INDEPENDENT SUPER NINTENDO MAGAZINE • ISSUE 13 • JUNE 1994 • £2.25 • DM10 •

SUPER CONTROL

100% SUPER NINTENDO

REVIEWED:
FIFA SOCCER
TIME TRAX
PEACE KEEPERS
MAGIC BOY



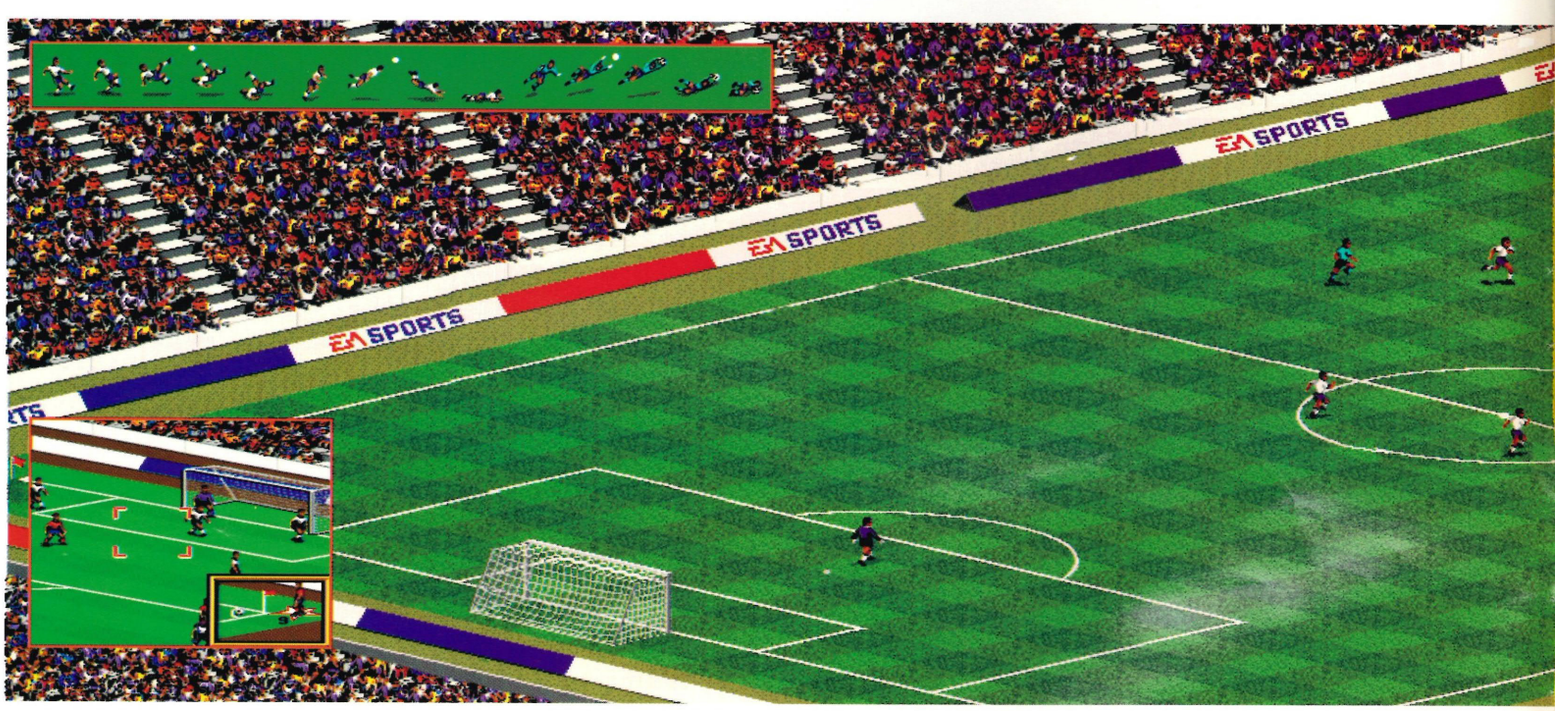
BUGS BUNNY RABBIT RAMPAGE!

CAN YOU TACKL

EA SPORTS™
PRESENTS

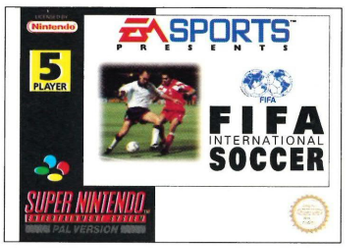
FIFA

FIFA
INTERNATIONAL
SOCCER



Composite Sega Screenshot

5 PLAYER

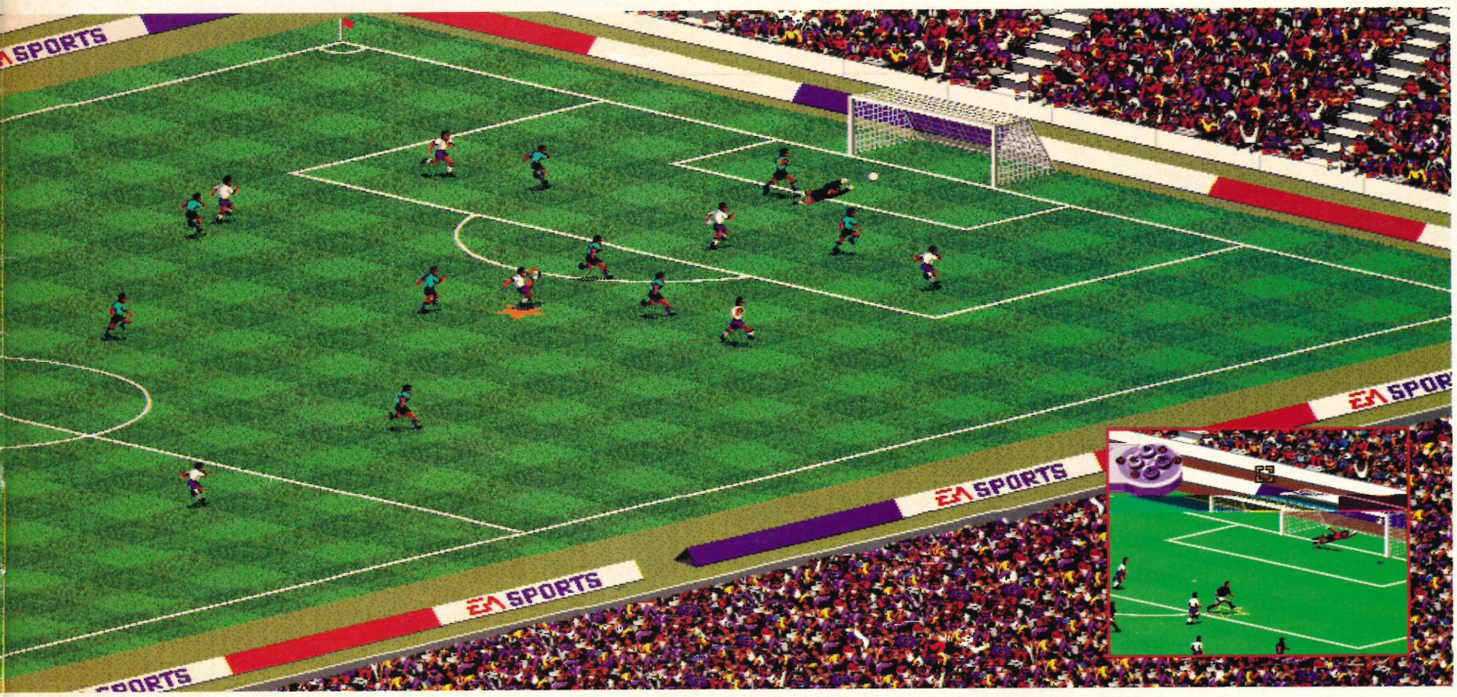


OCEAN SOFTWARE LTD · 2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

E THE BIG ONE?

NEW FEATURES FOR THE SNES

- 5 Player simultaneous play with Hudsonsoft Super MultiTap
- New pass power meter for inch-perfect passing
- Enhanced EA SPORTS StadiumSound™
- Improved player graphics
- 30 all new chants
- New reverse angle instant replay
- New slow motion replay
- New Man of the Match award



EA SPORTS™

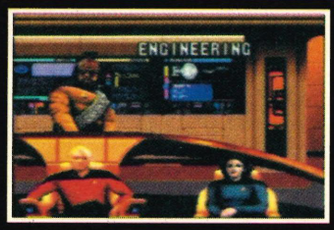
ocean®

The FIFA logo is © 1977 FIFA/DEYHLE. Used under license by Electronic Arts. EA SPORTS, the EA SPORTS logo, StadiumSound and If It's In The Game, It's In The Game are trademarks of Electronic Arts. All rights reserved. Software © Electronic Arts 1994.

if it's in the GAME, it's in the GAME™

CONTENTS

The Super Control News



NEW VIRGIN TITLES 6

STAR TREK: TNG 7

ZOOL & UTOPIA 6

Right Royal Reviews



BUGS BUNNY 14

WORLD CUP STRIKER 34

TIME TRAX 18

SUPER REVIEW

SUPER REVIEW

Bugs Bunny 14

Time Trax 18

Peace Keepers 22

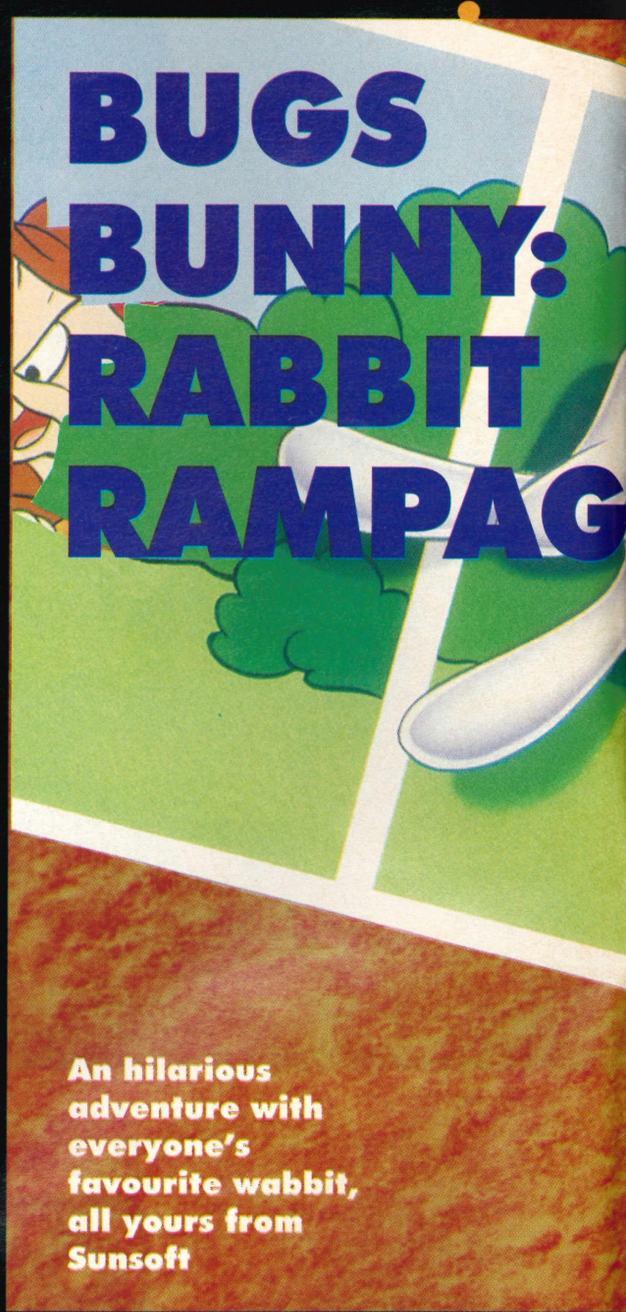
Magic Boy 26

Fifa Soccer 30

World Cup Striker 34

Team NFL 12

CON



An hilarious adventure with everyone's favourite wabbit, all yours from Sunsoft

RECORDED DELIVERY

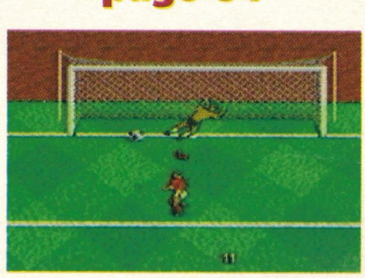
More nonsensical ramblings from you, the punter, as we once more delve into the postbag and try not to print the letters written in crayon. I blame this "Care in the community" thing myself, but then again without the slightly deranged missives from the public this little letters page just wouldn't be the same.

48

STAR REVIEW!

World Cup Striker

page 34



More, er, Right Royal Reviews



PEACE KEEPERS 22

MAGIC BOY 26

TEAM NFL FOOTBALL 30

Access All Hairy-Ass

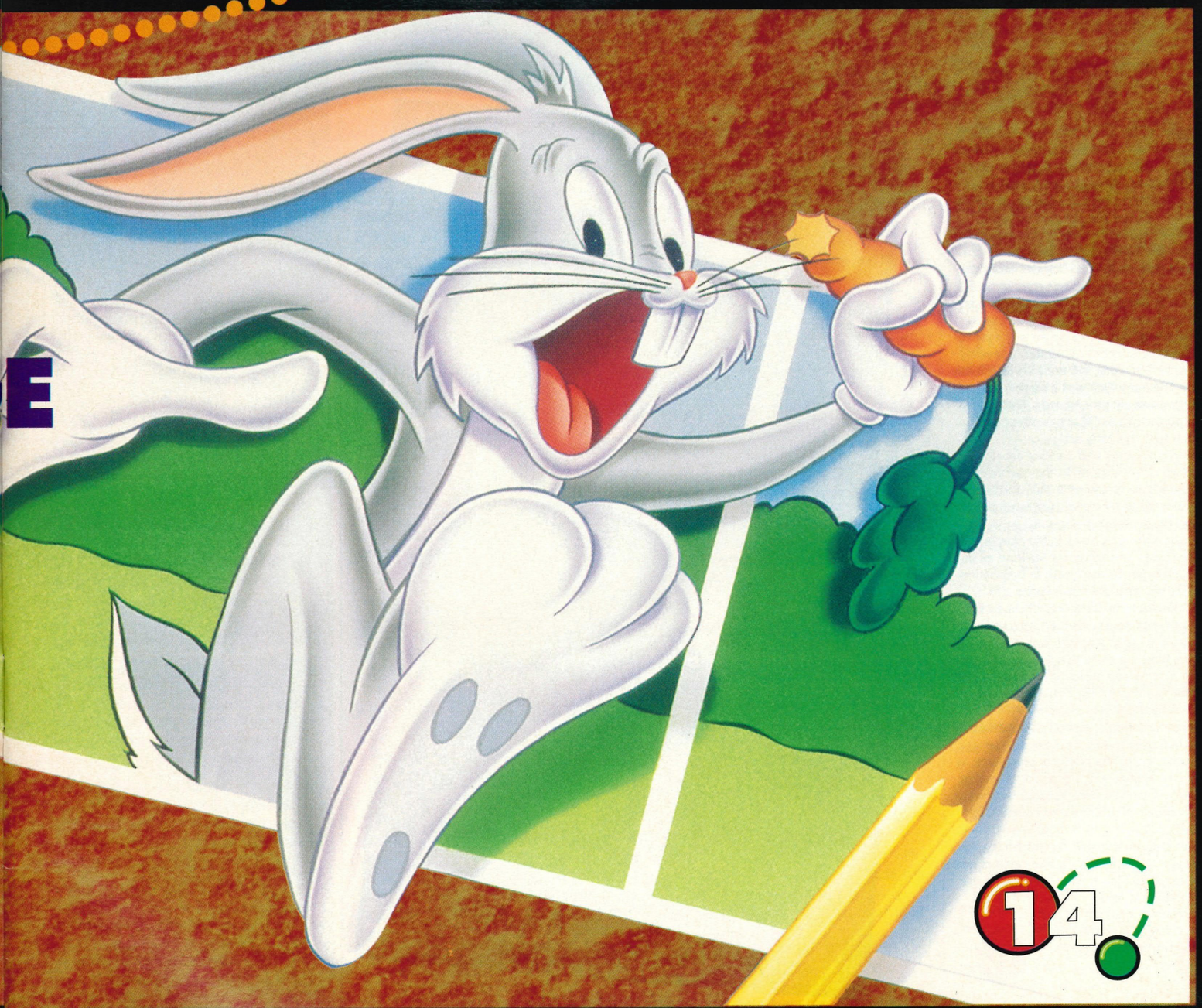
ACCESS ALL AREAS

PINK PANTHER 38

TOP GEAR 2 38

ACTRAISER 2 40

NTENTS



14

New Virgin range 6



VIRGIN
Virgin Interactive Entertainment may have a new name but they also have a whole new range of SNES software for the coming year. Look out for:

- Demolition Man
- Dino Dini's Goal

Gremlin & Gametek 6



ZOOL
One of the UK's finest developers, Gremlin has signed a deal with Gametek which will see some of Gremlin's best known games being published on the Super Nintendo

- Zool, the Ninja From The Nth Dimension
- Utopia

Engage!



The Super Control N

THANK YOU, THE REV. IKE

BORN AGAIN VIRGINS

Virgin Interactive Entertainment (VIE) took the opportunity of the spring European Computer Trade Show to announce a range of forthcoming Super Nintendo titles. Seven new games are planned between now and Christmas for the Super Nintendo, including the highly anticipated Goal from Dino Dini (the creator of Kick Off and Kick Off 2).

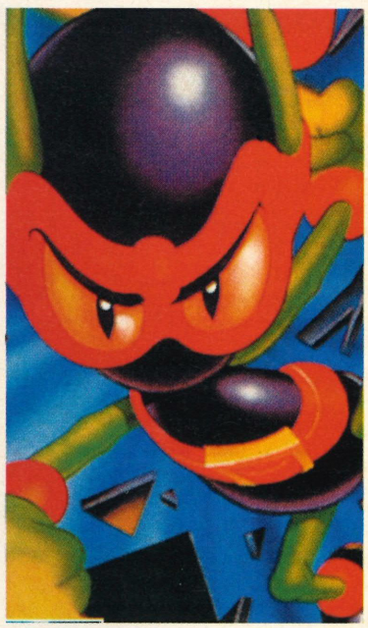
Goal is being touted by all and sundry as the ultimate soccer sim for the console but it is going to have to do an awful lot to beat Sensible Soccer and Striker. Speaking of Sensible Software, VIE are also to release Cannon Fodder which was a huge hit on all those machine with keyboards. With a tag-line as audacious as "War has never been so much fun" this high action cross between Lemmings and a shoot'em-up should go down a storm in this the year of the fiftieth anniversary of D-Day. Soldiers die by the bucket-load in this game, unless you can do something about it.

More violence comes in the shape of Wesley Snipes and Sylvester Stallone as the fight each other to the death in Demolition Man. This will probably be a deep and searching essay on the perils of urban life which none of course can afford to miss. Then again it might just turn out to be a platform beat'em-up with a few car chases thrown in for good measure released a year after the film first hit the cinema. Ah well.

Two sports games make an appearance, Jammit (Basketball) and Smash Tennis (Kabbadi) while Cool Spot returns for another colourful platform adventure as he goes to Hollywood, no doubt following the footsteps of the Pink Panther who went their a couple of months ago courtesy of Tecmagik.

The real jewel in the crown though has to be Super Bomberman 2. The original was the finest multi-player game ever to hit the Super Nintendo and by the sound of the press release (even with a hefty pinch of salt) it promises to be even better than the original.





JUST ZOOLING AROUND

Gametek have signed two of Gremlin Graphic's finest Amiga products for publication on the Super Nintendo. Both Utopia, a game about creating the perfect civilisation, and Zool, one of the finest platformers of all time, will now see the light of day on console thanks to Gametek. Both games were developed in Sheffield based Gremlin Graphics and were released to critical and commercial success around two years ago.

While Utopia will appeal to the more serious minded gameplayers, its delicate juggling act between social happiness and the need to defend from alien races as you try and colonise a barren planet may prove too intense for some, Zool has a personality cult to rival Sonic and Mario in Europe and should be a big hit on the Super Nintendo.

STAR TREK: TNG
The adventure's of Jean-Luc Picard, Commander Riker and the rest of the crew will soon be materialising on the Super Nintendo in a specially written episode

- New Manga releases

News

SHOP THE PIRATES

Copying Devices are bad news. Now i'm sure most of you out there will probabaly turn around and say "So what? I don't use them, why tell me?" Well I am telling you for one simple reason. These things are partly responsible for games being so expensive. You've all see the ads for them but you wont report them because you are basically too lazy and don't want to get involved but on the other hand you turn around and whinge about how expensive games are. well for once in your life get up and do some thing about it.

Next time you see one of these copying devices for sale, or see Super Nintendo games for sale on floppy, don't just walk on by and hope someone else will do something about it. Make a note of where and when you saw the items and the name of the company. If it was at a car boot sale maybe even take a note of the registration number. Do it quietly and don't take any risks but if you cna get away with it get as much info as you can. Now all you have to do is get in touch with you ELSPA (who can be contacted on 081 780 2222) and give them the details. Simple. That is all you have to do. ELSPA will take the appropriate action and there'll be one less unscrupulous cumbag on the streets. You have to do it.



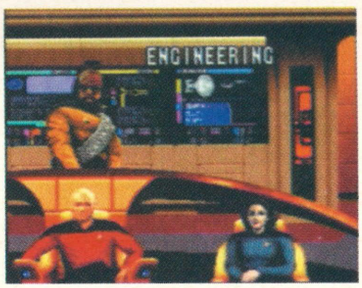
STAR TREK: THE NEXT GENERATION

The most successful science fiction series since the original Star Trek has finally been turned into a game for the Super Nintendo. Programmed by Spectrum Holobyte in the States and released by Microprose in Europe this game has a plot specially written for the computer versions called Future's Past.

All the characters are here from the series but you don't actually play any one of them, merely taking over their stations when the need arises. There will be interstellar combat with the Romulans and Cardassians where you control the action from the helm of the Enterprise, diplomacy with all sorts of alien races and several excursions with the away team.

The Away Team sections are viewed from above as four characters beam down to whichever abandoned ship or colony demands their attention. Phasers tricorders and all sorts of other bits will be very useful in these sections as hand to hand combat is not unusual.

The plot centres around a device called the Derandomizer, the most powerful weapon in the galaxy, but the way the game is organised the plot is only revealed to you as you go along, raising the level of interest the further you get in.



PROJECT REALITY INFORMATION UPDATED

Nintendo have taken step to explain their reasons for not using CD in their next generation home machine, the 64-bit Project Reality. They have decided to go for the latest in silicon technology for their cartridges because they believe it can offer 100 Megabit of data for each game, twelve times the memory of "your average 16-bit game".

Nintendo have decided to go for silicon over optical because they claim that the technology they have chosen has an access time some two millions times quicker than even the fastest CD. The hardware on-board including some impressive graphics stuff courtesy of Silicon Graphics should negate the need for vast amounts of storage for impressive graphics so maybe they do know what they are talking about. Mind you it will mean that initially they will miss out on the chance to include full FMV into their machine, confirming that it will be purely a games machine and that they have no intention of calling it a Multi-media tool.

MORE MANGA

Manga Video, and its affiliated offshoot ICA Projects, have a number of new videos coming out over the coming months but if you are under fifteen you won't be able to see a single one of them. The most promising is Violent Cop from ICA Projects, a film directed by and starring one of Japan's rising stars "Beat" Takeshi. Hailed as "Japan's answer to Clint Eastwood" by the Face this is an intricate and blood spattered tale of corruption and violence on the streets of Japan which fans of Taxi Driver and Reservoir Dogs should find appealing.

Manga Video has four new cartoon titles coming through shortly, none of which are below a 15. The only 18 of the bunch though is called Rumik World: Mermaid Forest. This is the third of the Rumik World stories and tells the tale of an immortal who has wandered for hundreds of years searching for his perfect mate: an immortal female. The only way to become immortal is to eat Mermaid flesh but eventually he finds his paramour, Mana. But Mermaid flesh also spawns evil and when this evil decides to use Mana for research then things gets sticky. This available for £8.99.

The Wind of Amnesia (15) is set in a future when human kind has lost all memory of language and civilised behaviour just leaving desperate individuals fighting to survive. Since this Wind of Amnesia blew the whole world has been drawn into this extreme of post-modernism. Only a boy, Wataru, has escaped this holocaust and he must find a way to re-educate mankind and find out why all this happened in the first place.

May 9 sees the release of part two of The Guyvers (15). Created by British comic-strip artist and writer Alan Grant. The Guyvers are alien mecha that interface with humans and turn them into powerful combatants. This second instalment continues this twelve part saga and comes complete with an episode of Hellkat comic, all about the Guyvers.

The final release for May is Dangaioh (15) a story of four psychic warriors that are able to combine their powers to make themselves the most powerful weapon in the universe (I thought that was the Derandomizer. Ed). This is your run of the mill sci-fi Manga stuff that seems very popular in Japan but hasn't really taken off over here in the same way.

FANTAZIA/SLAAM CLOTHING

SLAAM CLOTHING "All Tooled Up"



RATMAN HAMMER, HEATHER
LONG SLEEVE **£18.00** – Code: LSR4A



MONDO DESTRUCTO, TEAL
SHORT SLEEVE **£15.99** – Code: SSM4T



UNTERWELT NAVY
LONG SLEEVE **£18.00** – Code: LSU4N

FANTAZIA CLOTHING "Come and Join The Future"



MAI DANCING MAN BOMBER JACKET
Blue/Black/Turqoise/Red/Purple
£53.50 – Code: JF14

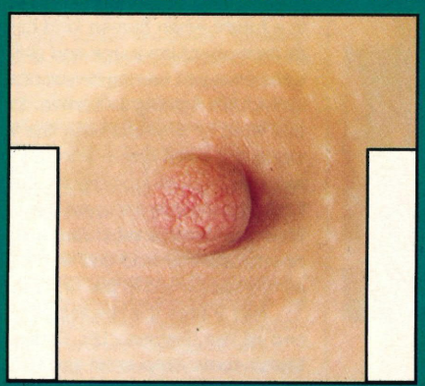


BASEBALL CAP, DANCING MAN
BLACK **£11.99** – Code: HFDAB



RECORD BAG, BLACK
£18.99 – Code: MFBDB

FANTAZIA MUSIC MERCHANDISE



NIPPLE WHITE
SHORT SLEEVE **£10.99** – Code: SMN4W



DANCING MAN, BLACK
S/SLEEVE **£10.99** – Code: SMD4B
L/SLEEVE **£14.99** – Code: LMD4B



JESTER, BLACK
SHORT SLEEVE **£10.99** – Code: SMJ4B

ORDER DIRECT ON OUR 24 HOUR CREDIT CARD HOTLINE – 0272 767630

ONE SIZE FITS ALL (XL)

All T-Shirts are 100% Cotton, Machine Washable.

All goods are despatched within 28 days.

I enclose a cheque/postal order made payable to **Home Entertainment** for £..... or debit my Visa/Access Card No.

Signature ..... Expiry Date ...../.....

Name .....

Address .....

.....

.....

..... Postcode ..... Tel. No .....

Now completed coupon to: **MAVERICK1**

Home Entertainment, P.O. Box 100 Colne, Lancs BB8 9JS

ITEM CODE	PRICE
PLEASE ADD POSTAGE T-SHIRT £1.50 EACH ITEM	
PLEASE ADD POSTAGE CAP £1.00 EACH ITEM	
PLEASE ADD POSTAGE JACKET £4.00 EACH ITEM	
TOTAL ORDER VALUE	£

If you do not wish to receive other great offers from us and other companies. Please tick this box ☐

SPECIAL READER OFFER • SPECIAL READER OFFER

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

SUPER NINTENDO ENTERTAINMENT SYSTEM

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

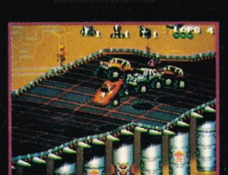
Heel the steel and put your max power to the test as you scream through the meanest streets on Earth... and beyond!



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'...



Interplay™

ocean®

© 1992 Interplay Productions, Inc.
All rights reserved.
ROCK 'N' ROLL RACING is a trademark of Interplay Productions, Inc.

2 CASTLE STREET · CASTLEFIELD · MANCHESTER · M3 4LZ · TELEPHONE: 061 832 6633 · FAX: 061 834 0650

INFORMATION

READ MEGATECH THE WORL

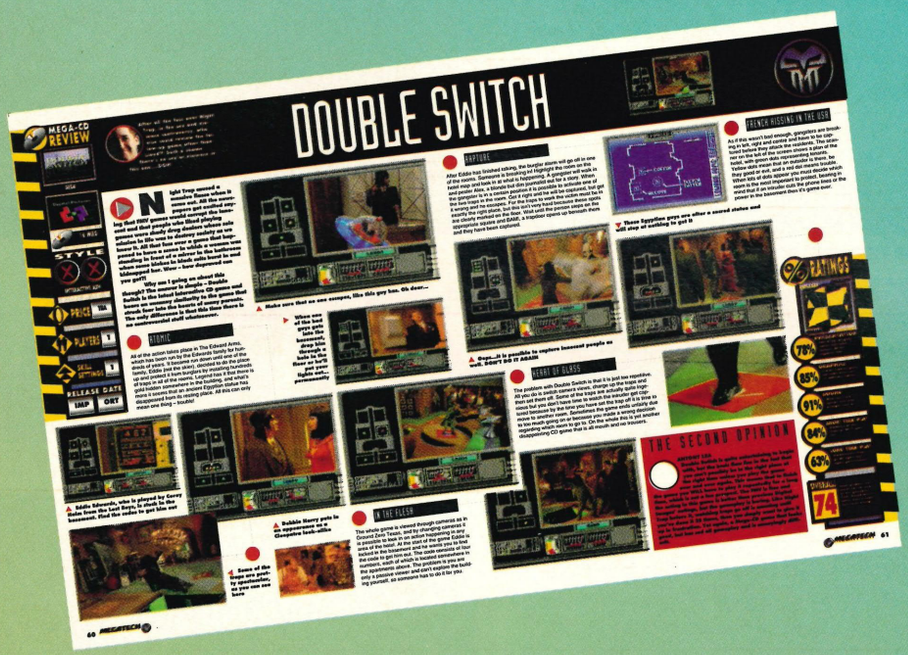


NOW ONLY £2.25

ON SALE NOW!!!

GOT A MEGA CD? YOU NEED MEGATECH

D'S BEST MEGADRIVE MAGAZINE



Now you can read the most informative, exclusive and unbiased Mega Drive information twice a month... From the makers of Mega Drive Advanced Gaming, PC Player and Super Control comes MegaTech - the longest running Mega Drive magazine in the business. Now get your hands on even more information EVERY month!



SUBSCRIPTION RATES

12 Issues (+2 free) United Kingdom £30

12 Issues (+2 free) Europe (Air mail) £44

We suggest that overseas readers pay by International money order.

Subscriptions will be processed as quickly as possible, but you should allow 28 days for the order to be processed and expect the first available issue after that.

Fill in this form and hand it to your newsagent to reserve a copy of MegaTech

Dear Newsagent,
Please reserve for me a monthly copy of MegaTech which is available fully SOR from UMD.

Name .....

Address .....

.....

.....

.....

MegaTech subscriptions, Maverick Magazines Ltd, 16-17 Hollybush Row, Oxford OX1 1JH.

I would like to subscribe to MegaTech for 12 issues and get a 13th and 14th issue free of charge.

Name .....

Address .....

.....

.....

.....Post Code .....

I enclose a cheque / postal order made payable to Maverick Magazines Ltd for:

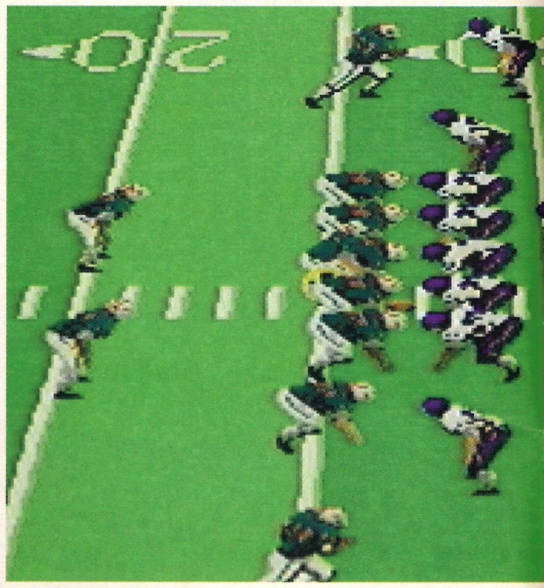
£ .....

REVIEW

NFL TEAM

American Football. "Rugby played with shoulder pads", is the opinion of most English public school boys. Of course, most English public school boys don't get hit by a twenty stone man running about as fast as Linford Christie! It isn't an easy game to play, or to convert to a console game, however Park Place have done it before.

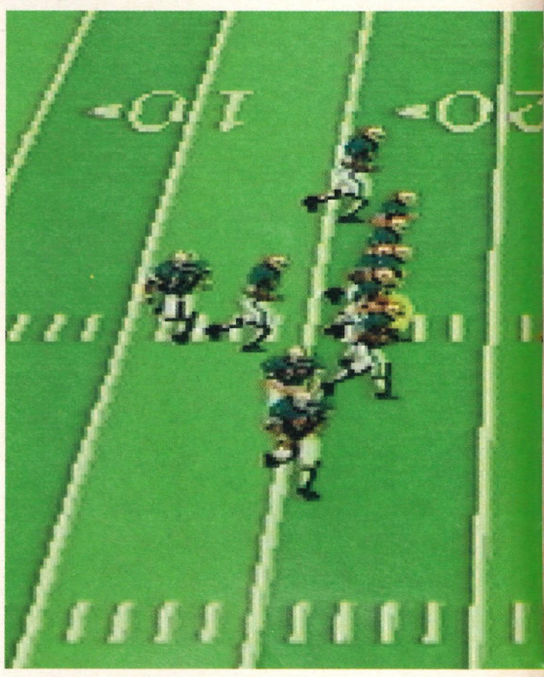
Having once been the owner of a Sega Mega Drive I know all about these American Football console games. A long time back came the original John Madden Football, and for once the non-soccer football became a computer success story. That of course, was the Sega version, which was soon followed by update after update, until it now stands at John Madden '94 (4 games later). Park Place were responsible for the Sega versions and a SNES version soon followed, but shock horror, it was crap!



He'll feel that one tomorrow

Well Park Place are back again, with another American Football game, and this time it isn't for EA, it's for Konami, but is it any good? The short answer is, for those people not wanting to read to the end, no. It's really not very good at all. For some reason, known only to Park Place, they cannot program a SNES game to save their lives. Their Mega Drive titles were excellent, so why not this?

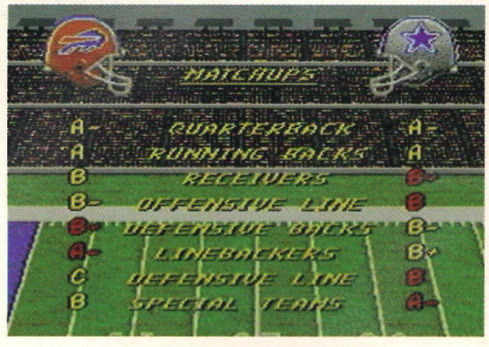
For a start the graphics are too clever for their own good. The much overused mode 7 effect is again overused here, with the ground pitching and yawing, but incredibly slowly. Why not stick with a straight up the field view? The control are also decidely dodgy, with little response to joypad commands, and an unbelievably talented computer opposition.



NFL? Non Football League

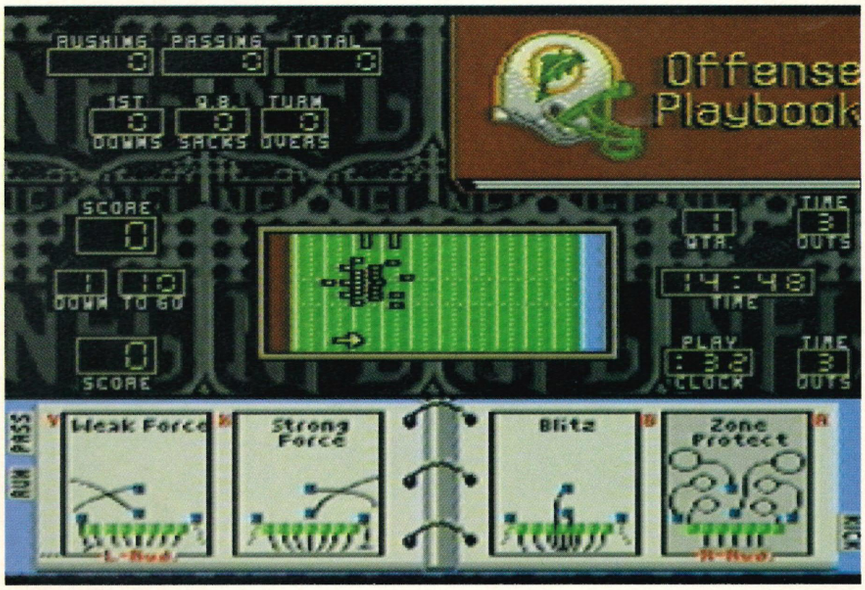
Numerous options abound through the game, but an action replay feature, standard for most sports games, is missing for some reason. You can play in the playoffs or a simple exhibition match, and alter the length of the match, teams and even the weather. Even so, the game hiding within is poor.

The sound may be the only good point, with some excellent speech throughout the game, great music and bone-crunching effects, but sound maketh not the man, and the game overall is poor. It's strange that the SNES has yet to see an excellent American Football game, but this will just add to the long list of failures.

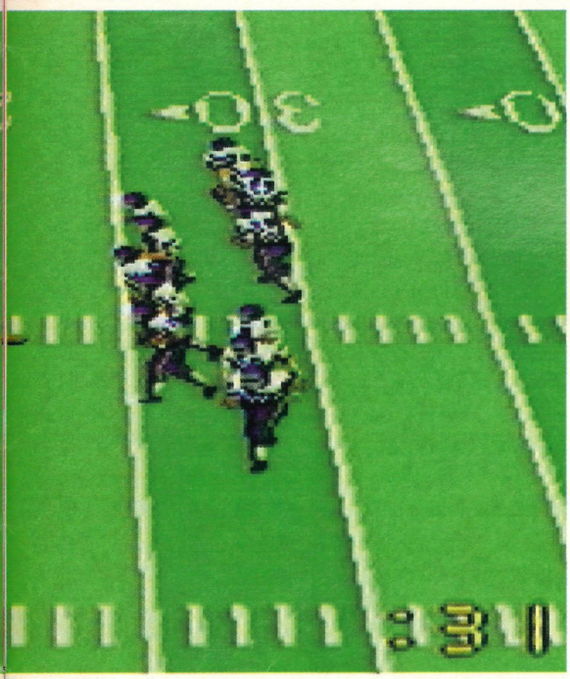


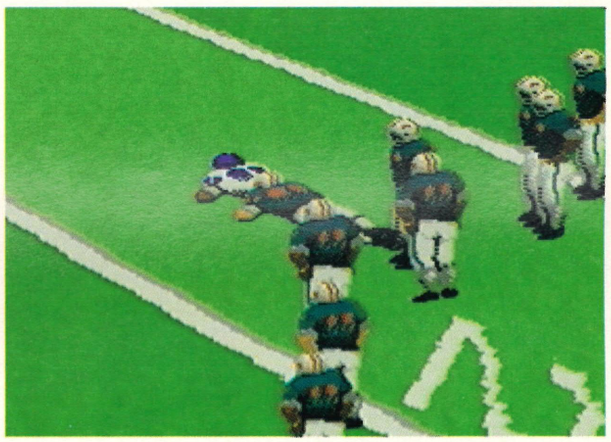
The teams are lining up. Red letters indicate an advantage in that area



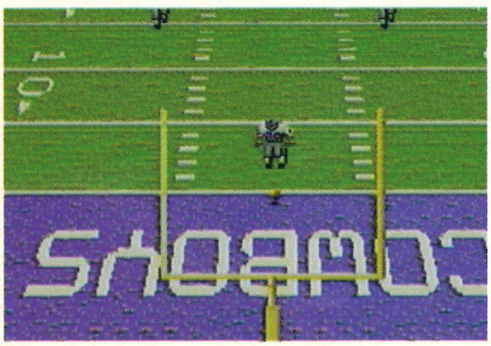


M YANKEE?





The screen twists and turns in a bid to disguise poor gameplay behind fancy graphics. It fails dismally in this respect



Dallas receive the ball over their own ball line. Time for a touchback methinks



Most sad journos would make a helmet joke now. Not me. "Look at the side of that bloke's helmet!" Sorry, I really don't know what came over me



TEAM NFL

HOUSE: KONAMI
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: 1-2
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

65%

SUPER CONTROL

SOUND	8
GRAPHICS	7
GAMEPLAY	5
LASTABILITY	5

ENERGY HIGH

- Not a lot really
- Apart from the sound

ENERGY LOW

- Far too slow
- Confusing gameplay

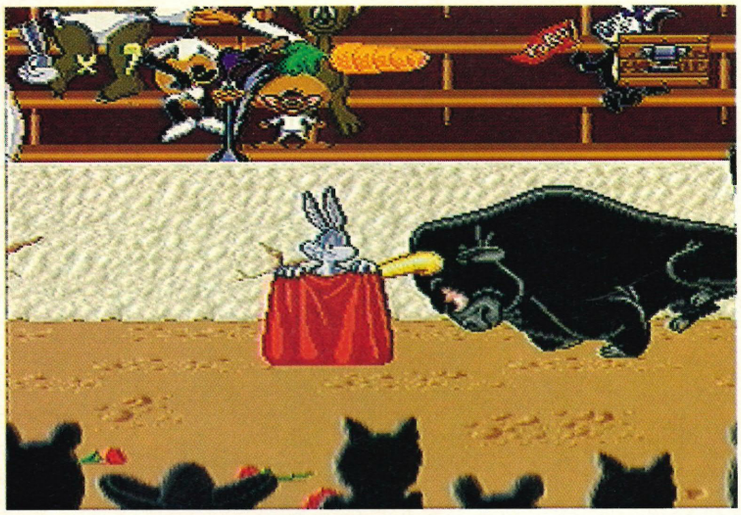
ALTERNATIVE SYSTEM

There are no excellent American Football Games on the SNES, although John Madden '93 is the best of a bad bunch. It is however, still far worse than the Sega title of the same name. If you want sports games you might be better off with a Mega Drive

REVIEW

BUGS BUNNY





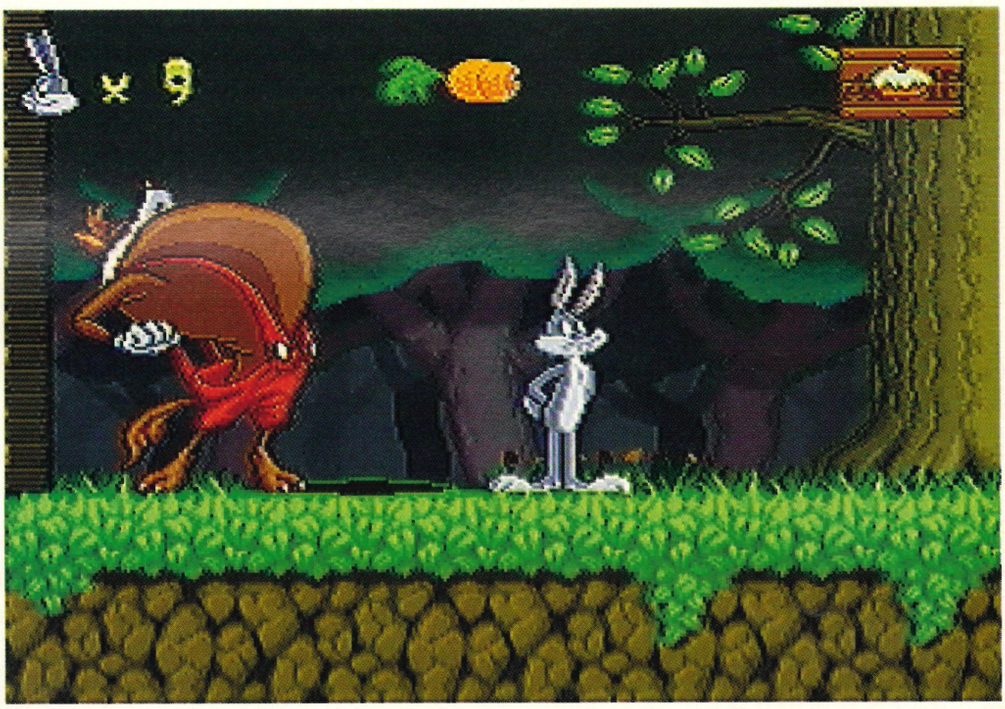


JIVE BUNNY

There are a great number of sub-standard platform games out there that are either too dull or too easy. The Super Nintendo is swamped by games such as these, ranging from Crash Dummies, Bob, Family Dog, and the supremely hyped Bubsy to execrable Robocop III. These games are the bane of this machine. Consequently when a platform game like this comes in - a game that offers a real challenge for a change, a game which people have really put a lot of effort and imagination into - it comes as something of a relief to a weary games reviewer like myself.

Now I'm not saying that Bugs is anything groundbreakingly original. It is a platform game and it knows it, but it is proud of the fact as does as much as it can within the confines of the genre. There may be an argument that we don't need another platform game on the Super Nintendo no matter how good it is, but when it is as much fun as this I see no reason why it shouldn't be squeeze out some of the poorer games.

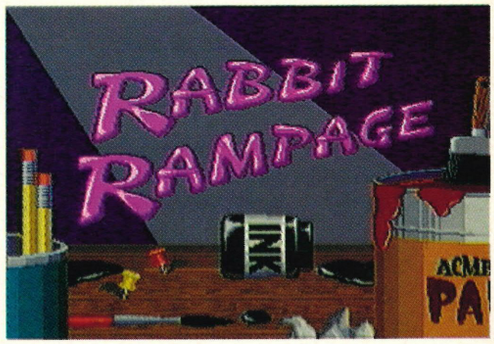
Of course Bug's advantage from the start was the wealth of inspirational material to be found in the Bugs cartoons. After over fifty years of celluloid history there is plenty for the game to draw inspiration from. One section of the



Unlike Bill Clinton this chap inhales



Put the chimney down Bugs you can't eat it



You there, pick that ink up!

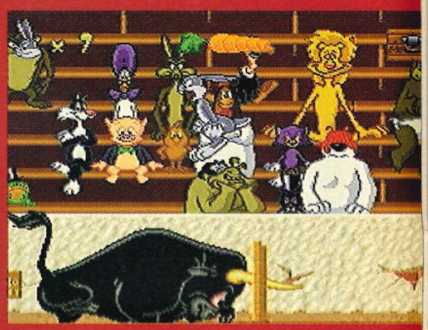
Put that carrot down, it r



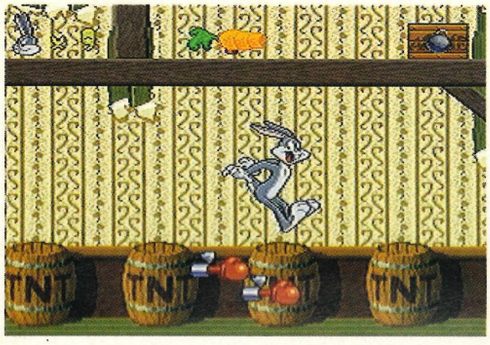
Elmer takes a beating for being cruel to animals, trying to shoot them and stuff



Never a big fan of guns, Bugs feigns a heart attack to get away



I guess he is feeling a little bit horny, ha ha!



All this rabbit ever seems to do is smile

game reprises one of my favourite Bugs cartoons, although the name escapes me right now. Any way it's the one where he has to take part, rather unwillingly, in a bullfight having taken a wrong turn at Albuquerque. The game adapts this confrontation to the target oriented needs of a game but still retains the humour of the cartoon. Bugs you see has to use the bull to get him out of the ring, but there are a number of obstacles preventing him from doing that. All Bugs has to do is stand in front of these targets so the lumbering hunk of beef begins to charge then bound out of the way at the last minute so he crashes into the barrier. Jump too early and the bull will halt his charge just short of the barrier. Jump to late and Bug's belly button could expand a great deal. The finest moment of this level has to be when Bugs plucks a cape out his back pocket which the bull charges through only to come to an abrupt halt with an almighty clang. Bugs whisks away the cape to reveal the classic cartoon anvil while the bull looks dazed.

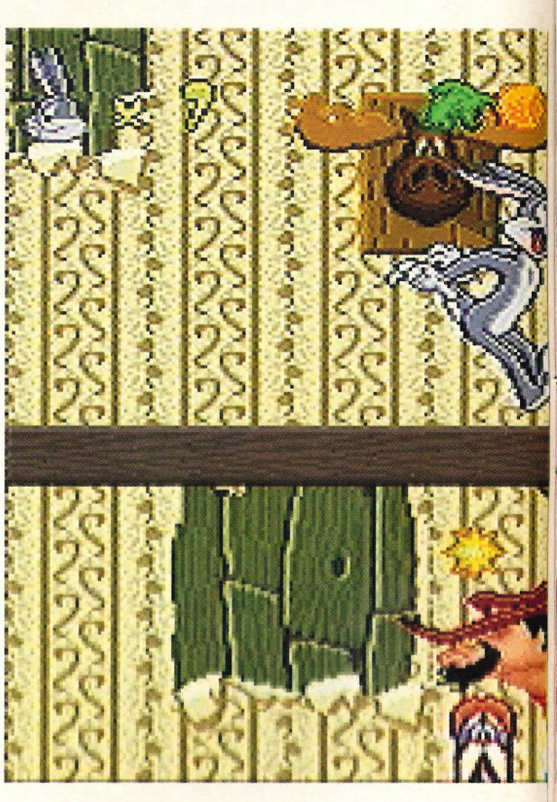
Other, more familiar characters turn up to hamper Bug's progress through the game. Elmer Fudd is the first end of level boss and the wolves and the three little pigs conspire to produce what is probably the most difficult, and infuriating level, of the whole game. In another level Bugs is in the wild west and faces a number of heavily armed cowboys, with Yosemite Sam chief amongst them.

None of these is a real problem for the very agile Bugs. Not only can he walk and jump he performs what can only be described as a windmill kick (believe me, doing a few of those in swift succession is very satisfying), he can also throw custard pies, land on people bum first to cause damage and use a very natty spin attack to really get things moving.

To augment these attacks there are a number of pick-ups to be found along the way which can really help make things a lot easier. There are a couple of standard ones, sticks of dynamite and long range custard pies, that appear on every level, but there are others that appear that will only be relevant to the particular level you are on. For example in the bull ring there are anvils, when being chased by Elmer's hunting dogs there are exploding bones, and when confronted by the big bad wolf it would be wise to use a cork in his gob to stop him blowing the house down. These pick-ups may be found just hanging around but often they will hidden down the numerous rabbit holes that pepper the levels. Not all the rabbit holes will have something in them but that isn't always important because they can be quite useful for hiding down when there isn't anywhere left to run.

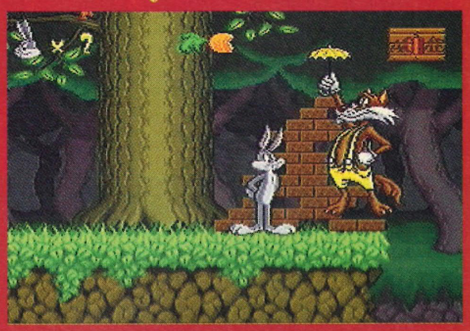
My favourite pick-up of all has to be the re-start point. This is user definable so you can drop it anywhere in the level you like then, when you die, you go right back to the big sign that says "Bugs was here". The trick with this little gizmo is to place it in just the right place. Try and go to far before you place it down and you might die before you get a chance, place it too early on and you find yourself still having to wade through a good deal of level before the end. Decisions, decisions, and with a game as difficult as this little beauty you really do need to think very carefully.

Bugs Bunny Rabbit Rampage is certainly the hardest game I've played for along time, but it is one of those games that you just can't let beat you. I found myself stuck on the same bit for nearly two hours, largely due to my injudicious positioning of a restart point, but never once did I consider giving up until I got past it. Then of course I went for a rest. The gameplay is

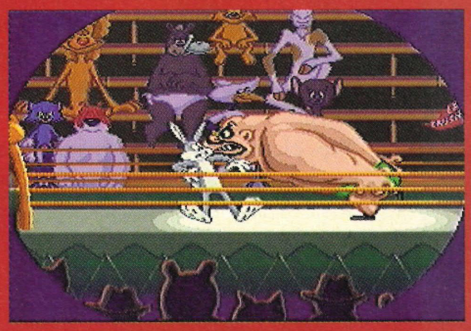


The all-singing, all-dancing Bugs Bunny fails to i

night be loaded



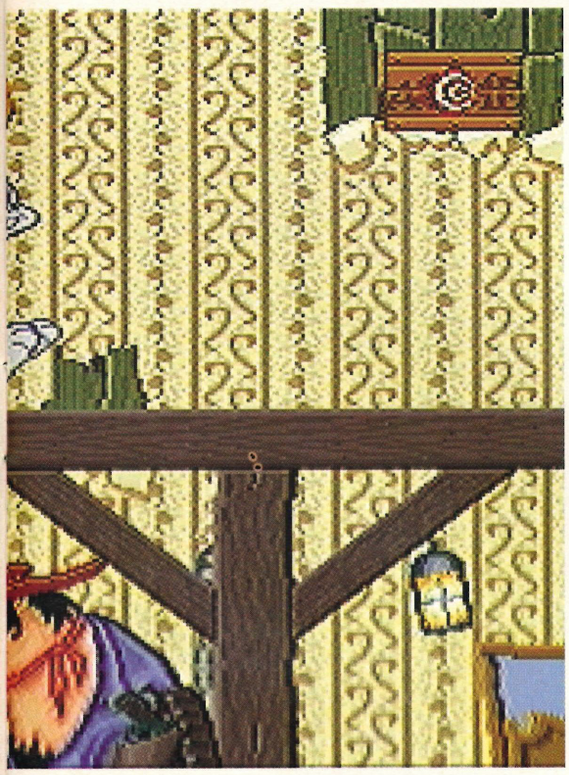
The sly old wolf is fully prepared for any eventuality, including a fall



Might I recommend that you use some Listerine before we next meet

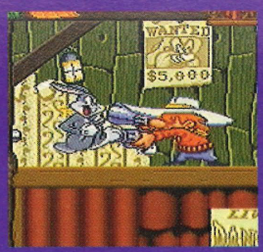
compelling not least because the number of different characters and pick-ups in the game make you want to play on through to make sure you don't miss out on any of the fun. Even so, and almost in spite of the four continues I'll be surprised if you manage to finish this game quickly.

In all Sunsoft have produced a very well presented, imaginative addictive and very playable platform game that does as much as it can within that genre without ever going to far. A top notch performance.



mpress the cowboy

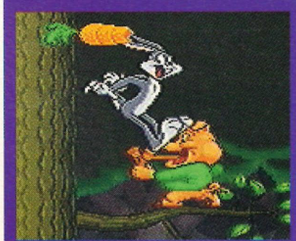
Nice to meet you



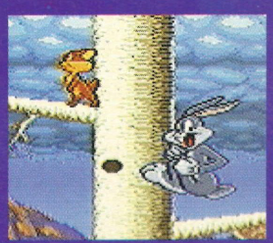
Yosemite Sam doesn't seem especially pleased to see our friend Bugs



Now I wouldn't fancy one of those poking me bum!



Bugs, ever cheerful, has just stood on this pig



These little chipmunks are the most annoying rodents you'll ever see

REVIEW



BUGS BUNNY

HOUSE: SUNSOFT
ORIGIN: OFFICIAL
PRICE: £49.99
PLAYERS: 1
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

91%

SUPER CONTROL

SOUND	8
GRAPHICS	9
GAMEPLAY	9
LASTABILITY	8

ENERGY HIGH

- Very playable
- Immensely challenging
- Superb presentation

ENERGY LOW

- A bit too difficult for some

ALTERNATIVE SYSTEM

Super Mario World and Pugsley's Scavenger Hunt are top examples of platform games as is the Super Mario All-Stars Collection. Tiny Toons is pretty special as is Lost Vikings, and Super Castlevania is pretty special. If you are after a hard game then Super Star Wars may be what you need.

REVIEW

TIME TRAX

It's a funny old world isn't it? You have this superb console and all anyone ever wants to produce is platform games. I mean, its obvious that there are so few quality SNES titles around when Mario Kart still holds the number One position in the games chart (although that isn't saying Mario Kart isn't a great game).

Yep, platformers are the bane of the Super Nintendo, and will I fear be its eventual downfall. Time Trax as you may have guessed, is a platform game, but does that necessarily mean its poor? There are some good platformers about, just more bad ones. I think I'll leave you guessing as to where this one fits into the grand scheme.

However, what of the superb plot that the game surely has? Based on the TV series of the same name, you play Darien Lambert, a cop from the 22nd century, assigned to retrieve criminals who have escaped to the past where they have no criminal record. That's not all though, because they have escaped into the past for two reasons, the first to be rid of their chains, and the second to change the future, but why?

Well, do you think standard dumb criminals could escape to the past without help? The criminal mastermind Mordicai Sahmbi, once a renowned Nobel price winning scientist, has plans for world domination. The Dr. has designed the chemical TXP which enables time travel, and the TRAX time machine to send himself and the criminals back to 1993 to change the past, and thus the future, and give him world control. Understand? Basically it means that if you don't manage to catch all the criminals and Dr. Sahmbi, then the world as we will know it won't happen, and instead a world where the evil Dr. reigns will come to life.

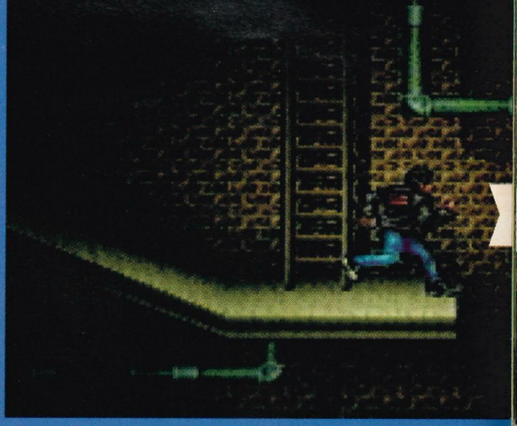
"Tell me about the inevitable high-powered future weapons!". Unfortunately, the future from which Darien comes has outlawed guns of any description, so instead he carries a pea-shooter with paralysing darts that disable, but do not kill anyone shot with them. In addition, he is at the forefront of a future martial art called Mash-Ti, which means he is a dab hand at hand-to-hand combat, and that is in fact, his preferred form of attack. And, just to weigh the odds even more in his favour, he can also slow down time by use of Beta waves from his mind, thus slowing down everything on the screen (including bullets) except himself.

"Enough of the game story line already!". Okay, okay, chill a little! I suppose I'd better go into the game proper now eh? Well, as you already know it's a platformer. You guide Darien through eight increasingly difficult levels of action against hordes of bad guys collecting

MA



1. SELMA gives you the lowdown on level one, you to go and catch Dr. Sahmbi

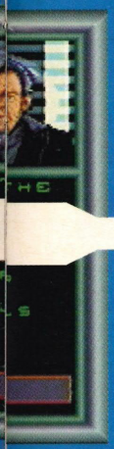


4. Underground everything goes dark, except this saintly glow that helps you see



7. Halfway through the second level, and you' blown up a large laser gun

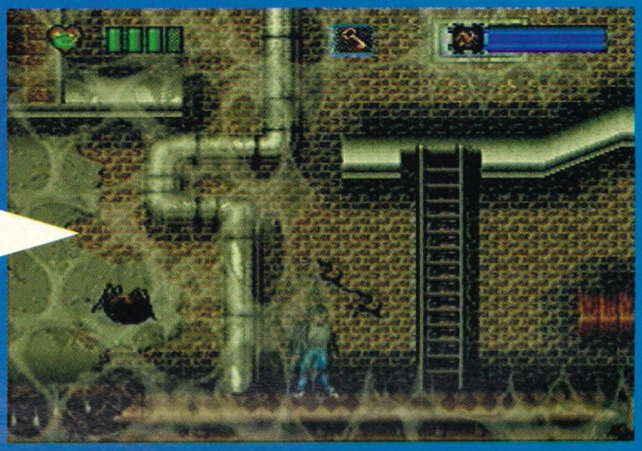
KING TRAX



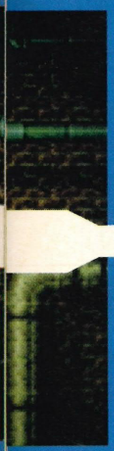
telling



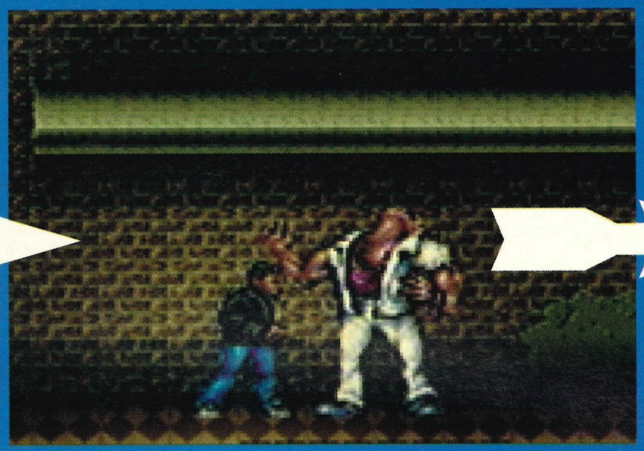
2. It`s level one, and you've just shot a moving laser, but a guard awaits you below



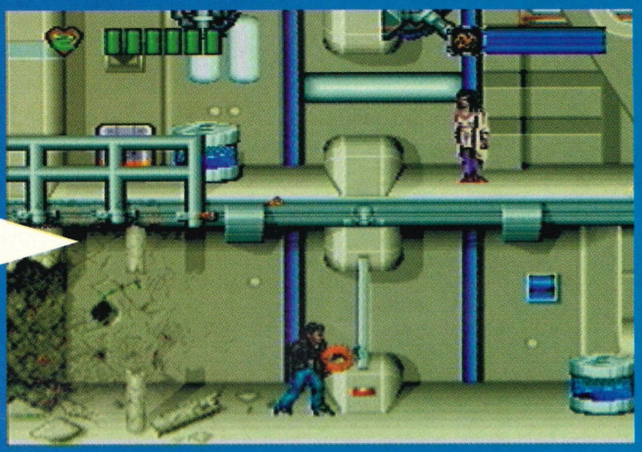
3. Notice the rather obtrusive foreground spider's web? Annoying isn't it?



you get



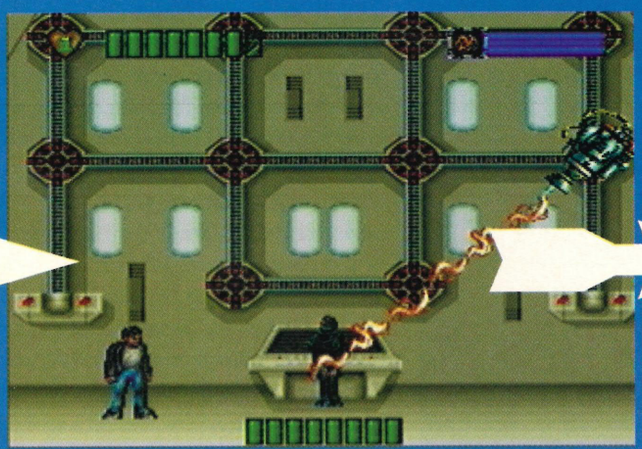
5. The end of level one boss, a bit easy to beat considering the size of him!



6. The start of the second level, Darien encounters a locked door, step back a bit and it will open



ve just



8. It`s the end of level two boss, a huge laser being controlled by some bloke who you can`t attack!



9. Darien makes it through the time machine and into the present day

REVIEW

METRAX



coins (which are only dropped if you defeat an enemy by hand-to-hand means) to add to your score, and various power-ups. These include food, a shield, increased shot and punch power and letters. You can collect letters to spell either EXTRA, which increases your energy, or SELMA which increases you energy bar by two notches, thus improving your life expectancy. SELMA, in case you were wondering, is your holographic sidekick, who resides in your pocket computer, and gives you hints and tips and a full briefing at the start of each level.

So, guiding Darien is straightforward enough, and he can jump around the screen, as well as grabbing pipes and flipping from them. Collecting various extra objects will open bonus rooms, secret passageways and alternate routes, so you should crack open any boxes or chests you see, and collect everything you can. Various hazards can ruin your chances including spiked floors over which you must vault or look for pipes to help you over, collapsing walkways and time bombs, as well as the ever-present stray bullets
and grenades from the enemies. Darien is able to defend himself by blocking, and although shooting his pea-gun needs many shots to defeat a baddie, attacking with fists and feet results in a much faster win.



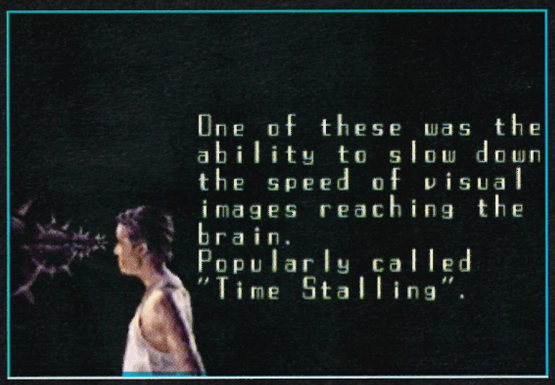




The graphics really aren't good enough though, and would look sub-standard on a Mega Drive! Although there are some excellent foreground 'backgrounds' (if you understand what I mean?) like the spider's web on level one, this really isn't good enough for a Super Nintendo. The sprites move well enough, but don't really have enough frames of animation, and they are too small. The opponents' bullets are sometimes hard to discern too with the foreground scrolling by. The whole thing looks 'okay', but just not good enough. Sound too is not up to standard, and with a grand total of six tunes, they all begin to grate terribly after a while.

Now, we all know that graphics and sound don't mean everything, there is always the gameplay to really make a difference. The game

Watch that intro

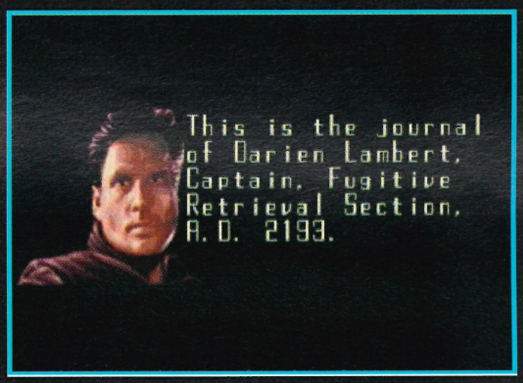


(Left) This Darien bloke is a bit of a star you know, and the intro tells you all about it

(Bottom left) Some spacecraft fly into a futuristic city at the start of the intro. Not enough animation though

(Below) How is it the game is hard, when the bloke you play is so bloody great?



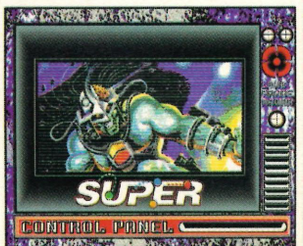


involves running along and shooting various enemies, collecting bonuses and repeating the same procedure. Reach the end of the level, and a guardian awaits who takes a little longer to kill, but not that much longer. Continue for the eight levels and the game is over. That's it. Just blasting and running. Okay, maybe the helicopter level is a little different, but it really is all just a but to close to the platform formula, and there is a complete lack of originality.

The game is tough only because you are given just three lives to complete the whole thing and no continues, and because the collision detection seems to give the opposition the advantage. However, if anyone could be bothered to play such a dull game through to the end I would be surprised. The game falls into the very category I mentioned earlier, 'duff SNES platformer'. Sadly, another nail is hammered into the SNES' coffin with the release of another poor game. If this trend continues, we might yet see the Mega Drive outlive the SNES, and would you really like to see that happen? Refuse to buy this pitiful rubbish, and spend you money on something better, maybe then the software houses will stop making games as bad as this.







TIME TRAX

HOUSE: MALIBU
ORIGIN: U.S Import
PRICE: £TBA
PLAYERS: 1
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

54%

SUPER CONTROL

SOUND	5
GRAPHICS	6
GAMEPLAY	5
LASTABILITY	4

ENERGY HIGH

- The nice foreground 'backgrounds' (do you understand yet?)

ENERGY LOW

- The whole genre is tired now
- It really isn't very good at all

ALTERNATIVE SYSTEM

Why ask? The Mario series are all platformers, and are all far better than this large pile of rubbish

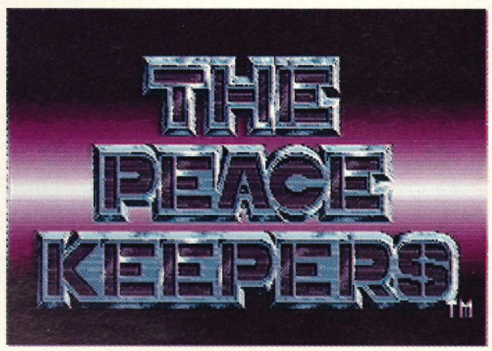
PEACEKEEPERS

KEE PEA HAR

Beat'em-ups shouldn't have plots. As time goes on software companies have to come up with even wilder tales to justify the fact that they have released yet another game where you have to walk along and punch people. Take this one for example, you wont find a more far-fetched pastiche of some old cyberpunk themes this side of The Tomorrow People. Still, I'm going to tell you all about it any way.

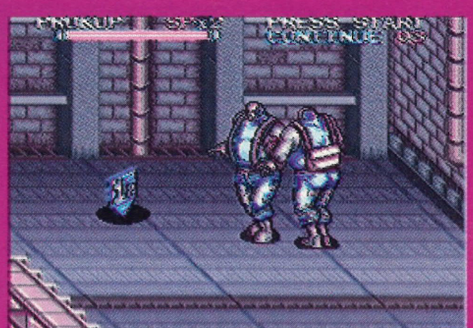
The year is 2015, four years after the Economic Wars ended. As the world lay ravaged by this mindless violence one company rose like "a phoenix from the ashes of oblivion". Yes. Quite. The company was called Deutchland Moldavia and its president was a man called Trip Iago. Trip was a man heavily into creating a new world order, but the power got to him and gradually he started to authorise and oversee some very dodgy experiments, until eventually his company stumbled across a method to manipulate any human and turn him or her into a bumbling fool or a very powerful being. Four people's lives were touched by this dangerous research in one way or another as the experimental subjects went out of control. Flynn, Echo, Al and Prokop all have their own personal reasons for wanting to stop DM from doing what ever it is doing but they join together and vow to keep on talking a really stilted English until they fight their way to the top and stop whatever is going on at DM.

Crap isn't it? But what can you do? This is after all only a beat'em-up and what really



counts is how well it fights, not how believable the story is. In the one or two-player story game you (and a friend for a two-player game) will pick one of the four characters. They each have their own range of moves and specialities so it is really a case of experimenting with the characters to see which suits which situation

Travel the world



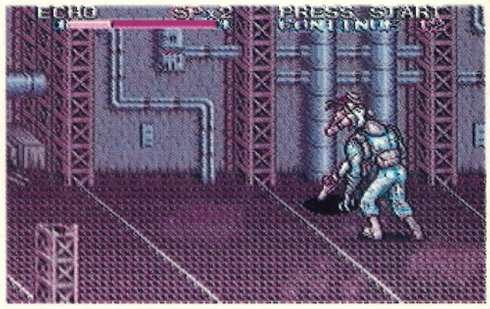
Look! It's Shaz and Trace from down the Tavern!



Not content with the Karma Sutra, the happy couple go on to invent more!

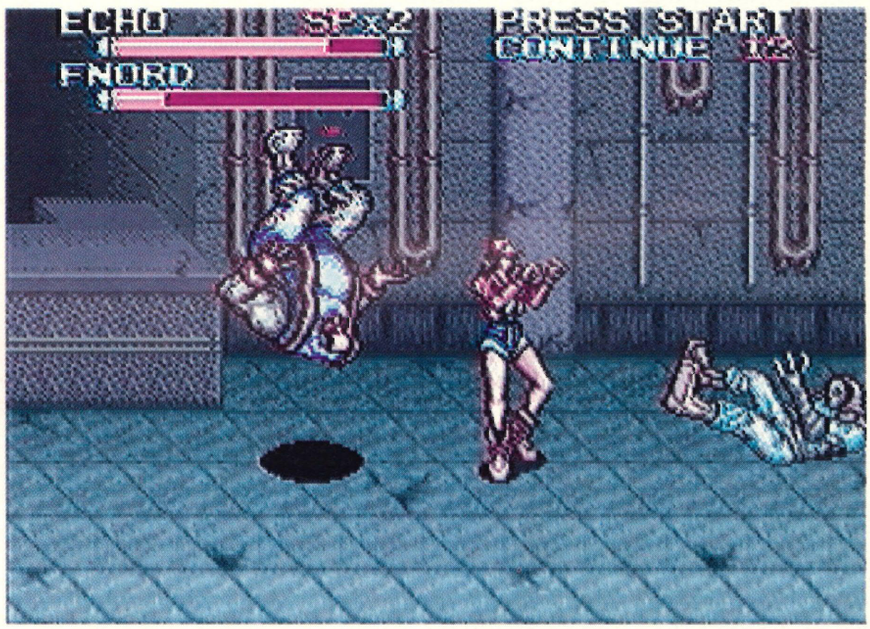
PIN THE CE – THE RD WAY!





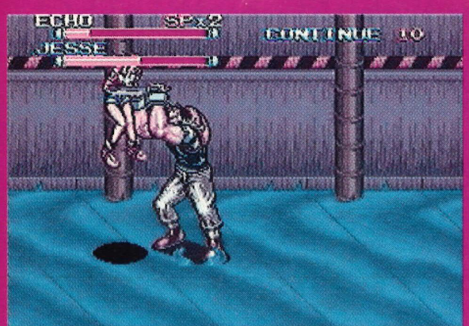
best. One idea which struck me as very user friendly is the way that you are offered the chance to select a character at the beginning of every level and every time you die, so if you feel you have made a bad choice you aren't necessarily stuck with it al the way through the game. As usual in a game like this of the four characters there is one that seems a lot slower than everyone else and will hardly ever see the light of day and he my friends is Prokop.

Now while Flynn, Echo and Al are all fleet of foot and have useful special moves Prokop is just too crap for words. I suppose the theory is that if you use him the game becomes a lot more challenging, but frankly I wouldn't bother. The others are more useful though. Flynn for example is comparable to Ryu or Ken in SFII with his uppercuts and combos, and his rather explosive special moves is very dramatic. Echo



I could make a crude 'toss' joke here, but I won't because I'm above that

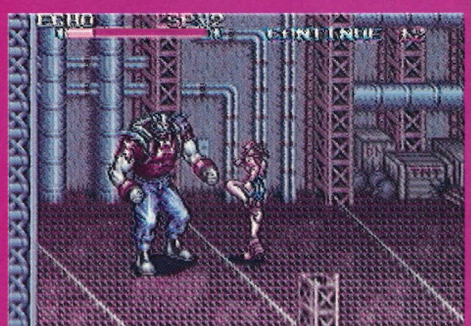
and get to meet all sorts...



You see that large Jesse dude? The large knife? The dead girl? Manchester



I hope I do not have to explain what these phallic meanies look life



These bosses never seem content with some faded 501s and a T-shirt

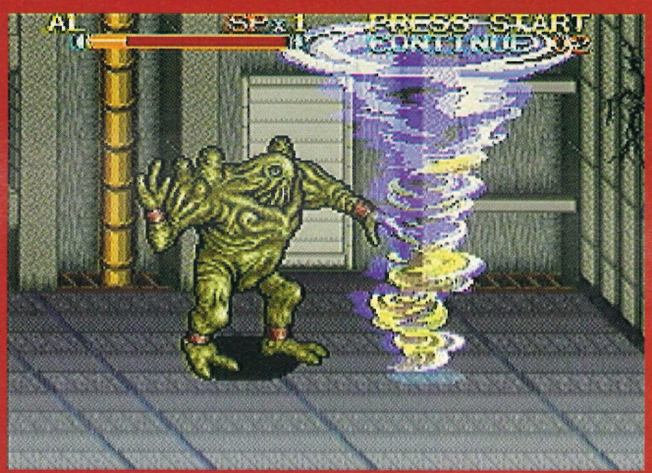
PEACEKEEPERS

Boom, shake sha

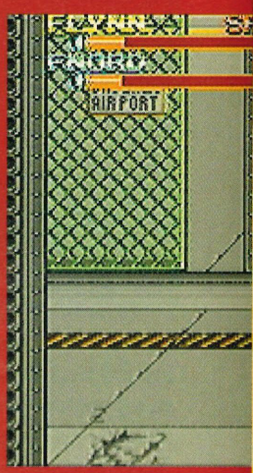


The flaming knee move is one of echo's best





Fight the awful blob-man with a swirling tornado attack



is the token lithe female, and even if they do make her wear a baseball cap they couldn't resist the temptation to dress her up in hot pants. Her extremely loud singing is her special move, one warble and all around her collapse but she does have this very useful Flaming Knee trick where she rams her knee so hard through someone that it actually catches fire. Al is the token black, an ex-soldier who does a very natty impression of a tornado as his special move and if you happen to have the time he can load and fire his bazooka, but only if you've got quite while as you have to hold down the button for five seconds to get him to do it.

So for a sideways scrolling beat'em-up the variety of moves isn't at all bad, the only problem is that none of enemies are varied enough to warrant concentrating on which buttons you are pressing as a opposed to how fast they are being pressed. The only ones that present any problems are the bosses or the characters with knives, nobody else is even worth getting excited about. But that is often the case with these games and to give Jaleco their credit they have at least tried to make the route through the game more simply linear, there are a number of different paths through the game according to the manual. Although when playing the game it does seem difficult to tell one from the other, it is after all, just about hitting a lot of people and mutants. Apparently these different paths may reveal new weapons or information



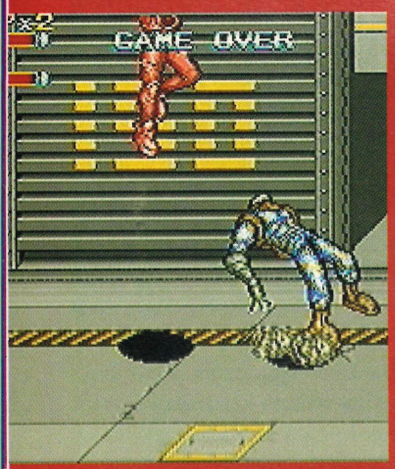
ke shake the room



The message here is clear. Don't let your children play near electrical sockets with a screwdriver



Don't suppose you've ever seen a flaming uppercut before?



Not a caption as such more like a little tip. Avoid greasy indian food if you want to stay off the toilet all day



The game features special move subtitles for the hard of hearing

and I'm sure they do but there is very little you can do to actually avoid hitting people on a regular basis.

The one to four player tournament thing helps, no plot, no enemies, just a few mates around beat the crap out of each other. Of course the novelty of that wears off after a while and you decide to go to the pub and have a real fight instead.

So the gameplay doesn't really have and edge and neither do the graphics, it looks just the same as every other Jaleco beat'em-up in the last year including Tuff E Nuff, which isn't a criticism of the quality just if the lack of imagination. There is a nice touch in that you can change the colours of their costumes if you want but it isn't an option that you'll be using all that often after a few goes. The sound is of a decent enough quality but again you just wish that they'd done something new with it.

There isn't really anything wrong with The Peace Keepers, but there isn't anything especially right about it either, it is just another homogenised beat'em-up with a stupid plot and nothing going for it except that it is quite good. One of these days another SFII is going to come along and knock us of our chairs, until then stuff like this just isn't going to make the grade.



I could tell you to watch out for that rock, but I realise you're not utterly stupid



PREVIEW

PEACE KEEPERS

HOUSE: JALECO
ORIGIN: IMPORT
PRICE: £49.99
PLAYERS: 1-4
TYPE: BEAT'EM-UP

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

65

SUPER CONTROL

SOUND	7
GRAPHICS	7
GAMEPLAY	6
LASTABILITY	5

ENERGY HIGH

- Some unusual special moves and the four-player game is good fun

ENERGY LOW

- Too safe
- Seen it all before
- Not enough thought needed to succeed

ALTERNATIVE SYSTEM

The simple answer to that is SFII Turbo, but if you really want to go out and buy a scrolling beat'em-up then I guess it'll have to be Final Fight 2 from Capcom or maybe a copy of Streets of Rage III for the Mega Drive, the best example of a playable scrolling beat'em-up on any genre.

MAGIC BOY

PLA
IS GO
SH

As if the prospect of reviewing another platformer wasn't enough, I find out that its a 'cute' platformer too. I mean, come on, already having reviewing the particularly poor Time Trax, I now have to be subjected to another platform game? (Editor nods) Oh well, I suppose I'd better get on with it, and you never know, it might actually be alright, then again, in the real world.....

Magic Boy is just that. He's a magic boy. Surprising how these games producers come up with game titles isn't it? I mean you can just imagine them can't you. "So what shall we call this new game then? Well, seeing as the main character is a boy who has magical capabilities, so why not call it Magic Boy? Yeah that'll do!" Very inspired I'm sure. In any case, the game concerns this magic guy, who for some reason or another has managed to let severe amounts of creatures escape from wherever they have been held. It's your job, as the magic boy in question, to recapture all the cuddly animals and cage them again.

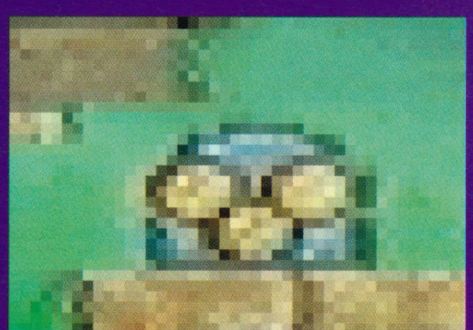
The game is split up into worlds of eight screens each. Each screen has a certain number of creatures to be recaptured before you may progress to the next. The eight are split into two sets of four, and you must complete the first four before you can attempt the second set, then progress onto the next world. Each screen is a large scrolling area of platform design. You jump from block to block and attempt to stun the creatures with your magic wand, collecting the stunned animals into your sack, then dropping



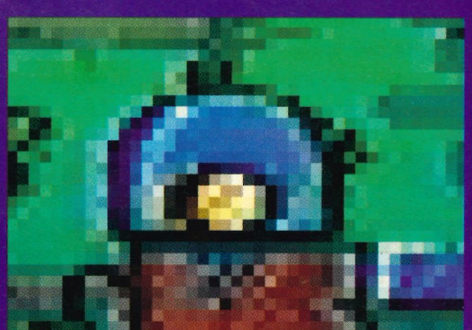
them magically back into their cages. Now this would all be easy if it weren't for several things.

For one, the escaped creatures are fatal if unstunned. This means you cannot just go leaping about, and must therefore plan your route through the levels. Making use of the L

Extra! Extra! Rea



This three-shot power up changes your puny wand to give you triple down blast



This power-up allows you to shoot downwards, useful for hitting meanies beneath you

TFORMER
OOD GAME
OCKER!



The Magic Boy has one in the bag. Better drop it soon or it's extreme death



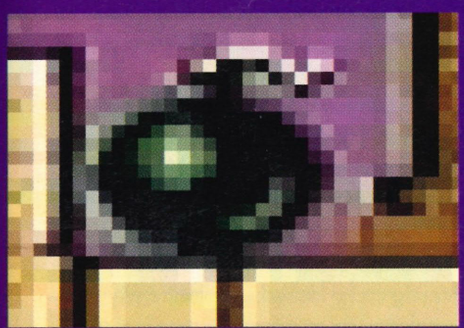
and R buttons, you can look up and down and see where the missing marsupials are hiding, and make sure you don't hit then as you jump up or fall down. That isn't all though by any means, because there are also blocks which can hurt you too. Water is terminal, as are certain red springs which immediately kill you, so you must always be wary of where you tread.

Help is at hand though in the form of your trusty wand. When you stun and collect animals they leave behind bonuses, either fruit or special items. These items can increase the power of your wand, or change the direction in which it fires, thus aiding you to clear a path through the level. There are also bonus blocks scattered around that release similar bonuses when shot. Then there are the disguised blocks that are really bonus blocks, but look just like normal blocks. Shoot these and they will usually give



Those blue blocks in the top left turn red when stood on. Change them all for a big bonus

d all about it...



The bomb acts like a smart ray, and when fused stuns all enemies on the screen



This is the triple-sideways powerup



The high-power single shot can travel horizontally sideways the whole width of the screen

MAGIC BOY

Quirky Quaract



"Whoooooaaah" is probably what the ice-sliding boy is thinking right now



Eyes to heaven, the magician bounds away from some springs



Magic Boy stares out at the player. "Who are you?" he seems to be mouthing



Merrily jogging along with a bag full of meanies, mind the step though mate

you extra special bonuses, that allow you to clear the screen immediately, or take you to the special stage where you collect extra lives.

You can also pick up stars than give you extra lives, or by spelling the word EXTRA with the letters sometimes left by captured creatures you will also gain an extra life. The levels can take on one of two forms too. There are ones which are mainly a race against time, and you must collect huge amounts of creatures, and if you don't clear the level quickly enough, the ones you caught earlier will be released and you must go back and get them again. Then there are the 'extremely irritating' levels (named by me), where you must make your way through a trap-laden level to reach a fairly small group. These traps usually involve springs which will rocket you back to the start if you step on them, so you have to be very careful.



As you can see from the screen shots, the graphics look very 'cute', and although it is nauseating, it doesn't mean they're bad, because they're actually very good and very well animated, it just means I can't stand the look of them. However, I appreciate the time and effort put in by programmers, so although I don't like cute games, I must admit the graphics are great. A special mention must also go to the music, which had our publisher tapping his feet away and humming as he lashed us with the whip and kept us working. There are some excellent tunes, but the effects are forgettable. Overall then, and excellent looking game, with some very nice presentation screens, and good music.

What is the game like? Well it IS a



The Boy Wonder looks downwards as he leans at the edge of pillar



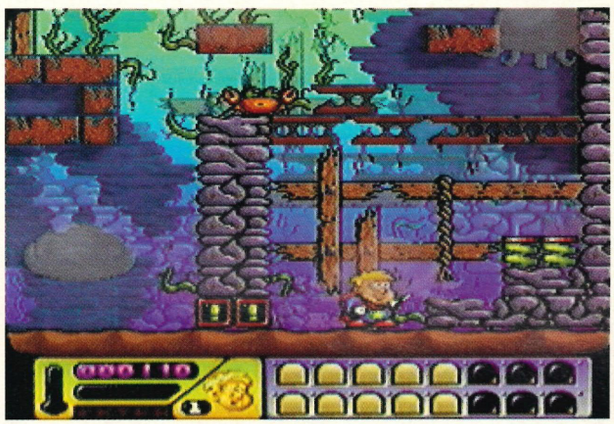
The Magic One warily looks to his left. No fish there then, so where are they?

platformer, so if you're tired of them you'd better give up hope now. The target audience is, I hear, the under-12s, and for them this game really is dream come true, with great visuals and engrossing gameplay. For the adults amongst us, the gameplay may be a little too simplistic, and is in actual fact, just a matter of charting a path through the level and being careful along the way. The 'shoot and capture' style of play is fun for a while, but lacks any real depth, and although the desire to continue is strong for the first few levels, it wanes later and boredom sets in.

To conclude then, a game with great graphics and sound, and for its target audience, great gameplay. However, although it is fun at first for adults, the lack of any real change in gameplay means that the longevity is in doubt. Sadly a fun game, that has no lasting interest means an average score in my book. If you have young children though, (or if you are a rich small child) then buy it and I'm sure you'll get a great deal of entertainment from it.



Well you've made it to level 2, the Wet World



Springs and an overhead nastie. Lethal combo



The baddie below is stunned. Catch him before he awakes again and begins to wreak havoc



All the animals are caged and it's time to go to the next level

REVIEW



MAGIC BOY

HOUSE: EMPIRE
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: 2 (in turn)
TYPE: PLATFORM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

82

SUPER CONTROL

SOUND	8
GRAPHICS	8
GAMEPLAY	7
LASTABILITY	7

ENERGY HIGH

- Great Tunes and Graphics
- Engrossing to begin with
- Perfect for the little'uns

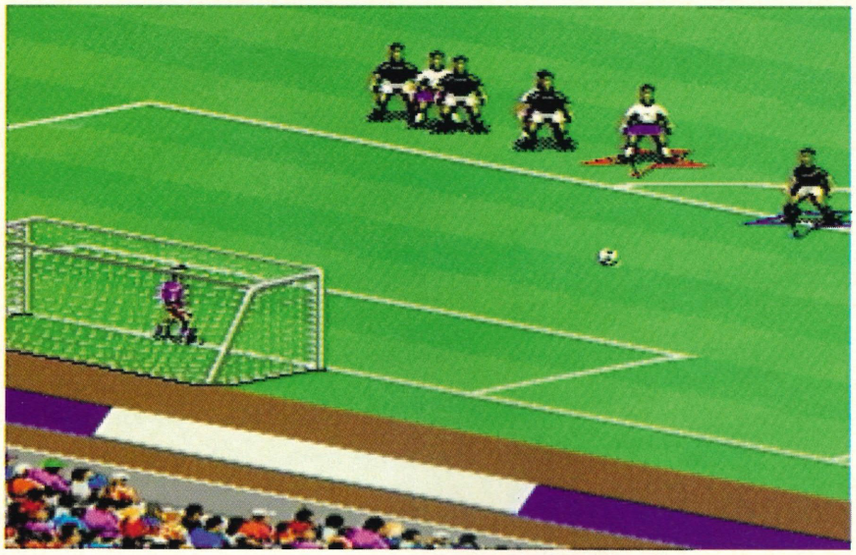
ENERGY LOW

- Adults will tire easily
- Boring for longer periods

ALTERNATIVE SYSTEM

The Lost Vikings is a great SNES puzzle-platformer, and appeals to adults far better than this children's effort. Try that out if you like, or why not try and not get a platform game for a change!

FIFA SOCCER



Oh, a penalty, and I wonder if he'll score then?



An attempte

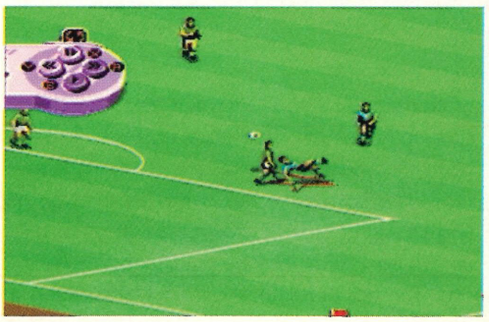
After what seems like far too long, FIFA soccer has finally arrived on the Super Nintendo. After scorching an unbeatable trail on the Mega Drive over the Christmas period, the original programmers have released the SNES version, which has been gladly snapped up by Manchester wonders, Ocean. Highly rated in its previous incarnation, the game may well be set to reproduce the furore that its Sega counterpart produced.

ITS

FIFA, in case you hadn't noticed from the name or the various screen shots around the page, is a football game. Football, or course, is a game most usually played on Saturday afternoons by professional players (or on Sundays with the advent of the bloody Satellite dish). Of course, seeing as it's every young boys dream to play for England (that is if he is English) football computer games always seem to go down well.

The SNES though is not the football barren machine it once was. This very month we also review the follow up to probably the best exiting SNES football game, Striker, namely World Cup Striker. FIFA Soccer, as its name implies, is licensed to the FIFA organisation (or Federation Internationale de Football Association) and thus relies heavily on the FIFA rulebook for the type of game it is.

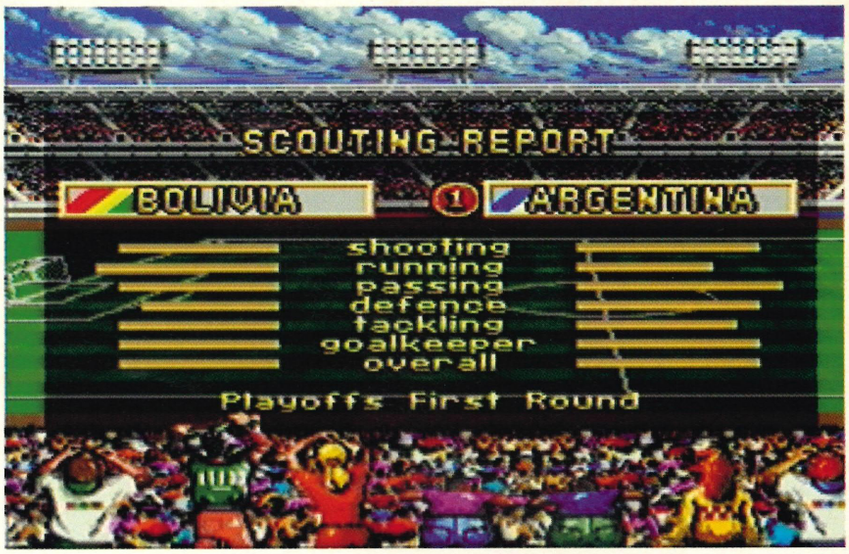
Being an EA game or course (although released through Ocean) you would expect a wealth of options. FIFA does not disappoint and you can choose from any of four different types of game. The League, Tournament, Playoffs or a simple Exhibition match. The Tournament is played by 24 teams that play each other until only sixteen teams remain, who then go on to a standard Playoff game. Playoff mode is obviously a Tournament without the preliminary stages. The league allows eight different teams to play each other twice and the winner is the one with most points at the end, much like the English Premier League.



When it comes down to it though, all the games are played the same, except a playoff game cannot end in a draw, and must continue into extra time until the game is won. In a one player game you take control of a single player



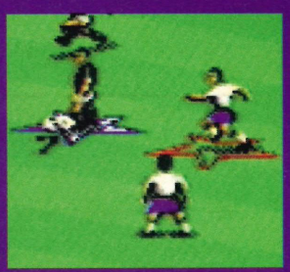
diving header ends in misery for the sad English



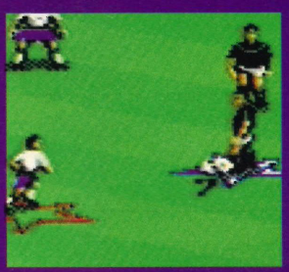
The teams are compared at the start of the match. Even one this!

ALL IN THE GAME

Refereeeee!?!



I feel a foul a-coming on



Moving in for the kill



Who says football is a non-contact sport?

And they don't get much more violent than that one





"Honest ref, it was an accident"

on one of the two teams, but can change to become any other player on your side. When two player are playing they can both be on the same, or opposite sides.

With World Cup Striker using the five-player tap, EA have not taken any chances and have also included tap compatibility to allow up to five players to take part, in any combination on either team. Obviously the best fun is had when playing a five player game, and when Ocean's Nick Clarkson came down to Maverick recently that's exactly what we did.

The graphics seem very similar to the Mega Drive version, and that is no bad thing because that version had excellent graphics, and is still the best looking football game on that system. Of course, the Super NES has more choice in football games than the Mega Drive, but even so EA have managed to produce a great looking game, and better in my opinion graphically, than the excellent Striker.

The pitch scrolls diagonally from bottom-left to top-right and very smoothly too, and with no slowdown even in five-player mode. The controls take some getting used to at first,

FIFA SOCCER

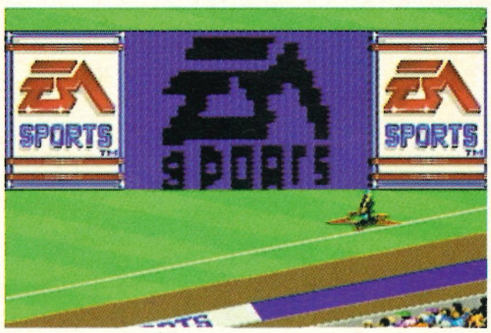
because initially the players seem to skate around the field much like in EA Hockey and you must try to anticipate changes in direction beforehand, otherwise you will overrun where you wanted to be. This makes the game seem rather uncontrollable at first, but persevere and you will soon be in full control.

The players on the pitch can perform all manner of kicks, headers and fouls. Yep, fouling has been implemented brilliantly and even Vinny Jones would not be disappointed by the look of some of the action portrayed in the game. Overhead kicks and volleys are also put in for good measure, and the animation is all very smooth and generally of excellent quality.

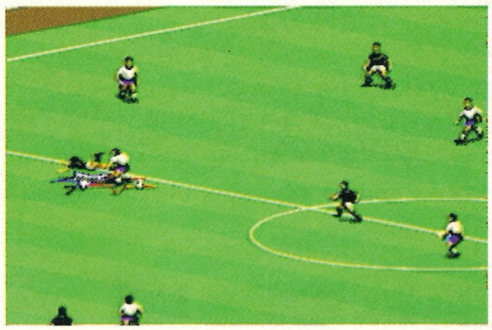
Soundwise EA have included their now trademarked StadiumSound technique which allegedly successfully reproduces the sound of a stadium (more imaginative naming there boss!). I must admit the game does sound very good, with some excellent music that we even left on in the office as background music as we worked. The StadiumSound technique does work very well, and gives the impression of a packed crowd, with chants and boos as the action goes on. It is much like Lucasarts iMuse system, which plays music as something different happens. In FIFA if a shot rockets towards the goal the crowd will "Whooooooaaa" and cheer if it goes in, or boo if it misses.

The computer plays a very tough game indeed and at times it plays just a little too well, even if you choose the best team and the worst for the machine you might still find yourself beaten. Of course, play with a friend and the game really comes into its own and you'll be hard pressed to find a better soccer game. Controls include a power bar so you can vary the speed of your passes and shots, and you can eventually string a good few passes together and a cracking shot on goal. It is all the more rewarding to do it on a difficult game than an easy one, I can tell you.

The question must be of course, "Is it the best footy game?". With both this and Striker 2 in this month the question is not easy to answer. Both are quite different in the way they approach the game, with FIFA graphically impressive, and Striker playing better football. You should really play both games and see which you like. As a one player game Striker has the edge, but for multi-player fun you can't really go wrong with FIFA.



Score a goal for this spicey scoreboard



Foul away to your hearts content! Oh a red card eh?

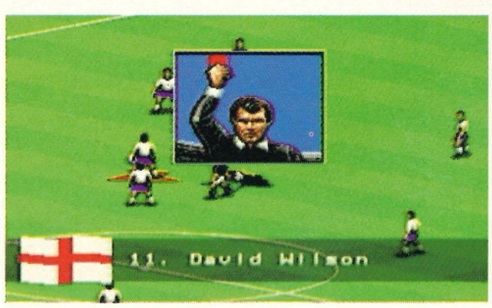
Opti

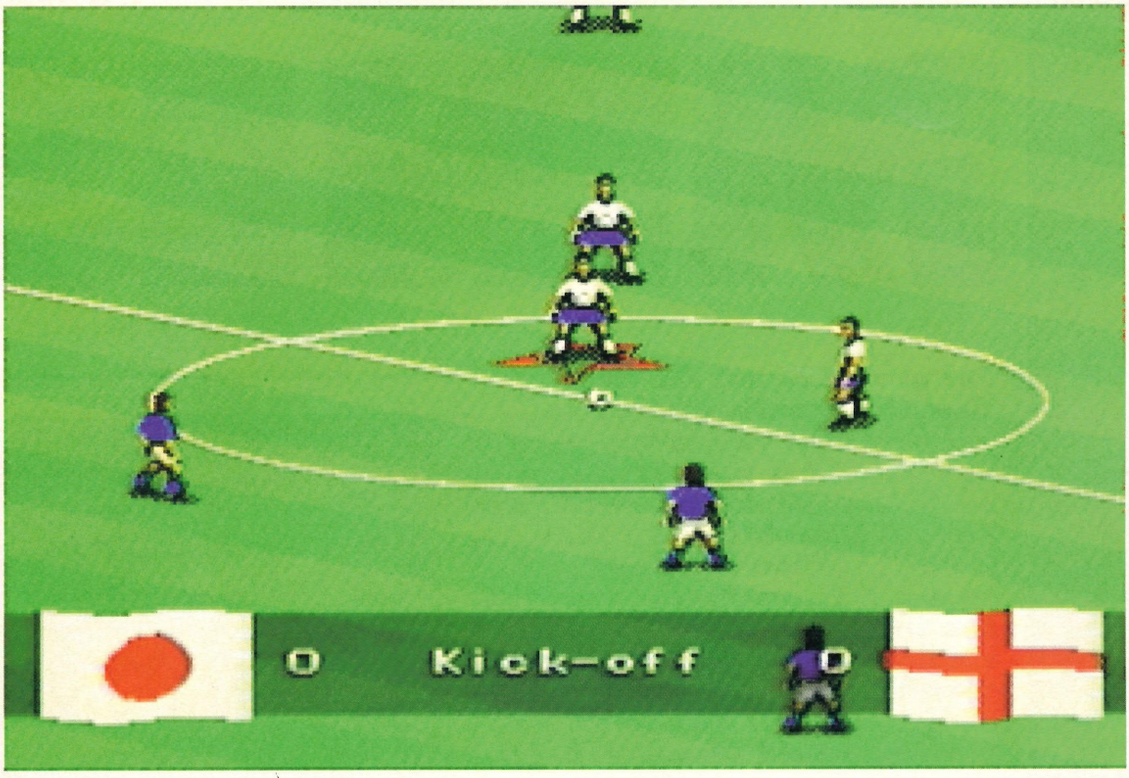


A quick exhibition match is easy to set up, just pick the two teams and away you go



Play against seven other teams to try and win the EA league cup





ontastic Matey!

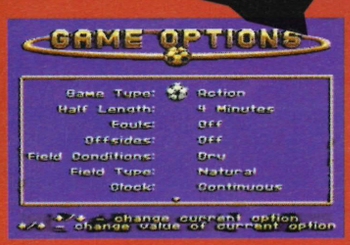
There are 24 teams in the tournament and only 16 can go through to the playoffs. Bet you England don't





Try out in the tournament for the honour of winning the EA tournament trophy





There are so many options everybody should be able to tailor the game to their needs



Luckily for you, the game features a password system so you can continue any of your footballing campaigns



FIFA SOCCER

HOUSE: OCEAN
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: 1-5
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

94%

SUPER CONTROL

SOUND	9
GRAPHICS	9
GAMEPLAY	8
LASTABILITY	9

ENERGY HIGH

- Great graphcis and sound
- Excellent multi-player game
- A wealth of options

ENERGY LOW

- Too hard for single players

ALTERNATIVE SYSTEM

Take your pick between the two current office faves, FIFA or World Cup Striker. Both are excellent but play a different style of football. You should really try both before you buy and decide which one is best suited for you. Of course, you'd better look out for Kick Off 3 too!

REVIEW

WORLD CUP STRIKER

MINES

For probably not the first time this month, its time to pretend that you have the talent to be a world class footballer. Blokes you see have this problem, it's that if you mention the word foot and immediately say the word ball after it, they suddenly have visions of the World Cup winner being shot from their own boot. In the real world however, the best they can hope to muster is a quick kick about on Sunday morning when they play in the "Duncan's Vegetable Shop League" and only last 10 minutes anyway because they had 10 pints of lager the night before.

On the other hand though, with the advent of computer gaming, those with any degree of hand-eye co-ordination can succeed at playing football, and this is where World Cup Striker comes in. Yep, it's a football game, and yes it is the sequel to the hugely successful, and really rather good Striker. Well, not a sequel as such, because it uses the same game engine with an excellent mode 7 scrolling pitch. It's more of an update, and is officially licensed for the World Cup in the USA.

Being a license it means that all the World Cup teams are included, and luckily this being an English production by Elite, England have surprisingly made the grade! So take your pick of the severe amounts of teams, and take on the rest of the world to win the greatest prize in football. The game does not only contain the World Cup though, but also several other competitions including a world league, and tournament.

With the furore surrounding the forthcoming FIFA conversion to the SNES and its use of Hudson's five-player tap, Elite would have stupid to miss out on such an opportunity, and indeed they have taken the bull by the horns and made sure that a full five players can take part should you own the necessary equipment, and have the requisite numbers of friends. Five



It's straight into the World Cup, and check out difficult groups!



The kick off, and 90 minutes of gruelling actio to follow



And palmer shoots, and he scores!

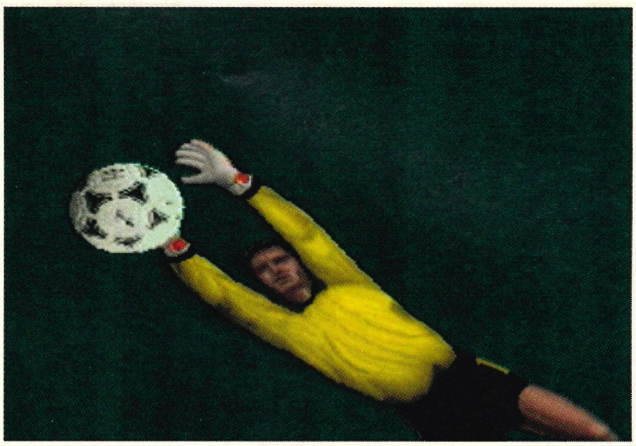
A STRIKE



the



England have a match at the famous Soldier Field. All the US venues have full stats



Watch that morphing intro as a shadow-bloke runs forward and kicks the ball into the hands of this keeper



n are set



The ball heads goalward from an England boot, but as usual it's saved by the opposition keeper. Typical!



The dirty fouling gits have given away a free kick so it's England on the offensive





Missed the goal? Watch again in the action replay as Palmer does a front-flip in celebration



So, with the match won it's off to the next venue for a battle against Germany at the Cirtus Bowl

REVIEW

WORLD CUP STRIKER

Hold you head in shame! An own goal costs England passage into the next round



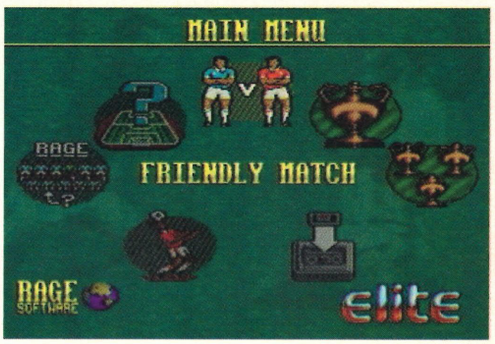
player action is where the best fun is to be had of course, but the game plays well as a more simple two-player affair just the same.

Various tweaks have been made to the game from its previous incarnation, and the goalies are now far more able and scoring is thus far harder than it was before. The pitch seems to scroll more smoothly, although it is probably unnoticeable to the untrained eye, and there is no slowdown, even playing with your four (count 'em) friends. However, if this is simply an update, will it be worth your hard earned cash for the same game with different teams and stats?

Well, there are more tweaks to improve the game further. For a start the game now has a battery back-up which automatically saves the stats from cup and league matches, thus removing the long-winded passwords that existed in the original. The players have also been given a particularly viscous streak, and can now foul on purpose, although the game will punish repeated offenders. The penalty shoot-out has been improved as well, and now the characters are much larger and it's far easier to see what's going on.

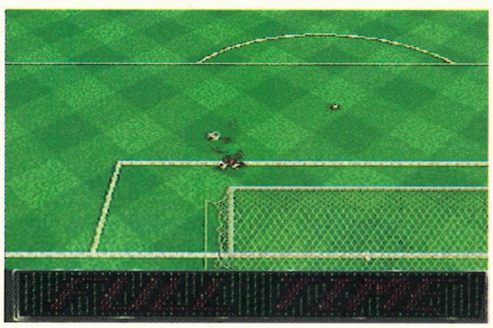
In addition, the game contains more than 32 set-plays, from corners to throw ins, free kicks to the inevitable penalties. The presentation throughout has been improved drastically, and





the whole thing hangs together superbly, and some of the morphing effects than accompany the introduction to the game look excellent. Special mention should also go to the great music that play throughout, and some well-sampled speech is added for good measure.

Gameplay is identical to the original however, but that isn't a problem since Striker always played an excellent game of football. With the inclusion of the multitap ability the game grows to new heights and is more fun to play, although it can cause some friction between office members, believe me. World Cup Striker compares very favourably with the current crop of SNES football games, and although nothing has yet touched Sensible Soccer in terms of speed of play, it does not have the excellent multi-player options of this



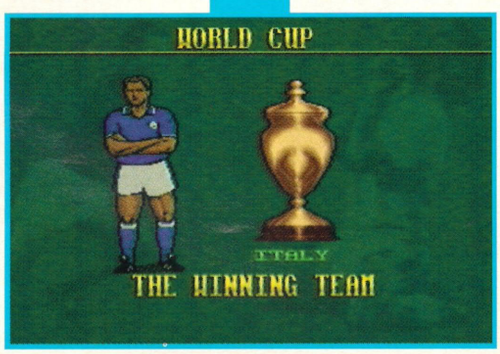




The World Cup goes to a penalty shoot out, but who will win?



The goalie dives one way, the ball goes the same, and the score remains



In the end the inevitable must happen, so Italy win the World Cup, again

gem. Tactics for your team can be changed, as can the names of any of the players and the strip, and all the new information is saved to the backup ram. There is also the chance to hone your skills, both in ball control and at penalty taking, before trying a friendly, and then progressing to the World Cup. There are so many options here that it is difficult to remember them all, but suffice to say there should be something here for everyone.

If I have a reservation about the game, it is that I think the pitch in normal play is sloped a little too much. I would have personally liked to be able to see more of the pitch, and thus be sure of who I was passing to. Although with some practice you can begin to rely on your computer players to be in the right place, initially you cannot be so sure, and it would have been better to be able to see your team-mates rather than just kick it and hope. However, that is just a minor point, and in time you can string great lengths of passes together and rocket a shot goalward. Statistics at the end of the game show you just have good a passing game you played, and also list the obvious extras like possession and shots-on-goal.

With FIFA just around the corner though, the graphics in this title may start to look shabby, but as playability is all important nowadays, I think this can succeed on the strength of its gameplay. We shall have to wait for FIFA to enter the office before we know for sure which game will win. Of course, in just a few more weeks we will have Kick Off 3 popping through the letterbox and then we could have a real three-way fight on our hands.



WORLD CUP STRIKER

HOUSE: ELITE
ORIGIN: OFFICIAL
PRICE: £TBA
PLAYERS: 1-5
TYPE: SPORTS SIM

WARNING
EXCESSIVE VOLTAGE
CHANCE OF FATAL SHOCK

90%

SUPER CONTROL

SOUND	9
GRAPHICS	8
GAMEPLAY	9
LASTABILITY	9

ENERGY HIGH

- Great football action
- Five-player capability

ENERGY LOW

- Five-player capability

ALTERNATIVE SYSTEM

As yet, World Cup striker is the best football game we've seen on the Super Nintendo, however hopefully this month will also see the review of FIFA soccer and you can't count that out of the race!

INSTANT RELIEF

PINK GOES TO HOLLYWOOD

Too easy really but I might as well tell you just to get things going. At any point in the game pause the game and press Select, you will no suddenly find yourself at the end of the finished level. Now just don't use it too often eh?

COOL SPOT

Ah ha! Just what we need a nice secret programmer's type screen so you can select levels and become invincible. Hold down L & R together and then switch on or reset the machine. When the Virgin logo appears press select 30 times and the debugging screen appears. Set the Lives to on and you'll be invincible. Use the L and R buttons to select which level you wish to start from. Once happy with all that press Select (not Start) to begin the game from where you chose.

TURTLES TOURNAMENT FIGHTERS

We've been receiving word that even on the fastest setting this game doesn't provide enough of a speed fix for you. Do not fear my children as Super Control has all the answers. All you have to do is this. Take control pad 2 in your hand and press the following button combination while the main title screen is on display. Up, Up, Down, Down, Left, Right, Left, Right, B and then A, you should a hear voice signalling that the cheat is now entered. Go to adjust the speed setting as normal and you will find there are higher and higher settings for you to play around with.

AERO THE ACROBAT

Level skip and not much room either. On the title screen press Down, A, Down, Y, Down, A, Down, Y and Start. Now you are in the game pause and press Up, X, Down, B, Left, Y, Right, A, L, R and finally Select, you'll be able to skip all you want now.

SUPER EMPIRE STRIKES BACK

Last month's Action Replay codes not good enough for you eh? Still finding it bloody difficult to actually get any where in this remorseless piece of platform gaming? Still baffled by t he fact that you were never this crap at any tougher games?

Well in that case here's a dead useful cheat that should get you extra credits. By pressing X, Y, A, B, X and X on the main title screen you will be rewarded with seven, yes seven, perfectly formed extra credits. And by God you'll need them.

RANMA 1/2

If you go down to the options screen to day, highlight credits and then press Select 10 times the great God of cheating will bestow fifty credits upon your miserable little existence and stop you whingeing.

MEGA MAN X

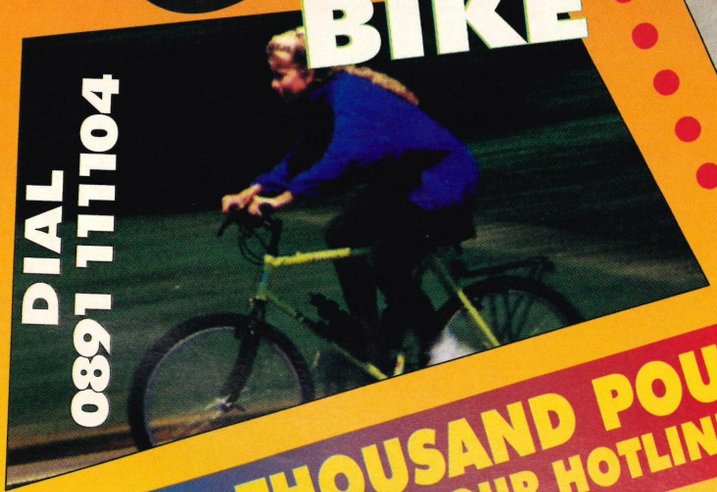
It would appear that I am the only person in the country who didn't actually like this game. So in view of that I'm going to offer some more cheats. Not that I think you deserve them of course. I mean if you aren't even going to take any notice of what score I gave it and then go on to form your own opinion, well frankly I just don't think it is on really. However I'm not one to hold a grudge so just enter this code for all the Super Equipment, no bosses and loads of energy:

1157
3848
1551

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



DIAL 0891 111106

WIN THE TOP 50 C.D.s

EASY TO ENTER WITH NO NASTY TIE BREAKERS



DIAL 0891 111102

WIN AN AMSTRAD P.C.

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.

INSTANT RELIEF

PLOK

Things in this excellent platformer aren't always what they seem as the inimitable John Sparks from Dunstable has shown. He has managed to come up with a whole list of secret warps that can be found hidden in the game and, frankly, if I were you I'd be terrifically grateful. So, here they are then. But remember to be successful in all of them the game must be played on Normal level and the fruit must be shot three times, after that follow the general directions and you should be all right.

Beach (1-1)
From the start just jump to the left and you'll be at Crazy Cradles (1-6)

Columns (1-3)
Find the arrow and drop down behind it and you'll find yourself in Blind Leap (1-7)

Log Falls (1-4)
Right in the middle of the level is the warp to Rickety Bridge (1-5)

Rickety Bridge (1-5)
Wander all the way to the first flagpole and then go back all the way left to the barbed wire, where you'll find the warp to Babins Bros (1-8)

Blind Leap (1-7)
Just get to the platform in he middle of the level, just near the arrow that points upwards. Wait there for a while and you'll warp to Plok's house (2-3)

AKRILLIC
Garlen Beach (2-1)
Head right to the jet platform then jump to the right. A number of hidden platforms will appear, climb to the top and you'll warp to Sleepy Dale (2-2)

Plok Town (2-4)
This is actually a secret room but just as useful all the same. There is a hut at the start of the level which should be jumped on to. Once here shoot the target and then collect the limb. Drop on to the lift then walk up the stairs at the top and then jump left. Lo there will be a secret room.

Venge Thicket (2-5)
get to the far right of the level for a warp to Dreamy Cove(2-6)

Crashing Rocks (2-10)
Very simple this, just walk left and you'll warp to Flea Pit (4-4)

LEGACY ISLAND
Sponge Rocks (3-4)
There is only one fruit but once it has been shot you will Warp to the Log Fall (3-5)

WING COMMANDER

Yoinks! A bit of an old one this Ginger but i've never been one to ask any question about a gift horse's dental integrity. So, erm have some level codes.

Level 1: JHBFMGNB3W. Level 2: XQBYKJLC7H. Level 3: 1GFHHGMBQC.
Level 4: JQFHRKMD8H. Level 5: 1GD2TDLFQW. Level 6: JGD2TDNDQC

ACTRAISER 2

Well, it is hardly the newest game on the block but we have actually had a number of requests for level codes. Now I'm not the kind of guy who'll turn down an honest request for help and succour, in fact I'll offer anybody succour.

BENEFIC: XZKC XBZM WTHC
TORTOISE ISLAND: JCLD XYTX TMCT
ALTHERIA: MLWK BPZW YJCW
MODERO: MMFH MBKC FFTL
DEMON'S CAVE: MSCY HKHD ZFHC
DEATHFIELD: MFLT CMSP XWFZ
ALEMTHA: MFLH MFDS MXPS
PALACE 1: MFMJ PLBW LPCX
PALACE 2: MFMJ TTLK FPTP
GRATIS: MFMJ TWSY HMTF
STORMROOK: MFXT SHJT CYTP
TOWER OF SOULS: MFCY BPXF DWKL
DEATH HELM: MFCL SYMC MSXF

ALIEN 3

Follow this correctly then you will have infinite weapons, invincibility and damage control. When Ripley is grabbed by a face hugger press A, B, Y, X and A on control pad 2 then A on control pad 1. The number 1 should appear beneath the weapon gauge. Then press A, B, Y, X and X on pad 2 and X on pad 1. Press A, B, Y, X and B on pad 2 then B on pad one. The number 1 will now be a 7 and you be able to play four hours

SUNSET RIDERS

If you feel like being a really dirty hombre then this is what you do. If in two-player game you find that player one is about to collapse and die then press start on controller two to nick all of player two credits for yourself. Or if you are player two just press start on controller one to nick them all back again. Dirty but fun.

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

CONSOLE MAGIC

FOR MAGIC PRICES TEL: 0422 345934

SNES USA/JAP		SNES UK	
Art of fighting (USA)	£50	Aladdin	£45
Actraiser II (USA)	£47	Aero The Acrobat	£48
Fatal Fury II (USA)	£55	Batman Returns	£45
Jimmy Connors Tennis (USA)	£30	Championship Pool	£45
John Madden 94 (USA)	£50	Side Pocket Pool	£40
NBA Jam (USA)	£55	Dennis	£39
NBA Showdown (USA)	£50	Jurassic Park	£49
NHLPA Hockey 94 (USA)	£50	Major Title Golf	£45
Rock n Roll Racing (USA)	£47	Mortal Kombat	£53
Secret of Mana (USA)	£55	Ranma 1/2 II	£45
Soul Blazer (USA)	£50	Striker	£40
Skyblazer (USA)	£49	Fifa Soccer	Call
Shadow Run (USA)	£49	Sensible Soccer	£45
Streetfighter II Turbo	£55	Ryan Giggs Soccer	£45
Super Empire Strikes Back (USA)	£50	Virtual Soccer	£45
Tuff E Nuff (USA)	£45	Clayfighter	£45
Megaman X (USA)	£55	Rock n Roll Racing	£40
Clayfighters (USA)	£50	SKyblazer	£45
Mystical Ninja II (Jap)	£60	Young Merlin	£45
Stunt Race FX (Jap)	Call	Equinox	£45
Super Metroid (USA)	Call	Mr Nutz	£39
Super Pyo Pyo (Jap)	Call	Turtle Turnament Fighters	£52
Bomberman II (Jap)	Call	NBA Jam	£52
Turtles Tournament Fighters (USA)	£50	Utopia	£40
Bugs Bunny Rabbit Rampage (USA)	£50	R-Type 3	£53
Turn N Burn (USA)	£52	Winter Olympics	£40
Battle Cards (USA)	£50	Super Troll Island	£40
Rushing Beat 3 (Jap)	£64	The Chaos Engine	£45
Megamanx Soccer (USA)	£55	Bio Metal	£45
Choplifter III (USA)	£50	Mega-lo-mania	£40

MULTIPAD NOW £25.95
PRO ACTION REPLAY II £39
2ND HAND TITLES AVAILABLE

OPENING HOURS
MON-FRI 9AM-9PM
SAT & SUN 10AM-7PM

CONSOLE MAGIC 26 ABBEY WALK, CORONATIONS RD, HALIFAX, W YORKSHIRE. HX3 0AJ. TEL: 0422 345934

LATEST HARDWARE AND SOFTWARE FROM THE FAR EAST AVAILABLE AT UNBEATABLE PRICES

MOVIES SPORTS AND ADULT SATELLITE CALL FOR DETAILS

next day delivery guaranteed

3 1/2" HD DISKS FOR ONLY 35p

CALL ANYTIME

WILD CONSOLES

TEL/FAX: 0908 379049
Mobile: 0850 994372

MAIL ORDER ONLY

console plus

218 Bradford Rd,
Dewsbury.
W. Yorks.
WF17 6JF.

R-TYPE III.....£41.99

SNES SPRING SALE

UK GODS	39.99	22.99	UK TRODDLERS	24.99	16.99
UK ROBOCOD	39.99	26.99	UK BOMBERMAN	44.99	32.99
EUR JOE & MAC	39.99	24.99	UK DAFFY DUCK	54.99	39.99
EUR JURASSIC PARK	44.99	31.99	UK FLASHBACK	49.99	34.99
UK MAJOR TITLE	49.99	33.99	US G. FOREMAN	39.99	30.00
EUR POCKY & ROCKY	49.99	39.99	UK ZOMBIES	49.99	37.99
UK SUPER PUTTY	24.99	16.99	UK SENSIBLE SOCCER	49.99	37.99
EUR ROAD RUNNER	29.99	22.99	CALL FOR MORE DETAILS		

PERIPHERALS

Power Supply	7.99	Carry Case	13.99
FX Convertor	10.00	Megamaster Joystick	13.99
Universal Adaptor	9.00	Manga Videos from	6.99
Turbo Joypad	10.99	CALL FOR MORE DETAILS	

US ALL £15.00

Arcana, Blaseon, Double Dragon, Faceball 2000, Gunforce, James Bond Jr., Krusty's, Pitfighter, Pushover, R. Clemens Baseball, Robocop 3, Spanky's Quest, Super Bowling, Thunderspirits, Warpspeed.

JAP ALL £15.00

Acrobat mission, Axelay (£12), Battletech, Ikari Warriors.

ORDER HOTLINES
0924-456802
0345-090099

Postage & Packaging per game is £1.50 - Peripherals £3.50

DIAL-A-TIP

HINTS N TIPS N CHEATS N POKES

• THE ORIGINAL AND THE BEST •

ALL SYSTEMS CHEATLINE
(SAY 'YES' FOR SEGA)

0891 445 937

SEGA CHEATS 'N' TIPS	0891 445 770
CONSOLES CHEATS 'N' TIPS	0891 445 772
CONSOLE HOTLINE	0891 445 771
NINTENDO CHEATS 'N' TIPS	0891 445 769
MEGA LINE (M/D & MCD)	0891 445 787
LAST WEEK'S CHEATS	0891 101 235

ALL CHEAT LINES UPDATES WEEKLY / INTERACTIVE GAMES SOLUTIONS

SONIC 1 2 & 3	0891 445 941
CHUCK ROCK 2 (SON OF CHUCK)	0891 445 942
DESERT STRIKE / JUNGLE STRIKE	0891 445 957
STREETFIGHTER 2, (inc Turbo Ed)	0891 445 940
SHADOW OF THE BEAST 1 2 &3	0891 445 943
MORTAL KOMBAT	0891 445 987

FOR INFO ON HOW TO GET FREE MEMBERSHIP TO OUR CHEAT CLUB

DIAL 0891 445 939

IF YOU'RE STUCK IN A GAME CALL OUR QUESTIONS & ANSWERS LINE

DIAL 0891 445 768

GUIDING LIGHT COMPUTER SERVICES LTD, P.O. BOX 17, ASHTON UNDER LYNE, OL7 0WW
For full competition rules send s.a.e. Calls cost 39p a min on 'cheap rate' and 49p a min at all other times. Please get permission if you don't pay the bill. Maximum call charge £3.68

LISTINGS

DIRECTORY ENQUIRIES



OFFICIALS

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BOB
ELECTRONIC ARTS • £45
Fairly good platform sci-fi fun. Take BOB through three different planets to reach his blind date. 69%
▲ Some nice 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

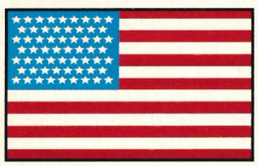
WORLD CLASS RUGBY
IMAGINEER • £39.99
Rugby Union simulation featuring plenty of options and smooth scrolling. 72%
▲ Great use of Mode 7
▼ Slightly unresponsive

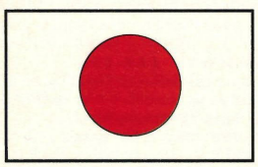
WWF ROYAL RUMBLE
ACCLAIM • £59.99
Far superior to the original, this version lets six wrestlers into the ring at once. Good fun. 70%
▲ '12 wrestlers
▼ Repetitive gameplay

DIRECTORY ENQUIRIES

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

TELEGAMES

We are the biggest stockists of Super Nintendo products in the UK - call us now on 0533 880445 for the latest games at unbeatable prices.

We also stock games for the following:

3 DO, ATARI 2600, ATARI 7800, CD32, COLECO VISION, GAME BOY, GAME GEAR, INTELI VISION, JAGUAR, LYNX, MASTER SYSTEM, MEGA DRIVE, NEO GEO, NES, PC ENGINE,

IF YOU ARE HAVING TROUBLE OBTAINING GAMES FOR ANY OF THE ABOVE MACHINES CALL US NOW ON: 0533 880445, OR FAX US ON 0533 813437.
TELEGAMES, KILBY BRIDGE, WIGSTON, LEICESTERSHIRE, LE18 3TE

CONSOLE CONNECTIONS

VISA

The shop that delivers

Access

USA

Aladdin £29.99
Battletoads £19.99
Bubsy £24.99
Mickeys Mag Quest.....£29.99
Robocop vs Term £44.99
Star Trek Next Gen £59.99

SEND S.A.E FOR CLEARANCE USA TITLES FROM £14.99

SNES USA SCART £114.99

UK SPECIALS
Amazing Tennis £24.99
BOB £19.99
Captain America £24.99
Out to Lunch.....£24.99
Super Swiv £19.99
Pugsley's Scavenger Hunt £24.99

UK

Aero Acrobat £44.99
Asterix £34.99
Cliffhanger.....£34.99
Daffy Duck £46.99
F1 POle Position.....£39.99
James Pond Crazy Sports .£36.99
Jurassic Park.....£46.99
Kev Keegan's Player Man .£29.99
Lamborghini £46.99
Lawnmower Man £42.99
Lethal Enforcers.....£64.99
Megalomania £39.99
Mortal Kombat £52.99
R-Type 3 .....£47.99
Rock n Roll Racing £39.99
Super James Pond £29.99
Tiny Toons £39.99
Total Carnage £24.99
Troddlers £36.99

Pro Adaptor £19.99
Standard Adaptor.....£9.99

UK TOP TITLES

EQUINOX £39.99

NHL '94 £37.99

JOHN MADDEN '94 £37.99

YOUNG MERLIN £47.99

CLAYFIGHTER £42.99

+ MANY MORE

GAME EXCHANGE

We have 100's of used UK,USA, & JAP cartridges for SALE or PART EXCHANGE

- Part Exchanges from only £5.00
- Please call for current stock titles.
- All games must be fully boxed with instructions.

ATARI JAGUAR

USA SYSTEM AVAILABLE NOW!! PLEASE CALL FOR DETAILS

ALL PRICES INC VAT - P&P PLEASE ADD £1.50 PER GAME
THE ABOVE IS ONLY A SELECTION OF OUR EXTENSIVE RANGE - PLEASE CALL

Console Connections - Unit 2, Old Bake House Lane, Chapel Street, Penzance, Cornwall TR18 4AE
TELEPHONE 0736 331131 10AM-7PM, 6 DAYS

▼ 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

YOSHI'S COOKIE
BULLET PROOF SOFTWARE • £39.99
Unoriginal variation on the Tetris theme. Match the biscuits in three styles of gameplay. 58%
▲ Fun two-player mode
▼ Graphics are slightly off

DIRECTORY ENQUIRIES

prize master



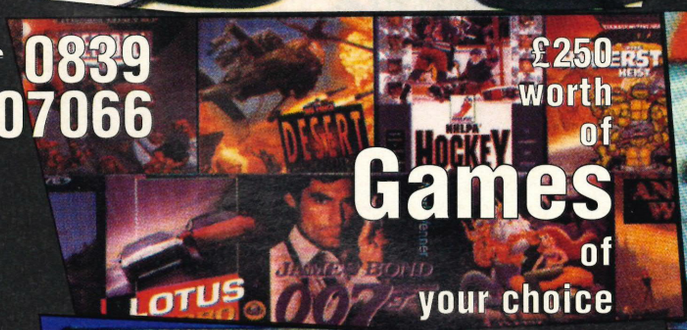
☎ 0839 407064

Win the amazing Sega **Mega CD** & CD game



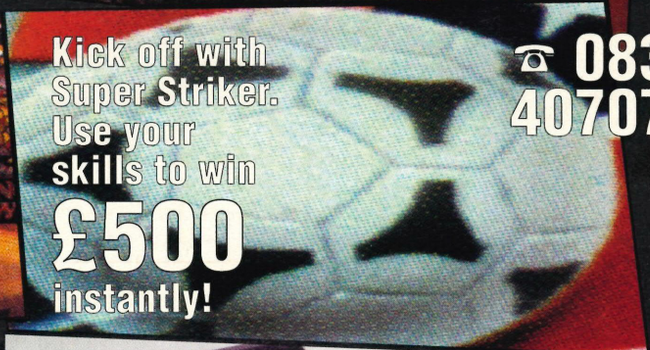
Get set for summer! Win a Suzuki **Vitara** Worth over £14,000

☎ 0839 407070



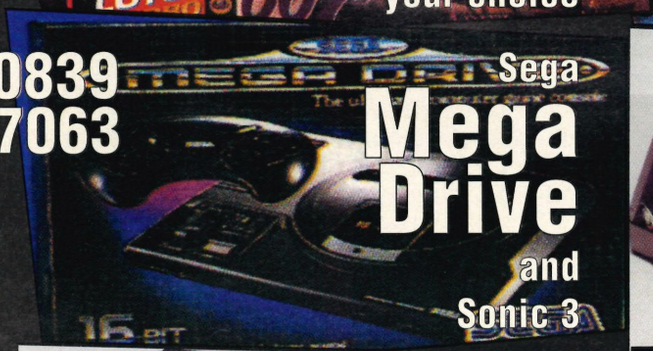
☎ 0839 407066

£250 worth of **Games** of your choice



Kick off with Super Striker. Use your skills to win **£500** instantly!

☎ 0839 407073



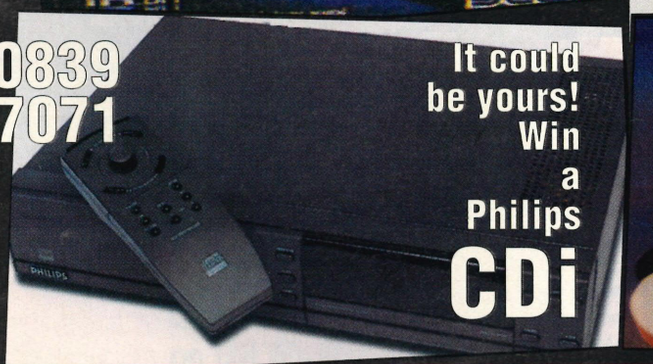
☎ 0839 407063

Sega **Mega Drive** and Sonic 3



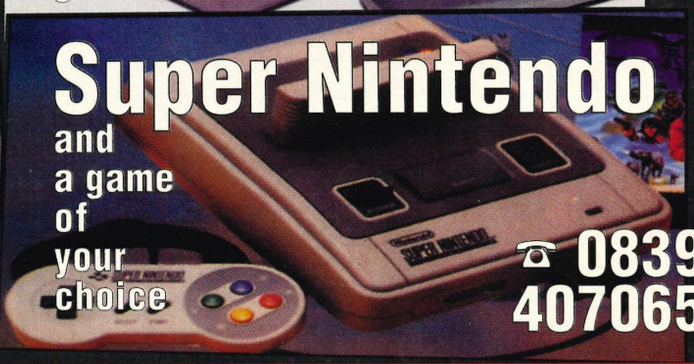
Amiga CD-32 and CD game

☎ 0839 407060



☎ 0839 407071

It could be yours! Win a Philips **CDi**



Super Nintendo and a game of your choice

☎ 0839 407065

SOME OF OUR LUCKY WINNERS

● Mega Drive & M/CD; A. Nicholl, Worcester. ● £250 games; L. Paul, Scotland.
● Super Nintendo; C. Wilson, Cornwall. ● Videos; E. Cooper, Wales. ● Mountain Bike; L. Hill, N. Ireland.
● Game Gear; D Strivens, Essex. ● Sports Kit; E. Evison, London. ● Amiga 1200; S. Jones, N. Yorkshire.
● Mega Drive; J. McLeod, London. ● Mega Drive & M/CD; P. Roe, Northumberland.

Calls cost 39p per min cheap rate, 49p per min other times. Max possible cost £3.68. Please be sure you have permission to make this call. Competitions close 31/8/94. All competitions have six multiple choice questions and tie-breaker. Where Instant Win is indicated there is no tie-breaker and prizes are won instantly by playing a deciding game. Nintendo/Sega/Amiga/Philips/Suzuki Vitara are

WE CAN'T GET NO SATISFACTION



RECORD DELIVERY

I SAY NORMAN!

Dear Super Control,

I read with great interest Norman Law Marr's comments about the number of poor quality video games on general release at the moment.

First of all I think he would be foolish just to rush out and buy a Mega Drive like he suggested, especially because quality software is getting just as hard to some by for this machine as it is for the Super Nintendo. I'm in the fortunate position of being able to own both of the 16-bit consoles on the market at the moment but I am still very much aware that sixty is quid is still sixty quid, no matter how many times over you may be able to afford a crap it is still just as galling to find you've bought a floater.

Both machines are lumbered with a high number of truly dodgy titles, the Mega Drive has too many platform game that try to be like Sonic and the Super Nintendo is lumbered with an inordinate amount of beat'em-ups all trying to be Streetfighter 2 or Fatal Fury. But as long as there are people out there with machine s the crap games will sell, especially if there is some serious advertising behind it. What are needed are more stores with the bravery of Future Zone to allow their customers to try out the games before they actually hand over the cash. I appreciate that there is a risk involved because the store owners might find themselves with stock they can't shift because everyone who plays it realises how crap it is and refuses to actually buy the thing. The good thing about this though is that very soon the stores would be forced to be very choosy about what games they buy, and only the quality stuff would make it on to the shelves.

Before you point out that this policy has all but killed the singles market in the UK I'm sure the two aren't as closely related as everyone says. Sure music shops only stocking sure-fire hits makes it more difficult for lesser known bands to get good sales, but there is no such thing as a small Super Nintendo publisher, from what i gather it is so expensive to produce the cartridges that it just couldn't be done on the cheap. So stores just stocking good games would force manufacturers to concentrate on quality in their games to make sure that their games were stocked. I'm sure none of them would be happy about a warehouse full of stock that no store will put on sale because they know the punters won't buy it. More power to the public is what i say, let us have a look at the games before taking our sixty quid of us, let's give the consumer a few rights here.

Oh, and before I go, Norman is very wrong to suggest that Nintendo should stop developing machines just so that the Super Nintendo doesn't become obsolete. By the time this new machine finally comes out it will be nearly five years since Super nintendo first appeared in Japan and to my mind that isn't a bad life cycle at all. And let's not forget that the Super Nintendo wont just die overnight, the NES is still going and people are still producing software for it nearly 8 years after it first was released. Admittedly it is in what you might call a winding down phase but the owners haven't been abandoned, the haven't been cast aside with no software and no support. Nintendo have to move otherwise they die, no company can survive on the same product for years and years, (except the London Rubber Company but that's another story). Nintendo have to move on but there will be plenty left for then Super Nintendo over the coming years. Lets just hope that some of it is actually any good.

Ewan Dawlish, Lowestoft

Super Control:

Play before you play has to be a good idea all around, and I agree that it can only be good for the the games market as a whole. What would be even better though is a reduction in the manufacturing prices of cartridges so that smaller manufacturer who have produced a quality game could push it onto the market with a smaller risk factor. More competition can never be a bad thing and the marked lack of innovation from the majority of publishers needs shaking up. But no-one takes any risks, they all just follow a formula that has been proved successful, that is why you get all these SFII and Sonic clones clogging up the market place. I just hope that some one soon remembers that this market grew to the size it is because of innovative games design, right from the early days when spotty kids turned out classics from their bedroom innovation and quality have always been big selling points and a s soon as publishers cotton onto this once more the sooner we will get rid of all these tortuous clones.

FANCY MEETING YOU HERE

Dear Super Control.

I purchased The Lost Vikings from a discount store in Aberdeen last month for about £32. At the moment the same store is offering BOB and Troddlers for about £23. Two questions:

1 How can this store do this and still make a profit when other stores are charging about £45? Another example of this can be found in your mag every month where for a small enrollment fee anyone can join a mail order club and enjoy huge savings on every game. One club is offering Mario Paint at £49.99 including postage while the high street stores in Aberdeen are asking £60 a difference of about 20% Are we being ripped off by the shops? If we are might I suggest we all join one of these discount clubs and stop buying from shops.

2 Bearing in mind the poor review you gave both these carts are either of them worth £23? I mean if the games are crap it's twenty three smacker down the drain. I would rather pay forty five quid for a game I will be eager to play for many hours than pay twenty three quid for a game that will bore me after only a few.

Norman Law Marr, Aberdeen

ED

Super Control,
Well that was actually three questions there and you answered the third one yourself, of course you are better of buying a game you'll enjoy for a long time for £45 than you are buying two duffers at £23 each. As for your first question asking how they can afford to discount so much i really couldn't tell you the exact answer. there are a few possible scenarios though. One is that it is old stock that they haven't been able to sell at the RRP and would rather just get rid of it and replace it in the stock room with something they can sell for a profit. Or they might have bought it from a bankrupt sale, probably for somewhere between five and eight pounds a copy and are doing very nicely on £23. Or they are in danger of going bankrupt themselves and need to liquidize some of their assets as it where.

OVER 'ERE SON

Dear Super Control,

I have read with interest the news of the forthcoming World Cup USA 94 from US Gold but I have yet to see any mention of it at all in the Super Nintendo magazines. is it is fact coming out for the Super Nintendo or will I have to be content with playing FIFA from Ocean instead.

Richard Morgan, Oswestry

Super Control:
Yes US Gold are planning to release the Super Nintendo version of World Cup USA 94 but we here at Super Control haven't seen all that much of it yet. They have shown us the Mega Drive version and although the gameplay itself has yet top be finished we can assure you that the game includes an inordinate amount of options allowing the player to tweak just about every single aspect of the game. It will use a top-down presentation not unlike Sensible Soccer and the developers promise us a fast-flowing one touch pass style game that will be very exciting. We'll have to wait and see just how exciting it is but we'll try and keep you posted

.TOO LATE

Dear Super Control,

Why oh why are there so many crap beat'em-ups on the Super Nintendo? Why can't someone produce something more original....(Snip. Ed)

Peter Trollope, Exeter

Super Control:
Look I'm sorry and all that but your letter go t pulled out the bag after I'd answered the other one about no more original games. I think we are going to get a problem with no more original letters but never mind eh?

THIS IS MORE LIKE IT

Dear Super Control,

It has come to my attention lately that the really battle in pubs now isn't how much space real ale is going to get but how much is going to left for all the cheap lager that I know and love once the gently carved pumps of the real ales have finally decided they have got enough territory on the bar. Every pub I go into is bristling with these space-demanding pumps for beers with names like Fartworthy and Ancient but Regular and there barely seems room for quality drinks like Tennents and Harp and Heineken. What do you at Super Control? Can you down fifteen pints of lager in a night or are you all poofs who drink real ale?

Darren Sykes Wiltshire

Super Control:
Well Darren I'm sorry you feel that this proliferation of gently crafted beers that have care and attention lavished on them to ensure that they taste as they should is a bad thing. I quite agree that having pubs full of of piss-weak, piss-coloured lagers shouldn't be a thing of the past and that this sudden explosion of interest in beers that actually taste of something other than water and have a bit of strength in them (ie Real Ales) is a terrible thing. But then of course perhaps I am merely being ironic as I sit and take another sip of Courage Directors. Of course Tennents Extra is useful for one thing, cleaning the toilet while you throw up.

SCREWS ON THE FLOOR

Dear Super Control,

After few hours serious joypad bashing on Fatal Fury Button A on my controller ceased to function, it no longer wanted to do what it should, it had gone to the great Super Nintendo in the sky. i took it apart to see what was happening and to see what i could do but I couldn't find anything obviously wrong. And then I lost one of the screws on the floor and I couldn't put it back to gether properly. Am I still covered by my guarantee and if I take it back to a shop will they exchange it for me.

If I',m not covered by my guarantee is there anything I can do?

Eliot Jones, Northampton

Super Control: There is in fact nothing you can do now. If you hadn't taken it apart and just taken it back to where you had purchased the thing then they could have replaced it very easily for you. As it is opening up any part of your Super Nintendo, be it controllers or the actual console itself invalidates the guarantee . If anything ever goes horribly wrong with your Super Nintendo and it is still covered by a guarantee don't even think of doing anything else apart from take it back to where it came from. But even if the guarantee has expired don't think of doing anything yourself, check with Nintendo on the best place to get the thing repaired professionally, never try to do any work yourself. You'll just have to buy a new controller now.

THE FINAL LETTER

Dear Super Control,

Why did they cancel the match between England and Germany?

Paul James, Leeds

Super Control: So were we Paul and more than you'll ever know. I was going to meet George Best.

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

LETTUCE PAGE
SUPER CONTROL
Maverick Magazines,
16-17 Hollybush Row,
Oxford, OX1 1JH.

SUPER CONTROL

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

FAX 0865 202771

EDITORIAL

Acting Editor
Hugh Gollner

Staff Writers:
Gerald McDonald
Rowan Smith
Terry Fraser

DESIGN

Art:
Hugh Gollner

Advertising Manager:
Simon 'Man Shittie' Jones

Advertising Executive:
Carolyn Wood

PUBLISHING

Operations Director:
Richard Hawkins

Publisher/Managing Director:
Hugh Gollner

Printed in the UK by:
William Gibbons

Imagesetting by:
Fido Witney

Super Control is an unofficial independent magazine which is in no way connected or endorsed by Nintendo Company Ltd (Japan), or Nintendo of America Inc or Nintendo UK. References to 'Nintendo', 'Super NES' or 'SNES' are trademarks of Nintendo of America, Inc. All copyrights are recognised.

While Maverick Magazines tries its utmost to ensure that our editorial is factually correct, we cannot be held liable for any omissions, inaccuracies or errors in this magazine.

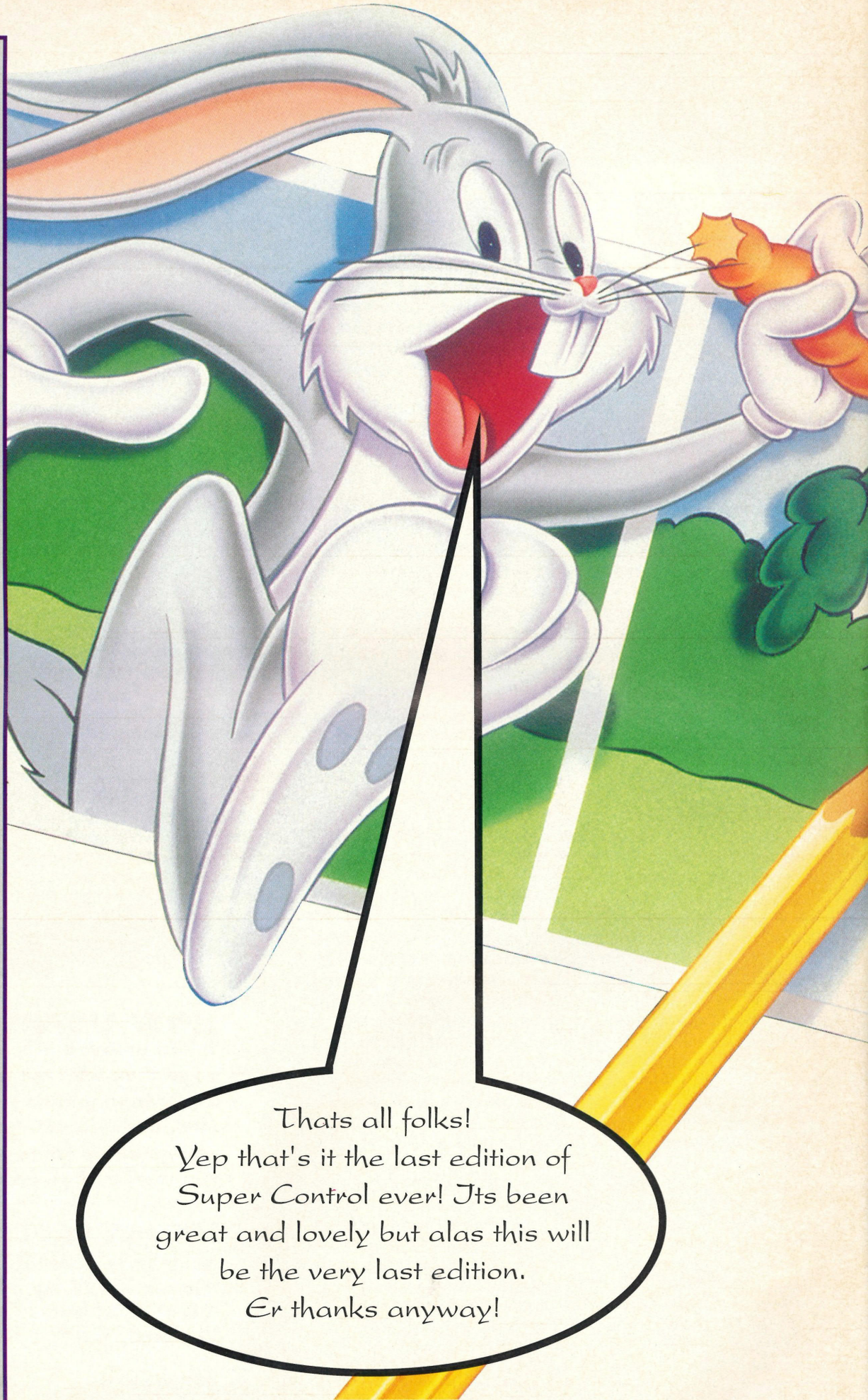
Final decisions regarding competitions and special offers are at the editor's discretion and his decision is final. No correspondence will be entered into regarding such decisions.

No part of this publication may be copied, translated or reproduced in any way without the written permission of the publishers.

A massive thanks to:

Ultima Oxford 0865 201447

James Beavan





ZAP COMPUTER GAMES

TECHNO HOUSE·LOW LANE·HORSFORTH

LEEDS LS18 4DF

MAIL ORDER SIZZLINGLY HOT LINE

0·5·3·2 5·9·0·0·7·7

LOW LOW PRICES – ALL THE LATEST GAMES & MACHINES – SUPER QUICK DELIVERY – NO SILLY MEMBERSHIP FEES REQUIRED TO BUY. OUR MOST FRIENDLY STAFF ARE WAITING FOR YOUR CALL.

ZAP HOURS: 9am–7pm Mon–Fri • 9am–5pm Sat. and Sun. FAX NO: 0532 586523

OPEN 7 DAYS A WEEK

Nº1 FOR SERVICE AND PRICE



NBA JAM

£54.99 OR £69.99

WITH MULTITAP



LETHAL ENFORCERS WITH GUN

£64.99 (+£3.00 P&P)



MEGAMAN X

£54.99 (+£1.50 P&P)



SECRET OF MANA

£54.99 (+£1.50 P&P)

SUPER NES USA

NBA JAM	£54.99
NBA JAM & MULTITAP	£69.99
MEGAMAN X	£54.99
BUGS BUNNY	£54.99
SENSIBLE SOCCER	£49.99
SECRET OF MANA	£54.99
SECRET OF MANA BOOK	£15.00
WINTER OLYMPICS	£49.99
LETHAL ENFORCERS with GUN	£69.99
CHOPLIFTER III	£49.99
ZOOL	£49.99
YOUNG MERLIN	£49.99
EMPIRE STRIKES BACK	£49.99
BATTLE CARS	£49.99
CLAYFIGHTERS	£49.99
MEGAMAN X SOCCER	£49.99
TURTLES TOURNAMENT FIGHTERS	£49.99
ART OF FIGHTING	£49.99
BOMBERMAN & MULTITAP	£59.99
LUFIA (RPG)	£54.99
MARIO'S TIME MACHINE	£49.99
METAL MARINES	£59.99
RIDDICK BOWE BOXING	£49.99
MR NUTZ (UK)	£39.99
DESERT FIGHTERS	CALL
EQUINOX	£49.99
CLAYMASTERS	£49.99
FLASHBACK (UK)	£39.99
DENNIS UK	£34.99
SHADOWRUN	£49.99
7th SAGA	£49.99
SOUL BLAZER	£49.99
PALLADINS QUEST	£49.99
FINAL FANTASY II	£49.99
AERO THE ACROBAT	£29.99
ACTRAISER II	£29.99
SUNSET RIDERS	£29.99
DAFFY DUCK	£29.99
COOL SPOT	£34.99
STREET FIGHTER TURBO	£49.99
MARIO ALL STARS	£49.99
GOOF TROOP	£24.99
OPERATION LOGIC BOMB	£29.99
MECAROBOT GOLF	£20.00
IREM SKINS GOLF	£39.99
NHL 94	£49.99
BRETT HULL HOCKEY	£49.99
NBA SHOWDOWN	£49.99
TECMO SUPER BOWL	£34.99
JOHN MADDEN 94	£49.99
MVP FOOTBALL	£24.99
TONY MEOLAS SIDEKICK SOCCER	£39.99
20/20 BASEBALL	£49.99
MYSTICAL NINJA	£44.99
E.V.O.	£24.99
SUPER MARIO KART	£39.99
STAR FOX	£49.99
TRODDLERS	£39.99
WIZARD OF OZ	£39.99
SOLDIERS OF FORTUNE	£49.99
STRIKE GUNNER	£20.00
TOYS	£20.00
MORTAL KOMBAT	£49.99
LAWN MOWER MAN	£39.99
P.T.O.	£39.99
SUPER GOAL 2	£49.99
SUPER TROLL ISLAND	£49.99
ASTERIX	£49.99
LEGEND	£49.99
ULTIMATE FIGTHER	£49.99
ALFRED CHICKEN	£49.99
FIDO DIDO	£49.99
ANDRE AGASSI	£49.99
SKY BLAZER	£49.99

Our premises are bulging with games, so if you don't see what you want do not despair Just call! All Postal orders and credit card purchases will be whisked to you the same day. **All prices subject to change and availability. Post and packaging – Games £1.50 – Handhelds £5 – Consoles £7.50**

SUPER NES USA

BATTLE TANK II	£49.99
ROMANCE OF THE III KINGDOMS	£49.99
NOBUNGGA'S REVENGE	£49.99

FAMICOM JAPAN

MYSTICAL NINJA II	£69.99
DRAGON BALL 2	£59.99
FATAL FURY II	£59.99
KING OF THE MONSTERS II	£59.99
TWINBEE II	£69.99
ALCAHEST	CALL
TETRIS COMBAT	£59.99
SUPER SOCCER II	£25.00
R TYPE III	£59.99
ROCKMAN X	CALL
LETHAL ENFORCERS	CALL



ATARI JAGUAR

UK MACHINE	£200.00
US MACHINE	£299.00
RAIDEN	£54.99
CRESCENT GALAXY	£53.99
ALIEN VS PREDATOR	CALL
CHECKERED FLAG II	CALL
XTRA CONTROLLER	£29.99

NEO-GEO UK

FATAL FURY SPECIAL	£175.00
ART OF FIGHTING II	CALL
SPIN MASTERS	CALL
SAMURAI SHOWDOWN	£175.00
OVER 100 USED CARTRIDGES FROM £50 - CALL	

3-D-O USA

3-D-O SYSTEM	CALL
PAL CONVERTER	CALL
TOTAL ECLIPSE	CALL
DRAGONS LAIR	CALL
ESCAPE FROM MONSTER MANOR	CALL
STELLA 7	CALL
NIGHT TRAP	CALL
ANOTHER WORLD	CALL
BATTLE CHESS	CALL
VIDEO ALMANAC	CALL
LEMMINGS	CALL
JOHN MADDEN 3-DO	CALL

HARDWARE

SNES US CONSOLE	£120+£7.50 P&P
NEO GEO CONSOLE	£300+£7.50 P&P
NEO GEO USED CONSOLE	£220+£7.50 P&P
3-D-O CONSOLE & CRASH & BURN	CALL
ATARI JAGUAR CONSOLE	CALL
NEO GEO JOYSTICK	£50+£5.00 P&P
NEO GEO MEMORY CARD	£20+£1.50 P&P
PATRIOT JOYPAD	£24.99+£1.50 P&P
JOYCARD	£17.50+£1.50 P&P
ASCii PAD	£22.50+£1.50 P&P
MORTAL KOMBAT PAD	£24.99+£1.50 P&P
TOP FIGHTER JOYSTICK	£59.99+£5.00 P&P
CAPCOM FIGHTING STICK	£64.99+£5.00 P&P
X-E6 JOYSTICK	£29.99+£5.00 P&P
SNES MOUSE (UK & US)	£24.99 + £1.50 P&P
TRI STAR (NES TO SNES) CONVERTER	£39.99 + £3.00 P&P
NEW CONVERTER	£20+£1.50 P&P
SCART LEAD US SNES	£17.50+£1.50 P&P
US JOY PAD	£15.00+£1.50 P&P
MULTITAP (UK & US)	£24.99+£1.50 P&P
PAL 1 BOOSTER	£29.99+£1.50 P&P

SPECIAL OFFER

WHEN BUYING A UK SNES CONVERTOR FOR £19.50 AND A US/JAP NINTENDO GAME YOU CAN KNOCK A WHOLE

£10 OFF

THE PRICE OF THE GAME, NOW THAT'S WHAT I CALL AN OFFER!!! EXAMPLE – IF YOU BUY THE CONVERTER & GOOF TROOP THE TOTAL COST WOULD BE A MERE £34.49 + (P&P) OUCH!! SAID OUR BANK MANAGER!

ORDER FORM

CUT HERE

Send to this address:

ZAP
TECHNO HOUSE
LOW LANE, HORSFORTH
LEEDS LS18 4DF

Please rush me the following

ITEM	PRICE	POST/P	TOTAL

Please make cheques/PO's payable to ZAP

GRAND TOTAL

NAME

ADDRESS

POSTCODE

TELEPHONE NO.

Credit card number

Expiry Date

☐ Cheque ☐ Credit Card ☐ Postal Order

Access VISA

Switchcards welcome.
Please quote issue no. for Switch.

WORLD CUP STRIKER™

SUPER NINTENDO ENTERTAINMENT SYSTEM™

GAME BOY™

SUPER NINTENDO ⚽ 8MB CART ⚽ BATTERY BACK UP ⚽ LARGE SCALE PENALTY SEQUENCE ⚽ SUPER MULTI[illegible]ROVED CPU TEAMS ⚽ 32 DIFFERENT SET PIECE FORMAT

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





Striker™ and © 1992, Rage Software Ltd. All rights reserved
World Cup Striker™ and © 1993, Rage Software Ltd. Used under licence by Elite Systems Ltd. All rights reserved.

LICENSED BY Nintendo®

Nintendo®, Game Boy™, Super Nintendo Entertainment System™ and other marks designated as "TM" are trademarks of Nintendo.
Elite® is a registered trademark of Elite Systems Ltd.

DESIGNED AND DEVELOPED IN GREAT BRITAIN
NOT AVAILABLE ON IMPORT

elite®

Elite Systems Limited, Anchor House, Anchor Road, Aldridge, Walsall, West Midlands, WS9 8PW, England.
Telephone: + (44) 922 55852. Fax: + (44) 922 743029.