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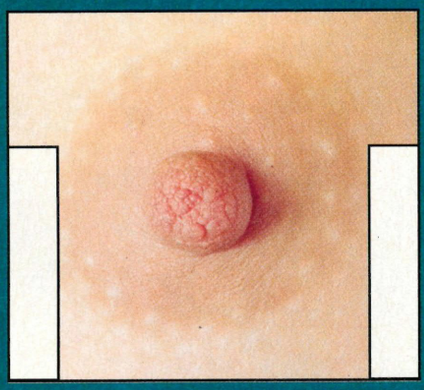


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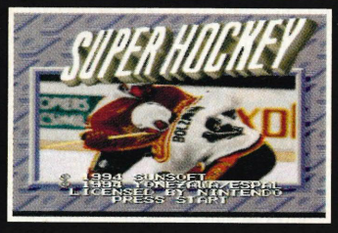
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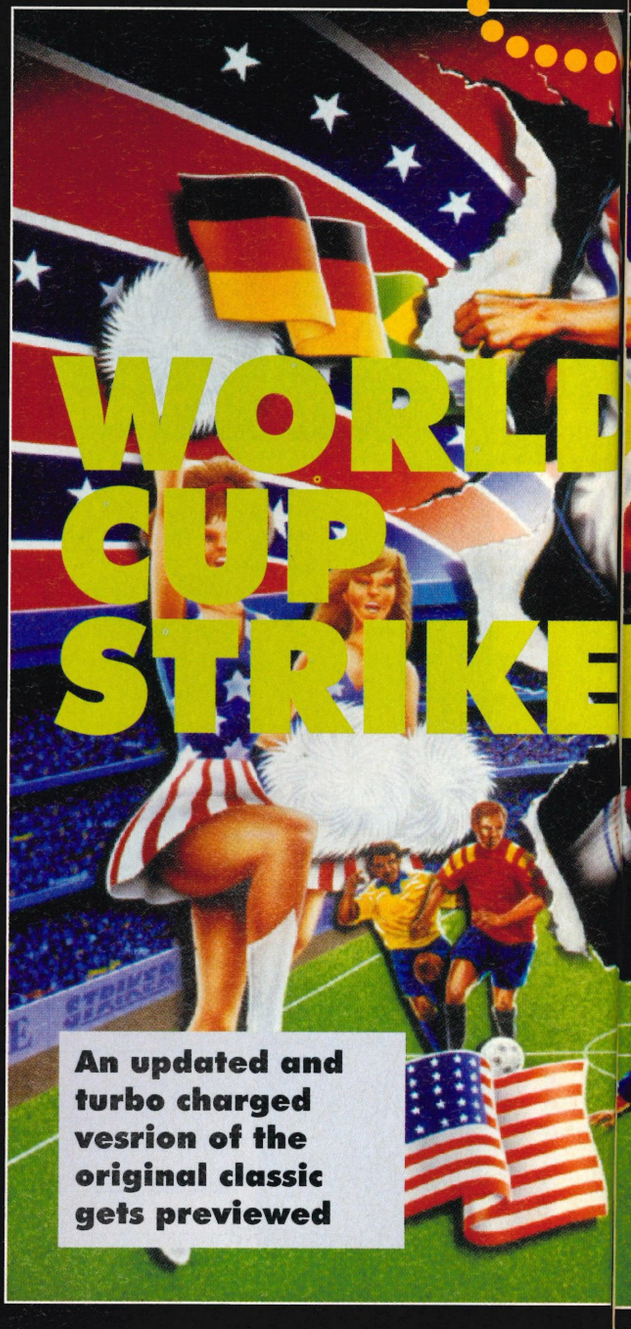


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An updated and turbo charged vesrion of the original classic gets previewed

RECORDED DELIVERY

Some pretty heated debate going on this month, on the quality of video games, (ie most of them are a bit crap), whether or not this new video games ratings system is worth the paper it isn't even printed on and the usual load of appallingly predictable questions. Ah well you can't have everything your own way all the time can you?

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STAR REVIEW!

GEOMAN 2

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Right Royal Reviews



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Access All Hairy-Ass

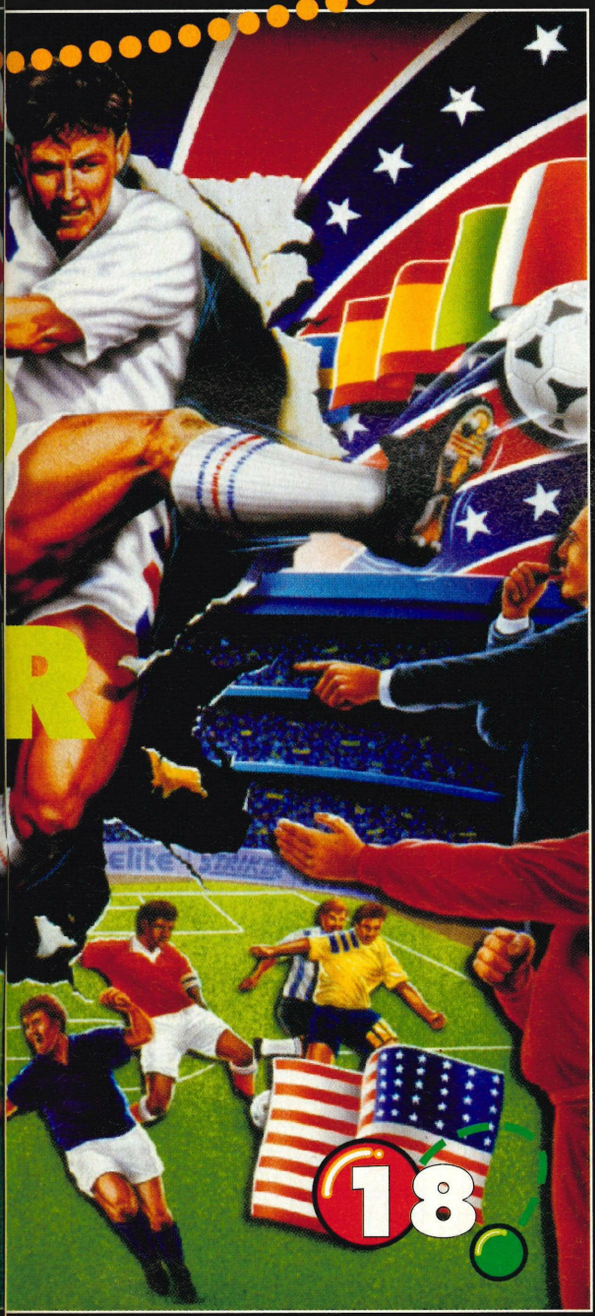
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SPECIAL

GameBoy Action on your SNES!

You can now play Gameboy games on the SNES. We look at the best around





Gameboy emulation for the SNES

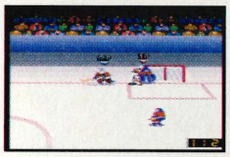


COLOUR GAMEBOY?

A widget that you plug into the SNES and then plug Gameboy games into. Why? So you can get those lovely Gameboy graphics on your big TV screen.

Plus! Can the nation stand other rave single based on a Nintendo game?

Ice Hockey SNES style



ICE HOCKEY

It is Sunsoft's turn to try and convince us that sliding into large Cnadaian while trying to hit a small black plastic disk is actually worth doing.

- Will lit be any good?
- Will the four player adptor make it abig success?

Ocean sign



The Super Control N

THE NEWS OF THE WORLD

21ST CENTURY BOY!

COLOUR GAMEBOY!(ISH)

If you have ever fancied playing your Gameboy on a big TV screen then Nintendo have announced a little gizmo that will allow you to do just that, if you own a Super Nintendo.

The Super Gameboy plugs straight into the cartridge port of the Super Nintendo, not unlike the Powerbase converter for the Mega Drive. The Gameboy cart then plugs into the Super Gameboy and you are playing in glorious grey and grey on the TV screen. No more squinting at a 2" screen when the sun is too high in the sky.

This isn't the only benefit to the consumer though, an artistically minded Gameboy player can use the in-built palette to splash a bit of colour around those drab Gameboy games and save those designs in the Super Gameboy.

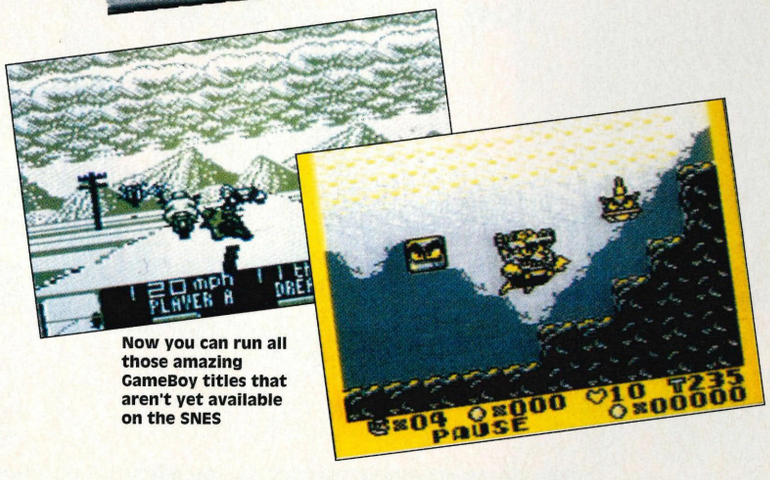
The future promises to be more interesting, though. A new generation of Super Gameboy games will be released that will display up to 256 colours when played on the Super Gameboy, but retain the traditional grey-scale while on the normal Gameboy.

This development effectively doubles the number of titles available for play on the Super Nintendo, and while none of them are 24meg extravaganzas there are some very high quality titles around including the Mario and Wario series, an dthey all cost half the price of Super Nintendo games.

The Super Gameboy will be released this June in the States complete with a new version of Donkey Kong at the bargain basement price of $59.99.

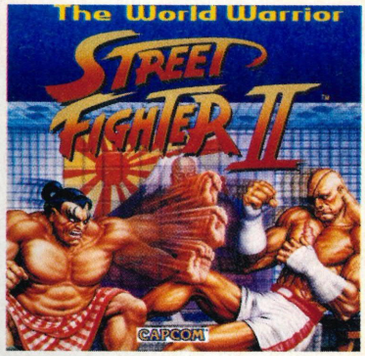
We round up the best Gameboy games available at the moment in our special feature on page 8.





Now you can run all those amazing GameBoy titles that aren't yet available on the SNES





SFII SINGLED OUT

Are you so obsessed by Streetfighter II that even when you can't get near a Super Nintendo you have to have something to remind you of it? Are you a fan of remixed tunes with a nineties' backbeat streaking to the top of the charts? If so then have I got news for you. Living Beat records, the company, erm, responsible for the Ambassadors of Funk's "SuperMarioLand" number 8 success have signed up "remix whizzkid" Simon Harris to do a number on the SFII theme. He, along with household name rapper Einstein, have produced six versions of the classic theme tune and have generously decided to release the lot on one CD, out March 28.

p EA SNES line up

OCEAN&EA!
Ocean are vrapidly expanding to become a major force in Super Nintendo publishing, signing up new titles left right and centre.

- Have ocean stretched too far?
- Cab the new SNES price point clear all the stock left over from Christmas?

ews

WHERE ARE THE QUALITY GAMES?

Something has to give. An awful lot of companies are producing an awful lot of sub-standard games and charging an awful lot of money for them. The worst part of all this is that people are actually buying the things, shelling out fifty or sixty quid for some truly dodgy software. In the most part it is parents who found this money and bought their children a game in good faith, but not with expert knowledge. They then present the game to young so and so who slaps it into his Super Nintendo gleefully expecting an extravaganza of playability and 16-bit presentation only to discover that what their loving parents have in fact shelled out a great deal of money for is a bag of shite.

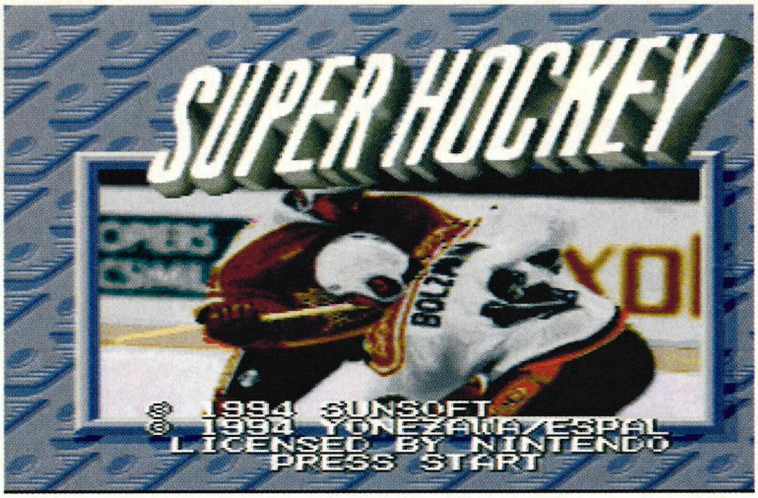
The kids upset and doesn't bother playing it again, the parent wont buy him another one because he didn't get his money's worth out of the first one and the Super Nintendo ends up stagnating in the corner and the youngster rediscovers the joys of football.

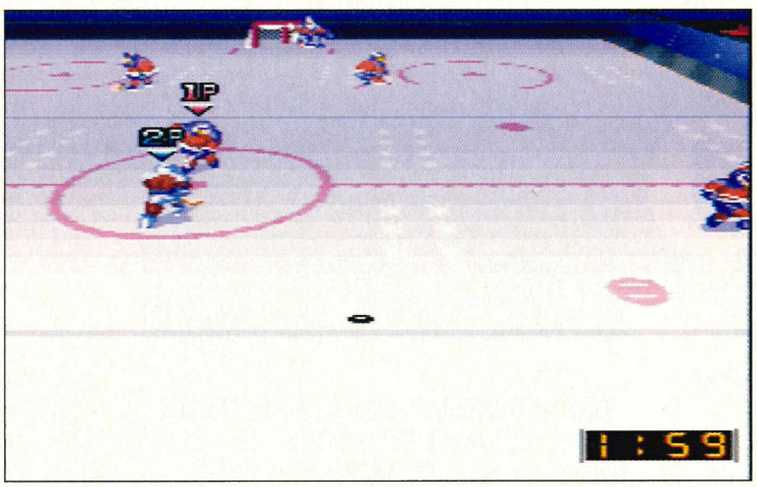
Sure they should have read the reviews but I am not ignorant enough to believe that everybody reads these magazines. It is the advertising and the hype surrounding a game that sells it to the children who are the majority of end users, even if they don't spend all the money.

But once someone gets their fingers burnt spending sixty quid on a game based on a cracking film or backed up by an advertising campaign, only to be heinously disappointed they are going to be very slow to come back into that market. The end result is that people buy less game because they are scared of wasting money.

We are seeing this effect already. Last year the sales were good but most of the games were just cheaply produced rubbish. this year sales of a lot of games aren't anywhere near as good as they were. Maybe that is a good thing as the low quality producers will be forced from the market place but it could do the industry irreparable damage.

They have to start producing better game that offer more value for money or this growth market will blow apart.





SUMMER ICE

Just in time for the summer Marubeni are planning to release Sunsoft's Super Ice Hockey. Aside from lousy timing they'll also be up against both EA Hockey and Brett Hull Hockey, already both selling well.

Sunsoft's version does at least offer innovation in the form of four different viewpoints of the pitch. If we take number 1 as the same as Brett Hull's viewpoint, with full Mode 7, number four is a view from directly above on which you see most of the pitch.

This point of view is most useful when using the Multi-Tap as all four players will be able see themselves on the pitch for most of the time.

With one-off Vs Games, an Olympic Tournament (complete with qualification and Medal rounds), and a Tournament Mode where 16 nations fight it out to become champions.

Not only does it have four viewpoints, four player compatibility it also has four speed settings to choose from, depending on how confident you feel. Apparently the fastest setting nis only for nutters. Due in June.

CHEAPER SNESs

Nintendo re-jigged its prices and hardware line-up to make way for a series of new bundles later in the year.

The Super Mario All-Stars bundle returns to its original £129 price (after a pre-Christmas drop to £99) but gets the added, erm, bonus of a Super Scope chucked in as well.

The Superscope comes with a six-game cartridge but other Superscope compatible games have been a little thin on the ground since its launch.

At the same time the Starwing bundle, now on the shelves for nearly a year, has had its price cut to £99.

All this is part of a "Pay less, play more!" promotion from Nintendo looking to boost the traditionally quiet pre summer market.

Meanwhile it seems that Sega will announce a loss this year in excess of £100 million based on turnover of £500 million. This is being

ocean NEWS

OCEAN EXPAND GAMES ROSTER

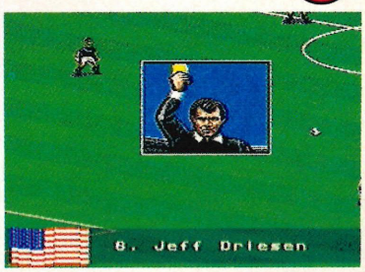
In the last month Ocean Software have signed up the entire Super Nintendo catalogue of two major software publishers for European marketing and distribution, giving them the opportunity to claim the title of "World's largest independent Super Nintendo publisher".

The first signing came at the end of February when Ocean announced that they would be publishing three forthcoming Interplay titles, Clayfighter, Rock N Roll Racing and Claymates.

This was followed in mid-March by the signing of Electronic Arts' roster of ten titles including the promising FIFA Soccer. EA threatened to pull out of Super Nintendo publishing last year as they believed the financial risks were too great following a rise in cartridge prices as a result of the increasingly strong Yen. EA are no doubt happy that titles selling strongly in the US will now, after all, generate income in Europe at minimal risk to themselves.

The Interplay titles, after receiving rave reviews across the board in the autumn of last year, were taking an awfully long time to get to retail. It seems likely that Interplay were loathe to make such a capital investment in cartridge manufacturing in the face of an increasingly difficult market.

Ocean, now with a big roster of top quality titles and a big turnover across Europe, obviously don't have any such fears. In fact they have been chucking the money around like nobody's business in the past year, paying 7 figure sums to Universal for the Jurassic Park licence and another 7 figure sum to developer DID , tying them to an exclusive deal. Games such as TFX and Inferno are the product of such investment, although we'll never see them on the SNES.



Fifa SNES now Ocean not EA

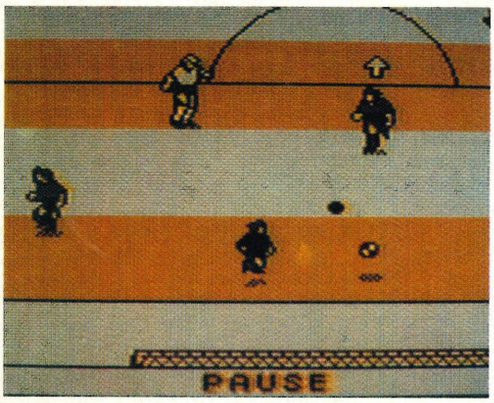
Two into one...

With the Super Gameboy just around the corner, allowing you to play Gameboy games on the Super Nintendo, the amount of games available to the Super Nintendo owner is effectively doubled. While they may all be black and white there are some very playble games out there. We look at some of the best...

WORLD CUP STRIKER
ELITE
£24.99
SPORTS

A must buy on the Super Nintendo but now on the Gameboy you can play your favourite football game on the move as well and baffle fellow train passengers as you leap up in the air shouting "Yeeeeaaaaaaaauuuuuusssssssaaaaahhhhh!" for no apparent reason.

What makes this game so playable is its accessibility to even the novice gamesplayer. After a few minutes play you'll be stringing all sorts of expert looking passing moves together

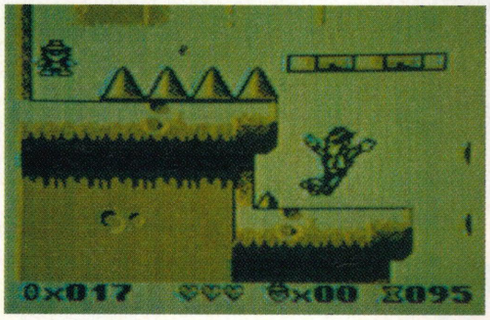


and scoring goals that Ian Rush would be proud of.

All the features you could want from a footie game are here, as well as the world cup tournament options you can play one-off friendlies against the computer and there is also a league option. What any footie game comes down to though is how well it plays. Striker plays very well.

As footie games go this is the only game I've played on any format that comes close to the incomparable Sensible Soccer. Mind you that's out on the Gameboy soon so stay tuned!

84%



BLUES BROTHERS JUKEBOX ADVENTURE
TITUS
£TBA
PLATFORM

I've seen some fast moving games in my time, Sonic on the Mega Drive or Mario Kart on the Super Nintendo for example. But I have never seen a platform game move as quickly as this one. It is just so damn fast.

Blues Brothers is your basic platform idea. Get from one end of the level to another, while playing Jake or Elwood (Jake's the skinny one), by jumping around and throwing old seven inch singles about. These singles aren't unlimited in their amount, they have to be collected, but they are the only way of eradicating any of the nasty, horrible things that may be in your way. Just so you don't feel you have to waste loads of these singles one hit will stun the creatures but two hits will actually get it off the screen. Decisions decisions!

Its fairly standard apart from that, bar two things. One I've already mentioned and that is the speed. The other is the fact it is not the easiest game you will ever come across. Actually that is a bit of an understatement, it is bloody hard and that is all there is to it.

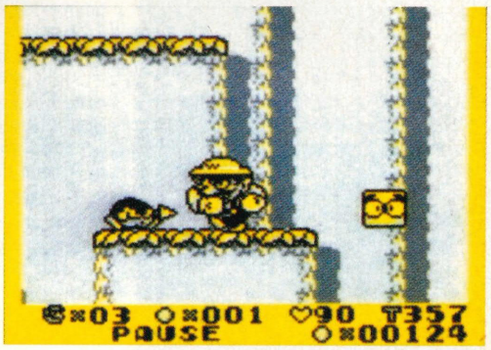
Overall though Blues Brothers is a very accomplished platform game that deserves your attention.

86%

WARIO LAND
NINTENDO
£24.99
PLATFORM

Sub-titled as Super Mario Land 3 this latest outing for the Mario universe on the Gameboy puts you in control of Mario's wayward relative, Wario. This evil looking, teeth-chewing drooling monster of a man does bear something of a family resemblance. In fact if it hadn't been for the game's theme being so mercenary, then it might as well have been Mario in the starring role.

Wario has to wander about Kitchen Island doing his best to collect as much of the pirate's treasure as he can, Naturally the pirate isn't overly chuffed about this state of affairs and assorted small things with spears are sent to try and stop Wario.



To help Wario there are little pots which, when broken, transform Wario into Dragon Wario, Bull Wario or Jet Wario. All these amount to are different hats which give Wario new abilities for the duration: fire-breathing, charging and the ability to fly.

Wario is another classic platformer in the impeccable Mario tradition and a must buy for any self-respecting Gameboy owner. You simply have to have it.

93%

TAKE A RIDE ON ROCK 'N' ROLL RACING™ THE WILD SIDE

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Head out for the highway in the rockingest race to hit this side of the universe!

Heel the steel and put your max power to the test as you scream through the meanest streets on Earth... and beyond!



Choose to be human, or alien, in your attempt to wipe out the opposition... the more wins you clock up - the more weapons you buy, and with each victory you progress to the next amazing moon.



And the incredible digitised sound tracks, including "Born to be Wild", will just knock your socks off!



...so blast out the sixties.. kicks on route six..you don't need a weatherman to know which way the bullet blows but take my advice your gas may be lead free my barrels' got plenty..crank up the bass..slam in the sounds.. this is the action the rock'roll action the only action worth nailin'..

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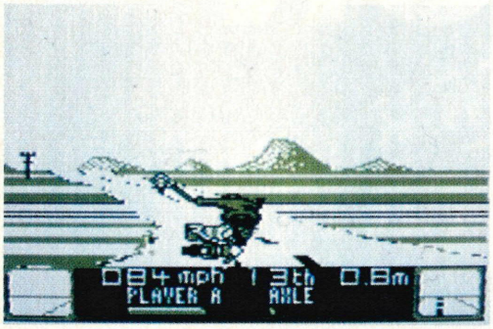


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...will now go!





ROAD RASH
OCEAN
£24.99
RACING GAME

Road Rash on the Mega Drive was a fine game. It first appeared on that format nearly three years ago to universal acclaim from the punters. Ocean, probably as part of its campaign to produce more games than Nintendo, is publishing the Gameboy version.

Superior to the Mega Drive original in terms of gameplay and excitement, no mean feat in itself, this is one hell of a game, ideally suited to the hand-held format. As you sit astride your motorbike racing 14 other bikers across America you may think that speed alone and riding skill will put you in front. But you'll also need a mean streak as you have to punch as hard as you ride for the big money.

If you buy this game make sure you have access to a power pack, otherwise you'll be ploughing through the batteries like nobody's business. It is that addictive. Fast-moving graphics, and high adrenaline violent action, what more could you want?

91%

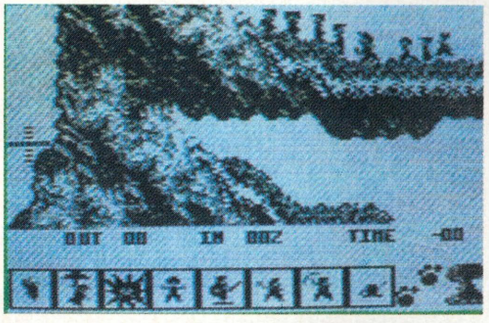
LEMMINGS
OCEAN
£24.99
PUZZLE

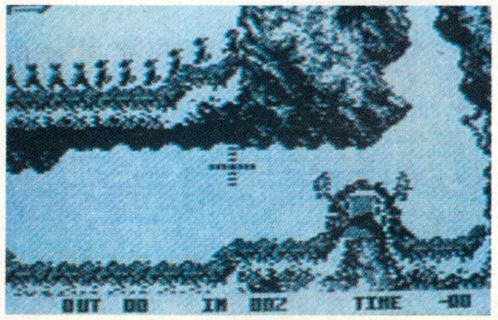
Another old favourite that Ocean have introduced to the Gameboy, this version of the Psygnosis' classic is faithful to the original, and despite the limitations of the screen's size retains every ounce of its playability.

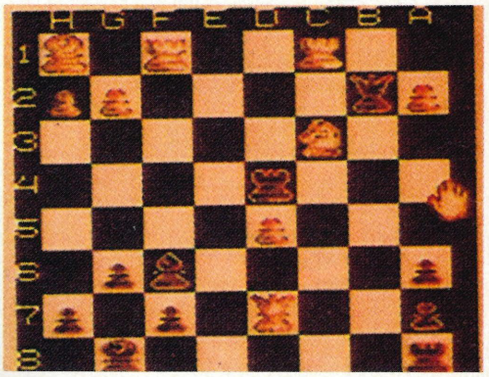
The Lemmings just wander around, sheep-like, until they fall off something. Your task is to make sure they don't by instructing them to perform various tasks and guide them to a safe haven. For example if there is a gap that needs crossing you will instruct one of them to build a bridge, but you'll have to instruct another to stop the rest of them following on behind or they'll all fall off the end of an unbuilt bridge.

The puzzles grow gradually in complexity and challenge as you progress through the game making this one of the most addictive games to arrive on any format. The cute little Lemmings can do all sorts of things and you'll have to summon every ounce of your wit and cunning to get them out of some very tricky situations. This is a very clever and very addictive game. Excellent stuff.

90%



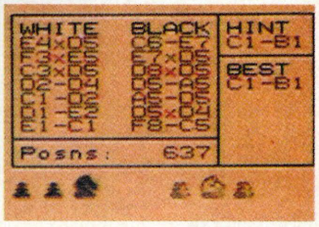




CHESSMASTER
HI-TECH EXPRESSIONS
£29.99
STRATEGY

Well enough of all the lightweight stuff here we have something with some intellectual merit: chess. Hi-Tech Expressions, best known for producing endless variations on the Hanna Barbera theme have signed up the world renowned Chessmaster series from Software Toolworks and squidged it onto the Gameboy.

There are 16 skill levels, from novice to Grandmaster so anybody should find their comfortable level. The skill level refers to the computer opponent but you can select a human opponent and pass the Gameboy between you. This probably wont work too well, given that your concentration on the board does tend to fade if you can't see it. Should you be a bit crap there is an option to retrace your moves all the way back to the beginning and pick up the game from the point just before you think things started to go wrong. Not only that but you can set up positions in order to analyse them and play them through, ideal for the busy chess professional on his way to a big tournament. Probably. Either way it plays a cracking game a chess and is a bit of a more cerebral way of using your Gameboy.



78%

ClayFighter™

16 MEG CART • 16 MEG CART • 16 MEG CART • 16 MEG CART

- Hilarious head to head 1 or 2 player fighting action.
- Huge 16 Meg cartridge with unreal graphics & fully digitised speech.
- Loads of mind - boggling hidden moves & combinations.

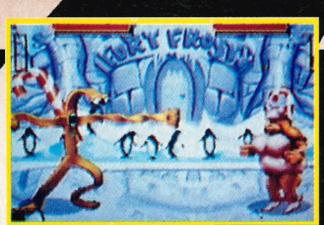
STARRING TAFFY AND TINY

- The BIGGEST characters ever seen in any SNES game.
- Versus mode to match your wits against your friends.

LET'S KICK SOME CLAY









STICKS AND STONES MIGHT MAKE HIM GROAN, BUT CLAY WILL REALLY TICK HIM OFF!

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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.

SOCCER KID™

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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PREVIEW

FIFA SOCCER

CU LO THI

It was inevitable really. With the World Cup rapidly approaching then it would have been naive of us to expect the chaps at Softco Incorporated to miss out on a chance of publishing a football game. To be honest though we are actually getting off very lightly. There will only be two footie games released in this country and both of them have excellent pedigrees. Any Super Nintendo owner will be familiar with Striker (page 18) but you may not be quite so familiar with FIFA International Soccer. Let me update you.

In the all formats Gallup chart last Christmas FIFA International Soccer was number one, outselling every other game on every other format. What makes this outstanding is the fact that it was only released on the Mega Drive and no other format. When you consider the competition, Mortal Kombat and SFII CE on the Mega Drive not to mention high-selling titles across other formats this achievement is all the more impressive. The Mega Drive version was published by EA, but they've pulled out of Super Nintendo publishing and handed the game over to Ocean along with around nine other titles they have already developed (see news). All this isn't really important right now, what we are talking about is another cracking footie game for the SNES.

In the absence of an official World Cup licensed game, US Gold aren't releasing a



A slight over-indulgence on the tackle is duly penalised

Super Nintendo version, Ocean's FIFA International Soccer, produced with the endorsement of soccer's world governing body, is as near as we are going to get. But if it can fight off Striker to be the number one soccer

I want a long-

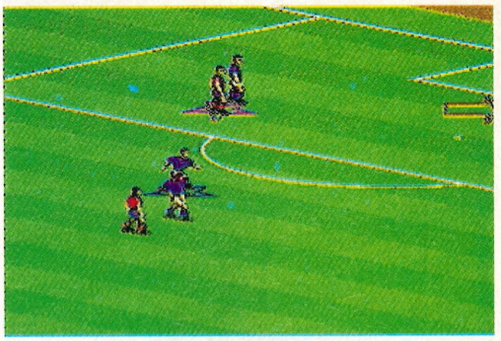


You want a sweeper? You want a five-man back-four? It's all here mate



Look, you're about to play Germany, we are talking all-out attack really

P FOR A AD OF S, JOHN



Summary stats are easily available in FIFA International Soccer



game this summer then it isn't really going to make a great deal of difference.

BOOT-ROOM BOY

FIFA uses a skewed isometric viewpoint to present the pitch in a way that means teams play from bottom left to top right. Not entirely dissimilar to sitting behind the corner flag but without the hassle of perspective making the pitch look smaller. A workable control system has to be the first priority when presented with an unfamiliar perspective and EA seem to have done a good job. The standard set up means that if you push up and to the right, following the line of the pitch, the player will run straight up the pitch parallel to a line from goal to goal. This can be changed so that if you press up on the joypad the player follows the same line. For my money the best system will be using the

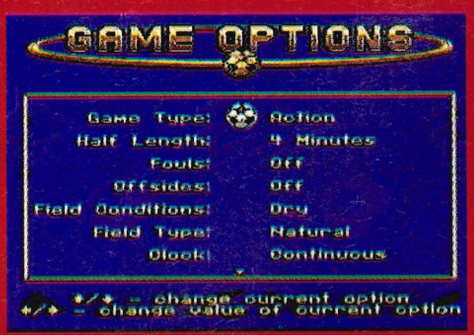


There are some spectacular goals to be scored in this game

ball game, young man



Stop those defenders getting ideas above their station



Adjust anything you like, you can even turn off the referee



Endless variants on cup tournaments are readily available



Over the parrot



Another one beats the rather appalling reserve keeper



The great thing about instant replay is being able to watch a goal over and over again



The keeper went completely the wrong way, fantastic!



Bit of a scramble on the edge of the box but will they score?

diagonals, getting my brain round the other system just wasn't happening when I played it. The four buttons are all used, passing, chipping, shooting and a wall pass when in possession of the ball while the same buttons will change which player you control, tackle, add a burst of speed and foul when the other team have the ball. The power of passes and shots is governed by how long the button is held before releasing the ball, and is demonstrated on screen by a power bar.

DO I NOT LIKE THAT

This power can be built up while not actually in possession of the ball. For example if you pass the ball to a player down the wing the trick is to switch control to the receiving player as soon as the ball is passed then hold down the shoot button. When the ball is received a blistering shot will be already powered up meaning that the ball can be blasted goalwards with minimum delay. It seems quite simple to string together a few passes and build up a movement to wards goal but at times it does feel a little sluggish, as though bogged down with all the animations.

There are well over two-thousand different animation for the players but when you take out all the duplications due to different coloured strips that figure is reduced to a more reasonable number. There are all sorts of things in there though, from chesting down the ball to flying headers to half volleys. My personal favourite is when a goal is scored and some of the team member on the receiving end hold their heads in their hands or lie face down on the floor beating the ground with their fist. The good part about



Tony



A flying header from the edge of the box but to no avail



The reverse angle replay gives you two ways to watch a goal



You can throw the ball anywhere you like in FIFA International Soccer you know



Ooops!



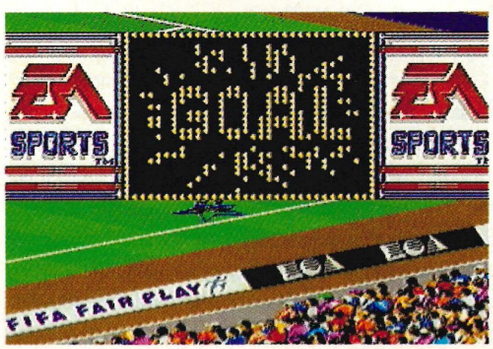
Go on shoot you bugger shoot

this is that these moments can often be relived on instant replay. The ease of scoring from a decent cross, often with a spectacular header, means the user-friendly instant replay system will probably get a lot of use. You can also access a reverse angle replay at this point just to make sure that you can rub it in one more time.

BLACKBURN FOR THE TITLE

There will be options a plenty to keep even the most interfering and meddling gamesplayer happy. Match length, whether fouls and offsides are recognised, pitch conditions and all sorts can be altered and there's loads that can be messed around with in the dressing room before the team go out on the pitch. There are six strategies available from all-out attack to all-out defend with a bit of long ball thrown in for good measure. In addition you have a choice of six formations including a sweeper system but the most innovative part here is the coverage. This is where you can determine how far defenders push up, how far back the forwards will come to help defend and where the midfield fit in to all this.

There is plenty here for even the most rabid football enthusiast, and I haven't even mentioned the fact that it, like Striker, is Super Multitap compatible meaning five can play at once. Nor did I mention the 30 different, and very realistic, crowd chants nor the top quality presentation. What it all comes down to though is how well it plays, and it is going to have to go some to beat Striker on the playability front. If EA and Ocean have their way though they just might do it.





PREVIEW

WORLD CUP STRIKER

The enlarged penalty shoot out section is one of the main additions to this new version of Striker. This should make it more fun for both players



England, Scotland and Wales aren't going to be there but that isn't going to worry the boys at Elite, they've got a new improved version of Striker on the way

I'm not entirely convinced Elite were prepared for what they had on their hands when they released Striker, relatively un-hyped, last year. Everybody in the press loved it, raved about it and some even named their children after it. More importantly though people actually took notice of what we hacks said and rushed out in their thousands to buy it. 250,000 units were sold of what is universally accepted as one of the best soccer games ever to see the light of day on a console.

Well, just in time for the imminent World Cup tournament in the United States comes World Cup Striker, an updated and enhanced version. Elite are hoping that the Striker pedigree will see it win the sales battle this summer as it goes head to head with Ocean's Fifa (see page 14). This time around I think Elite are prepared for what is to come.

KEVIN KEEGAN

There are several improvements here, although this isn't what you'd call a full sequel. The first is the fact that this is now a battery backed-up 8meg cart. No longer will you have to faff about with inordinately long passwords to get back into a league situation. You will also be able to alter team and player names in a league without losing all that info as well. They have also improved the penalty sequence, increasing the scale to give you more options as to which part of the net you hit the ball towards. Given the cup oriented nature of the game, two tournament styles and a league, this penalty option may well see the light of day more often than it did in the original. I personally have

STRIK
GU



Should you feel the need to perform in a purple stripe with lime green shorts then you are perfectly at liberty to do so

Erm this is the centre circle with four footballers in it and a ball. Most football games start like this so Striker is at least accurate





How many options does one game need?



You can change kit colours and everything



KE A LIGHT, UVNOR!



Things are hotting up in the midfield with the players in green being nearly invisible against the grass

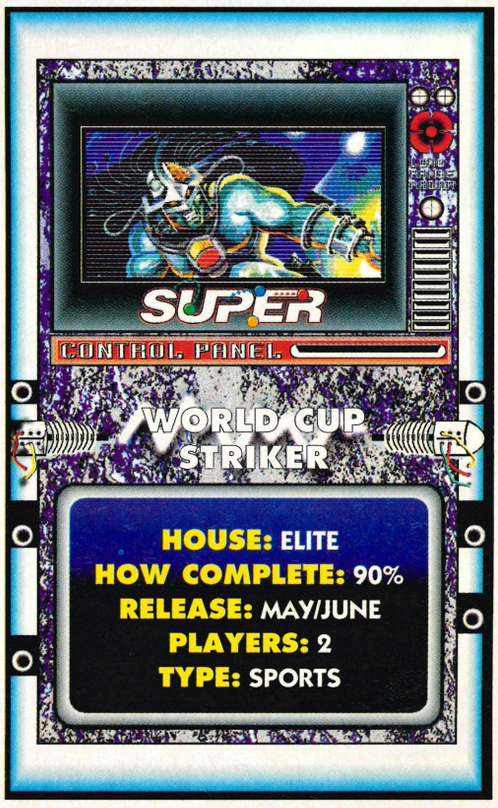
never felt penalties to be fair but what can you do? It has to be decided somehow .

KENNY DALGLISH

For the more violent of you out there Elite have thoughtfully provided a deliberate foul option allowing you to become the Vinny Jones of the console soccer world and do more hacking than your average lumberjack, and its debatable whether or not the ref will notice. Should you be on the receiving end of a crunching tackle then the game has supplied 32 pre-arranged set piece options just in case you haven't got enough imagination to come up with a few of your own.

All the fun of the previous game has been left intact, allowing you to tinker with the variables (aftertouch, speed, skill and so on) as much or as little as you like. The fast moving Mode 7 gameplay is still all here and the facility to score some outrageous goals has not been removed. An added bonus is the Super Multitap compatibility which means that up to five people can compete at the same time, two player was fun enough with this game, will any body be able to stand five player action?

World Cup Striker should be just as much fun as the original. This is definitely good news because the original Striker is proving very difficult to pick up in the shops these days so a new, enhanced version to tie in with the World Cup is exactly what the SNES world needs.



PREVIEW

JUNGLE BOOK

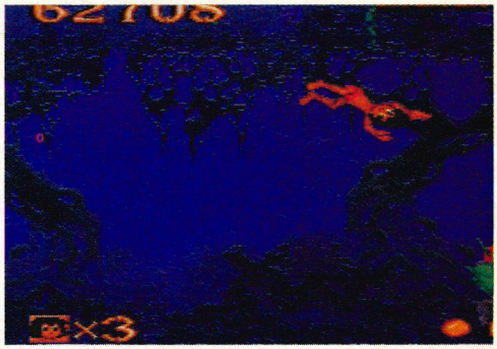




In an ideal world Mowgli would have caught the vine



The luminous green snake won't be quite so bright in the finished version



You know that moment where you know you are about to experience pain...

SNAKES ALIVE!

Now correct me if I'm wrong but if I saw a game based around a film would I be naive to think that the game might actually have something to do with the film?

Might perhaps do more than just offer graphics in the style of the film and make an effort to follow the plot in some way. Maybe recreating certain key moments and situations? Clearly to expect this from a film licence these days (unless you get the X-Wing series on the PC) is not just naive but displaying optimism not unlike my missus when she asks if I'm staying in on a Friday night. Such blind optimism is usually rewarded with a good dose of disappointment and at least Jungle Book behaves as expected here, it disappoints in a big way.

YOU'LL BE A MAN MY SON

Virgin have taken the easy option here and delivered a formulaic platform game. You take control of the boy Mowgli, the skinny bugger whose red loin-cloth seems to ignore the laws of gravity. Graphically at least they have captured his spirit, his lanky gait, floppy mop of black hair and carefree innocence are all here. And in some ways you could say that making him jump around all the time mirrors his boyishness as seen in the film. In other ways though you could say it was a bit of a cop-out. My cynicism after seeing far too many of these games over the years in the business leads me to favour the cop-out option.

Beyond the animation of Mowgli's character the game offers nothing new. Its just your same tired old platform fare dished up with a side dressing of greenery to make it look like a jungle. All the old favourites are here, collapsing bridges, coiled snakes to act as springs, and moving platforms cunningly disguised as either floating leaves or big parrots. You also get vines to hang beneath and winging vines to clutch hold of. It has to be said that the animation of Mowgli dangling from the end of these swinging vines is superb, the way he flops and wobbles is well worth seeing, but one decent animation does not a good game make. And I know for a fact that Mowgli does not spend the entire film throwing bananas at assorted aggressive jungle creatures to make them disappear.



Nasty things can happen in the jungle when you pull on long dangly bits, you just don't know who the hell they belong to half the time

SHERE KHAN

These creatures come in various shapes and sizes, ranging from chimpanzees to anteaters who whip young Mowgli with their tongues. He can take four hits at which point the poor lad

Artwork (c) Walt Disney

JUNGLE BOOK

Just monkeyin



Isn't the sunset pretty in the jungle

The old ruins are exceptionally dangerous for pre-pubescent ju

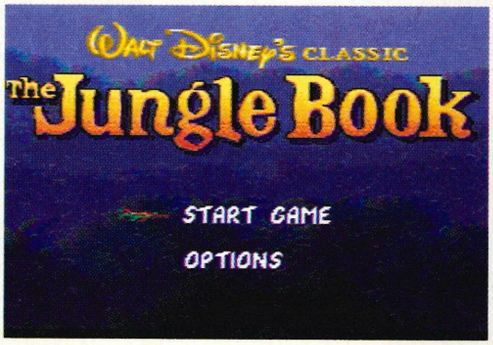




I've always liked to take a close look at the flowers, but never quite this close, or this fast

expires, but by collecting prickly pears he can top-up his flagging energy and last a bit longer. Usually he'll be whipped straight back to the beginning of the level to start again, unless he has triggered one of the restart points. Remember the cute little elephant from the film? Well he is the restart point, once you walk past him he starts waving the flag he holds like mad.

There are things that Mowgli can collect along his way to boost his score, mainly gems. Huge gemstones that just happen to be hanging around at the top of vines are not, from what I remember of natural history, a regular occurrence in the jungle and probably not all that common in the Jungle Book either. This is a minor piffle though when you ask yourself were do all the bananas that Mowgli throws around come from, and why does he use grapefruits like hand grenades? What makes it all the worse though is that it isn't even a decent platformer. it is just the same old running and jumping that we've seen a thousand times before and I have no wish to see ever again.



Just so you know it's the right game

ELEPHANT'S GRAVEYARD

Maybe I'm being too harsh, after all you can't deny that it looks and sounds good. The jungle backgrounds are all very well done with just the right hint of mist to give a feeling of depth. As I've already mentioned the animation of Mowgli is surprisingly good, even if the banana juggling he goes into when you leave him alone for a while is a little corny. As for the sound, well every tune you care to hum along to from the film puts in a well orchestrated appearance.

BEAR NECESSITIES

The problem with these tunes is they are subject to the viral effect. Switch on the machine in one corner of a packed office and within half an hour 60% of the people in that office are

g around really, officer

gle boys





For a tree village this place is very unfriendly, snakes and nasty apes and things



The heart of the jungle and chappy still has plenty of bananas to go around





Mowgli looks unimpressed by the awful laughing hyena joke. He's too scared by the creepy dark woods. Honest



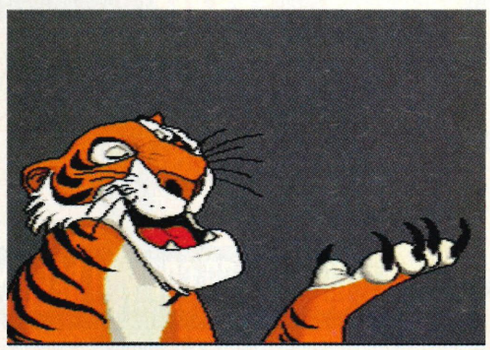
I say, would you mind awfully pulling me back up on to the screen

humming along without actually being aware of it. Within an hour 25% of people on other floors are singing either that song or something similar (Chinese whispers does play a part). In one extreme case even the lady in the deli down the road was found to be humming Bear Necessities some three hours after it was first played. This isn't the game's fault but I felt I had to mention it, after all should you start playing it when the family's around all your aunts and uncles will be driving home singing like Baloo at his finest and wondering why.

EXCEEDINGLY GOOD CAKES

Jungle Book had so much potential to be exploited but all that has been delivered is a platform game. And a platform game that hasn't really got a great deal to do with the film either.

The only thing this game has got in common with the film is that fact that there are lots of big leaves knocking about and some skinny dark-skinned chap in a red loin-cloth is the main star. Is this really the best they could manage? A formulaic platform game that barely nods in the direction of its inspiration and main theme is not good enough, especially when it is based around one of Disney's funniest and most enjoyable films. Where's the chance to dance your socks off with Baloo eh? To me it feels rushed.



I can never get the antelope bones out of my teeth you know



INFORMATION

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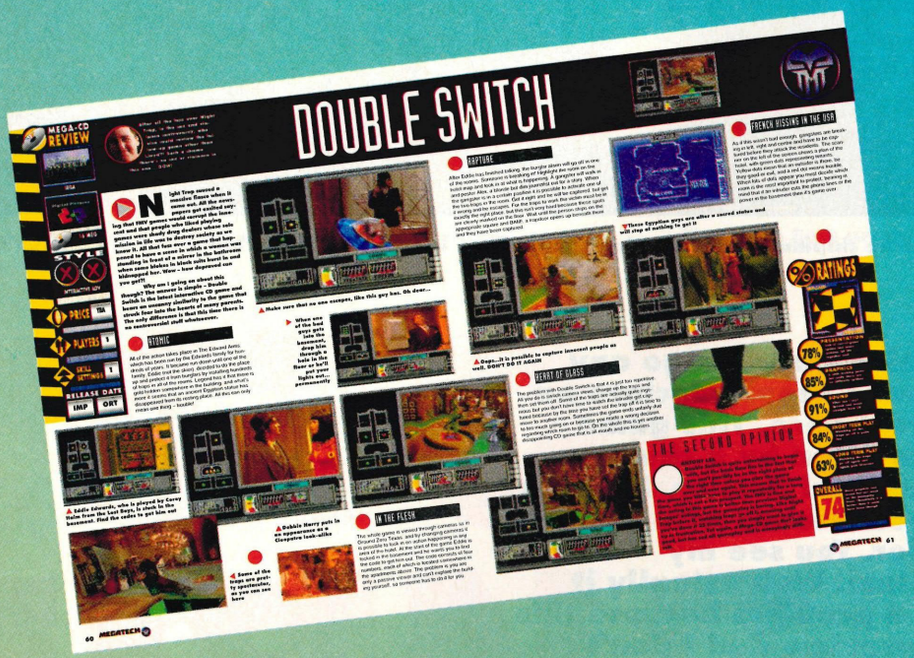


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BUGS BUNNY RABBITRAMPAGE



These little chipmunks are absolute bastards so kick them off quickly



Look I don't a

I think before we go any further I should declare an interest here. This game was written by a chap called Paul Hellier. My boss is good friends with Paul Hellier. You see my problem. Well actually it isn't a problem because this is a preview and I don't have to worry myself with things like ratings and ascorbic critiques of gameplay. And I do actually quite like it. Still that isn't the issue here, all I'm supposed to do here is tell you all about it in a suitably witty manner and then go home. So, if you're sitting comfortably, then I'll begin.

Bugs is possibly one of the best-loved and most enduringly successful cartoon characters ever. I haven't actually got any statistical evidence for this but I'm quite canny when it comes to knowing what the public like. Anyway he's been around for over fifty years and he hasn't changed much. Over the years he's built up a wide range of incompetent foes. To call them foes would be flattering, they are really no more than stooges, half-cocked aggressors who always bring about their own hilarious downfall, with perhaps the occasional bit of interference from Bugs.

WE'RE HUNTING WABBIT

That is the great thing about Bugs, he never starts it. His attackers are always hoisted by their own petards, their crackpot schemes go awry, their hare-brained plans fail at the first hurdle or, at the simplest level, their guns fire

BU



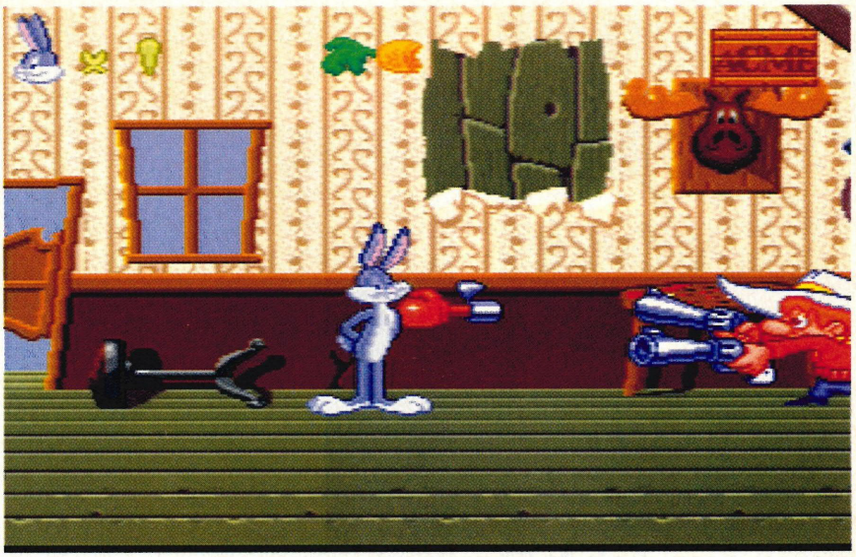
That means you're a bit crap

backwards.

The game captures some of the Bugs spirit by avoiding the easy option of just producing a run of the mill platform game and it looks to some of his more famous cartoons for inspiration. One levels sees Bugs taking on a big black bull in a Spanish Bullring, definitely one of the funnier cartoons and translated to good effect here. The idea is for Bugs to stand in front of a series of targets and encourage to the bull to charge them down. Should he jump out of the way too early the bull will pull up



re how famous you are you ain't getting past, rabbit



Yosemite Sam produces his patented bullet/boxing glove combination

STOP GGING ME!

Oh no it's that old anvil gag



The moment of impact, you really flinch at this point



Just do a runner before he gets a chance to get angry

short, too late and it'll be rabbit kebab for dinner. Once the bull has been encouraged to knock down a few targets he can be encouraged to knock down a wall which means that Bugs can get to a lever which opens the exit. This is by no means an easy task. What does help though is the anvils that can be used. Just as in the cartoon Bugs will stand in front of the bull with a traditional bull-fighter's cape for the bull to charge through. The catch is that cape hides one of the ubiquitous cartoon anvils which the bull crashes into, with an almighty clang, collapses looking dazed and gives Bugs a chance to escape.

BULL WITH A SORE HEAD

This isn't the only episode specific to one cartoon that turns up. Remember the one with the three little pigs and the big bad wolf and all the pigs were little bastards.? Well they're here too and this is where the game starts to get very tricky. Like the bull, avoiding the wolf and the debris he blows around is all down to getting the right technique and rhythm going. Whether you'll have time to work on this technique before

getting Bugs' little fluffy white arse kicked from here to Hanna Barbera is another question.

One little innovation in the game may help make things easier. Now most games have restart points in the levels, so that when you die you don't have to go all the way back to the beginning, but it is very rare that you find a restart point exactly where you really need it. In this game however, you pick up a restart arrow, add it to your inventory and drop it just where you think you'll need it. So just when the guardian turns up you can hit the drop button and all you'll have to worry about from then on is beating the guardian, not fighting your way through assembled throngs of aggressive cartoon characters beforehand as well.

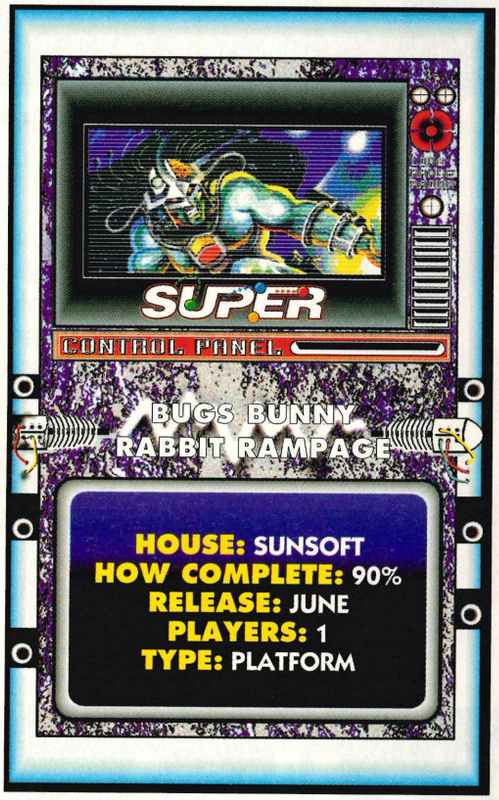
WHAT'S UP DOC (SORRY I HAD TO)

Other items can be collected as well ranging from custard pies to sticks of dynamite to anvils. Most of these are to be found at the bottom of the numerous rabbit holes that lie around the game. Occasionally these holes will lead to a secret room or offer a short cut to another part of the level. In a confrontation with Elmer Fudd these holes prove invaluable as a way of getting behind the high-cholesterol hunter.

All the usual suspect turn up in the game somewhere, Wile E Coyote, Elmer, Yosemite Sam, that sheepdog chap with the fringe and a few others all put in an appearance, probably just to show of the skills of the animator. All the characters are almost direct replicas of their on-screen counterparts, easily recognisable complete with all the little idiosyncrasies that make them seem so real. The bull is a personal favourite, especially his expression when he goes clattering into then anvil.

While the background graphics aren't going to set the world on fire they have the right feel to them. They look as though they've been lifted straight from a Warner Bros cartoon, nothing too detailed but of a very good quality. The soundtrack is full of just the kind of bangs and squeals and explosions that you'd expect to here in a Bugs Bunny game, not to mention plenty of tunes, and is shaping up to be of a good standard.

We'll see next month how well Bugs Bunny Rabbit Rampage plays but from what we've seen it is going to something of a challenge.





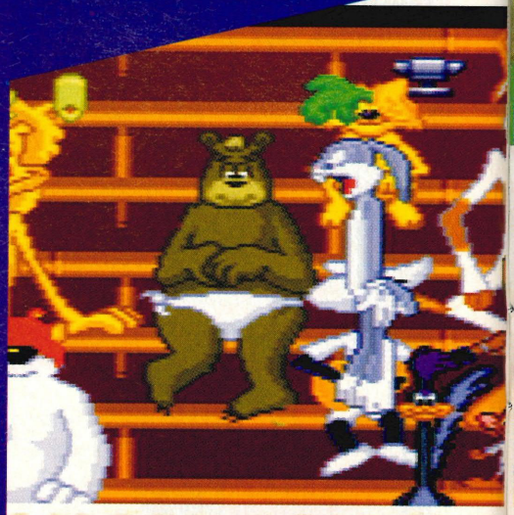
Elmer reckons he's going to catch Bugs and shoot him...



...How wrong can a man be?

BULLY'S

The idea is to lure the bull close enough to the target so that when Bugs leaps out of the way the bull demolishes the obstacle







Bugs he's cool under fire



Bugs is a bit shocked to come face to face with someone big



And there he is! My God the man's huge and look at the size of the gun!



Bugs relaxes and remains cool under all sorts of pressure

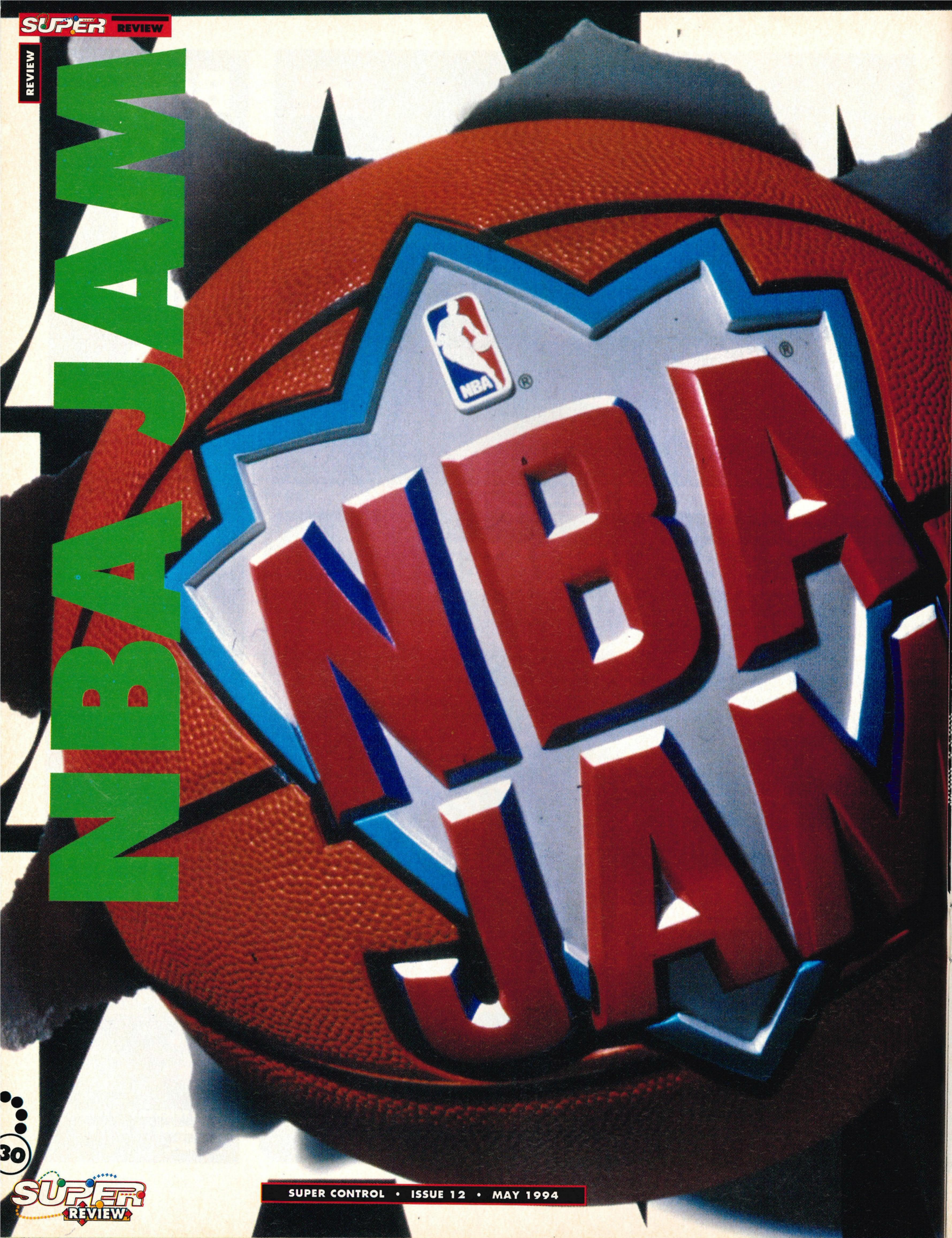
SPECIAL PRIZE



No wonder Bugs is looking happy, he's just avoided having a rather sharp piece of bull up his behind

REVIEW

NBA JAM







THIS IS JAM HOT

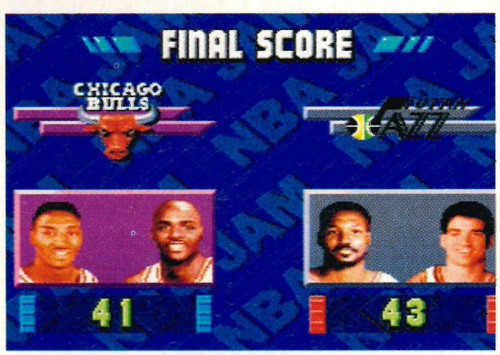
I played five-a-side football last week for the first time in about two years. My knees never see daylight anymore, unless for some reason I'm getting undressed during the daytime, so I guess I looked pretty ridiculous in my (borrowed) shorts. (Well I say "guess" but I'm fairly certain I looked ridiculous because everybody said so.) I don't think, however, that I looked as stupid as some as the chaps featured in this game.

In the US calling the nation's favourite basketball stars stupid is probably listed in the constitution as some kind of treasonous action. I don't care. I don't know my Bird from my Ewing so it isn't really important. What may interest a few of you out there is that this is officially licensed by the NBA (National Basketball Association) and features 54 of the NBA's finest players, complete with attributes, their team strips and a passing resemblance to their real-life counterparts if you know what to look for. I don't.

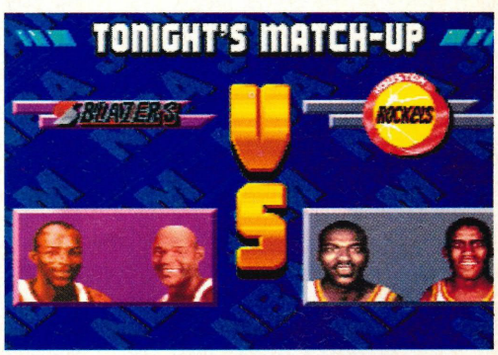
Now the NBA licence may lead you to believe that this is some kind of basketball sim. It is anything but a simulation. It is a direct conversion of the hugely successful coin-op from Midway, NBA Jam Session. This was basically a two-on-two balls-out, loads of fun, frantic type thing which had very little to do with basketball other than the object is to get the ball through



Looks like the chap in the bright red shorts was a little quicker off the mark than me

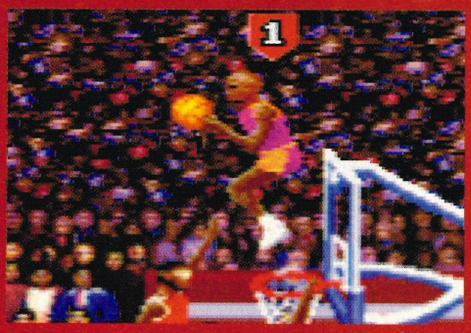


It can't be real, the Bulls lost



These guys get paid far too much money

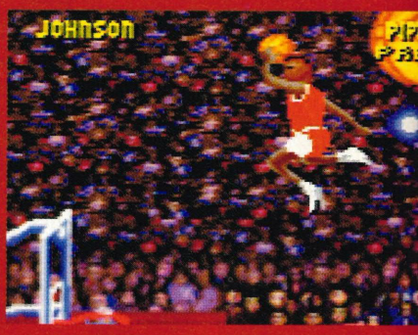
Dunkin' Donuts



This looks dangerously like he is about to crap through the hoop



Get this wrong and a messy decapitation is inevitable



A mere twelve foot in the air and he still has time to smile for the camera



Red boots: he's got a Turbo going!

the hoop. With only four players on the pitch at any one time instead of the usual ten this game is clearly designed to be accessible and easy to play.

All the NBA teams are here with their two best players selected to represent them in the Jam session. To aficionados these names will no doubt be as familiar as names like Rush, Shearer and Peacock are to me. Each player has four stats detailing how good they are at shooting, three-pointers, steals and Jams. Their abilities are represented by bars so you can tell at a glance which is the best pairing for the style you wish to play.

Where the game dropped the rules it replaced them with some tongue in cheek exaggerated Jams. Jams are apparently the process of slamming the ball through the hoop in some spectacular manner that no other player does. Some of them are just amazing with players jumping three times their height, twirling three times while in the air and dropping down with the ball between their legs and still getting it into the basket.

This is where the real fun comes in. It is a very fast moving game but without the Turbo thing - a player can speed up for a limited amount of time - which allows these stupendous Jams it would soon pale. But with the Jams the contest between you and your friends becomes not only how many points can be scored but who can pull off the most incredible Jam.

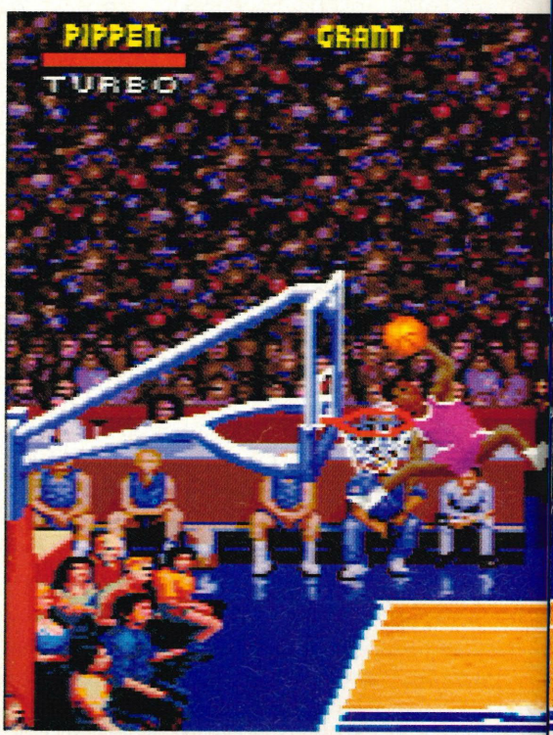
This double-headed combination means the game soon becomes a truly frantic and furious battle to out do the other player. The end to end nature of basketball helps because the only way to gain a lead is to make a steal and then try and go for a Jam. The steals themselves are fairly outrageous with the player who did have the ball sent sprawling across the court like a little rag doll.

Passing couldn't be simpler just press the button and it goes whizzing off to the other computer controlled player. Well I say computer controlled, it is more like computer assisted as you have to press the right buttons if you want him to shoot or pass. One little trick I did enjoy was the way you can pass the ball and while it is travelling between the players, hold down the shoot button so that as soon as the other guy gets the ball he makes a shot. This is one fine way of getting past any attempts at defence the other team may make.

Of course no self-respecting basketball game, be it a sim or an arcade interpretation is complete without statistics of your performance being flung at you at every opportunity. At half time a nicely digitised bit of film featuring somebody called Barkley is presented with all the juicy details about who has done what with whom. Then at full time the whole caboodle is broken down into assists, three-pointers, steals and so on. If you chose to enter your initials at the beginning of the game and your performance turns out to be exceptionally good then you will be entered into a battery-backed up hall of fame. Load up the game next time, enter the same initials and your career highlights will be presented for all around to gaze in wonder at.

As we've come to expect from Acclaim, no strangers to looking good in public, the presentation is of the highest quality. All the player stats are accompanied by a very good portrait of the respective player, it's bright and colourful without being tacky during the stats screen and the whole thing feels professionally done.

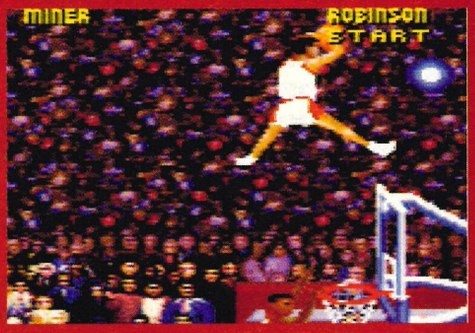
During the game the graphics are even better. Each player is clearly distinguishable



The chap in the specs looks on in amazement as



Having completed a double salco in mid-air the actual basket is a let-down



Now this kind of antic is just plain ridiculous, you could hurt yourself

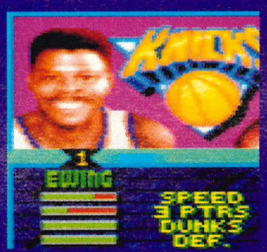
form the other and the amount of different Jams there are is testament to how much they can put on one cart these days if they really try. Although I don't suppose the game code took up a great deal of room. There's a fair smattering of digitised speech as well although it isn't as clear as I would normally expect. The rest of the sound, including all the crowd noises and ball bounces, is of a high enough standard to add to the atmosphere.

NBA Jam is one fine game. Simple, well presented, excellent fun and great to play with your mates. It isn't cheap but you'll get a lot of fun out of this.

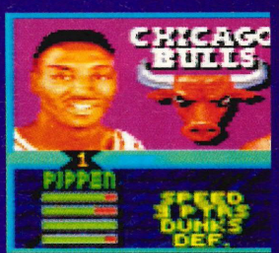


another stupendous Jam goes through the hoop

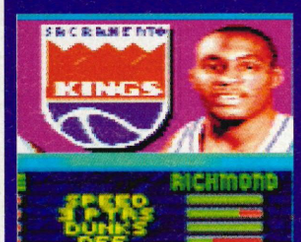
Man to Man



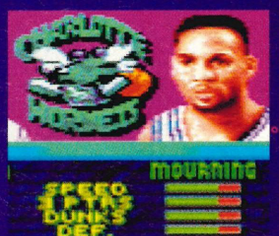
Ewing is very good at dunks and defence but very poor at the all-important three-pointers



Pippen, one of the Bulls' star players is a good all-rounder



Richmond here, while labouring under the name of a small Surrey town is actually quite useful



Another good all-rounder but is he really the best available?



NBA JAM

HOUSE: ACCLAIM
ORIGIN: OFFICIAL
PRICE: £59.99
PLAYERS: 1-2
TYPE: SPORTS

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

85%

SUPER CONTROL

SOUND	7
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	7

ENERGY HIGH

- Frantic gameplay
- Easy to get into
- Excellent presentation

ENERGY LOW

- Maybe too simple for some

ALTERNATIVE SYSTEM

A lot of basketball games around at the moment, but nothing as arcadey as this. If you are after some thing more serious then EA's Bulls Vs Blazers may still be available in some places, it only got a limited release but if you can find it it should be quiet cheap by now.

GOEMAN 2

Now I'm the kind of guy who'll call a spade a spade. And I am not very tolerant of lazy, unoriginal platform games. They are the bane of the Super Nintendo and are in danger of stifling the market. It was for this reason that I began to play this game with a heavy heart. Here we go again I thought, another dull platformer. How wrong can a man be!

This has to be one of the most accomplished polished and playable games I have come across on this machine for a long while. Not since Mario has a platform game combined so many disparate elements of gameplay to such good effect. This really is a great game. In fact it is probably doing the game a disservice to lump it in with all those tired old excuses for games that call themselves platformers.

I begins innocuously enough once you've chosen which of the three characters with a fairly light bout of leaping about and hitting things. When the enemies are destroyed they drop coins, pick them up because you'll need them later. The first hint of how much imagination and perspiration has gone into this game is when, during the first level, you end up riding on the back of a big mechanical fish that can spit fire balls. Now on land this thing is a little cumbersome but on water it zooms along like nobody's business.

From here on in it just gets wilder and wilder. By the end of the first of the six islands you'll be control and three hundred foot tall mechanical Goeman on roller skates as it dodges through villages and forests on its way

G
STA



Wa-hey! It is the mechanical, all singing, all-dancing Sumo trousers!

to a battle with another huge Mech. With the game perspective switching from outside the Mech to inside the Mech's cockpit the battle ensues. The baddie is twirled and expanded using Mode 7 to make it look as though he his

We shall go,



Samurai Bunny rabbits ahoy



These policemen never shirk their duty

OELD NDARD



Harass the villagers and the coppers come out, bamboo sticks blazing



moving back and forth. Timing of the punch from your Mech's arms is very important, to early and you'll miss and he can smack you right in the kisser. And all this madness is on the first level! Further in the hero can be found in a mechanical mouse, half a giant robot Sumo wrestler and a little go-kart blowing poisonous little bubbles at all the nasties.

On the bits which are essentially platform levels, it is never just a case of jumping up a few ladders. There's swing platforms, spiked platforms, spinning parasols as platforms, all of which contrive to make things just that bit more challenging, that bit more interesting until the end result is that you can't put the damn thing down. It has taken me ages to write this review because I keep stopping just to have one more go. What probably makes this little bit more addictive is that fact that the game has infinite



If you've ever felt like a fish out of water then this is the chap to compare feelings with

man, and fight them



Bucket on head doesn't mean its crap



Multi-coloured samurai bunny rabbits!



How to get a head in video games

GOEMAN 2

continues and regular restart points. You may get stuck on one section for up to an hour but at least whenever you die the chances are you'll be reincarnated very near to the section that proves tricky, meaning you can get straight back to where the difficulty was.

One section that held me up for ages was trying to keep going on the back of a dragon as it dives in and out of the water. At first it isn't too much of a problem because it is only leaping in and out of water but then along come pillars to leap over, tunnels which the dragon goes through but you have to run over the top and then a final section where you have to outrun a collapsing cavern but the dragon contrives to get in your way. Challenging but somehow never more frustrating than it should be. It does tread that very fine line between immense frustration and supreme challenge, yet it never seems to go over the line. Every level is really hard but always well worth playing, getting through to the end is always rewarding.

Each of the six islands has a little village at some point. This village is filled with little shops, guest houses, armouries, fast food emporiums, gambling joints and so on. The gambling joints are great fun offering simple games of skill or chance for an opportunity to make some quick money. These are little hiatuses, little breathers from the intense action of the main game. The villagers will ignore you completely unless you decide to attack them, at which point a ruck load of heavily armed soldiers will descend on you, kill a few of them and more will turn up, the only escape is to hide in a shop or something.



Alledgedly this says something really good

Hit me with you



The Golden War fan is this chap's ultimate weapon, he slaps them all with it



Occasionally though he brings out the boomeranging shurikens



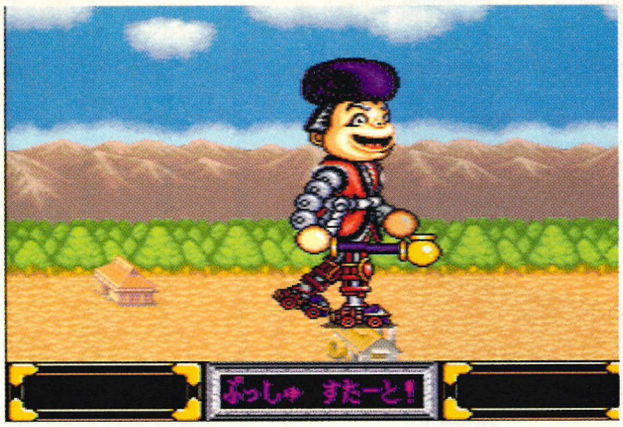
Top little land mines these, they explode on contact



Goeman's baton is the star weapon of the game, the Mech version uses this as well

Occasionally you get a game that is great to play but looks awful. Or looks great but plays like a dead cat. Goeman 2 is on e of those rarities that is an immensely playable game and laden with some of the best graphics and sound in the business. There are heaps of effects and a barrel load of excellent tunes. My favourite effect though is the "hoooohooh!" that occurs whenever you continue, it sounds just like the "hoooohooh!" that came just at the end of the title sequence for Channel 4's coverage of the Chess World Championship. The graphics are impeccable throughout, the level of detail on all the sprites is outstanding and the sheer variety of all the different little creatures and backgrounds and obstacles that turn up is nothing short of remarkable. The presentation from beginning to end is impeccable. Even the save game screen features a very pretty little painting of a tidal wave in that fiddly Japanese traditionalist style famous the world over on plates and mugs.

Goeman 2 (or Legend of the Mystical Ninja 2 on import) is far and away the best game I have come across in months. So there.



It's along way to fall over though, you know?



Ah the old one-two got him again the sucker



I look like a refugee from an Action Man factory



That's what you get for wearing my Sumo trousers!

fan



My boss reckons these Japanese throwing knives look like ducks. I don't



Useful little hand grenade type things these but they don't go very far



GOEMAN 2

HOUSE: KONAMI
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: 1-2
TYPE: ARCADE ADVENTURE

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

92%

SUPER CONTROL

SOUND	9
GRAPHICS	9
GAMEPLAY	9
LASTABILITY	9

ENERGY HIGH

- Original, refreshing, engrossing, addictive
- Loads to do and explore
- Fabulous frankly

ENERGY LOW

- Expensive on import

ALTERNATIVE SYSTEM

Mario is the only game I have come across that compares, although Legend of the Mystical Ninja 1 was a pretty special game on the whole. In fact my advice to you is to rush out and buy both. Do not hesitate they are both bloody marvellous

100% ALIVE

Pick up someone else's litter

Send your mum some flowers

Strip right down to your underwear

Go for a run around the block

Tune your radio to Kiss and pull the knob off

Believe in yourself

Eat a pineapple

Write the alphabet backwards

Meet an old friend you haven't seen for years

Make a record

Dance the dance electric

Plant a tree

Phone someone you love

Learn a second language

Go and see Ryan Giggs

Get your nipple pierced

Ring 071 700 3100 and tell London something it needs to know

Play football in the street

Give £100 to a down and out

Make a statement

Order an empty skip and leave it outside your house for a week

Learn something new every day

Throw away your watch

Laugh

Take a picture of your back

Go for a day without speaking

Every day at the same time stop and think about something wonderful

Say a prayer every night

Have a day without TV

Read a page from a book by Charles Dickens

Hug someone of the same sex

Put your change into a bottle for a year and give it to charity

Visit Great Ormond Street Hospital

Go to the market and spend 10p

Help someone today

Wear a wig

Make everyone at work a cup of tea

Take a friend to the zoo

Write to Mother Teresa

Turn your radio up full blast

Teach a child to read

Buy a book on Jeff Koons

Stare at the clouds for a full ten minutes

Buy Marvin Gaye's 'What's going on'

Tell someone a secret

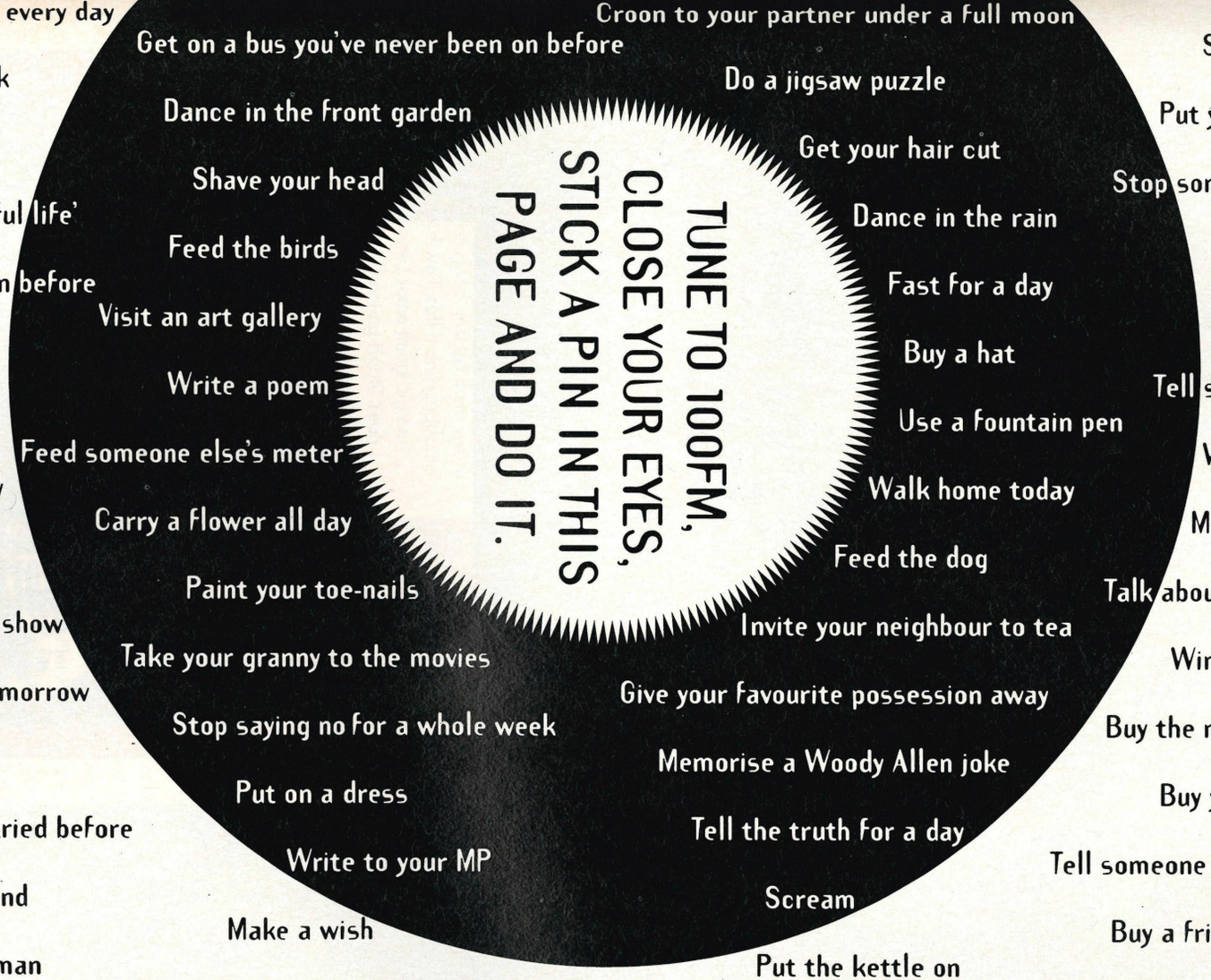
Begin something you've always wanted to begin

Talk to a child about the future

Think purple

Wallpaper the inside of your car

Go on holiday and don't take any luggage



Give up your seat on the tube every day

Take a bath in milk

Climb a tree

Watch 'It's a wonderful life'

Get on a bus you never got on before

Drink a glass of water

Clean your ears

Dream for the day

Visit New York

Listen to Jazzie B's next show

Get up an hour earlier tomorrow

Do 100 press-ups

Eat something you've never tried before

Ride a Merry-go-round

Say hello to a policeman

Spend an hour in a place of worship

Send someone a telegram

Put your sofa in the kitchen

Go to a museum

Get on a bus you've never been on before

Dance in the front garden

Shave your head

Feed the birds

Visit an art gallery

Write a poem

Feed someone else's meter

Carry a flower all day

Paint your toe-nails

Take your granny to the movies

Stop saying no for a whole week

Put on a dress

Write to your MP

Make a wish

Go home a different way every night for a week

Learn to listen more

Sing a song at the top of your voice

Help a stranger with their shopping

Write a fairy-tale

Croon to your partner under a full moon

Do a jigsaw puzzle

Get your hair cut

Dance in the rain

Fast for a day

Buy a hat

Use a fountain pen

Walk home today

Feed the dog

Invite your neighbour to tea

Give your favourite possession away

Memorise a Woody Allen joke

Tell the truth for a day

Scream

Put the kettle on

Take up knitting

Listen to Rodigan's next show, in the park

Spend an afternoon speculating on how to make a million

Forgive someone

Say yes for a day

Put your name on a star

Stop someone getting AIDS

Learn to fly

Do a cartwheel

Tell someone your dreams

Walk on the grass

Make a million pounds

Talk about God with a friend

Wink at someone ugly

Buy the next record you hear on Kiss

Buy your boss a present

Tell someone you appreciate what they do

Buy a friend your favourite book

Tune into Caesar tomorrow morning at 4am

Photocopy this ad and get someone else to do it

Only boil as much water as you need

Learn a new word every day

Do one thing to make the world a better place to live

Kiss 100fm

REVIEW

SOLDIERS OF FORTUNE



How am i supposed to finish of this filling if you just lie there like that? Now sit up and say Aaaah!

THE SHOOT 'EM-UP THAT TIME FORGOT

Scene: Well upholstered Californian office somewhere in Silicon Valley. A cigar-chomping cliché of a man is on the phone "It's called what? The Chaos Engine? What the hell does that mean? Typical goddamn Brits, I mean how the hell are we going to sell something to a world market if its called some faggot name like "The Chaos Engine"?

"No way that's no good, just tell them we've bought the rights and we'll call it any goddamn thing we want! We need some thing big and bold, this games about shooting right? Yeah I know they reckon there's a lot more to it than that but I say its a shoot'em-up and it needs a goddamn shoot'em-up title OK? I dunno you think of something, your the ideas man around here and it better be good! Soldiers of Fortune? Yeah I like it, its got a real tough feel to it. Ciao!"

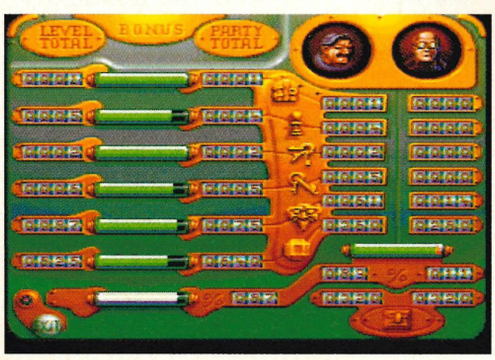


Look will you stop following me around! I've told you I'm straight so just leave me alone



THE DIFFERENCE ENGINE

That probably isn't the tale of how Renegade's Amiga success The Chaos Engine was renamed as Soldiers of Fortune for the console market. The really interesting story is how the Chaos Engine came about in the first place. Some four years ago cyperpunk pioneer William Gibson got together with this chap called Bruce Sterling and they wrote a book called The Difference Engine. This book told of an alternate late nineteenth century world were steam driven computers, called Engines, dominated the world. Britain though is on the verge of revolution largely due to the chase for a number of highly advanced programs that would create a new more powerful machine called The Difference Engine. As Britain plunges into chaos at the hands of the power mad Captain Swing only the efforts of an upstanding archaeology professor, and a band of chaps with assorted histories, prevent Britain being plunged into a chaotic, anarchic world of Captain Swing and the Difference Engine.





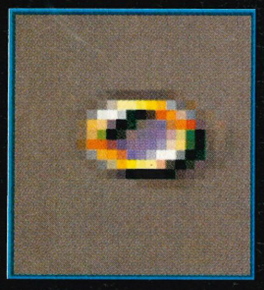
You found what, mate?



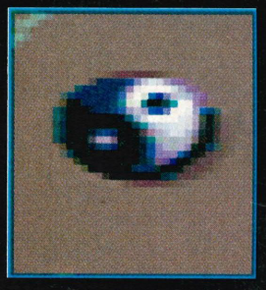
A dynamite special weapon, effectively a smart bomb but very rare



This will restore both chracters to full health if picked up and used



These rings are worth twice as much as coins and usually come in very big piles



A restart point but it will also resurrect a dead partner

In Soldiers of Fortune/The Chaos Engine the scene is the end of the last century and a chap called Baron Fortesque has invented a powerful machine called The Chaos Engine. It's gone out of control and a cloud of chaos has descended upon the land sending all sorts of nasty creatures around the bend in a big way. Enter six mercenaries, ready and willing to take on the might of The Chaos Engine, but for a fee. Noticed any similarities so far readers? Well I did, but then you can't exactly slag off someone for producing a quality game based on a quality book. After all some terribly inferior games have been based on some flimsier premises, so why not, right?

Soldiers of Fortune uses a perspective that will be familiar to anybody who has played the Gauntlet games. In many ways it bears lot of similarities, you walk around, pick things up and shoot anything that moves. But on a subtler level Soldiers of Fortune is more sophisticated. Of the six mercenaries only two can be choseb to embark on the mission to destroy the Chaos Engine. Each has their own attributes based on health, speed, agility, and most importantly, wisdom. They all have maximum levels to which they can be augmented, these vary from character to character, but they start at very low levels. You choose what you think will be the best character for you to control and then pick what appears to be the most useful guy to be partnered by . Pick a character with high firepower but low wisdom and you may end up with little more than a fast-shooting drone, but pick one with high wisdom and the little chap may not shoot much but he'll always be in the right place at the right time.

MONA LISA OVERDRIVE

The idea then is to guide you and your partner through the levels, without getting killed. The levels aren't in anyway linear, often you'll have to pick collect a set of keys in one part of the level to open a door elsewhere. Nor do the enemies behave in a predictable manner. The programmers, the Bitmap Brothers have got this system in their games where if you appear to be very good at the game they'll make it harder for you, so the more enemies you shoot the quicker they'll turn up. The obvious tactic then is to shoot as few as possible and pretend to be a bit crap. Well this works up to a point but the thing is whenever you shoot something you get to collect money, the more you collect the faster you can improve your character's abilities. So if you hang back on the earlier levels trying to make life easier for yourself you wont have collected enough cash to improve attributes to the required standard for later levels.

One thing this does help with though is keeping the variety up. Because passwords come only every four levels, and things get quite tricky early on so you'll be covering a lot of the same ground a fair few times. This isn't as bad as it could be because of the way the monster count can vary from game to game.

The righ



The Brigand: Not very much up top but very q health score. He'll nick all your money if you'r



The Gentleman: Smokes too much to ever be t in other departments



The Scientist: Very intelligent but not especial

COUNT ZERO

The presentation can't be faulted, all the graphics are superb and the soundtrack, a groovy house type thang is quite marvellous also. There's loads of cracking digitised speech as well, letting you know exactly what is going on and what you've done - it all adds to the

t man for the job



ick and not bad on the
not careful though



The Navvie: Not much going on in the brain department but he's got good firepower even if he hasn't got much else



uly healthy and lacking



The Thug: Quick and healthy and the potential to become super-fit



y quick or well-equipped



The Mercenary: Excellent firepower and the capacity to be improved immensely in every department

atmophere as well you know.

BURNING CHROME

Soldiers of Fortune is a very sophisticated shoot'em-up in the vein of Gauntlet and it offers a lot of subtleties that can be either enjoyed or ignored and by God you could not accuse this game of being easy. It has taken me days just to get to the first password and after that things get very, very tricky. It isn't the brilliant magnum opus that some have claimed this game to be but on the whole it is pretty damn good.



REVIEW



SOLDIERS OF FORTUNE

HOUSE: SPECTRUM HOLOBYTE
ORIGIN: IMPORT
PRICE: £TBA
PLAYERS: 1-2
TYPE: SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

88%

SUPER CONTROL

SOUND	9
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	9

ENERGY HIGH

- Gameplay responds to your skill level
- Looks and sound fab
- Really bloody hard and very big

ENERGY LOW

- Really bloody hard
- A jumped up shoot'em-up

ALTERNATIVE SYSTEM

There isn't anything directly comparable on the Super Nintendo, Gauntlet isn't actually available, but idf it is a good shoot'em-up you are fater then go for something like Super Probotector. Something more serious? Then go for Zelda.

SIDE POCKET

If the press release for this game is to be believed then the this game will solve all sorts of problems. This simulation of the game of pool will render unnecessary the need to hunt around the pub looking for a straight cue with a decent tip, nullify the requirement to use blackboard chalk instead of the real thing because someone has nicked the pub's only bit and completely wipe out any hassle when it comes to getting change from the bar.

It doesn't mention that most of the fun from playing pool comes in working out which guy is going to beat you up when he loses. On reflection it is probably fortunate that they don't include that bit.

Side Pocket is really based on the American version of pool, which bears little resemblance to the game we play apart from the fact the table has six pockets and the balls are round. In this version the balls are huge, the pockets are bigger and there are never more than nine balls on the table for you to pot. The balls are numbered and there is no distinction between spots and stripes or red and yellow.

POT BLACK

The one player game takes you on tour of the US. Score enough points in LA and you qualify for the trip to Las Vegas. points are scored by potting balls, but just potting them any old how won't score enough points to qualify. The way to score more points is to pot balls in a row or make sure that you pot them in numerical order. The highest score possible would be to pot all six or nine balls in numerical order without missing a pot. Huge amounts of points would be on the way then.

PAUL NEWMAN

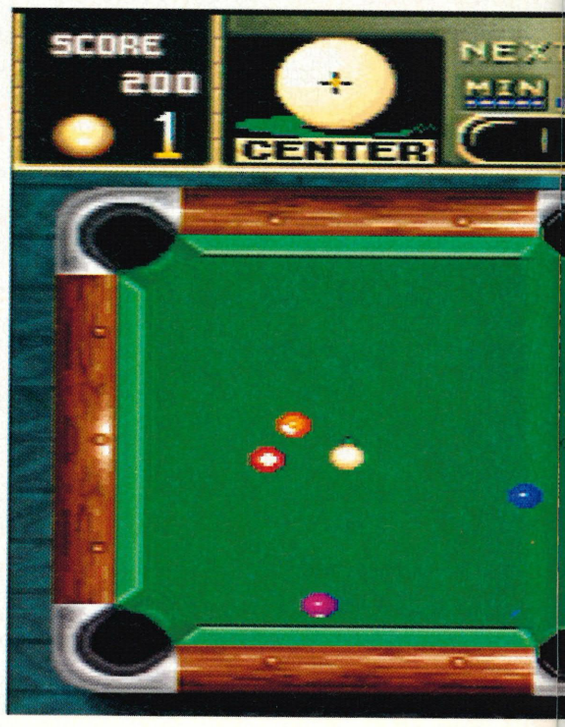
In two-player mode there is another variation. In nine-ball pool the idea is to make contact with the lowest numbered ball first, but to win the game you must pot the nine-ball before your opponent. Your ability to spot and execute a decent plant will prove crucial here.

The game has a number of trick shots for you to practice you skills on some of which look almost impossible and take an awful lot of working out. You'll have to experiment with the wide range of spin you can put on the ball to get some of the shots to work.

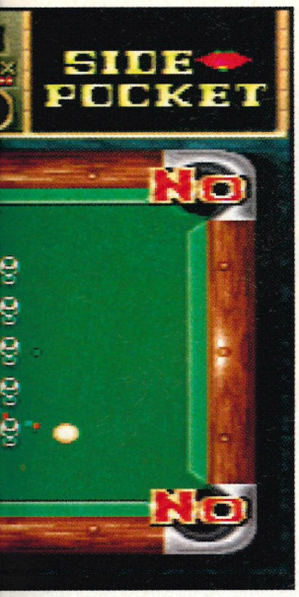
While Side Pocket is populated with expensive-looking women and serenaded by



APP

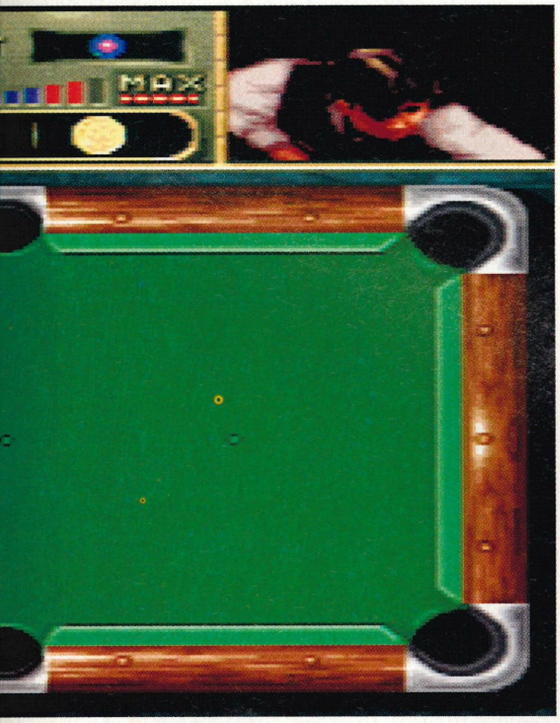


some of the most appalling lounge music I've heard since the closing sequence of Alas Smith and Jones what it comes dfown to is whether or not it plays OK. Well it isn't the best pool sim I've come across, the balls do do some strange thigs fairly frequently but it is reasonably entertaining in the same way as watching Chelsea: if you've nothing better to do it's a good way of spending some time. the one-player mode is sort of addictive as you tryand progress further but this game isn't one to keep you awake all night.





POOLING!

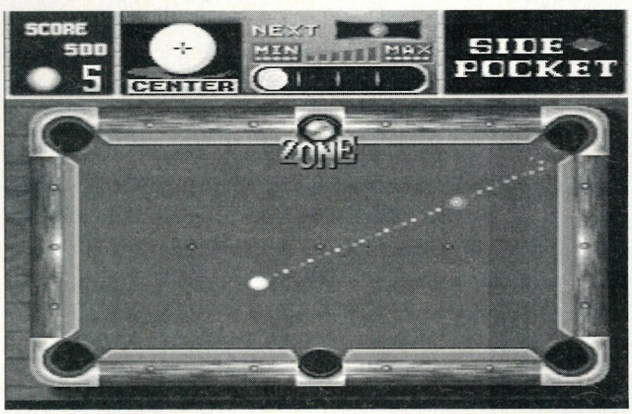




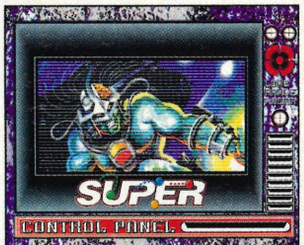
Get all the trick shots done and you get to rearrange her face in one of those slidey puzzle things



Unlikely though it may seem a shot to get the red in the starred pocket is possible



Pot this last ball in the Zone pocket and you'll be on for some serious bonus points



SIDE POCKET

HOUSE: DATA EAST
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: 1-2
TYPE: SPORT

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

63%

SUPER CONTROL

SOUND	5
GRAPHICS	7
GAMEPLAY	6
LASTABILITY	8

ENERGY HIGH

- One or two-player action
- Some very nicely drawn women

ENERGY LOW

- Strangely behaving balls
- Awful music

ALTERNATIVE SYSTEM

Pool games are few anf far between on the SNES so if its ball conytrolling action you are fater then Pinball Dreams is about the nearest I can offer.

R-TYPE III

EMP

The R-Type coin-op has been around for bloody ages, and was without doubt the inspiration for a whole raft of sideways scrolling, power-up proliferating shoot'em-ups. Super R-Type for the Super Nintendo was one of the first games available ever for the machine and was based around the highly successful R-Type II coin-op . This latest incarnation takes its heritage and supercharges it, so instead of becoming a parody of itself and its copyists it overtakes them all and zooms past them in the originality stakes. Well as far as originality can go in a shoot'em-up but you know what I mean, it still has the side-on view but you have to start somewhere right?

It is this effort to keep things different and give a load of options that sets this game apart. the first example of this comes when you choose your weapons. In previous R-Type outings there has only been one weapons pod to choose from. Here though we have three. The first is known as the Round Force and will be familiar to anyone who's played any R-Type game before. This pod offers air-to-air lasers, reflective beams and air-to-ground streams that shoot from your ship vertically then hug the terrain above and below. The first of the two new weapons systems in Shadow Force. Despite sounding like a Gladiator this actually quite useful giving reverse lasers, all range lasers and guide lasers which do the same kid of thing as theground-hugging lasers. This choice will also give you two drones that follow every move. The third of the pods is called Cyclone Force and is quite good fun presenting and V-beam laser, splash shots and a twin-stream capsule laser which once fired stays on the screen leaving a horizontal beam which is deadly to all who pass through it.

These pods are not automatically on the ship when you first embark on a voyage, you'll need to pick-up the right power-up and then catch the pod as it comes on from behind you. Whether you catch this pod on the front of your ship or the rear determines which way these extra lasers will shoot. These pods can also so be catapulted ahead or behind to act as drones, anything that touches them gets wiped out but they wont be able to fire anything. This game is full of such dilemmas. In fact this is probably the



R-Type III isn't all about sailing in an orderly



Expert piloting is the key as crashing into an



...To correct any mistakes you may make

PIRE OF FUN



...manner...



...From left to right, there's more to it than just that



As this level shows, things can go down as well as up



...wall...



Will prove fatal and you'll have to do it all again



This level's scroll is forced which doesn't leave long...





What makes things worse is that fact that you are...



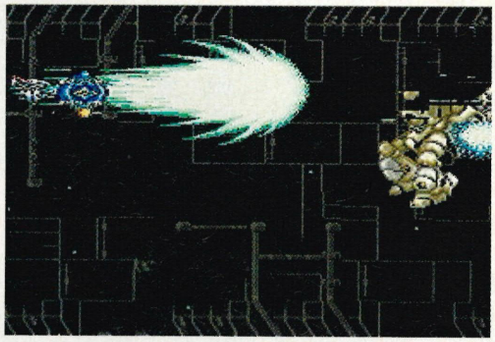
...Constantly hounded by aliens set on your tail

R-TYPE III

It is about here that tea at your aunts seems like a good idea after all



best thing to do with the pod at first because it wont actually do anything useful until you pick up some weapon pods. All pick-ups are found by shooting the little robots that carry them. The colour of these little round things (that look suspiciously like Midget Gems) determines which weapons you've got. The best option is to pick up everything as quickly as possible.



SHOOTING GALLERY

Why is this the best option? Because this game gets bloody hard very quickly, that's why. R-Type III is the video game equivalent of quick setting concrete. A lot o this is down to the inordinate amount of enemies that are flooding the screen by about level two. This is where the weapons come in because they don't just charge in from the front, some of them come from behind, others just float about and get in the way and others follow you around. If the scenery didn't move so much then it might not be such a problem, but that's the other really impressive part of R-Type III, its just as much about navigation and piloting skills as it is about hitting the button very fast. A lot of the time is spent delicately manoeuvring your craft though a number of tricky obstacles that may involve rotating bars of steel or the scroll may chase you



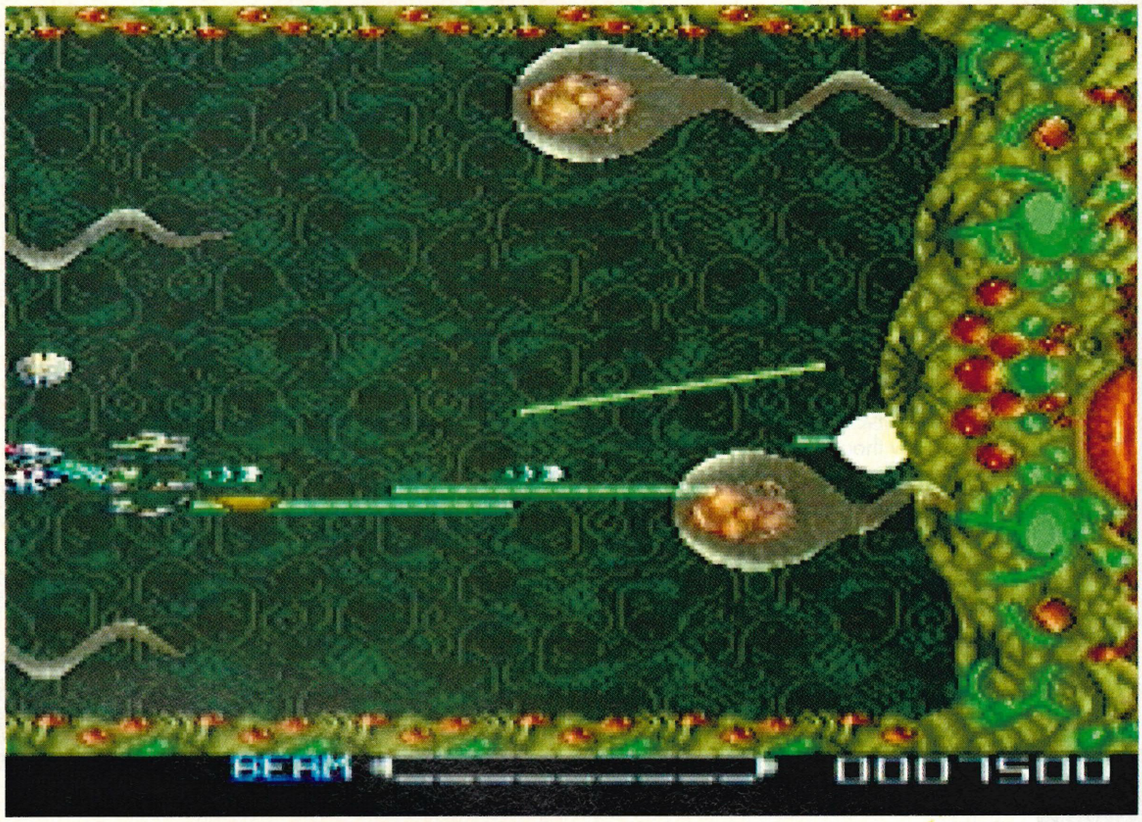
through a labyrinth of tunnels. Not all of this is your traditional left to right business either, think of a direction and this game will probably scroll in it, injecting a much needed dollop of variety into the gameplay. One of the worst is when it scrolls backwards, and you've got all your weapons facing forward. It takes some fancy flying to get the pod onto the back and if you are trying to dodge a load of aliens who seems obsessed to crawl up your bum then their could be some problems.



Little robots try to block your path

BLAST FROM THE PAST

It is this kind of thing that lifts R-Type III above its competition to make it stand out as a quality prosecute with some damn useful gameplay. It is tricky, varied and even with the infinite continues it is going to take even the most



Choose your weapon



Air to air lasers, reflective lasers and ground hugging shots



Reverse lasers, laser firing drones and ground-hugging beams



An oscillating V-beam, splash shots and short fuse laser mines

hardened gamesplayer a good few days to get through this little number. What also helps keep the interest up are the graphics, each level presents the player with a whole new range of aliens, scenery and, naturellement, guardians the contend with. The guardians are perhaps the most impressive part, both graphically and in terms of gameplay. None of them are vaguely simple to destroy and the majority make full use of Super Nintendo graphical capabilities to give them a real edge. The feeling of satisfaction when you finally outwit one, and again it isn't just down to shooting a lot of bullets you have to plan your attacks, is superb. Take all this and add a cracking intro screen and a marvellous soundtrack what you have is a real corker of a game.

R-Type II may well become definitive shoot'em-up for the Super Nintendo, it combines loads of playability with plenty of original ideas and slaps them all together with quality graphics, gorgeous sound effects and top presentation. I could play it for hours.





R-TYPE III

HOUSE: IREM
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: 2
TYPE: SHIOOT'EM UP



SOUND	8
GRAPHICS	9
GAMEPLAY	9
LASTABILITY	9

ENERGY HIGH

- Difficult, interesting, constantly surprising
- A real seat-of-the-pants experience
- Infinite continues

ENERGY LOW

- It is still a shoot'em-up

ALTERNATIVE SYSTEM

There isn't really anything to compare, although Star Wing is certainly worth a look as it offers plenty of surprises but more in terms of graphics than gameplay. On atmosphere it out does Super R-Type III by a long way but it is a lot easier to complete.

REVIEW

CHOPLIFTER 3

I am now declaring this an innuendo free zone. The temptation to descend into a sad litany of jokes about choppers is great but I am above that kind of thing and perfectly capable of resisting any temptation to make light of the connection between choppers and penises. I wouldn't do that. Rest assured.

Quite what I am going to talk about all the review now though is the tricky bit. There isn't a great deal to Choplifter you see and padding out a review like this is, even though I've been doing this sort of thing for a while now, not that easy. I could tell you about the plot I suppose. Yeah? OK then. Some nasty dictator has taken over a very small neighbouring country, probably using British arms, and has refused to get out. UN observers and other innocents have been taken hostage by the said dictator and are being used as human shield to protect the weaponry in place for keeping the invasion going.

The hostages' only chance is you and your trusty chopper. You have been chosen to fly in single handed with out any back-up whatsoever and rescue the lot of them from the ramshackle POW camps they are in. This is nothing but an update on the plots of the previous two Choplifter games and all the other incarnations on every format since the Commodore 64. The point is you can't hide the fact that all this game is about is flying your helicopter, shooting things, landing to pick up your hostages and then returning them to the UN base whilst shooting more things on the way back.

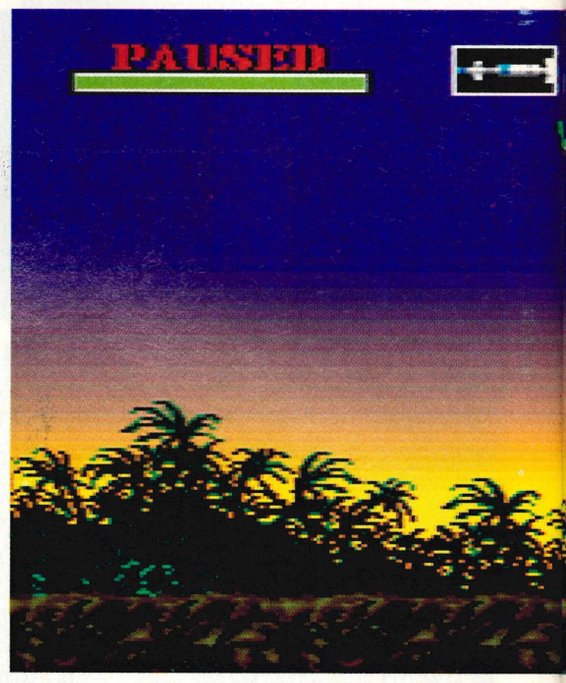
This isn't to say that Choplifter is dull in any way. Far from it. The game has been filled to the brim with fast firing enemy soldiers who, as the game progresses become gradually better equipped. They'll begin by firing their rifles at you but before you know it they are armed with heat-seeking missiles and a number of armoured vehicles that don't make life very easy for your average chopper pilot. Help is at hand in the form of extra weapon to supplement your chain gun, check out the little box to the right to see what is available.

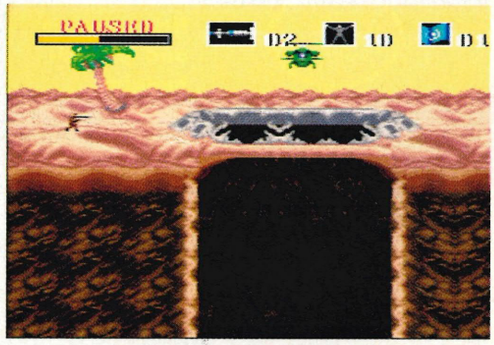
To resurrect an old title like this for a machine like the Super Nintendo and then do very little to it in terms of gameplay is some thing of a cheek. I wont deny that the game is fast, furious and extremely challenging even on easy level, but to expect us to fork out fifty quid for a game that is little different form the Gameboy version. I just feel that this game should have been updated and super charged to make it a proper Super Nintendo game.



The mission overview begins here, each level is divided into four missions

THE O ER, TI





If you've ever fancied flying a helicopter underground now is your chance

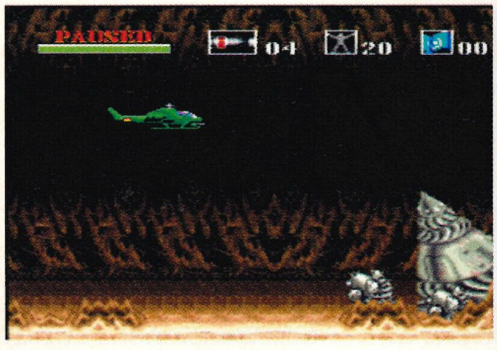


The only way to release the POWs is to set fire to their camp. One or two probably die but we are talking percentages really



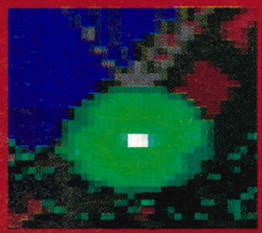
LD ONES ARE, HE OLD ONES



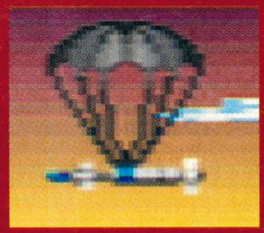


Innocent though it may look this drilling machine is a git to get rid of

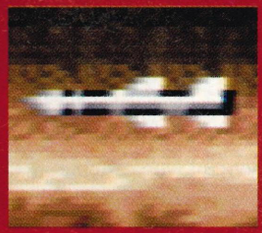
Bolt-on, add-on and do-it-yourself



Napalm: Effective but difficult to target



Rockets: they fly straight and true

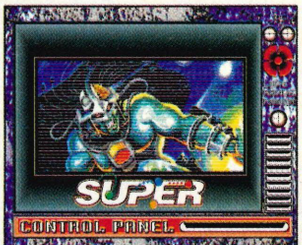


Guided missle: useful but rare



Free-fall bombs: need accurate deploying

REVIEW



CHOPLIFTER III

HOUSE: EXTREME
ORIGIN: IMPORT
PRICE: £49.99
PLAYERS: ONE
TYPE: SHOOT'EM UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

68%

SUPER CONTROL

SOUND 8
GRAPHICS 6
GAMEPLAY 7
LASTABILITY 7

ENERGY HIGH

- Bloody hard on all levels
- Loads of game to work through
- Lots of bloodshed

ENERGY LOW

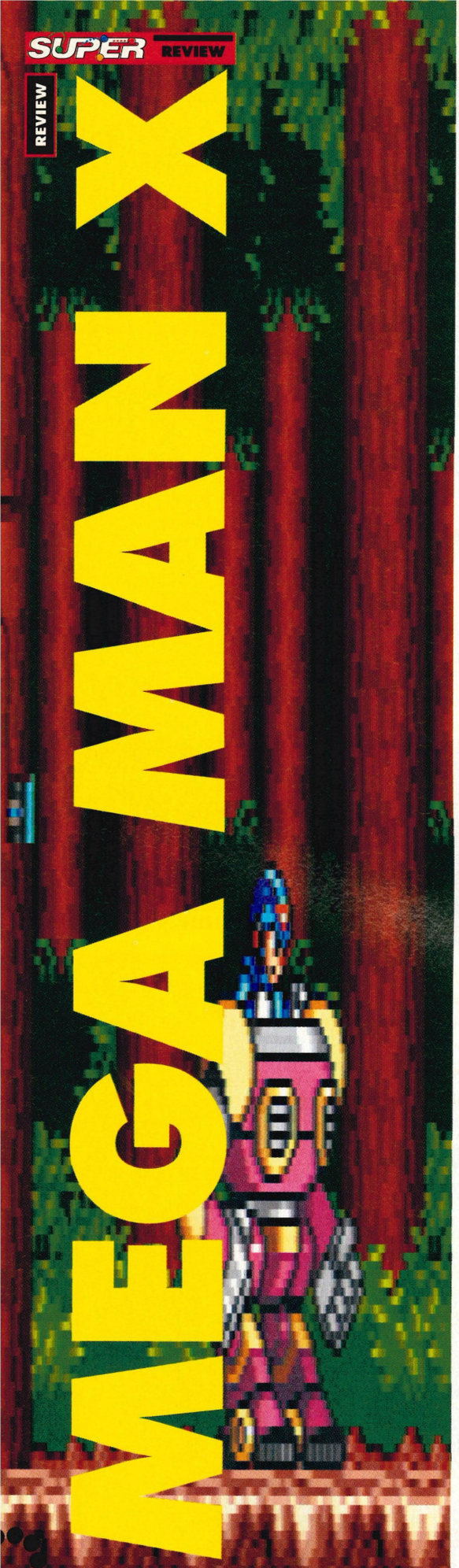
- Very simple and very old idea
- No great innovations here

ALTERNATIVE SYSTEM

Well this machine is hardly short on shoot'em-ups so you can take your pick from the likes of Star Wing et al. If you fancy a bit of helicopter action then Desert Strike is the one to go for, loads of soldiers on the ground to shoot and far more to it than this

REVIEW

MEGA MAN X



Hailed by NES owners the world over as "bloody marvellous, frankly" Capcom's diminutive hero has finally made his way onto the Super Nintendo. Why then is his first outing such a let-down?

Mega Man is an autonomous robout chappie who looks a bit like a junior version of one of those Gundam style robots that Super Play wibble about quite a lot. He hasn't got all the fancy weapons and stuff just a reasonable right fist and a gun for a left arm. Fortunately having no left arm doesn't worry him much because being a robot he doesn't have to face that eternal male problem of developing an itchy bum while drinking a pint and smoking a fag.

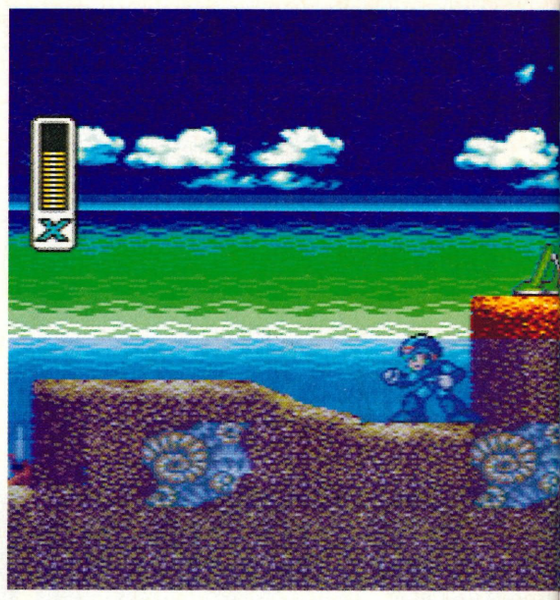
None of this however has anything to do with the game. At heart it is just a platform shoot'em-up with our hero running along or jumping through loads of levels, admittedly fairly innovative levels, and shooting some imaginative enemies before coming face to face with a very big robot guardian that will probably prove very difficult.

I mean you can't fault the creative effort that's gone into the graphics, especially some of the animal based boss robots, but what you can fault is the fact the gameplay is so dull and predictable. For the best part of the time all Mega Man does is
run, jump and shoot. In fact if I had a pound for every game I'd played in the last month that fitted that description I'd be, erm, at least six pounds richer.

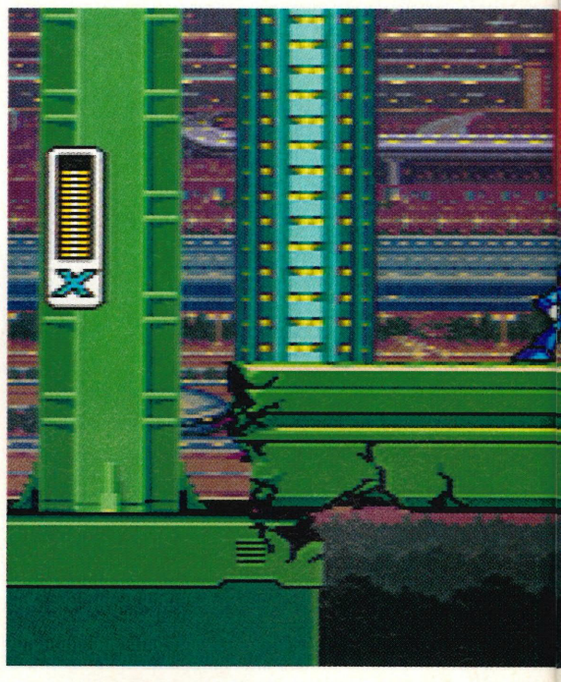
I am just getting so sick and tired of seeing dross like this foisted on the customer and passed of as A Good Game. This is by no means the worst example but coming from a company like Capcom, yes the same people who brought us SFII, this is very disappointing.

There isn't anything wrong with a platform game in itself if it offers plenty of variety, no one would argue that Mario is perhaps one of the best games around and certainly the best platform game. But when things play in such an obvious way, so obvious you can almost predict where the enemies are going to come from and when then it is just too much. Where are all the original games eh? Where are all the innovators? Has the console, and its lack of keyboard, killed off the enthusiast? Has the high cost of manufacturing cartridges made companies too scared to take a risk with a game? I think so. What can we do about it? I really wish I knew the answer but just don't believe the hype.

We now resume normal transmission. Look its a platform game and it isn't outstanding but it isn't a pile of crap, it is just so damn average.



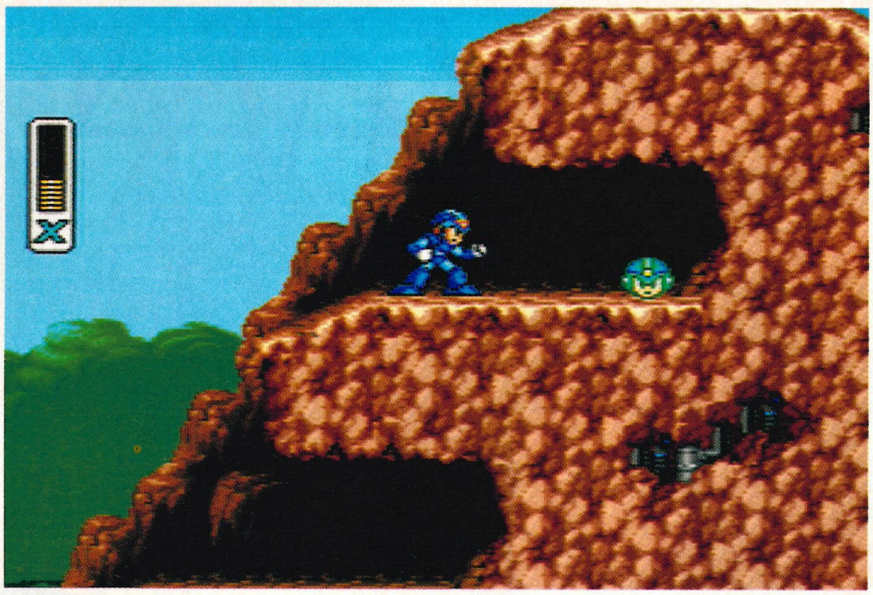
FALL





It's the Chameleon himself, and he isn't all that happy to see you





EN ANGEL





Wa-hey! It's a big pink exo-skeleton and I get to ride in it! I just hope my mates don't see me



Choose your weapon kids! Although there isn"t all that much to choose from here



All these nasty looking chaps are the guardians for the various levels. You can do any level, at any time you like

REVIEW



MEGA MAN X

HOUSE: CAPCOM
ORIGIN: IMPORT
PRICE: £TBA
PLAYERS: ONE
TYPE: SHOOT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

50%

SUPER CONTROL

SOUND	5
GRAPHICS	8
GAMEPLAY	4
LASTABILITY	4

ENERGY HIGH

- Looks great in loads of places and doesn't sound bad occasionally

ENERGY LOW

- Seen it all so many times before

ALTERNATIVE SYSTEM

Get Mario if you haven't got it already, it really is worth all the attention. Failing that something challenging like Lost Vikings might be your cup of tea

INSTANT RELIEF

ACTION REPLAY SPECIAL

You know the deal with these codes they don't if you ain't got an Action Replay, you Muppets

WOLFENSTEIN 3D

This is what is known in the trade as a DEADCODE and will only work on Action Replay II's. What you have to do is this: Enter all the following codes in the correct order and replace the Xs with one of the codes listed further below. This is what you must enter:

DEADCODE
00FD1500
4808E230
XXXXXXXX
XXXXXXXX
2868AF11
42005C15
FDC00000

These are the codes for the different features:

Unlimited shots
A90D8F57
897EEAEA

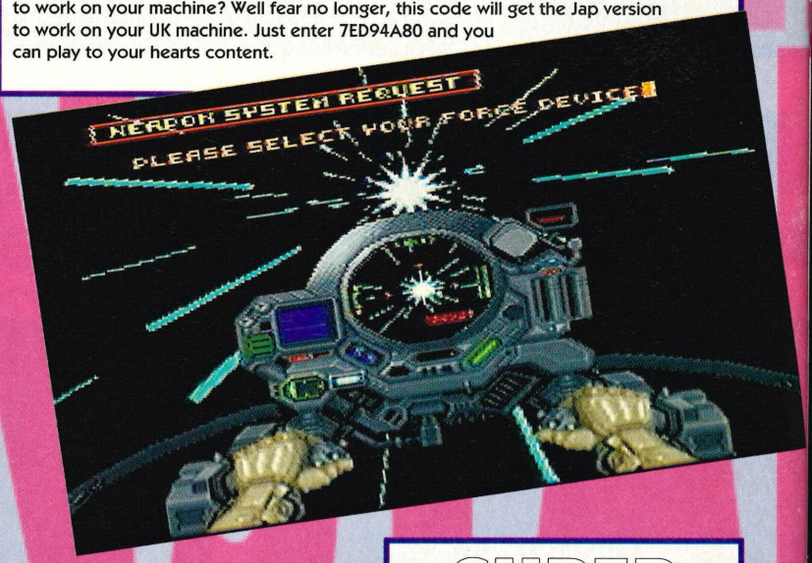
Unlimited energy
A9638F55
897EEAEA

Infinite lives
A9048F53
897EEAEA

Always have both keys
A90338F5F
897EEAEA

R-TYPE 3

Can't wait for it to be released officially? Just have to have it on import but can't get it to work on your machine? Well fear no longer, this code will get the Jap version to work on your UK machine. Just enter 7ED94A80 and you can play to your hearts content.





NBA JAM

It has sold loads, it is all about baseball, and the characters in the game all have funny heads, it's NBA Jam from Acclaim. And if you fancy being a bit quicker than usual for a lot of the time then all you have to do is enter the following code, 7E078A20 and you'll have infinite turbos. Thanks to Elliott Hawks of Hull for that one. Phone Home.

SUPER EMPIRE STRIKES BACK

This has to be one of the trickiest games ever . It is really big but I find it a little bit on the hard side. So to help you guys along here we have some more Action Replay codes to help you along. Can U feel the force? Well you will with this code, infinitely in fact. 7E0315FF and you'll never have to worry about taking a hit again. And if you want to increase your blaster power or set it at one level then enter the following code, 7E01E80X (replacing X with a number between 1 and 4) and away you go.

CHOPLIFTER 3

Reviewed this issue this tale of one man and his chopper taking on a nasty dic(k)tator on behalf of the UN can get very taxing in places. This code will help. 7E0D1680 will give you infinite energy, and by George you'll need it.

STRIKER

There are two styles of Striker players: the good ones (who won't need this) and the crap ones (who will). The first code is a little unnecessary unless you are planning some kind of charity Striker session. Entering 7E0E4A55 will give you infinite time. The only thing I can see this as being useful for is if you enter it and don't switch the Action Replay on. Then when you are three goals down with 30 seconds to go you can just flick on the Action Replay and give yourself a bit of extra time to redress the balance. The second one is much more useful. By entering 7E0E1800 none of the opposition goals will count. Hurrah! You can be really crap and still they wont win!



WORLD CUP STRIKER™

SUPER NINTENDO ENTERTAINMENT SYSTEM™

GAME BOY™

SUPER NINTENDO ⚽ 8MB CART ⚽ BATTERY BACK UP ⚽ LARGE SCALE PENALTY SEQUENCE ⚽ SUPER MULTI[illegible]

GAME BOY ⚽ PASSWORD SYSTEM ⚽ ICON DRIVEN MENUS ⚽ EDIT SQUAD FACILITY ⚽ INDIVIDUAL PLAYER ABILITIES ⚽ MULTIPLE COMPETITION





DESIGNED AND DEVELOPED IN GREAT BRITAIN
NOT AVAILABLE ON IMPORT

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Telephone: +(44) 922 55852 Fax: +(44) 922 740032

INSTANT RELIEF

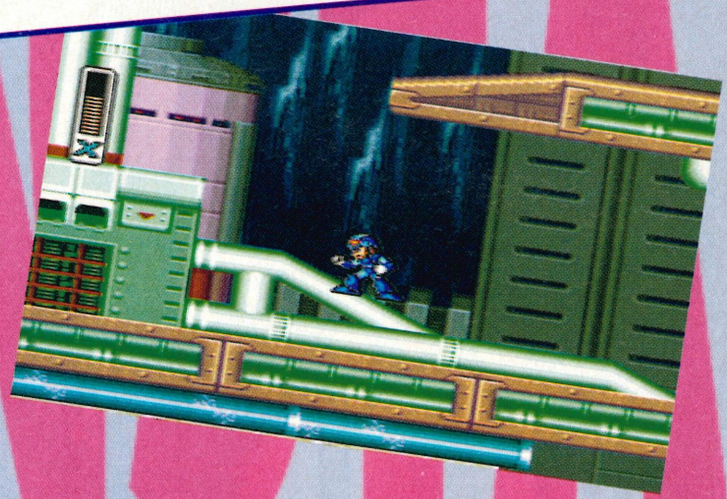
LEMMINGS

A top game and a top geezer who sent them in. Every single one of these codes came courtesy of one Norman Law Marr of Aberdeen, bless him.

FUN		3	BNLDXVC	5	NRQKFRC	7	GXZTLVK
2	FWKQCJK	4	FNGWLWW	6	QRXZLSK	8	LSWHMHR
3	TWXZKRM	5	RWHTQBK	7	VGPDDWR	9	SDRMFLF
4	JPJXFVW	6	GGVQQDZ	8	HPKBCCX	10	HSHQXPK
5	KTJGTJK	7	RTWHNTC	9	DSWLCTG	11	CHBMWRT
6	HGNNNPX	8	FGMBPFD	10	CWGCJHK	12	LNRGMXC
7	MLLBCPQ	9	GTGGDQK	11	TNJVCGD	13	WPSKBXN
8	XBVCKLL	10	KSRXKVK	12	XKBFSBD	14	LPBDVJJ
9	JWGWBBX	11	TBHLCRC	13	VKKCSFV	15	BGMLGSS
10	JJGKQPH	12	XVJKXBQ	14	SJKNWWS	16	CZLMVGD
11	PWKZSXL	13	TMRSZMF	15	DGDGCBX	17	KVXLSQH
12	GGWWFXR	14	CVSDHLF	16	QTVGPTH	18	CQSSZRQ
13	PPTDZZG	15	WXLBGBP	17	PFFFLPS	19	MVRPMQJ
14	TPVSDSC	16	WZNFLWF	18	BPNRSMC	20	PMXDHBP
15	QSPRKMK	17	FVMTNWW	19	JLGKBCZ	21	TWQBCXL
16	BXCHLQS	18	VVDRGWD	20	PCVKZVR	22	WVVFXWB
17	VDGQWSX	19	SRXBPPV	21	QNWFKVZ	23	BSLMGQZ
18	QGNLNFM	20	GRZHRPP	22	NTHZDKK	24	MGGLXSF
19	DNPFNQR	21	XTMWFCP	23	XQZRSDT	25	DXBZRVX
20	FQKKFHL	22	FMLTVPM	24	PTPMJDV	26	BWQNKVK
21	RMHDGBX	23	KSGVVWK	25	LXTZBHP	27	RTBGJWD
22	ZGBVCXV	24	ZBPPBXG	26	RLQGWSX	28	HMGDJCQ
23	ZXBLWZX	25	WHCHBQV	27	MHKNCDK	29	QZTJHSV
24	HTLDXLB	26	LHDPGNV	28	KWGCKWD	30	CQLRCHF
25	ZDGHTWD	27	HVLXXTH	29	RKVHCBS		
26	CFHXPSM	28	STVNDPK	30	MGVJBKZ	SUNSOFT	
27	PZBXCXB	29	JFTQVSX			1	GNNBJWV
28	CWLGDPT	30	SKKWSZD	MAYHEM		2	RCQRFPZ
29	WDNLSMJ			1	QGSMMDM	3	FBJJKJB
30	WBZWWCB	TAXING		2	KKXSKFK	4	RMQMZDC
		1	SFLQQWR	3	NNBLXNL	5	DTCZVMQ
TRICKY		2	LGJMTCD	4	JCPMTPC		
1	WXRRTMV	3	BWNQXRZ	5	TNPPCLS		
2	SVZFJVM	4	WGHQVRF	6	RCPKPMD		

MEGA MAN X

Reviewed this issue and a bit on the crap side if you ask me. However you probably don't want me to tell you that if you've bought it, what you need is a nice little cheat for it. So here we have a code for infinite lives. Excellent! Just enter 7E1F8002 and you'll never run out of little men in blue suits ever again.



JURASSIC PARK

A bit crap at this one are you? Totally useless and in dire need of lots of help? You've come to the right place. Enter 7E028CFE to get infinite weapon 1s, enter 7E0295AA to get infinite weapon 2s. And if that still isn't enough then enter 7E038CFE to get to see the end sequence.

REN & STIMPY

A fine cartoon but a bit lacking when it came to the Super Nintendo version. However I'm not averse to giving away code for a game I don't like so cop for some of this. 7E080705 will give you infinite energy although you will always lose your first point, while 7E080603 will give you infinite lives. Happy, happy, joy, joy!

SUPER BOMBERMAN

We've got loads of codes for this one so I'll just sit back and let them do the talking.

7E0A4XX	Level select (XX is the level number)
7E0D7945	Allows player one to walk through walls
7E0DB945	Allows player 2 to walk through walls
7E0D7938	Allows player 1 to walk through bombs
7E0DB938	Allows player 2 to walk through bombs
7E0D7965	Allows player 1 to walk through walls and bombs
7E0DB965	Allows player 2 to walk through walls and bombs
7E0DF702	Infinite energy for blue Bomberman
7E0D736F	Red Detonator for player 1
7E0DB36F	Red Detonator for player 2
7E0DF36F	Red Detonator for player 3
7E0DD36F	Red Detonator for player 4

ANY OLD TIPS

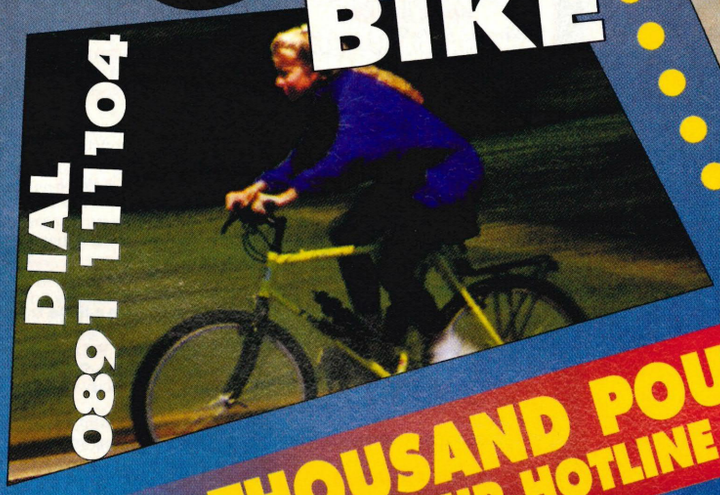
Get your tips in so we can can do this next month because if we don't then everybody would get really upset. Well after a stupendous month this time around (and we've still got two pages) we need your continued support folks. All you have to do is send in loads of tips and we'll conveniently remember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

We love the Cranberries
Instant Relief, Super Control
Maverick Magazines
16/17 Hollybush Row
Oxford OX1 1JH

PRIZE LINES

YOUR CHANCE TO WIN FANTASTIC PRIZES JUST BY CALLING OUR TELEPHONE NUMBERS BELOW

YOU CAN WIN THIS FANTASTIC MOUNTAIN BIKE



DIAL 0891 111104

WIN A SEGA MEGADRIVE

EASY TO ENTER WITH NO NASTY TIE BREAKERS



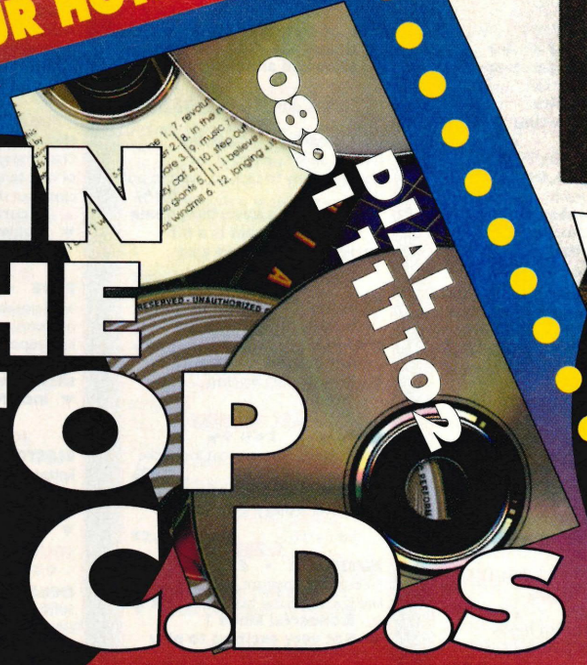
NO TIE BREAKERS

DIAL 0891 111103

TWO THOUSAND POUNDS COULD BE YOURS
CALL OUR HOTLINE NOW: 0891 111105

WIN THE TOP 50 C.D.s

EASY TO ENTER WITH NO NASTY TIE BREAKERS



DIAL 0891 111102

WIN AN AMSTRAD P.C.



DIAL 0891 111106

Max. duration 7.5 mins with multi-choice answers. If you don't pay the phone bill get permission from who does. Calls cost 39p a min. cheap rate or 49p a min. at all other times. Max cost £3.68. Rules/winners free by post from EarthBound, Enterprise House, High Street, Newcastle NE15 8LN. Winner picked at random on closing dates 20/6/94 to be notified by post.

DIRECTORY ENQUIRIES

OFFICIALS

Listed below are the games currently available officially in the UK, and are fully compatible with British PAL machines.

ACTRAISER
ENIX • £49.99
A unique combination of action and strategy as you hack your way through this Populous/Sim City cocktail. 79%
▲ Loads of things to do
▼ Slightly too easy

ADDAMS FAMILY
OCEAN • £44.99
Tough platform romp with superb presentation. Enjoyable. 81%
▲ Gorgeous presentation
▼ Easy to complete

AGURI SUZUKI F1 DRIVING
LOZC • £44.99
One or two-player racing sim with Mode 7 on overtime. Neat graphics, but ultimately yawn-invoking. 62%
▲ Two-player mode
▼ A bit dull really

ALIEN 3
ACCLAIM • £49.99
Really atmospheric platform-cum-shoot'em-up with moody graphics and challenging gameplay. 83%
▲ Plenty to do
▼ Can become repetitive

ANOTHER WORLD
INTERPLAY • £44.99
Unusual combination of shoot'em-up and adventure. 80%
▲ Gob-smacking graphics
▼ Far too easy

ASTERIX
INFOGRAMES • £44.99
Simple but playable platform adventure featuring our favourite Frenchman. 82%
▲ Nice graphics & gameplay
▼ Nothing special

AXELAY
KONAMI • £44.99
Glorious shoot'em-up with astounding graphics and plenty of action. 84%
▲ Amazing graphics
▼ Some glitching in places

BART'S NIGHTMARE
ACCLAIM/LJN • £44.99
A unique game comprised of many sub-games. 83%
▲ Whacky humour
▼ Maybe too weird

BATMAN RETURNS
KONAMI • £49.99
A visually spectacular, but limited beat'em-up. 79%
▲ Great graphics and sound
▼ Very limited action

BEST OF THE BEST
ELECTRO BRAIN • £44.99
A kick boxing/karate challenge with over 50 moves available. 55%
▲ Accurate kick boxing game
▼ Awkward control method

BIOMETAL
ACTIVISION • £45
A ridiculously hard blaster plagued by abysmal slowdown and awful glitching. Set over six levels. 25%
▲ Extremely challenging
▼ Far too difficult and boring

BLAZING SKIES
NAMCO • £39.99
This World War 1 'flight sim' is more like a 3D shoot'em-up. 63%
▲ Lots of missions
▼ A bit boring, really

BLUES BROTHERS
TITUS • £44.99
A typical platform game romp with great graphics and smart updated musical effects. 84%
▲ Tough and challenging
▼ Aren't enough levels

BOB
ELECTRONIC ARTS • £45
Fairly good platform sci-fi fun. Take BOB through three different planets to reach his blind date. 69%
▲ Some nice little animated touches
▼ Slow, plodding and difficult

BUBSY
NINTENDO • £39.99
What promised to be an excellent platform romp is dogged by annoying gameplay. A great shame. 61%
▲ Visually excellent
▼ Frustrating to play

CHESSMASTER
MINDSCAPE • £44.99
Mindscape's SNES release of the home computer classic. 51%
▲ A pleasant change
▼ Why pay £50?

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

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

CRASH DUMMIES
ACCLAIM • £44.99
Lame platform game with little going for it other than your limbs fall off on a regular basis. 45%
▲ A nice idea
▼ Dull implementation

CYBERNATOR
NCS MASIYA • £44.99
Graphically impressive shoot'em-up featuring masses of enemies. 73%
▲ Good graphics and action
▼ Slight glitching

DAVID CRANE'S AMAZING TENNIS
ABSOLUTE ENT • £44.99
David Crane's Amazing Tennis sacrifices decent gameplay for (almost) orgasmic graphics. 66%
▲ Outstanding animation
▼ Difficult perspective

DEATH VALLEY RALLY
SUNSOFT • £49.99
Play the role of the Road Runner against the warped mind of Wile E Coyote in this graphically accurate platform romp. 60%
▲ Graphics are big and bright
▼ Gameplay sucks, very tricky

DESERT STRIKE
ELECTRONIC ARTS • £45
A topical shoot'em-up where you return to the Gulf to give the Iraqis a taste of their own medicine. 86%
▲ A blaster with attitude
▼ Can get a bit hard at times

DRAGON'S LAIR
ELITE • £44.99
Marvellous graphics from the laser disc machine are translated quite well. Eminently challenging. 74%
▲ Some neat visual effects
▼ Very repetitive

DRAKKHEN
INFOGRAMES • £49.99
A massive role-playing game that is set in a bizarre world of polygons. 70%
▲ Playing area is massive...
▼ But boring to explore

EQUINOX
SONY • £49.99
Superb isometric adventure with outstanding graphics and highly addictive gameplay. 85%
▲ Compelling gameplay
▼ Dodgy perspective at times

EXHAUST HEAT
OCEAN • £44.99
An enjoyable and fairly accurate Formula 1 driving sim that borrows its graphical style from F-Zero. 66%
▲ Stomach churning visuals
▼ Lacks two-player option

FAMILY DOG
T*HQ • £44.99
Distinctly average conversion of the American cartoon series. 56%
▲ Humorous, well-animated
▼ Slow and annoying at times

FINAL FANTASY MYSTIC QUEST
NINTENDO • £39.99
FFMQ is an RPG aimed at the beginner. Easy to pick up, hard to put down. 71%
▲ Immensely absorbing game
▼ Combat system is a bit boring and it's a tad easy

FINAL FIGHT
CAPCOM • £49.99
Classic beat'em-up action with Cody and Haggar. 75%
▲ Almost like the real thing
▼ And just as boring

FIRST SAMURAI
KEMCO • £49.99
An Amiga conversion that looks like an Amiga conversion. 73%
▲ Fairly good chopping spree
▼ Some dodgy graphics

F-ZERO
NINTENDO • £39.99
F-Zero looks brilliant and plays well, but is a bit on the bland side. 71%
▲ Wonderful Mode 7
▼ Not very exciting to play

GEORGE FOREMAN'S KO BOXING
ACCLAIM • £49.99
Unfortunately, all the excitement of a real fight has been lost in the translation. 32%
▲ Plenty of opposition
▼ Looks bad, plays bad

GODS
MINDSCAPE • £49.99
Top-quality platform game that only has four levels, but they are all huge and extremely hard. 83%
▲ Big, tricky, great graphics
▼ Controls let it down

GUNFORCE
IREM • £49.99
Pathetic attempt at a platform shooter that tries too hard with all sorts of little gimmicks, but misses out on any playability or presentation. 46%
▲ Quite hard in places
▼ Annoying, no gameplay

HOME ALONE
T*HQ. • £44.99
Super Control's most hated game. It's boring, it looks crap and it plays like a steaming pool of yak bile. What more can I say? 9%
▲ None whatsoever
▼ The game

HOME ALONE 2
T*HQ. • £44.99
Basically the same as the original, but slightly improved – just run along, dodging the hotel porters etc. 36%
▲ Better than the first
▼ Still a complete load of crap

HUNT FOR RED OCTOBER
HI-TECH • £44.99
Poor conversion of film, but it is compatible with Super Scope. 31%
▲ It's Nintendo Scope compatible...
▼ ...And SNES compatible

JAMES BOND JNR
T*HQ. • £44.99
Nothing to do with the films. Unexciting platform adventure. 31%
▲ Varied gameplay
▼ Poor in every other respect

JIMMY CONNORS' TENNIS
UBI SOFT • £44.99
Challenging Super Tennis for the title of best tennis simulator, it comes close but doesn't quite make it. 85%
▲ Accurate and entertaining
▼ Awkward to play at first

JOE AND MAC
ELITE • £44.99
An enjoyable one or two-player platform romp that soon becomes a little repetitive. 72%
▲ Humorous graphics with slick animation
▼ Insufficient variation

JOHN MADDEN '93
ELECTRONIC ARTS • £45
Better than the original, but too complicated. A bit boring. 72%
▲ Good, realistic graphics
▼ Too complicated

JURASSIC PARK
OCEAN • £54.99
Surprisingly good exploration/problem-solving game. Great sound, marvellous graphics. 86%
▲ Loads to do and it isn't a shoot'em-up
▼ Too much walking about

KEVIN KEEGAN'S PLAYER MANAGER
IMAGINEER • £49.99
Incredibly in-depth football manager game with a version of Kick-Off thrown in for good measure. 81%
▲ Lots of playability
▼ Not for the casual soccer fan

KING ARTHUR'S WORLD
JALECO • £44.99
Send in the footsoldiers to fight their way across 23 battlefields in this mediaeval Lemmings clone. 79%
▲ Fiddly controls
▼ It's so goddamn slow!

KRUSTY'S SUPER FUN HOUSE
ACCLAIM • £44.99
Help Krusty rid his Fun House of the invading rodents in this addictive puzzle-cum-platform game. 81%
▲ Loads of intricate levels
▼ Krusty's sprite is really annoying

LAGOON
KEMCO • £44.99
Not as slick or as challenging as Final Fantasy or Zelda. 52%
▲ OK-ish presentation
▼ Not very exciting

LEMMINGS
SUNSOFT • £49.99
A totally unique game that has been a hit on every machine it's been released on. 86%
▲ Great fun in both one and two-player modes
▼ Controls are a little tricky

LETHAL WEAPON
OCEAN • £44.99
Play Riggs or Murtaugh and complete the easy missions. 58%
▲ Fairly good film trilogy
▼ Disappointing graphics

LOST VIKINGS
NINTENDO • £39.99
Superb Nordic platform romp requiring a fair amount of thought and dextrous handling to survive. 90%
▲ Extremely addictive
▼ Can waste hours playing it

MARIO ALL STARS
NINTENDO • £49.99
Four NES games on one cart with improved graphics. 91%
▲ Amazing value
▼ Not as good as Mario 4

MARIO PAINT
NINTENDO • £59.99
Art package with mouse 52%
▲ The mouse is handy
▼ Too simple

MICKEY'S MAGICAL QUEST
CAPCOM • £49.99
A bright and colourful platform romp, but it is too easy. 84%
▲ Looks great and is enjoyable to play
▼ Too easy to complete

MIGHT AND MAGIC II
ELITE • £44.99
Substandard RPG with first-person perspective. 58%
▲ Large playing area
▼ Poor graphics and execution

MORTAL KOMBAT
ACCLAIM • £59.99
Superb digitised fighting frolics from

Acclaim. Violent as hell. 85%
▲ Good, clean, violent fun
▼ Not quite SFII

NHLPA HOCKEY
ELECTRONIC ARTS • £45
Electronic Arts' dabbling on the ice hockey front is incredibly animated and realistic. 78%
▲ Realistic ice hockey sim
▼ Maybe too realistic

ON THE BALL
TAITO • £45-£50
Try and get a little chrome ball through a maze. 79%
▲ Addictive and fast gameplay
▼ Initially confusing

OUTLANDER
MINDSCAPE • £44.99
A Mad Max kind of thing, but nowhere near as entertaining. Drive and shoot your way through rough terrain. 30%
▲ It's got guns in it
▼ Repetitive, poor graphics

OUT TO LUNCH
MINDSCAPE • £44.99
Pierre Le Chef travels the world catching vegetables in this platform game. 71%
▲ Looks great and all sprites have character
▼ Repetitive and dull

PAPERBOY 2
MINDSCAPE • £39.99
Dire presentation and non-existent gameplay make Paperboy II one of the worst games ever. 12%
▲ Erm...there aren't any
▼ Unadulterated dross

PARODIUS
KONAMI • £40-£45
A hilarious and welcome change to the shoot'em-up genre. 83%
▲ Great fun to play
▼ No two-player option

PGA TOUR GOLF
ELECTRONIC ARTS • £45
Presentation is first class on this ropey conversion. 70%
▲ Good visuals
▼ Like the real thing, PGA gets very tiresome

PILOTWINGS
NINTENDO • £39.99
The ultimate Mode 7 flying game with unbelievable graphics. 86%
▲ Gorgeous Mode 7 graphics
▼ Questionable longevity

PITFIGHTER
T*HQ • £39.99
Erm... 12%
▲ A grand total of none
▼ The game

POP N TWIN BEE
KONAMI • £40-£45
Pop N Twin Bee is an average vertical blaster. 53%
▲ Superb graphics
▼ Rather uneventful

POPULOUS
IMAGINEER • £44.99
Play God and order your minions to cause severe destruction to the other deity's villagers! 80%
▲ Highly original and playable
▼ Frustrating in the long run

POWERMONGER
IMAGINEER • £49.99
God-like battle simulation that lets you rule the world – literally! Full of tactics and strategy. 79%
▲ In-depth gameplay
▼ Slow to play

PRINCE OF PERSIA
KONAMI • £54.99
20 levels of pure quality platform romp make up the dungeon which you have to negotiate. 84%
▲ Excellent animation
▼ Can be rather frustrating at times

PUGSLEY'S SCAVENGER HUNT
OCEAN • £44.99
Six levels of gorgeous graphics, the sound is ream and it's great fun to play. Smart. 85%
▲ Thoroughly enjoyable
▼ It's bloody hard

PUSH OVER
OCEAN • £39.99
A cerebral domino game much in the same vein as Lemmings and Krusty's Super Fun House. 79%
▲ Challenging gameplay, cute graphics and a good laugh
▼ A little simplistic-looking

RACE DRIVIN'
T*HQ • £44.99
The SNES conversion of the popular arcade machine. 21%
▲ Three tracks to race on
▼ The game is slow, scrolling jerky and ultimately anal

RIVAL TURF
JALECO • £44.99
Final Fight action with two-player simultaneous mode. 55%
▲ Simultaneous two-player game
▼ Unexciting and graphically flawed

ROBOCOP III
OCEAN • £49.99
A six level blaster-cum-platform romp. You probably won't manage to get past the first level. 29%
▲ Yeah, right
▼ Too hard and it glitches

ROCK AND ROLL RACING
INTERPLAY • £44.99
An incredible rock soundtrack hides the shallow gameplay. 70%
▲ Some of the best music yet heard on the SNES
▼ Bores after a while

SIM CITY
NINTENDO • £39.99
Create your own city, then watch as it falls apart at the seams. 85%
▲ User-friendly and very addictive
▼ Doesn't really use the machine's capabilities

SPIDERMAN & THE X-MEN
ACCLAIM • £44.99
Initially quite enjoyable, Spidey soon becomes boring because it's so hard. 60%
▲ Lots of Marvel characters
▼ Tiresome

SPINDIZZY WORLDS
ACTIVISION • £44.99
Guide a spinning-top through tight gullies to reach your goal. 50%
▲ An old classic
▼ Very basic visually

STAR WING
NINTENDO • £44.99
The first Super FX game is visually orgasmic. 94%
▲ Great graphics and sound
▼ Flash shoot'em-up, really

STREET FIGHTER II
CAPCOM • £64.99
This is the ultimate beat'em-up and is an amazingly close conversion of the arcade original. 93%
▲ Immensely playable
▼ Slows a little on UK SNES

STRIKER
ELITE • £44.99
The finest soccer game on the SNES with challenging gameplay. 88%
▲ Addictive gameplay
▼ Sure-fire scoring

SUPER ADVENTURE ISLAND
HUDSON SOFT • £44.99
A graphically superb platform-cum-beat'em-up romp. 78%
▲ Pant-swingingly good sound
▼ Where's the challenge?

SUPER ALESTE
COMPILE/TOHO • £44.99
This visually impressive shooter is now officially available and is one of the better blasters. 70%
▲ No slow-down
▼ Too many power-ups

SUPER BATTLETANK
ABSOLUTE • £44.99
More of a shoot'em-up than a tank sim, the objective of this Gulf war tie-in is to blast the enemy in your M1 tank. 54%
▲ Nice presentation with the occasional digitised graphic
▼ Shallow gameplay

SUPER BOMBER MAN
HUDSON SOFT • £45
This incredibly addictive, multi-player puzzle game should take the world by storm. 92%
▲ Multitap compatible for four-player battles
▼ Far too addictive

SUPER CASTLEVANIA IV
KONAMI • £44.99
A highly atmospheric and enjoyable platform beat'em-up – this one's a real challenge. 86%
▲ First class graphics and challenging gameplay
▼ A bit dull at times

SUPER GHOULS 'N' GHOSTS
CAPCOM • £39.99
A frustratingly difficult platform adventure set over eight levels. 83%
▲ Very challenging
▼ No password system

SUPER GOAL!
JALECO • £40-£45 42%
▲ Loads of stats and options
▼ Frustratingly unplayable

SUPER JAMES POND
OCEAN • £44.99
Dated in all accounts, but may appeal to younger players. 66%
▲ Very cute, stylised graphics
▼ Sorry, seen it all before

SUPER KICK OFF
ANCO • £44.99
An enhanced version of Pro Soccer, Super Kick Off features bigger graphics, faster action and an improved control system. 79%
▲ Quite playable
▼ Difficult to play

SUPER MARIO ALL-STARS
NINTENDO • £39.99
Four classic Mario games converted onto the Super Nintendo! A dream come true? 91%
▲ Four superb, big games
▼ Import prices are steep

SUPER MARIO KART
NINTENDO • £39.99
Hurrah, Mario Kart is by far the best game ever. Why? Because it's so playable, it's funny, it's addictive, the graphics are great... 95%
▲ Everything is perfect
▼ Not a single flaw

SUPER MARIO WORLD
NINTENDO • £44.99
This is the SNES's best platform romp with plenty of hidden extras. 92%
▲ Outrageously playable
▼ Graphics are basic

SUPER NBA BASKETBALL
TECMO • £45-£50
Stats, options, a bouncing ball – this has got it all. 83%
▲ Playable, fast and fun
▼ Stats are boring

SUPER OFF ROAD
TRADEWEST • £40-£45
Great off-road racing fun in two-player mode. 70%
▲ Great with two players
▼ Soon becomes tiresome

SUPER PANG
CAPCOM • £40-£45
Converted from the coin-op, the SNES version is for one player only but is still incredibly playable. 80%
▲ Great fun in both game modes
▼ Because it's only a one-player it soon becomes boring

SUPER PROBOTECTOR
KONAMI • £44.99
Awesome shoot'em-up with breathtaking graphics. 87%
▲ Action-packed, a visual feast
▼ Some slow-down

SUPER R-TYPE
IREM • £44.99
Exclusive to the SNES, Super R-Type is a mixture of the two arcade games, R-Type I and II. 71%
▲ Some of the best shoot'em-up graphics
▼ Major slow-down, too easy

SUPER SMASH TV
ACCLAIM • £39.99
Maim thousands of thugs as you rush through the levels. 73%
▲ Good, harmless fun
▼ Basic graphics, mindless gameplay

SUPER SOCCER
NINTENDO • £39.99
This game relies on snazzy Mode 7 rather than gameplay. 61%
▲ Excellent visuals
▼ Gameplay is lacking

SUPER STAR WARS
JVC/LUCASARTS • £55
A class mixture of beat'em/shoot'em and even driving action. 88%
▲ Stunning in most areas
▼ A pain in the butt at times

SUPER STRIKE EAGLE
MICROPROSE • £44.99
Some nice Mode 7 tends to disguise the repetitive gameplay. 59%
▲ Lots to do and see...
▼ Over and over again

SUPER STRIKE GUNNER
ACTIVISION • £44.99
Super Strike Gunner is a bit dull and lacks serious shooty action. 70%
▲ OK in two-player mode
▼ A little boring to play

SUPER SWIV
STORM • £44.99
Action-packed blaster in the guise of either a chopper or a tank. 85%
▲ Constant action with great, smooth graphics
▼ It's bloody hard

SUPER TENNIS
TONKIN HOUSE • £39.99
The best tennis sim ever. 91%
▲ Simply the best tennis game
▼ None

SUPER WWF
ACCLAIM • £44.99
Boring conversion of the shite American sport. 56%
▲ Nice, big beefy graphics
▼ Crap – like the real thing

TAZ-MANIA
T*HQ • £44.99
Original racing game with Taz running up the screen to collect Kiwis. 78%
▲ Novel gameplay
▼ Lack of variation

TEST DRIVE II
ACCOLADE • £44.99
Includes some of the fastest production cars in the world. 58%
▲ Occasionally thrilling
▼ Gets boring, lacks finesse

TINY TOON ADVENTURES
KONAMI • £40-£45
One of Konami's finest games with first-rate presentation, addictive gameplay and a wide variety of exciting levels. 86%
▲ Extremely playable
▼ It's a bit on the easy side

TOM & JERRY
HI-TECH • £40-£45
The lack of Tom is nothing compared to the lack of challenge and presentation! 35%
▲ Tom & Jerry
▼ Unoriginal platform effort

TOP GEAR
KEMCO • £44.99
Slick graphics and smooth scrolling make for great fun either on your own or with another. 85%
▲ Very playable
▼ Easy in one-player mode

TOP GEAR 2
KEMCO • £44.99
Excellent sequel with improved graphics and gameplay. 89%
▲ Car flips, full one-player screen
▼ Too easy, no pit lane

TRODDLERS
STORM • £44.99
A rip-off of Lemmings, only Troddlers is not as good. It's got a two-player option and loads of levels though. 56%
▲ 150 levels ensure longevity
▼ Frustrating gameplay

TUFF E NUFF
JALECO • £65-£70
Serious contender for Street Fighter II's beat'em-up crown. 89%
▲ Lots of atmosphere
▼ Just misses the mark

TURTLES IV
KONAMI • £44.99
The graphics are virtually faultless and it's a good laugh too. 75%
▲ Visually stunning
▼ Too easy

ULTRAMAN
BANDAI • £39.99
A laugh at first, but then you realise you forked out £40 for it. 44%
▲ Quite amusing
▼ Laughable

UN SQUADRON
CAPCOM • £49.99
Loads of levels, heart-pounding action and brilliant graphics. 82%
▲ Gorgeous graphics
▼ Slight slow-down

WARPSPEED
ACCOLADE • £45-£50
A similar game to Wing Commander but not quite as good. 78%
▲ Great graphics
▼ Drags on a bit

WAYNE'S WORLD
T*HQ • £45
Platform game with a close resemblance to BOB. 46%
▲ "We're not worthy!"
▼ Very repetitive

WING COMMANDER
MINDSCAPE • £45-£50
Accurate conversion of the now classic PC space blaster. 80%
▲ Keeps you going for ages
▼ Looks rather basic in places

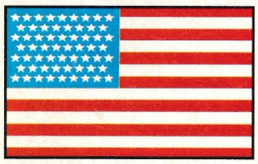
WING COMMANDER: THE SECRET MISSIONS
MINDSCAPE • £44.99
Brand new mission cart in same vein as original. 77%
▲ Exhaustive gameplay
▼ Too similar to original

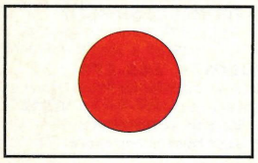
WORLD CLASS RUGBY
IMAGINEER • £39.99
Rugby Union simulation featuring plenty of options and smooth scrolling. 72%
▲ Great use of Mode 7
▼ Slightly unresponsive

WWF ROYAL RUMBLE
ACCLAIM • £59.99
Far superior to the original, this version lets six wrestlers into the ring at once. Good fun. 70%
▲ 12 wrestlers
▼ Repetitive gameplay

DIRECTORY ENQUIRIES

ZELDA III
NINTENDO • £39.99
The definitive role-player on the SNES. **89%**
▲ Graphically superb and immensely absorbing
▼ Diddly squat





IMPORT

All the games below are available through independent retailers nation-wide, but you'll need a convertor or a Japanese Super Famicom or an American Super NES to run them.

ALIENS Vs PREDATOR
IGS • £45-£50
The most famous movie monsters, Alien and the Predator, team up for this scrolling beat'em-up. **46%**
▲ Some nice graphics
▼ It plays like a snotty tissue – a wasted opportunity

AMERICAN GLADIATORS
GAMETEK • £44.950
Lots of muscles but poor graphics and shoddy gameplay. **41%**
▲ Event variation
▼ Little challenge

ARCANA
HAL • £35-£40
A fairly enjoyable Dungeon Master-ish RPG that is a bit on the slow side in places. **62%**
▲ Visually pleasing
▼ A bit easy

ART OF FIGHTING
TAKARA • £50-£55
Excellent conversion of the Neo Geo classic. Great graphics. **84%**
▲ Harder than SFII
▼ A bit sluggish

ASTRAL BOUT
A-WAVE • £35-£40
A pretty dire wrestling-style beat'em-up with little enjoyment factor. **36%**
▲ Decent selection of moves
▼ The best is the off switch

AUGUSTA MASTERS GOLF
T&E SOFT • £40-£45
More T&E Soft golf rampages, this time well-presented at the annual Augusta Masters Championship. **73%**
▲ Just like the real thing
▼ Pitch and putt instead

BATTLE BLAZE
SAMMY CORP • £35-£40
Beat'em-up without the frills. **47%**
▲ Good laugh for 10 minutes
▼ Will bore the pants off you

BATTLE GRAND PRIX
NAXAT • £35-£40
An average overhead racing sim which doesn't really live up to its violent title. **44%**
▲ Two-player action
▼ Tiresome, dull and er...crap

BATTLETOADS IN BATTLEMANIACS
TRADEWEST • £55-£60
Is this the hardest game on the SNES? It's certainly one of the most varied games around. **88%**
▲ Superb presentation
▼ Bloody difficult!!!

BIG RUN
JALECO • £30-£35
Race across the desert in this Paris-Dakkar racing simulation. **11%**
▲ Erm...
▼ Everything

BILL LAIMBEER'S COMBAT BASKETBALL
HUDSON SOFT • £30-35
A novel twist to b'ball, Bill Laimbeer allows you to attack the opposition while slam-dunking. **25%**
▲ Two-player option...
▼ Which is as crap as the one-player mode

BLAZEON
ATLUS • £40-£45
A typical shoot'em-up with no special extras. **28%**
▲ Not much really
▼ Most things

BULLS Vs BLAZERS
ELECTRONIC ARTS • £44.99
Basketball sim with sluggish animation and scrolling, blocky graphics. **61%**
▲ Two-player mode
▼ Slow gameplay

CACOMA KNIGHT
DATAM • £40-£45
The age-old classic Qix comes alive on the SNES. **42%**
▲ Classic gameplay
▼ Sluggish and pretty easy

CALIFORNIA GAMES II
DTMC • £44.99
One to eight players can compete in five radical events. **59%**
▲ Novel eight-player option
▼ There aren't eight people that would want to play this!

CAL RIPKEN JR BASEBALL
MINDSCAPE • £40-£45
Another baseball sim which happens to be very similar to the rest. **54%**
▲ Good graphics and sound, two-player option
▼ The computer is too good

CAPTAIN NOVOLIN
RAYASYSTEMS • £39.99
Educational scrolling beat'em-up about diabetes. Should be given away to schools. **32%**
▲ Educational value
▼ Grimy graphics

CHESTER CHEETAH
KANEKO • £45-£50
A strange-looking platform romp with an odd colour scheme. **57%**
▲ It's (sort of) funny
▼ Irritating and too easy

CHUCK ROCK
SONY IMAGESOFT • £45
A Stone Age home computer platform game that has been transformed to the SNES. **78%**
▲ Excellent playability
▼ Samey after a while

CLUE
PARKER BROTHERS • £45
American version of that great (ahem) board game Cluedo. **46%**
▲ Great if you have no friends
▼ Waste of good chips

COMBATRIBES
TECHNOS • £40-£45
More beat'em-up action from a TV cartoon serial featuring three big lads, Berserker, Bulova and Blitz. **54%**
▲ Great graphics
▼ Animation is a little staid

CYBER FORMULA GPX
TAKARA • £35-£40
Looking old-fashioned, this is a playable overhead racing game based on a Japanese TV show. **73%**
▲ Challenging and addictive
▼ Looks a bit out of date

D-FORCE
ASMIK • £30-£35
A drab shoot'em-up with nothing new or exciting to offer. **32%**
▲ Helicopter looks like Airwolf
▼ Tedious gameplay

DARIUS TWIN
TAITO • £30-£35
Dated shoot'em-up. **54%**
▲ Two-player option is good
▼ Dull gameplay

DEVIL'S COURSE GOLF
T&E SOFT • £45
Golf from hell – with weird course designs. **74%**
▲ Four-player option
▼ Slow screen update

DINOSAURS
IREM • £40-£45
A playable six-level platform romp based on the TV series. **76%**
▲ Immensely playable
▼ Too easy to complete

DOOMSDAY WARRIOR
RENOVATION • £39.99
Beat'em-up with extravagant special moves but dodgy controls. **58%**
▲ Impressive special moves
▼ Far too easy and static

DRAGONBALL Z
BANDAI • £40-£45
Translation of a popular Japanese Manga series, using a confusing split-screen beat'em-up technique. **57%**
▲ Split-screen approach
▼ Fiddly and unexciting

DUNGEON MASTER
JVC • £50-£55
A slow and highly flawed conversion of one of the best games ever devised. **65%**
▲ The original is a classic
▼ Slow, fiddly controls

EVO – SEARCH FOR EDEN
ENIX • £55-£60
Evolve through four billion years in this involving and novel platform/RPG hybrid. **83%**
▲ Great concept
▼ A bit too slow for some

EXHAUST HEAT II
SETA • £70-£75
Seta's new DSP chip is given a run for its money in this souped-up, F-Zero-style racing game. **78%**
▲ Fast and smooth visuals
▼ Boring and long-winded

EXTRA INNINGS
SONY IMAGESOFT • £40
Extra Innings is one of the better baseball sims. **70%**
▲ Neat animation
▼ Yet another baseball game

FACEBALL 2000
BULLET-PROOF • £40-£45
Set in a maze with smiley faces. Based on the ST's Midi Maze. **18%**
▲ The box artwork is OK
▼ Diabolical gameplay

FATAL FURY
TAKARA • £55-£60
Originally a Neo Geo beat'em-up. Plenty of moves and characters make this a cut above the rest. **83%**
▲ Challenges Street Fighter...
▼ But fails

FINAL FANTASY II
SQUARE SOFT • £35-£40
FFII is a competent RPG that features atmospheric sound and absorbing gameplay. **72%**
▲ Addictive, can save games
▼ Graphically poor

FINAL FIGHT 2
CAPCOM • £60
More linear beat'em-up action with three characters. **76%**
▲ Big, beefy two-player action
▼ Too easy, too few moves

FINAL FIGHT GUY
CAPCOM • £40-£45
Exactly the same game as Final Fight, but with Guy instead of Cody. **75%**
▲ Still enjoyable
▼ But only half as much

FIRE DODGEBALL
SUNSOFT • £30-£35
The aim of the game is to throw a ball at people, and hopefully knock them over! **64%**
▲ It's quite novel
▼ May not appeal to some

FIST OF THE NORTH STAR
SHOEI • £35-£40
Based on the Anime film, this is a game of excessive gratuitous violence and special moves. **46%**
▲ Big sprites
▼ Otherwise it's pretty pants

GP-1
ALTUS • £45-£50
Super Cycle on the SNES? Too good to be true? It's OK. **79%**
▲ Great head-to-head racing
▼ Some gameplay flaws

GRADIUS III
KONAMI • £30-£35
Gradius III still remains a playable blaster. **70%**
▲ Unlimited blasting action
▼ Slow-down, a bit dated

HARLEY'S HUMUNGOUS ADVENTURE
HI-TEC • £40-£45
A platform game of microscopic proportions aimed at the younger generation. **60%**
▲ Entertaining gameplay
▼ Little longevity

HIT THE ICE
TAITO • £40-£45
Rancid ice hockey sim with tedious gameplay, limited controls and general all-round clumsiness. **38%**
▲ Humorous animation
▼ Everything else is big trouts

HOLE-IN-ONE GOLF
HAL • £35-£40
A simple but enjoyable golf simulation for up to four players. **74%**
▲ Incredibly easy to get into
▼ Not very realistic

HOOK
SONY IMAGESOFT • £45
Peter Pan appears on the SNES in this graphically superb but disappointing adaptation of the movie. **75%**
▲ Gorgeous visuals
▼ Too easy and rather dull

HYPERZONE
HAL • £30-£35
A tedious shoot'em-up that is quite well-presented. **18%**
▲ F-Zero-esque graphics
▼ Unbelievably tedious

IMPERIUM
VIC TOKAI • £40-£45
A mediocre shoot'em-up that's nigh on impossible! **51%**
▲ Challenging shooty
▼ Need to cheat to finish it

JACK NICKLAUS GOLF
TRADEWEST • £40-£45
Tradewest's dabbling on the golf front is actually quite enjoyable for a golf game. **67%**
▲ Offers a great challenge
▼ Golf game...snore

JAKI CRUSH PINBALL
NAXAT • £45-£50
The first decent pinball sim on the SNES. **64%**
▲ Enjoyable pinball game
▼ Slow on the British SNES

JOE AND MAC II
DATA EAST • £45-£50
More cartoon-style capers in this improved version. **79%**
▲ Looks great, plays well
▼ No two-player option

JOHN MADDEN
ELECTRONIC ARTS • £40
A dodgy SNES conversion of the Mega Drive American footy sim. **43%**
▲ Quite accurate, I guess
▼ Slow, dull and boring

KA-BLOOEY
KEMCO • £40-£45
Ka-Blooey is a puzzle game in which you must survive within an explosion of bombs. **42%**
▲ Well-designed levels
▼ Fails to hold your attention

KAWASAKI CARIBBEAN CHALLENGE
GAMETEK • £49.99
Tedious racing game with mundane gameplay and awful sprites. **16%**
▲ Funky Bob Marley tune
▼ Looks like an ST game

KIKIKAIKAI
NATSUME • £45-£50
A bizarre, Japanese walk-and-shoot number which has weird graphics. **82%**
▲ You'll be intrigued for hours
▼ Sounds are the weak link

KING OF RALLY
MELDAC • £40-£45
Splatters of Mode 7 are evident in this racing game, viewing the track from a distorted perspective. **54%**
▲ Runs smoothly with minimal glitching, good music
▼ No two-player action

KING OF THE MONSTERS
TAKARA • £40-£45
Converted from the Neo Geo, this is Street Fighter II with a twist. **68%**
▲ Innovative theme
▼ Limited gameplay

LEGEND OF THE MYSTICAL NINJA
KONAMI • £45-£50
An incredible action adventure game. It's got great graphics, atmospheric sound and it plays well. **85%**
▲ Addictive with long-term challenge
▼ Jap version unplayable

MAGIC SWORD
CAPCOM • £40-£45
Converted from a sub-standard coin-op, it's hardly surprising that this conversion of the platform romp is below par. **61%**
▲ Could appeal to some
▼ Suffers from slow-down

MARIO IS MISSING
SOFTWARE TOOLWORKS • £41.99
Aimed at seven-year-olds. Wander the globe in search of Mario. **70%**
▲ Great educational tool

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▼ Limited audience

MECHWARRIOR
ACTIVISION • £50
A 'virtual' blast'em-up with loads of levels. Easy and exciting. 81%
▲ Loads of missions
▼ Not much variation

MONOPOLY
PARKER BROTHERS • £45
Average conversion. 50%
▲ Good presentation
▼ Get the board game

MUSYA
SETA • £40-£45
Mediocre spike'em-up in which you play Imoto, a Japanese warrior armed with a lengthy pike. 43%
▲ Backgrounds are OK
▼ Sluggish gameplay

NOLAN RYAN BASEBALL
ROMSTAR • £40-£45
Tough to control, but challenging once you've sussed what's what 57%
▲ Accurate baseball sim
▼ Pretty average

OGRE BATTLE
QUEST • £50-£60
Involves using a deck of tarot cards to nuke the robed enemy in this basic RPG. 80%
▲ Looks great for an RPG
▼ Combat is far from involving

OPERATION LOGIC BOMB
JALECO • £46.99
Maze-like shoot'em-up with various dumb enemies. 61%
▲ Varied selection of weapons
▼ Not enough levels

OTHELLO
TSUKUDA • £30-£35
Conversion of the classic board game of flipping coloured markers. 46%
▲ Plays a mean game
▼ Don't part with your cash

PEBBLE BEACH GOLF
T&E SOFT • £35-£40
One of the best golf sims on the SNES, and it's for four players, too. 73%
▲ Realistic – up to four players
▼ Only 18 holes

PHALANX
KEMCO • £35-£40
A tough horizontal shoot'em-up that lacks originality. 67%
▲ Challenging gameplay
▼ No originality

PIPEDREAM
BULLET-PROOF • £40-£45
A marvellous rendition of the pipe link-up game. 61%
▲ Classic action
▼ A little basic for the SNES

POWER ATHLETE
KANECO • £40-£45 51%
▲ Looks OK
▼ But that's about all

PRO QUARTERBACK
TRADEWEST • £40-£45
Gob-smacking visuals in this one or two-player Yank footie sim. 68%
▲ Fantastic field perspective
▼ Lack of tactical moves

PRO SOCCER
IMAGINEER • £35-£40 35%
▲ Based on Kick Off...
▼ But nowhere near as good

Q*BERT 3
NTVIC • £40-£45
Classic games never die – this game of block hopping has been revamped especially for the SNES. 81%
▲ Varied gameplay
▼ Seems a little shallow

RAIDEN TRAD
TOEI • £35-£40 43%
▲ PC Engine game was good...
▼ This isn't

RAMPARTS
ELECTRONIC ARTS • £45
A game of castle protection, building and catapulting enemies. 68%
▲ Fun for one or two players
▼ Looks like a NES game

RANMA 1/2
NCS MAISYA • £35-£40
A one-on-one beat'em-up featuring all manner of bizarre characters. 76%
▲ Smart graphics
▼ Looks a little dated now

RANMA 1/2 2
NCS MAISYA • £40-£45
Lots of weird characters. 78%
▲ Excellent Japanese graphics
▼ Much the same as the first

ROBOT POLICE
ATLUS • £30-£35
Not Robocop, but just as bad. 14%
▲ Bugger all
▼ A shoot'em-up rip-off

ROCKETEER
IGS • £35-£40 36%
▲ Nice graphics
▼ Shame about the gameplay

ROCKY AND BULLWINKLE
T*HQ • £39.99
Run-of-the-mill platform antics. Yet another wasted licence. 57%
▲ Very colourful
▼ Gameplay extremely hard

ROGER CLEMENS' MVP BASEBALL
ACCLAIM • £40-£45
Professional baseball product. 76%
▲ Looks such a slick product
▼ Must be a baseball fanatic

ROMANCE OF THE THREE KINGDOMS II
KOEI • £35-£40
A full-blown strategy game set in ancient China. 60%
▲ Up to 12 players
▼ Very basic graphics

RUSHING BEAT RUN
JALECO • £55-£60
Yawn-provoking scrolling beat'em-up in similar vein to Final Fight. 64%
▲ It has a two-player option
▼ Bland and unexciting

SHADOWRUN
DATA EAST • £60
A deeply absorbing 3D isometric RPG set in the future where the streets are ruled by Cyberpunks. 86%
▲ Absorbing gameplay
▼ Lots of running about

SHANGHAI II – DRAGON'S EYE
ACTIVISION • £39.99
Great Chinese tile-removing puzzle game, mah-jongg. 66%
▲ Relaxing to play
▼ Lastability questionable

SKINS GAME
IREM • £40-£45 67%
▲ Bright, colourful graphics
▼ Too easy

SKULJAGGER
AM SOFTWORKS • £45 60%
▲ Quite big
▼ Passwords make game easy

SMARTBALL
SONY IMAGESOFT • £40
This strange platform game is aimed at the younger gamer. 64%
▲ Cute
▼ Too cute and too easy

SMASHBALL
CHARACTER SOFT • £65
Weird Japanese variation of the old game of Pong. Works well. 70%
▲ Cute graphics
▼ Interest may wane

SONIC BLASTMAN
TAITO • £40-£45
This Final Fight-esque beat'em-up is packed with humour. 78%
▲ Funny and enjoyable to play
▼ Easy and repetitive

SONIC WINGS
VIDEO SYSTEM • £65
A fine shoot'em-up. Fast and furious action. 80%
▲ Superb presentation
▼ Another shoot'em-up?

SOUL BLAZER
ENIX • £50-£55
Similar adventure game to Zelda. Not as huge as Nintendo's classic, but still a fine game. 79%
▲ Absorbing gameplay
▼ Small for an adventure

SPACE FOOTBALL
TRIFFIX • £40-£45
Bears more resemblance to Ballblazer than football. 65%
▲ Fun in two-player mode
▼ Ultimately repetitive

SPANKY'S QUEST
NATSUME • ££40-£45
Control a monkey and explore boring levels to defeat enemies. 53%
▲ Quite a lot of levels
▼ Too similar and pretty dull

STREET COMBAT
IREM • £35-£40
Deformed sprites wobble around the unconvincing gameplay. 28%
▲ This would look great on a C64
▼ No, it wouldn't, come to think of it

STREET FIGHTER II TURBO
CAPCOM • £120
Better graphics; improved gameplay; bloody fast; new moves and ability to play as the bosses. 94%
▲ Stupidly fast and totally improved
▼ Too expensive on import

SUPER AIR DIVER
ASMIK • £50
This dull Pilotwings impersonator gives you some guns, but little in the way of gameplay. 55%
▲ Some nice Mode 7 bits
▼ Repetative, dull, boring

SUPER BACK TO THE FUTURE 2
INVICTUS • £55-£60
Fast and long-winded platform romp, that bears no resemblance to film. 79%
▲ Excellent graphics
▼ A bit late isn't it?

SUPER BASEBALL 1000
CULTURE BRAIN • £40
Um, basically it's a game about baseball! 44%
▲ The sound is good
▼ Particularly average

SUPER BASKETBALL
HAL • £45-£50
A graphically superb basketball simulation. 74%
▲ Good use of Mode 7
▼ Excellent in two-player mode, naff in solo play

SUPER BOWLING
ATHENA • £35-£40
Attempts to simulate the 10-pin sport, but unfortunately fails. 46%
▲ Adequate graphics
▼ Can get a strike every time!

SUPER CONFLICT
VIC TOKAI • £54.99
Rather long-winded Middle Eastern battle sim. Not the kind of thing you want if you are after a shoot'em-up. 71%
▲ In-depth strategy
▼ For enthusiasts of war games only

SUPER DOUBLE DRAGON
TECHNOS • £40-£45
A horizontally scrolling beat'em-up for either one or two players. 72%
▲ Very playable
▼ Short-term excitement

SUPER EDF
JALECO • £40-£45 48%
▲ Clear, crisp graphics
▼ Suffers from slow-down

SUPER F1 CIRCUS
NICHIBUTSU • £40-£45
A reaction game rather than a driving challenge. 72%
▲ Has its moments...
▼ But few and far between

SUPER F1 HERO
VARIE • £45-£50
Pleasing F1 racing sim. The difficulty settings promote longevity of the game. 52%
▲ Responsive controls
▼ Lazy and bland graphics

SUPER FAMILY TENNIS
NAMCOT • £65
Great with four players and a Multitap. 65%
▲ Four-player games are a scream
▼ Slow, hardly intuitive

SUPER FORMATION SOCCER II
HUMAN • £65
Hard to control and difficult to score. Too slow for its own good. 62%
▲ Four-player mode
▼ Too damn slow

SUPER GOLDEN FIGHTER
CULTURE BRAIN • £45 34%
▲ Are you kidding?
▼ Too many to count

SUPER HIGH IMPACT
ACCLAIM • £52.99
Humorous American football sim which looks and plays well. 79%
▲ Excellent digitised speech
▼ Not for enthusiasts

SUPER NINJA BOY
CULTURE BRAIN • £50
An exceedingly poor game which tries to mix a bit of RPG with action combat sequences. Avoid! 11%
▲ Nice village graphics
▼ Slow action, jerky graphics

SUPER PLAY ACTION FOOTBALL
NINTENDO • £45-£50
All NFL teams are here, but the perspective makes game hard. 60%
▲ Loads of plays to master
▼ Constant interruptions

SUPER PRO BASEBALL
JALECO • £35-£40
Jaleco's dabbling on the baseball front is a stunner for the genre. 63%
▲ High entertainment factor
▼ Dodgy sprite collision

SUPER SOCCER CHAMP
TAITO • £35-£40
Fast yet easy against the computer, but good two-player mode. 57%
▲ Quite fast and exciting
▼ Too easy and quite dull

SUPER TURRICAN
SEIKA • £49
Action-packed platform/shoot'em-up with great graphics. 85%
▲ Challenging and addictive
▼ Lack of variation

SUPER VALIS
TELENET • £30-£35 34%
▲ The graphics are OK
▼ Tedious gameplay

SUPER VOLLEY 2
VIDEO SYSTEM • £40-£45
Has a women's international league and a hyper league. 68%
▲ Fun in two-player mode
▼ Solo game is a little dreary

THE TERMINATOR
MINSCAPE • £39.99
About as painful as Arnie's acting! It looks bad and it plays even worse. 46%
▲ Great driving section
▼ Diabolical presentation

THUNDER SPIRITS
TOSHIBA • £30-£35
Thunderforce III ring a bell? 50%
▲ Visually it's quite good
▼ Too much slow-down

TKO BOXING
SOFTEL • £40-£45
A very dodgy legalised punch-up that makes KO Boxing look good. 28%
▲ Lovely satin shorts
▼ The list is far too long

TOYS
ABSOLUTE ENT • £40-£45
Oh deary me! 36%
▲ A couple of nice visuals
▼ Boring and repetitive

ULTIMATE FOOTBALL
SAMMY CORP • £40-£45
Ultimate Football is a basic American football game with no frills. 52%
▲ Offers a very basic game
▼ Average presentation

UNCHARTED WATERS
KOEI • £45-£50 30%
▲ The poker sub-game is OK
▼ Graphics, boring to play etc

VOLLEYBALL TWIN
TONKIN HOUSE • £40-£45
If volleyball is your bag, you may find this of some interest. 49%
▲ Looks like Super Tennis
▼ Doesn't play like it

WAIAILEE COUNTRY CLUB
T&E SOFT • £40-£45
Basically the same as the other T&E Soft games. 73%
▲ Quite a challenging course
▼ Not enough variation

WANDERERS FROM Ys III
SAMMY CORP • £45-£50
An arcade RPG with loads of places to explore and people to meet. 67%
▲ Arcade-style RPG
▼ Not very challenging

WHEEL OF FORTUNE
GAMETEK • £40-£45
Based on the US TV show. 21%
▲ You can win a boat
▼ But it's not a real one

WHERE IN TIME IS CARMEN SANDIEGO?
HI-TECH • £45
Carmen Sandiego is an interesting time-tripping sleuth game. 76%
▲ Learn as you progress
▼ A bit too sedate

WOLFCHILD
VIRGIN GAMES • £37.99
One-player platform effort with functional graphics. 79%
▲ Playable for a while
▼ Guardians are a bit naff

WORDTRIS
ACCOLADE • £45-£50
Tetris variant where you have to match letters to make words. 60%
▲ Two-player mode
▼ Not as addictive as Tetris

WORLD HEROES
SUNSOFT • £49.99
Flawed one-on-one beat'em-up, conversion of SNK coin-op. 61%
▲ Rasputin's big hands are hilarious
▼ Gets very dull

XARDION
ASMIK • £40-£45
Side-scrolling shoot'em-up with very little emphasis on 'action'. 29%
▲ It scrolls!
▼ Dodgy graphics

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WE CAN'T GET NO SATISFACTION



RECORD DELIVERY

MONEY FOR OLD ROPE

Dear Super Control,

With reference to the letter from Justin Boltwood in issue 11, it's about time someone complained about the crap software currently on the market. Fair enough - there are some good games, but they are few and far between. I purchased my SNES just over a year ago. I wasn't really looking for a console, but after seeing Super Mario World on a fiends SNES I just had to have one. Needless to say, a couple of days later I went to my local electrical store and a bought a Super Mario World pack. To get my collection off to a flying start I also bought Super Adventure Island. What a load of b******s that turned out to be. However I assumed that I had just made an unlucky selection and convinced myself that the majority of other games would be on a par with Super Mario. Sadly this has proved not to be the case. Yes there are some great games available - for instance Lemmings and the Lost Vikings - but I wouldn't accept most titles as a free gift! Over the past year alone I have swapped three titles for alternative games and two of the swaps were trash. I hate to say this but you can't even trust the reviews in one magazine in case the staff of that particular publication are in some way biased. Therefore, if you want a half decent game you have to either wait until someone you know buys it and lets you try out a few levels, go to one of the Future Zone shops and spend an afternoon trying out their current range of titles or spend ten quid on magazines to get a number of different opinions. What also pisses me off is the number of titles available. You walk into a games store and one complete wall is dedicated to Sega games while the full range of SNES titles can be found on one shelf. Why aren't there more games available? Why aren't the games of better quality? And when is Super Mario World going to hit the shops? It is now getting to the point where I am seriously considering defecting to a Sega machine. After all, if Nintendo have scrapped the CD project, what lies in the future for SNES owners? If there is no possibility of an add-on for the SNES, the only way of improving the software is to develop another machine. Is the Super Duper Nintendo coming soon? I hope not. We will then be where NES owners when the Super Nintendo came on the scene - left with an out of date console which has been surpassed by every other system on the market, and the only option open to us will be to try and sell the old machine and buy a new one. Yes I know that we have to move forward with the times and yes I know that technology is moving at an alarming speed but surely it must be possible for manufacturers to sell a machine that can be modified by add-ons to increase the console's capabilities. Sadly, I fell that Nintendo's days are numbered unless they pull something out of the hat very, very quickly. If the only option is to buy a new suped- up console, I am afraid that I would rather look at an alternative machine that offers a CD add-on for better quality games. I haven't seen any Sega games yet - are most of them garbage as well (honest answer please)?

I am sorry for rambling on a bit but like Justin I feel very strongly that the time has come for Nintendo to get back in the ring and give Sega a good fight for their money.

Norman Law Marr, Aberdeen

Super Control:
I think you are wrong to criticise Nintendo for seeking to push the technology forward by introducing new machines, if everyone had taken that attitude we'd all be playing games on Atari VCS systems still. You are right to question what is going on with all the games but take some solace from the fact that there are just as many crap games for the Mega Drive as there are for the SNES, and a lot of the stuff for the Mega CD has been something of a let down. However unless Nintendo start putting pressure on third party publishers to up the quality of their games then they are going to be in big trouble.

Nintendo's new machine will be cartridge based and goes by the working title of Project Reality. They have teamed up with Silicon Graphics, manufacturer of high-end graphics work stations, to produce a machine and they hope to have it on release in Japan by the end of next year.

OLYMPIC THUMBING

Dear Super Control.

Me and my mate were talking in school the other day and we reckon that video-gaming should be an Olympic sport. There is a lot of skill involved and if it was in the Olympics then perhaps it would be taken seriously and people wouldn't slag it down all the time. What do you think? If it was then we could tell them about our exercise for building up your thumbs. What you have to do is stretch an elastic band between your thumbs and then flex your thumbs to strech the band a bit further. Repeat this fifty times a day and you'll find that your thumbs get much stronger.

John Jones, Northampton

Super Control:
I think that you are possibly the most stupid person I have ever come across. Video games stand about as much chance of becoming an Olympic Sport as I do of winning Miss World. I'll tell you why as well. You may have noticed a common theme running through Olympic events, they involve people being active and sweating alot. Video games are anything but an active sport. You idiot. And as for your cockamamie exercises I haven't come across such a load of old tosh in a long time. Pillock.

RATINGS RANTINGS

Dear Super Control

Would somebody mind explaining to me exactly what this video game ratings system is all about? As I understand it somebody has come up with this voluntary system with some very odd categories that will only work if

the software manufacturers go along with it. It doesn't have any background in law and it doesn't have the support of all the software companies. I agree with your editorial last month but I will add that this industry needs a statutory ratings system, legally binding, just like cinema and video releases have. That is the only way to quieten down media pressure, that is the only way it is going to work.

At the moment there is nothing to stop an unscrupulous publisher producing an adult oriented game and slapping either no rating on it at all or - even worse - one that declares the game is suitable for a younger audience. All it will take is a few scandals like that and the ratings system will be holed below the water line. And is it true that Nintendo aren't going to be supporting the new system at all? Surely that is very damaging to the new system if one of the major players in the video game market has shunned the new ratings system.

It strikes me that this system is doomed to failure. It sounds badly organised, lacks support and is open to abuse, is this what we really need? I don't think so.

Yours etc, Michael Sampson, Liverpool

Super Control:
The system, originated by the European Leisure Software Publishers Association (ELSPA) does face a lot of trouble in the coming months. Both Nintendo and Acclaim, both ELSPA members, have refused to take part in the system. Both firms claim they are waiting for the findings of a US Senate committee and hope that will become a system adopted world-wide. Ocean will go along but are hoping that "something better" comes along. Another problem may come when third-party Nintendo publishers, such as Ocean, take their packaging to Nintendo of Japan for approval. ELSPA is as yet unsure what NoJs response will be but there is a chance that they won't be very happy. However Nintendo's in-house standards are very strict, look at what happened to Mortal Kombat, so Strip Poker on the SNES isn't very likely. In all things aren't looking too good but ELSPA are determined to make a show of the fact that the industry is capable of some form of self-regulation although we here at Super Control would, like you, much rather see a legally binding ratings system. As you say that is the only way we can stop the system being abused by unscrupulous publishers and retailers.

QUESTIONS QUESTIONS

Dear Super Control,

I think the mag is really ace and it is definitely my favourite read every month so could you answer some questions for me.

1 I've heard that Datel are bringing out a programmable Universal Adapter. Will I be able to use this to play any import game on my English machine?

2 What happened to the planned team up between Sony and Nintendo?

3 Is The FM Towns Marty any good?

4 When is the next Super FX game coming out and will it feature the FX2 chip instead of the original chip

Thanks a lot

Joshua Longworth, Harrow

Super Control:
Thanks for the kind words Josh, can I call you Josh? Anyway have some answers:

1 Datel have released a product call the Programmable Universal Adapter. You can use it to play Jap or American games on an English machine and vice versa. Some games will only work on foreign machines if you use the right Action Replay code and you can enter up to seven of these codes at any time through this new adapter but it cannot be used to find new codes. The Programmable Universal Adapter costs £24.99.

2 The idea of this was to produce a CD compatible machine called the Playstation which would combine the SNES with some hi—fi bits and bobs. In the end though Sony abandoned the project in favour of developing their own machine.

3 The FM Towns Marty is a console version of a CD based machine that behaves a lot like a PC but is only on sale in Japan. The Marty will never be on sale officially in England and I have yet to see any importers carrying stock of machines or software so I haven't got a clue what the games are like. Just stick with your SNES son.

4 The next Super FX game will be called FX Trax and will be released later this year. It is a racing game somewhere between Mario Kart and Virtua Racing and promises to be pretty special. It will feature the FX2 chip to bring you loads of remarkable looking bits of 3D.

INTERPLAYING?

Hello folks,

What has happened to all those really promising games from Interplay? They were reviewed ages ago and I haven't been able to find them any where in the shops. Are they actually going to be released and if so when? I was really looking forward to buying Lost Vikings and Clay Fighter but nobody has released it yet. I'd heard that the games would be released by Ocean. Is this true?
Yours hopefully

Lisa Bennet, Manchester

Super Control:
Yes this is true. Interplay had a spot of bother getting adequate distribution together for the SNES products so licensed the games to Ocean. This, along with the EA titles, makes Ocean the biggest independent Nintendo publisher in the world. The Interplay titles, Clay Fighter and Rock 'N' Roll Racing will be released over the next month. If you look hard enough you will discover that The Lost Vikings has already been released and sold out everywhere.

NOW LISTEN UP

If you enjoyed this months lettuce page then why not write in and everything will be very happy and nice. Because you know its not our magazine its yours and without you who are we but mere typists

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We like this magazine a lot and if you don't then you know less about publishing than we thought you did (if that's possible!)

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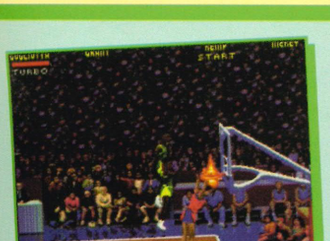
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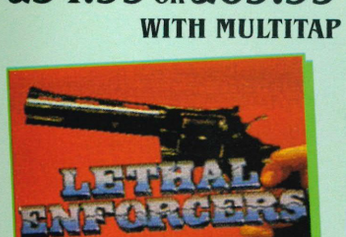
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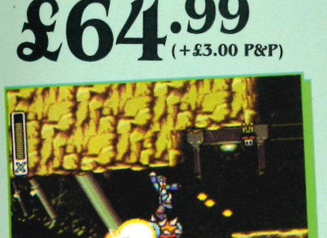
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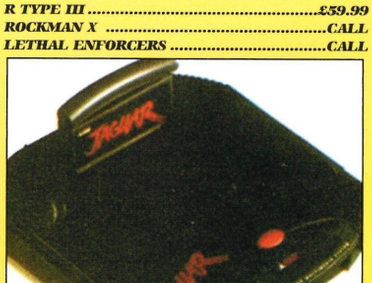
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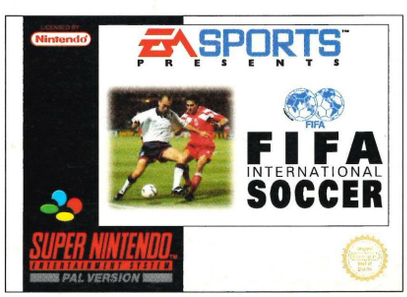




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