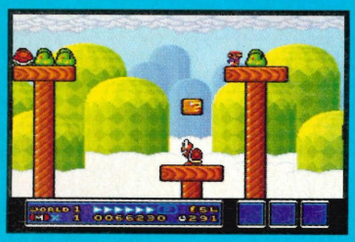
Another bonus level. Gosh, how are you managing to contain your excitement?!



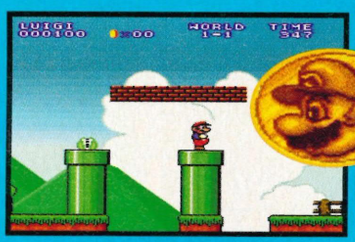
The underground cavern has to be one of the most graphically impressive in the game



Check out the quality of those green hills! Out of the four games SMB3 has the best graphics of the lot



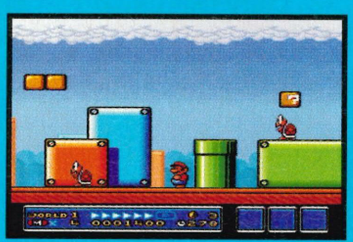
It's little Mario, but he's a long way up and one mistimed jump could mean big trouble



These plants get everywhere. Super Mario Bros 3 features plants that breathe fire



The first of the Mario games to feature a map that gives you choices about where to go and which level to take on



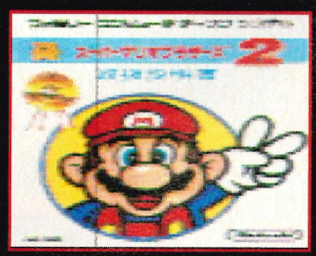
Head-butt the blocks to reveal all sorts of bonuses – some will be good, some will be bad

SUPER MARIO ALL-STARS



SUPER MARIO BROS

Originally unleashed in 1985, Super Mario Bros became the first Mario game to develop platform game design a step further than play on a single screen. Scrolling worlds inhabited by strange-looking turtles called Koopas could be explored to the full, whilst you as Mario frantically leapt around to survive their clammy grasp. Luigi, one half of the titular twosome, offered his services to a second player. Needless to say, the game became the flagship for the newly released Nintendo Entertainment System.



SUPER MARIO BROS 2

Super Mario Bros 2 finds our intrepid moustachioed hero trapped inside a terrible nightmare. Upon entering a door within one of his dreams, Mario finds himself in the strange and mysterious world of Sub-Con, a kingdom ruled by the evil Wart.

Undeterred by devious platform designs, multiple meanies sporting hockey masks and parsnips, Mario sets out with his brother Luigi in two-player tow to rescue Princess Toadstool.

MARIO NUGGET 4
The Super Mario Bros movie premiered in May 1993...and turned out to be a complete floater!

MARIO NUGGET 5
Mario is named after Nintendo's first warehouse-keeper, Mario Segali.

MARIO NUGGET 6
It took a team of 16 people over three years to complete Super Mario World on the SNES.



SUPER MARIO BROS 3

Super Mario 3 is the granddaddy of them all! Bowser is back, this time with his seven children in tow, namely Larry, Morton, Wendy, Iggy, Ludwig, Lemmy and Roy (a team later to reappear in Super Mario World).

Together the Bowser family have taken over the seven realms of Mushroom Land, where Bowser's offspring proceed to roam free causing trouble and strife amongst the locals, while Bowser sits it out in some distant castle. The poor old Mushroom people, forever at the receiving end, have been turned into monsters using the King's wands. It is now up to you in the guise of Mario to defeat the wicked Bowser family and restore Mushroom Land to its former glory.



Had it been out officially and therefore cheaper, Super Mario All-Stars would have been superb value for money. Just think, four Mario games on one cart...awesome! But as it stands, I think it's just too darned expensive. I mean we're talking £95 here – for that money you can nearly afford a Street Fighter II SNES pack. Price aside, the Mario All-Stars pack is quite simply one of the finest platform games around. If you've experienced any of the games on the NES you'll know just how playable they are, and with their revamped graphics the four games are now really quite excellent. However, my advice is to wait for the official release. Don't worry, you don't have very long to wait, just until the end of August

ALEX



That is very close. Move one pixel closer and Mario will be history



Luigi contemplates the prospect of being flung into the air by this spring

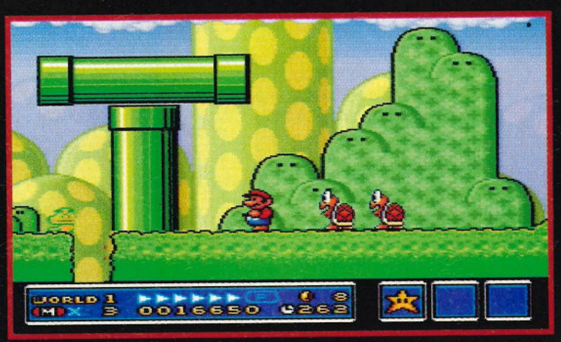


With each of the four games having four save positions you can have a go at a bit of each





That's a level complete. Collect the bonus cards at the end and you can use them as you go into a level



There are plenty of Koopas about. These with the red shells are especially nasty



THE LOST LEVELS

The Lost Levels (called, rather confusingly, Super Mario Bros USA on import versions) is a much harder variant of Mario 2. This is the only game on the cart where the player can choose to play either Mario, Luigi, Toad or Princess Toadstool. Each character handles differently to the others, with Luigi being a bugger to get to grips with due to his overstated inertia.



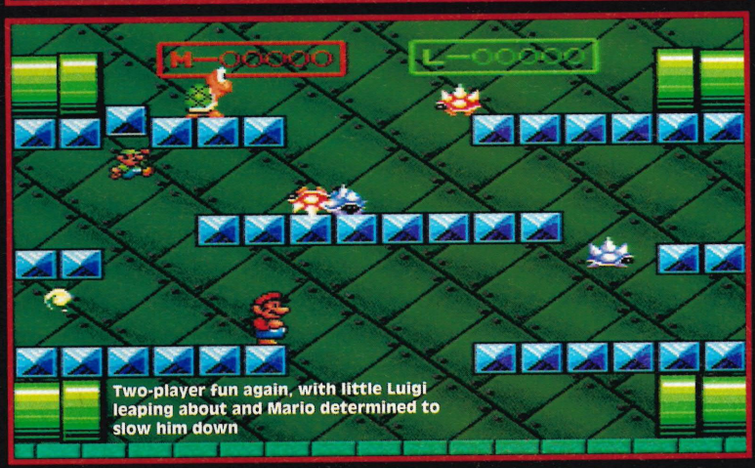
SMB3 contained for the first time a flying Mario – seen here, although he isn't actually flying...

VARIETY PACK

Graphics on all the games have been beautifully redrawn. Play-wise, well, what can I tell you? Sprite control isn't quite as intuitive as Mario World and the inertia seems just that little bit more severe – but who cares? Screaming at the screen in frustration has never been so much fun!

There's no denying that Mario All-Stars represents outstanding value for money, but NOT on import though – £95 is too much to pay. Wait until September when you'll be able to snap it up for around £45. This could be the Sale of the Century!

PAUL



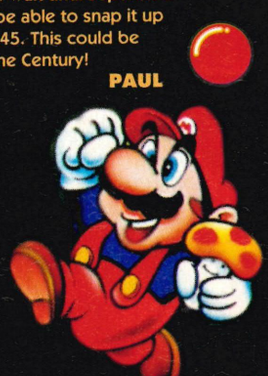
Two-player fun again, with little Luigi leaping about and Mario determined to slow him down



Again Luigi is victorious, can anyone stop him upstaging his big brother?









SUPER MARIO ALL-STARS

HOUSE: NINTENDO
ORIGIN: JAPANESE
PRICE: £95
PLAYERS: TWO
TYPE: PLATFORM COMPENDIUM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

91%

SUPER CONTROL

SOUND	7
GRAPHICS	8
GAMEPLAY	9
LASTABILITY	9

ENERGY HIGH

- Superb graphics
- Incredibly playable
- Massive challenge
- Amazing value at UK price

ENERGY LOW

- Import price far too high
- Another platform game?
- Not as intuitive as Mario World
- A few middling sprites

ALTERNATIVE SYSTEM

Super Mario World still remains the better of the SNES Mario bunch. Pugsley's Scavenger Hunt (85 per cent), Tiny Toons (86 per cent), Lost Vikings (90 per cent), Super Castlevania (86 per cent) and Super Star Wars (88 per cent) all provide exciting alternatives to the Mario-related platform games.

REVIEW



TOM &

WITH A BIG MOVIE ON THE WAY TOM



Question: Why do cats hate mice?

Answer: Because they get to hog an entire game to themselves, that's why!

Tom and Jerry are team players and the potential is certainly there for a smart SNES game based on both characters and their relentless squabbles. It therefore seems rather puzzling that the programmers at Hi Tech Expressions decided to plump for a Jerry-heavy game, with suprisingly few sightings of good old Tom.

If you're an avid Jerry fan this game presents you with plenty of Jerry-related japes, as he leaps from platform to platform and from tree to tree. Yes, it's a platform game folks! In some sudden flash of inspiration the game's designers came up with this amazingly original concept for a computer game. How unusual, especially for a licensed game. Okay, okay – enough sarcasm! Platform games are great if done well, but to my horror Tom & Jerry turned out to be a complete floater.

Unfortunately Tom wasn't the only thing I found lacking in the game. Where were the beautifully drawn Warner Brothers' cartoon characters, the precarious platform layouts to test our skills and the action to hold our interest?

Playing either Jerry as player one, or his nappy-filling cousin Tuffy as player two, the rodents start out on a quest from their mouse hole deep in the heart of the city. Tom isn't present at the outset, but his brief appearances as the end-of-level guardians (complete with his army of spiteful friends), ensure that each of the 13 levels present some sort of challenge at least.

The difficulty curve shoots skyward midway through the game, but the challenge presented doesn't compare to, say, Mario World. Succeeding at this game is not a matter of playing the game with a dextrous or skilled approach, it's more a case of surviving against increasingly overwhelming odds.

CAT-ASTROPHY

No brain power is required to succeed in Tom & Jerry. It's a fairly straightforward A to B-type platform game, avoiding the badly-defined sprites as you progress! The collision detection had me screaming at the screen – true, the inertia took some getting used to, but I'm sure the sweat on my hands had absolutely nothing to do with the annoying habit Jerry had of falling off platforms whenever he bloody well felt like it!

The first glimpse you'll see of Tom is on the appallingly drawn title screen and from then on in both visually and aurally it's a one-way trip down the pan. The 'trash' backgrounds on level two's Building Site scenario look more like screen corruptions than anything else I've seen! The sprites are some of the worst I've ever known on a SNES game, lacking definition, style and colour.

The Jerry and Tuffy incarnations are OK I suppose, but when a supposedly state-of-the-art SNES game looks more like one of the many NES platform games on the market, you know you're in for a rough ride.

JERRY & ICE-CLEAM

The recognisable Tom & Jerry theme is in there, which managed to conjure up a smile on my weary face. However, it's hardly a particularly orchestral or accurate arrangement of the T & J theme, sounding a bit beep, bleep, bleepy!

As mentioned earlier, Tom is not seen much until fairly late in the game when he appears as the end-of-level guardian towards the end of the stages. Despite being a bit of a Tom fan myself, this really didn't bother me that much because the game is absolute rubbish from the outset!

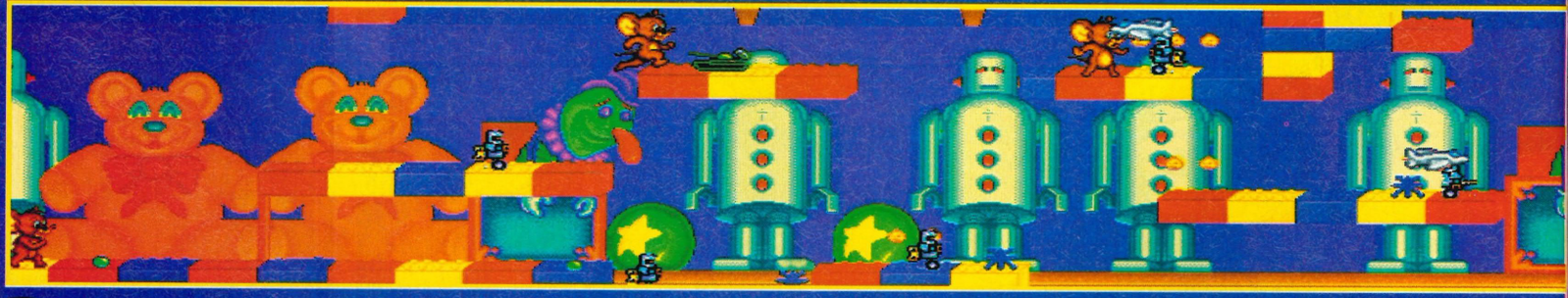
There are no redeeming features that I can think of about this game, and there's absolutely no way I'd recommend that anyone buy it! Unfortunately, Tom & Jerry must go down as one of the biggest wastes of a superb licence to date.



No, it's not the big yellow fun bus, it's the end of the level – yay!

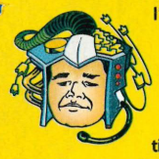


Tom's traps become more intricate as you progress. He must have thought really long and hard to come up with these sandbag crushers



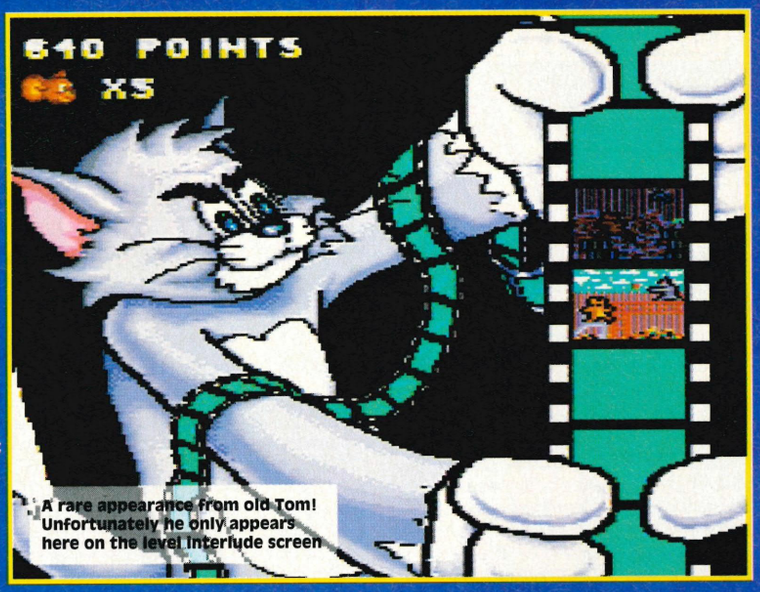
JERRY

AND JERRY ARE BACK IN FASHON



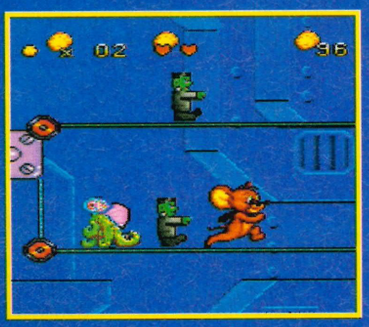
I'm sure a lot more could have been done with this if anybody had bothered to spend some time on it. There's over 50 years of cartoon heritage to plunder and all that is produced is a dull platform game that really has nothing more to do with Tom and Jerry than the Two Ronnies have to do with comedy. What happened to Jerry trapping Tom's tail in a mouse-trap? Or Tom putting Jerry between two slices of bread and trying to eat him? Tom and Jerry lacks imagination, flair and the possibility of anybody enjoying it. A waste of a license with great potential.

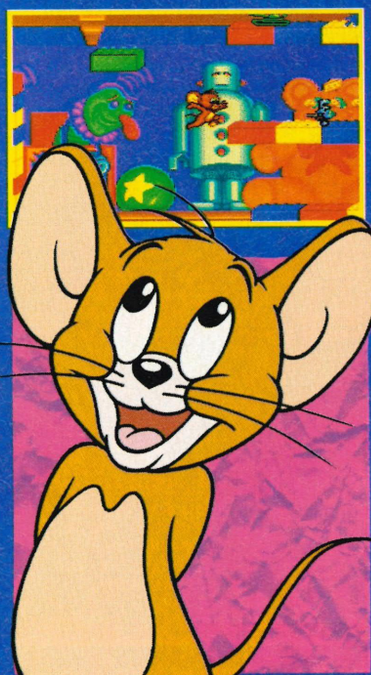
JOOLS



A rare appearance from old Tom! Unfortunately he only appears here on the level interlude screen













TOM AND JERRY

HOUSE: HI TECH EXPRESSIONS
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: ONE/TWO
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

35%

SUPER CONTROL

SOUND	1
GRAPHICS	3
GAMEPLAY	4
LASTABILITY	5

ENERGY HIGH

- Later stages challenging
- Main sprites are OK
- It's got a nice box...
- ...and it's sunny outside

ENERGY LOW

- Dire graphics and sound
- Unoriginal gameplay
- Tragic waste of a licence
- It's being released

ALTERNATIVE SYSTEM

The SNES isn't short of the odd platform game and there are many better alternatives worthy of consideration. Super Mario World offers 50 times more enjoyability and challenge than T&J, Interplay's Lost Vikings is a current fave and Super Star Wars stands as the best licensed platform-leaper.









The guitar seen here is a limited edition Fender Stratocaster with patent applied for humbucking pick-ups. The guitar next to it is an inferior copy. Wayne's World... for those who know the difference



A number of excellently-placed distorted chords soon succeed in reducing the monster to rubble. Way!

ABSOLUTELY NO STAIRWAY TO HEAVEN!

WAYNE'S



If you haven't caught even the tiniest glimpse of the Wayne's World movie recently, I presume that you are in-the-shape-of the dweeb. You're a dweeboid. Dweebalicious.

Where have you been? The movie took the world by storm with its off-the-hip, streetwise dialogue, hilarious characters and subtle satirisation of the heavy metal genre. 10 out of 10 on the schwingometer!

Just like the film, the game centres around the exploits of TV show host extraordinaire, Wayne Campbell – the host with the most and a TV studio in his basement. 'Wayne's World' is the public access TV programme hosted by Wayne and his sphincter-like buddy, Garth. On their show they get up to such diverse pranks as singing live with Aerosmith and at one point 'having' Madonna! A dubious honour indeed!

SCHWING YOUR PANTS

In the game, Wayne's trusted, bespectacled sidekick Garth, has been kidnapped by the pixelated purple goon Zantar, the gelatinous cube. No way! Way! It's up to Wayne to save the blond dream-weaver from a fate worse than front row centre at an Abba reunion!

Armed with little more than his trusty Fender Strat' and the pant-blowing power of the Schwing, Wayne must negotiate the twisted mazes while eradicating all of Zantar's henchmen in the process. You have no choice but to take on the purple-headed goat-blower because if Garth hurls, Wayne's World will never air again!

Kramer's music store, once a regular haunt for Wayne, is now disturbingly different. The instruments are alive and hostile and there are platforms everywhere. Another platform game?! Yep, laugh, cry and hurl your way through four long and arduous levels to confront Zantar, purple putridosity of the first degree!

Wayne's 'worthiness' is his life and you get five worthy points to begin with which reduce if you are hit by any of the dweeboid monsters whilst platform-leaping. Reduce your worthiness to zero and it's time to pray to the great pot God as you hurl into the pan with a cry of "We're not worthy!".

Axe Guitar power-ups must also be collected on the way if you're going to stomp out the gimps. You start off playing single chords that cause minor destruction,





Garth you mutha-gimper! You're within my grasp but then suddenly you're snatched away by the bulging purple fist that is Zantar!

ITEMS OF WORTHINESS

SCHWING

Similar to Alex's silent methane parcels, the Schwing item will clear an entire room of all living beings. Party on, Wayne!

WORTHINESS

I am worthy! Worthiness is Wayne's key to success. Collect as many of these as possible or worthlessness will end your game

HEART

Collecting this originally-shaped icon will earn Wayne an extra crack at Zantar. I am thanking you

AMP

Larger chords and therefore larger destructive power. Can be played in rapid succession which is handy for those dweeb-filled levels later on

AXE GUITAR

Upgrades your Fender Strat' Bullet to a fully-fledged Stratocaster, virtually doubling its destructive power

PCB GUITAR

Collecting the Pre-Corporate Buyout icon will increase your chord power threefold. Good news for Wayne, but bad news for the neighbours

DISTORTION

Stamp on the distortion peddle for twisted chord bolts. Not much use, but it improves the guitar sound no end...

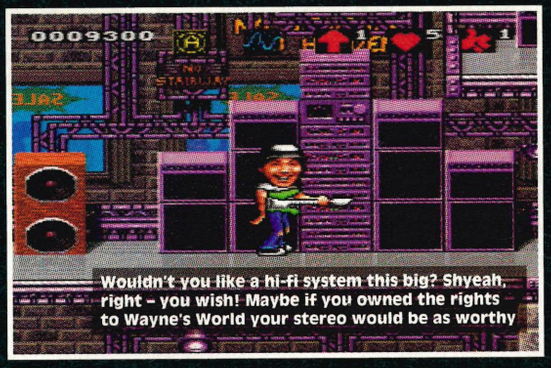
MEGA AMP POWER

Huge chords can be strummed if you collect this baby. This wider destructive arc is handy for the scabby end-of-level guardians

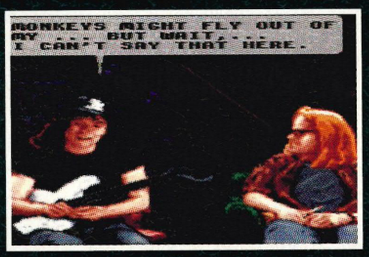
CHORUS POWER

Plays three chords at once! Impress your friends and petrify the enemy at the same time. Avoid the self-indulgent solos though...





WORLD







but collect the right icons and it's power-chord city! If things begin to get a little too hairy there's always the Schwing to consider. Activate this hip-gyrating move to smart all on-screen enemies. That's about all Wayne has to remember!

THE SCHWING & I

First thing to grab your attention will be the excellent sampled speech taken directly from the movie. "Excellent", "Schwing", "Not!" and "Not Worthy!" are all superbly reproduced and add to the presentation. The rest of the sound is another matter entirely. The so-called powerful Rock & Roll soundtrack boasted about in the box blurb is bleepy shite, with the worst piece being the rendition of Queen's Bohemian Rhapsody as encountered in the mid-level intro section. It really sucks farts from a dead cat.

The graphics are well animated on the whole and the Wayne sprite is distinct and humorous. Some later-level sprites are quite dodgy (The Donut Guardian is a joke!) and the Donut Monsters are ripped straight from the Bubble Men in EA's BOB! Major loss of cool points here!

The platform action is fairly smooth and the pressure is piled on thick and fast. Wayne's World reminds me of the platform shooter BOB (reviewed in issue one) as mentioned above, which was programmed by the same team (Gray Matter) funnily enough, and is just as bloody hard! The difficulty level will boost lastability for some, but I found it very frustrating and unplayable at times with insufficient emphasis on the skill aspect of the gameplay, while the platform layouts are hardly the pinnacle of game design.

Wayne's World is an excellent game...NOT! (It had to be said!) I thought that maybe T*HQ could redeem itself with this game, but alas, it is not to be. I laughed, I cried, but unfortunately, I DID hurl.



This fat-boy bouncer will flatten your Wayne if you're not careful, and this grinning evil terror will breathe stale curry breath into your face

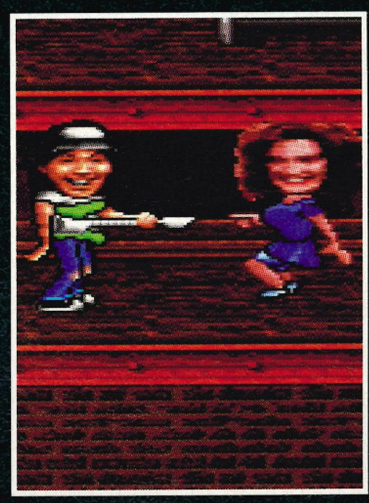


I'm not going to bore you with any sad Wayne-isms, Paul has provided enough to last a lifetime. This game is really quite difficult with its slightly distorted collision detection and abundance of bizarre enemies. Although highly amusing to begin with, the "We're not worthy", "Not!" and other such humorous samples soon become tiring. The most painful thing for me was the atrocious rendition of Queen's Bo Rhap. Oh, the blasphemy!

ALLIE



The Pete Townsend scissors method is a good way of loosing the powerchords off towards the hideously deformed Donut Guardian



Arghhh! The Psycho Hose Beast makes her appearance at the bar. No, she doesn't give you a gun rack for your birthday, she attacks without mercy!

THANKS TO CONSOLE PLUS (0532) 500445 FOR THE REVIEW CART



WAYNE'S WORLD

HOUSE: T*HQ
ORIGIN: US IMPORT
PRICE: £41.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

46%

SUPER CONTROL

SOUND 4

GRAPHICS 5

GAMEPLAY 5

LASTABILITY 3

ENERGY HIGH

- Good sampled speech
- Great Wayne sprite
- Fans will love it
- Humorous

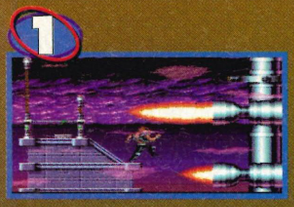
ENERGY LOW

- Novelty soon wears thin
- High difficulty
- Repetitive
- Terrible music

ALTERNATIVE SYSTEM

Wayne's World is similar to EA"s BOB, but neither game is much cop so try Konami's excellent blasterama Super Probotector, the beautifully atmospheric Super Castlevania IV, Capcom's Ghouls & Ghosts, JVC's Super Star Wars or Mindscape's Gods for your platform shooting antics.

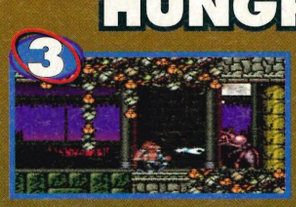
HUNGRY LIKE THE WOLF



Aboard the giant battle-cruiser you get the first taste of enemy blood. This level is short and therefore easy, but mind you don't get toasted by the afterburners



Rain pours down in the dense forest. Strange lizard creatures slither along the tree branches, but the biggest threat is the menagerie of poisonous plants that plague the path ahead



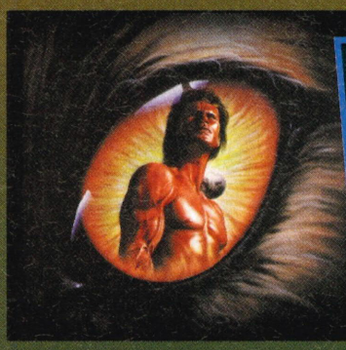
Inside the infested temples, insects run amok. Huge ants try to bite your face off, while giant maggots crawl from the ground and gnash away at your frail flesh



Dodge the spiked platforms above as the cargo elevator crawls to the top of the Chimera base. At the top, a complex of walkways and gantries leads to Draxx's inner core

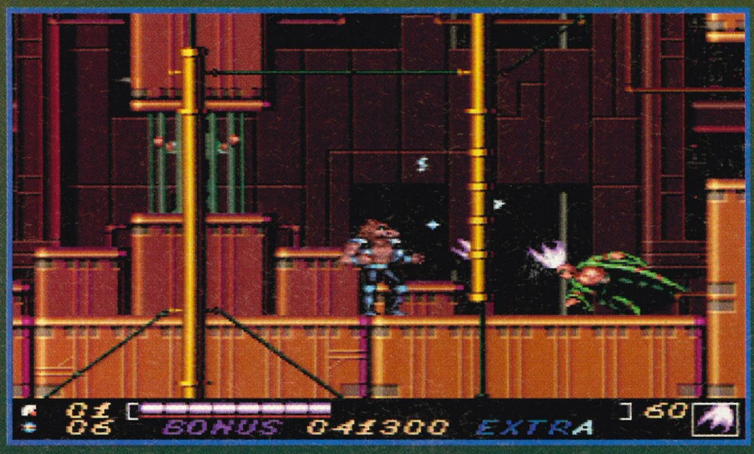


The last level is crawling with Draxx's soldiers who have orders to kill on sight. Spiked floors make bonuses seem unreachable, but there's nearly always another way round



WOLFCHI

SNIFF MY ASS, DOG BREATH



The final encounter with Draxx. Blast the bald one with telekinesis but watch out for his homing mind bolts. He curls into a ball and rolls along the ground to knock you over



The flashing shield offers temporary invincibility, leaving you to concentrate on blasting the enemies rather than avoiding deadly traps



The circular-saw blades can either be jumped over or dodged by waiting until the blade reaches the top of its swing, then running past



Attack of the giant shrimp as the gargantuan shellfish pops its head out of a tin can! Jump up and blast its face off, but watch out for its killer shrimp roll



Wolfchild is a shape-changer. He can change his form in the same way Dracula can metamorphose into a bat, rat and virtually anything else that goes bump in the night.

Wolfchild's shape-changing abilities aren't quite as good as the vampire's however, as he can only transform from man to wolf – pretty useless really as this just gives him the urge to sniff any arse in sight and pee up trees...

CRY WOLF (OO OH!)

Virgin's Wolfchild is a platform shoot'em-up comparable to the likes of Super Probotector. It's only a one-player game though, casting you as Saul, the Wolfchild. Wolfchild is the result of an experiment cross-breeding little boys with Alsatian puppies. Well, that's not strictly true but it would be more exciting than the real scenario in which Saul is given the power to transform from a man into a wolf predictably to avenge his father's death. Defeating Draxx is your destiny, and he's hiding out on some remote island that apparently belongs to Richard Branson...

Saul in human form is faced with wave upon wave of armed soldiers. The enemy can be defeated simply by punching their lights out, providing you avoid the laser blasts they fire. This is all too easy because the enemy soldiers aren't too bright – just duck to avoid their shot. Within seconds, Saul will reach the first vitality orb that allows him to change from man to wolf.

In wolf form Saul is more powerful and can sustain more hits. His hairy legs allow him to leap further and smash rocks by landing on them. Inside a boulder you'll often find a bonus – these can also be found in crates or often just lying around. These include energy top-ups and point boosters, as well as a selection of weapon power-ups.

There are eight weapons in all, starting with the basic unguided mindblast. Then there's the dual shot which allows Saul to fire twice as fast, while the arc bolt is perfect for attacking enemies below. The flamer travels horizontally and blasts its way though anything, while a homer will seek and destroy the nearest threat. The plasma ball found much later in the game wounds the enemy four times if it hits and the three-way sends out energy in yep, you've guessed it, three directions. Finally there's the boomer which hurls out a wave of energy that arcs out to the front then turns around to shoot behind you. I reckon you're better off sticking with the homer or flamer. Saul also has a limited supply of smart bombs that wound everything on screen.

ROCK ME AMADEUS!

As mentioned before, Wolfchild plays a bit like Super Probotector in the waythat you have to run like hell, shooting everything that moves. It's not quite as linear as Konami's blaster though – rather than just running to the right, you have to explore to find bonuses hidden in little nooks and crannies. Although this takes a bit more thought, the result is still not as exciting as Probotector. Wolfchild hasn't really got the same addictive quality. It's playable, but it won't grab you from start to finish like Konami's classic.

Each level, of which there are five in Wolfchild, is protected as always by a guardian. This is where most games use Mode 7 to create awesome enemies, but Wolfchild is a bit disappointing in this area. The first guardian is the only one which uses flashy graphics to any extent and even that's not particularly impressive. Even the last boss was a great let-down and was far too easy to reach as well.

THE HOWLING



THREE WAY
Fires a wave of three blasts

BASIC
Bog-standard weak weapon that's slow to fire





BOOMER
Fires a boomerang of energy that whizzes back!

PLASMA BALL
The most powerful weapon, but fires erratically



DUEL SHOT
A rapid-firing version of the basic shot





ARC SHOT
Fires out straight, then arcs downward

FLAMER
The flamer smashes through virtually everything

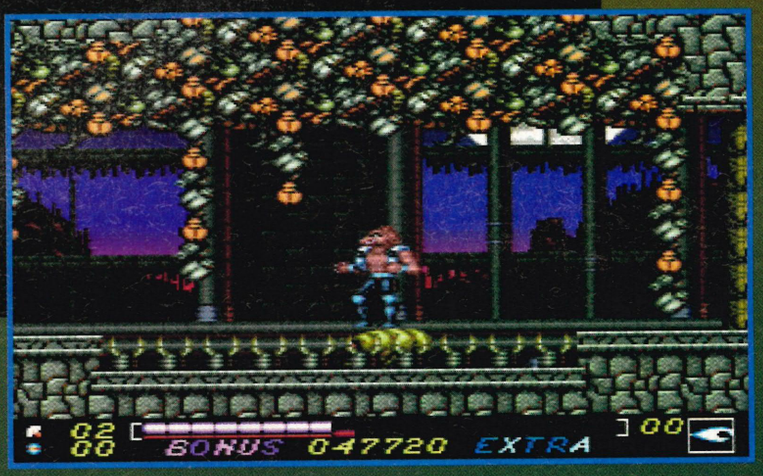




HOMER
Will seek and destroy the nearest enemy

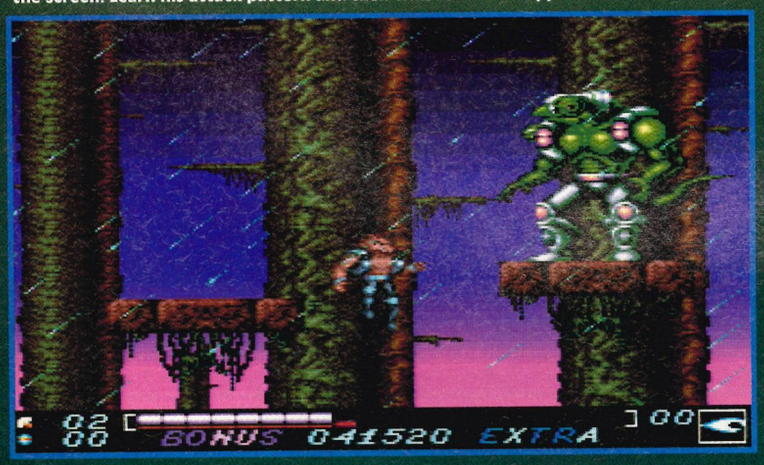
LD





The energy-sapping spikes can only be crossed by hitching a lift on the back of the leech. Don't get too friendly though, because the green thing tends to suck up to you

The green mutoid giant has the power of teleportation and appears in pre-set places on the screen. Learn his attack pattern and then wait for him to appear





Swooping in from above, the winged eagleman starts by bombing the ground with napalm. Jump over the explosion, then jump up to attack. Watch out for the three plasma balls he chucks

I can guarantee that you'll find all of the bosses a complete doddle to defeat, particularly on the easy level. Equipped with infinite continues, Draxx is about the only challenge in the whole game. It does get harder on the other two difficulty settings, so I suggest you leave the easiest mode alone and head straight for normal or hard.

Although it doesn't look particularly outstanding, the sound and graphics are functional. As the game is based on the Amiga original it looks very much like an Amiga game – I wish it had been spruced up a bit more, using more of the Super Nintendo's capabilities. It is pretty atmospheric though, especially the second level set in the dense jungle in the middle of a thunderstorm. On the whole Wolfchild is a playable platform romp that is OK, but not particularly outstanding.

ALEX



Good honest fun is what Wolfchild is all about. The gameplay involves much leaping about and punching, and lots of elements of the background have been used very well to spice up the gameplay a little. More should have been made of the weapons though, because even though there are eight different types, the game never demands that you think about which one would be best to use in specific circumstances, nor insist that you have to choose the right one. Wolfchild is still very enjoyable and great to play, but it could have been quite a bit better.

JOOLS



In human form, Saul is weak and weedy...



Grab the vitality orb and the transformation begins...



Until Saul finally transmutes into the savage Wolfchild

THANKS TO CONSOLE PLUS (0924) 456802



WOLFCHILD

HOUSE: VIRGIN GAMES
ORIGIN: AMERICAN
PRICE: £37.99
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

79%
SUPER CONTROL

SOUND	7
GRAPHICS	7
GAMEPLAY	8
LASTABILITY	5

ENERGY HIGH

- Immensely playable
- Functional graphics
- Atmospheric presentation

ENERGY LOW

- No real challenge
- Some of the guardians are a bit naff

ALTERNATIVE SYSTEM

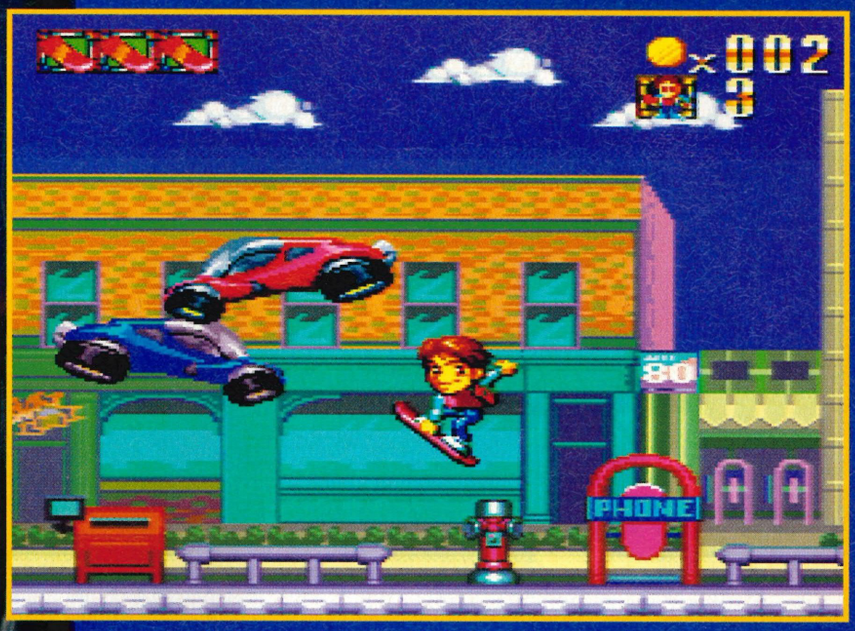
I've said it before and I'll say it again, Super Probotector (87 per cent) is probably the finest SNES platform shoot'em-up. Just out officially is Alien 3 (83 per cent) – very atmospheric and highly recommended if you like the films. Also Super Ghouls 'n' Ghosts (83 per cent), old but still good.



By collecting gold coins you can buy items such as invincibility and extra energy from vending machines



By exploring higher reaches of the levels you can find all manner of interesting objects – usually a nasty enemy rather than a tasty bonus



Remember the hovercars in the film? Well, they're here! As well randomly moving about and generally getting in the way, you can stand on them to get to higher places



SUPER BACK TO FUTURE II

ROADS? WHERE WE'RE

WALK ON THE WILD SIDE



Super Back To The Future has a password system – thank God! Enter the code as if you were entering a year in the real time machine









Rolling thugs hurl themselves down the screen, while you try and move up it whilst jumping between these moving platforms – it's not easy, I can tell you!





I've always been under the impression that film licences are supposed to coincide with the release of the film on which the game is based. I would have thought that it would be good marketing sense to make sure that the game in question will be available when your target audience are currently scrambling to see the film.

But I'm obviously wrong. It's been nearly four years since Back To the Future II hit the cinemas nation-wide, and even the video has been reduced to a shameful existence gathering dust on video library shelves.

But here we are in 1993 and the Super Nintendo game finally surfaces in Japanese stores. "Mum, have I seen a film called Back To The Future?" "Yes dear, but you were very young so you might not remember it!" So why the delay? Without pestering the Japanese developers we will never know why, but the game obviously hasn't had four years of hard work devoted to it – it may be good, but not THAT good!

FLUX CAPACITOR

Following the film theme closely, the game thrusts our Marty McFly sprite backwards and forwards through time and numerous pretty parallax backgrounds, thanks to a password system and the wonders of modern technology. Exploiting the hoverboard aspect of the film to the point of overkill, Marty McFly scoots through the somewhat linear levels batting the opposition out of the way with his acrobatic antics.

Accompanied by the familiar sounds and digitised tunes from the movie, Marty confronts arch-enemy Biff Tanner throughout the various time periods he visits. Beginning this drawn out confrontation in the year 2015, Marty discovers a passion for the hoverboard and the existence of Biff's quirksome grandson.

Super Back To The Future II is a simple platform based romp for one player, its basic objective being to find the exit to each stage and defeat the ensuing guardian of which there are many. As already mentioned, the levels are reasonably linear – there are a few dead ends but as a whole it's impossible to get lost at any time, resulting in little in the way of an exploration element.

DOC HOLLYWOOD

By collecting coins scattered throughout the levels you can activate vending machines, from which you can obtain various bonus items such as extra energy, invincibility, shields and even extra lives. It is a shame that the developers failed to make anything more of this idea as it is fairly easy to get through the game without seeking anything more than extra energy. Maybe the necessity to buy objects which would allow passage to the next level would have generated more need for exploration, and in turn distracted the player from the linear design which the game tends to adopt.

Another downer is the poor collision detection. At times it can work in the player's favour in certain scenarios in certain games, but unfortunately in Super Back to the Future II it tends to work against you, causing you to miss platforms that you obviously landed on successfully and get hit by obstacles which you have clearly avoided!

The reaction times of the Marty sprite are also very sluggish and unresponsive – we found that Marty has a bit of a hard time obeying orders to jump and instead falls off the platforms like a Lemming!



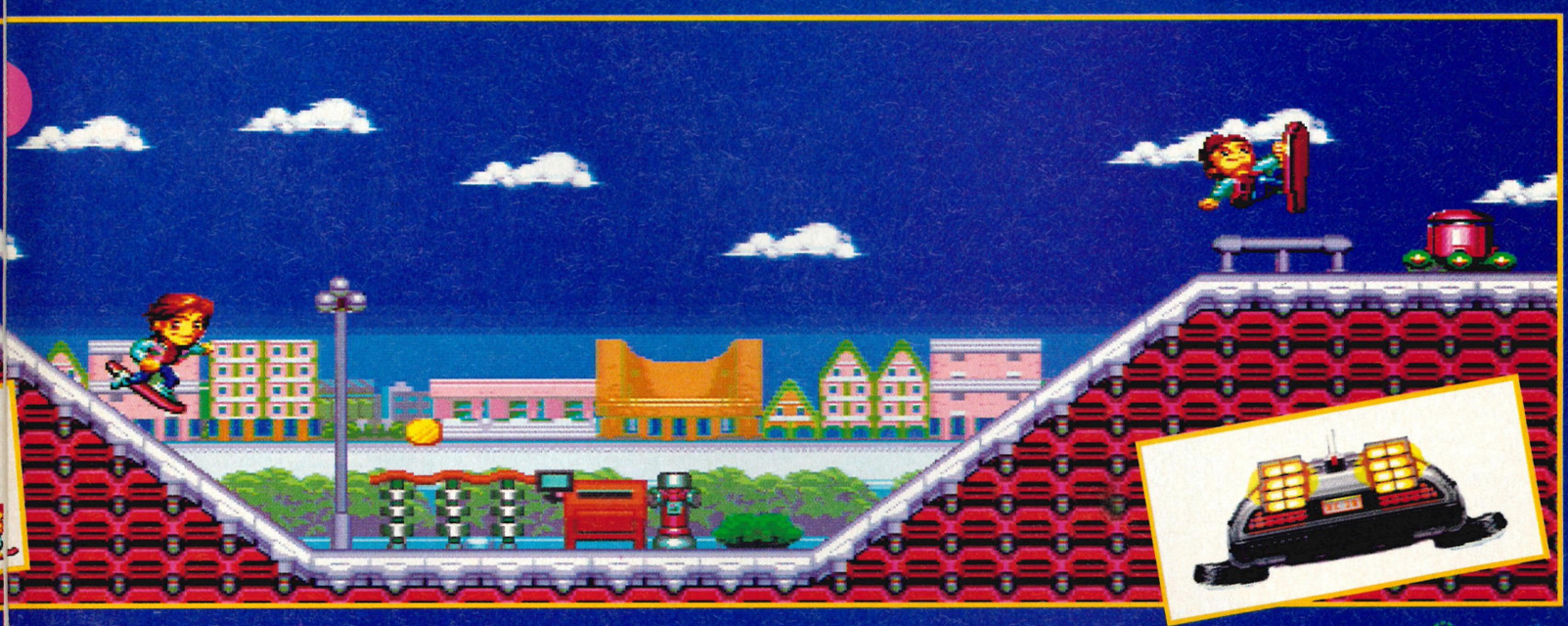
Apart from the fact that Back to the Future II is a couple of years late (at least), it also plays pretty badly. Controlling Marty really annoyed me – the 'spin attack' technique seemed to be more luck than judgement, not helped at all by the sluggish joypad responses. Sure the graphics are cute and colourful (Too cute perhaps?) and the Back to the Future theme tune is excellent, but I disagree with Allie on this one. Compared to such quality titles as Mario All-Stars, Alien 3 and Shadowrun, Super Back to the Future seems DATED by comparison. A strange time paradox or a crap game? You decide.

PAUL

THE



GOING WE DON'T NEED ROADS...



TANNING YOUR HIDE



You refuse to help Biff on a dangerous mission and he gets a little nasty! Using the TVs in the 80's diner to help you, Biff's grandson can be easily defeated, providing you avoid his giant baseball bats



Now that you have mastered the hoverboard you take on Biff's grandson for one final time. Using the fountain as a weapon as well as your hoverboard, bat Biff's grandson through the town hall in the background!



Back in the alternative 1985 you journey thorugh a giant skyscraper. What role this goon played in the film I'll never know, but nevertheless here he is threatening you with a euphonium and deadly musical notes



The road to Biff is a long and hard one, littered with danger and the need for bravery. Before you get to Biff you will have to face his goons again, this time in-between the air ducts and pipes riddling Biff Tanner's prestigious skyscraper

SUPER BACK TO THE FUTURE II



However, all this said and done, the gameplay is still very enjoyable. The high difficulty factor and the welcome inclusion of a password system adds to the overall longevity and to the player's amusement. With plenty of humour included in the sprite movement, backgrounds and general gameplay, the lack of level variation tends to be forgotten as you concentrate on the difficulty of each section and the emergence of new and more interesting opponents (each of which are beautifully detailed).

BACK TO FRONT

As well as being hard the game is also very long, we counted 18 levels with each including guardians. The password system aids the gamer immensely but it still doesn't detract from the long-winded essence of it all – the light at the end of the tunnel doesn't seem to get any closer!

Isn't this what the average gamer wants these days – lots to do and serious value for money? Despite the lack of variation there is enough to keep your attention, with many of the sections highly challenging but not frustratingly difficult.

Graphically the game is superb with detail and colour oozing out of every pixelated orifice, although I failed to spot the similarity between the sprites and the actors on which they are based! The backgrounds are also detailed in design, and due to a pastel colour scheme they are unobtrusive enough not to distract your attention from the foreground.

BACK IN TIME

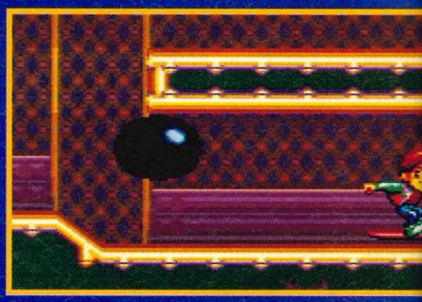
This game had the opportunity to be extremely fast on a par with the likes of Sonic or even Bubsy, utilising the dramatic curves and declines that can be seen in its platform layouts, but it fails to do so. Usually the scrolling has a hard time keeping up with character movement – in this game it would appear that the gameplay moves too slowly for the backgrounds!

But it's fun. Bouncing on springs, scrambling up to higher platforms, gliding on the turbulence of fans, dodging giant cannonballs, tumbling off huge Coke cans and boulders, climbing up vertical conveyor belts and outwitting the guardians is all enjoyable nonsense. Like I said, it's not a classic but at least it's playable.

You can clearly see why Super Back To The Future II falls short of the 80% mark – the nagging little details bring it down, and while it is entertaining to play it simply hasn't had enough thought put into it to make it a classic.

Just keep your eyes peeled for the game version of the film Casablanca. We hear it is currently in production in a secret location somewhere in the Outer Hebrides, but the development is being kept a closely guarded secret and the graphics have yet to be coloured in. We will bring you more news as and when we have it...

ALLIE



Using the springs you can also bounce up to collect coins that are situated high above the level floor, but which spring do you use?





You would think that with steep declines such as these, the game would whiz by with speed resembling Sonic or Bubsy. Not so, matey-peeps!



Using the fans you must navigate through streams of balloons that gently float upwards. If you hit one of the balloons you have to start again



This really isn't my cup of tea. All that flipping around on a hoverboard does nothing for me. As Allie said, it had the potential to be a fast-moving race around loads of ramps and stuff, but instead falls into the trap Bubsy did – it encourages you to go quickly, but the minute you do the game chucks a big enemy in your way. You need very fast reflexes to even stand a chance of surviving. Also, the levels are too long and tortuous. If you get killed late on in the level you get sent back an awfully long way and have to go through all the aggro again. I like its look but not the way it plays.

JOOLS



In the alternative 1985 Biff is now the richest man in the world. After confronting him about his secret almanac, Biff chases Marty up to the roof with the intention to kill. Even the neon lights are out to get Marty



Marty faces Biff's goons in the lighting rigging above the school dance in the year 1955. This was where Marty played a steaming rendition of Johnny B Goode in the previous film but you sadly don't get to meet the 'other' Marty!



Journeying back to 1955, you confront Biff yet again but this time for the possession of the sports almanac. While Biff zips along the screen in his car, various obstacles speed towards you knocking you off balance









Your goal in the game is to find the exits at the end of the levels – nothing more, nothing less!



TIME CONTINUUM



The year is 2015 and throwing something into the bin, Doc warns Marty of the dangers of purchasing a sports almanac and taking it back to the past to make his fortune – that was not what the Time Machine was invented for!



Hearing this conversation in the year 2015, old Biff Tanner steals the almanac out of the bin and climbs into the Delorian to do just what Doc told Marty not to do: journey back to 1955 and get the valuable almanac for himself!



Due to Biff's antics, when Marty and the Doc return to their lives in 1985 everything has changed for the worse and Biff Tanner is now the richest man in the world! The alternative 1985 was caused thanks to the almanac...



Marty and the Doc have to go back to 1955 and steal back the almanac from the young Biff after the old Biff from the future gave it to him – but Marty just finds a copy of "Oh La La"! Where can the real almanac be?

THANKS TO CONSOLE CONCEPTS (0782) 712759



BACK TO THE FUTURE II

HOUSE: INVICTUS
ORIGIN: JAPANESE
PRICE: £59
PLAYERS: ONE
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

79%
SUPER CONTROL

SOUND	8
GRAPHICS	8
GAMEPLAY	6
LASTABILITY	7

ENERGY HIGH

- Follows the film plot
- Beautiful graphics
- Plenty of humour
- Password system

ENERGY LOW

- Gameplay is too linear
- Low on variation
- Too hard in places
- Poor collision detection

ALTERNATIVE SYSTEM

If you are into film licences then The Blues Brothers is yet another graphically stunning platform romp. Alien 3 is also an excellent platform/shoot'em-up, again with superfluous graphics and action-packed gameplay. Avoid the duffers such as Lethal Weapon, Home Alone and Robocop III.

INFORMATION

READ MEGATECH THE WORL

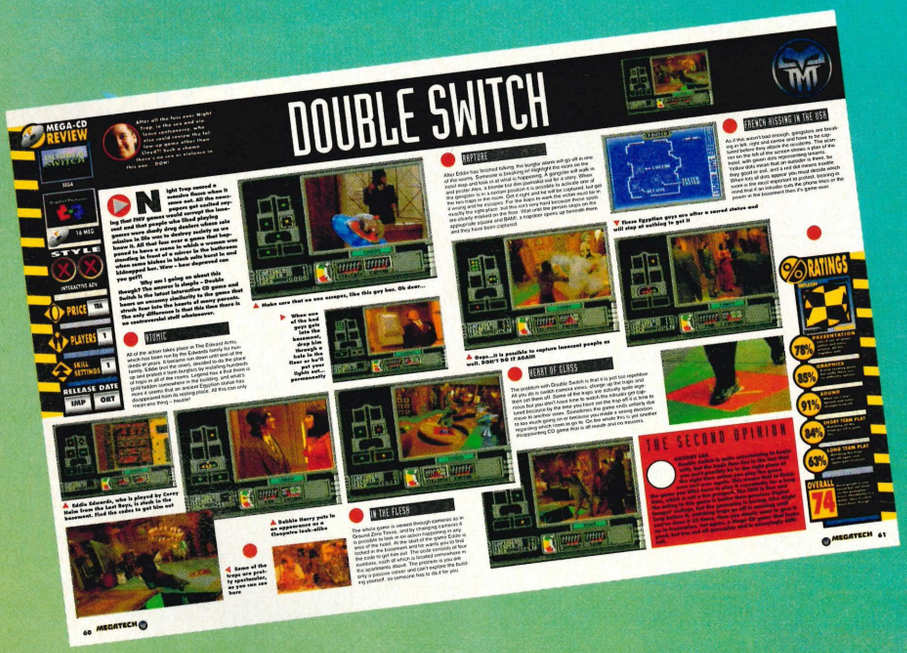


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INSTANT RELIEF

Lordy lordy, if it isn't another month of delightful neeps and tatties down here at Instant Decaffinated. The Star Chamber have ignored our pleas to keep the page count up so we had no choice but to kill their cat. We di warn them but would they listen? Would they hell.

ROCK 'N' ROLL RACING

Interplay are dead good aren't they? But then so are barbequed spare ribs.

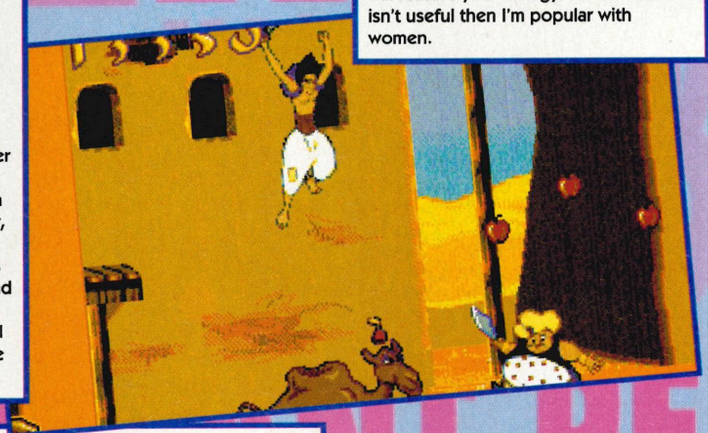
And the best thing to do with Interplay or barbeques is to mix and match. Which is why you can use Olaf (a character from Interplay's Lost Vikings) in Interplay's Rock 'N' Roll Racing. All you have to do is select that great big poof Tarquinn on the selction screen, hold down Select, L and R and then move right. Hey presto! It's longboat and heavy ale drinking time when Olaf turns up. He's dead useful as well because he's got +1 everything. Another little four-bar riff of usefullness comes here. Go to versus mode and do everything as usual except when you get to the level change screen. Select the jolly cold NHO ice-planet. Hold down Select, L and R then right on the D-pad. Amazingly enough you'll be plunged from the freezing wastes of NHO into the huge warmness of Inferno, the bonus level. Cracking eh?

TEST DRIVE 2

I've had more fun driving my little nephew's pedal car than playing this but this little noisette of a cheat, little revette of a tip may liven things up a bit. You know how in Knight Rider when Kitt does a turbo boost and the car leaps into the air without the apparent aid of a ramp (although if you look closely you can always see it). Well if you press the A button on controller two while driving your car will leap into the air. Supergreatsmashing.

ROCKY RODENT

Normally I wouldn't have bothered giving out a tip for such a poor, lacklustre, hideous game. However it occured to me that anybody unlucky enough to own would probably at least enjoy the satisfaction of finishing it. So, in a fit of unbridled magnanimity, here's a way of getting infinite credits. On the title screen, press Start and when Rocky streaks across the screen like the rodent he is, flex the fingers and bang this key combination in as fast as your digits will allow. Y, A, R, A, B, A. A new option screen will make itself known, highlight continues and choose your number.



ALADDIN

I was walking through the shopping mall one day when I noticed a lad in white baggy trousers. He looked like a lad in touch with fashion so I went to talk to him. All of a sudden a carton of leads for connecting microphones to stereos crashed on my head. Being a muslim I was surprised "By Allah! Din cables all around me!"

Quite. Have some nice level codes.

Level 2	Genie - Abu - Aladdin - King
Level 3	Jaffar - Abu - Princess - Genie
Level 4	Genie - Jaffar - Aladdin - Abu
Level 5	Abu - Aladdin - Genie - Princess
Bonus Stage	Princess - Jaffar - King - Princess
Level 6	Jaffar - Princess - Aladdin - Jaffar
Final Battle	Aladdin - Princess - Abu - King

ZOMBIES

This game's pretty good really in an eye-rotting, flesh-hanging, brain-eating kind of way. And it is stuffed with more secret bits than Whitehall. We'll help you find one of them but only if you are good enough to get all the way to Mars Needs Cheerleaders with all ten neigbours still intact. If you can't even manage that then you might as well beg Noel Edmonds to gunge you. If you do have enough talent to manage that make sure you rescue all the Cheerleaders on the level. Get every single silky-hired long-legged one of them and another bonus level will appear. Magic!

ALIEN III

Shave your hair and smite those lice. I have enough trouble dealing with the psychological trauma of developing a spot so quite how I'd handle a baby Alien emerging from my chest I don't know. Still if you feel up to taking them on but are finding it a bit tricky in places, read on. It seems that if you press the L and X buttons at the same time, simultaneously and together you will restore your energy. Now if that isn't useful then I'm popular with women.

WWF ROYAL RUMBLE

Lycra bodysuits have never been my favourite fashion item. I'm more of a cardigan man, you see. Preferably with some nice leather patches onthe elbows. Having said that I'm not averse to dressing up like a clown every now and then which is where this cheat comes in. Choose Crush as your chracter and then throw caution to the wind by selecting a Royal Rumble on skill level 10. If you feel up to it thow everybody out of the ring until the last guy and use you power move to get rid of him. You can now select the happy clown wrestler that is Doink. If you aren't feeling exceptionally cheerful you could select the Undertaker instead of Crush and choose Kamala at the end of the fight instead of Doink. Talking of Rumbles has anybody been to LA lately?

SUPER EMPIRE STRIKES BACK

Luke Skywalker's got a bit of a sad haircut hasn't he? Which probably explains why Mark Hamill's career has gone down the pan since. Anyway, once you finally get around to playing this game without being distracted by his haircut you'll realise that it is actually a bit tricky. Ever helpful here at Super Empire Strikes Control we can now reveal how to get seven credits. When the title screen comes up all you have to do is press the following sequence of buttons. X, Y, A, B, X, X and away you go.

ANY OLD TIPS

Get your tips in so we can can do this next month because if we don't then everybody would get really upset. Well after a stupendous month this time around (and we've still got two pages) we need your continued support folks. All you have to do is send in loads of tips and we'll conveniently remember to send you out something nice and cheerful. Get them into:

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DAVID DIMBELBY

Dear Super Control

I think the mag is great and the map guides are very useful. Could you please answer these questions.

1 When will Mortal Kombat 2 be released on the SNES?
2 I like very hard games, could you tell me what to buy?
3 What is the best SNES game around?
4 Is Virtual Soccer worth getting?
5 When will the CD for the SNES be coming out and how much?

Thanks for your time,

Paul Beadle, Dartford

Super Control:
1 Mortal Kombat 2 will be released on the SNES in the second half of this year. We don't have nay more precise information than that at the moment

2 Super Empire Strikes Back is a bit of a killer.

3 Super Mario Kart is absolutely fantastic. SFII Turbo isn't half bad either, nor is Star Wing.

4 No.

5 It won't, the project has been cancelled. Nintendo is now working with a company called Silicon Graphics - they specialise in high-end graphics workstations - to produce a new machine for 1995 or 1996.

I DON'T BELIEVE IT

Dear Super Control

After reading issue 9 of your refreshing magazine, I began to contemplate the state of SNES software at the present time. I am fifteen years of age and have been involved in the gaming wars for over nine years now. I have seen the rapid advancement in computing technology. From the days of the late, great Amstrad CPC and Spectrum +3 gamers have been presented with products of the highest quality. I have played Batman on the CPC, Monkey Island on Amiga and John Madden on the Mega Drive and have loved every moment with those computers /consoles.

When I received the SNES Super Mario World package early in 1993, I was not disappointed. After playing on the Mega Drive for over a year, it was a relief to find a console with such classic games and superior capabilities. As far as I am concerned, Super Mario World has been unparalleled by any other platform game and although the majority of SNES owners have abused and dismissed it, it is undoubtedly the game which instigated the SNES phenomenon. I went on to get Super tennis and the two greats - SFII and Super Mario Kart, which must be described as the best games on the machine. I cannot really add to the praise which SFII has received but Super Mario Kart is, in my opinion, the greatest video game of all time. It combines great graphics and sound with gameplay which is addictive, tricky and strategic. It is a package oozing with "value for money". Both one player and two player games are excellent despite what "Total" magazine may say about the one-player game.

After I completed these games (no mean feat). I looked through my SNES magazines and I pondered on which game to get next. The only classic remaining seemed to be another Nintendo masterpiece - Zelda III. This game epitomises what a game should be like. - Extremely enjoyable, involving and bloody difficult. At this stage, I was virtually urinating on my Mega Drive but I managed to restrain myself!

By now the entire SNES world was looking forward to the "big three of 93" - Mortal Kombat, SFII Turbo and Mario All-Stars. These games exploded onto the scene in one month and not surprisingly took the video game industry by storm - for a while at least. After the initial hype everyone saw Mortal Kombat for what it really was: A poor man's SFII with great graphics but precious little gameplay. My next comment is extremely controversial and will probably not be agreed with by any one in the gaming fraternity: Super Mario All-Stars is not a good value package but four very average platformers compiled together on one cartridge. After the feeling of "Wow! Four games, what a choice!" has dies down you feel rather ripped off and will probably not be playing it a week after you've bought it, never mind a year. The games are not only easy, but extremely repetitive (what a proclamation, eh!). I actually believe that magazines have been a bit harsh on SFII Turbo, in commenting that it is only SFII with a few extras. Unless you have actually played it thoroughly you will not notice a new game there and it is perhaps the only video-game cartridge which could dare ask the ridiculous price tag of £60.

And now, as I write this letter, the Nintendo world is in shock after Sega's Christmas onslaught. They destroyed us. With epic games like FIFA Soccer. Aladdin and SFII CE on offer on the Mega Drive, our meagre All-Stars package did not keep us in strong contention. And now I ask myself whether selling my Mega Drive was such a hot decision. From my position, I see that the success of the SNES revolves about Streefighter variations and the next Big Thing from Nintendo. Was the success of the Mega Drive software over the Christmas festivities a one month wonder or a sign of things to come? With the year of hyped, mediocre games over, let us hope that better, more substantial games are manufactured. It seems quite encouraging at the moment with Secret of Mana, Actraiser 2 and Sensible Soccer on the verge of release but what about Starwing 2 - a sequel to an easy, dismal but flash shoot'em-up. I wonder if FX Trax follows suit? SNES owners have a lot to be proud of and I love the machine but we have all got to the stage where the only thing to look forward to is an add-on to the Streetfighter series.

Maybe my comments are controversial yet I believe with sufficient foundation in the truth. I leave this topic open to conjecture within Super Control.

Thanks
Justin Boltwood, Petersfield

Super Control,
Blimey! An intelligent well argued

ED

letter. You made some very valid points there, Justin particularly about Nintendo's complacency in the face of an onslaught of quality titles from Sega. Whether Sega can sustain it is difficult to say but more worrying is the fact the Nintendo don't seem to have anything on the way that could herald some form of fight back. The next Super FX game, FX Trax, is still some way off and in he meantime it is your usual mediocre tat. Maybe its just that no-one wants to release a decent game so soon after the mega-selling Christmas period. Whatever the reasons, with Sonic 3 only just around the corner Nintendo are going to have to pull something out of the bag very soon.

FOZZIE BEAR

Dear Super Control,

I have been meaning to write to you for some months now. I know your mag is smart and the best SNES mag around but ever since issue three you have put the price up to £2.25 which is reasonable because of inflation etc but what I want to know is why you stopped giving away free giant posters which were highly appreciated. Surely by putting the price up you would be able to give away more free gifts. Also since this price rise you haven't given away anything. Apart from that your mag gives great coverage and review, news and previews on the latest SNES games.

Cheers then, Iain Nash, Dorchester.

PS Ee do poke on!

PPS Do you like Guns n Roses? I do they be smarty-smart!

Super Control

Well, Iain I don't know what your problem is. You've said yourself we are the best SNES mag around and then you start whinging that we aren't giving you anything. The fact is our market research showed us that the majority of our readers weren't especially sensitive to price or free gifts, clearly you are a bit of an exception here, so we decided to fling all our financial resources into producing the best mag we could. Despite our efforts we still get Muppets like you writing in saying crap things like "Ee do poke on!" and proclaiming that G'n'R (the biggest bag of overrated shite this side of 2 Unlimited) are "smarty-smart". This just goes to show how happy you would be sharing quality time with Kermit.

SESAME STREET

Dear Super Control

The other day I tried on my 3D spects (sic) while I was playing the SNES and to my surprise I found I was playing Streetfighter II in 3D. The effects were excellent, I tried some other games with it Star Wing, Another World, Star Wars. You name it, it worked on all of them, although I found it worked better on scrolling SFII style games.

If you've still got a pair of 3D glasses (they must be the BBC Children In Need ones)try them out, it's really worth it.

David Brookes, Loughton, Essex.

Super Control.

Look, either you need some urgent psychiatric attention or you've decided to try and slip in an early April fool. Those glasses only work with 3D dedicated TV programmes, you've just been experiencing the strange effect that wearing funny coloured plastic in front of your eyes has. Do you not think that if these games had a hidden 3D mode the software companies would have told us? You are very stupid. Still if you will live in Essex what do you expect?

WIFE-BATTERING

Dear Super Control

First of all I'm going to say that I think your magazine is truly amazing, but could you help me to whack somebody. I'm talking about SFII. Now I believe that I'm 90% perfect using Blanka but no matter how hard I try my mate keeps battering me with Chun Li, she's just so quick. Now, nobody is immortal (I dunno Cliff Richard is doing a pretty good impression - Ed). Is there a way I could repeatedly batter him, preferably using Blanka, if not any of the other guys. Not Chun Li though or any of the difficult special moves, eg Dragon punch.

I'm starting to hear voices in the distance, the men in the white coats are coming to hound me, please could you save me before it's too late.

Jack Murphy, St Agnes, Cornwall.

Super Control:

You have two ways out of this particular dilemma. One is to throw away your SFII cartridge and go out to find yourself a life. Meet people, snog women, go to the movies, read books. It isn't that difficult. The second option is this: Try Ken or Ryu and stop being such a wimp about using special moves.

I'M SCARED

Dear chaps,

I am fifteen years old and my girlfriend says I spend too much time playing with my SNES and not enough time playing with her. Its not that I don't fancy her or anything it's just that I really enjoy a good game of SFII for a couple of hours before I do my homework. She always wants to come round and help me with my homework, especially if my mum and dad are out but I can't spend all my time with her. What should I do?

Michael Bruton, Trowbridge

Super Control,

Mike. Can I call you Mike? Look Mike, what you have here is a girl who obviously enjoys your company and fancies you like mad, Don't give up everything for her, you can't go round doing that for any woman you come across, but spend some time with her. See what she wants do when she's with you. You never know, you might enjoy it. If you don't enjoy it then talk to your PE teacher or something, he's bound to help.

NOW HE SEES IT

Oh blimey, even the lettuce page can't escape Allie's axe of doom. It looks like it's a two-page thing from now on, folks! Still, at least it means that only lettuce of real quality will make it into print now. Providing anyone bothers to write in that is...

So, all you shortened lettuce page lovers out there – why not write in an extra long letter and see if it gets printed? We don't offer any prizes or free games, but there's a free chocolate bar for the writer of the best letter. Maybe.

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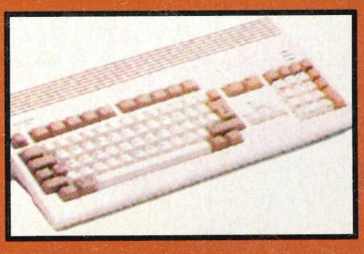


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SUPER CONTROL

MAVERICK MAGAZINES,
16/17 HOLLYBUSH ROW,
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FAX 0865 202771

EDITORIAL

Acting Editor
Hugh Gollner

Staff Writers:
Gerald McDonald
Rowan Smith
Terry Fraser

Production Editor:
Pam Norman

DESIGN

Art:
The Unkown Soldier

Advertising Manager:
Simon 'Man Shittie' Jones

Advertising Executive:
Carolyn Jones

PUBLISHING

Operations Director:
Richard Hawkins

Publisher/Managing Director:
Hugh Gollner

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William Gibbons

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ISSUE TWELVE ON SALE 31ST MARCH

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SUPER PREVIEW

VIRGIN'S LONG AWAITED JUNGLE BOOK GETS PREVIEWED. LOOK FOR THE BEAR NECESSITIES WITH SUPER CONTROL

The SUPER Control News

IN THE RUN UP TO THE ECTS, EUROPE'S PREMIER GAMES INDUSTRY SHOWCASE WE LOOK AT WHAT'S ABOUT

SUPER REVIEW

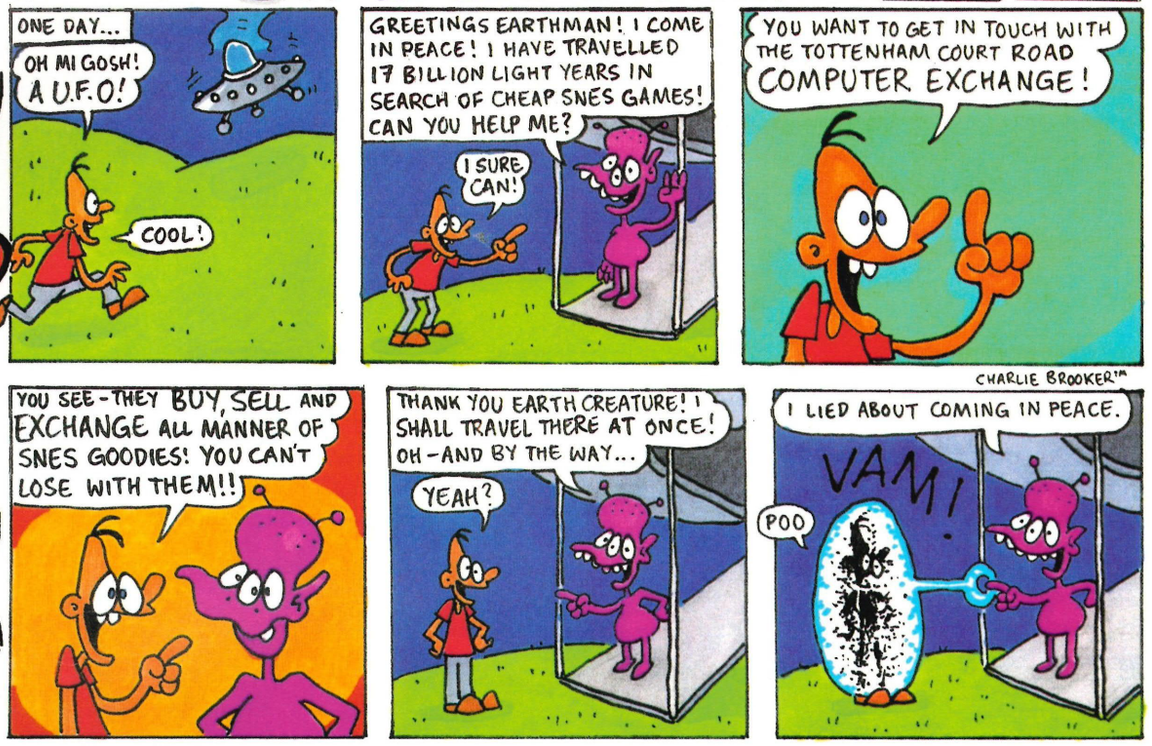
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Disaster!

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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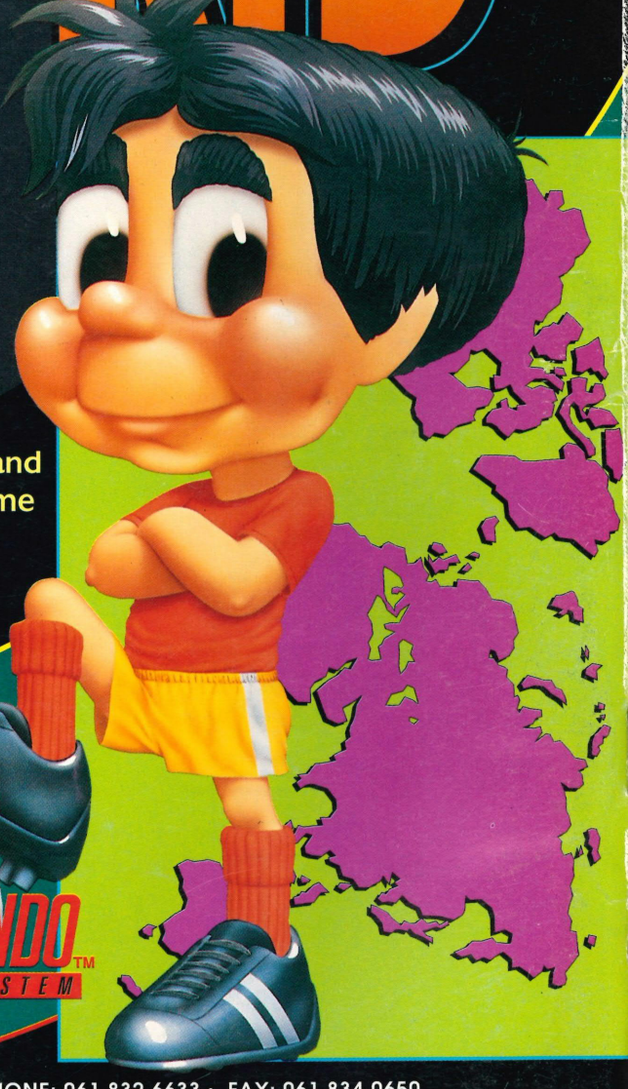
Double disaster!

The careless alien collided with an orbiting asteroid and the top trophy was smashed into five pieces which are now scattered around the globe. Join football crazy Soccer Kid in his quest to recover and reassemble the World Cup.

Prepare to meet all manner of madcap characters in dozens of lush, detailed locations ranging from England, to the Italian Riviera, through Russia's frozen forests. Take a ride on Japan's Bullet Train and end up on the rough and tough city streets of the U.S.A. It's awesome arcade action all the way with a blistering soundtrack to match.







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