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NES

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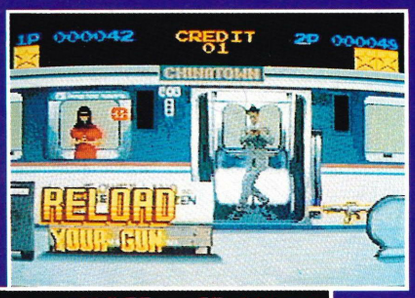









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super gamer

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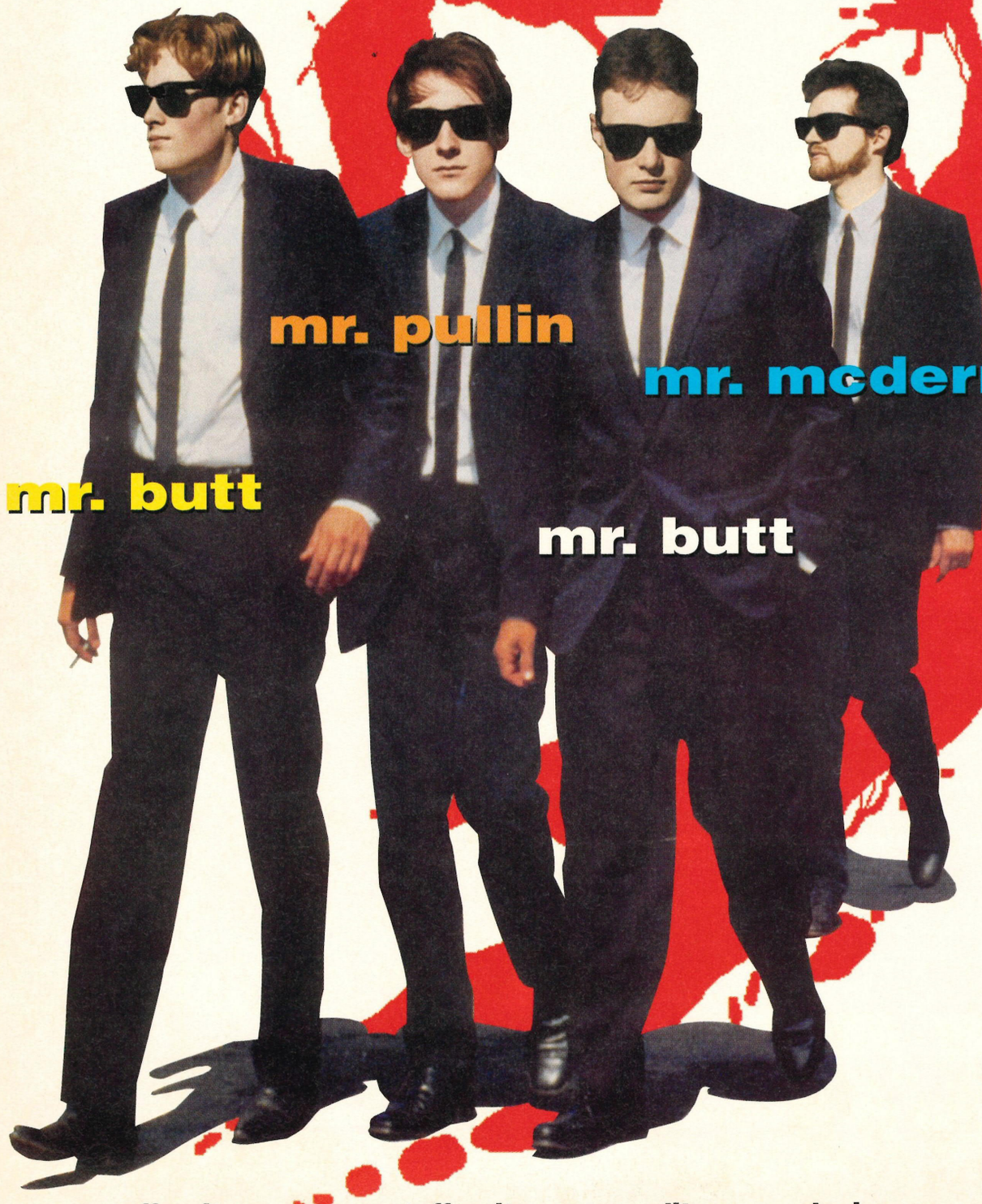

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COLOUR GAME BOY?



THE MACHINE NINTENDO DIDN'T WANT YOU TO SEE! P22

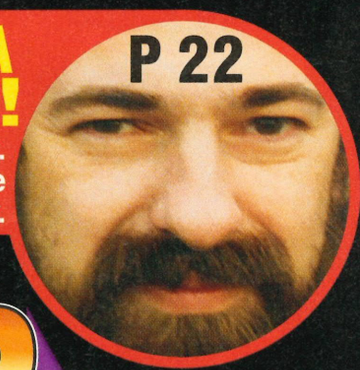


Nintendo®

The inside story on the Nintendo Hotline from former Hotliner Keith Pullin. Is it all *really* coffee and Pringles? P 24

THIS MAN IS A MONSTER!

Or his games are, at least. We meet the man behind the massive *Monster Max*. P 22



SUPER XS

THE ULTIMATE PLAYERS' GUIDE

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The Nindependent

NEW NINTENDO MAG HITS STREETS!

The stock markets and rival publishers of the world are currently reeling from the news that SUPER GAMER has hit the streets. This 132 page multi-format Nintendo magazine from Paragon Publishing has been seen as a breath of fresh air in the over-crowded video games magazine market. We tried to speak to Editor Damian Butt, but ended up having to wait three hours in the cold waiting for his Banana yellow Lamborghini Diablo (given to him by Publisher Richard Monteiro for outstanding work in the field) to arrive.

Nin: Damian, who is SUPER GAMER, what is SUPER GAMER, where does it come from?

DB: SUPER GAMER is a result of merging the country's leading Super NES review magazine, SUPERPRO, with the unbeatable tips and solutions from SUPER XS. Both magazines have now been swallowed by SUPER GAMER which is a far bigger, better and even more sexy magazine. Also, the important thing to remember is that we now cover everything to do with Nintendo, not just the Super NES. You can quote me on that.

Nin: With so many magazines already out there, why add to the throng?

DB: First of all, let me say that by merging two magazines into one, you reduce the number by one. Therefore we are in fact beginning the trimming process which I think will become widespread throughout the industry. There are far too many magazines for the Nintendo scene, and rather than all working to the same end, ie promoting games and selling tons of issues, everyone is fighting tooth and nail for exclusives, and exclusive exclusives. What this means is that Nintendo gamesplayers are suffering because magazines, in their arrogance, are reviewing games further and further into the future. Who wants to read about a game if you can't go and buy it until four months later? Not me matey.

SUPER GAMER is all about giving something back to the reader. All the latest official games will be covered for the Super NES, NES and Game Boy, but you should be able to buy these games within a month of reading the review, unless the games themselves are late of course. We are also intent on bringing honesty back into reviews. If we don't like a game, why should we leave it out because the producers said so? Surely it is their just reward for releasing such a bad game in the first place and trying to con people into buying it. We call a spade a spade, and when we give a Gamer Gold Medal – you can bet that the game is an essential purchase.

Nin: Enough of selling yourself, what do you really think?

DB: That is what I think.

Nin: Okay, what makes SUPER GAMER so special?

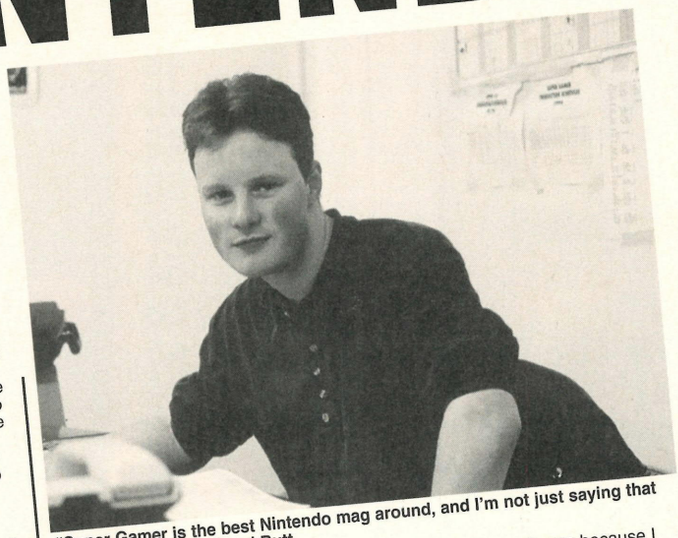
DB: Simple answer: Quality. Reviews, previews, features, tips – the whole kaboodle – good quality is what sells a magazine. We aim to give the reader more than they need. All the latest information, every new game we can lay our hands on, reviewed without bias or prejudice, and in-depth interviews with programmers and people involved with producing the games people play. It's no good just reviewing a game, you should go behind-the-scenes and find out what makes programmers tick. This will be a major part of SUPER GAMER because I think gamesplayers all over Britain are crying out for more information. Behind every game there's a whole team of people. Why should a magazine pretending to be interested in the Nintendo scene ignore these unseen heroes?

Nin: Tell us about the features in SUPER GAMER, why should we read them?

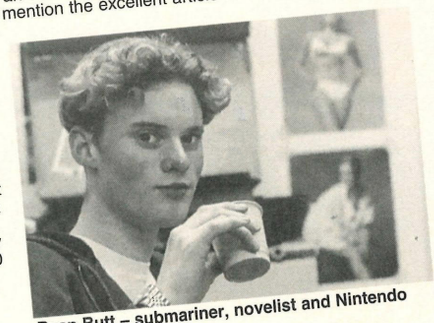
DB: If you are intrested in Nintendo, then every page of SUPER GAMER will be interesting to you. In this launch issue, for example, we have a great Work In Progress with software veterans GraftGold on page 30, who have recently produced *Empire Soccer* for the Super NES and also have some damn fine games in the pipeline. We also have an exclusive look at what could be the Colour Game Boy on page 28. Did I mention the excellent article that Keith Pullin, himself an ex-Nintendo gamesplayer, wrote on the Nintendo hotline? Check it out on page 24 if you want to know what really goes on.

Nin: There you go again, selling the magazine.

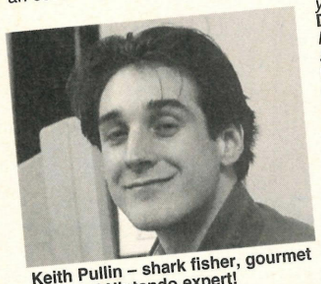
DB: Isn't that what you're here for? Listen, all I've got to say is that SUPER GAMER is for all Nintendo consoles, it's 132 pages every month – we've got over 20 reviews in this first issue, the biggest tips section of any magazine (fully mapped games!), and it's written *by* gamers *for* gamers. Every member of the SUPER GAMER team has forgotten more about Nintendo games than most people will ever know. Keith is a ex-Nintendo Hotliner and has completed every single game ever produced (call him for tips), no-one can dispute that Ryan is a self-taught gamesplaying ace, and even our designer Andy is not averse to teaching us all a thing or two about *Super Mario Kart*. If you want reviewers who actually know what they are talking about, as opposed to pimply adolescents who can't stop wittering on about *Super Street Fighter* and Jet from the Gladiators, read SUPER GAMER. We *are* the Nintendo magazine!



"Super Gamer is the best Nintendo mag around, and I'm not just saying that because I edit it," offered Butt.



Ryan Butt – submariner, novelist and Nintendo expert!



Keith Pullin – shark fisher, gourmet chef and Nintendo expert!

"DEXTER FLETCHER ATE MY BANDANA" ALLEGES 'CELEBRITY'

By our man at lunch, Barry Liar

There was a brief moment of chaos in the studios of the television programme "GamesMaster" when a co-presenter accused "star" Dexter Fletcher of eating his stars-and-stripes bandana. However, the story turned out to be totally untrue as I was sitting in the pub at the time and needed some gossip to fill the page.



TV STAR SEEN WITH DESIGNER

By Colin O'Hack

Northern Exposure star Janine Turner was spotted yesterday with Andy McDermott, the designer of Britain's hottest new Nintendo magazine. Looks like love is in the air!

BOURNEMOUTH COMPANY PRODUCES LOADS OF TOP VIDEO GAMES MAGS!

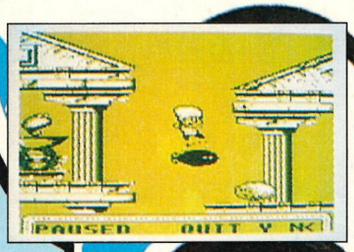
It's true! Paragon Publishing, in addition to the rather splendid new "Ninty" magazine SUPER GAMER, also produces the following excellent titles – SEGAPRO, SEGA XS, PC POWER, MEGA POWER and probably about six more since I wrote this!

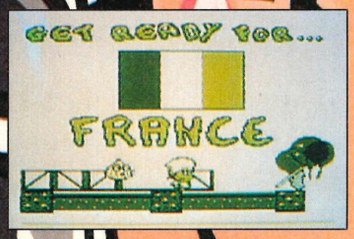
LATE NEWS

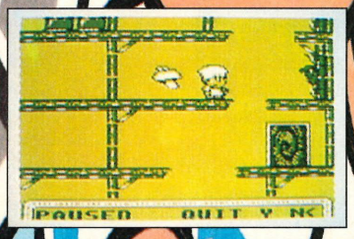
DESIGNER ARRESTED FOR BLATANT PHOTO-DOCTORING

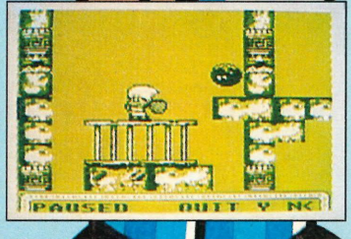
FOR YOUR











Pierre le Chef is... Out to Lunch™

Had your fill of run of the meal Platformers?

Then perhaps it's time to miss the *starters* and go straight for the *main course.*

Forget the *meat and two veg* and get something to really *fill you up.*

Sink your teeth into Pierre Le Chef is Out to Lunch on the Gameboy and you'll be *hungry* for more.

REMEMBER Mindscape games give you larger portions that will always have you coming back for seconds!



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MINDSCAPE

NEWS overloaded?



New from the publishers of the same comics as *Aliens*, *Terminator* and *Flaming Carrot* (and the top *Manga Mania* – Andy) comes MAX OVERLOAD – a comic magazine that breaches the gap between mainstream comic artwork and all the latest video game reviews. MAX OVERLOAD is monthly magazine from Dark Horse comics; featuring the animated adventures of *ToeJam and Earl 2*, *Lemmings*, *Chuck Rock* and *Greendog*. In addition you also get all the latest news on the video game, manga and cartoon world, and they've even managed to cram in some game reviews for all formats.

The fresh and vibrant look of MAX OVERLOAD is definitely aimed at young games players, and although the magazine cannnot rival SUPER GAMER for in-depth coverage of games, tips and previews, MAX OVERLOAD is certainly worth a look, especially if you've got two screaming kids to keep quiet while you get the shopping done. Dick Hanson at Dark Horse explained. "We are trying to come up with a comic strip that captures the same level of fun as the original games that inspired them. The age range for the magazine is very broad, anywhere from nine to mid twenties – we are trying to reach more people who enjoy the character concepts – gameplayers in their broadest sense."

MAX OVERLOAD: the instant cure for a hang-over is available now from most newstands priced at £1.95. Check it out if you want to sting your eyes with vivid colours!



INTERESTING THINGS TO DO WITH cardboard

What do you do if you have a warehouse full of cardboard that you don't know what the flippin' heck to do with? Simple, you intricately fold it to fit the curvacious Game Boy, then slap on a mega-bucks film or TV licence, say *Jurassic Park*, to brighten up the otherwise dull battleship grey of the nation's favourite hand-held.

Now that you have a real money spinner you price it reasonably at £1.99 and flood the market. Hey presto – BoxBoy was formed! The producers promise that more designs will be available soon (aprox one per month), but at the moment it's just Spielberg's blockbuster.

See how the well-folded cardboard fits the Game Boy snugly, watch in amazement as you can still get to all the buttons, including the volume and contrast controls. Then rip the damn thing in half trying to wedge a cart between the ridiculously thin tabs. Still, despite crinkled edges, our office Game Boy is still resplendant with its BoxBoy; Velociraptors peeking out from behind the screen, and the very fetching *Jurassic Park* logo emblazoned on every facet. Cheap and cheerful is the order of the day, but at least you won't be too gutted when you leave it in the rain, and it does make the ideal small present for that pesky little cousin who you've never really liked.



OLYMPIC BLOCKBUSTER

Word has just reached the SUPER GAMER news desk that the hugh video chain Blockbuster Video (also incorporating Ritz Video) have secured the rights to sell or rent *Winter Olympics* on the Game Boy from US Gold. The gamewill be fully reviewed next issue, but this unique opportunity allows you to try the game before you buy it. *Winter Olympics* features 20 nations competing in seven events: Downhill, Salom, Bobsleigh, Biathlon, Short Track Speed Skating, Ski Jumping and Freestyle Moguls.

BLOCKBUSTER VIDEO

Could this be the beginning of Blockbuster entering the game sales market, or is it just an experiment? Who knows, soon BlockBuster could be the only place you need to go if you want an evenings entertainment at home. A couch potato's paradise!

an end to all ADAPTORS



The owners of Datel Electronics are very rich indeed. Why? Well for a start they brought you the Action Replay, which, despite competition, has more-or-less sewn up the market in Britain (although America is still virgin territory for them). Now, Datel have announced the ultimate Super NES adaptor. Oh, yawn, not another world beater.

Up until now, there have been more adaptors than actual games. Every two-bit company now makes them and Nintendo are getting wise. New games often include code chips and protection devices so that each new adaptor is made obsolete for each game. The only solution up until now has been to buy new adaptors, but this is stupidly expensive. Nintendo hope that this constant annoyance will put an end to import games all together. Trust Datel to throw a socket set in the works!

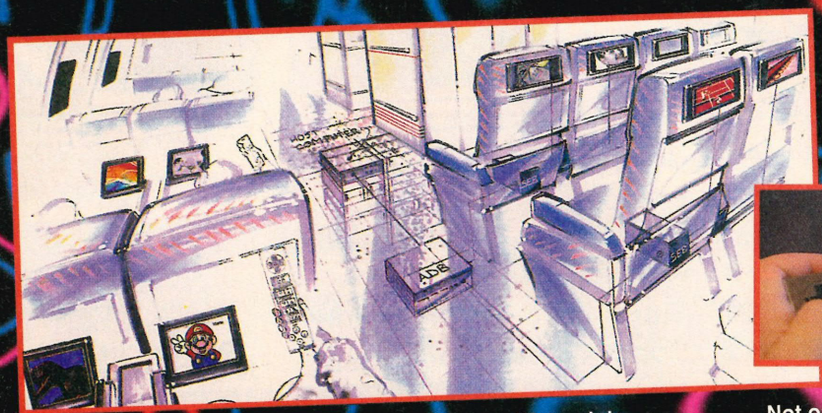
The Programmable Universal Adaptor boasts compatability with every new game, plus the feature of allowing you to re-program the Adaptor to cope with future games. Whether this feature will prove useful is another matter, but the Programmable Universal Adaptor does at least enable you to play games like *Actraiser II*, *Top Gear II* and *Nigel Mansell's* – which had previously out-foxed all other devices.

The Programmable adaptor is out now priced at a reasonable £24.99. If you are looking for Datel codes in this issue, and been disappointed, have no fear! We are currently updating our massive lists so that from the next issue, we should have all the latest codes for all systems.

PROJECT REALITY latest

Project Reality is the joint development between Nintendo and Silicon Graphics, who are famous for high quality computer graphics and technology. Project Reality is of course the new wonder machine set for release in late '95, which features a 64-bit MIPS microproceesor capable of producing incredibly high resolution graphics (better than coin-ops, basically) and real time video, for only $250!

Obviously, every NIntendo magazine is currently ripping each other to shreds to get the exclusive, but, rather than dive into the seething boxing ring, SUPER GAMER will be viewing the new machine at a special preview at NIntendo's Headquarters this month. As to whether this tells us anything more about Project Reality is another matter, but you can be sure that we will reveal all next issue.





gateway to another WORLD!

Until then, how about some exciting news about Nintendo's revolutionary Gateway system? This is basically a Super NES multi-link system that has currently been installed in many major airways' planes. What you do is pay a small charge and then get to play your favourite Super NES games on a personal screen.

But you don't just get a Super NES tangled around your angles for the duration of the flight, the Gateway system has the console built into the seats, and it also includes functions for choosing films to watch, calling the stewardesses and switching on the overhead light. To accomplish this amazing feat, Nintendo had to redesign the components in the Super NES to fit into a tiny three and a half inch space. The console, then has a colour, tiltable screen that slots into the seat and can be used for Duty Free shopping and helping with surveys when you are not playing Mario.

You also don't have to slot in a cart, because all the games are downloaded into a two megabyte RAM. These means no-one can nick any copies of *Street Fighter II* and you don't have to worry about slotting them in the wrong way and blowing the console.

"Nintendo Gateway System provides a full spectrum of entertainment and valuable information servies that will reach more than 20 million travellers world-wide in '94" says Nintendo of America's engineering manager, Russell Baun.

Not only can the Gateway allow you to play *Street Fighter II* at 35,000 feet, you can also listen to CDs, buy goods from the shopping channel and have them sent to your home, and it can even show you how to get out of the airport when you land! Truly, this is the future of travel entertainment – forget Travel Scrabble – subscribe to Gateway on your next journey.

But here we are raving about the planes, and you can also have a Super NES in your cruise ship or hotel when you arrive. American hotels are already investing in the relatively cheap equipment so that all the services are extended to your room. Prices haven't been announced for Gateway, but they cannot be that expensive, or people will not use it, and at over a million dollars to kit out each plane, the airlines can't afford to overprice the device.

Gateway was installed on 10 planes in 1993, but airlines such as Northwest Airlines, China Air, and Virgin Atlantic are implementing the system as you read this. Three major airlines are also signing up so that there should be over 120 planes by the end of 1994!

Here are a list of some of the games that you can play with the Gateway.

Super Soccer
Legend of Zelda: A Link to the Past
Street Fighter II
Super Mario World
Super Tennis
F-Zero
Super Mario All-Stars
NCAA Basketball
Pebble Beach Golf

ELSPA CHARTS

Every month, SUPER GAMER brings you the official Gallup chart for all three Nintendo systems; compiled from Britain's top video game retailers including Game, HMV, Virgin and WH Smiths. Top of the Super NES chart this month is *Super Mario Kart*, making a surprise re-entry due to some clever Nintendo pricing and renewed interest. High climbers this month are Capcom's *Aladdin* at number two, *Mario All-Stars* and *Tournament Fighters* from Konami making a storming effort for the top slot. Also popping in at number 20 is Laser Beam's classic cyberpunk RPG *ShadowRun*.

The Game Boy is also bursting with top titles after the Christmas madness. *Link's Awakening* remains at the top, but both *Super Mario Land* games are making a comeback; occupying the number two and three slots respectively. While *Jurassic Park* and *Mortal Kombat* are holding their position, *Pinball Dreams* drops to number 15, but a surprise flourish from *Nigel Mansell's* means an entry into the top ten. The big question at the moment is who has the muscle to knock Nintendo from the top three slots? Could it be *Winter Olympics*, *Zool* or the up and coming *Monster Max* from Titus? One thing's for sure, *Wario Land* (the sequel to *Super Mario Land 2*) will shortly be making an impact. Stay tuned.

Meanwhile, the NES chart is all over the place. Now that prices have gone silly, most of the games featured are extremely old, but now budget titles. If you want to know which ones are best, turn to our A-Z and make your choice. Hitting the top slot is the original *TMHT* game, and even *Crackout* and *Lunar Pool* are making a belated comeback. We can't quite work out how *Days of Thunder* got to number seven, or why *Home Alone 2* is even in the top 100, but it just goes to show that old games never die, they just end up on the NES. See ya next month.

EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION LTD
ELSPA

COMPILED BY GALLUP

CHARTS FOR FEBRUARY

SUPER NES

1	Super Mario Kart	Nintendo
2	Aladdin	Capcom
3	Tournament Fighters	Konami
4	Mario All-Stars	Nintendo
5	Jurassic Park	Ocean
6	Street Fighter II:Turbo	Capcom
7	Starwing	Nintendo
8	Flashback	Sony Imagesoft
9	Cool Spot	Virgin
10	Striker	Elite
11	Super Bomberman	Hudson Soft
12	Super Star Wars	JVC
13	Nigel Mansell's	Nintendo
14	Mortal Kombat	Acclaim
15	Kevin Keegan's	Imagineer
16	Zelda III	Nintendo
17	Legend of the Mystical Ninja	Konami
18	Zombies	Konami
19	PGA Tour Golf	Electronic Arts
20	ShadowRun	Laser Beam

GAME BOY

1	Link's Awakening	Nintendo
2	Super Mario Land 2	Nintendo
3	Super Mario Land	Nintendo
4	Jurassic Park	Ocean
5	Mortal Kombat	Acclaim
6	Lemmings	Ocean
7	Nigel Mansell's	Nintendo
8	Golf	Nintendo
9	Paperboy	Mindscape
10	Kirby's Dreamland	Nintendo
11	Tiny Toons: Montana's Movie	Konami
12	Super James Pond	Ocean
13	Nemesis	Konami
14	The Flintstones	Taito
15	Pinball Dreams	Gametek
16	Fortified Zone	Nintendo
17	Ghostbusters 2	Activision
18	F-15 Strike Eagle	Microprose
19	Duck Tales	Nintendo
20	Taz-Mania	THQ Int

NINTENDO ENTERTAINMENT SYSTEM

1	TMHT	Konami
2	Adventures of Lolo 2	Nintendo
3	Crackout	Konami
4	Lunar Pool	Nintendo
5	Rainbow Islands	Ocean
6	Robocop	Ocean
7	Days of Thunder	Mindscape
8	Operation Wolf	Taito
9	Home Alone 2	THQ Int
10	Bayou Billy	Konami

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MINI PREVIEWS

This is the section of the magazine where we take a brief look at those games which aren't coming out in the next couple of months, but are still hot properties to look out for. SUPER GAMER has its ears to the ground constantly and so there's no-one better to find out all the juicy gossip, scoop the latest games, and bring you every snippet of information we possibly can. If you want to impress friends, influence collegues, or simly stun passing quizmasters with your in-depth knowledge of future events, stay SUPER GAMER. You can depend on us to keep you (Nin)informed.



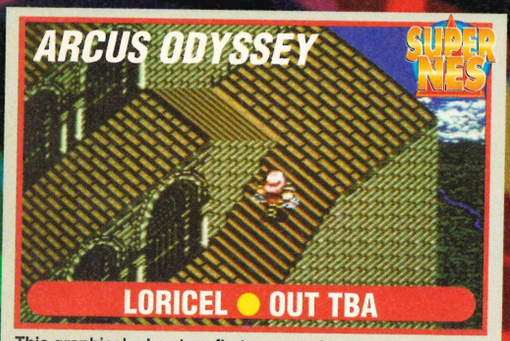
The game on everyone's lips is on its way, at last. We've had a sneak peek and it certainly has all the speed and control that is expected. It's basically a full 3-D racing game using cute 4x4 vehicles, coupés or jeeps, and it utilizes the Super FX chip 2 to full effect. This means all the excellent shaded 3-D landscapes of *Starwing*, plus extra speed and the ability to go where you want. *Stunt Race FX* is going to be hot, hot, hot. SUPER GAMER will have the full review as soon as we get it.



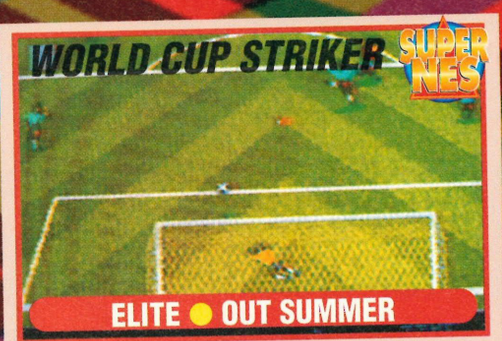
Last year's surprise Amiga Christmas hit is now being converted for the Super NES by the highly talented Sensible Software team. The aim of the game is to blast through each level with your highly trained commandos and storm each fortress to win the flag. What makes this game so superb is that you can choose to wound opponents, or simply shoot them into a messy heap. *Cannon Fodder* also features various war machines to aid you in the widescale carnage. A hit game and no mistake, look for it soon.



The latest in a long line of footy games this summer, *Ryan Giggs'* views the whole game from the side and above, and features plenty of dribbling and shooting moves. The big question is whether or not Acclaim can produce a game to rival *Striker*, or Domark's forthcoming soccer game (as yet untitled)? *Ryan Giggs'* features all the top International teams, formations and even the essential Action Replay feature and slow motion, so that you can view those winning goals again and again.



This graphical adventure first appeared on the Mega Drive over two years ago, but French programming house Loricel have now converted it to the Super NES. As SUPER GAMER went to press, a UK licensee had not been established, but we can reveal that it is an excellent game, with even better graphics and sound than before! The basic object of the game is to collect as much treasure as you can; whilst building up your party to take on the evil sorceress in the dark tower. *Arcus* has eight huge levels. More news as we get it..



Yes, the updated version of everyone's fave footy game is well on the way to slotting into a Super NES near you. The 8Mbit cart holds a larger penalty sequence, a deliberate foul option, more teams, more formations and even a stonking Super Multi-tap option for up to five players simultaneously! There is also no need for any long passwords because *World Cup Striker* has battery back-up. It goes without saying that it won't be too different from the original, playability-wise, but if you held back on *Striker*, get this. Review imminent.



This curious 3-D tank game is the bane of all our lives because it is the game that everyone at Paragon plays on their Macs whenever the Editor is not looking. The basic idea is to blast away a set number of tanks and get all the flags to complete each zone. Inanimate objects litter the battlefield, and these can be used to hide from the enemy, while you select one of the different views, such as overhead, outside tracking, and in the cockpit.



Classic isometric 3-D platform adventure by John Ritman. You must guide Max, the frustrated rock star, through the nine levels of the mega hero academy. Each room is a complicated puzzle that must be solved if you are to reach the next. Guaranteed to tax all Game Boy owners to their limits, *Monster Max* is set to rival *Link's Awakening* as one of the best Game Boy games.



Oh, no – sad football licences of our time. Yes, that's right, Mega Man, hero of the NES and now the Super NES in *Mega Man X* has got a soccer game arriving to capitalise on the World Cup this summer. This 12Mbit horizontal game features all the characters from the orignal NES game including Wood Man and Bubble Man. *Mega Man Soccer* is for one or two players only, so there is definitely no Multi-tap option.



Information is scarce on this totally amazing FX game. You basically take part in a full 3-D rally in various cars including a Cosworth Sierra and a Mini! The landscapes are realistically shaded and all that's being added at the moment is the realistic feel of the cars, plus their individual performance ratings. Trust us on this, *Powerslide* is going to be awesome.

"This is what platform games should be about... amazingly good fun."
"... a superb platformer which really shows off the SNES.
RBA boasts some of the best graphics I've ever seen."
Nintendo Magazine System 91%

"Challenging, playable and utterly hatstand.
Eat your heart out sonic." "Lovely to look at,
great to play and bags of fun. Buy it"
Totall 90%

"A bit of a must buy, unless you're criminally insane
or terminally stupid." "Konami have once again
proved that they can consistently provide
highly charged and diversified game play."
Gamesmaster 90%

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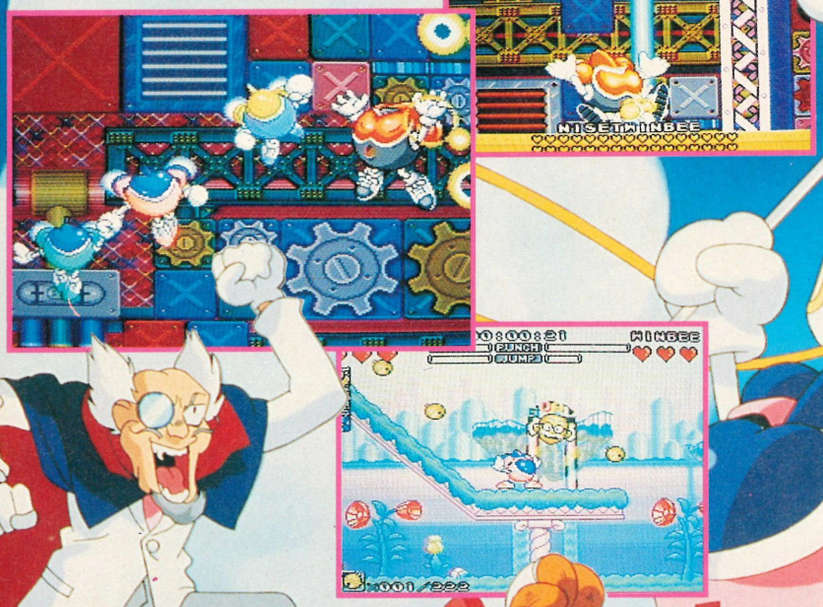


SUPER NINTENDO™ ENTERTAINMENT SYSTEM

KONAMI

Konami (UK) Limited Konami House 54a Cowley Mill Road Uxbridge Middlesex UB8 2QE Telephone: 0895 853000 Fax: 0895 853003

YOGI BEAR



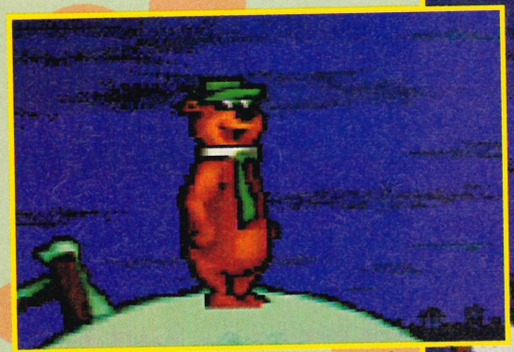


△ Answering the age-old bear/woods question.



◁ Making his way home through Boscombe one night, Yogi encounters the always helpful, polite and not at all mentally ill locals.

▽ Let's (snigger) make him look like he's (chuckle) got a tree growing out of his hat! Left a bit, Yogi! Say cheese!



△ Yabba-dabba-doo! Hang on, that's not right.



PRODUCER
EMPIRE
(081) 343 7337

PRICE
£TBA

CART SIZE
8MBits

Hanna Barbara's most renowned toon, Yogi Bear is about to star in his own Super NES adventure from Empire software.

After being woken from his winter slumber by an unfamiliar racket, Yogi is horrified to learn that construction is already underway to erect a chemical plant deep within the heart of Jellystone Park.

Bearing in mind the consequences that such a monstrosity would have on the park's tourist industry, not to mention the welfare of his woodland chums, Yogi sets out on a perilous quest to alert Ranger Smith and put a stop to the plant.

Yogi's fight for environmental stability stretches through five different terrains; ranging from snowy hillsides, to the final confrontation at the site itself. As well as the hazardous terrain, Yogi must also overcome the unwanted advances of certain woodland creatures like chipmonks and beavers, who seem oblivious of his good intentions, and try to cause as much havoc as possible.

The game also features cameo appearances by Yogi's reluctant side-kick Boo Boo, and a whole host of cutesome creatures who'll make your mission a little easier.

Although the version we received was far from finished, *Yogi Bear* looks set to take the younger market by storm, featuring intense platform action, coupled with excellent visuals consisting of ultra-fast scrolling and well animated sprites. The topical environmental issue will also ensure that the game is right-on with many of the older gamesplayers!

Naturally (ho, ho), we'll bring you the full review very soon, but until then you'll just have to savour the lavish screen shots and tune-in to Andi Peters to satisfy your Yogi-related cravings. Love him or hate him, this guy's here to stay (that's Yogi, not Andi Peters, thank goodness!). SUPER GAMER will have the full review soon.



△ "I love the smell of napalm in the morning. Smells like... victory!"

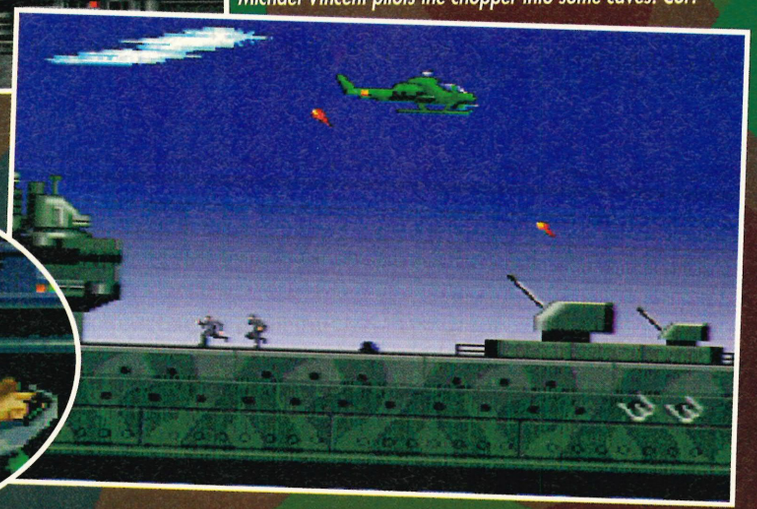
CHOPLIFTER III

▽ "What ho! Sierra, hotel, indigo tango reporting to base, we are approaching the besieged city. Looks like Moss Side!"





△ Hang on, it's that sad episode of Airwolf, where Jean Michael Vincent pilots the chopper into some caves. Cor!



▽ It's an easy life for some, watching all the action on TV.



PRODUCER
OCEAN
(061) 832 6633

PRICE
£39.99

CART SIZE
4MBits

Software giants Ocean have just unveiled a Super NES classic conversion. *Choplifter III* is the latest in the long line of *Choplifter* games including *Choplifter II* on the Game Boy and the original *Choplifter* on the Atari 800, Commodore 64 and then of course, the famous coin-op. Your mission is to rescue a set number of hostages, using your super-agile Cobra attack helicopter. As a hot Top Gun pilot, you must dive into the World's trouble spots; avoiding AA guns, troops and tanks (to name, but a few!) to collect each hostage and ferry them back to your base.

The gameplay is incredibly simple, but, as with all classic games – it is frighteningly addictive and highly entertaining. Graphically, *Choplifter III* is coin-op perfect, and with 16 levels – you will be hard pressed to complete it with all your lives intact. As with all the other versions, you can play the game in practise mode or realistic conditions, the latter meaning that you can blow away your own men as well as the enemy!

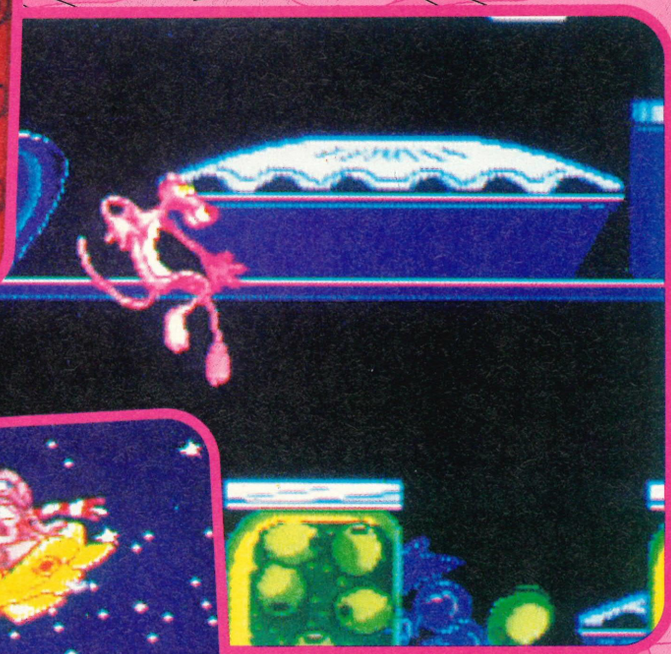
We've been playing this sucker for ages now, and later levels include a tense sea battle amongst warships and hovercraft; rescuing hostages from pitching dingys, jungle fighting in Vietnam, and even a Bosnia-style city rescue where enemy Hind helicopters and tanks appear from behind every building.

Choplifter III also has a password feature that is accessable after you have completed all four sections in each of the four levels. Only when all this has been trashed can you continue to the next level, as guided by your commander who views the battles from an orbitting satellite.

Ocean's *Choplifter III* will be available to buy in April, priced at a very reasonable £39.99. Full review in the next issue of SUPER GAMER.

PINK GOES TO HOLLYWOOD



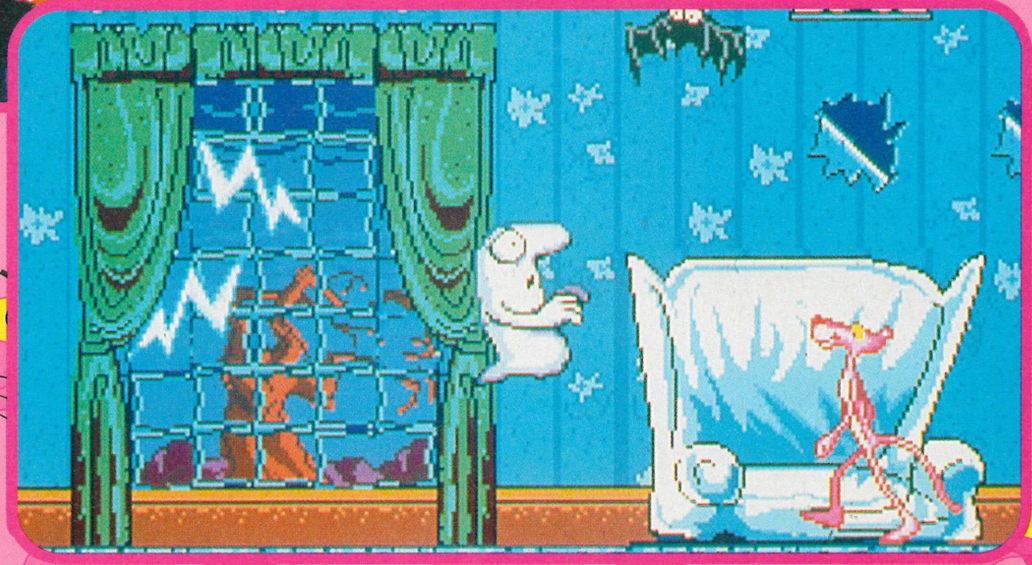




△ Pink recoils in horror when he discovers a jar of McDonalds' gherkins.

◁ Getting a haircut, the Clouseau way.

▽ The SUPER GAMER office, Monday morning.



PRODUCER
TECMAGIK
(071) 243 2878

PRICE
£TBA

CART SIZE
8MBits

Da dum, da dum, da dum da dum da dum... yes that's right – the Pink Panther will be coming to a Super NES near you soon courtesy of Tecmagik. The first of many tinsletown inspired games (including *Cool Spot Goes to Hollywood*) *Pink Goes to Hollywood* follows the exploits of the one and only, truly original, panther pink from head to toes. The aim of the game is to 'cool' your way through various imaginatively named film sets such as Honey, I Shrunk the Pink, Cat on a Not Pink Roof and Pinkenstein, in order to escape from the film lot and get a ride in the famous white limo. In the fine tradition of the Blake Edwards comedy films, the Pink Panther must also evade the clumsy machinations of Inspector Clouseau in various outlandish disguises.

Tecmagik claim there are 15 complete and totally colourful cartoon levels to explore, and from what we've seen, *Pink Goes to Hollywood* looks to be a visual spectacular. Honey, I Shrunk the Pink for example, is a journey into the microuniverse, as our hero is shrunk down to size and must avoid giant mice and outsized electrical appliances. Take a look at the screen shots if you want to see the degree of detail and accuracy that Tecmagik have crammed into this 8Mbit cart.

Rumour has it that the animator and co-creator of Pink Panther, Friz Freleng, has been heavily involved in the game and has helped extensively with all the finer details such as facial expressions and animation. According to sources inside Tecmagik, Freleng says that he "couldn't be happier with this recreation of the Pink Panther." Will we feel the same when we review it?

Pink Goes to Hollywood will be on sale at the end of March/ April. SUPER GAMER has the full review next issue. Don't miss it!

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LET'S KICK SOME CLAY









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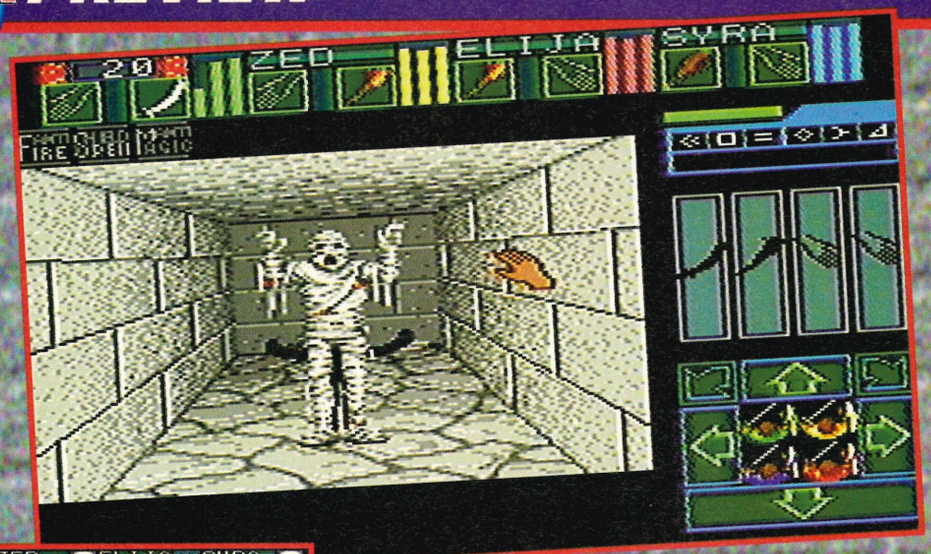
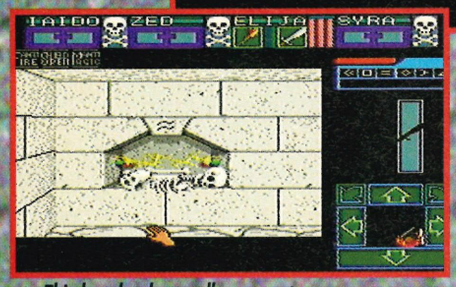
DUNGEON MASTER



△ See that? That's your mummy, that is.



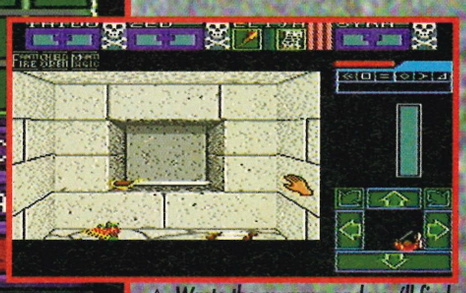
△ This handy alcove allows you to resurrect dead characters.

▷ Straight out of the Dungeons and Dragons Monster Manual, these Screamers raise the roof if you get too close.





◁ "Please resurrect me! Please! I do an excellent Santa impersonation!"



△ Waste the mummy and you'll find this rather smart sword.

PRODUCER
MARUBENI
(071) 826 8816

PRICE
£TBA

CART SIZE
8MBits

One of the all-time classic RPGs for any machine, *Dungeon Master* will be exploring your Super NES in April. The basic idea is that you are the leader of a team of adventurers who must search a huge eight level dungeon; gathering treasure and fighting countless orcs, trolls and goblins. The plot is very Tolkien-esque, and as you can see from the screen shots, the graphics are excellent.

Each of the party can carry loads of special items to help you in your quest, and the successful use of each item ensures relatively painless progression. Your party consists of magic users, fighters and a range of half-breeds who all possess abilities such as spells, magic weapons, and heightened searching skills.

The basic game consists of using menus and swapping objects between party members. Combat is a short brutal affair. You see the enemy, then take it in turns to swipe, hack and throw weapons at whatever blocks your way. Later on, complex puzzles and messages must be solved if you are to get past locked doors, magical barriers and deadly traps which litter your path.

An integral part of the game are the many spells that can be cast by your wizards. Gathering ingredients allows you to select more and more runes from the available menus, and experimentation means you could have a pretty flower, or a devastating fireball on your hands!

Dungeon Master has a cult following on the Atari ST, and this is certainly worth a look if you are into Dungeons & Dragons in a big way. This is really the first first person perspective RPG on the Super NES and so UK distributor Marubeni have high hopes that it will be a best seller. SUPER GAMER will have the answer next issue with the full review. Be there.

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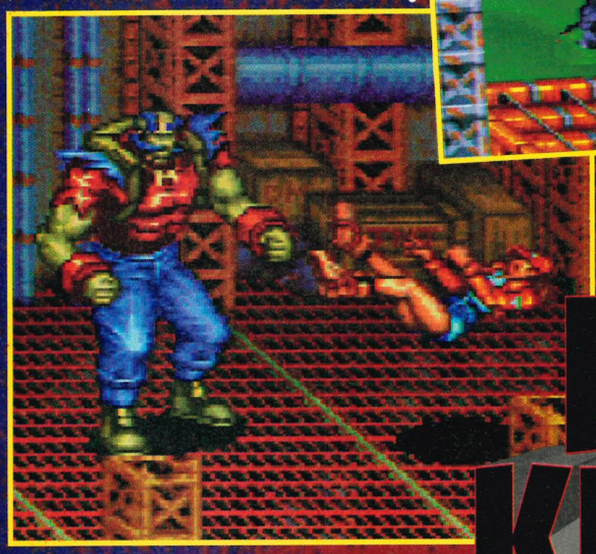
SUPER NINTENDO™ ENTERTAINMENT SYSTEM

THE PEACE KEEPERS



▷ "C'mere, I'll arm wrestle ya. I beat that Sly Stallone once. See this scar? Got that in the Congo in '53... not boring you, am I?"

▽ One whiff of Keith's aftershave sent Echo reeling.





△ Norton goes down in flames, like Pierre le Pilot, while Al does something dodgy to Echo. Strange things can happen in four-player mode.



◁ Echo says something horrible about Felicity Kendall, and another Young Ones quote is acted out.

▷ "No! It's Culture Beat! Don't play any of your godawful songs! Get back... get back... aaargh!"



PRODUCER
JALECO
(081) 838 4600

PRICE
£TBA

CART SIZE
16MBits

It's 2015AD, the world is run by the corrupt Deutchland-Moldavia company, and its boss, Mr Iago, has decided to use genetic engineering to turn the entire population of Earth into his slaves! Sounds like an invitation to a rumble if ever there was one, and Jaleco's *The Peace Keepers* (aka *Rushing Beat 3*, alias *Rival Turf 3*) provides you with a gilt-edged ticket for over 20 levels of futuristic fist-to-face action.

Peace Keepers follows the traditional scrolling beat-'em-up format (make your way through the mean streets and smash in the face of anyone who gets in your way), but with some new tweaks that add interest to this stale formula. The route to Iago's lair isn't set, so you can select alternate routes at the ends of certain stages, and, depending on which of the four characters you select for each level, some of the enemies you encounter may switch sides and join forces with you!

Another innovation in *The Peace Keepers* is a tournament mode, which allows players to battle each other in a variety of arenas. Nothing too new there, you might think, but the best part is that the tournament section is Multi-tap compatible; allowing you and up to three friends to pummel each other to a bloody pulp in the comfort of your own living room!

The characters in the game are the usual motley crew; a muscular dude, a streetwise Ryu clone, a scantily-clad girl and a hulking thug, and they're ranged against an ugly army of punks, cyborgs, mutants and robots, all baying for their blood! Will this massive 16MBit cart breathe new life onto the moribund *Double Dragon* genre? Battle your way to your newsagent on April 7 to see the full SUPER GAMER review!

THE LEGEND OF THE MYSTICAL NINJA™

I urge you all to make your way down to the shops & buy this immediately it's fab!! **TOTAL 90% JAN '94**

The graphics and sound are faultless... You couldn't possibly go wrong with a copy of Mystical Ninja. I smiled all the way through it. **SUPER PLAY 90% JAN '94**



KONAMI

this man is a MONSTER!



...but the majority of you will never have heard of him. Look at those evil beady eyes, that demonical beard, his rough mad scientist hair. Would you buy a used game from this man?

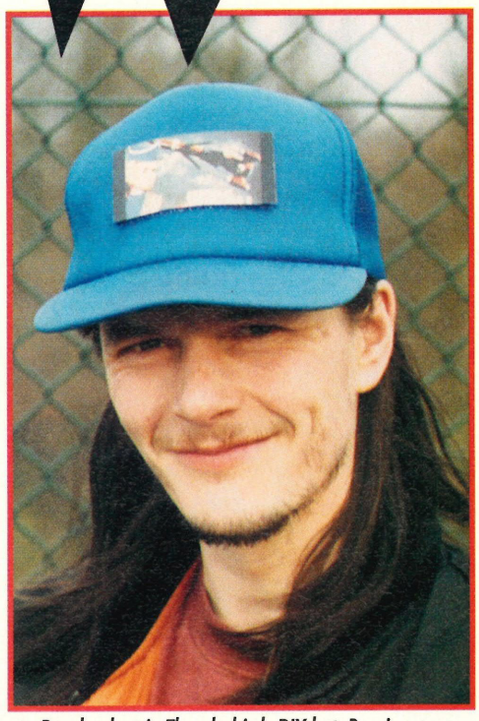
The answer is undeniably... yes, because Jon Ritman is one of Britain's most accomplished programming talents, and is now turning towards Nintendo in a big way. SUPER GAMER's illustrious Ed, Damian Butt, and Commodore 64 games freak Andy McDermott gibbered their way to Jon's North London home for an exclusive behind-the-scenes interview with the man behind such classics as *Matchday*, *Batman*, *Head Over Heels* (all Spectrum 48k) , and now *Monster Max* on the Game Boy.

Over the past 12 years, Jon Ritman has tortured and twisted young minds with his devilishly difficult brain-teasing 3-D puzzles. Problems, that would make *Krypton Factor* contestants spin around in their lilac track suits with frustration, are this man's forté.

Jon's track record began on the ZX 81 and went on to include games for the Sinclair Spectrum, Commodore 64 and Amstrad. In the mid Eighties, every magazine was clammering to talk to him; using words like "Innovator and genius" in the same sentence. However, Jon Ritman has been quiet for a while and when we heard that he was working on a new Game Boy game for Titus software, naturally, we jumped at the chance to go and see him at his home set-up.

To be honest, I was somewhat in awe of conducting this interview, because, like tens of thousands of other Spectrum owners, I had worshipped Jon Ritman's games when they first appeared ten years ago. Certainly there were more prolific programmers, with longer lists of games, but ten years later, it is only a chosen few who remain active, and who are fondly remembered. Jon Ritman, and his graphics man Bernie Drummond are prime examples.

It is hard to imagine, but in the early days of computers, there was more blatant style copying and cloning of games than there is today! The moment a new idea was discovered, it seemed that every software house jumped on the bandwagon. At the time, Ocean were looking for a piece of the action, and Jon Ritman, a promising talent, wasted at Artic software, was snapped up.



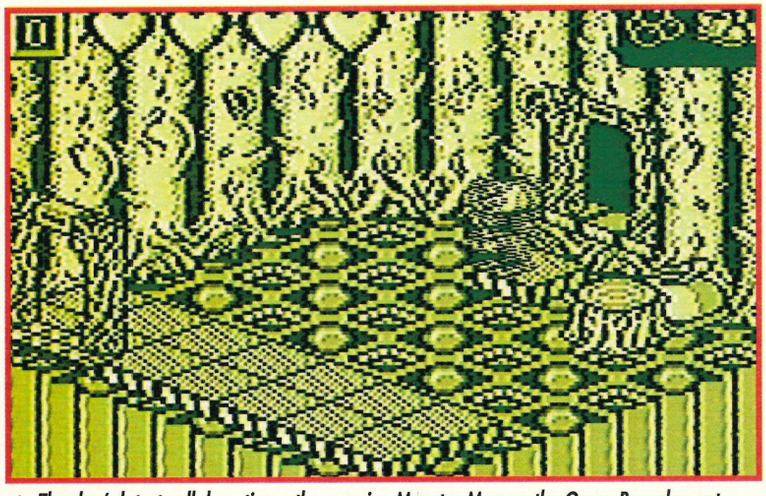
△ *Resplendant in Thunderbirds DIY hat, Bernie Drummond muses on eating fruit before meals...*

The first Ritman game that Ocean released was *Matchday,* which was one of the Spectrum's finest soccer games. This game was revolutionary because it featured large, well-animated and detailed players, as opposed to the petrified saplings that Anco's *World Cup Soccer* possessed.

In 1986, Jon moved into the world of isometric 3-D with *Batman*. The trend for isometric games (viewed from above and to the side of the screen so that a square room becomes a diamond) were just taking off, prompted by Ultimate's *Knightlore*. This was a game that featured a werewolf as a hero and rooms filled with complex block-moving lateral-thinking puzzles.

For *Batman*, the formula was simple: create a likable cartoon-style hero, fill the game with as many rooms full of puzzles as possible, add some terrific graphics (courtesy of Drummond), and you've got the recipe for a winning game.

With *Batman* selling bucket loads, Ritman and Drummond moved onto what is, in my opinion, their finest game to date, *Head Over Heels*. Again, the isometric view was used to great effect, but this game was

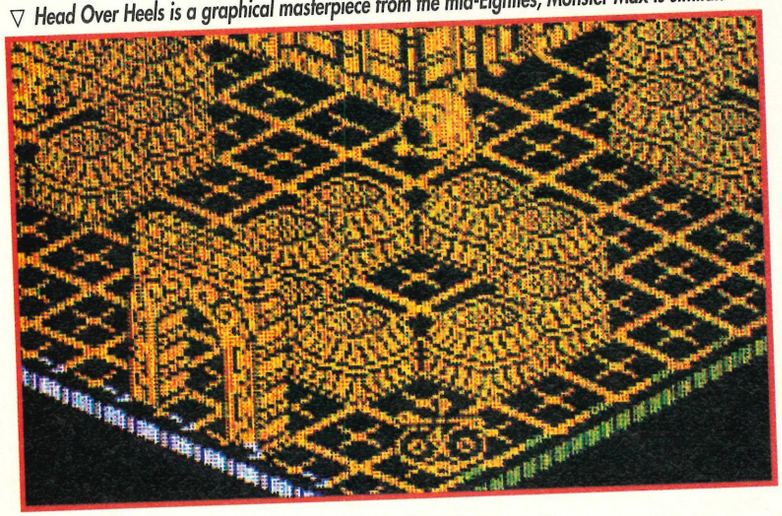


△ *The duo's latest collaboration – the massive Monster Max on the Game Boy, due out around May.*

twice as big as *Batman*, had improved graphics and featured the novel idea of having two central characters which could work independently of each another, or together; standing on each other's shoulders.

It was with *Head Over Heels* that Ritman perfected the fiendish puzzles that Game Boy owners will soon experience, but their new project, *Monster Max* is over twice as big as anything ever attempted before! We spoke exclusively to Jon and his partner in crime, Bernie Drummond about life, work, and Jehovahs witnesses. Just what makes them tick?

▽ *Head Over Heels is a graphical masterpiece from the mid-Eighties, Monster Max is similar.*



SG: Before we look at your more recent projects, could you give us a run through of all the games you've ever written.

JR: Well, I'll just give you the whole history for those under the age of 18. This was all for Artic software. First of all there was *Namtir Raiders* on the ZX 81, that's my surname reversed by the way. Then came *Cosmic Debris* which was an Asteroids-style game, *Combat Zone* (like *Battlezone* coin-op), *Dimension Destructors* and *Bear Bovver*. *Dimension Destructors* was a sort of vector graphics shoot-'em-up, it was a case of – whoah, things are flying out of the screen!

After *Bear Bovver*, I moved to Ocean where I did *Matchday* and then *Batman*, then I forget which came first, was it *Matchday II*? [Bernie shouts from across the room] No, that's right, it was *Head Over Heels*, then *Matchday II*, and that was when I moved to Rare (Ultimate) to work on an arcade football game called *Final Whistle* (abandoned for reasons explained below), *Monster Max*, and of course now my latest football game on the Super NES [more of that later] is for Domark. I also developed GLAM (Global Language Assembler Monitor) which is a general game development system and I am currently showing it to many interested software houses. That's basically what I used to create *Monster Max* and the new footy game.

SG: So between Matchday II and Monster Max, the world hasn't seen much of messrs Ritman and Drummond, why is that?

JR: The arcade machine was a bit of a time consumer; we had to change the graphics and the hardware and do it all again, it was six months, then another six months, but the game was finished really early. In the end we had to abandon it because the distributors didn't feel it was as instantly accessible (an important part of any arcade game) as another title that came out at the same time.

SG: Namtir Raiders was your first real game, tell us how you got started in the first place?

JR: I basically bought a ZX 81 so I could learn the language and become a computer engineer. I read the manual in a week, bought the machine code manual and did the same and thought "this is fun". I don't look at it as my job, I'd do it for fun if I didn't need the money. It's really just my hobby, and I get paid lots of money for it, which is very nice – better than working for a living. It really just took off from there.

▽ *This is Jon's development system GLAM, yours for only £1,200, guv'ner.*



SG: How did you get your first break?

JR: I sold my first game. Basically I sent it off to four different publishers and Artic replied the next day. Unfortunately, they took me for a ride, but they did buy me a car later on, which was basically a bribe to come and work for them full time. I was working for Radio Rentals at the time and I had this little van, and I said I needed a car, and they immediately got me one!

My first really big break was with Ocean who I saw at one of the trade shows just as Artic released *World Cup Soccer*, which was a dreadful game with a free T-shirt. I mentioned that I was doing a football game, and six months later when I finished the game, David Ward at Ocean phoned me up out of the blue and offered me twenty grand, which was more money than I had ever dreamed of. So then, not surprisingly I moved to Ocean. I worked from home and really did what I wanted in terms of games and ideas.

SG: Sounds like a cushy number, why did you go to Rare?

JR: I had an enormous respect for Ultimate. I thought they were one of the few inventive companies, and they seemed to come up with at least half of the game designs that were around at the time.

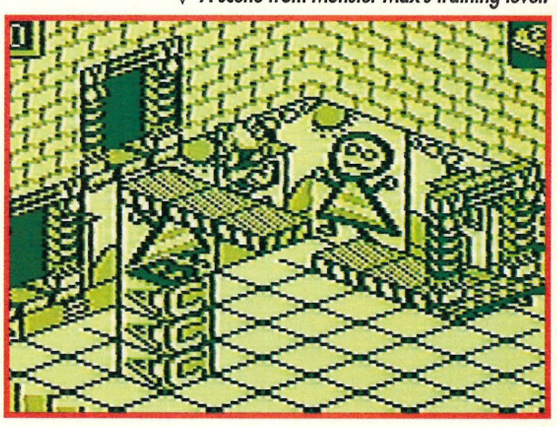
I had approached them previously but they turned me down, then I answered an advert in CRASH (a Spectrum computer magazine), and I just got the number and had an interview. The idea of working on an arcade machine appealed to me. I was talking to them the other day and they are convinced that I will still get back working with them.

I really enjoyed working for Rare because, being a small company, if I needed a thousand pounds of gear, it would be on my doorstep the next day. Domark is such a big company and it takes so long for things to be approved, that I end up wasting time. When a company is paying you £200 a day, you don't expect to wait three months for a £200 scanner!

SG: How difficult do you think it is to get into programming today, given the fact that there are so many different machines and languages to choose from?

JR: I think it's really difficult, unless you are taken on by a

▽ *A scene from Monster Max's training level.*



software house. It was easy for me, I bought a ZX 81, wrote a game and I was away. Now you've got to try and get the information out of Sega or Nintendo, then buy a development system which doesn't come cheap. Ours (GLAM) is the cheapest at £1,200, but they can be £2,500! It's not exactly your average 17 year-old's pocket money is it? It's not just a case of typing on a keyboard anymore, because consoles are just games machines and you need some heavy hardware to get anywhere.

SG: Do you think the 'bedroom programmer' is dead?

JR: More or less, yes. I am one of the last perhaps, but it's the sheer scale that has changed. My first game was 2k. I mean the graphics and sound were crap, but to survive these days you've got to really know your stuff from the start.

These days you have to get trained by a software house, and of course they are only taking on graduates who have been taught in an entirely different discipline. I've heard quotes of six months to retrain a graduate for the new technology. Even then you've only got someone who can program, not necessarily someone who can write a good game. It is a rare combination to have someone who can program *and* make up games.

SG: Predictable question, how long does it take you to write a game from start to finish?

JR: Nine months to a year. You can waste a lot of time dealing with bugs, but I don't usually take that long to finish a game.

SG: Do you still go back and play your old games or do they seem dated now?

JR: I haven't played *Matchday* for a long time, no, it looks a bit slow now doesn't it? I let my cousins play it every once and a while because their parents don't buy them any new games, so they have to come around and play 'Uncle Jon's' games.

SG: As a creator of quality software, how do you see the state of games today, compared with, say, ten years ago?

JR: Far too many platform games, and now onto virtual reality [laughs]. VR games, as someone who has been making them for ten years, are going nowhere 'cos there aren't any games there.

SG: How do you view the new emergence of consoles and technology such as 3DO, Jaguar and CD32? Do you think they are a necessary progression, or is the technology moving too fast? Are you interested in developing games for CD?

JR: I would definitely like something with more resolution and more colours. For example, I don't want to be stuck with a 30 pixel character – I want to be able to create basically whatever I want. As for the future, I think that the way to go ahead at the moment is by installing any new innovations in the games themselves, rather than expecting people to fork out for a £200 CD system. *Starwing* was the first example of this, and the new Super FX 2 games will be a continuation.

The Mega-CD is far too slow – it's a case of nice storage, shame about the access speed, and you need speed or the games just become too slow and boring, with plenty of film footage inbetween to add interest. Jaguar, hmm, I would need to see the specs on it, but I think the 3D0 is a wonderful machine with a joke price. No one's going to buy it.

SG: Who playtests your games?

JR: I let my cousins and friends play any new games for a while and then give me their opinion. There is a radical difference between how kids and adults perceive different problems. What may confuse an adult, a child will race through no problem.

The important thing to remember with my puzzles is that I know the solution, and yet I've seen people get through the same rooms in completely different ways! All my games have a steady difficulty curve so that you are slowly introduced to the different problems and solutions, without being dropped straight in neck deep.

In *Monster Max*, there is a training playpen which is really just a way of testing ideas before you get onto the main quest. I aim the games at beginners at the start, by the end they should be experts.

SG: What are your favourite games of all time?

JR: Mario definitely. Not so much the NES ones, but *Super Mario World* is my favourite, apart from my own games. And when I say my own I mean football games, because although the puzzle games are technically good, I know them inside out – they're totally boring to me. A football game is always interesting to me because you are playing another human. *Super Mario* is incredibly well programmed – I've got a tremendous respect for Shigeru Miyamoto.

SG: Which ones do you consider your best ever games?

JR: Well, I'm torn between *Matchday II* and *Head Over Heels*... and *Monster Max* of course.

SG: Had to get that little plug in didn't you?

JR: No, I seriously do think it is a better game than *Head Over Heels*. Even though they're similar, I'm not going to program the same game and make it worse, obviously.

SG: Just how big is Monster Max?

JR: About twice the size of *Head Over Heels*, 630 rooms on a 2Mbit cart. Actually, you could fit the whole game on 1Mbit, but the rest is taken up with menus, adverts for *Blues Bros Pinball* (another Titus game) and of course the five different languages.

SG: 630 rooms is quite a handful, how do you decide when a game has enough challenge and levels crammed into it?

JR: When I run out of ideas, basically. Then it just becomes pointless trying to strain yourself for new ones if they're all used up. The beauty of this type of game (isometric) is that I can go through the Commodore and Amstrad versions of *Head Over Heels* and use some of the ideas, obviously not all of them, but some of them again for a completely new audience.

SG: How long did Monster Max take to complete from start to finish?

JR: I finished it in January last year, it took about nine months, but there was a problem where someone at Titus wanted us to



△ *Try to look mean, guys. Jon and Bernie relax by the water, not a forced pose at all...*

▽ *From their humble Spectrum origins. We would kill for an original rubber-keyed Speccy now – this guy's got four, lucky blighter!*



NO PICTURES, PLEASE

Stumbling into Jon's back room programming station, we were privileged to be the first computer journalists to see the latest hot game from the Ritman stable. *Stadium* (provisional title) will be Domark's entry into the Super NES market. You would expect a football game coming from the *Matchday* masters to be something special – and you would be right.

The game can be viewed from any angle with mode 7, and this means all players' tastes can be satisfied, rather than just being stuck with the overhead or horizontal format.

There are also loads of on-the-ball moves such as back heels, headers and various passes.

All the players also have substantial artificial intelligence so that when you kick a ball to someone, they actually go for it, as opposed to running off and leaving the ball to the opposition. Also included is an essential 'sprint' feature which means you can give your player a sudden burst of speed to catch the ball or outrun a defender.

From what we're seen, the game looks excellent, even though the sound and the actual goal nets have yet to be added. One major addition is the fact that the players are actually solid, so that the ball doesn't pass through defenders as it does in Elite's *Striker*. *Stadium* will also include plenty of leagues, stats and teams to enhance the long term play.

Both Andy and I had a brief kick about and it plays well, even at this early stage. What is particularly impressive is the realistic movement of the ball and the fact that the players never seem to run out of ingenious ways of punting the ball up the pitch.

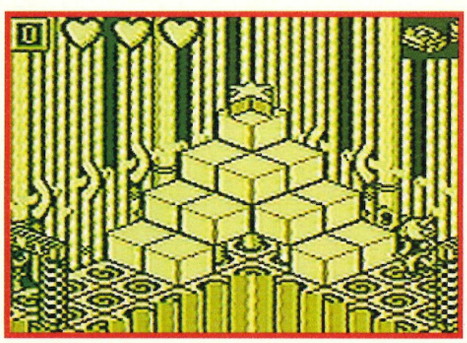
▽ *Monster Max features isometric 3-D rooms. Take a look.*



change every single exploding block. Considering there are over a thousand blocks, it was out of the question. Although isometric 3-D games were common on the Spectrum, it is still a relatively new thing on the Game Boy, plus it is also extremely easy to program. The only problem I found with *Monster Max*, is that it is impossible to have scrolling *and* keep the detail on the characters.

SG: What about your latest Super NES football game?

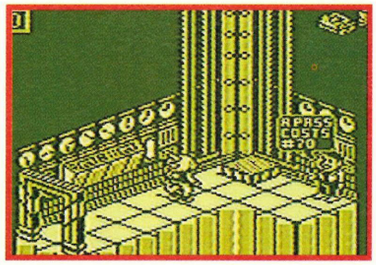
JR: At the moment it's under the working title of *Stadium* , we're producing it for Domark, and Bernie is an actual employee for them, but I'm a freelancer working for a year on this one game.



SG: Was it your idea to do a football game?

JR: Literally, I said "what do you want me to do?" and they said, "well, we've got some ideas, but if you don't like them, just make up your own!" Eventually, someone said they'd quite like us to do a Super NES football game and we said "yes" The reason for joining a software publisher was because I thought it was getting to the stage where it was very hard for somebody to work in their bedroom and produce enough work for them to remain independent. I went around to various companies showing off GLAM and everyone was offering me a job wherever I went.

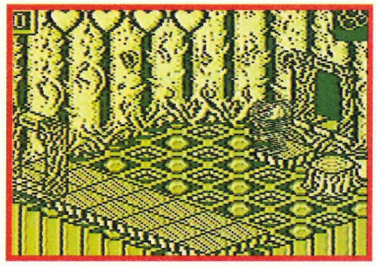
Even Sega offered me a job, but I eventually met up with some people from Domark at the ECTS and they more or less offered me work there and then; working at home which is exactly what I was doing before anyway.



– simple as that!

SG: So when will we see this game on the shelves?

JR: I'm not sure, you'd have to talk to Domark about that, but we hope to have it completed fairly soon, and I think it's going to come out around the time of the World Cup.



SG: Finally, what do you want to do in the future?

JR: I'd quite like to get involved in the newer, faster consoles with more resolution to work with. The Game Boy is a great machine and you can do so much with it, but there are always limitations. The same with the Super NES. I want to create a game that works in isometric 3-D with scrolling, and that you can explore everywhere; including outside. I think, given the right conditions, I could come up with something even better than *Head Over Heels* and *Monster Max*.

SG: Thank you Jon and Bernie.



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If you've ever met Jon Ritman and Bernie Drummond then you will know what a warped sense of humour they've got. The plot to *Monster Max* is as bizarre as you could wish for. Max is an aspiring rock star whose planet is taken over by the evil Krond, who instantly declared that all music be banned. Peeved beyond belief, Max sets off to confront Krond. In order to reach his nemesis, Max must first complete the nine levels of training at the mega hero academy. Sounds easy? Not likely.

Monster Max is an isometric 3-D puzzle game and each of the nine levels are divided into three rooms which must be completed before you can afford the lift journey to the next level. Max has two pockets in which to carry useful objects (just like *Batman*) and these correspond to the A and B buttons. Objects include boots (to jump), bombs to eradicate blocks and enemies, a sword to fight with, and springs, bags, invincibility, maps and gold.

In fine Ritman tradition, most of the problems can be completed within each room, but occasionally you do have to find the relevant object first. Puzzles include pushing blocks over to a high door, using switches to turn off energy fields, and the novel idea of using a joystick to guide a robot on the other side of the screen. *Monster Max* features 630 fiendish rooms, all portrayed in fine 3-D detail. Graphics supremo Drummond has excelled himself here and after two weeks of concentrated play – we are still coming back to it again and again. *Monster Max* is definitely the biggest Game Boy game since *Link's Awakening* and will be released in May/June. Expect a full review soon.

THE Nintendo® HOTLINE

More a way of life than a job!

Keith Pullin knows the Nintendo Hotline inside and out. For three years he was at the forefront of Nintendo's marketing machine, but has now defected and joined SUPER GAMER; bringing with him unparalleled knowledge of every Nintendo game ever made! As the only magazine written *by* serious gamers *for* serious gamers, Keith is the perfect addition to the team. Now, Keith reveals the inside story on one of Nintendo's biggest successes...

What is the Nintendo Hotline? What do Hotliners do? How can they help you? After working on the Hotline for more than three years, I felt it was my duty to shed some light on the hidden heroes of Nintendo. With a little bit of help from Ben Gunstone (supervisor) and Justin Wateridge (Hotliner), Ryan and I delved deep into Nintendo to bring you this exclusive report on the Big N's inner sanctum.

The Nintendo Hotline concept was first conceived in the United States and launched during the late Eighties. The aim was to offer help and advice to people who were stuck on games. You phone up, get a tip, and you hang up infinitely happier. The project was an overwhelming success and so it was decided that it should be introduced to the United Kingdom. Currently, there are over 60 games experts in the US Hotline, each with his/ her own gaming expertise. Their cornucopia of knowledge is also put to the test regularly in NINTENDO POWER magazine (the official title), and now the UK Hotliners are also encouraged to write for UK magazines.

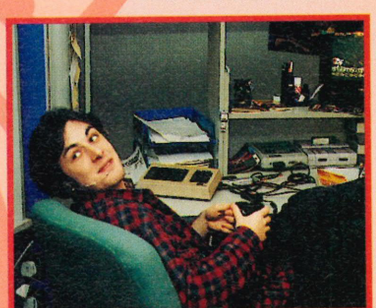
In the beginning, Bandai UK Ltd were in control of all operations over here, but the decision to create the UK Hotline was an ambitious move because the cost was estimated at over a million pounds! Doubts were also raised when market research at the time revealed that the British public were less willing to pick up their phone and dial a strange number than any other country in Europe.

The Hotline would also be a non profit-making department, and basically another spoke in the Nintendo Consumer Services wheel. Although the initial cost was huge, Nintendo felt that ensuring that every customer was totally satisfied with their products was much more important. Sega has yet to follow suit. Would it catch on, and would it last? Happily, it did catch on, and the Nintendo Hotline celebrated its third birthday last January.

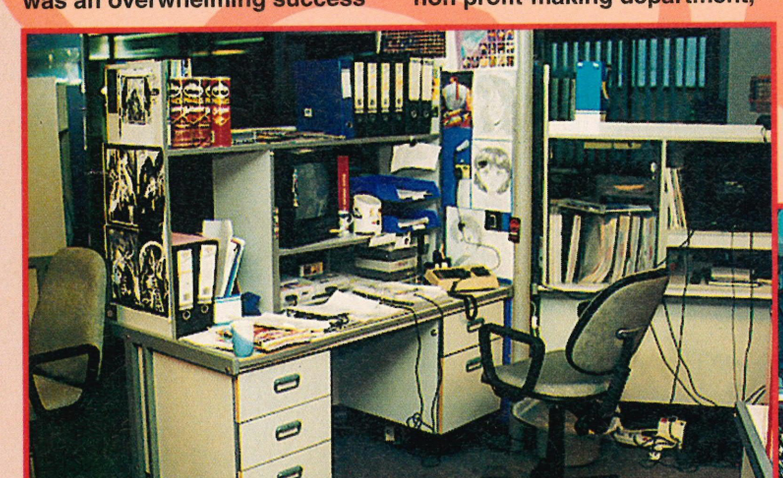
In case you were wandering, Sega has yet to begin its own Hotline, although there have been a number of attempts... ending in failure. SUPER GAMER strongly believes that the Nintendo Hotline is an invaluable service and have no hesitation in recommending it to anyone who is stuck on a game. If you want to give them a call, phone between 12 and eight in the evening on weekdays, and ten till three on weekends, on **(0202) 652222**.

As an ex-Hotliner myself, I know the rigourous daily schedule well. But what does go on at Nintendo during the day? A Hotliner's basic function is to sit at his desk from midday to 8:00pm; playing games and answering questions from frustrated callers who are completely stuck. It is their job to remind you of obvious things like "when you get to the pit, jump across it to avoid falling in." Smug – they are! But money for nothing? Not so (well, not all the time).

A typical day starts at 11:00am. The Hotliners (Games



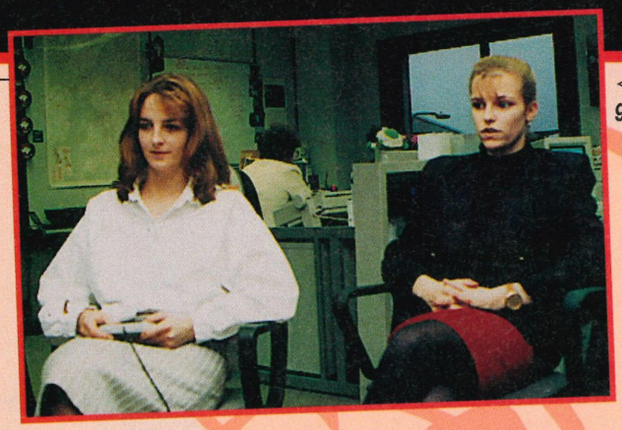
△ *Mike is the veteran of the team, he's still wearing the shirt he wore on his first day.*



△ *This person has a fetish for a certain kind of crisp. If you know the crisp, answers to the Hotline please.*



▷ *This stunning vision of the future is the gateway to the Hotline.*



◁ *Two Consumer Services gals, giving everything for their job.*

Councillors is their posh title) pour into the Southampton office from all over the south coast. A couple of pints of milk disappear into coffee as they dose up on caffeine to kick-start the day. The first hour is used to ensure that all hint manuals, maps and tip sheets are up-to-date. All over the country, people are just itching to dial that number as the clock touches 12 o'clock.

As with all normal gamesplayers, each Hotliner has their own particular type of game which they most enjoy. When a new game comes into the office, someone will pick it up, play and complete it and then write a manual.

The ideal hint manual should cover everything about the game; any cheats available, secret rooms, level maps, how to kill bosses – in short – just about everything that anyone will ever need to know about the game.

A copy is then distributed to every member of the Hotline. This is done so that someone who doesn't like that particular type of game, or can't complete it, will still know it like the back of their hand when the calls come flooding in.

Hotliners are also responsible for a host of activities other than helping people stuck on games. If they were paid for just doing that then, yes it would be money for old rope. The truth is, that's not even half the job.

Nintendo are of course, actively promoting their games and consoles all of the time, and so many of the Hotliners are closely involved in advertising and supplying television programs like *GamesMaster*, *Games World* and *Bad influence* with cheats and tricks (usually nicked from SUPER GAMER!).

When you see a Nintendo cheat on television – the chances are it's a Hotliner's work you're viewing. Before the tip can be recorded though, the game must be 'primed'. This requires many hours of gameplay to reach the correct point of the game, and is done while simultaneously taking over 300 calls a day!

Consumer shows like the ECTS also feature heavily in the Hotliner's workload. Most other software companies employ the services of models and general busy bodies who know nothing about the product, to man the stands and hand out freebies. Nintendo however, choose professionals. If you go to a show and have a question to ask, you can be sure there will be a Hotliner there to satisfy your curiosity (just make sure they don't get photographed playing any Sega games though!)



△ *The coffee's great on the Hotline, shame about the haircuts.*

Also encompassed in the deluxe purpose-built offices is the Consumer Services department, where the lightly tanned and generally gorgeous babes (steady on, Keith) will answer questions concerning release dates, prices and any other non-game related problems. It is worth noting that they receive over 10,000 letters a year, and send out over 17,000! Could any company be more committed to helping its customers?

So now you know all about the behind-the-scenes heroes who are forced to play games all day and take calls from irate seven year olds who still cannot find the hammer in *Legend of Zelda*. Spare a thought for these poor depraved souls when you next phone the Hotline, and remember what a top service they are performing. If they weren't there – who would you call?

HOT FACTS!

- The Hotline went on line 1 January 1991.
- They took a total of about 100 calls on the first day.
- Each Hotliner now takes at least 250 calls a day!
- That currently works out at approximately 1,750 calls a day in total (Phew)!
- A total of 131,309 calls were dealt with in 1993.
- The Hotline is open seven days a week.
- The opening hours are 12:00pm to 8:00pm Monday to Friday, 10:00am to 3:00pm weekends.
- The all-important Hotline number (0703) 652222.
- The Consumer services number is (0703) 651010.



BEN GUNSTONE

Ben is the man. As supervisor, his job is to get games from software houses, ensuring that Hotliners are given as much information as possible and generally keeping the whole damn ship afloat. Keith Pullin and Ryan Butt, probed him deeply...

KP – How many Hotliners do you currently employ?
BG – Seven at the moment, but we'll probably hire some more during the summer in preparation for the Christmas rush.
KP – What qualities do you look for in a potential Hotliner?
BG – Patience, personality and the ability to be able to communicate with people over the phone.
KP – Hold on, haven't they got to be good at games?
BG – Not really, we don't test them at interviews or anything like that. Gameplay skill comes with time, it can't be avoided if you play them for nine hours a day!
KP – So what training does a new Hotliner undergo?
BG – It's a two month training schedule, which involves familiarising oneself with all the popular titles and an in-house phone training program.
KP – What are the most popular games?
BG – *Zelda 3* and the *Mario* games.
KP – These aren't normal phones are they [picking one up]?
BG – No, they're a bit special. They're called turrets, every hotliner has one on their desk and they're linked up to this computer here.
KP – Fascinating, could you tell me about this state-of-the-art computer system?
BG – Whenever a call comes in, it's placed on a stack. The computer then checks to see which turret has been free for the longest and the call is put through to that one. That way the calls are distributed evenly.
KP – What does this monitor here show you?
BG – This tells me what turret is free, which have incoming calls, how long callers have been waiting to be put through, what the average call time is and loads of other useful snippets of information.
KP – How long does the average call take?
BG – At the moment we're taking about one minute to answer any call.
KP – That's not 48p per minute is it?
BG – No way, we're not an 0898 number. It's a standard BT number and will probably cost about 5p.
KP – Are there any games you won't give help on?
BG – Mainly puzzle games. They're very difficult to explain. For example, take *Adventures of Lolo 2*; you would end up being stuck on the phone for about an hour, trying to explain how to push 50 bricks about in a certain sequence.
KP – But you help on all other games, right?
BG – We offer advice on most official UK releases whether it's Super Nintendo, NES or Game boy. We don't help on imports though.
KP – Do you give away as much as you can when someone phones up or do you divulge just enough to keep them happy?
BG – What we try to do is give them a push in the right direction. There's no point in giving away half the game in one go if they've paid good money for it. They want to enjoy it and it's part of our job to ensure they get value for money.
KP – Thank you.

the future is COLOUR

Exclusive look at a colour hand-held!

This could be the future. SUPER GAMER has exclusively seen a prototype developed in Japan for the Colour Game Boy, called the Top Guy. Yes, it's true. No April Fools, no exaggerations, the technology to produce the world's most sophisticated hand-held is here, but there's just one problem as always – batteries.

As you can see, the Top Guy (as it is known in Japan) is much larger than the existing Game Boy, but this is because it has a few more party tricks up its sleeve. First, let's give a little background on this wonder machine.

According to sources in Japan, there are only 1,000 units in the entire world. Built to test the feasibility of a colour Game Boy equivalent for the mass market, the Top Guy takes six batteries and runs on a conventional back-lit colour LCD, which can be turned on and off to save battery time. There are also twin turbo buttons aside the normal ones, and even a joystick port for stick-happy gamers.

The Top Guy can receive TV stations without the aid of a seperate antenna, unlike the Game Gear and its TV aerial (which costs £75(!) extra). This means you can easily watch TV on the train at no extra cost!

Another innovation is that you can plug the Top Guy directly into the TV to play games when you are not travelling, and this is certainly easier on the eyes, as the screen is smaller than a Game Gear's, but the resolution and clarity is much higher.

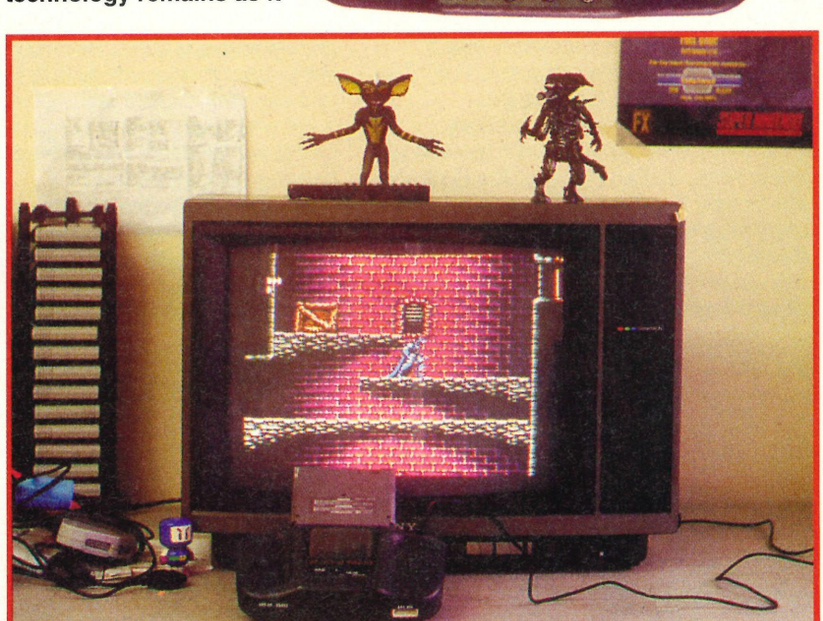
The only problem with this interesting bit of kit is the battery life. Currently, the Top Guy uses up the juice in its six batteries in just over an hour (a problem of the Atari Lynx hand-held!). Nintendo denied any knowledge of the Top Guy's existence, but Graham Archer, software evaluator, did comment that "as long as battery technology remains as it is, a colour Game Boy would not be a viable option." This does suggest a dim future for the Top Guy, but we did discover that a major electrical multi-national has recently shown considerable interest in the unit. We must stress that this is not a Nintendo product, nor is it certain that it ever will be. But we've tested it, played it, and glimpsed the future. How long will we have to wait? SUPER GAMER will stay on the case...



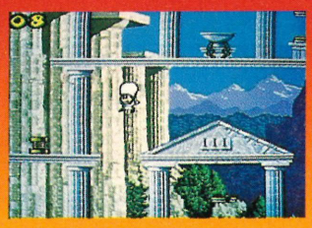
◁ *An NES cart slips into the back of the Top Guy. All Game Boy games are programmed in colour first.*



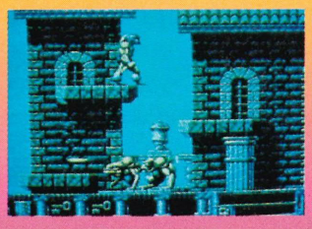
△ *Compared to the existing Game Boy, the Top Guy is a monster.*

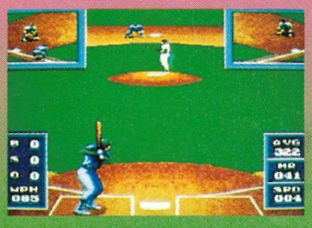


▷ *The Top Guy can be plugged straight into a conventional TV, unlike the Game Boy.*

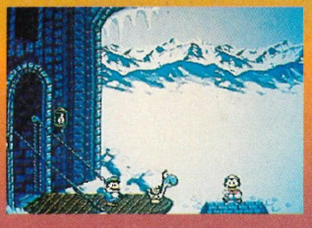
















THE RAINBOW ENDS HERE!

MINDSCAPE

MINDSCAPE SNES RANGE



Pierre Le Chef is Out to Lunch

Games Master	89%
SNES Force	84%

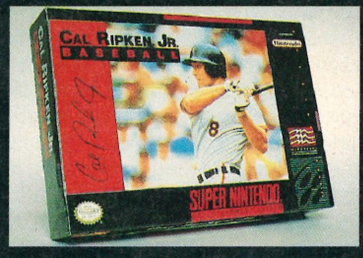


Wing Commander Secret Missions

Game Zone	80%
SNES Force	81%



Gods



Cal Ripken

For further information on Mindscape's Nintendo Range please write to:
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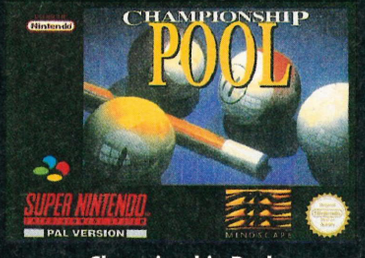


Championship Pool

Super Action	91%
C & VG	85%



Mario is Missing SNES

Total	92%
NMS	83%



Captain America and the Avengers



Outlander

MINDSCAPE

empire SOCCER

We take a look behind the scenes at Empire's new soccer game

The run-up to the World Cup starts here with Empire's latest contender for the ultimate Super NES footie sim, on the verge of completion. Whereas many of the top footie titles excel in certain departments such as speed, accuracy, and just all round playability, few have actually succeeded in combining all of these crucial factors in one cart. Will *Empire Soccer* be another addition to the minority?

Empire Soccer takes on a slightly angled overhead perspective and a control method similar to that favoured by games such as *Sensible Soccer* and *Kick-Off*, in which vast amounts of skill are required not just to score goals, but to actually maintain control over the ball, as opposed to it sticking to your foot! Opinion is divided as to which method is best suited to console footie games, as both *Striker* and *Kick-Off* were big sellers.

Despite the fiddly control, *Empire Soccer's* roots lie pretty much in the coin-op football games that use big cartoon sprites, ultra-fast action and super-sonic methods of scoring. A unique feature of the game is the various special abilities which can be selected before kick-off. These include Banana Kicks, Snap Shots, Power Drives, and Super Barge – all of which come into effect at the touch of a button, thus unleashing almost superhuman powers to gain an edge over the other team.

Empire Soccer certainly looks set to give the reigning champs a run for their money, and as we here at SUPER GAMER can always spot a winner, we grabbed an exclusive interview with Steve Turner, the manager of Graftgold, which is the development company behind *Empire Soccer*. Steve is indeed a man with no little gaming experience under his belt!

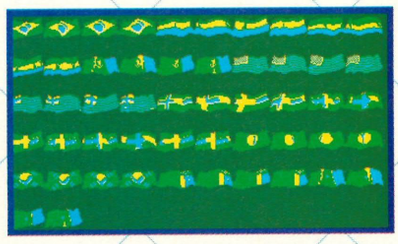


△ *The large, cartoony sprites on display as Belgium prepare for a penalty.*

▽ *Just a few of the graphics created for the game. Even the flags are fully animated!*







SUPER GAMER SPEAKS TO STEVE TURNER

SG: How long did it take to write Empire Soccer?
ST: It took about a year to develop. Being Graftgold's first Super NES game, we had to start from scratch and develop all of the video and sound routines.

SG: What machines did you use to create it, any special developing equipment?
ST: Our standard workstation for both artists and programmers is a 486 PC running at 33mhz. The programmers used SN Systems and SNASM and PSYQ development systems. These are very similar; allowing you to assemble on the PC and download to the Super NES very quickly. Then you can debug on the PC whilst the program runs on the Super NES.

SG: Were there any other footy games on the Super NES that you particularly wanted to emulate/beat?
ST: We are friendly rivals of Sensible Software and so would like to beat *Sensible Soccer*. We tried to make our game stand out from the rest and wanted to make it very playable, with a good sense of fun.

SG: Who actually programmed Empire Soccer?
ST: Rod Mack programmed most of the code. He joined



△ *Tut, tut! The chubby ref gives someone the yellow card.*

Graftgold in 1991 and has worked on *Offroad Racer* for the Master System, and *Superman* on both Game Gear and Master System. Rod has enjoyed working on *Empire Soccer* the most. The graphics were drawn by Steve Wilkins, a newcomer to the industry. Another artist, Martin Sawkins, drew some of the front end before he moved on to Sega.

SG: What was the biggest problem that arose when Empire Soccer was being programmed? How was it overcome? Is it common?

ST: The biggest problem came when we ran out of ROM space. There are so many sprites and they cannot be compressed as they have to be quickly moved to the video RAM. In the end we were allowed to double the room and so put in more frames of animation and a couple of different stadiums.

SG: We here at SUPER GAMER are big fans of the Spectrum classic Quazatron, do you have any plans to convert it to the Super NES? Or are there any other classic games you would like to convert?

ST: We are currently developing an Amiga game using the main character from *Quazatron*. Its working title is called *Virus Alert* and the robot has to beam into different computer games and eradicate the computer virus that caused the game's characters to go crazy. Each level is based on a computer game genre. So far we have a platformer, a puzzle level, a sports level, an adventure level and a shoot-'em-up. It follows the same isometric perspective as *Quazatron*, but with a very different appearance for each level. Hopefully this will appear on the Super NES.





SG: What are your top five all-time favourite games on any system?

ST: Not including Graftgold's titles (of course!) they are *Super Mario World*, *Legend of Zelda*, *Sonic the Hedgehog*, *Turrican*, and *Chaos Engine*.

SG: What will you be working on next?

ST: We have plans to update the *Avalon/Dragontorc* system. This will be a major project and I have been waiting years to do it.



SG: Finally, as a quality programmer, how do you see the state of software today? Are you excited by any of the new 'super consoles' such as the Atari Jaguar or 3DO?

ST: The new machines offer the chance to stop struggling with frame rates and hardware techniques and spend the time on gameplay. Our strength is in the gameplay and game design so I am really looking forward to getting to grips with these machines. I haven't seen any new concepts on the new machines yet, but I think the creativity and originality of the pre-console era will return, as CD costs are much lower and there is so much scope with the technology.

As a designer, I have scrapped many ideas because the technology couldn't handle it. Suddenly, many more things are possible – the only problem is which idea to program first!

SG: Thank you.

WHO ARE GRAFTGOLD?

Graftgold was founded ten years ago by Steve Turner and Andrew Braybrook. Already an avid player of arcade machines from an early age, Steve started programming mainframes and then became hooked on programming when he bought a ZX80 kit and soldered it together. When the Spectrum was released he immediately set about programming his first game which was to be completed 12 weeks later under the name of *3D Space Wars*.

Andrew was also into mainframe programming and spent his spare time programming a multi-million pound system to play *Space Invaders* on the terminals using ASCII characters for graphics. He was introduced to Steve by a mutual friend and started playing around with Steve's game on a Dragon 32. Steve offered him a job to do a proper conversion of the game and hence the dawning of Graftgold! However, in those days they were known as ST Software and worked in Steve's dining room!

Graftgold soon expanded and move into its first office which could only be entered via the storeroom of a greengrocers! Since then, Graftgold has expanded to its present team of 17 programmers and artists.

GRAFTGOLD SOFTOGRAPHY

3D Space Wars	Spectrum, Dragon 32, 1983
3D Seiddab Atttack	Spectrum, Dragon 32, 1984
3D Lunattack	Spectrum, Dragon 32, C64, 1984
Avalon	Spectrum, 1984
Gribbly's Day Out	C64, 1984/5
Dragontorc	Spectrum, 1985
Paradroid	C64, 1985
Astroclone	Spectrum, 1986
Quazatron	Spectrum, 1986
Uridium	C64, 1985/6
Alleykat	C64, 1986
Ranarama	Spectrum, 1987
Uridium+	C64, 1986
Magnetron	Spectrum, C64, 1987
Morpheus	C64, 1986/7
Flying Shark	Spectrum, Amstrad, 1986/7
Rainbow Islands	Amiga, Atari ST, C64, Spectrum, Amstrad, 1988/9
Paradroid 90	Amiga, Atari ST, 1989/90
Simulcra	Amiga, Atari ST, 1989
Off Road Racer	Spectrum, C64, Amiga, Atari ST, PC, Amstrad, 1989
Realms	Amiga, Atari ST, PC, 1990
Fire & Ice	Amiga, Atari ST, PC, 1990/92
Offroad	Game Gear, Master System, 1991
Superman	Game Gear, Master System, 1992
Fire & Ice	Game Gear, Master System, 1993
Uridium 2	Amiga, 1993
Ottifants	Game Gear, Master System, Mega Drive, 1993
Empire Soccer	Super NES, 1993/4

COMPETITION

Super Empire Strikes Back was reviewed a few months ago in SUPERPRO magazine scoring a massive 91%. The game plays very similar to its prequal, although the challenge is greatly improved and the excellently recreated scenarios will keep fans of the George Lucas epic occupied for absolutely ages!

To tie-in with the official release of *Super Empire Strikes Back* and our whopping two-part solution, SUPER GAMER in association with JVC are proud to offer you the chance to win your very own copy of this great game, and the funny thing is that you don't need to be already in possession of a Super NES to enjoy this prize.

That's right, not only are JVC slipping us five copies of *Super Empire Strikes Back* and five trend-setting T-shirts to give away, but the lucky winner of this competition could also walk away with a brand-spanking-new Super NES console on which to play it!

All you have to do to be in with a chance of winning your very own copy of *Super Empire Strikes Back*, a gleaming new Super NES to play it on and a stunningly attractive T-shirt to play it... er, in, then answer the three following simplistic multiple choice questions and send them in to this address: *JVC's Galactic Give-away, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

The first prize winner will receive a Super NES, a game and a T-shirt. Four runners-up will all get a copy of the game and a T-shirt each. The editor's decision is final.



JVC'S Galactic Giveaway



THE QUESTIONS

1: Of which planet is Princess Leia a member of the royal family?

A: Earth B: Alderaan C: Myanus

2: Which company built the X-Wing fighter?

A: Incom B: Paragon C: Skoda

3: Who is Luke Skywalker's father?

A: Jim Morrison B: Jabba the Hutt C: Darth Vader

All entries must arrive by 10 April and Darth Damian's decision is final. May the force be with you!

Send your entries to *JVC's Galactic Give-away, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Entries must be in by 10 April.

ENTRY FORM

1 A ☐ B ☐ C ☐

2 A ☐ B ☐ C ☐

3 A ☐ B ☐ C ☐

NAME .....

ADDRESS .....

.....

POSTCODE ..... TEL .....

NBA JAM

GAMER GOLD



This jam is hotter than a Pop Tart!

RYAN

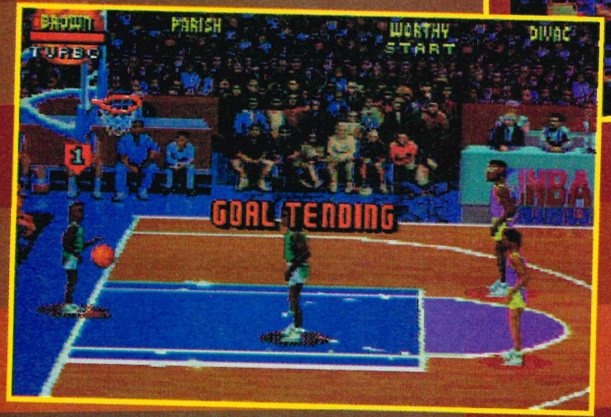


Having already topped the arcade hot-list, *NBA Jam* looks set to take the Super NES by storm amidst a tornado of hype to rival that of the actual sport on which it's based!

NBA Jam does away with all the nitty-gritty nonsense you'd usually associate with a basketball sim, such as endless tables of stats and tactical plays, instead it concentrates on the crucial element that draws in so many eager viewers... the showmanship!

Let's face it, basketball wouldn't be half as interesting if its mile high stars didn't defy gravity in an extravagant fashion to slam the ball through the hoop or shatter the headboard. That's what makes *NBA Jam* so instantly appealing. The stars in this game





△ *Goal Tending means that the ball has been stolen from the air on its path to the hoop with rebounding.*

however don't so much defy gravity, as re-write Newton's law! You have been warned!

The action is kept simple due to the fact that there are only ever four players on court at a time (apparently that's what a 'Jam' is), and the various violations that draw an abrupt halt to normal matches have been reduced to just one offence. This makes for a fast and frantic game which seldom stops for breath, and is incredibly easy to get into, perhaps a little too easy!

You see, scoring points requires a minimal amount of skill. Just one simple press of a button will cause you to surge into the air amidst a flurry of camera flashes and perform a breath-



ANDY



I'm not normally a big fan of sports sims, because a: I'm not a big sports fan (apart from Formula One), and b: they're not usually all that much like the sport they're meant to be simulating (*Madden* and *FIFA Soccer* on the Mega Drive excepted). *NBA Jam*, however, is different – the players actually behave like real people! It's almost as if real basketball stars have been digitized, Tron-like, and put into a cartridge! Well, not really. But *NBA Jam* is good fun for one player, excellent for two, and absolutely awesome in full Multi-tap effect. Even if, like me, you're not much of a basketball fan, *NBA Jam* is an essential purchase, and if you've got a Multi-tap, sell your granny to get it!

△ *A tight defence will put pressure on the attacking team, ultimately causing them to give the ball away.*



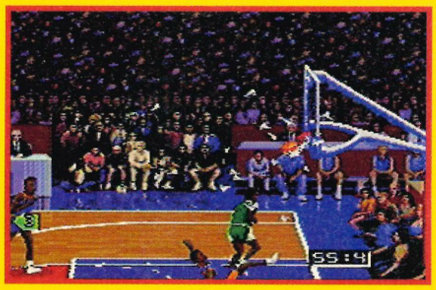
taking slam. This means that anyone can immediately pick it up and score loads of baskets, but serious fans may find the lack of realism offputting.

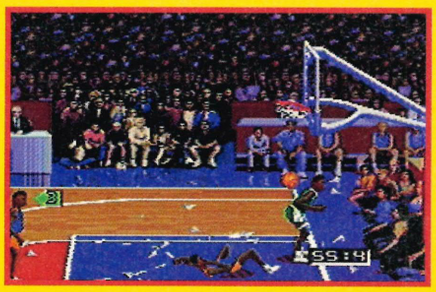
However, scoring points is only half the fun. In my view there's nothing more satisfying than stealing the ball from your opponent at the pinnacle of their shot, and then



LOVELY SUPER SMASHING

Some spectacular dunks (usually those that are performed from way-out) cause the back-board to shatter into smithereens. Highly satisfying stuff!





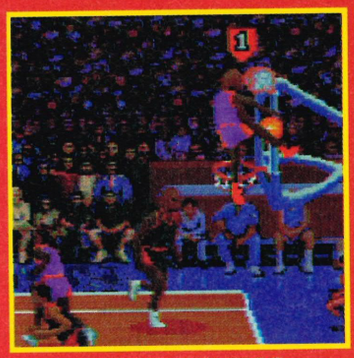


△ *At halftime you'll be given a full report on the first half statistics, basically assessing how well the players have performed.*

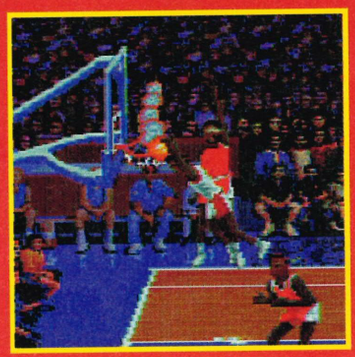
WE'RE JAMMIN'



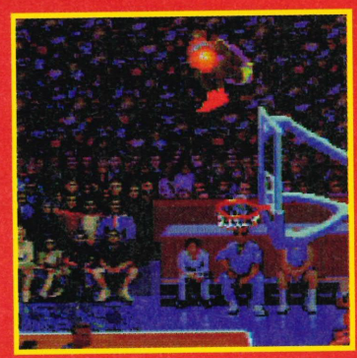
AIR



BARKLEY



BURNIN'



CROUCH DUNK

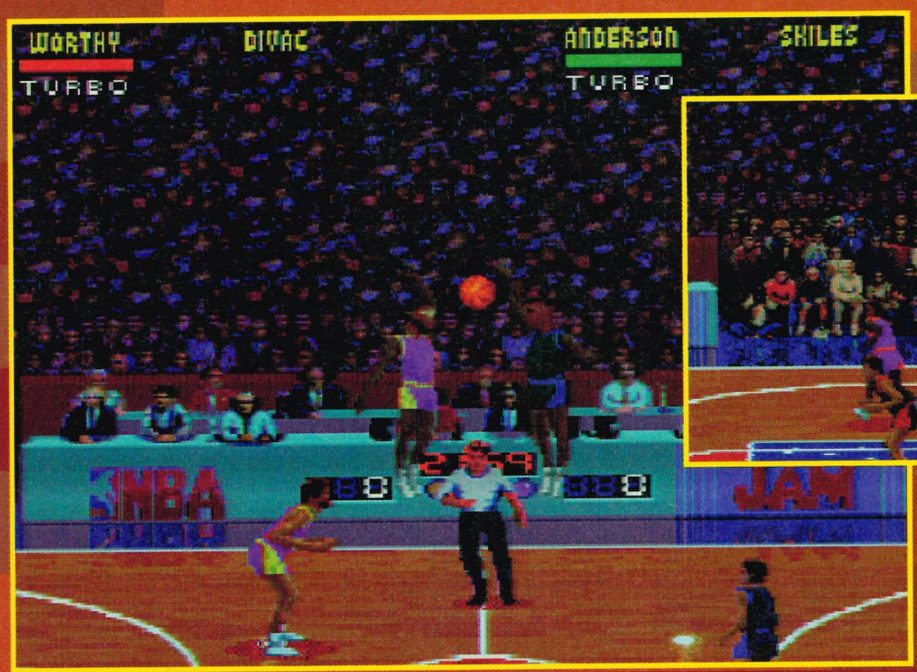
dashing straight up the other end; adding insult to injury by hammering the ball into an unmarked basket! The rough and tumble tactics involved in playing this game make a mockery of the 'no physical contact' rule, as players shove, punch and barge their opponents to the deck in order to clear a path to victory.

Anyone familiar with the NBA coverage on television will be aware that when a player has had an outstanding game, he's classed as "On Fire", and in *NBA Jam* this phrase is taken literally! When any player scores three successive baskets without the opposing team scoring, they become like a human volcano; causing the ball to transform into glowing fireball and enhancing the fiery player's defensive and scoring abilities. The ultimate experience is slamming the ball into the hoop when you are on fire, because the net is engulfed in flames and a little mushroom cloud appears. Brutal!

This is just one of the many novel graphical touches that sets the game aside from any of its immediate rivals. The sprites are very well defined and move with enough style and grace both on court and in the air to capture the authentic feel of the sport, this coupled with the spot-on commentary and excellent sound effects make for the ultimate jammin' experience!



△ *When choosing your team, check-out the various strength bars at the bottom, these will indicate how well the players perform in these areas.*





NBA Jam is also crammed with game stats, real team strips, Reebok squeaks and even a really handy turbo button so that you can mount a last minute sprint for the basket. This coupled with some brief film footage at the halfway point, means that this game is one of the best presented on the Super NES. All it lacks is a commentator like Ron Barr to spur on the action and provide chat in the interval. Why is it on EA have a monoploy in this department?

I for one have never see animation quite as smooth as this in any basketball sim, of course you'll have to



DUNK



HANG TEN



SPINNER

DAMIAN



Yes, yes, yes! Ahem, excuse me. *NBA Jam* is simply my favourite sports game of all time!

The graphics are superb, speech is incredibly atmospheric, and it plays like a dream – in short, it's the bee's knees and no mistake. What really sets *NBA Jam* head and shoulders above the competition is the easy way you can pick up the action, and the fact that you don't have to worry about dropping the ball, or tripping over your laces.

The one player game is a bit of a dog, but two, three or four players is fantastic, and I strongly advise you to get a Multi-tap, purely for the benefit of playing this, and *Super Bomberman* of course. Buy this now!



△ *All that stands between the attacker and two points is a determined defender!*

see it running to really appreciate the fantastic graphics, but take my word for it, this is as close to a coin-op your going to get!

Despite its sheer excellence, *NBA Jam* isn't without fault and my initial disappointment was the lack of game options. Okay, so it's identical to its arcade counterpart, but I think it would have benefited more by the inclusion of a season mode, or perhaps a knock-out tournament. The on-court perspective can also be a hindrance at times, especially when attempting to block an opponent's basket, as you may think you're jumping directly under the basket, only to realise that you are in fact lodged in the corner. By then it's too late!

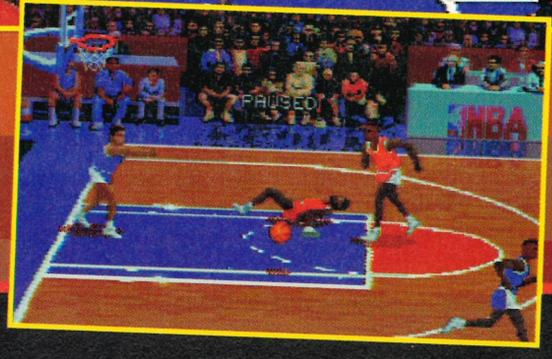
The four player game is also a hum-dinger to work out, however this is offset by the rewarding experience of having three other buddies jammin' it out simultaneously for endless hours of frenzied dunking enjoyment!

Usually, games as easy to get into as this suffer in the long term playability stakes, arguably due to the fact that there's nothing to really work towards. Thankfully though, this is certainly not the case in *NBA Jam*, with over 60 different dunks, plus the added tactical play of stealing the ball from your opponent and blocking their attack. I will guarantee you'll not be able to forget this game in a hurry!

NBA Jam is quite simply the best game I've played in a long time – it brings a breath of fresh air to the sports sim genre, and proves that you don't have to be a basketball enthusiast to enjoy splitting a few hoops!

▽ *Hot stuff! The meteor-like ball falls like a burning comet through the hoop!*





NBA JAM

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PRICE
£49.99

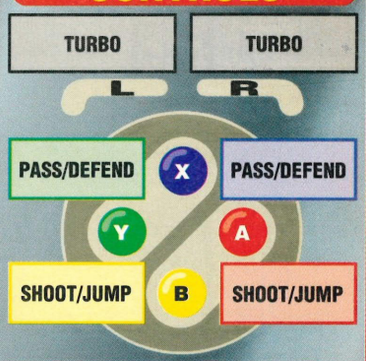
RELEASED
OUT NOW

GAME TYPE
SPORTS SIM

CART SIZE
16MBit

FEATURES
PASSWORD SYSTEM
MULTI-TAP OPTION

CONTROLS



RATINGS

GRAPHICS	90
SOUND	88
GAMEPLAY	95
LONGEVITY	93

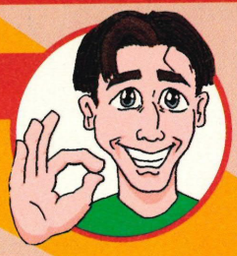
OVERALL

94

WARIO LAND

He's a lad, he's bad and in a strange land!

GAMER GOLD



KEITH

Warioland is the third game of the *Super Mario Land* series. Nintendo must have racked their brains for an original way to present this one and it they've created a classic. The twist in this game is that you don't play Mario at all, you play his arch rival from *Six Golden Coins* – Wario. Mario has nothing to do with the game at all, which is a bit of a gamble considering the love affair the general public has with the Brooklyn plumber. But believe me you don't need him, be the bad guy; it's much more fun!

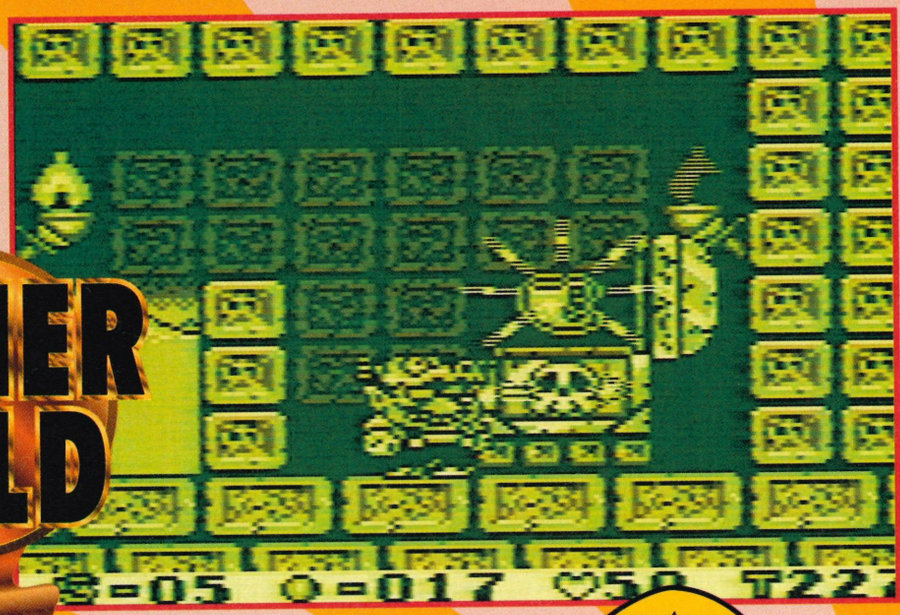
The idea in *Warioland* is to collect as much treasure as you can, while exploring the *Super Mario World*-type landscape. It borrows all the best parts from virtually every Mario game ever released, for example you can pick up enemies (*Super Mario Bros 2*), you can find keys to open secret doors (*Super Mario World*), and it also includes a hat full of new options – hat being the operative word.

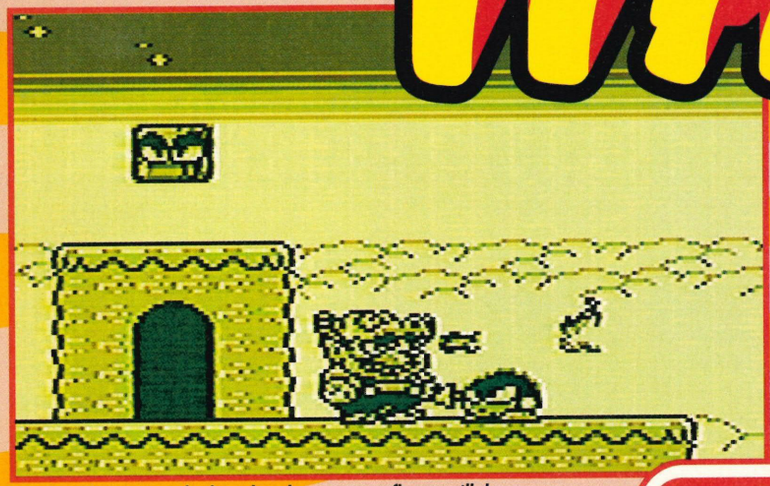
There are alligator hats which give you the ability to fry any enemies that wiggle, squirm or swim into your path. You can pick up a horned hat which enables you to stick to the ceiling to avoid any rolling nasties. There's also a rocket hat which propels you at high speed through particularly difficult stretches.

One of the first things you notice when playing the game is that it's not easy. Most of the other Mario games hold no real challenge and you find yourself breezing through the levels in no time. *Warioland* is different and even with the save option, it will keep you going for ages, especially with the plethora of secret rooms, bonus games and special treasures that can be uncovered with a bit of thorough searching.

The graphics are up to the usual standard we've come to expect from the series, and the animation on

▷ *Put the key in the keyhole to find treasure like this. The more treasure you collect the better the ending, so it's worth searching high and low.*





△ *Don this strange-looking head garment to flame grill the enemy.*

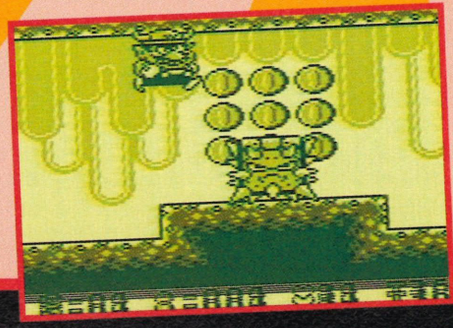
ANDY



Just as Alan Rickman got all the best lines in *Die Hard* and *Robin Hood*, here Mario's nemesis gets the best of the Mario games on the Game Boy so far. As well as providing far more challenge than either *Mario Land 1* or *2*, it's got the complexity of the plumber's outings on the more powerful machines, with dozens of obscenity-shoutingly difficult levels, secret rooms and cunning bad guys crammed into one tiny Game Boy cart! This is a genuinely outstanding game – it may be a platformer, but once again Nintendo show everyone else how they should be done. If you've got a Game Boy, you've got to get this.

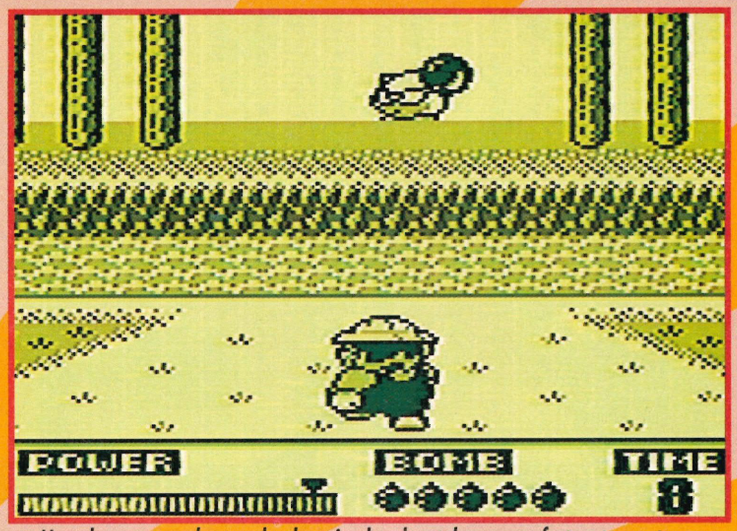


△ *The dot in the middle of this map shows that there is a secret exit somewhere in that level.*



Wario is particularly excellent; featuring some stylish touches such as winking, and giving you the thumbs up when you make the correct choice on the bonus stage. The background also includes some great animation, with blocks blinking and water rippling convincingly.

This time, you've got a new cast of characters to contend with, most of them needing a bit more than a bounce on the bonce to be killed. Some must be nudged from underneath, others charged, and a few must be disposed of with a well-aimed throw using an unconscious baddie. If awards were given for varied and amusing ways of disposing of enemies, this would clean up.



△ *Huge bonuses can be won by throwing bombs at the poor unfortunate creatures who wander backwards and forwards across this firing range.*

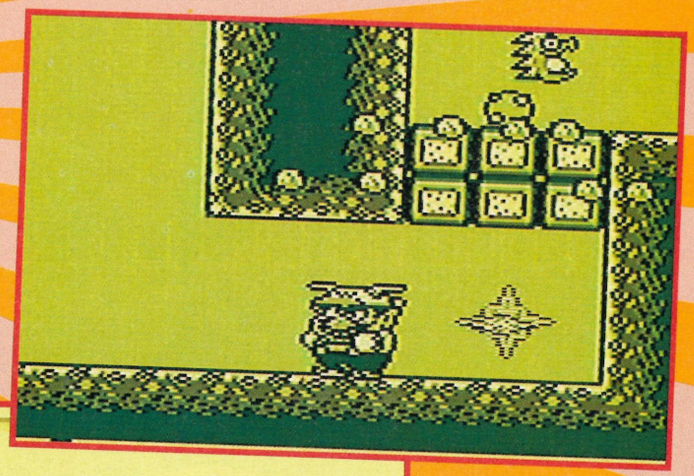
RYAN

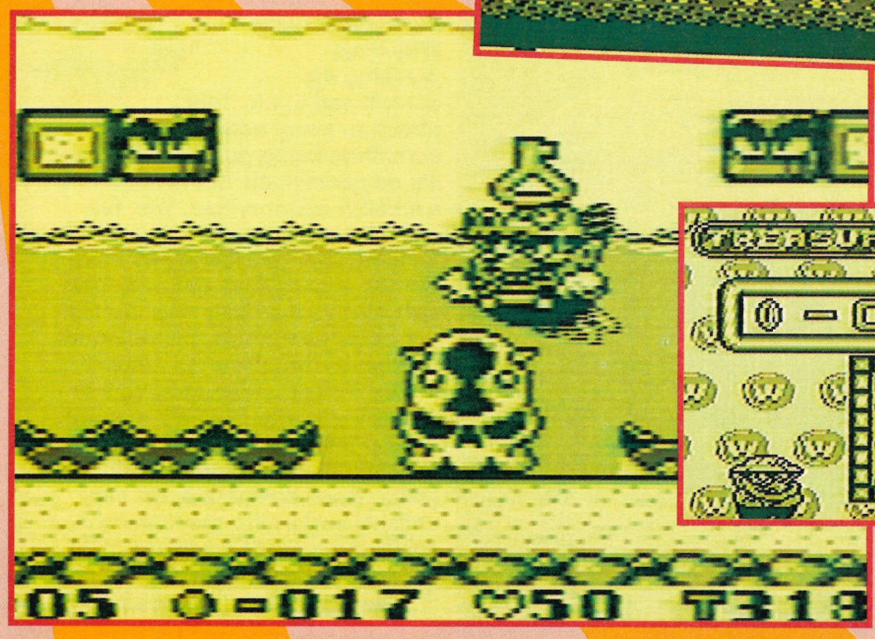


Mario Land 2 was one of my all time favourite Game Boy titles and I certainly wasn't going to relegate it to second place unless something pretty spectacular came along. With this in mind you could probably imagine my surprise when *Warioland* popped-up in the office and did just that! This game simply oozes class from every conceivable pore, and totally out-does any game that dares to stand up and be counted alongside it. You'd be forgiven for thinking that the whole Mario genre was slowly grinding to a halt... well think again, *Warioland* breaks through the boundaries of playability and sets Game Boy standards at an all time high. Buy it!

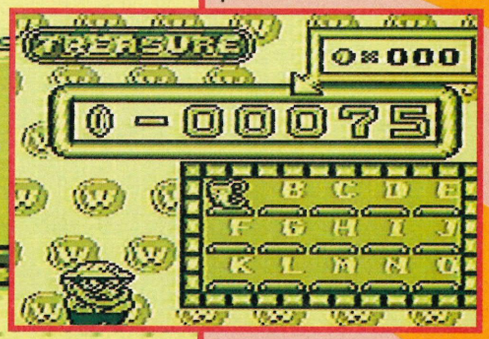
Warioland is full of superb sound effects and catchy tunes. I played the game solidly for two hours without feeling irritated in the slightest by the acoustics, this is a rare trait for any Game Boy product.

Every care has been taken to ensure this is an all-round quality piece of software. It has restored my faith in what the Game Boy can offer and makes tripe such as *Spider-Man and the X-Men* look about four years old. *Warioland* is a superb sequel to the Mario Land series, I have no hesitation in giving it a Gamer Gold Medal. Miss this and you haven't lived.





▽ *Not much treasure collected so far, but at least one of the 15 special treasures has been found.*



◁ *This incredible balancing feat means Wario is on his way to some lovely special treasure.*



PRODUCER
NINTENDO
(0703) 651010

PRICE
£TBA

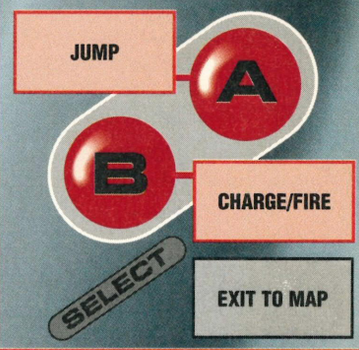
RELEASED
APRIL '94

GAME TYPE
PLATFORM

CART SIZE
4MBit

FEATURES
BATTERY SAVE

CONTROLS



RATINGS

GRAPHICS	92
SOUND	90
GAMEPLAY	93
LONGEVITY	90

OVERALL
91

SPACE ACE

Spaced-out action!

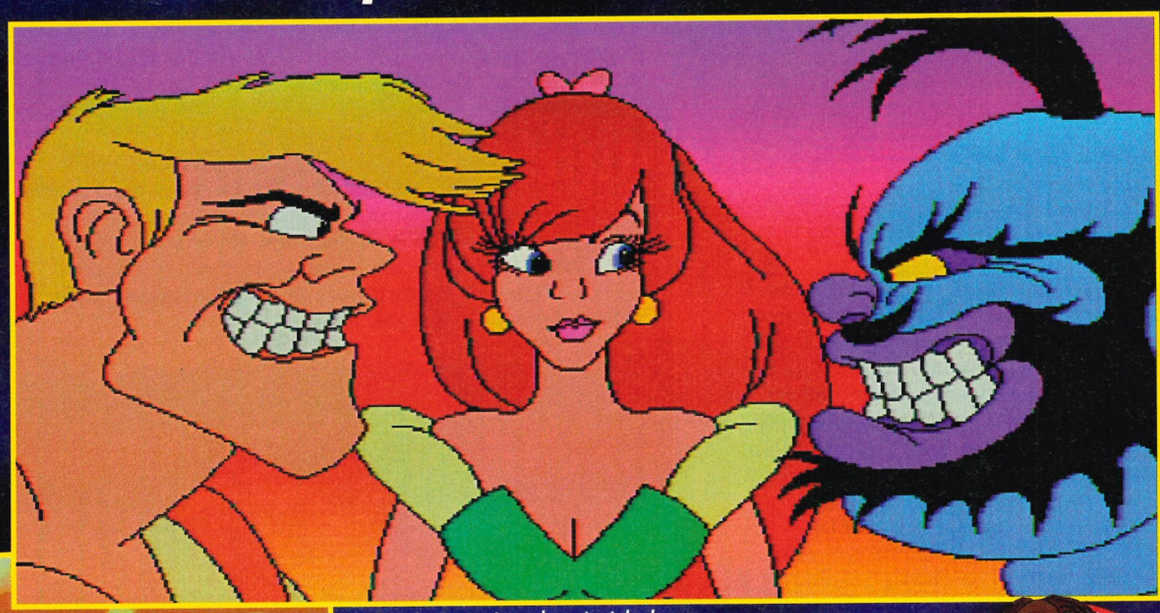
RYAN



The evil bad guy Borf, has perfected a new type of electric ray which could revert the world's population back to being babies. Once our nations have been rendered helpless, who knows what this bad tempered dictator has in store?!

Step forward Dexter – no, not our friendly mop-top *GamesMaster* presenter, but a golden-haired, chiselled-jawed superman; labelled defender of truth, justice and the planet Earth... gosh! Is Dexter doing it for the good of mankind? Not likely, because Borf has also kidnapped (or should that be Kim-napped?) his voluptuous girlfriend, Kimmy!

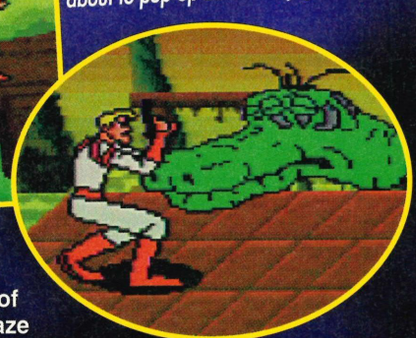
Space Ace is actually the semi-sequel to *Dragon's Lair*, and used the same laser-disc technology when it appeared in the arcades many, many years ago! Although Elite used the cop-out method of turning *Dragon's Lair* into a platform game on its Super NES release, Empire Software have gone straight for the jugular; perfectly recreating the style and format of the laserdisc *Space Ace* for its stunning in-yer-face 16-bit debut!



△ *Despite Dexter's toothy grin, it looks as though Kimmy only has eyes for Borf!*



◁ *It's behind you, Dexter! You'd be forgiven for thinking that Frank Bruno is about to pop-up as the fairy godmother!*

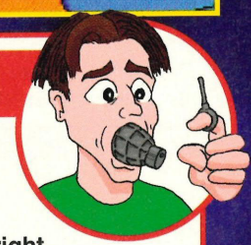


Anyone expecting to merrily jaunt through *Space Ace* within a couple of hours are in for a shock, because this is one tough cookie that is likely to destroy the self confidence of any Nintendo gamesplayer!

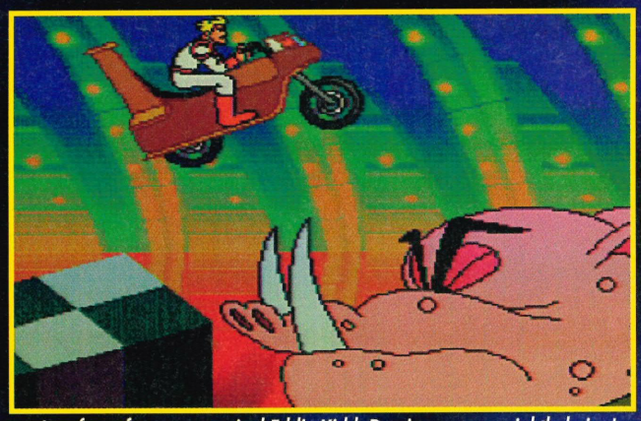
Right from the start, the taxing gameplay throws you straight in at the deep end as you rapidly dodge laser beams fired by Borf on a mountain side. Once successfully avoided, the chase is on as Dexter is pursued by gangly *Tripods*-style droids who must be blasted before our hero can dive into his trusty spaceship for a spot of Mode 7 maze hopping!

Like the laser-disc original, *Space Ace* requires superhuman reflexes and crackerjack timing, not to mention a memory to rival Einstein! All these qualities are not necessarily vital, but they help when tackling the various puzzles, remembering alien attacks, and generally surviving longer than the blink of an eye!

KEITH



I really do not like this type of game. Why does pressing the control pad in the right direction every now and then constitute being good fun? I'd say it's no game at all, but is more like a MENSA memory test. Yes, the graphics are incredible, but there's no gameplay to accompany them. Games should have options, they should give the player the chance to be free within that environment. This gives the player no such luxury. I can't understand how a cartoon with the smallest amount of user interaction added as an afterthought can parade itself as a game. Once completed, it's very unlikely you'll ever play *Space Ace* again. If you want involving gameplay and long lasting entertainment, don't buy this.



△ *In a feat of courage to rival Eddie Kidd, Dex jumps an unsightly being!*

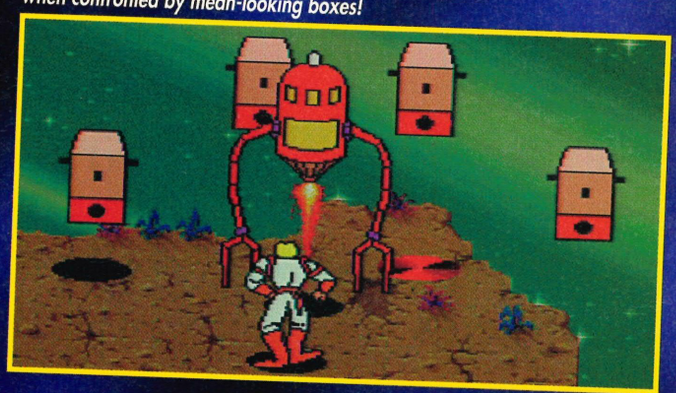
Apart from the animation, which tends to be on the jerky side, *Space Ace* is a graphical masterpiece, and programmer Adrian Barrit has worked wanders in scaling down the action into a mere 8Mbit cart. As you can see from the screen shots, this game uses the Super NES' colour palette to devastating effect – I wouldn't advise you attempt this game without a pair of sunglasses, or an easily accessible contrast switch.

The sound on the other hand is a rather repetitive affair which is fine for the first few goes, but can become the sole focus of failure, and will probably be left turned down in most households. Apart from anything else, the sounds are also extremely subdued; with Dexter emitting only a tired "uh-oh!" when he is blasted to atoms by a laser beam!

Aside from the fantastic visuals, the best quality of *Space Ace* is the way it combines various elements of gameplay in one package, such as platform adventure, shoot-'em-up and memory puzzles. This does well to break up the monotony of repetitive gameplay and incorporates impressive use of Mode 7 for the maze sections, and also Mode 0 to move huge sprites around the screen. The flying sections in particular are extremely fast and compelling to play.

Each individual level can also be completed in different ways by finding alternative routes, thus incorporating an almost unique sense of exploration. After each level has been completed, you'll be assessed on your progress and given a rating to determine how much of the level you completed. This gives you an impression of how much you have actually completed and how much you missed.

▽ *Make your move, punk! Dexter faces unspeakable odds when confronted by mean-looking boxes!*



DAMIAN



What tosh Keith is talking! *Space Ace* is an incredibly colourful and imaginative coin-op conversion. As you can see from the abundance of screen shots, the game is colourful, well detailed and fun. Younger Nintendo players will love this game, and who can blame them? *Space Ace* goes against the grain of beat-'em-ups and platform games by including many different styles of play. One minute you're shooting droids on a hillside, the next you are flying down a dark canyon at break-neck speeds. I cannot praise this game enough – it's unbelievablly challenging, varied and both the visuals and sounds are excellent. Although adhering to the *Dragon's Lair* school of playability, *Space Ace* offers much, much more. Top marks to Empire for a great game!

▽ *Be quick or be dead! Dexter attempts to vanquish an enemy fleet in his cosmic bubble car.*



If you thought that Super NES games were lacking challenge, then this could well be the game of your dreams. Make no mistake – it's tough, in fact it redefines the word 'tough' and launches it to new extremes, especially as you're only equipped with a handful of lives and no continues!

Thankfully though, the programmer sensed that he was perhaps being a bit too wicked, and so included a novel practise option in which you can retry any level that you previously completed, in order to perfect it for your next game. This allows you to save precious lives for the tougher levels ahead!

Space Ace certainly wont appeal to everybody, but it acts as a solid contrast to show just how lame most games are in the challenge department, and is a good reminder of the lost era when a good game lasted you months as opposed to a poxy few days!





PRODUCER
EMPIRE SOFTWARE
(081) 343 7337

PRICE
£49.99

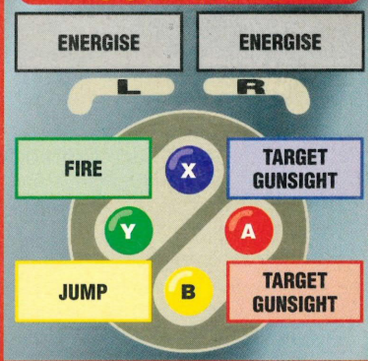
RELEASED
EARLY MARCH '94

GAME TYPE
ARCADE ADVENTURE

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	90
SOUND	63
GAMEPLAY	84
LONGEVITY	92

OVERALL

86

SKYBLAZER

A magical arcade adventure!

RYAN



The whole slash-'em-up genre has been stretched to quite a fragile length on the Super NES, nearly as much so as the scrolling beat-'em-up format and the countless *Street Fighter II* clones. Sony's *Skyblazer* therefore has quite a mountain to climb if it is to better the many games that it so blatently copies.

Skyblazer opens with a simple title screen accompanied by a thumping medieval soundtrack to convey the authentic atmosphere in which the game is set. You take on the role of Sky, a cocky young scamp who's over-shadowed by his father's reputation as one of the great sorcerers. So eager to prove his worth and make a name for himself, Sky jumps at the opportunity to save his land when it is threatened by Ashura – the evil lord of war.

Ashura has snatched the beautiful Arianna (cue drippy romantic overtones!), a young Sorceress (and also a focus for the love-crazed Sky's affections), and is keeping her hostage deep within his lair. Sky must embark on an all-too clichéd quest through the hazardous land to rescue her and rid the world of this evil tormentor.



△ *You certainly won't meet this chap in Aladdin! Stay to the left and avoid the fireballs, then dash forward and hit the lamp.*



◁ *This frail old pixie thing acts as your mentor throughout the quest.*



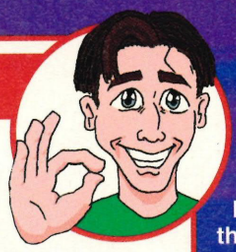
The perilous caverns will take a lot of skill to complete successfully. You must use the various pulley systems to make your way across the long stretches of lava.

▽ *Using the Warrior Force magic is the only way to get past the demons!*



◁ *The gameplay is broken up by the occasional flying section. Your basic aim is to make it safely to the exit without being killed by the creatures or crushed by the scrolling.*

KEITH



Everything about *Skyblazer* smells of *Actraiser*; the sound, graphics and even level layouts. It is a quality game, though – exciting, colourful and playable. Some of the music is very dramatic and accompanies the action well. Gameplay is varied; some levels are ridiculously easy, while others will leave you snarling with frustration. The password system is a sensible addition and ties the whole thing up well. Not the most original of games, but worth buying if you're into smooth, well presented platform adventures.

Sky is assisted in his quest by a frail, wise-cracking old mentor who'll dish-out passwords at inconsistent intervals and increase your endurance level as you progress further through the picturesque scenarios. Like *Actraiser*, the main map is viewed from high above, satellite-style, and the screen zooms down to a horizontal platform romp whenever you enter new territory.

Before Sky is ready to confront the evil oppressor, he must first master six different forms of magic, one of which is made available after one of the imaginative guardians has been defeated. Each new magic ability will help our young hero at a later point in his quest, whether it be to defeat a future guardian, or simply make completing the levels a little less taxing!

The first thing that strikes you about *Skyblazer* are the excellent visuals. Although the central sprite is taken from the *Hook* mould, he is very well defined and animated, and moves around the playing area with convincing grace and fluidity. In fact, every visual element of this game oozes class, especially the big guardians which are as varied as they come. The grotesque grub that grows after every hit, and the rotating ice demon being my particular favourites. *Skyblazer* also uses the Super NES' Mode 7 capabilities to good effect, not just on the aforementioned guardians, but there is also a great bonus game which takes on a similar perspective to that ancient arcade giant – *Space Harrier*. It involves our hero flying over a Mode 7 landscape; collecting vast amounts of crystals, 100 of which will award Sky with an extra life.

Far too many platform games are spoilt by repetition, but Skyblazer is nicely varied; switching from basic walking slash-'em-up action, to frantic flying sections which test your mind as well as your reflexes. *Skyblazer* is extremely easy to get into, not only because of the increasing difficulty level that leaves the early stages free to get used to the controls

NOW THAT'S MAGIC!



ENERGY WAVE
This sonic boom-style attack will kill anything in its path.



FIERY PHOENIX
The ultimate magic: this will transform you into an invincible bird with attitude!



HEAL
Handy for guardians, this magic will replenish your energy.



LIGHTNING STRIKE
In true *Shinobi* style, this will cause bolts of lightning to crash down from the sky.



POWER FLASH
This is useful for getting over large gaps, as well as ramming enemies.



STAR FIRE
Useful for getting out of tight situations, this will fire shots in multiple directions.



STOP TIME
This will freeze any unsuspecting foes, leaving them prone to attack.



WARRIOR FORCE
This magic will make you temporarily invincible.



The lava-monsters emerge quite frequently; when they do, punch the fireball that they spit, to stop it in mid-flight.

These crunching balls can be destroyed by one simple well-timed punch.

DAMIAN

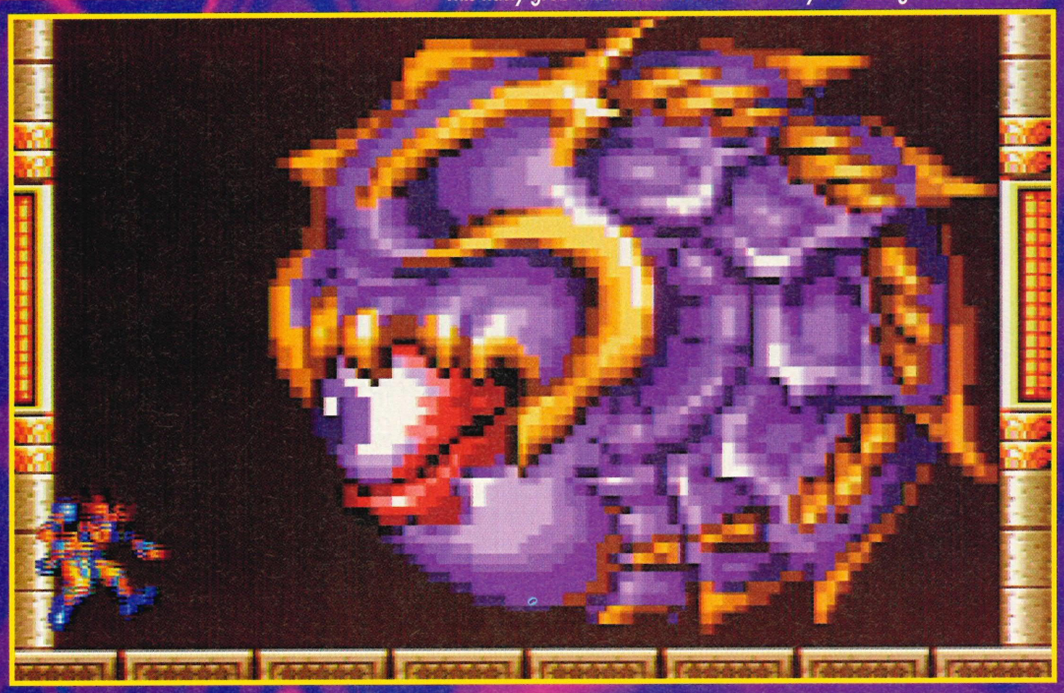


I can't fault *Skyblazer* – the graphics are superb, sound is likewise, but I can't help thinking that we've all seen this somewhere before. The sprites for example, are almost exactly the same as in *Hook* (also by Sony), and even the animation in some places is identical. The overhead map section combined with the fighting element also echoes that classic game *Actraiser*, but *Skyblazer* still manages to succeed because it is so well programmed. If you've just got a Super NES, this is for you!



△ The Ice Caverns are home to many strange creatures, such as this yeti.

▽ This nasty grub will double in size after every hit making it hard to avoid!



and master the magic, but because, like *Aladdin*, the fantastic visuals compel you to play on, just to see what they will think of next!

The Mario-esque landscape gives you freedom to choose the order in which you tackle the levels, however they must all be completed before you're allowed access to Ashura's shrine for the final showdown.

My constant chain of praise will undoubtedly set the blood boiling of *Actraiser* and *Hook* fans alike. However, like the games it owes so much to, *Skyblazer* is let down in the long-term challenge stakes, mainly because the levels are short in length and can be conquered after one or two lives have been lost getting to grips with the layout.

This wouldn't be so bad considering that you only start the game with four lives, however there are endless extra life loops throughout the game; enabling you to accumulate more lives than you could possibly imagine, and the password system allows you to continue more or less where you finished off. Having said that, I got to the last guardian within a couple of days, but still haven't managed to defeat the sucker!



△ The Mode 7 bonus game has our hero collecting coins over a fabulous landscape.

The wide playing area leaves plenty of scope to explore, and finding the game's hidden levels and rooms will also keep you coming back for more.

Although *Skyblazer* never quite lives up to its potential in terms of challenge, and offers nothing new in terms of gameplay, it is still an enjoyable game that will enthral fans of the genre and no doubt attract a few new more in the process!





PRODUCER
SONY
(071) 734 5151

PRICE
£44.99

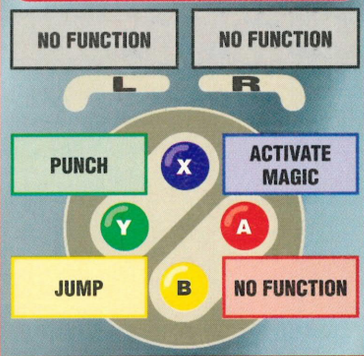
RELEASED
25 MARCH '94

GAME TYPE
SLASH-'EM-UP

CART SIZE
8MBit

FEATURES
GOOD USE OF MODE 7
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	80
SOUND	81
GAMEPLAY	86
LONGEVITY	80

OVERALL

85

creating a world of difference

Kick it!

Disaster!

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

SOCCER KID™

Double disaster!

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

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







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RIDDICK ★BOWE★ BOXING

Even more one-sided than Sellotape!

RYAN



Until the arrival of *Boxing Legends* a couple of months ago, decent Super NES boxing sims were practically non-existent, so it comes as a great relief to play Extreme's latest punch-'em-up, which could well be the cream of the crop. Not only does it boast slightly tongue-in-cheek graphics, but also the fastest action ever seen in a boxing game.

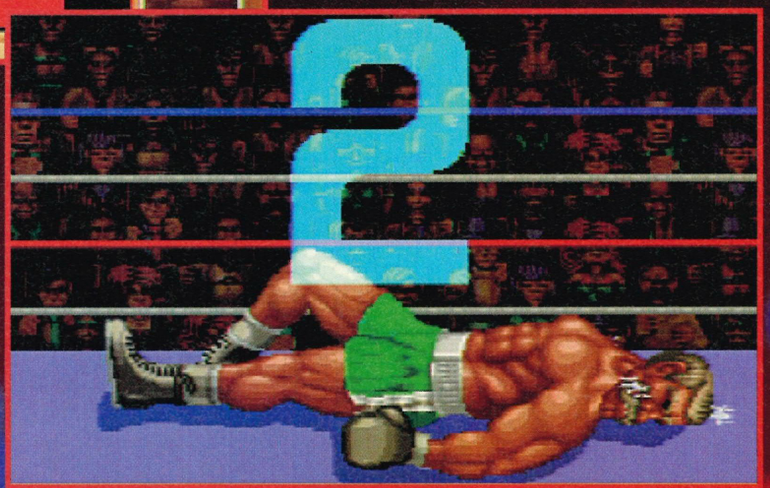
However beefed-up the visual appearance of boxing games may be, when it comes to the crunch, the gameplay is very simple, and *Riddick Bowe* is certainly no exception. Very little is actually known about this American power-house in the humble SUPER GAMER office, however he did enjoy a brief stint at the top of the heavyweight pile, before crumbling under the nimble fists of Evander Holyfield after an alleged junk-food binge. Strange grounds to dedicate an entire game to methinks, but when it's a game as playable as this, who gives a damn who endorsed it!



△ *It's a sad and painful sight as Riddick lays into an old git who's old enough to be his grandfather, I expect Mr Eubank will challenge him next!*

Riddick Bowe consists of three basic game modes: one or two player and Career Mode. The first two allow you to choose any boxer from a list of 25, and pit them against a computer controlled opponent or another human player. Obviously, the higher up the list you go, the better the boxer is,. Of course it goes without saying that Riddick is firmly lodged at the number one slot!

The abilities of each boxer are divided-up into three separate categories: Power, Speed, and Stamina. However high the boxers'



▷ *The inevitable first round knock-out sees the veteran in a crumpled heap on the canvas!*

KEITH

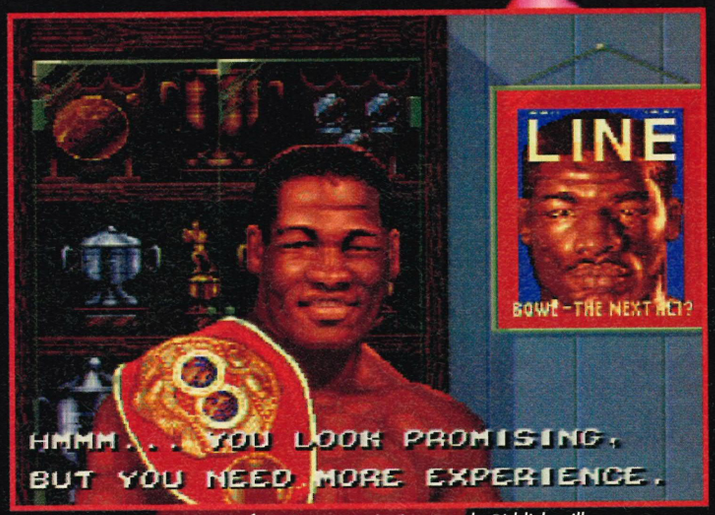


This is great fun. *Riddick Bowe* has a lot going for it. There are a fair amount of boxers to fight, even though most of them look like they've come into town with the local circus. However, they're no clowns when it comes to fighting. The two player mode is well worth a bash – especially if you play as Riddick Bowe himself. This is guaranteed to lead to some wild frenzied fights. The career mode is good, I always did like games which gave the player the option to create and hone a character to their own particular style. The only slightly bad point for me is the lack of moves, some kind of face obliteration punch to finish off an opponent would have made it a KO.

score in these areas often reflect their standings in the table. The visual appearance of the boxers range from relatively normal, to bizarre, in fact it has be said that never before have I seen such a motley crew of freakish degenerates!

I don't know what the normal retirement age of American boxers is, but some of these guys look as though one powerful punch would cause them to crumble to dust! Call me a sadist, but I took immense pleasure in duffing up these old wrinklies, with their stupid handlebar moustaches and wispy grey hair (yet with muscles to out-bulge Stallone!).

By far the most compelling part of the game is the Career Mode. This allows you to design your own heavyweight contender and then enter him into the rank of the greats. Your task is to then work your way up the boxing ladder until you're worthy enough to give Riddick a run for his money!



△ *If you're on a winning streak, Riddick will pop-up to offer some encouragement, albeit not very helpful!*

Riddick Bowe is by far the best boxing game to date, in terms of playability and challenge. Okay, so it may not be as realistic as *Boxing Legends* due to the fact that you never seem to tire, and the obvious omission of any blood-like substance whatsoever, but it is very easy to get into and will keep you pummelling away for weeks. It is just a shame that a traditionally tough and bloody sport, should get the 'family' treatment by Nintendo. No blood, no bruises, not even a girl in a skimpy bikini between rounds!

Like *Boxing Legends* however, the moves are fairly limited and the gameplay can become repetitive after a while as a result of this. The tense atmosphere which is spurred along by the on-cue crowd participation will no doubt keep you battling on, and the 'just one more fight' syndrome plays a prominent part in making this game very difficult to put down.

A very good boxing game which unfortunately isn't as polished as it could have been, but if you're like me, and prefer the action strong and fast, you could well find yourself playing this into the early hours!

▽ *The Career Mode allows you to design you own boxer from an assortment of different characteristics.*





△ *Looks like another victory for Michael Heseltine!*

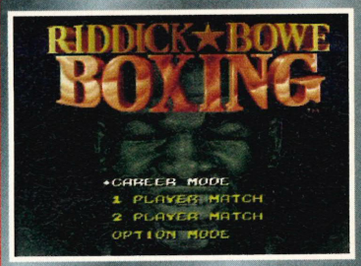


▷ *Hands up if you use Right Guard.*

DAMIAN



How can you make a boxing game without imparting the harsh reality that the participants beat the hell out of each other – and get hurt! Yes, Nintendo, if you hadn't noticed, boxing is a violent sport, with bruises, blood and gumshields. When I play a boxing game and I am expected to pummel a computer opponent to win the belt, I expect a certain amount of realism and *Riddick Bowe* just doesn't have it. Even after 12 rounds, the only substance that arcs from a dazed boxer's head is a white frothy substance; presumably their idea of sweat! Although *Riddick* is a great boxing game, and there's no denying that, I need to see from gritty realism before I give away the golden glove award. *Legends of the Ring* came close, but a combination of these two would be the greatest!





PRODUCER
EXTREME
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(0425) 616705

PRICE
£52.99

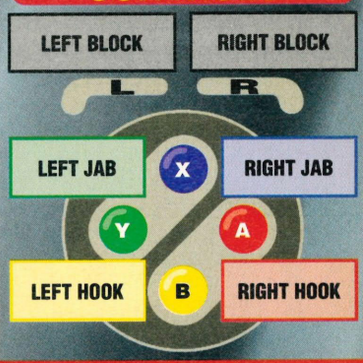
RELEASED
US IMPORT

GAME TYPE
SPORTS SIM

CART SIZE
8MBit

FEATURES
BATTERY BACKUP

CONTROLS



RATINGS

GRAPHICS	80
SOUND	82
GAMEPLAY	87
LONGEVITY	86

OVERALL

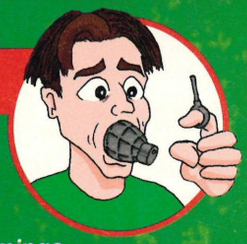
83

HUMANS

Doomed to extinction?



KEITH



As puzzlers go this is not one of the better ones. Don't get me wrong, I like puzzle games; *Lemmings* was legendary, *King Arthur's World* was superb, I even enjoyed *Goof Troop* for a while, but *Humans* doesn't satisfy my logic-loving brain cells.

The object is to get one of your tiny cavemen to the exit of each level, using spears (once you've invented them), fire and your own athletic ability. With most of the levels featuring wastelands and mountains, you're not exactly pushed for things to do, unlike say *King Arthur's World.*



If there's one thing I hate in a game, it's going backwards and forwards throughout the level in order to complete it. *Soccer kid* (in this issue) is a good example and *Humans* is another. The whole game is a never-ending process of throwing spears over gaps so a human can pick it up and jump over himself. You normally end up harpooning a comrade, as the power meter is very hard to judge.

Another annoying factor is that if you do hit a fellow human, the spear simply disappears! I know that if I threw a spear at Ryan it would stay there and I could then pick it up and throw it at somebody else – it would not evaporate into thin air.

The unfortunate fact is, for some reason in this parody of human evolution, humans can't do anything unless they're carrying a spear. I know that's the whole concept of this puzzler, but it just doesn't work, especially when the damn things are being constantly vaporised. The upshot of all this is that the game soon wears thin; more variety would have saved the long term play, I'm sure.

Humans really is a long, hard slog, with you hanging in there; urging yourself onwards and hoping the next level will have something original to offer, but it never does. The game drags by – literally, at some points the whole thing slows to a near standstill and nothing exciting ever happens. You invent things, but this doesn't particularly enhance the gameplay or make it any more fun.

Occasionally, there is a brief interlude which treats us to some slapstick comedy such as a member of your tribe stepping on one end of a spear and the other end hitting him in the face, ha, ha, ha – that's *so* funny.

There has been a general overload of this type of puzzle game style since the materialisation of *Lemmings*, some of them, like *King Arthur's World* , are worth playing, but *Humans* sadly isn't. This genre is close to extinction, can *Lemmings II* bring it back from the edge?



△ *Must be an evergreen tree, considering it's the Ice Age.*

RYAN



I've never been a huge fan of the *Lemmings*-type puzzle genre, I tend to get bored very quickly, especially if the action is as repetitive as it is in *Humans!* Games such as this require a very cool head which unfortunately I lost after my first few goes, causing me to go at this game like a bull in a china shop! It's not all bad though, I thought that the inventions were a great touch and the graphics were nicely detailed with some humourous animation, but in my books, the *Lost Vikings* is still the definitive puzzle game.





PRODUCER
GAMETEK
(0753) 554340

PRICE
£44.99

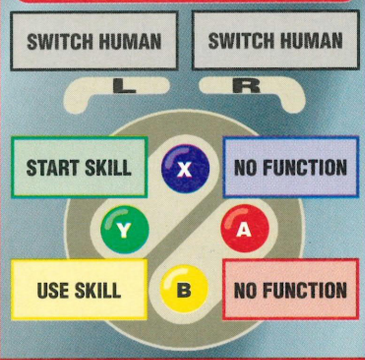
RELEASED
MAY '94

GAME TYPE
PUZZLE

CART SIZE
8MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	63
SOUND	52
GAMEPLAY	45
LONGEVITY	49

OVERALL

45

F1 POLE POSITION

SO REAL YOU'LL SMELL BURNING RUBBER !

- 1 or 2 player, split screen display
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Choose your car and driver for the perfect race



The famous track at Monaco has many chicanes and a tunnel as shown by the dotted lines



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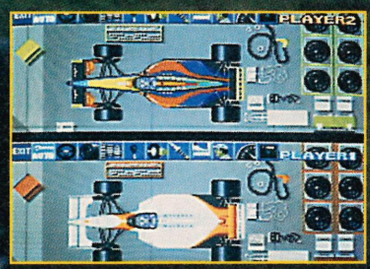

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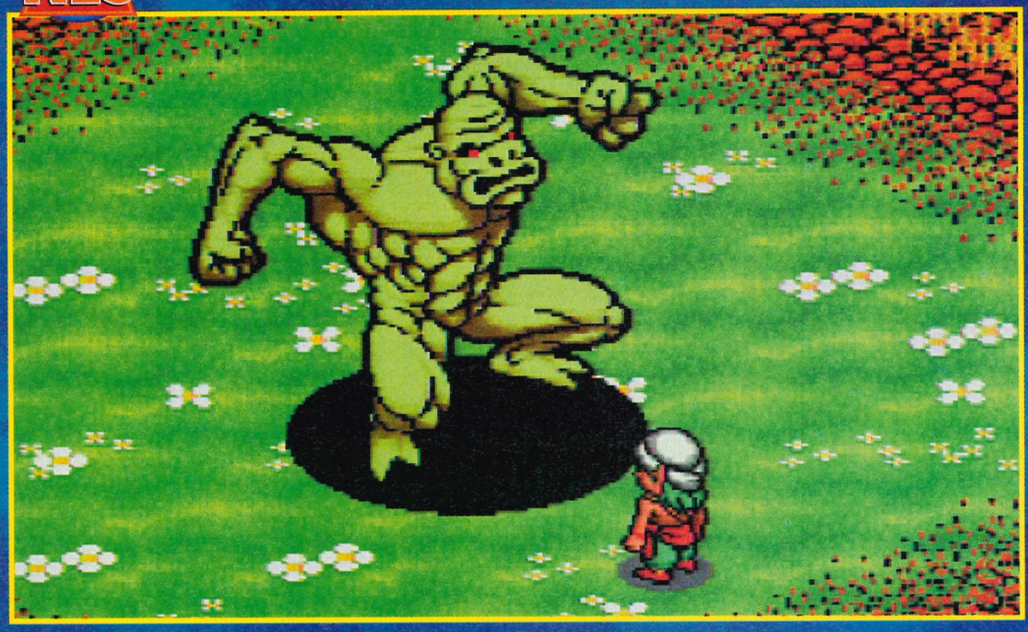


◁ *Watch out for this angry-looking bald gorilla, oh no, sorry, it's a troll. Well, it takes a lot of hits to kill, anyway.*

The longest game of the year?

EQUINOX



KEITH

Equinox is the sequel to the old NES classic, *Solstice*. Like its predecessor, it uses the 3-D isometric approach to RPG adventures, a method which, when programmed lovingly, often leads to enthralling and playable adventures. Basically what this means is that the screen is viewed from above and to the side; creating a diamond shape from a square room. This makes for a more authentic-looking game, and it also gives the programmers an excuse to devise plenty of fiendish puzzles involving blocks and conveyor belts.

The action is set in the land of Galadonia, you take the part of Glendaal – a novice wizard who must travel the world in order to rescue his father who has been imprisoned by the evil Sonia (for not returning her lawnmower last summer!).

The game world is split into two parts. The Dungeons where you discover *Equinox*'s many fiendish puzzles, and the Overworld, where you tend to bump into grizzly monsters such as trolls and bats. As you would expect, the Overworld is where you can discover the many entrances to various dungeons.

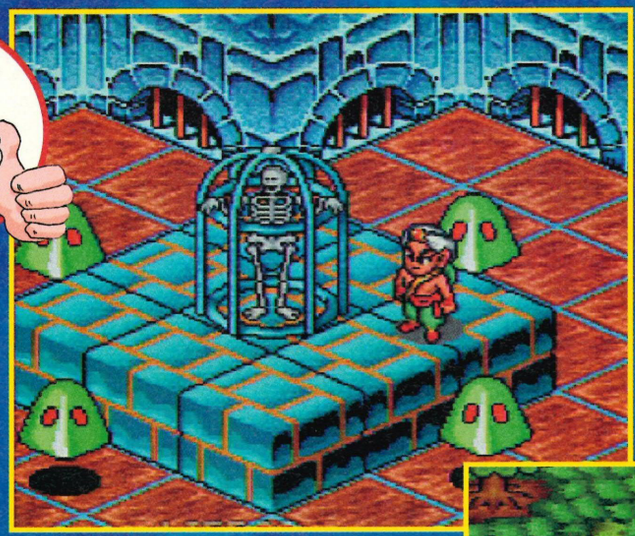
With so many RPGs on the market, and all following the same format, I was surprised to find that Mode 7 has been used to great effect in *Equinox*. When you are in the Overworld, the view can be rotated through 360°; giving the player the chance to see every angle. This is extremely useful when you get stuck, because you can swivel the camera angle and find previously hidden paths.

This clever feature shows the programmers have seriously thought about the game and have thus avoided the potentially unsavoury problem of becoming hopelessly



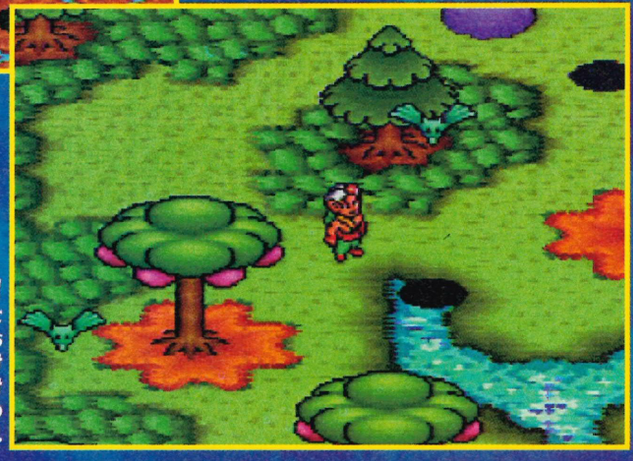
ANDY

It's about time the Super NES got a *Knight Lore*-style game (if you've never heard of *Knight Lore*, ask your grandparents), and *Equinox* does it in style. It's packed with fiendishly convoluted puzzles and lots of action, and even manages to get your heart racing occasionally – could you ask for more? Well, I suppose a less confusing perspective would be a start – quite often, I found myself leaping onto blocks that turned out to be in a different part of the room – but that's more a failing of the isometric genre as a whole, rather than *Equinox* in particular. The battery back-up is absolutely essential as this is a *huge* game, one which will keep you alternately swearing (every time you die) and cheering (as you complete another puzzle) for a long time. In a world full of £50 games that you can complete in an afternoon, something as involving as *Equinox* is a real treat. More! More!



△ *Glendaal looks for a way out as the ghosts hungrily circle the platform.*





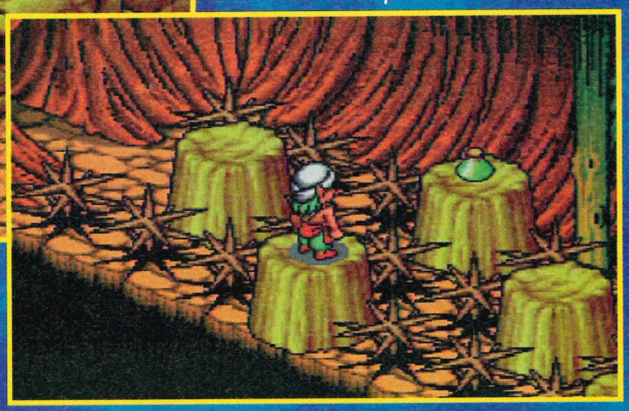
▷ *The overworld is full of exotic looking plants and trees, but walk into a bat and be ready to fight.*





◁ Glendaal is not balancing a gate on his head – it's the perspective playing spooky tricks again.

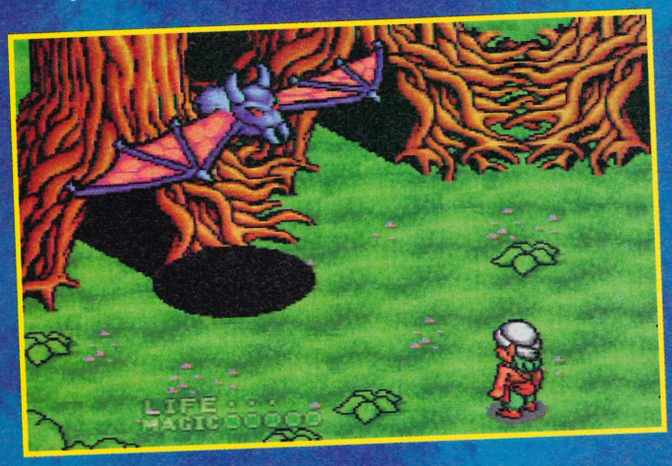
▽ Spiky problems ahoy for our mutated hero! Look out for that – oops...



trapped in isometric undergrowth. The rest of the game is also full of teasing problems that must be solved so that Glendaal can continue exploring.

Common tasks involve pushing blocks into position, bridging gaps, finding hidden switches and using perilously high conveyor belts. Due to the strange angle of the screen, this is often much more difficult than it first appears.

It's time to go underground, the first few faltering steps in the darkness are tentative, but this is due to the fact that the monsters and Glendaal suffer from severe collision detection problems. A few minutes later, with the discovery of weapons, all is forgiven as it's a damn sight easier to shoot the enemy than to run away – a lot more fun too!



Visually, *Equinox* is near perfect. Each level of the game is accompanied by well drawn and atmospheric backgrounds, and the attention to detail is scary, with touches like the seaweed clinging to the spikes in the underwater level epitomising the game's quality. No aspect of this game has been forgotten.



◁ This is just one island of the expansive overworld. Bridges lead to new islands, new puzzles and new monsters.

In all, *Equinox* boasts over 450 rooms to explore. In order to succeed, it's worth mapping as you go, but why wasn't an auto-map facility included in the game? This was a great feature of *Solstice* and is sadly missed here.

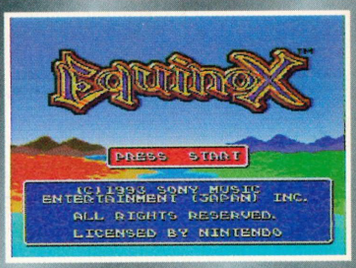
As with most large RPGs, *Equinox* includes a battery back-up save game facility. Every time you leave a dungeon, you can save or quit. This is perfect, as there are plenty of exits and you never have to roam for hours just so that you can save the game. Certainly, no-one will complete *Equinox* in a hurry, although I did get quite far into the game for this review. I have no hesitation in recommending this to anyone who thirsts for a challenge.

There are some daring ideas included in *Equinox*, which has transformed a dated and stagnant genre into a game which deserves to do well. If it has been a while since you've played a quality 3-D isometric adventure, *Equinox* is for you.

RYAN



A few years ago in the Spectrum heyday I may have written this game off as being just another isometric 3-D game, however apart from *Spindizzy*, and perhaps *Shadowrun*, games of this genre are very rare on the SNES. *Equinox* consists of the same brain-teasing puzzles and annoying control methods that made games like *Batman* and *Head Over Heels* instant classics! A few moons later and the added bonus of Mode 7 and various other graphical tweaks, the genre looks set to make a comeback, and what better flagship to lead the revival than *Equinox*!



PRODUCER
SONY
(071) 734 5151

PRICE
£44.99

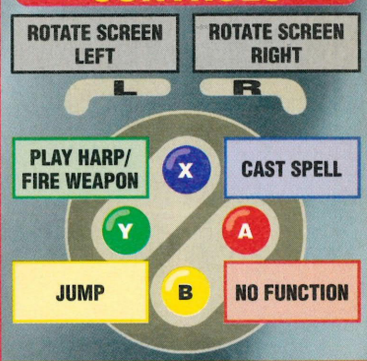
RELEASED
OUT NOW

GAME TYPE
RPG/ADVENTURE

CART SIZE
8MBit

FEATURES
BATTERY BACK-UP

CONTROLS



RATINGS

GRAPHICS	93
SOUND	89
GAMEPLAY	90
LONGEVITY	90

OVERALL

89

LETHAL ENFORCERS

The game they banned in Germany!

DAMIAN



There's only one way to play *Lethal Enforcers* with any credibility. Feet astride, both arms outstretched with a Justifier in each; blasting away at the multitudes of evil scumbags who pop up in banks, boats and chemical plants. Of course, to fulfil this *Reservoir Dogs* fantasy, you first have to buy the game, which comes with a shiny new light gun, yours for only £75 squire. But if you want another Justifier (finished in a lovely pink colour), you must go out and buy it separately for a huge £17.99. Faced with an astronomical £92.98, I don't blame you if you just stick with one gun. This is a pricy game. But is it any good?

▽ *Down in Chinatown – things are stirring. You can blast the windows in this section, as well as blowing away Stevie Wonder!*





△ *"Stop police" This is your cue to accidentally pump the cops full of lead.*

Lethal Enforcers is of course a direct conversion of the thrilling coin-op which features almost the same plastic guns as you get with the Super NES game. Each one is large enough and well made, to produce a genuine feeling of butch, macho gun-linging nonsense. All that's missing are the *Dirty Harry* laconic one liners, the half eaten hot dog stuffed in your mouth, a dodgy pair of

ANDY



What could be more fun than blowing messy holes in criminal filth with a .44 Magnum? *Lethal Enforcers*, that's what! As Damian said, this is the closest conversion of the coin-op so far – pretty much everything you'll encounter in the arcades is here, apart from the dodgy bloke hanging around behind the pinball tables. The guns are by far the best of their type around; accurate, solid and well made, they make the Super Scope look like the laughable length of drainpipe it is, and add tremendously to the fun of the game. The only problem is – yup – the price. £75 is a hell of a lot of money for a cart. But it's just so damn playable... Shotgun! Boom!

seaside dogs



A pair of Dogs face each other off over the £4 Mr White owes Mr Orange for a pizza.



Mr White unleashes the full force of his twin Magnums at a traffic warden trying to ticket his Astra.



Having found out whose fault it was the phone bill wasn't paid, Mr White prepares to exact revenge.

JUSTIFIER MY LOVE



Pretty versatile, this Justifier. Not only can it help you act out your *Reservoir Dogs* fantasies, but it can also change into any handgun you fancy! Check these out...

AUTOMATIC

RIFLE

MAGNUM

UZI

shotgun-peppered brown flares and outlandish chunky sideburns.

As with all the light gun games, you get the option to realign the sights and alter the difficulty level to suit your style of play. *Lethal Enforcers* is a one or two player simultaneous game, with credits split between players during the latter. Now we've got past the technical, boring front end stuff, it's back to the action.

Lethal Enforcers is a superbly programmed game. The collision detection with the guns is spot on and enormous fun is derived from shooting the criminals who appear from behind cars, desks, barrels, crates and even a jet plane. The screams and groans when you shoot people are perfect, and even the pitiful "don't hurt me" from the bimbo bank cashiers is here.

Unlike the coin-op, you get to choose what stage to start on, and I have to say that this takes away the fun of reaching the later levels. The good thing about this is that you will never get frustrated by not being able to



△ *The really stupid ones always stand in the foreground.*

complete every stage. In this game, it's not so much who gets through, but what rank you are, and how many innocent civilians you blew away (in my case – loads!)

The basic plot of the game involves you, as a streetwise detective, whose mission is to rid the five stages of bad guys. Each level is well digitised from the coin-op, and I am glad that little touches like the subway signs and the burglar alarms that can be shot for extra points are included. This was not in any of the Sega versions, indeed the Super NES game is by far the closest copy of the coin-op I've yet seen, but it is substantially slower. Even the fact that you can blast open windows and the fuel tanks of the cars is here. Who could ask for more?

What I really like about this game is that you

RYAN



After only a few minutes play, I was completely hooked on *Lethal Enforcers*, who wouldn't be? The fabulously sculpted Justifier guns create the authentic *Dirty Harry* feeling of blowing hordes of crazed punks away! It's just a pity about the price. I personally got my kicks out of using both guns to uphold the law, and at an additional £18 to have the complete set, things are getting a little out of hand! If you liked the coin-op then you certainly won't be disappointed with this. Excellent graphics, great sound effects and stunning gameplay – you don't have to be gun crazy to play it, but it helps!



△ *Blast this helicopter in the engines and rotors to down it for good!*

can never get enough of it. I've completed it loads of times, but I still snatch a game whenever I can, and the target shooting range (taken straight out of *Lethal Weapon*) is perfect for honing your skills.

I have no hesitation in giving *Lethal Enforcers* a high rating, Konami deserve to do well with this game, but it is just a shame that the price is such a joke. Nearly £100 for a single game is outrageous, and proof, if ever it was needed, that someone should step in and force the prices down.

A brilliant game if you can afford it, but it *is* cheaper than the coin-op itself – just.





PRODUCER
KONAMI
(0895) 853000

PRICE
£74.99

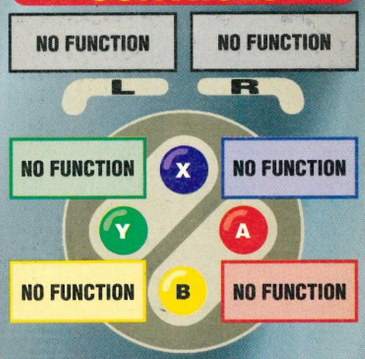
RELEASED
MARCH '94

GAME TYPE
SHOOT-'EM-UP

CART SIZE
16MBit

FEATURES
JUSTIFIER LIGHT GUN

CONTROLS



RATINGS

GRAPHICS	85
SOUND	82
GAMEPLAY	90
LONGEVITY	90

OVERALL

87

Classic coin-op shoot-'em-up!

R-TYPE III

GAMER GOLD



△ Yowzer! This huge energy beam is unleashed if you charge it up long enough.



DAMIAN

It only took me ten seconds to realise that *R-Type III* is one of the best shoot-'em-ups ever to appear on the Super NES. As the old adage goes, if you've played one *R-Type* game – you've played them all, but number three in the series (subtitled 'The Third Lightning') is definitely top of the heap.

Presentation-wise, the title screen and options are fair, but there is no difficulty setting, and I would have preferred to have seen more things to alter here. If this was a beat-'em-up, you'd be able to change everything including the fighters' underpants, but mindless blasters have always skimped in the controls department.

I've played every *R-Type* game (probably on all systems too!), so it takes a lot to impress me, but I liked the way you choose your weapons pod as if you are actually inside the cockpit of the R-9. And the way the camera pans away from the ship's reactor and slices through each layer of the hull at the beginning is visually amazing. More of this 'dynamic perspective' should have been used in the game, instead of just at the start. It was also a silly idea not to include level numbers, or an indication of why you are entering each section. The game swiftly moves from space station to alien stomach without so much as a signpost!

The first level is set in an instantly forgettable metal space station and many of the enemies are bland, but from humble beginnings, *R-Type III* moves on to a pseudo underwater alien stomach, with hull-eating acid, walls of impassable flesh and a



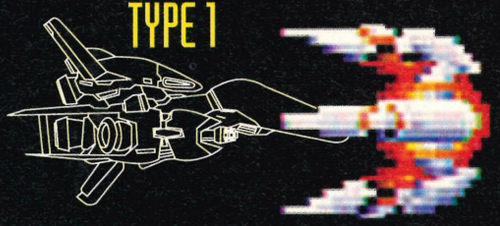
▷ Inner Space: the second level is set in the gut of a huge alien. Watch out for the deadly acid!

FEEL THE FORCE!

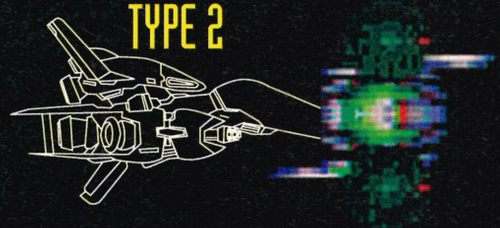
Depending on your fighting style, selecting the correct weapon pod at the beginning of the game is crucial. Each one has different laser properties (see right), and the formations are different, depending on whether the pod is free floating or attached to the front or back of the R-9. We at SUPER GAMER have found that Type 3 is the best one for all-round coverage and sheer firepower. The table on the right is a guide to the different formations that are available with each different pod. Each picture represents what happens after each power-up is collected.



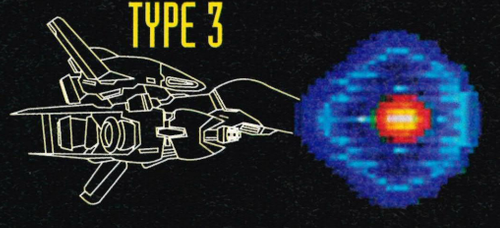
TYPE 1



TYPE 2



TYPE 3



▽ *The impressive spider guardian needs to be hit in the back first, then you must use the weapons pod to shoot it full in the face!*

▷ *With the R-9 fully powered-up, nothing can stop me now, nothin... [boom].*





RYAN



Just when you thought that the shoot-'em-up genre had fizzled into a tiresome chain of instantly forgettable titles, *R-Type III* blasts onto the scene! Irem have certain struck gold with this little beauty, as everything about it is polished to the point of perfection. Apart from the fantastic visuals, which make imaginative and varied use of the Mode 7 capabilities, *R-Type III* is also immensely challenging and is guaranteed to test your gamesplaying abilities to breaking point. My only real criticism is that there is no battery back-up or password system, so cruising through the early stages time and time again in order to progress can become rather tedious after a while, not to mention time consuming.

whole host of killer germs to dispose of.

Later levels also include a giant mechanical spider, streams of liquid fire, and there's even a trap where you must get to a certain part of the screen or you are totally crushed by a metal wall. What all this means is that you are constantly on edge because a quick death lurks around every corner.

The original *R-Type* was the first game to innovatively use bizarre weapon add-ons and rotating side pods to increase the players' firepower. Ever since then, every game under the sun has copied this idea, and it comes as no surprise to find that this game uses the same old formula.

Collect the various power-ups and the R-9 will gradually disappear under a mass of bolt-on guns. Simple forward lasers can become massive phalanx beams that fire forwards and backwards simultaneously. You can also collect rotating defence pods that protect your ship from all harm, and are very handy for soaking up stray bullets. You have to be pretty stupid to get killed when you're fully powered-up in this game!

What makes *R-Type III* so different, is that it combines gorgeous graphics, a wide



level 1 level 1 level 1 level 1 level 1 level 1 level 1 level 1



level 2 level 2 level 2 level 2 level 2 level 2



level 3 level 3 level 3 level 3 level 3 level 3



level 4 level 4 level 4 level 4 level 4 level 4



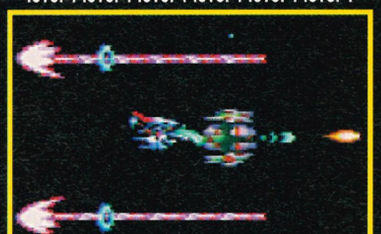
level 1 level 1 level 1 level 1 level 1 level 1 level 1 level 1



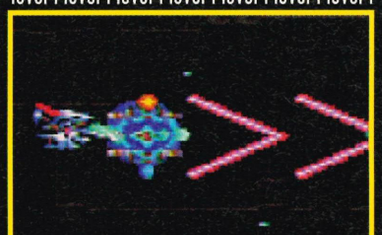
level 2 level 2 level 2 level 2 level 2 level 2

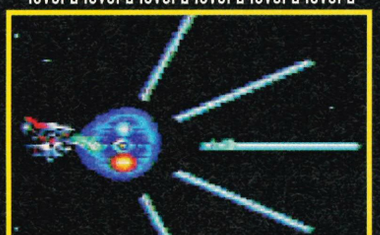


level 3 level 3 level 3 level 3 level 3 level 3



level 4 level 4 level 4 level 4 level 4 level 4





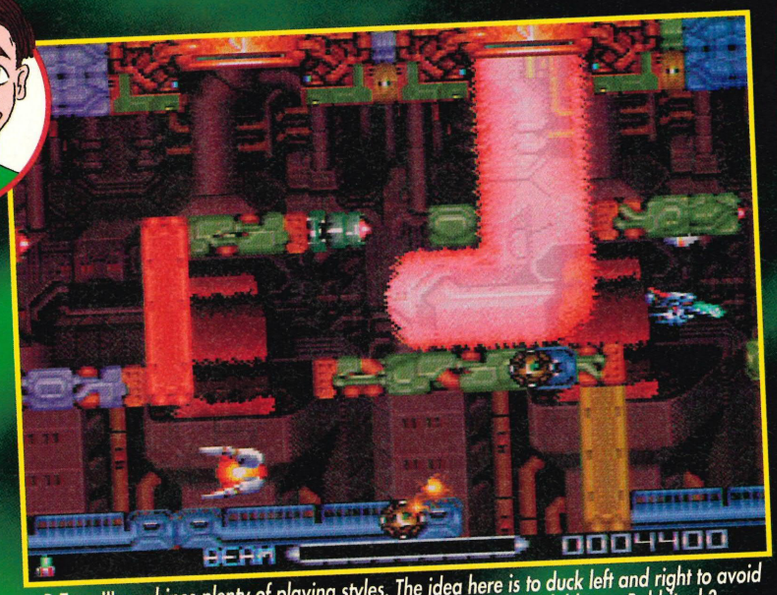




KEITH



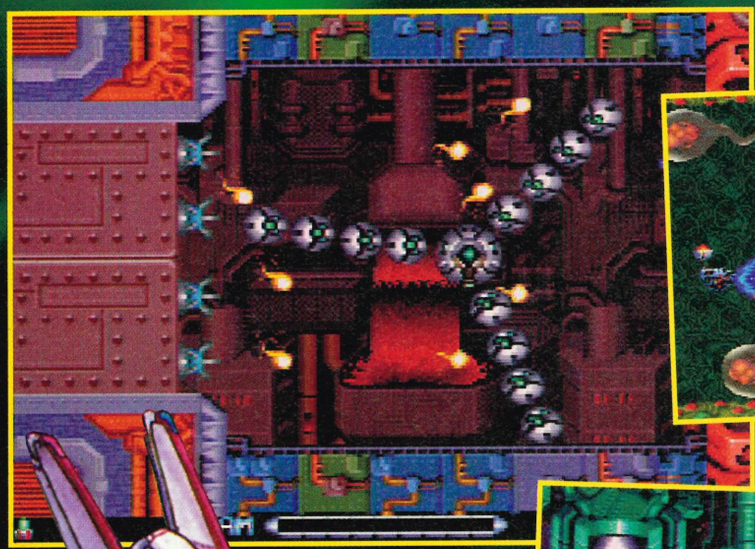
I always approach shoot-'em-ups with a certain trepidation. Personally, I think the age of the horizontally/vertically scrolling shooter is long past and it was hard to see how this was going to offer anything new; to be fair, it doesn't. What it does offer is compelling gameplay, extremely challenging levels, arcade quality graphics and good crunching sound effects. It's a shooter which is instantly playable and very hard to put down. The bosses have a certain menacing aura about them, you certainly know you've reached the end of the level when you're faced with one of them! As with any shoot-'em-up, *R-Type III* will soon lose its appeal, but it's one of the best about. Not quite as good as *Axelay,* but still a damn good blast!



△ R-Type III combines plenty of playing styles. The idea here is to duck left and right to avoid the bits of Mr Blobby as he is fed through a mincer. Not so much Blobby, as Bobbit, eh?

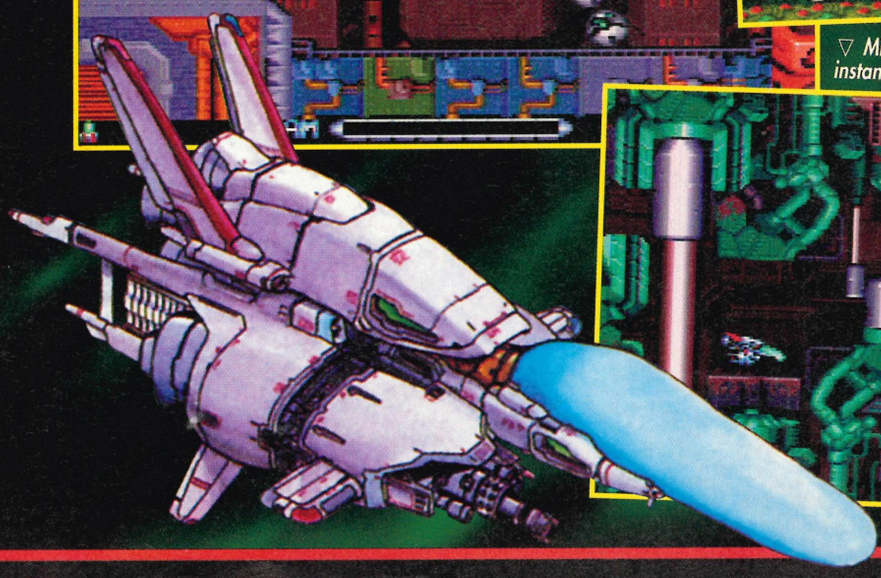
range of exotic aliens, mammoth side-arm weapons, and a huge wad of challenge. That's right – challenge! *R-Type III* is unfeasonably hard to complete, and as such will last you ages. Remember, this is a £55 game and anybody who spends that much cash on a game wants a reasonable return on their investment.

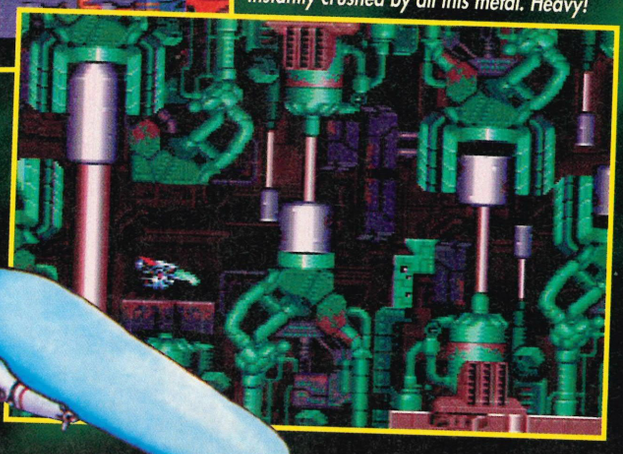
Fortunately, there are infinite continues to help you along. In most games this makes it too easy, but in *R-Type III* – it is almost a necessity. Definitely one of the best shoot-'em-ups on the Super NES, a perfect marriage of looks, sounds and – what really counts – gameplay. Quite simply... the best!





▽ Blimey! The R-9 seems to have wandered into a womb full of killer sperms!





▽ Miss the right spot here and you get instantly crushed by all this metal. Heavy!





PRODUCER
IREM/KISS UK
SUPPLIED BY: ZAP GAMES
(0532) 590077

PRICE
£54.99

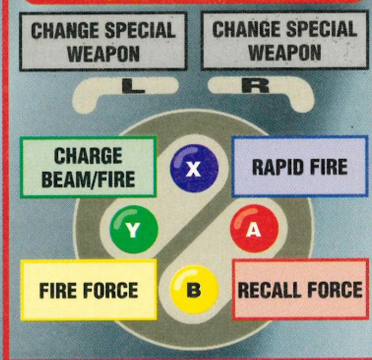
RELEASED
APRIL '94

GAME TYPE
SHOOT-'EM-UP

CART SIZE
16MBit

FEATURES
NONE

CONTROLS



RATINGS

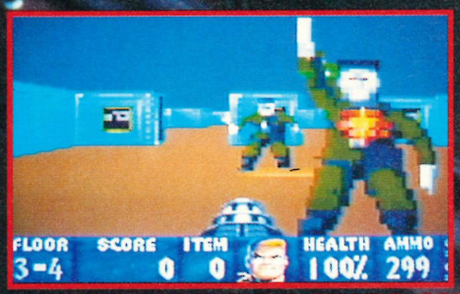
GRAPHICS	94
SOUND	88
GAMEPLAY	90
LONGEVITY	93

OVERALL

91

Wolfenstein 3D

A MASTERPIECE IN SEARCH AND DESTROY.



"TECHNICALLY IT SPITS OVER THE 3D SECTIONS OF JURASSIC PARK"
Deniz Ahmet -
Computer + Video Games-Dec 93



"ITS A BIG GAME AND A SOLID CONVERSION OF THE PC"
Deniz Ahmet -
Computer + Video Games-Dec 93



"OOZES ATMOSPHERE AND LOTS OF BLOOD"
Chris Buxton-
TOTAL MAGAZINE-
Jan 94

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SUPER NINTENDO ENTERTAINMENT SYSTEM

id SOFTWARE

DISTRIBUTED IN THE UK BY IMAGINEER (UK) LTD. P.O. Box 1982, SLOUGH SL1 6DQ TEL: 0753 671 686 FAX: 0753 671682

▷ You better split! Blue Suede Goo demonstrates the power of the quiff.



CLAYFIGHTER

A claymation classic!



ANDY

Remember Plasticene? Those strips of coloured clay that you could mould into any shape? They were great fun, until all the colours got blended together and you ended up with a dried-up brown lump.

Ocean's *Clayfighter* lets you relive those halcyon days of childhood fun, with two advantages; the colours won't blend, and you get to beat people up in that truly Nineties caring, sharing way. Well, sort of people. The bizarre mutants duking it out here make Blanka look about as weird as John Major.

The protagonists of *Clayfighter* are fighters made of – yes! – clay, whose sole ambitions in life are to become King of the Circus by pounding the others into dried-up brown lumps. Ranging from a lardy Elvis impersonator (my favourite) to an ambulatory snowman, these loons are impressively brought to life through claymation (as used in the Creature Comforts ads) which has been digitised and dropped into the Super NES. Digitisation of 'real' people has been done before, in the horribly over-rated *Mortal Kombat*, but the Clayfighters are bigger, and more varied and interesting to watch. As well as being great looking, they've also

▽ Can yer ma sew?





DAMIAN

Whether it's the bizarre morphing of the Blob, or the hilarious utterings of the Blue Suede Goo Elvis impersonator (complete with paunch), *Clayfighter* will not disappoint. The humour and level of sophistication of this first class beat-'em-up is absolutely spot-on, with superb graphics and animation on all the characters and a host of cartoon backdrops. Ocean deserve to do well with this (unlike the sad *Soccer Kid*). *Clayfighter* is without doubt the best beat-'em-up this year. Only *Super Street Fighter* stands a chance against it.

FIGHTING MAD!



BAD MR FROSTY

This frozen freak will stop at nothing to chill out his opponents... permanently. There's no business like snow business!



THE BLOB

The star of the 1950s B-movie has come out of retirement to give the other Clayfighters the boot – literally!



BLUE SUEDE GOO

A diet of cheese-burgers has given Blue the energy he needs for the contest. Be quiff or be dead!



BONKER

Clowning around comes as second nature to this guy, but he's deadly serious in combat. He flings a mean pie!



ICKYBOD CLAY

If he can't scare his enemies into submission, he'll settle for knocking the clay out of them. Ooooh-aaaaah!



HELGA

More at home with Wagner's Ring than the boxing ring, the pneumatic prima donna is determined to be top of the charts!



TAFFY

Named after an American brand of sweet, this stringy psychopath is looking to take a bite out of you!



TINY

He might look like Mr Potato Head, but he's as tough as they come. His name may be Tiny, but his punches aren't!

KEITH



There has only ever been one beat-'em up which I consider to be worth playing, that of course is *Street Fighter II Turbo*. *Clayfighter* is the nearest any game of this type has come to knocking *Turbo* from the top. The characters are imaginative, funny and controllable. There is a wealth of moves to choose from including some devasting special moves. The graphics are superb and convey the feeling of humour and cartoon type action brilliantly. The only reservation I have is that when you connect with someone, there isn't a convincing thud – it's a minor gripe about a generally top class game.



△ *Bad Mr Frosty gives Ickybod Clay a Swiss Roll to chew on.*

got some excellent speech – check out Blue Suede Goo's hilarious "Hey, watch the hair, man!"

Each of the eight fighters has a selection of the now-obligatory power moves, but where Ryu and his pals make do with boring old Dragon Punches, these malleable maniacs start off weird and take the fast train to Surrealsville. Helga, the operatic Valkyrie, hits the high notes to pop her opponents' ear drums, Bonker the clown zings his head out on a spring to nut enemies from several feet away, and, most bizarre of all, The Blob (whose career obviously went downhill after starring with Steve McQueen) transforms into hammers, boots, boxing gloves and circular saws – and can even eat his adversaries!



△ *The Blob gets ready to cut Taffy down to size.*

In one-player mode, the game follows the familiar 'best of three' route, the player taking on each of the Clayfighters in turn until that elusive crown is won. Control of the fighters is very similar to *Street Fighter II*; in fact, it's safe to say that if you can get Ryu or Guile to do their stuff, you'll be perfectly at home here. The actual fighting is done pretty well, considering the decidedly abnormal nature of the combatants. Punches and kicks connect solidly with satisfying sound effects, and the only complaint I have is an occasional slight delay in registering hits inflicted by a character in the air. This means you can be just about to wind up for a devastating attack, when you're abruptly knocked back by a punch thrown a few seconds earlier. But this quirk isn't enough to spoil the game – *Clayfighter* is great fun.

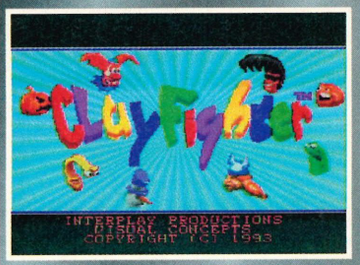
The big question, then – better than *Turbo*? Answer – no. Let's face it, it's going to take something *seriously* good to depose Capcom's cash cow from its throne. But that doesn't stop *Clayfighter* being hugely entertaining and riotously funny to watch. Top marks to Ocean for picking this one up – if Chun Li's curvy charms aren't for you, play with some clay!



▷ *The Blob again, cheating slightly by eating the opposition!*



Ocean have also very sensibly picked the UK rights to *Rock 'N' Roll Racing*, another game from Interplay, the creators of *Clayfighter*. An excellent two-player racing game, it pits you against a friend (should you have any left) and the toughest drivers in the galaxy. Where *Mario Kart* was cute, this is rock hard, your vehicles being equipped with an armoury of missiles, mines and bombs, and it has the best soundtrack of *any* game *ever*! SUPERPRO gave it 90% and a ProGold award in issue 11, and we wouldn't argue with that. Definitely one to look out for – it's Bad To The Bone!





PRODUCER
OCEAN
(061) 832 6633

PRICE
£49.99

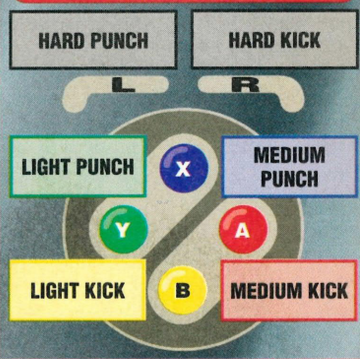
RELEASED
MARCH '94

GAME TYPE
BEAT-'EM-UP

CART SIZE
16MBit

FEATURES
AMAZING SOUND!

CONTROLS



RATINGS

GRAPHICS	92
SOUND	95
GAMEPLAY	86
LONGEVITY	80

OVERALL

87

Is there a bed big enough?

Romance of the Three Kingdoms III

KEITH



In the year 189AD Emperor Ling of the Han dynasty died, setting off a deadly power struggle at court. Rebels rose up in an attempt to overthrow officials and the nation was plunged into chaos and civil war. As a rival emperor, you must gain control of all China.



△ A rare sunny day. In fact, it's such a nice day, I'll attack this city with some fish knives.



After opening the game box and watching the instruction booklet thud heavily onto the floor, it was clear this would be no simple, shallow game that was going to take a couple hours to complete. In fact, after two days of solid play, the commands, icons and overall gameplay were just starting to make sense.

There are in fact over a hundred commands that can be issued. These range from visiting the local merchant, to spreading rumours about an opposing army.

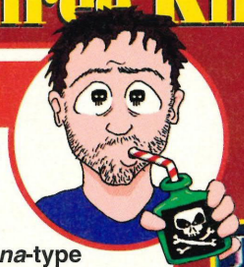
Up to eight players can join in the battle for supremacy, each one controlling a different ruler. Hopefully, each player will be a hardened strategy expert, as a fair amount of experience of this type of game is needed. No shoot-'em-up addicts need apply!

There are crops to be grown and loyal subjects to be kept happy. Weapons must be purchased by a highly trained negotiator, and potentially volatile situations must be diplomatically diffused or your colony will erupt into riots. This section of the game is like *Populous* or *Powermonger*.

The battles are viewed in 3-D and involve moving one man, who represents about ten thousand soldiers, towards the enemy represented by, yes – you've guessed it – a tiny little soldier. This is an incredibly weak way of enacting the battles, and the view is often obscured by what is apparently fog. This is excellent for a surprise attack in the mist, but what's the point when the player cannot even see what is going on?!

The sheer depth of *Romance III* is admirable, but it's a case of far too much detail being crammed into a sub-standard war game – ultimately, this is not much fun and certainly not worth the asking price. If you are really into war and population sims, then I would heartily recommend *Powermonger* instead of this. You'll have a longer relationship with a pancake roll! SG

ANDY

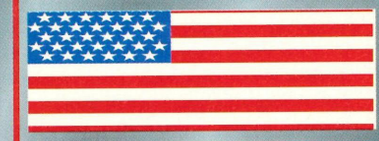


Dull, dull, dull. With a name like *Romance of the Three Kingdoms*, I was expecting a *Zelda*/*Mana*-type RPG, but what I actually found was an immensely tedious wargame that could only be enjoyed by the type of cagoule-wearing wonk who likes to recreate the battle of Stalingrad in miniature on the dining room table. The battle scenes are a sick joke; your mighty army is represented by a single stumpy bloke, and when you actually fight the opposing army (another stumpy bloke) it sounds like someone rattling the cutlery drawer! If you want romance, stick to Mills and Boon.

▽ Regular visits to the market are vital to maintain your stockpiles.







PRODUCER
KOEI CORPORATION
SUPPLIED BY VIDEO GAMES BOX
(0425) 616705

PRICE
£59.99

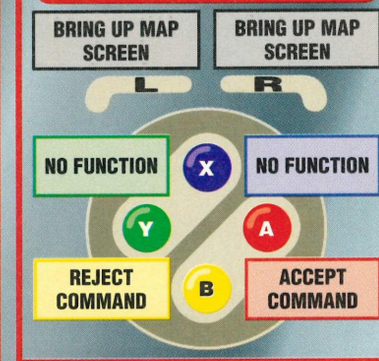
RELEASED
US IMPORT

GAME TYPE
STRATEGY

CART SIZE
8MBit

FEATURES
BATTERY BACK-UP

CONTROLS



RATINGS

GRAPHICS	52
SOUND	54
GAMEPLAY	65
LONGEVITY	75

OVERALL

63

From Michaelangelo's Fantasy World...

to Donatello's Futuristic City, the Turtles transcend time through to another dimension, in this, the ultimate confrontational fighting game.

TEENAGE MUTANT HERO TURTLES®

TOURNAMENT FIGHTERS







SEGA MEGA DRIVE

SUPER NINTENDO ENTERTAINMENT SYSTEM

KONAMI

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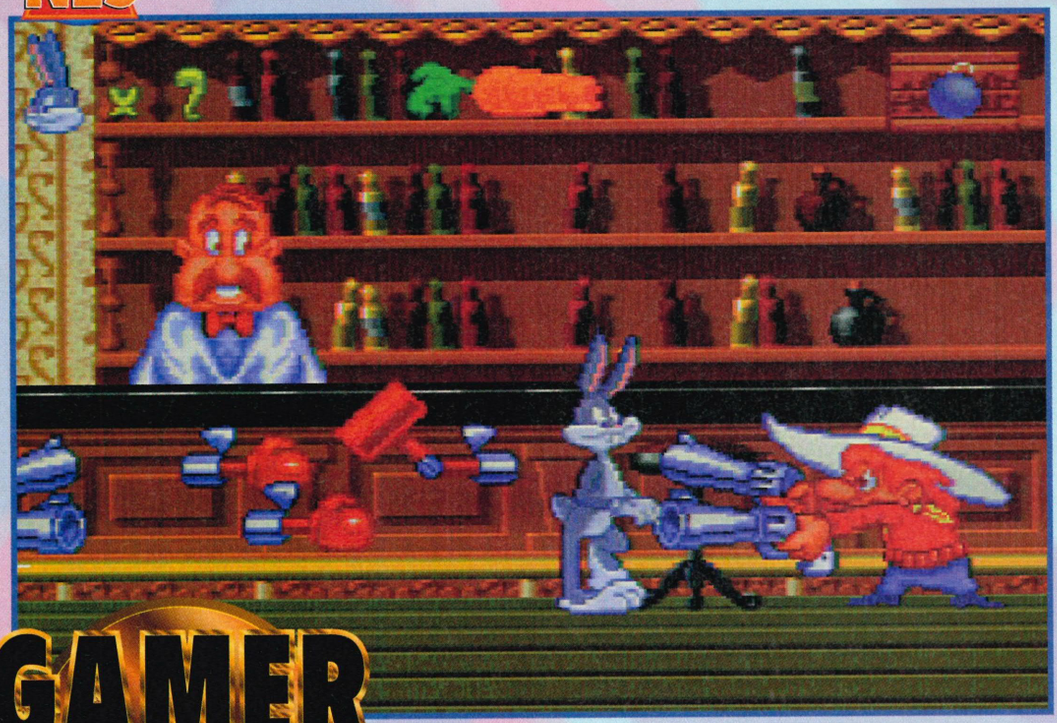


DAMIAN



This cannot be the Super NES. Obviously Marubeni have invented a mini video and this is the real *Bugs Bunny* cartoon I'm watching. Either that, or this game has the best graphics I've ever seen. *Bugs Bunny* is the follow-up cartoon caper from the people who brought you *Daffy Duck* and soon *Speedy Gonzales*, but it is without doubt the best game from this stable so far. Cartoon fans prick up your ears – I bring good news.

The plot is simple, well, it has to be because the game is so tough! The master animator is trying to rub out Bugs, and it is your job to guide the wily wabbit through ten levels, for a fight with the guy who wields a brush. In your way are the baddest collection of cartoon villains – all of which have been hastily sketched with huge weapons and traps to end Bugs' days.

GAMER GOLD

After 50 years, the legend keeps rabbiting on!

BUGS BUNNY

RABBIT RAMPAGE

What really impresses me about this game are the hundreds of hilarious comical touches that turn it from a normal platform game, into an episode of the *Three Stooges*! Mice parachute out of trees, bulls thunder into an anvil coated in a red blanket, Elmer Fudd has a gun misfire and has all his hair singed off, and the cowboys lose their trousers; revealing boxer shorts – while all the time Bugs calmy chews on a carrot and gives the you a smug wink. Brilliant.

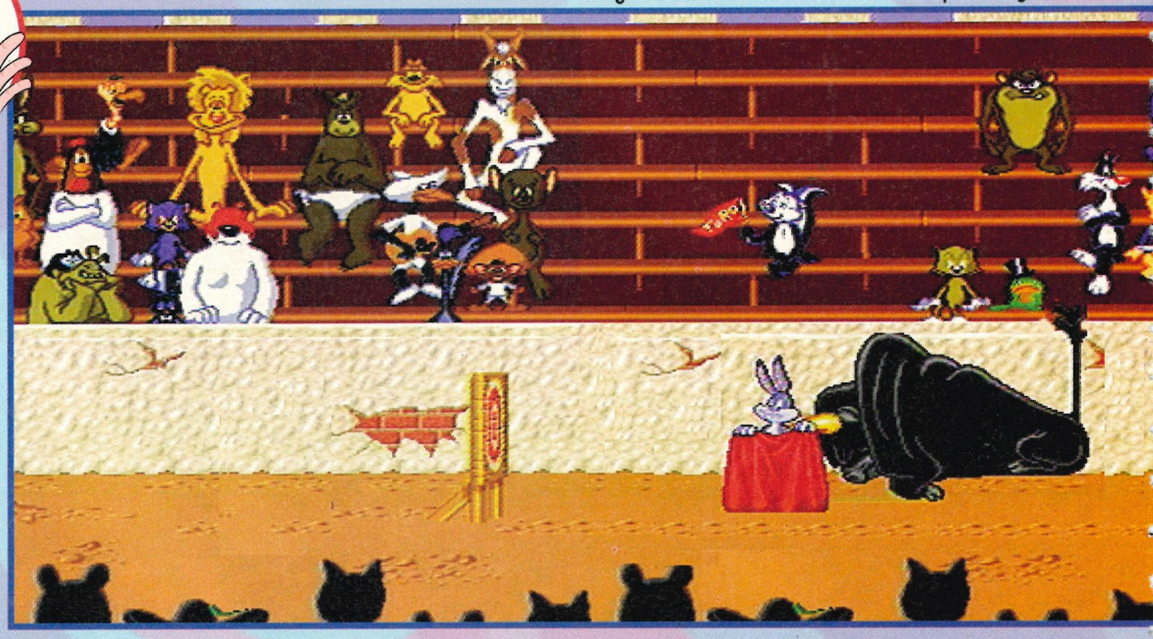
The programmers have obviously aimed to make this the best translation of a cartoon character ever – and they've

▽ *In the bullfight, Bugs must lure the raging bull into each target to reach the switch on the left. This opens the gate.*

RYAN



The moment I clapped eyes on *Bugs Bunny* I was totally stunned, I haven't seen cartoon graphics like this since *Tiny Toons*! I must admit that I wasn't a great fan of Sunsoft's previous Looney Toon games such as *Daffy Duck*, *Taz-Mania* and especially *Road Runner*. Although all of them boasted fantastic visuals, the playability was let down by dodgy controls or repetitive gameplay, so needless to say I was rather sceptical when approaching *Bugs Bunny*. Imagine my surprise when it turned out to be a top-class game full of cracking humour and crammed with excellently varied levels. A great game of the highest quality!





△ Once you've defeated Elmer, Bugs plugs his gun. Ha, ha!

succeeded! I loved the way that the screen is painted on at the start, and the way Bugs is rubbed out when he loses a life. Other touches include the carrot energy bar, and the excellent falling anvil and safe trick (has to be seen to be believed!). The only problem I found with the control of this game, is that you cannot keep bouncing on the enemy like you can in *Mario*. This means after one bounce, you fall into their salivating jaws!

The trend for superb graphics with a heavy dose of humour and slapstick, first used in *Bubsy* is continued here in fine style, and Bugs easily surpasses Bubsy in both style and content. Everyone's favourite wabbit is incredibly well animated, with a spine-snapping high kick and bottom bounce for disposing of enemies. He even pulls funny faces and quips amusing one liners when you leave the joypad alone for a while!

All this is formula stuff when you consider this over-used genre contains classics like *Mr Nutz*, *Daffy Duck*, *Road Runner*, *Taz-Mania* and *Bubsy*, but what makes *Bugs Bunny* really scale new heights in video gaming is the wealth of original, well thought-out and damn right clever ideas that have all been crammed into this 12Mbit cart. The level numbers are a good example. Level 1-1, okay, nothing wrong here, but when it goes straight to 2-1, then 2001, then 3.14564747 – you begin to get worried!

The first level is set in ice, and it is here that the ingenious inclusion of the rabbit holes is first introduced. You basically press Down and B, and Bugs drops through the hole to appear further on in the level, or down into a room full of bonuses. This is particularly useful when you are fighting Elmer Fudd, because you can nip from one end of the screen to the other and avoid his rabbit-seeking shotgun bullets.

My personal favourite level so far (there are so many that even I haven't got to the end, yet!) is the bullfight, which has you luring a bull into targets in order to break the walls you need to escape. The graphics here, as in the whole game, are spot-on perfect recreations of the Warner Bros cartoons, with the whole cast watching the fight from the stands, as a massive black bull charges at you like greased lightning!

I wish I had the space to go on and on, because *Bugs Bunny* is one of those games that you can talk about for hours. Each of the many varied levels – Taz-Mania, 2001 (with Martians!), Wile E Coyote and Yosimite Sam – look stunning, and all the speech is uncannily good (like Werther's Original). I particulalrly liked the "What's up doc?" sample. Classic!

The upshot of all this unashamed praise is – get *Bugs Bunny* now if you are tired of boring, humourless platform games. Superb!

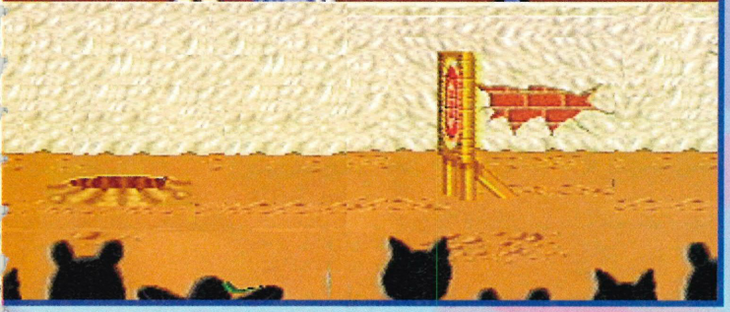


△ The only way to take care of this varmit is to bounce on his head 15 times!



◁ Bleeuuugh! That's what we think of Andy's opinion.





ANDY



I can feel the scorn being poured on me by the other members of the team from here, but *Bugs Bunny* was a let-down. I wanted to be favourable about it – it's by far the best of the Warner Bros licenses so far, but it was not to be! The graphics and animation are wonderful... but the gameplay is the same old yawny *Bubsy*-style stuff all over again. Even the occasional change from the format (like the bullfight) just isn't enough to lift it out of the rut. *Warioland* showed that there is still life in the platform format, but *Bugs Bunny* just shovels the dirt back onto its coffin.



PRODUCER
MARUBENI
(071) 826 8816

PRICE
£49.99

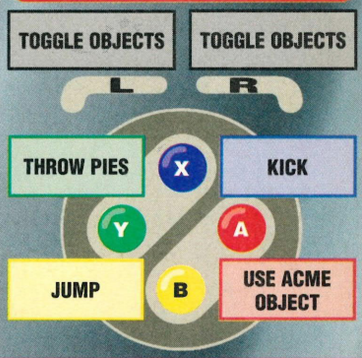
RELEASED
APRIL '94

GAME TYPE
PLATFORM

CART SIZE
12MBit

FEATURES
NONE

CONTROLS



RATINGS

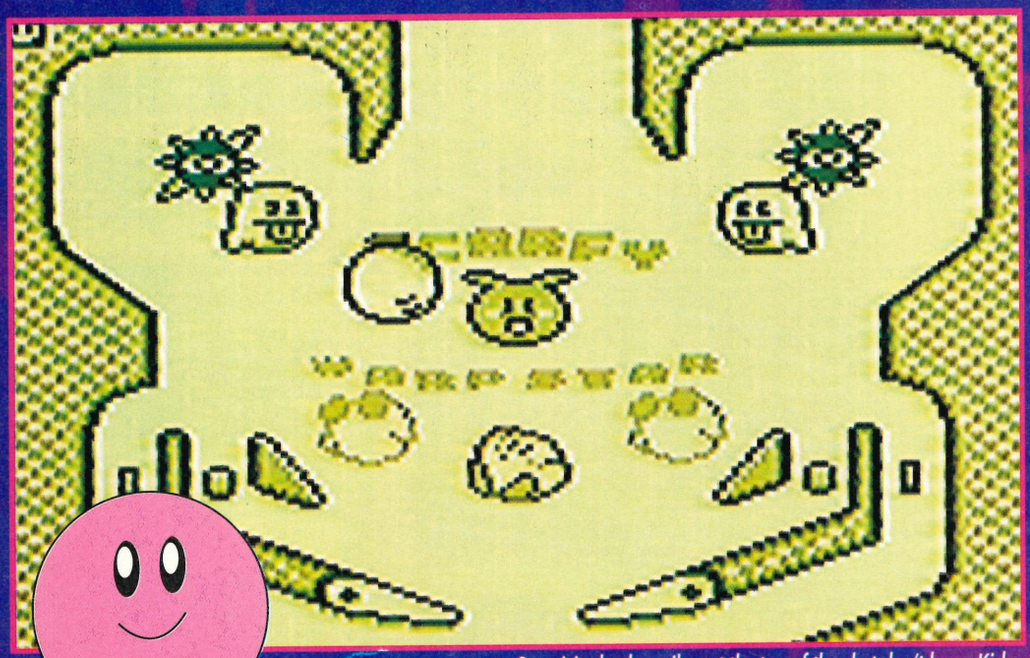
GRAPHICS	96
SOUND	92
GAMEPLAY	84
LONGEVITY	90

OVERALL

90

Sure plays a mean pinball!

KIRBY'S PINBALL LAND



△ *Surprisingly, the spikes at the top of the shot don't harm Kirby. Aim for the ghosts, they make a interesting squeaking sound!*

KEITH



The Game Boy has never really enjoyed an abundance of pinball games, not surprising really when you consider the screen blur problems that have cropped up on fast moving games in the past. With this in mind, I was expecting something very unplayable. To a certain extent I was right. The ball blurs terribly when travelling at high speed and tends to look like a piece of elastic. However, if this game is played in a well lit room, preferably with a spot lamp nearby, there shouldn't be a problem.

Kirby's is one of the more varied pinball games on the market. There are three tables in all, each of them working on a flip screen basis, with four screens per level, plus any bonus levels you may find hidden on the table. The bonus games are excellent and include a football game where you have to flip Kirby into the back of the net as many times as possible to score a ridiculously large amount of points.

Unfortunately, trying to reach the special sections of the game can be extremely frustrating, as most of the time it involves flipping Kirby into a star which is circling the screen at approximately 100mph! One mistake and you fall down three screens and have to complete the whole process again. It is also very annoying that there is a great big obstacle right in the middle of the screen, and this often ricochets the ball down the wrong hole.

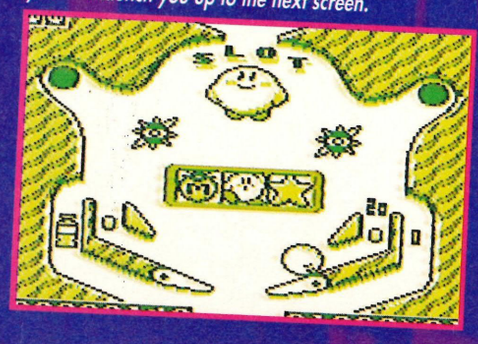
A great touch to *Kirby's Pinball* is the

DAMIAN



I have to say I'm not a fan of Kirby, but this really turned my head. The graphics are functional, but it is the realistic way that Kirby bounces around the screen that really sets this above other pinball games. However, I definitely agree with Ryan: it should have been a scrolling game, rather than flip-screen, as this interupts the action and you can easily lose your place and fall back down. The main problem I found, was that the screen blurs badly when Kirby hits high speed. After a couple of hours, my eyes were stinging and I had had enough. *Kirby* should carry a health warning – don't get engrossed, or it could seriously damage your vision! Apart from this, *Kirby's Pinball Land* is a highly enjoyable and thoroughly addictive puzzler. You won't be able to put it down in a hurry!

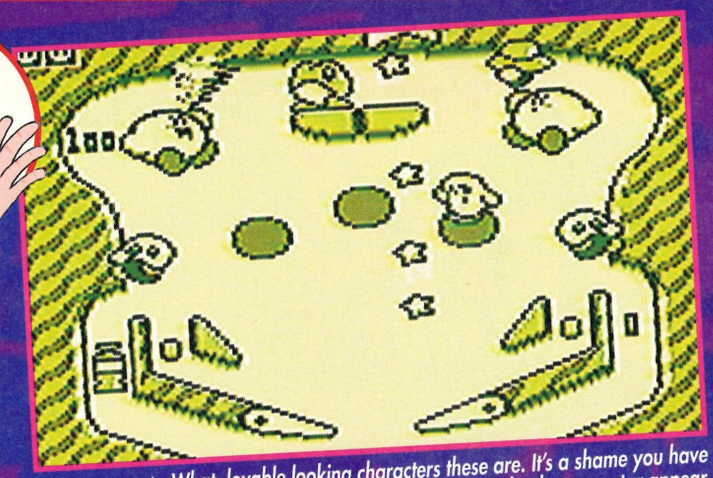
▽ *Try and hit big Kirby's feet to activate the slot machine. Three Kirbys mean that big Kirby will catch you and launch you up to the next screen.*



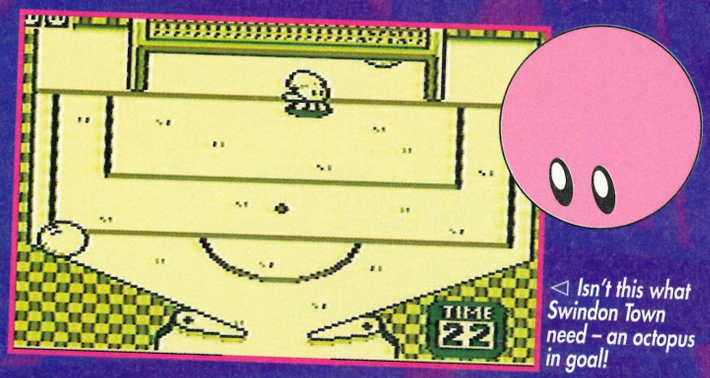
RYAN



Despite the fact that Kirby is a dumpy little ghost, this game plays incredibly well as a pinball sim. Although I would criticise the programmer's choice of using a flip-screen format as opposed to a scrolling table. This annoying factor makes the game unnecessarily difficult to get into, as the action isn't fluid and is thus constantly flicking between a multitude of similar-looking screens. Having said that, the initial problems do little to tarnish the long term appeal of *Kirby's Pinball Land*, because like most games of this genre, once you start playing, you're well and truly hooked!
If pinball games are your thing, then look no further. Despite its shockingly cute visuals, *Kirby* is one mean mutha of a game, with a tough challenge to boot!



△ What lovable looking characters these are. It's a shame you have to kill them all to make the warp star appear.

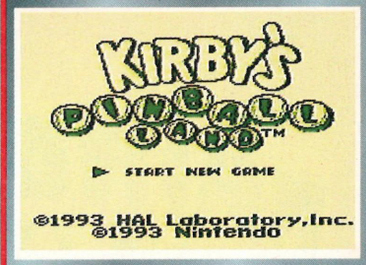


◁ Isn't this what Swindon Town need – an octopus in goal!

interesting idea of having a level guardian once Kirby manages to reach the top of the table. This is a good idea, as it means that each table is effectively completable and gives the player a sense of purpose, rather than the normal pinball tradition of mindlessly amassing as many points as possible.

There is also a useful save game option in *Kirby's Pinball*. Anyone who is any good at this type of game knows that some games can last up to an hour, sometimes even longer! So when that magical two million points barrier has just been broken and you feel a coma coming on, no problem – just hit the Select button to store the game for future play. What a brilliant idea, well done Nintendo!

Kirby's Pinball is a well presented, varied, playable and exciting pinball game. The graphics are not outstanding but then, they don't have to be – they just need to be clear and precise. The beeps emitted are acceptable sounds for a small round creature to make while being smashed around a pinball table, however the title music can become annoying. If you're looking for a jovial pick-up-and-play pinball game, you could do much worse than try *Kirby's Pinball*. However, due to the screen blur problems, I would recommend you also buy a 2,000 watt searchlight so that you can see Kirby himself!



PRODUCER
NINTENDO
(0703) 651010

PRICE
£24.99

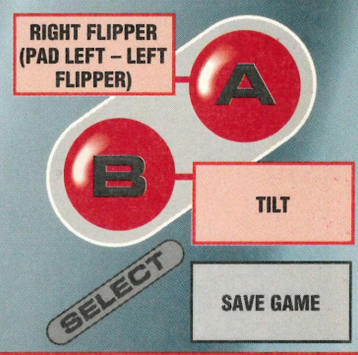
RELEASED
MARCH '94

GAME TYPE
PINBALL

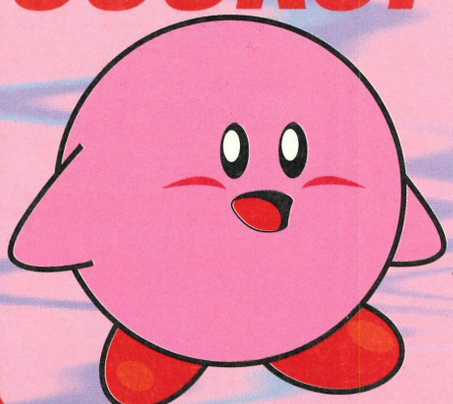
CART SIZE
2MBit

FEATURES
BATTERY BACK-UP

CONTROLS



KIRBY SUCKS!



It's a well known fact that Kirby sucks. In fact, the most famous inhabitant of Dreamland does nothing but suck and blow all day long. He made his Nintendo debut in *Kirby's Dreamland* (Game Boy) which was immediately recognised as one of the most original and playable Game Boy titles ever.

The platform-based gameplay revolved around sucking enemies in and then blowing them back at other foes in order to defeat them and progress through the many levels. This nifty trick probably evolved from the fact that Kirby only has small arms, and these are better suited to short bursts of flight, rather than punching the nearest enemy.

His second appearance was in *Kirby's Adventure* (NES), similar to *Kirby's Dreamland* but with more levels and more colours – just!

The Kirby character was created by the same team who conceived the most popular video game character of all time – Mario.

Like any good hero, Kirby has an evil arch rival he must consistently keep in check, this one going by the curious name of King Dedede.

So there we have it. The reason Kirby sucks, is because his arms aren't long enough!

RATINGS

GRAPHICS	82
SOUND	79
GAMEPLAY	85
LONGEVITY	82

OVERALL

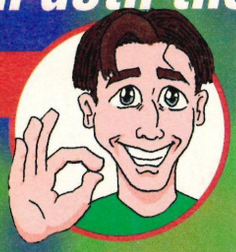
84

RAINBOW BELL ADVENTURES

For whom doth the bell toll?



KEITH



The story so far... The evil Dr Warmon has stolen seven rainbow bells from three spacemen who inhabit the rainbow universe, and now it's payback time. Now that Dr Warmon has the bells, it's fairly inevitable that the universe is going to collapse, as he uses them to further his own diabolical needs. The spacemen value the bells above all else, and so it's up to the three courageous astronauts to save the planet and the day.



△ *Winbee accidently strays into the path of a downhill skier.*

▽ *Try and leap onto the ball – watch out for spikes!*



I have to say that I wasn't expecting to enjoy this game, as it takes something very special in a platform game to hold my attention these days. Unfortunately, the first few goes did nothing to alter my expectations. In the Konami tradition, the graphics and sound are excellent (we are talking about the company who gave us *Turtles* and *Super Probotector* after all), but I was ready to walk away because there's nothing new here. In the end I was glad I persevered; behind the dull plot and boring, repetitive platforms, *Rainbow Bell Adventures* does contain a fair amount of playability. Unfortunately, it took just one day to complete, which is not value for money in my book.

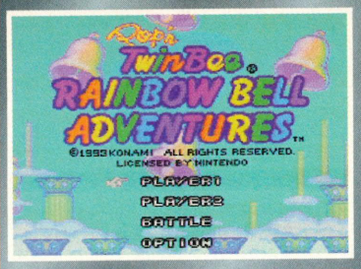
You may be asking what *Rainbow Bell Adventure* actually offers, and the answer is simple – a fairly demanding, but repetitive cutesy platform game in the same mould as *Fantasy Zone* on the Mega Drive. The levels suffer from a lack of imagination and have a tendency to bend back on themselves. Just when you think you are near the end, you arrive back at the start! I was also annoyed to find out that there are no restart points, so if you die, you go all the way back to the beginning. Luckily, there are some passwords for each level, but this serves to make the game even easier than it already is.

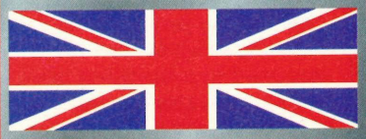
Rainbow Bell Adventures is a good game, but it's impossible to highly recommend it because of one thing – it's too easy. Remember that it also costs £50 to buy, which is a bit of a cheek for a few hours entertainment. I was also unimpressed with the duff split screen two player option which squeezes the screen beyond recognition. *Rainbow Bell Adventure* may prove to be a challenge for younger players, but that's the only way I can think of where it would be worth the money.

ANDY



Short of it coming from Nintendo's Shigeru Miyamoto (*Mario*, *Zelda*, *Starwing*) himself, the Konami logo at the start of a game is probably the nearest you can get to a guarantee of quality. *Rainbow Bell* supports this theory – it's big, fast and very playable, with attractive cutesy graphics and great sound and music, just as you'd expect from Konami. The only problems are that, firstly, it's perhaps a bit too easy, and secondly... it's yet another platform game! How about a few new ideas, guys? Still, at least this is one of the better ones, and does Konami's reputation no harm whatsoever.





PRODUCER
KONAMI
(081) 429 2446

PRICE
£49.99

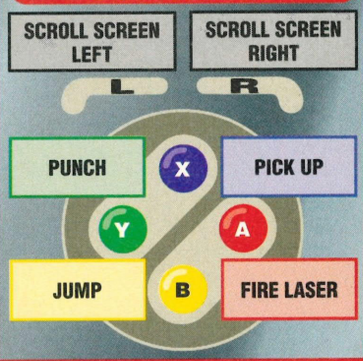
RELEASED
OUT NOW

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	82
SOUND	80
GAMEPLAY	88
LONGEVITY	63

OVERALL

72



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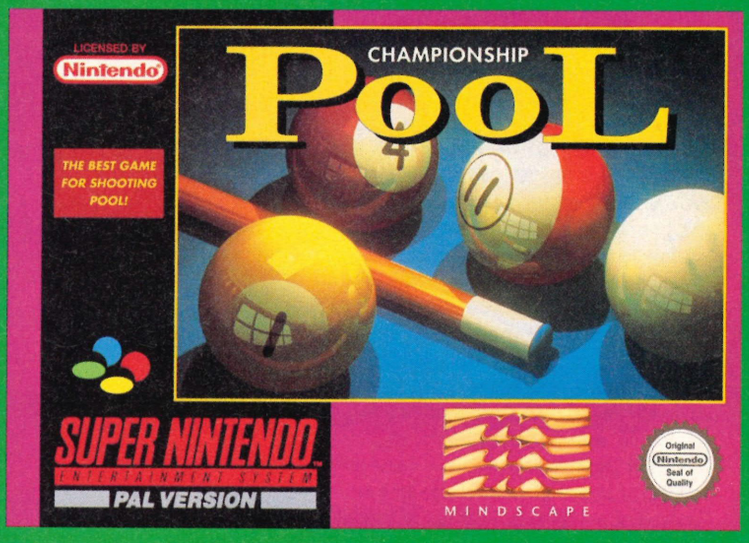
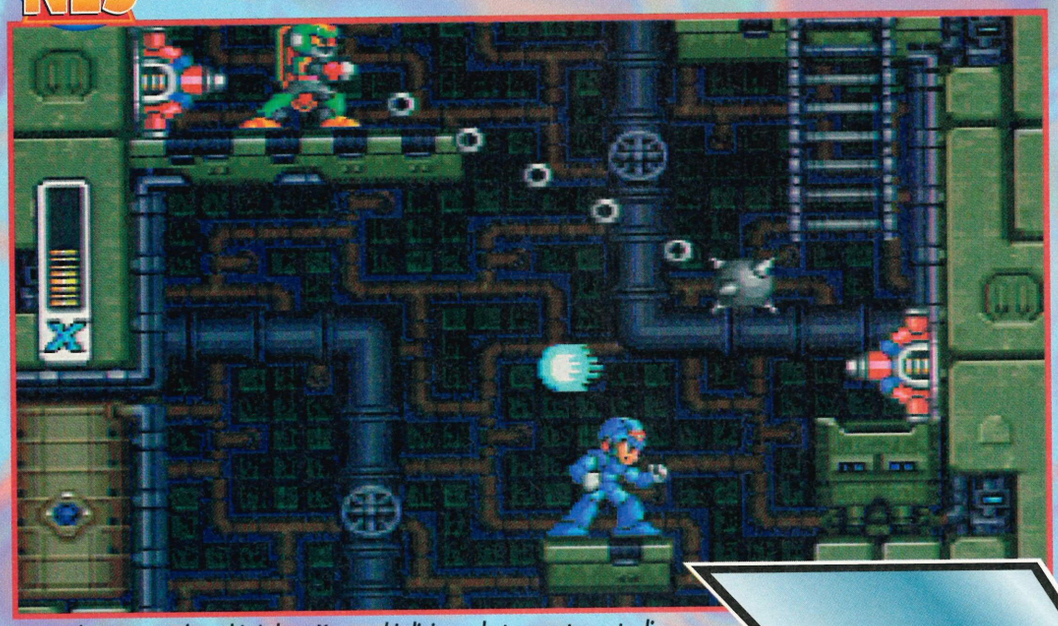


MINDSCAPE

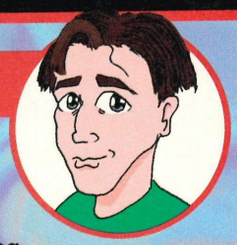


△ Predicaments such as this is how X earns his living, what a great way to die.

MEGA MAN X

You can't keep a Mega Man down!

KEITH



Mega Man is a seriously rock hard robot who spends his entire on-line existance annihilating robots who have been created and led astray by evil Mad scientists. The new generation of Megamen are now known as the X generation and are new, improved and more solid than ever before – behold Mega Man X!

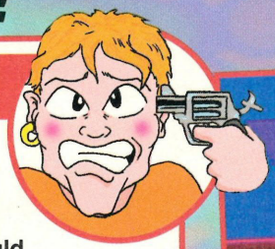
After waiting a very long time for the Super NES debut of *Mega Man*, the initial reaction has to be one of slight disappointment. It's pretty similar to the original series on the NES and that's half the problem really. You would have thought the programmers would leap at the chance to put in a bit of mode 7, or at least use the Super NES's capabilities to produce something a bit tasty. Look at the job Konami did with converting *Castlevania* onto the Super NES, remember the rotating corridors? Not to mention all the other deft touches which gave the game that 'only possible on the Super NES' feeling to it.

Unfortunately, we are presented with something which is basically just a graphical overhaul and the most shocking thing of all is the slow down. I'd say that it slows down even more than the NES versions of the game, I just can't accept that. Why is it that games like *Rainbow Bell* can handle several sprites on screen at once and *Mega Man X* struggles to cope with two?

Do Konami have access to some special chip that Capcom don't know about, or is it that Capcom simply don't know how to program (certainly not the case with *Street Fighter II*)? Whatever the reason, it stinks.

The sound is fairly acceptable however, and the music is upbeat and funky; appropriately complementing the action. The sound effects are very

RYAN



What a disappointing pile of cack! Whatever happened to innovation? This could quite easily pass for an 8 bit game had it not been for the inclusion of some basic parallax and some fancy colour. After the hype, I for one expected something more for Mega Man's Super NES debut. I would have at least hoped that the programmers could have taken out some of the slow-down that plagued the NES series, and although the graphics may look reasonable from the screen shots, they don't move smoothly and could have benefitted from being a little larger. On the plus side, *Mega Man X* is very challenging, but without playability there's nothing to really draw you into the game. Only *Super Street Fighter II* could redeem Capcom of this!



△ At the start of each section a suitably ugly robot is introduced.

▽ When danger reared its ugly head, he bravely turned his tail and fled.





△ *The middle box is the entire play area map. Around the edge are embarrasing passport photographs of the bosses.*

similar to the NES and Game Boy offerings, but then they suit the gameplay, so that's fine by me. Some sort of speech wouldn't have gone amiss as well.

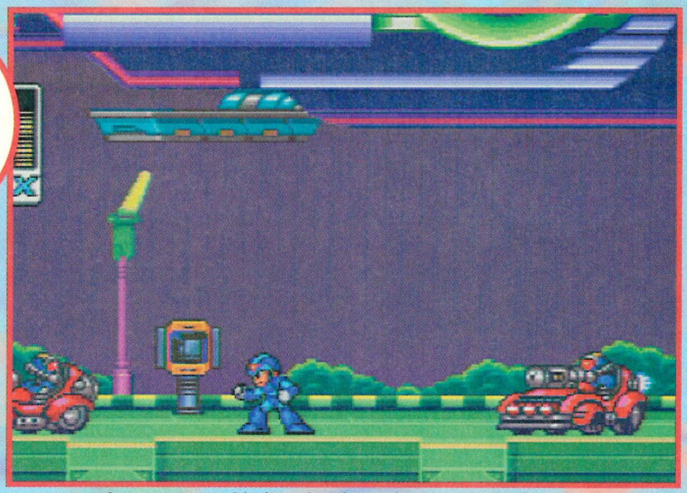
When you ignore its many shortcomings and get down to seriously playing the game, you'll find that *Mega Man X* does keep you enthralled. Generally, it's quite playable once you've fought through a level several times. You begin to learn where the enemies are going to appear, and it's quite satisfying blasting through to the end boss.

Guardians have changed, which is a relief; I couldn't cope with another collection of oddball robots parading around as psychotic henchmen. They now have sensible names like Spark Mandrill?! Forgotten are the days of Woodman, Cutman and Bubbleman, but I think the NES ones were a lot tougher to kill!

DAMIAN



It's a shame, but Capcom really do seem to have made a balls up with what I thought was a dead cert game. I've played the NES versions (how many are there now? Eight? Ten?) and I thought the first one was great, but the idea has been dilluted since then. *Mega Man X* is a fine looking game, and I honestly believed that it was going to be the next big thing, but I have to say I was disappointed from day one. OK, the graphics are good, and to be fair the sound is also exemplorary, but what happended to the game in the conversion? Mega Man is now slow and ponderous when there are loads of sprites on the screen, and I think it's stupid that he cannot shoot directly upwards to take out those damn birds! No, I'm sorry Capcom, you did good with *Street Fighter II*, but the magic has definitely gone out of this one.

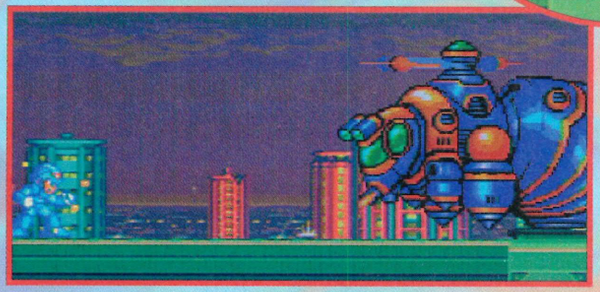


△ *A typical morning on Old Christchurch Road, starring X in the role of Traffic Warden.*



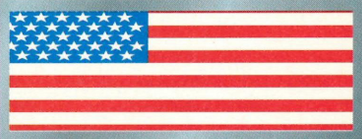
A fairly well thought-out password system has been implemented also. You can go through a level hundreds of times, keep powering-up weapons and energy and be completely rock hard for the following level, this of course means that the whole game is made a bit easy, but as I always say: the bigger the gun, the bigger the fun.

So when taking everything into account, *Mega Man X* is quite good. But I had to think about it in the following light: If I bought this game and my best friend bought a similar style of game, ie *Skyblazer*, who would be the most disappointed? It would be me. At the end of the day, if you want a quality platform blast, then go for *Skyblazer*. For someone who has played every *Mega Man* game, *Mega Man X* is a severe disappointment.



△ *You should see the size of the cockroaches.*





PRODUCER
CAPCOM
VIDEO GAMES BOX
(0425) 616705

PRICE
£TBA

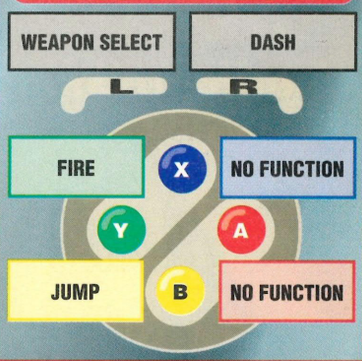
RELEASED
IMPORT

GAME TYPE
PLATFORM SHOOT-'EM-UP

CART SIZE
12MBit

FEATURES
PASSWORD SAVE

CONTROLS



RATINGS

GRAPHICS	85
SOUND	76
GAMEPLAY	80
LONGEVITY	70

OVERALL

75

RYAN

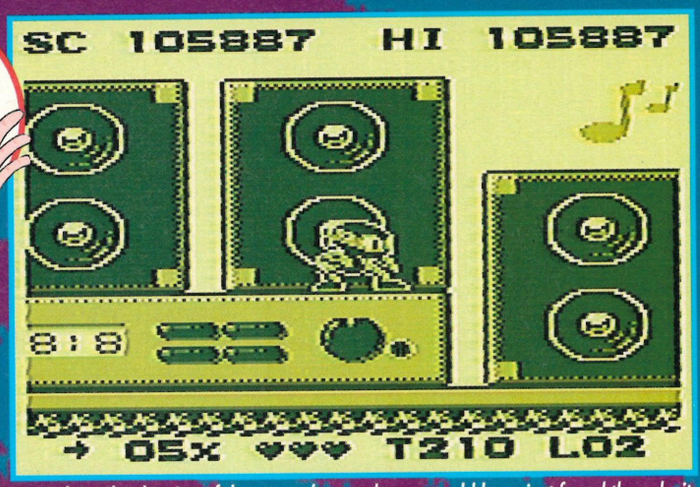


Meet Zool, a mystical space ninja hailing from the Nth dimension. Currently doing the rounds on just about every console known to man, *Zool* on the Game Boy follows the antics of the headline star after crash landing on a strange planet, already occupied by his arch enemy, Krool.

Unless you've never set eyes on a platform game in your life, don't expect to be thrown back in amazement over the originality of *Zool*. It is basically your average platform caper; crammed with collectable objects, bonus pick-ups, wave after wave of hostile nasties, and... er platforms!

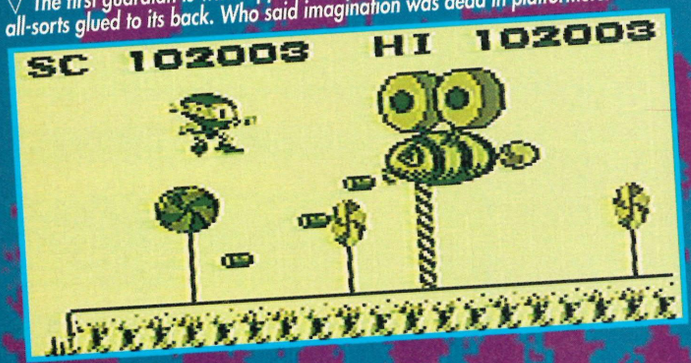
Apart from some nice graphics, what really sets *Zool* above its endless list of alternatives is the speed. Never before have I played a hand held game that moves as slick as this. Needless to say though, action this fast on the Game Boy does open itself up for a fair amount of strife!

My major quibble is the fact that it is virtually impossible to see any foes until you've collided head-on with them! Apart from firing a constant barrage of projectiles to ensure the immediate death of any forthcoming hazards, the only other obvious method of avoiding certain death, is to plod along at snail's pace and kill everything as it emerges on screen. Not surprisingly, this loses a lot of the game's frantic pace and atmosphere. But ultimately the aim of the game is survival, and with only five continues to complete *Zool*'s massive number of levels – you can't afford to let up for a second. Maybe that is the secret of this hugely popular game.



△ *Judging by the size of these speaker stacks, we could have just found the culprit for the Los Angeles earthquake!*

▽ *The first guardian is what appears to be a giant bumble bee with two liquorice all-sorts glued to its back. Who said imagination was dead in platformers!*



Karate-kicking space action

ZOOL

DAMIAN



You know me, I like practically every type of game, but I have never been that impressed with *Zool* on any format. Whether it's the fact that it's yet another platform game (and not a very original one at that!), or the lack of colour which was a big feature of the other versions, but *Zool* on the Game Boy didn't get my juices tingling in the way that a great game should. There's nothing technically wrong with it, but without the vibrant visuals of its 16-bit cousins, the Game Boy version lacks that vital spark that would make it Gamer Gold material.

▽ *Ride those notes to get to higher levels!*



The levels range from the sickly-sweet Candy World, to the bass-kicking Music World, each consisting of three acts and a guardian which must be killed before you're able to advance. As well as getting to the exit, Zool must also collect a minimum amount of objects. To ease this task slightly, there are a couple of restart points dotted around the playing area, however, these change every level, so finding them can be almost as traumatic as getting to the end!

Zool is certainly one of the best Game Boy platformers, and will undoubtedly keep you coming back for more. The real secret though, is the fact that you can pick it up and play whenever and wherever you are. The perfect travel companion. *Zool* gets my vote. SG





PRODUCER
GAMETEK
(0753) 553445

PRICE
£24.99

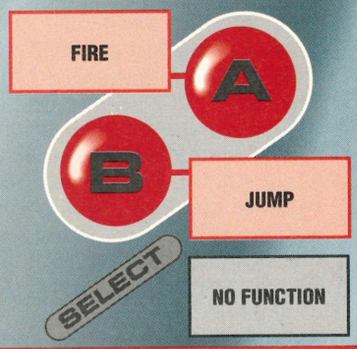
RELEASED
MARCH '94

GAME TYPE
PLATFORM

CART SIZE
1MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	85
SOUND	67
GAMEPLAY	85
LONGEVITY	89

OVERALL

85

Great balls of fire!

DRAGON BALL Z2



ANDY

As I can't read Japanese, I don't have the faintest idea of the plot of *Dragon Ball Z 2*. All I can tell you is that a bunch of anime characters with trapezoidal eyes have gathered in a floating castle to beat the you-know-what out of each other.

Dragon Ball Z 2 is certainly different from any of the other face-punchers on the market (apart from, erm, *Dragon Ball Z 1*) – it opens up the standard playing area from around two screen widths to seven, and also lets fighters take to the air to deliver death from the skies.

Having the players seven screens distant in a normal beat-'em-up would make it a bit hard for them to cave each others' teeth in, so *DBZ2* compensates by splitting the screen in two whenever the players move apart. A *Defender*-type scanner at the top of the screen allows you to keep track of where the two fighters are in relation to each other. It sounds bizarre, but works well in practice.

▽ *A bizarrely-hatted dwarf slaps a Guile clone about.*





▽ *One of the many awesome super moves. Those little yellow dots are because he's fighting in a sandstorm, and not because our screen grabber's faulty. Honest.*



△ *A little hovering bloke in purple unleashes a fireball at the winner of the 1977 Lou Feregnio lookalike contest. Why? Do you need a reason?*

Since the fighters spend most of the time apart, the emphasis in *DBZ2* is more on missile attacks than punching and kicking. Fireballs, laser blasts and huge thermonuclear energy beams zip between the two halves of the screen, the idea being to soften your opponent up from a distance, then move in and rattle their eyeballs with fists and feet.

Each of the eight characters, whoever they are, have plenty of special moves to be discovered, there's a lot of entertaining sampled Japanese yelling as the moves are carried out, and, in all, *DBZ2* comes out quite well in comparison to the usual beat-'em-up tosh. It isn't *Street Fighter II Turbo*, but then, to use a Colemanball, what is? Expensive on import (and the chances of an official release are probably the same as those for Charles Manson), but maybe worth a look if you fancy a change from the endless string of *Turbo* clones flooding the market.



DAMIAN

Most of the other magazines have totally dismissed this game, even before it was played. True, it is almost identical to *Dragon Ball Z*, but if you haven't seen the obscure original then you will be pleasantly surprised. If you actually take the time to PLAY the game, and learn the many moves and combos – it is really excellent fun. I especially liked the massive energy beam weapons, and the way you could counteract them in mid-air! Unfortunately, no one will ever buy this game because the one-player game is unplayable due to the Japanese text, and the price is amazingly extortionate. Buy *Street Fighter II Turbo* instead. No contest!

▽ *Another victim of an unfortunate hat/axe collision powers up.*





PRODUCER
BANDAI
SUPPLIED BY ZAP GAMES
(0532) 590077

PRICE
£69.99

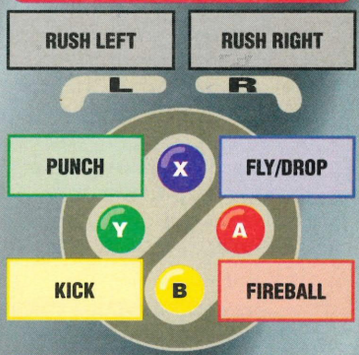
RELEASED
JAP IMPORT

GAME TYPE
BEAT-'EM-UP

CART SIZE
8MBit

FEATURES
SPLIT SCREEN
EXCELLENT POWER MOVES

CONTROLS



RATINGS

GRAPHICS	70
SOUND	82
GAMEPLAY	76
LONGEVITY	68

OVERALL

69

More Graham Taylor than Matt Busby!

SOCCER KID



△ Hey! Stop faffing around and get on with running from left to right!

ANDY



It's amazing, the plots people come up with to justify their games. Apparently, an alien has stolen the World Cup and broken it into five pieces, scattering them around the world, and only Soccer Kid can recover it. Wouldn't Interpol be a better bet?

Soccer Kid himself, with his Inspiral Carpets pudding-bowl haircut and what seems to be a gob full of snooker balls, isn't the most inspiring hero of all time. As a result, he fits perfectly into this cart. It's a platform game (yawn!) in which our eponymous hero has to visit different countries (zzzz!), racing from left to right (sleep!) to reach the end of each level (bore!), facing a boss after every third round (snore!). All the old platform favorites are here; the collapsing blocks, the spikes, the conveyor belts, the train... it's all so horribly familiar.

KEITH



This game is guaranteed to turn anyone into an irritable maniac. Enemies appear far too quickly! The ducks, for example, are more akin to Stealth bombers; screaming out of nowhere, and suddenly you're dead! The scrolling is all over the place, moving left and right so quickly it will make you feel sick. Booting your football at your opponents to kill them is a good idea, but it fails to keep the flow of the game going. You always end up traipsing back through half the level to find your ball after it has bounced off an ememy. Considering most enemies take two hits to die, this contributes to a huge dent in the playability factor. You won't score with this.



△ Kid encounters a tool of '90s-style democracy in Russia.

The only new twist in *Soccer Kid* is the way the bad guys are despatched. Instead of the usual 'jump on their heads' method, our chimp-faced hero kicks footballs at them. This variation sounds good on paper, but in practice it plays about as well as Halifax Town – the ball never goes where you want it to, and more often than not, Kid starts performing showy kick-ups on one foot, instead of blasting the ball into a baddy's face. When you realise that practically all of the enemies need to be hit twice or more to be killed, Kid's endless poncing about changes from an annoyance to a living hell.

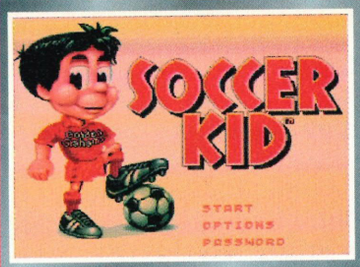
The sad thing is that *Soccer Kid* could have been an enjoyable game in spite of its unoriginality. The graphics are big, bright and jolly, the sound does its job without winding you up, Kid can perform all sorts of tricks with the ball for bonus points, everything moves smoothly, and the use of a football as a weapon gives the game that little something it needs to stand out from all the other platformers around. Unfortunately, *Soccer Kid* is just too frustrating to be enjoyable. Sick as a parrot, Saint, sick as a parrot.



△ Wow, it's Bill Beaumont! Can I have your autogr – aargh!



▷ Kid eyes up Andy's Mini Cooper. Put that screwdriver away, lad!





PRODUCER
OCEAN
(061) 832 6633

PRICE
£49.99

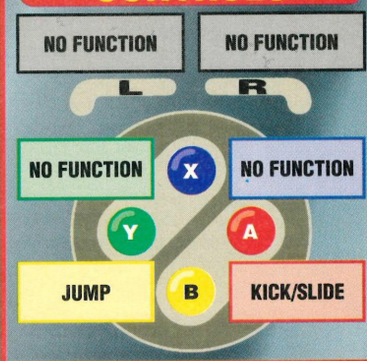
RELEASED
MARCH '94

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	80
SOUND	72
GAMEPLAY	55
LONGEVITY	60

OVERALL

56

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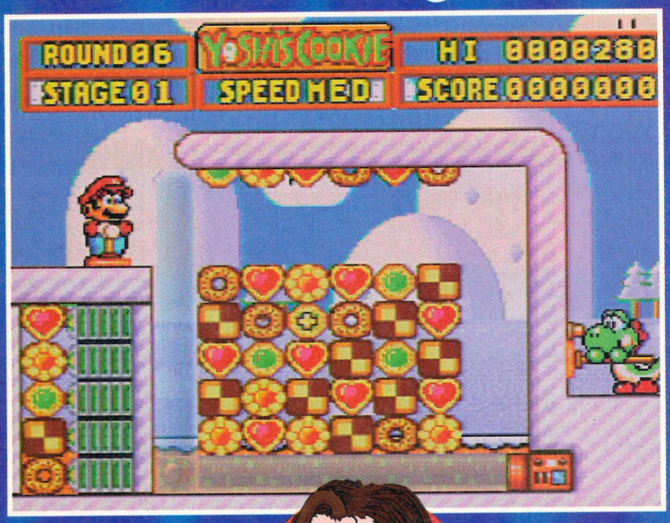
This puzzle game takes the biscuit!

YOSHI'S COOKIE



RYAN

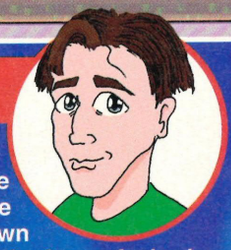


As far as puzzle games go on the Super NES, *Yoshi's Cookie* is certainly one of the most enjoyable ones I've played. It contains something for everyone, including frantic two player action and taxing strategic one player fun. Although the graphics aren't exactly striking, this is more than compensated for by the addictive gameplay and long-term challenge. You'd be forgiven for thinking that this is more of a kids' game than anything else...not true, *Yoshi's Cookie* has enough aces up its sleeve to attract punters from far and wide. I for one won't be putting it down in a hurry.

◁ *Action packed mayhem as Yoshi winds it up.*
▽ *Yoshi takes advantage of Bowser as his fuse shortens.*



KEITH



Yoshi, the green scaly dinosaur whose tongue we all wish we had, at last has his own show. This comes in the form of a brain-draining puzzle game which draws a lot of inspiration from *Tetris* and *Dr Mario*. The idea revolves around moving various different biscuits into a straight line to make them disappear. There are three ways you can play it; Action, Versus or Puzzle.

The Action game is based on speed and dexterity – try and get rid of the biscuits as fast as you can, and the Versus game is the head-to-head section which can be played against a friend or the computer. You have a choice of four characters: Mario, Princess, Bowser and Yoshi. Each of them have four skills which determine how well they defend an attack and how aggressive they are in return. Attacks on the other player are activated by placing five Yoshis in a row.

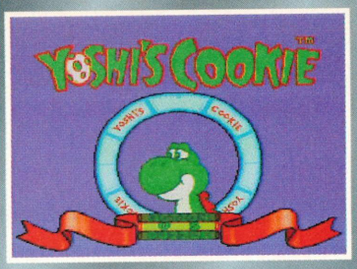
The Puzzle game requires the player to get rid of all the biscuits within a certain number of moves, or you lose instantly. Not surprisingly, the number of biscuits increases as the time diminishes.

The graphics are extremely cheerful, but they hardly push the Super NES's boundries. The sound is well used and includes a lot of individual tunes for each character. Without doubt the best part of the game is the simultaneous two player mode, as this adds competition and tension, but £49.99 is a lot of money for something as simple as this. You could buy a Game Boy and *Tetris* and still have change for the bus home.



△ *Dispose of these within 6 moves; so far, over a minute has been wasted!*

Yoshi's Cookie is ideally suited to younger players who like a challenge, but without any blood or violence. The game is a simple puzzler which does nothing to excite or offend – it is just a pleasent change from platform games and shoot-'em-ups, but I wouldn't recommend it to older players.





PRODUCER
VIC TOKAI
(0274) 532424

PRICE
£49.99

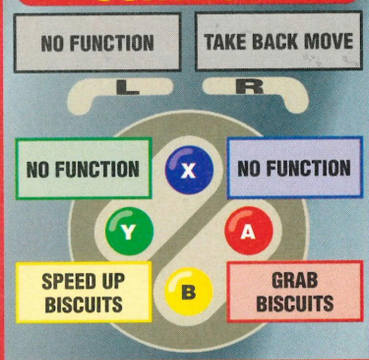
RELEASED
MARCH '94

GAME TYPE
PUZZLE/STRATEGY

CART SIZE
8MBit

FEATURES
PASSWORD SAVES

CONTROLS

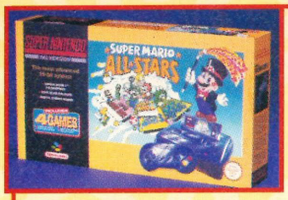


RATINGS

GRAPHICS	68
SOUND	75
GAMEPLAY	80
LONGEVITY	70

OVERALL

76



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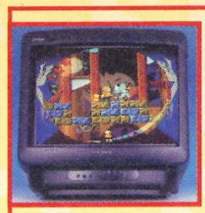

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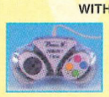

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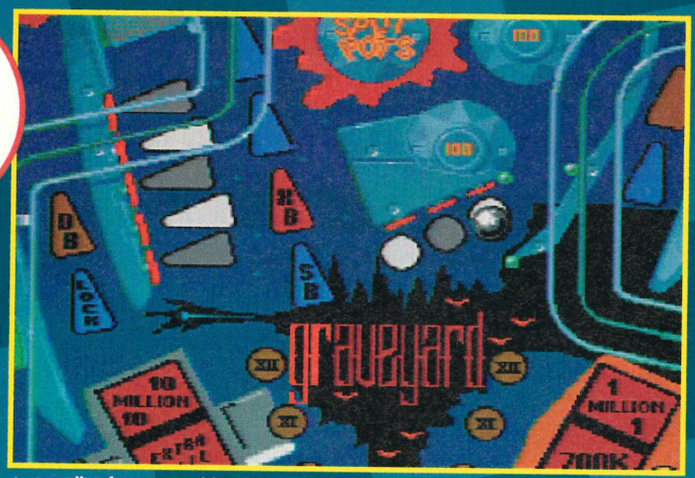
RYAN



Pinball Dreams features four different tables to enhance the appeal of a rather uninspired idea and add much-needed variety (an inclusion which was sadly absent in *Jaki Crush Pinball* hence its ultimate downfall!). The four tables: Beat Box, Nightmare, Steel Wheel and Ignition are well detailed, but plainer than most computer-enhanced pinball games I've played. This is a back-to-basics approach and I have to say it works.

The aim of the game is simple, although countless pinball wizards will no doubt argue the fact that it takes a keen eye and ultra-slick reflexes! Thankfully though, all *Pinball Dreams* requires to surge those point counters into overdrive is a couple of nimble pinkies. Pop the ball into bonus holes, around loops and ricochet it between bumpers to score phenomenal points. Simple.

Unlike today's advanced tables, that would give Industrial Light and Magic a run for their money, the four tables on offer here are extremely bland. All you get are a few bulbs, bumpers and ramps, but it has to be said that the accompanying sound effects are excellent – matching the mood of each table perfectly.



△ *Les Ellis' favourite table. The graveyard is accompanied by screams and moans.*

Although computer pinball games have never been my cup of tea, I must admit that after a few shoves, jolts and nudges – I was hopelessly hooked!

It wasn't long before I was screaming unprintable obscenities and spilling beer over my Super NES just like I do in an actual pub. But what *Pinball Dreams* makes up for in variety, it loses in physical challenge. Far too many times, the ball hurtled towards the hole like a heat-seeking missile, and I never even got the chance to hit it! This is fine when it happens in real life, because it is a fluke, but it happened three times in a row during the game. This wouldn't be so bad, but once you've lost the ball, all the bonuses you've been working so hard to accumulate disappear, and you have to start all over again. It is also extremely frustrating to have to read the digital messages and concentrate on the game simultaneously.

I think *Pinball Dreams* is a competent game, but someone has yet to produce the definitive pinball game on the Super NES. Worth a look if you like this sort of thing.

▽ *The space-age Ignition stage is one of the best, Thunderbirds are go!*



DAMIAN



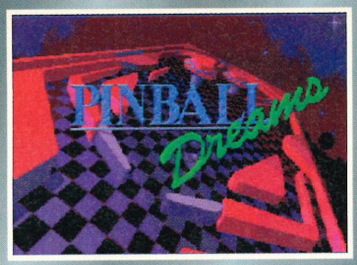
I'm probably not the right person to write this comment because I absolutely hate pinball games. *Pinball Dreams* is playable, but it lacks that 'zing' that could take it into the big leagues. The tables are nicely detailed, and I particularly liked the Ignition stage, where you have to build the rocket and then prep it for launch with fuel and boosters. The sound is the best feature of the entire game; with screams and bonus jingles all over the shop. One final question, why the hell are the Munch Bunch endorsing this game?

PINBALL Dreams

Dream on!



▷ *Who's that lurking in the corner? One of the Munch Bunch, no less.*





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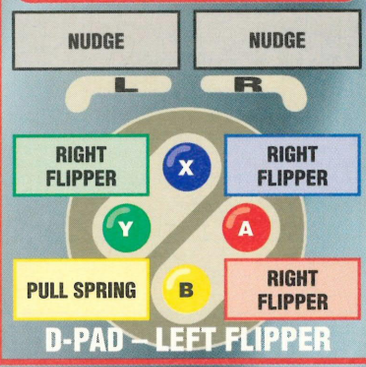
GAME TYPE
PINBALL SIM

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	54
SOUND	76
GAMEPLAY	74
LONGEVITY	75

OVERALL

73

GAME TIME

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SPIDER-MAN & THE X-MEN: ARCADE'S REVENGE

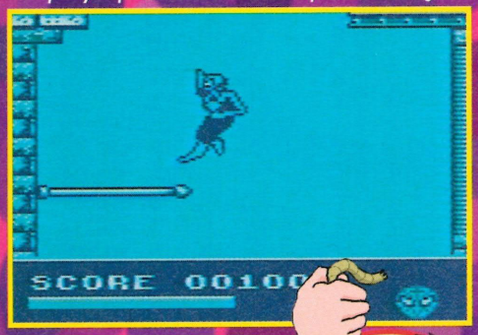


KEITH

Spidey is back and so are the X-men. Unfortunately, the evil Arcade has hero-napped the X-men and it's up to Spidey to find and guide them to safety. This is a platform adventure at its most basic level, and consists of seven danger-packed levels. Initially, you control Spidey, but once you've located the X-men, you do have the chance to control either Wolverine, Cyclops, Storm, or Gambit.

I have to confess that I've never been a fan of Marvel Comic heroes and after playing this I am never likely to be. All I can see here is a very poor game which sadly degrades Spidey and friends' image.

▽ *Spidey's spider-sense warns of a painful landing!*

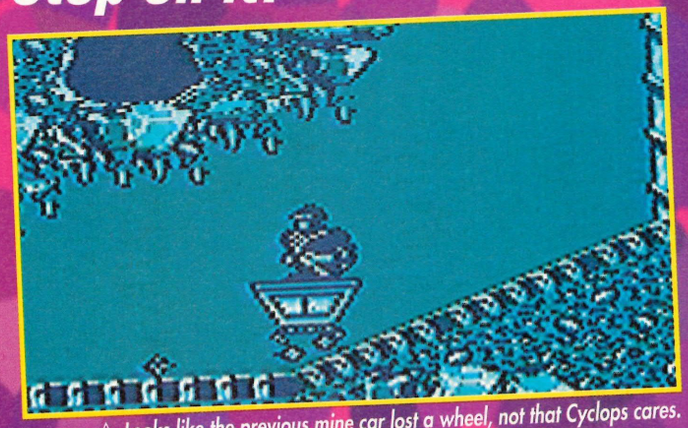




DAMIAN

How did Marvel ever sanction this? As a fan of the comics (and with many friends who would kill to work on them), I was incredibly disappointed with this total and complete cowpat of a game. The tunes (which I expected to be the cartoon theme) are very lame, and don't enhance the gameplay at all. The graphics are barely adequate to depict the action, and Spidey waddles, rather than struts forcefully. What about the gameplay, or rather lack of it? It is obviously far too difficult to program real people to fight, so what are they replaced with – salmon dishes with flying saucer light shows! Sorry, but this is a disgrace to the Marvel name and should never have been programmed. Steer well clear, Spidey fans.

Step on it!



△ *Looks like the previous mine car lost a wheel, not that Cyclops cares.*

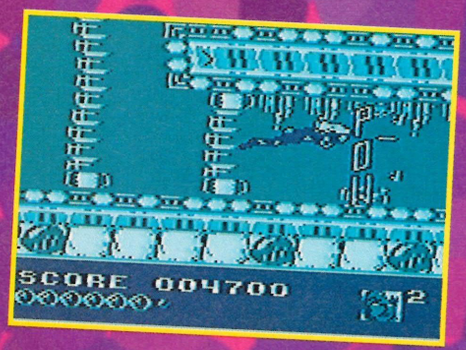
The animation on the characters is unconvincing, so much so that Spidey seems to be hopping constantly. Most of the enemies are totally unimaginative, such as a round ball, firing equally malformed pixel bullets. With no palatable baddies to fight, the adventure soon begins to grind, which is a shame because one of the main features of the comics (so I'm told) are the varied and exotic bad guys.

The control method is very suspect, and whenever Spidey uses his web to swing from building to building, he flies across the screen at such high speed that it's impossible to see anything, let alone land on a slim platform! You also cannot use the web in mid-air, which makes moving from one place to the next a slow and tedious process, especially as you have to revert to the uncontrollable jump button. I thought Spider-Man was supposed to do whatever a spider can!

Absolute mind-numbing boredom sets in about halfway through the first level; running around touching security cameras in a certain order is not exactly innovative gameplay. The later levels are no better and are far too repetitive to keep anybody interested for long. The only redeeming features are the mine car section on Cyclop's stage which is extremely fast, and Storm's swimming level, that has some tough and thought-provoking challenges to complete.

If only there was some kind of password system, as attempting to endure each level every time you play is as much fun as counting paw prints in wet cement.

Arcade's Revenge is completely stale. There are no original ideas and everything about it has been seen so many times before. I can't even recommend this to Spider-Man fans because you will be sorely disappointed.



▷ *Storm destroys one of the underwater barriers blocking the way.*





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PLATFORM

CART SIZE
2MBit

FEATURES
NOTHING OF VALUE!

CONTROLS



RATINGS

GRAPHICS	55
SOUND	40
GAMEPLAY	47
LONGEVITY	49

OVERALL

49

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SUPER GAMER TOP 20 GAMES OF ALL TIME

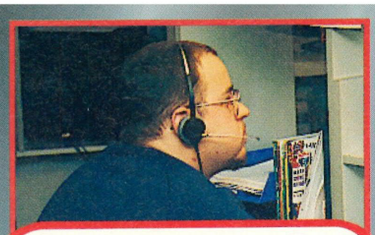
A totally biased and opinionated listing compiled from the SUPER GAMER team's personal faves. You may not agree with it, but, frankly, we don't care! These are the games that *we* think are the best... do *you*?

	SUPER NES	NES	GAME BOY
1	**STREET FIGHTER II TURBO** Undisputed King of the beat-'em-ups, there is no game that is more playable, addictive, or damn right brutal.	**SUPER MARIO BROS III** Better than even the first Mario game, this is the forerunner of modern platformers, crammed with puzzles and fun.	**LINK'S AWAKENING** So far the best RPG on the Game Boy, if not the world! Huge, intriguing and totally essential. No substitute.
2	**SUPER MARIO KART** Best racer of all time, Monteiro favourite.	**ZELDA II** Compulsive overhead RPG. Best on NES.	**TETRIS** A law unto itself, Tetris is the puzzle king.
3	**ZELDA III** One of the largest and most innovative RPGs.	**MICRO MACHINES** Fast, addictive two player racing game.	**SUPER MARIO LAND** Mario is fast and addictive, a true classic!
4	**STARWING** First FX game – totally stunning!	**ELITE** Low selling, but superb space trading game.	**RC PRO-AM** Isometric go-kart racer. Blistering!
5	**SHADOWRUN** Mean, dark, moody. One of Andy's faves.	**DROPZONE** Archer McLean's finest shoot-'em-up!	**STAR WARS** Faithful game of the film. Highly playable.
6	**MARIO ALL-STARS** Four Mario games in one – arrgghhhh!	**SUPER MARIO BROS** Unbelievably addictive platform fun.	**DYNABLASTER** Bomberman to you and me – amazing!
7	**STRIKER** The definitive footy game of the decade!	**STAR WARS** Great variety and stunning graphics.	**BIONIC COMMANDO** Simple platform action is compelling.
8	**MR NUTZ** Colourful and extremely playable game.	**SMASH TV** Super fast and deadly coin-op conversion.	**TENNIS** The best tennis game on the Game Boy.
9	**SUPER FAMILY TENNIS** Super Tennis – pah! This is the one.	**KIRBY'S ADVENTURE** Kirby's no sucker! Essential gameplay.	**BATTLETOADS** 'Biff, bock and kersplat' with style!
10	**SUPER BOMBERMAN** No other game is this good with Multi-tap.	**BATTLETOADS** Good fun, very tough – great graphics.	**ALIEN 3** Moody and atmospheric film conversion.
11	SUPER MARIO WORLD	MEGAMAN II	PRINCE OF PERSIA
12	SENSIBLE SOCCER	PUNCH-OUT	MARIO LAND 2
13	FLASHBACK	SOLSTICE	DARKWING DUCK
14	AXELAY	BUBBLE BOBBLE	CHESSMASTER
15	ALADDIN	MEGAMAN	ALFRED CHICKEN
16	ROCK 'N' ROLL RACING	JURASSIC PARK	TINY TOONS
17	UN SQUADRON	SNAKE RATTLE & ROLL	KING OF THE ZOO
18	ALIEN 3	ZELDA	KIRBY'S DREAM LAND
19	F-ZERO	PIRATES	F1 RACE
20	TEST DRIVE II	BATMAN	SIDE POCKET

And in the interests of fairness, we also proudly(!) present our choices of...

THE FIVE WORST NINTENDO GAMES OF ALL TIME

1	**LAST ACTION HERO** Huuurrghhhhh! Not reviewed this issue due to good taste, this game is quite simply the pits. Use it to scape ice off the windscreen.	**DAYS OF THUNDER** Completely unplayable, you can never finish any higher than eighth – the graphics are terrible. A cowpat of a game.	**RESCUE OF PRINCESS BLOBETTE** You can't sing, you can't dance – you look awful. Not just a bad game, but worthy of the golden diced carrot award.
2	**PIT-FIGHTER** Unplayable beat-'em-up.	**DRAGON'S LAIR** Laser disk coin-op to NES doesn't go!	**EDD THE DUCK** Edd the F*** more like!
3	**ULTRAMAN** Please don't make me play it... argghhhh!	**ROAD FIGHTER** Don't touch it, it may be contagious.	**TOTAL CARNAGE** It begins with "C", but it's not Carnage!
4	**SUPER FIRE PRO WRESTLING** Help me, help me...huuuuuarrrggfggggg!!	**ACTION IN NEW YORK** If only there was...	**KUNG FU** Jerky scrolling and matchstick men.
5	**HOME ALONE II** Wish is had been left in the mind.	**GOAL!** Even Warren Beatty couldn't score with this!	**SPIDER-MAN 3** Does not do whatever a spider can!



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You are?
Justin 'Fat bloke' Wateridge, also known as 'Whaley'. Age 21.
Your previous occupation?
Sewer monitor, this involved watching sewer systems on closed circuit television.
A bit like playing Sega games.
Quite so.
Seriously though, do you just play Nintendo games?
No, we have other consoles here, like the Jaguar which we use occasionally. We appreciate every console has its quality games and it's important to be aware of the competition.
How long have you worked on the Hotline?
Six months.
What's the best part of the job?
Callers who are genuinely pleased and thankful for your help, that's very satisfying. Going to all the shows.
What really annoys you about the job?
Callers who don't believe the advice you give. What's the point of calling if you won't accept the tip?
How do you relieve stress?
By squeezing my orange ball!
What's the easiest game to give tips on?
Zelda – Link's Awakening on the Game boy.
What game is difficult to tip?
Any *Mystic Quest* game is a total pain in the neck!
What type of game would you like to see more of in this country?
There should be more quality RPGs available, like *Secret of Mana* and *Soulblazer.*
What do you like to do when not slaving away over a hot telephone?
I like horror films, well any film which has a high death count. I also try and spend a lot of time down the pub.
Do you have any general gameplay advice for everybody out there?
Read the instruction booklets and don't assume the game's bugged if you can't get past a certain level.

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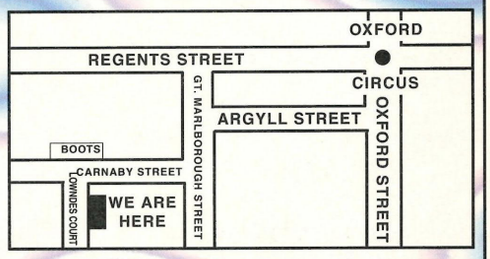

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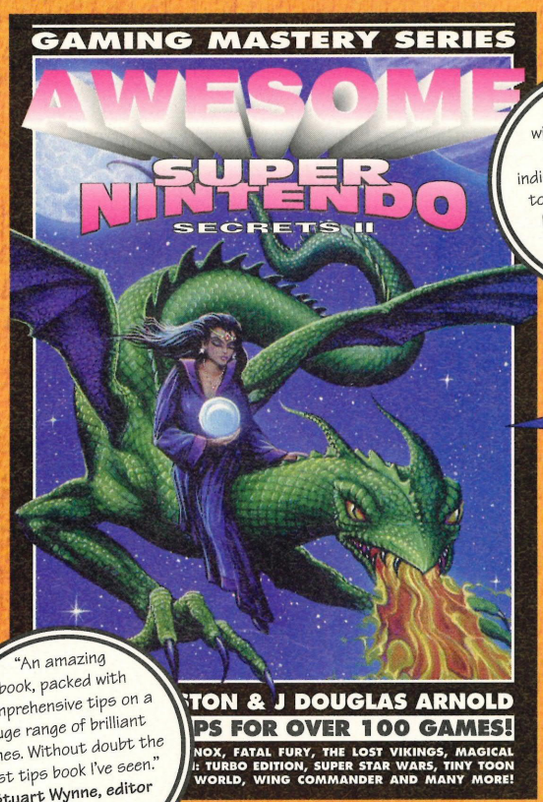

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THE EMPIRE STRIKES BACK

SUPER NES



PLATFORM SHOOT-'EM-UP ● JVC

Super Empire Strikes Back is undoubtedly one of the hottest and most eagerly awaited titles of the year. It follows the same kind of format as *Super Star Wars* with combined platform and shoot-'em-up action, set against stunning scenarios that have been beautifully recreated from the movie. All this combined with the highly innovative 3-D Hoth sequences make it an unbeatable package and indeed a game no self-respecting fan should be without! In this special XS solution we rip the game apart, uncovering everything you'll need to know about saving the galaxy. Unfortunately though, this game was so big that we couldn't cram it all into one issue! So check out the final segment next month.

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SUPER XS SOLUTION



With their new headquarters based on the remote ice planet of Hoth, time is running out for the Rebels. The Empire have already started to dispatch Probe Droids to seek out their base and it's only a matter of hours before the Storm Troopers are shipped down to start the assault. Your main task as Luke Skywalker on this first level is to power-up your weapon and locate your Taun-Taun. Sounds easy... it is!



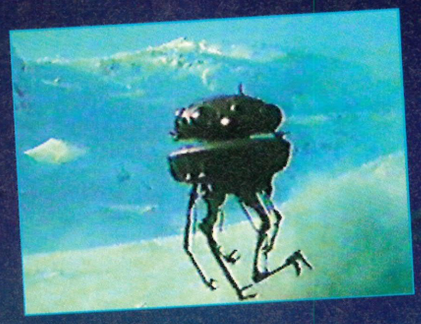
Waiting patiently at the top of the slope is your trusty Taun-Taun. Once you're perched safely on its back, your energy will be trebled.

When scaling the snowy terrain, stand on these rocks and then shoot diagonally upwards whilst facing away from them. You should uncover hidden energy hearts and blaster power-ups.

Level 2

Level 1

Keep your Light Sabre active whilst tackling the first part of this level, as you're likely to encounter hordes of Empire Probots and dangerous snow creatures.





With more creatures to evade and perilously-deep chasms to jump, things are beginning to get a little tricky! This level is littered with handy power-ups to make life easier although getting to some of them can be a life-threatening experience. My advice is to stick to the beaten track and get to the end pronto!

Having entered the mysterious cave, Luke is confronted by a vast labyrinth of underground passages littered with foul yeti-like creatures and blood-sucking bats. This is not a level to be taken lightly, so take time to uncover the hidden power-ups and try to avoid too many energy-sapping confrontations.

Once inside these secret rooms, blast away at every nook and cranny to uncover hidden power-ups.

Blast the hell out of this wall to uncover an assortment of hidden power-ups.

Cavern 1

Whenever you see a gap in the roof of the cavern, keep jumping underneath until you're sucked-up by a current of air.

Drop down to this underwater ledge and then fire towards the rocks. As if by magic, a blaster power-up will instantly appear!

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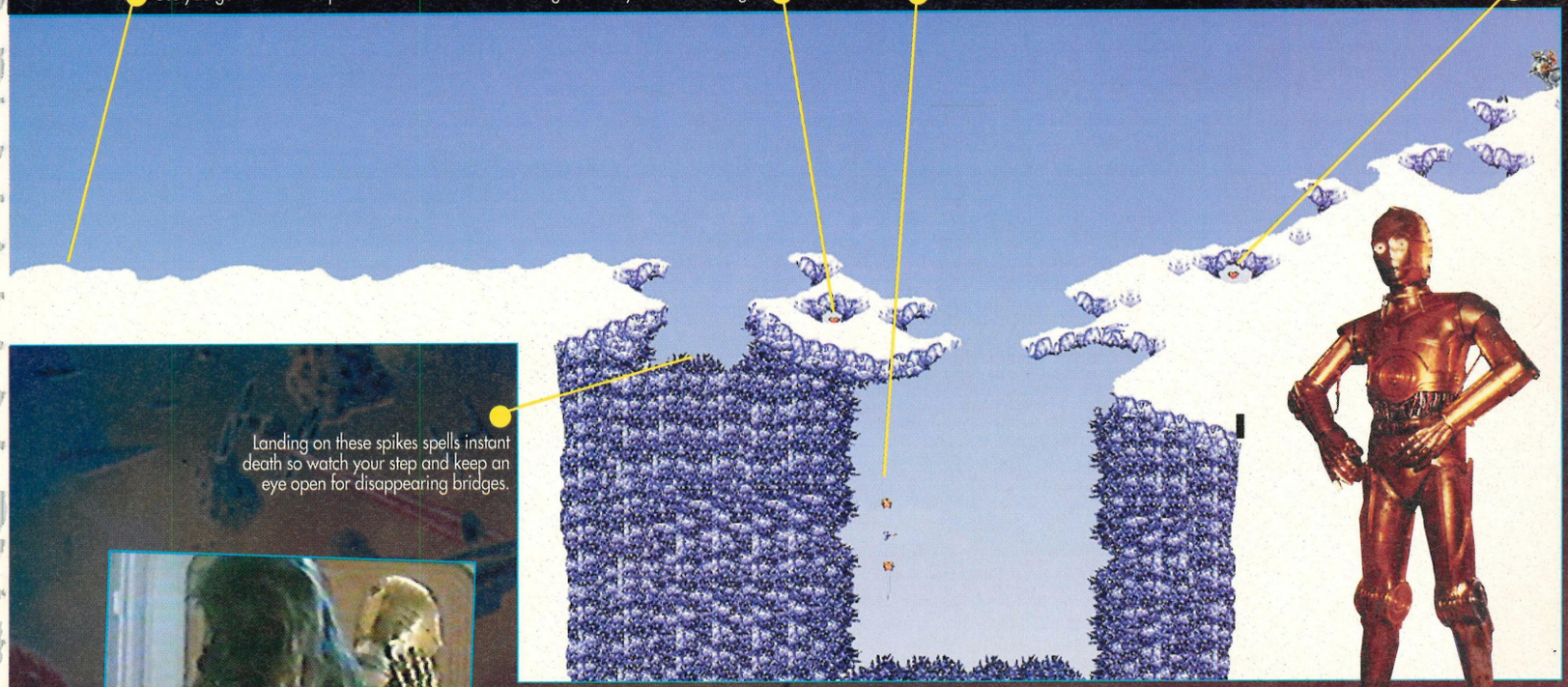
Although this stretch of snow looks harmless, countless critters will appear from thin air the moment your feet touch the ground. Use you gun to clear the path.

Grab this bonus energy heart to replenish a quarter of your energy bar. The cove can be entered by doubling back on yourself to the right.

Leave your Taun-Taun at the mouth of this chasm, then drop down inside, over to the left-hand side. You will land on a series of invisible platforms littered with hidden bonuses.

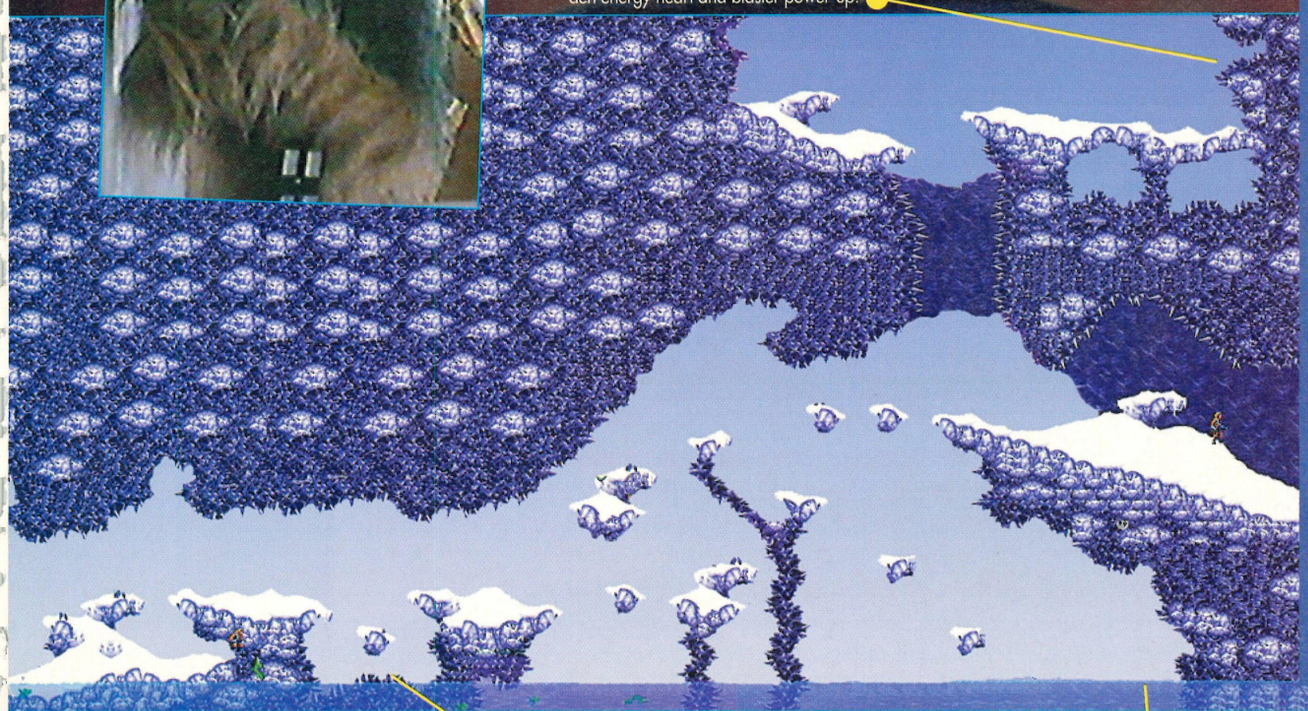
Another concealed energy heart for the taking. To obtain it, simply press down and jump.



Landing on these spikes spells instant death so watch your step and keep an eye open for disappearing bridges.



Blast away at the edge of this wall to obtain a hidden energy heart and blaster power-up.



Wampa



The first boss you'll encounter is a huge Wampa. Despite its gigantic size, it is in fact very easy to kill. When it swipes its hand, jump over to the opposite side, lashing out with your Light Sabre as you do so. It will then exhale a bellow of icy breath downwards, so avoid at all costs to prevent being frozen solid. Finally, it will then swipe its other hand across the screen before repeating the whole process again. The trick is to keep jumping and you will undoubtedly be victorious!

Once again, be wary of unpleasant-looking spikes. One touch of these and you'll be back to square one.

Try not to spend too much time in the water. Chances are you'll have an unpleasant encounter with one of the electric eels that lurk beneath the icy depths.

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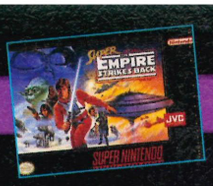

Level 4

This series of fragile ledges takes pin-point accuracy to get past, so take one jump at a time and then take a few seconds to clear the air of any creatures that pose a threat.

Here's another bonus energy heart up for grabs. Simply stand over the cove and push down and jump.

Having risked life and limb to get through the underground cavern, Luke now finds himself back out in the open. This level is very similar to the first and should be tackled in the same way. Your aim is to negotiate the slippery terrain and find the entrance to the second cavern, whilst fending off various snow-beasts and strange bird-like creatures.

Cavern 2 Part 1

This bonus room is rather tricky to enter due to the fatal spike pit under the entrance. However, the extra life on offer should be adequate enough incentive to run the risk!

If you feel the need to acquire a health sword and bonus energy, then venture up through this passage.

Cavern 2 Part 2

As soon as you emerge through the passage, go to the rocks and start jumping. At the top of the screen you'll find two extra lives.

Just like in the film (not!), Luke hops onto a rock and proceeds to slide down the mountain side!

To gain an energy bar extension, blast away at this rock.

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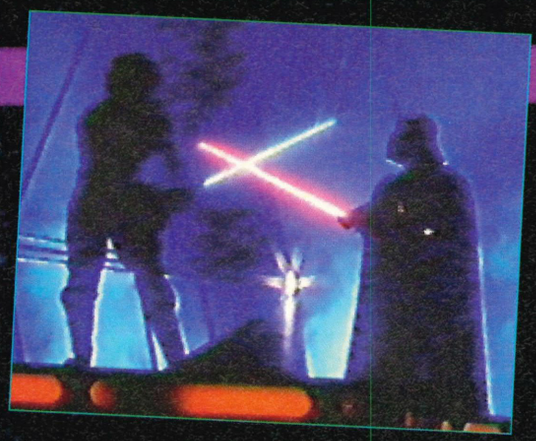
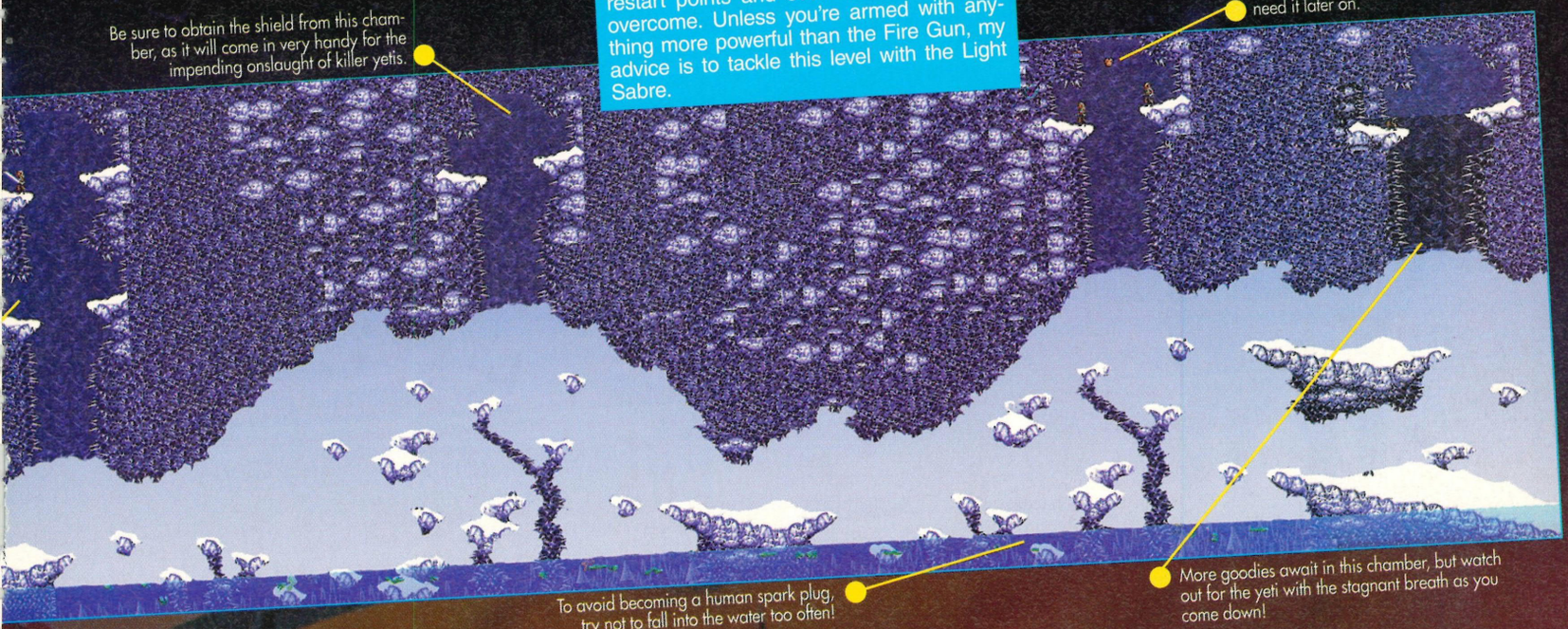




Out of the frying pan and into another frying pan! Only a true Jedi will have enough self-determination and tolerance to make it through the second cavern! Not only is this one twice the size of the previous cave, but it's ten times as difficult, with virtually no restart points and even more enemies to overcome. Unless you're armed with anything more powerful than the Fire Gun, my advice is to tackle this level with the Light Sabre.

Be sure to obtain the shield from this chamber, as it will come in very handy for the impending onslaught of killer yetis.

Float up into this hidden chamber to obtain an extra life; you'll certainly need it later on.



To avoid becoming a human spark plug, try not to fall into the water too often!

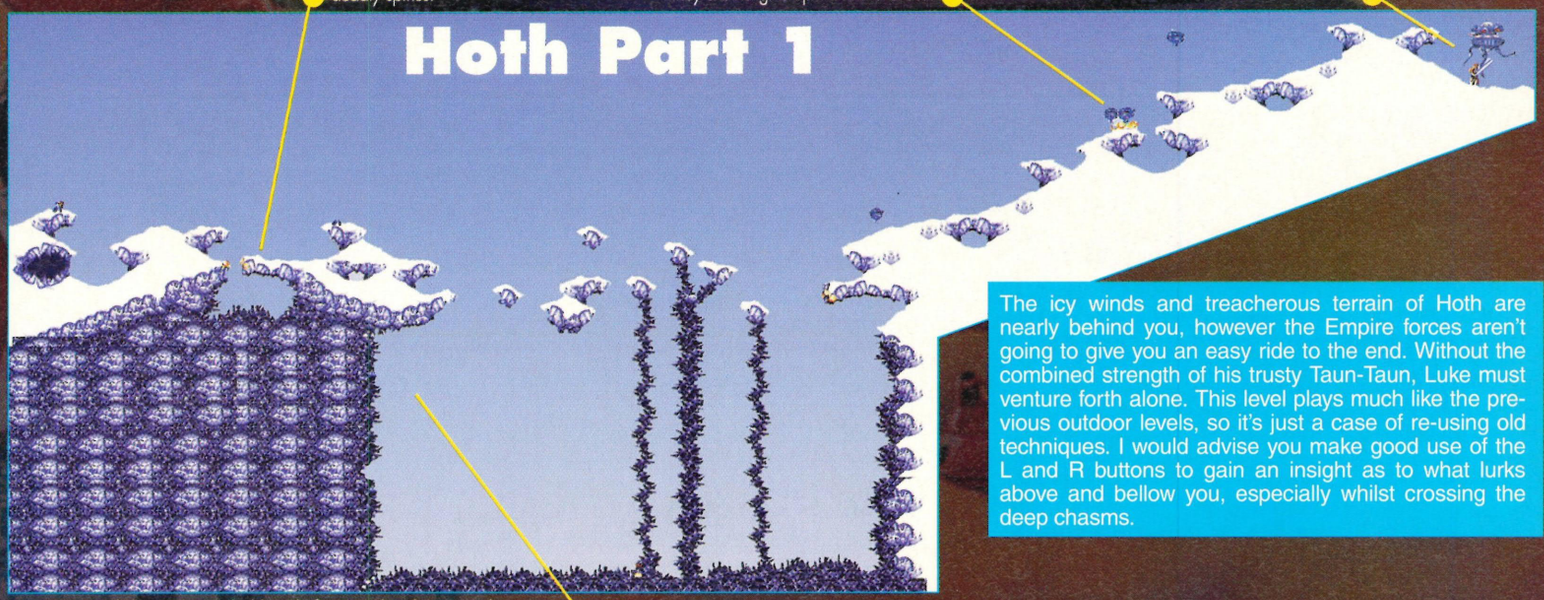
More goodies await in this chamber, but watch out for the yeti with the stagnant breath as you come down!

Don't dawdle on this bridge! It crumbles to dust the second you set foot on it, uncovering a pit of deadly spikes.

Miniature Probes will attempt to zap you as you near the end. Keep running and they should give up without a chase.

This Probe can be easily killed by continuously jumping and swiping your Light Sabre. It should only take seven or so hits.

Hoth Part 1



The icy winds and treacherous terrain of Hoth are nearly behind you, however the Empire forces aren't going to give you an easy ride to the end. Without the combined strength of his trusty Taun-Taun, Luke must venture forth alone. This level plays much like the previous outdoor levels, so it's just a case of re-using old techniques. I would advise you make good use of the L and R buttons to gain an insight as to what lurks above and bellow you, especially whilst crossing the deep chasms.

There aren't any hidden platforms in this chasm, so don't even think about jumping in. Unless of course you want to see Luke perform an unamusing impression of a Lemming!

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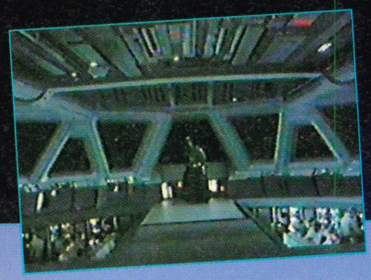

More fun with the makeshift toboggan! There are plenty of bonus points to be gained by collecting as many CDs as you can!

This is more of a bonus level than anything else, as it enables you to surge your score to monstrous proportions. Be ready to face another Probot at the end for one last confrontation. But be careful, as this one is even bigger than the last.

Hoth Part 2

As you approach the protruding rocks, press 'jump' to launch yourself outwards, thus enabling yourself to grab more discs.

You'll eventually land in the water, so try to get out pretty sharpish to avoid any unpleasant electrical currents!

These Probots offer no real threat and can be easily destroyed with a quick flash of your Light Sabre.

When the first part of the level is complete, Luke will jump onto a Speeder Bike and race through the remaining corridor.

Hoth 3-D

This is where the action really heats up as Luke attempts to take on the entire Imperial assault single-handed! The first part requires you to destroy ten Probots and ten Speeder Bikes; a simple enough task, provided you keep your finger on fire and avoid any head-on collisions. You're then sent to destroy five AT-ST's. For this you'll need a long run-up and a steady course, as they take some serious hits!







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Imperial Probe Droid



Armed with your Light Sabre, attack the Imperial Probe droid from the underside as it emerges from the water. Be sure to keep jumping, otherwise the platform you're stood on will sink without trace into the icy depths. Just when you think it's all over, the droid will make one last attempt at frying you with a deadly heat-ray. As it approaches you, perform a double jump and attack it with your Light Sabre. Repeat this a couple of times to finish it off.





Once inside the Rebel hanger you'll come across hordes of enemy Storm Troopers who'll emerge from every entrance. Use your Light Sabre once again on this level, as it comes in handy for deflecting pieces of shrapnel and enemy fire.

Rebel Base 1



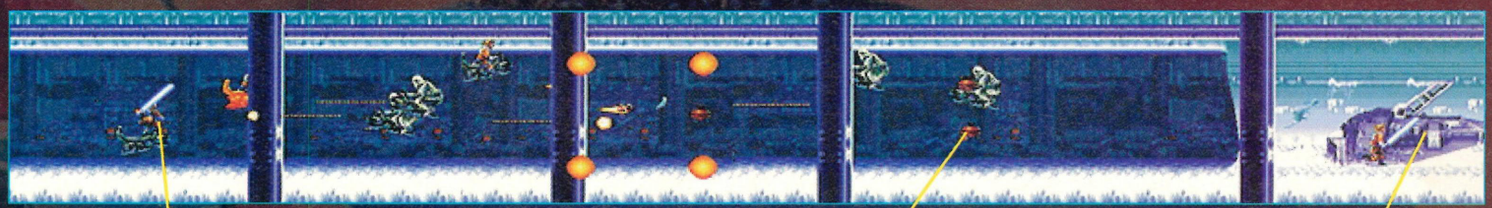
Destroy the various cases that litter the corridors, as some of them contain bonus items.

Watch your head on these beams as they fall without warning from the ceiling, causing moderate amounts of damage.



For a bit of extra energy, wait outside the doors and blasts the three Storm Troopers that come out.

Approach these gun turrets with caution and blast them as soon as you're in range.



Keep your finger pressed on the fire button and continuously hover up and down. This should kill most enemies as they appear on-screen.

Try to shoot or avoid the red mines that are dropped from the enemy Speeder Bikes, as they cause series damage if hit.

When the level is complete, Luke will jump into the awaiting Snowspeeder, ready to face the awesome AT-ATs on the planet's surface.

The final part of this mission requires you to destroy five AT-AT walkers. Slowly approach your targeted walker from behind to avoid its gun turrets, and then swoop low so that you're level with its legs. Now fire off your trip wire using the L and R buttons and start circling the walker, keeping a very tight circumference. Keep circling the walker about five times and the wire should be pulled free of your craft, thus sending the walker crashing to the ground. Repeat this process five times and then head towards the final walker.







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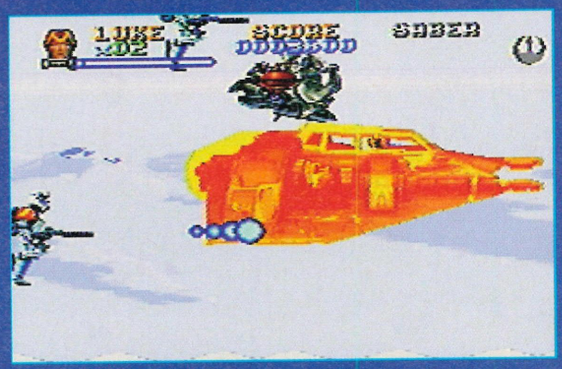
Snowspeeder

This level is very tricky because you cannot see very far ahead. The best technique is to keep moving up and down, whilst constantly firing. The hovering Storm Troopers require more hits and tend to disappear off the screen behind you. When this happens, move to the front until they come back into view and then move back into your original position to finish them off. Eventually, Luke will jump out of his craft, eager to face the next challenge.







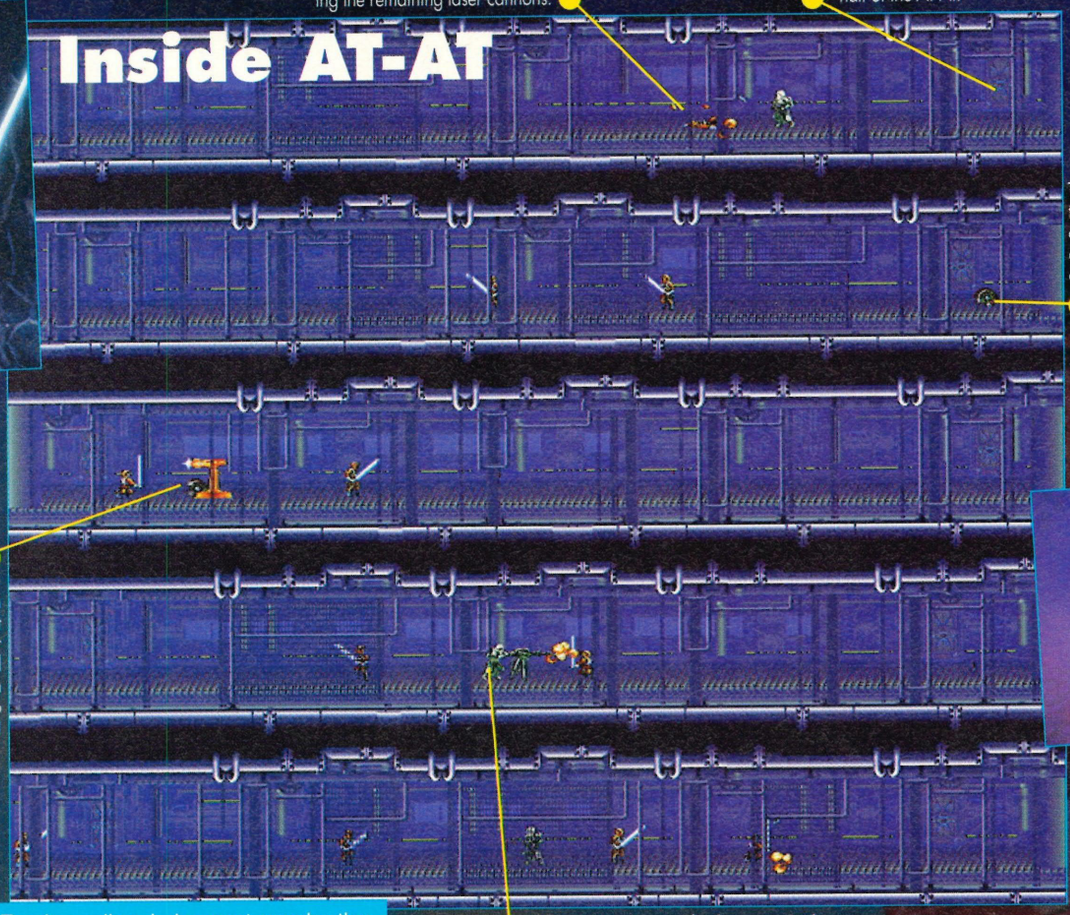
Inside AT-AT

Use the same method as before for defeating the remaining laser cannons.

This last door will take you back out onto the upper half of the AT-AT.

These strange balls fly into the air unleashing a flurry of bullets. Stand well back and then attack when it's on the ground.

To destroy the laser cannons, simply crouch down and use your Light Sabre to deflect their shots. This will rebound them into the cannon and blow it to smithereens!



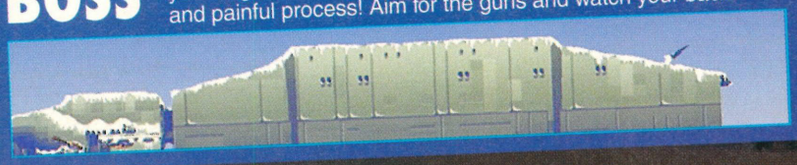


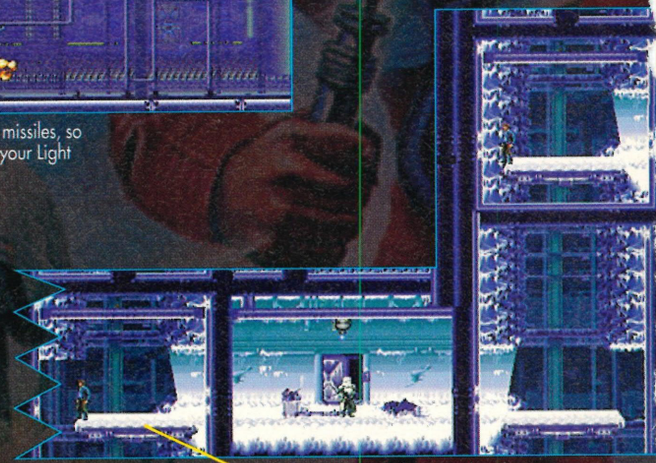
Once inside the Empire walker, Luke must wander the corridors in search of a way out onto the top. However, this isn't easy due to the fact that there are several security devices guarding each level.

These Storm Troopers fire homing missiles, so approach with care and then use your Light Sabre to deflect their bullets.

AT-AT BOSS

These muthas are tough enough to destroy with a high-powered Snow Speeder, let alone a poxy hand laser! Once on top, fend off the flying Storm Troopers and walk over to the front. Unless you've got a reasonably powered weapon this could be a long and painful process! Aim for the guns and watch your back!





Stand on these platforms and push in all directions to determine which way the platform will move.

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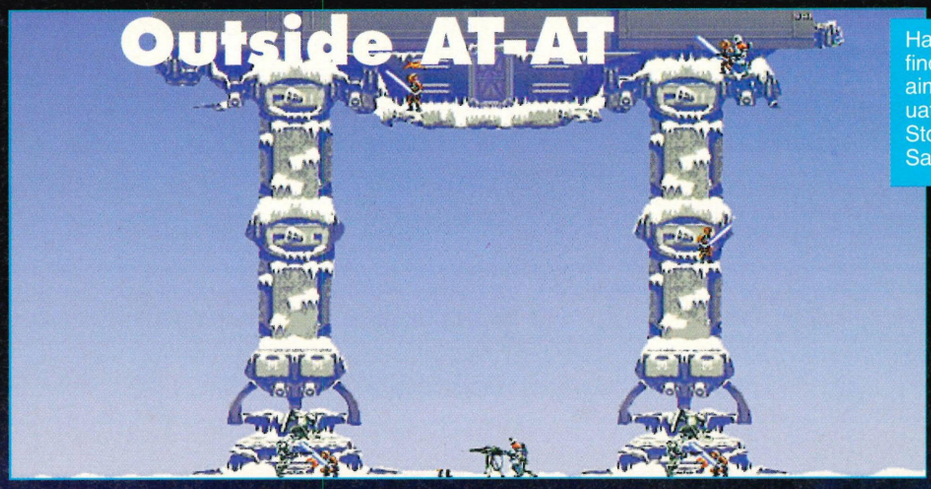
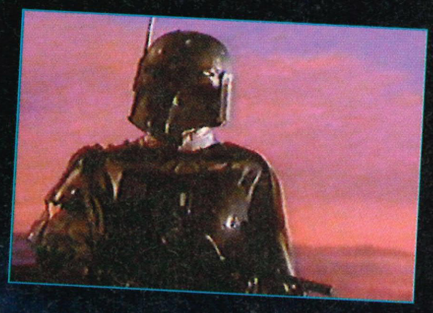
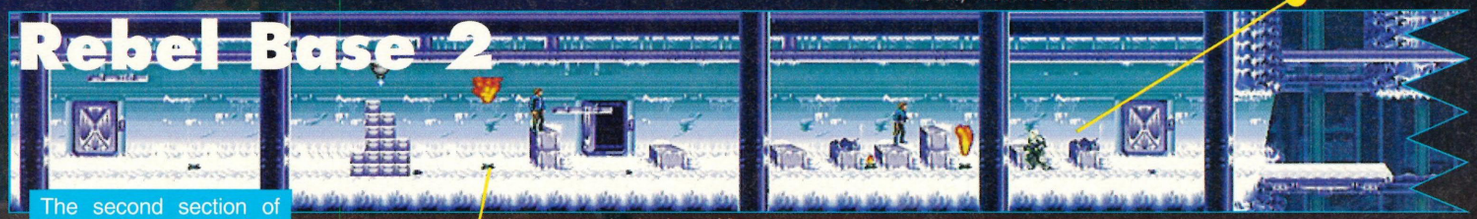
Outside AT-AT



Having jumped out of the Snow Speeder, Luke now finds himself dwarfed by the final ATAT walker. Your aim is to scale the legs and get inside via the door situated in the centre. Your path will be blocked by Storm Troopers, so keep jumping and use your Light Sabre to clear the way.



Rebel Base 2



Try to save your thermal detonators until situations like this, when the screen is cluttered with obstacles.

These mines unleash a burst of flame, so try to shoot them or use grenades to wipe them out before you get to them.

The second section of the Rebel Base isn't quite as difficult as the first, although there are more Imperial Storm Troopers and hazardous gun turrets to dodge. Try to search every nook and cranny for blaster power-ups as they're essential for destroying the awesome AT-ST that's lurking at the end of the level.



Fire diagonally upwards at the base of these swinging beams. A few well-placed shots will cause it to drop like a rock!

Keep blasting those boxes for extra power-ups.

Destroy the legions of running Storm Troopers and grab the little energy hearts to help replenish your life meter.

These grenade-chucking Troopers can be tricky to kill. Either roll or cautiously step towards them behind your Light Sabre and then attack when in range.

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The second Rebel Base is a huge maze of perilous corridors and dangerous obstacles. However, it can be easily completed provided that you take things slow and take time to search every nook and cranny for useful power-ups.

Rebel Base 2 (cont)

When you come to dead-ends, stand next to the wall and fire upwards. This should uncover hidden power-ups.



Wait outside this door for the enemy to emerge and then use the energy hearts they release to top-up your life gauge.

More power-ups lie in wait safely concealed at the end of this corridor.



Some of these crates contain bonus power-ups such as shields, grenades or point-boosters.

At last, the final section of the living nightmare that is the Rebel Base! All you have to do now is make it through the last section and rescue Princess Lea. However, the enemy numbers have doubled in one last attempt to vanquish Han Solo from existence. Don't give them the satisfaction.

A dimly lit segment of the corridor can only mean trouble lies ahead. Be prepare for swinging beams, or huge killer droids, both of which can be fatal.

Rebel Base 3



Han must run the gauntlet through falling beams, fire-spitting mines and grenade-lobbing Storm Troopers, good luck!

Some lifts will be surrounded by flying Storm Troopers. Try and blast them as soon as they appear to avoid heavy energy loss.



These huge droids pose a massive threat to our hero, so try and have a fully powered-up gun before you reach them. Avoid their line of fire and then hit them when they're in the air.





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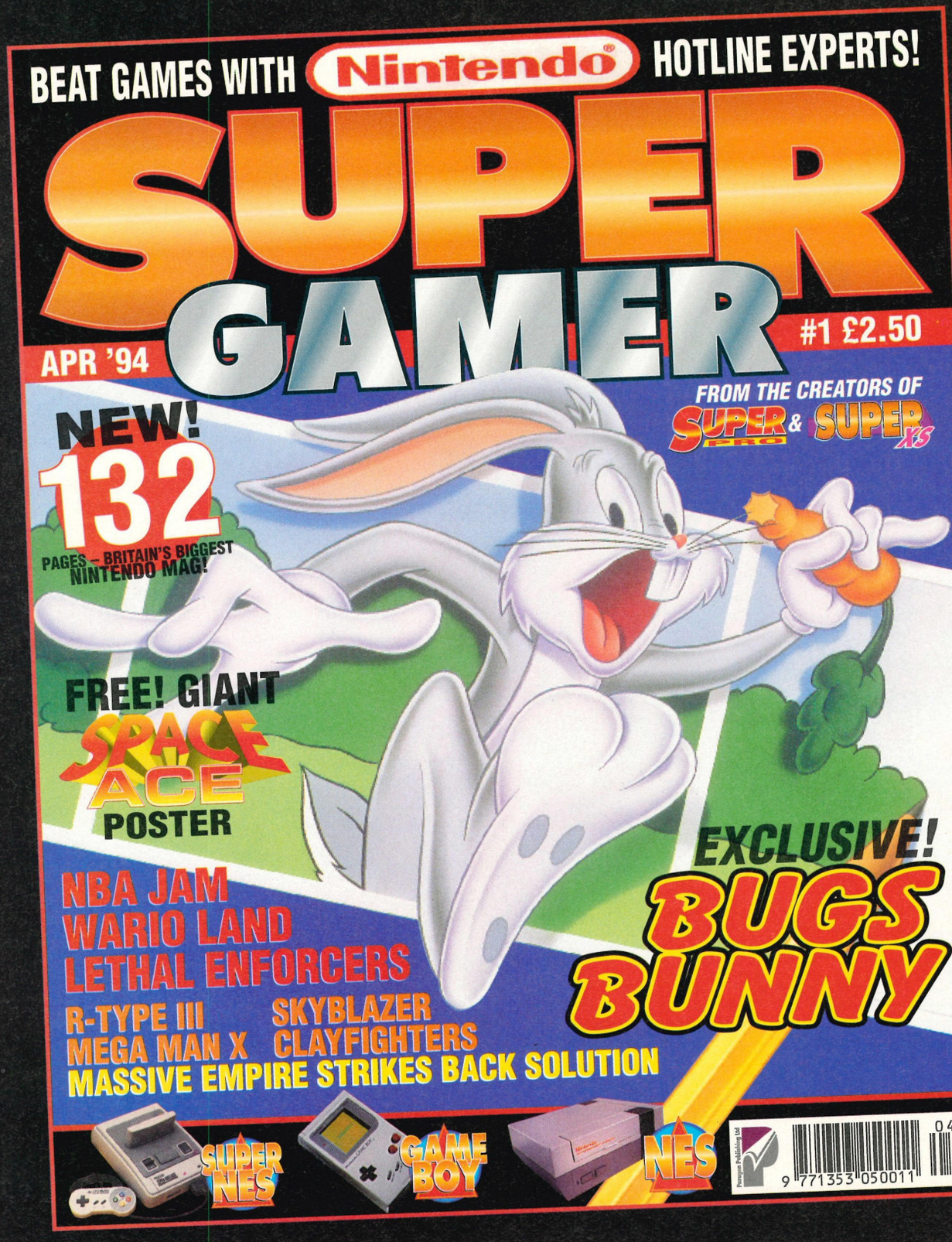
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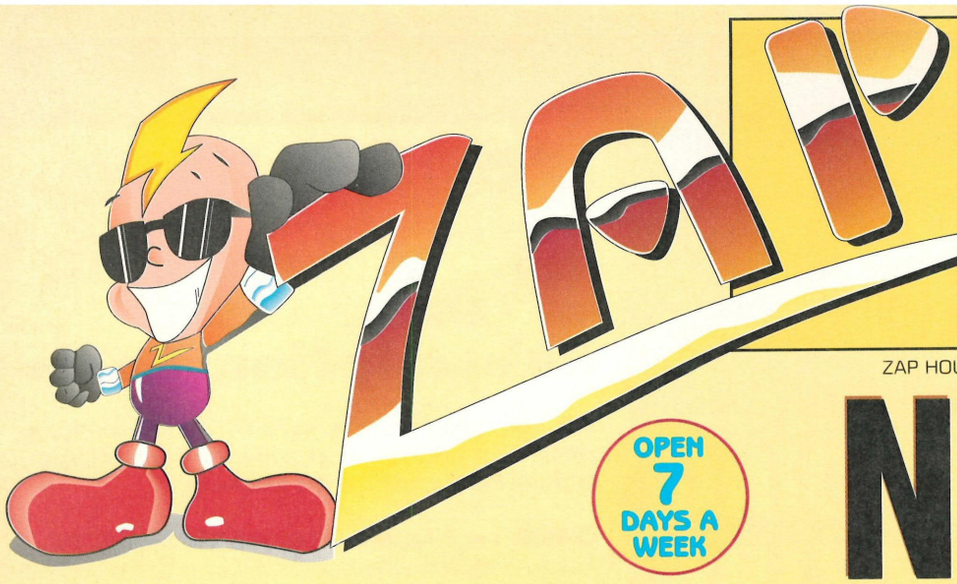

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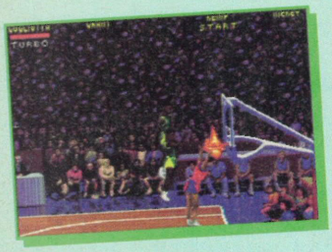

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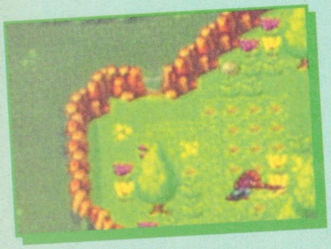

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THE LAWNMOWER MAN

SUPER NES

SHOOT-'EM-UP ● SCI

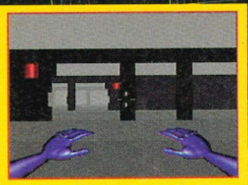
The Lawnmower Man is the superbly playable platform/puzzle extravaganza from Sales Curve. It was released towards the end of last year and personally I don't think it received the acclaim it deserves. A great mixture of all-out blasting action and subtle puzzles ensure there is enough variety to keep anybody playing for a long time. It's tough too, so we've compiled a few maps and tips to help you along and there's more coming next month!



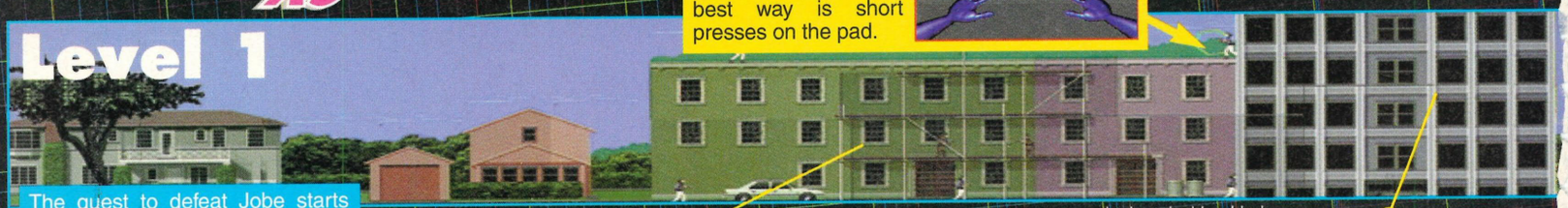
SUPER XS SOLUTION

INDUSTRIAL ZONE

The real difficulty here is getting used to the control method. The best way is short presses on the pad.



Level 1

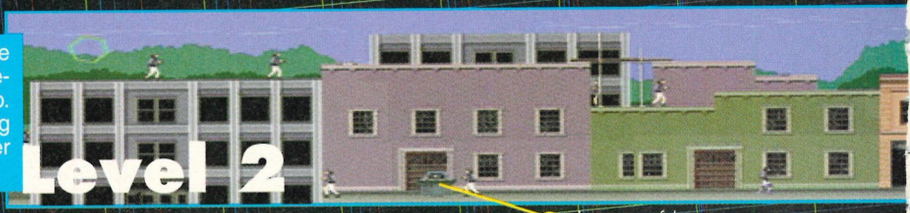


The quest to defeat Jobe starts here in the streets. Weapons and power-ups can be found in the most unlikely places, so keep firing and remember to climb the scaffolding to reach the roof.

A horde of enemies assault you from the scaffolding. Keep bouncing on the car roof to eliminate as many as possible.

This huge building blocks your progress through the level. The only way onwards is across the relatively simple industrial zone.

Level 2



The hustle and bustle of the city streets makes way for the suburban avenues. Unfortunately, most of the roads are occupied by insane bikers and nutty van drivers. Just remember, stop, look and listen.

The action continues through the streets, with the amount of enemies increasing with every step. Try and pick up all the data lying around, as this gives you a better VR suit.

This is one of the many computer terminals lying around. Solve the puzzle inside to receive many power-ups.

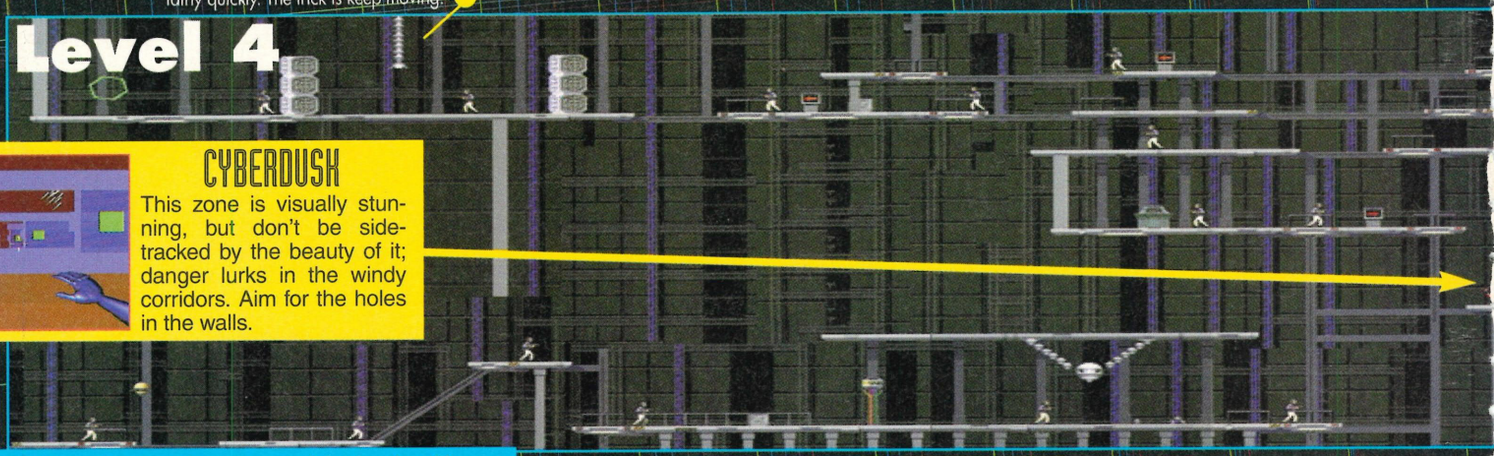
Level 3



Climb into the helicopter for a thrilling ride over the collapsed bridge. Once safely over, blow it sky high to receive some tasty bonuses.

Keep moving left and right while constantly firing and you should be able to dispose of the blocks fairly quickly. The trick is keep moving.

Level 4



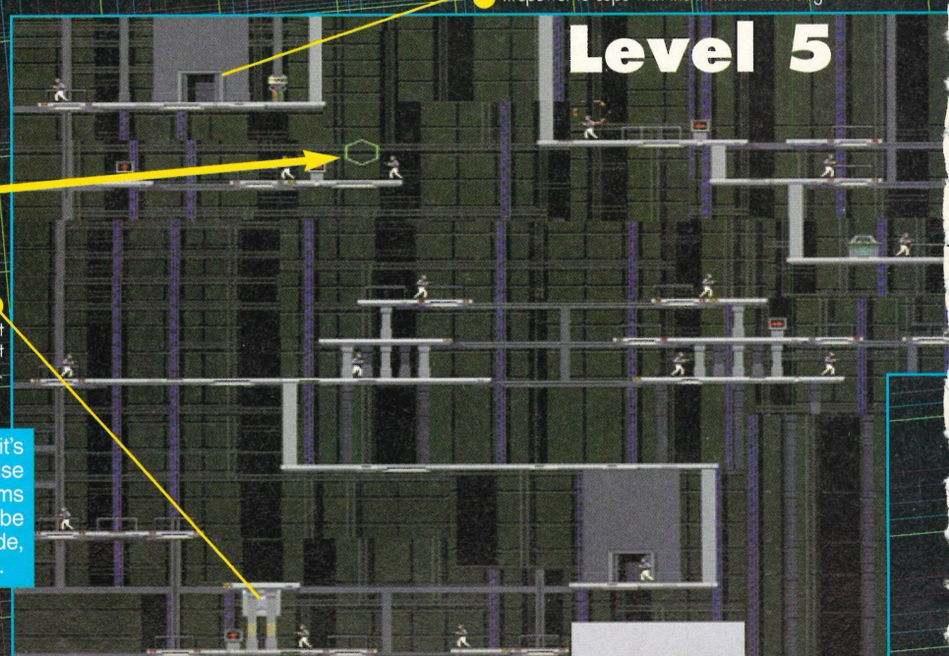
CYBERDUSH

This zone is visually stunning, but don't be sidetracked by the beauty of it; danger lurks in the windy corridors. Aim for the holes in the walls.

There are a few mini-bosses dotted around the level so it's very important to collect powerful weapons. Some sections are also quite tricky due to the layout of lifts and moving platforms, so a few trips back and forth through the Virtual worlds is required.

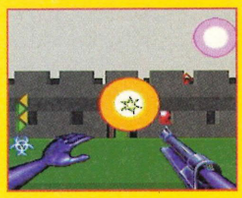
This door will take you through to the warehouse roof, where you must ensure you have adequate firepower to cope with the imminent onslaught.

Level 5



CYBERWAR ZONE 2

The second Cyberwar zone requires more accurate shooting and some deft flying. It's very important to keep moving otherwise you will be pulverised.

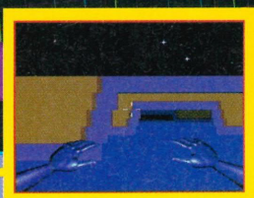


Careful timing will ensure you move past this moving blocks unscathed. They can't be destroyed so don't waste time trying.

This is the largest section in the warehouse, it's important to keep following the arrows otherwise you'll become lost. There are moving platforms everywhere and most of the time they must be taken in a certain order for progress to be made, so don't be afraid to backtrack and experiment.

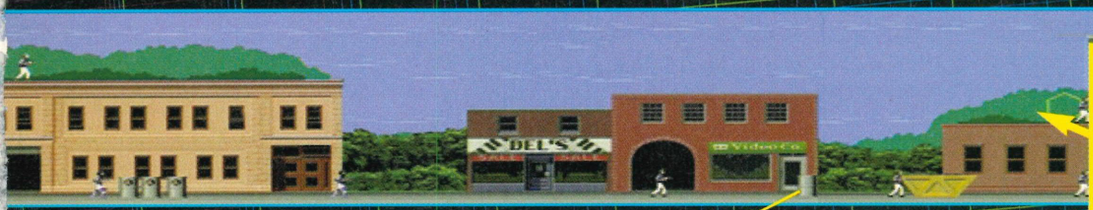


Obtain as many power-ups as possible before you go onto the roof. Watch out for the jump, it can be quite tricky.



VIRTUAL ATLANTIS

Go through the tunnels and eventually break the exit sign at the end to obtain a power-up when you leave the zone. Delicate, short movements are the key.

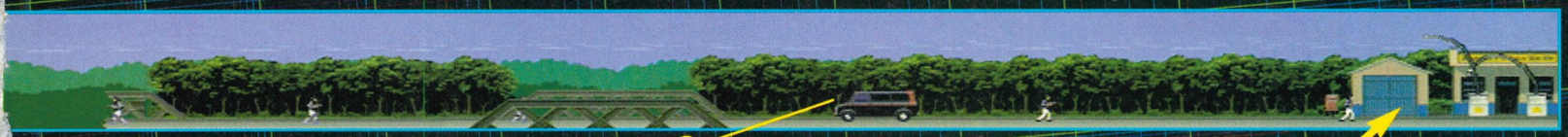


Don't shoot this barrel, as it contains a lethal toxic mixture that will leave you looking pretty unhealthy.



CYBERWAR ZONE

The first war zone requires you to fight the Battle chimps. Keep moving or else they will home in on you. Shoot five to continue through the zone.

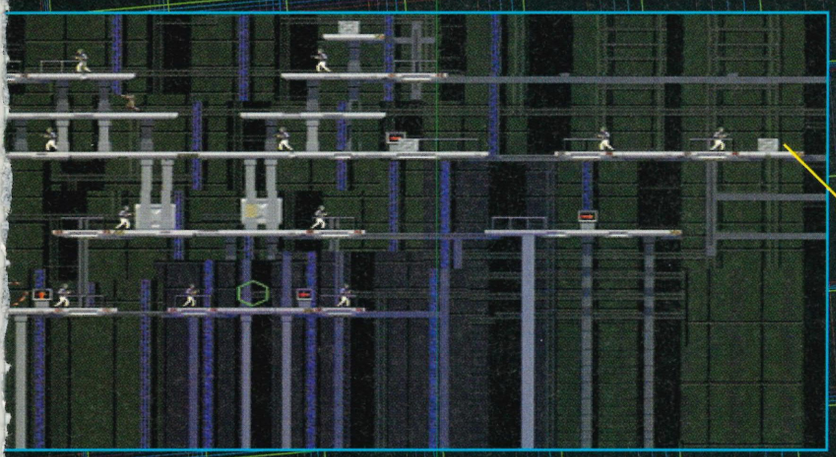


Keep bouncing backwards and forwards over the top of the van while continually firing, this will destroy it fairly quickly.



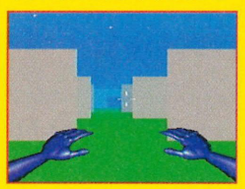
CYBER RUN ZONE

Quick reflexes are needed to weave your way round the many obstacles located in here. Fly through the rings for extra turbo speed.



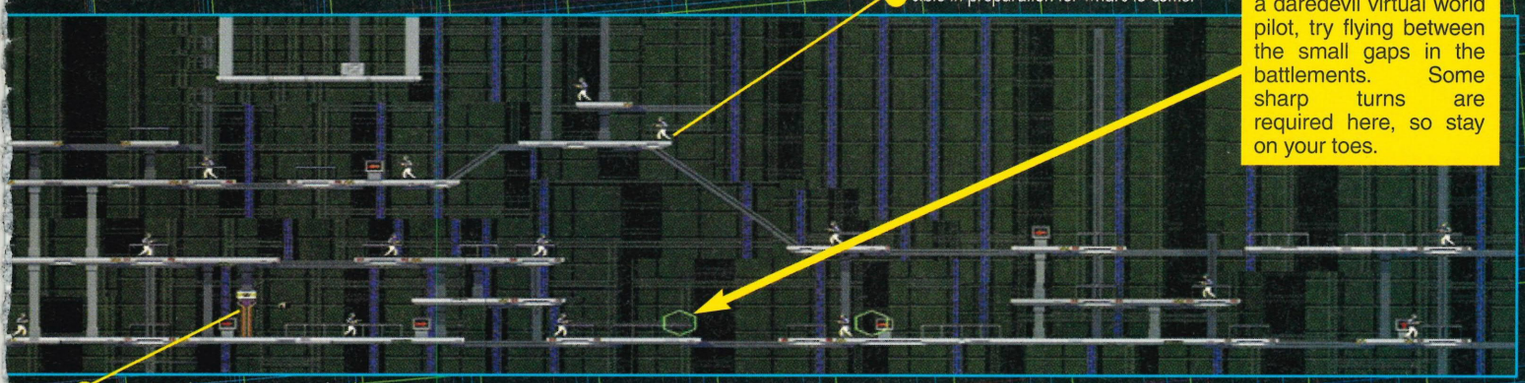
There are a lot of ammunition boxes lying around. Try and shoot as many s possible to obtain maximum fire power as enemies tend to swarm.

CONCRETE JUNGLE



If you fancy yourself as a daredevil virtual world pilot, try flying between the small gaps in the battlements. Some sharp turns are required here, so stay on your toes.

It's a good idea to hang around in this area trying to collect as many power-ups as possible in preparation for what's to come.



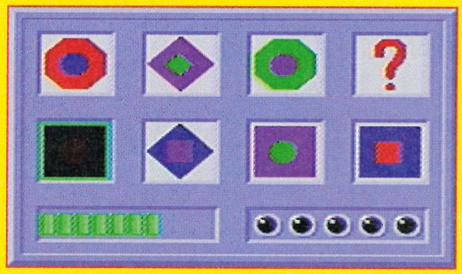
Jump over these rising terminals when they are at the lowest point. Always follow the arrows these guide you.

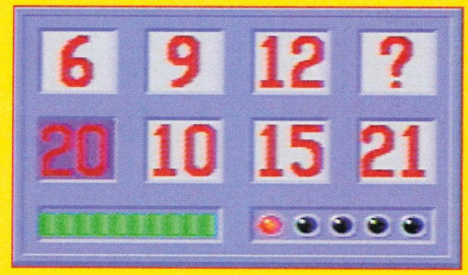
In order to defeat the helicopter with the minimum fuss, stay in the middle of the screen and stay low. Keep firing and duck under the missiles as they approach.



TERMINAL

Some of the computer terminal tests are obvious. For example, you don't need an A-level in maths to solve the geometric progression puzzles. Some of the shape ones are less clear, though. If you are struggling, select as many as you can as fast as possible, so you at least stand a chance of reaching the next puzzle.

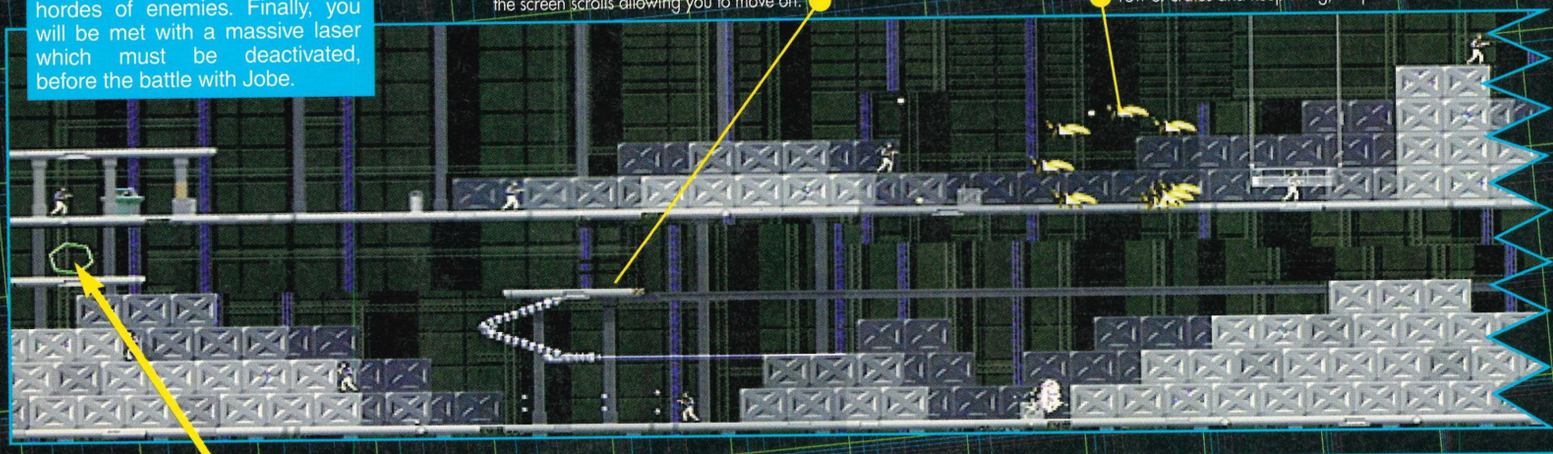




The final warehouse section requires a quick dash along the crates where you will encounter hordes of enemies. Finally, you will be met with a massive laser which must be deactivated, before the battle with Jobe.

The best way to kill this huge automated laser turret is to run behind when it's up in the air and shoot it from behind. It will never die, but the screen scrolls allowing you to move on.

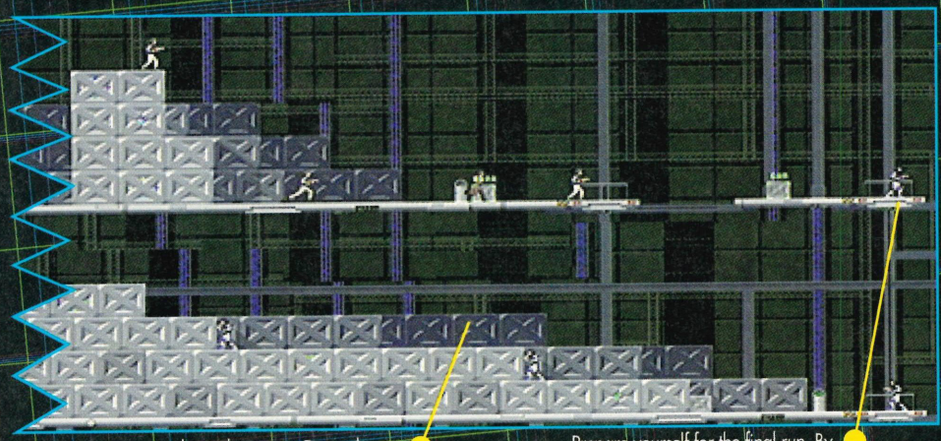
These bees may look nasty, but in truth they're very easy to defeat as long as you have the right weapon. Stand on the bottom row of crates and keep firing, simple.



THE GYROSPHERES



Choose a gyrosphere. Either one will do, really, as they both lead to the same place – that of course being a draining experience with Mr Virtual Reality himself. Yes, this is the way into the heart of the global network where Jobe is waiting to stop you capturing him in favour of something more to his liking; destroying you utterly!



Almost there now. Remember to dress for the occasion, it is always best to turn up to important meetings wearing a suit.

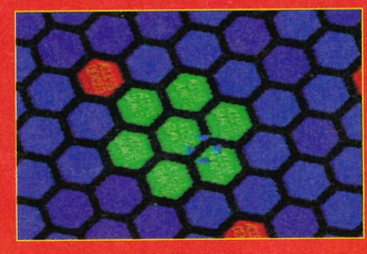
Prepare yourself for the final run. By now you should be rock hard, with a big gun and oozing psychotic tendencies towards anything that moves.

JOBE

Keep moving around the edge of the screen, while firing constantly. If you stop Jobe will erase you. Once you have hit him enough times, you will suddenly rush towards the hexagons in the background. Try and line yourself up so that you fly through one of the green ones. If you succeed, it will turn red, your task is then to turn all the green spaces to red ones and only then will you reach the next level. You tend to get pulled all over the place here, so aim for the one which you are naturally guided towards. Make sure you don't go through a red hexagon, otherwise it will revert back to its original colour.









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BUSTERS

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SUPER NES

ACTRAISER

Extra life
Call on the rain over the forest in the Northeast and the people will hand you a 1-Up.

Another extra life
In Kasandora, when the pyramid appears, cause an earthquake and a 1-Up will appear.

ACTRAISER 2

Play the demo screen
Set the difficulty level to 'Hard', then enter the following password: `BJQX YRKC DLSZ`. You can now fight your way through the demo screen.

Password
Death Heim: `MFCL SYMC MSXF`

THE ADDAMS FAMILY

19 1-Ups
First of all, go to the secret room. When in the room, go to the bottom left corner and walk up the stairs. At the top of the stairs (Up in the top left corner), you will find yet another secret room. In this room, there is a heli hat power-up. Get this and go back the way you came as fast as possible. Up the stairs, and go to the Clock room. Now push the jump button very fast so you fly. Make your way to the upper floor. Behind the door here, you will find 19 1-Ups.

100 Lives
Enter the code `11111`, and start the game. The life starts at zero, but when you die the lives roll over to 99.

Extra Hearts
Enter the password `BLRRR`. You'll start with five hearts, 36 lives and only have Morticia to find.

ADVENTURE ISLAND

Level Select
Press Right button, Right button, X and Start on the title screen.

ALADDIN

Passwords
Level 1: Genie, Abu, Aladdin, Sultan
Level 2: Jafar, Abu, Jasmine, Genie
Level 3: Genie, Jafar, Aladdin, Abu
Level 4: Abu, Aladdin, Genie, Jasmine
Level 5: Jasmine, Jafar, Sultan, Jasmine
Level 6: Jafar, Jasmine, Aladdin, Jafar
Level 7: Aladdin, Jasmine, Abu, Sultan

ALIEN 3

Cheat mode
On controller two press A, B, Y and X. On controller one, the A, B and X buttons will activate different cheats.

Passwords
Stage 2 – `QUESTION`
Stage 3 – `MASTERED`
Stage 4 – `MOTORWAY`
Stage 5 – `CABINETS`
Stage 6 – `SQUIRREL`
End Squence – `OVERGAME`

ALIENS VS PREDATOR

Secret options
During the intro screens, wait until the girl has turned into stone, then press Start. Now press and hold L, then Right, then X and then press Start. The secret options screen will now appear.

Level select
Select configurations and enter the options menu. Press and hold Left button, Right button, X and A on controller two, then press Start on controller one. A level select will appear.

ANOTHER WORLD

Passwords

Stage 02 – `HTDC`	Stage 03 – `CLLD`
Stage 04 – `LBKG`	Stage 05 – `XDDJ`
Stage 06 – `FXLC`	Stage 07 – `KRFK`
Stage 08 – `KLFB`	Stage 09 – `DDRX`
Stage 10 – `HRTB`	Stage 11 – `BRTD`
Stage 12 – `TFBB`	Stage 13 – `TXHF`
Stage 14 – `CKJL`	Stage 15 – `LFCK`

ARCANA

Level skip
On the title screen press Down, Select, Select, X, Y, Select, Select, Left button, Right button, Select, Select, Left, Right, Up. Now press the following buttons to select any level.

Chapter 2	–	Press A
Chapter 3	–	Press B
Chapter 4	–	Press X
Chapter 5	–	Press Y

AXELAY

Level select
When the start sign appears, press Up and Down repeatedly.

Infinite lives
Pause the game, unpause then pause it again. Press Select, Up, Down, Left, Right, Y, B, A, X. Now unpause the game and if the cheat has worked it should say "Mutek" where the lives should be.

BATMAN RETURNS

Lives cheat
At the title screen, move the bat down to the options and press Start. On controller two, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Music will tell you if the cheat has worked. Using controller one, move down to the option that says "REST". You can now make your lives go up to nine.

BATTLE BLAZE

Infinite credits
From the title screen, press Start and Select to access the options screen. Now press and hold the Left button then press Up and X at the same time. Then press Left and Y simultaneously, followed by Down, B, Right and A.

BATTLETOADS IN BATTLEMANIACS

Five lives and five continues
On the title screen, hold down A and B, then press Start. When the flag blinks red the cheat has worked.

BEST OF THE BEST

Super fighter
For a score of 99-99-99, type in the code: `RHT255SZ7G`.

BLAZING SKIES

Power-up
To power-up Marcel LeBlanc to the maximum, select the "Continue Game" option and then go to "End".

THE BLUES BROTHERS

99 lives
Collect the 11 extra lives at the Denver concert then kill yourself. Repeat the process until you've achieved the 99 lives limit.

BOB

Maximum power
Enter the password as: `196420` to receive a full arsenal of totally powered-up weapons.

Infinite lives/energy
Change the second number of the password code to nine. This will give you 99 of everything. When your 99 lives expire, they become infinite energy.

Passwords
The levels are divided into sections of four or five – the following passwords will bring you to the start of each group.

`171058`	`462893`
`950745`	`583172`
`472149`	`743690`
`672451`	`103928`
`272578`	`144895`
`652074`	`775092`
`265648`	`481376`

BUBSY

Level codes

Level 1 – `JSSCTS`	Level 9 – `DBKRRB`
Level 2 – `CKBGMM`	Level 10 – `MSFCTS`
Level 3 – `SCTWMN`	Level 11 – `KMGRBS`
Level 4 – `MKBRLN`	Level 12 – `SLJMBG`
Level 5 – `LBLNRD`	Level 13 – `TGRTVN`
Level 6 – `JMDKRK`	Level 14 – `CCLDSL`
Level 7 – `STGRTN`	Level 15 – `BTCLMB`
Level 8 – `SBBSHC`	Level 16 – `STCJDH`

CARL RIPKIN JR

Championship game
To get to the championship game, enter the following code:
`RCCJKJBDSPKDGGGFFRC`

CASTLEVANIA IV

Invisible stairs
On the screen, just before the final confrontation of Dracula, you will see some stairs. Do not climb them, instead walk to the end of the ledge and take a large jump to the left. You will land on an invisible ledge, walk a little to the left and climb down the invisible stairs. Move as far left as possible and power-ups will start falling from the sky. Wait until you have collected 99 hearts, a triple boomerang and the best whip. Now go back the way you came and fight Dracula.

CYBERNATOR

Infinite continues
On the title screen, move the selector to 'Option', then simultaneously press and hold Up, Right button, Left button and Start. You can now select "Free Play" and continue indefinitely.

Unlimited Napalm Flame
Play the whole of level one without shooting anything, then kill the end of level guardian. Now on the next level you can choose a Napalm Flame Thrower and hang on to it throughout the game.

D-FORCE

Different demo
Grab yourself at least 100,000 points, then enter your name in the hall of fame as `ZTT`. The demo will run without any enemies.

DARIUS

49 lives
Go to the options screen and plug in controller two. Hold down the Left and Right buttons and press Select and Start on controller one.

DEATH VALLEY RALLY

Start with 75 lives
On the title screen press, Left, Select, Right, Y and Start simultaneously. When the 'Zippety Splat' comes up, press X as well.

DESERT STRIKE

Ten Lives
On password screen enter: `B59JS27`. You will get ten lives. When you complete a level, any lost will be restored.

Game over code
Enter this code to see the final screens without playing any levels.
`99P55LM`.

Passwords
Mission 1 – `3ZJMZT7`
Mission 2 – `K32L82R`
Mission 3 – `JR8P8M8`
Mission 4 – `F9N5CJ8`
Game over – `99P55LM`

DINOSAURS

Passwords
Stage 2: `H1KHDEOMXFQ3`
Stage 3: `XVBXQMRSNSW6`
Stage 4: `V1O4KEWYXV4N`
Stage 5: `VSGHJWWGX43N`

DOOMSDAY WARRIOR

Passwords

Amon	Daisy
Layban – `9D49D9D4`	Layban – `C44999G9`
Daisy – `696999D4`	Amon – `CF6949G9`

P-Lump – 442D49D6
Grimlock – 442HF4D6
Nuform – 6C2HC6D6
Bosses – GG2HCBD6

P-Lump – 4GBCC9GC
Grimlock – 4GBDB4GC
Nuform – 6CBD66G6
Bosses – 6BBD6BG6

Grimlock
Laybon – 6D49D974
Amon – 496C9976
Daisy – 4DBHD976
P-Lump – 645H9976
Nuform – 6F5H4476
Bosses – G45HFF76

Layban
Amon – 9F49D9C4
Daisy – CCF999C4
P-Lump – C689F9C4
Grimlock – 6B89F4C4
Nuform – 468946CG
Bosses – 4B894BCB

Nuform
Layban – 9449491C
Amon – 9F69C91C
Daisy – 44B9G91C
P-Lump – 6459H91C
Grimlock – 6G59H41C
Bosses – 6G5D161C

P-Lump
Layban – CF49F9H4
Amon – 9F69C49H6
Daisy – 9GBCG9HG
Grimlock – C65DB9HG
Nuform – 465FHCHD
Bosses – 4B5FOGHD

Sledge
Amon – 64C94994
Daisy – 6FGC4994
P-Lump – 9F39F994
Grimlock – C43C4494
Nuform – CF3CC694
Bosses – 643CGB94

DRAGON'S LAIR
Passwords (easy level)
Level 1 – 2A, 4B, 6D, 7C
Level 2 – 3B, 5C, 7D, 8A
Level 3 – 2C, 3D, 6A, 8B
Level 4 – 1C, 2D, 3B, 8A

Extra lives
Locate the three extra lives available on level one, then simply return to collect them as many times as you want at any point in the game.

DRAGON BALL Z
Control all characters
Hold down Y, X, A, B, L, R, and rotate the D pad until you hear a shout.

DUCK TALES
Save $300,000
So you don't have to pay the $300,000 to the statue in the Amazon, you have to do this with Launch pad. Crawl one screen up, and jump up onto the ledge at the right. From there you can jump into a hidden passage, it goes left and takes you direct to the statue.

F1 EXHAUST HEAT
Music select
When you come to register your name input OTO as the first three letters. A selection of different back ground music is yours.

Turbo boost
During any part of the game, press Left button and Right button simultaneously to accelerate immediately to 400kph.

Loads of cash
On the password screen, enter your name as SETAUSA to earn yourself a handy £10,000

F1 EXHAUST HEAT 2
On the notice screen, press the following:
Rank select
Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Right.

Time configuration mode
Up, X, Right, Y, Down, B, Left, A, A and Start.

Car select mode
Up, Down, Left, Right, X, B, Y, A, A, A, A, A, A and Start.

F-1 Track Select
A, A, A, A, B (repeat 14 times) and Start.

Sound Test
L, R, L, R, L, R, L, R, L, R, L, R, R and Start.

Two player tank game
Y, Y, Y, Y, X, X and Start.

Breakout style sub-game
X, X, X, X, Y, Y and Start.

FACEBALL 2000
Cyberscape mode
Go to the title screen and hold both L and R buttons at the same time, Choose one or two players while still holding these down and press Start. Let go of L and R and a new option called Cyberscape will appear. This is a completely new game and features loads of new enemies and a split screen mode.

FATAL FURY
More characters
Go to the 'Street Fight' mode. Player one chooses one or two players, now press Down on controller two. This will reveal more characters.

Boss select
Pressing down on player two's joypad will allow him to be the guardians.

FINAL FIGHT
Hidden options menu
On the title screen, press and hold the Left button and Right button and press Start. You can now select number of lives as well as difficulty level.

FINAL FIGHT 2
Same player code on 2 player
On the title screen enter the following:
Down, Down, Up, Up, Right, Left, Right, Left then the L and R buttons at the same time. The screen will turn blue, select a two player game. Let player two, choose the character you both want and then have player one choose the same character.

FIREPOWER 2000 (US)
Level warp
Level 1 – R, L, R, R, L, L, R, L, R, R, L, L.
Level 2 – R, L, R, R, L, L, R, R, R, L, R, R.
Level 3 – L, R, L, L, R, R, L, L, L, L, R, R, R, L.
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, L.
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, L.

Control both Jeep and Helicopter
On the title screen, press Select to get two player option. On this screen press Start and A simultaneously. Now you can start a one player game controlling both vehicles.

FLASHBACK
Passwords
Level 2 – JWLYX
Level 3 – RSVP
Level 4 – DXCPT
Level 5 – SLMN
Level 6 – ZTHRK
Level 7 – CRLQXZ

FLYING HERO
Level select, Extra continues, Extra lives
On the title screen, press Select to access the option screen. Now, on the second controller press Select and Start simultaneously to bring up a further secret screen allowing you to select any level and set the amount of continues and lives you want.

F-ZERO
Short cut
When you play on Port Town 2, go round one lap and just after the line you will see a jump. Activate the power boost and press Right just as you hit the jump. You should clear the gap and land on the other side of the track.

GODS
Passwords
Temple – SD1
Labyrinth – MGB
Underworld – BMH

GOOF TROOP
Passwords
Level 2 – Bananas, Red Diamond, Cherry, Bananas, Cherry.
Level 3 – Cherry, Red Diamond, Blue Diamond, Cherry, Bananas.
Level 4 – Red Diamond, Cherry, Blue Diamond, Blue Diamond, Red Diamond.
Level 5 – Bananas, Cherry, Blue Diamond, Red Diamond, Bananas.

GRADIUS 3
Extra continues
On the title screen, press the X button repeatedly to gain extra credits. Each time it is pressed ten times you'll be rewarded one continue, so you can keep pressing for up to nine credits. Make sure you start the game before the title screen disappears or the number of credits reverts back to four.

Extra Arcade level
This cheat will not only make the game harder but also add an entirely new level! On the options screen repeatedly press the A button as quickly as possible. The word ARCADE should appear where the level of play is shown.

Weapon power-up
Pause the game and press Up, Up, Down, Down, L, R, L, R, B, A and then restart the game. You will have missiles, options and shields – use the cheat wisely as you can only use it once per stage.

Extra lives
On the title screen hold Left, press A three times and then start the game. This will give you 30 extra lives to play with.

HOLE IN ONE
Special clubs
Enter METALPLAY as your name and you'll receive a special set of clubs.

HOOK
99 Peter Pans
When you are in the caves on level five, fall down the first hole on the right. Tinkerbell is waiting below, walk or fly to the right and you will see a 3-Up and a leaf. You have to go underneath the rocks to get both of these then kill yourself and they will re-appear!

HUMAN GP
Change grid position
On the starting grid, press and hold Select and then press B. This will change the position.

THE HUNT FOR RED OCTOBER
Level select
Pause the game, then press Y eight times.

Soundless
Hold A and B down, and at the same time, press Up and Down. Now you can make yourself soundless 25 times.

JACKI CRUSH
Loads of balls
On the password screen, type in as many fives as possible in a row. Now go into the game and you'll find yourself with 840 million points and more balls than you know what to do with.

JAMES BOND JR
Passwords
Level 5 – 9Ø25
Level 6 – 1813
Level 7 – 3353

JERRY BOY
Level Select
When the game says "Push Start", press Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start for a level select.

JIM POWER 3-D
Level skip, life increase, more time
On the title screen enter the following code on controller two: X, A, B, Y, A, B, Y, X, B, Y, X, A, Y, X, A and B.

JOE & MAC
Return to last continue point
If you die when taking the last dinosaur, to get to the last continue point, Pause, X then press Select. You will go back to this point.

Extra credits
For up to nine extra credits, rapidly press the X button on the title screen. For every tenth press of the button you will get an extra credit. However, if the title screen disappears, the number will revert back to four. All you have to do now is enter the level again and get the life. Repeat the procedure for as many lives as you can handle.

JOHN MADDEN
Championship finals
Go straight to the championship finals by entering GDRFDDMC.

Super bowl
To get straight to the Super Bowl type in the code BBBB5NZ5C

JOHN MADDEN '93
Passwords
Dallas vs Greenbay – DJGPBBKC
Dallas vs Philadalphia – DJLPBBPC
Dallas vs Cincinnati – DFRNCFVC

Chicago vs Washington – DFGNBBFC
Chicago vs Greenbay – DFLNCBLC
Chicago vs Cincinnati – DFRNCFVC

Houston vs Cincinnati – MNGLBBVC
Houston vs Kansas city – MNLLBBFD
Houston vs Greenbay – MNRLBDMD

KABLOOEY
Passwords
Level 17 – DBVG
Level 18 – DPLL
Level 19 – DJSK
Level 20 – GBTF
Level 21 – JRPN
Level 22 – GBMF
Level 23 – PBSS
Level 24 – WPRG
Level 25 – LFBG
Level 26 – CVFF
Level 27 – LPJC
Level 28 – DBTG
Level 29 – WGGD
Level 30 – TJMG

KRUSTY'S SUPER FUN HOUSE
Start at the last level with 50 lives
Hold down X, then reset four times. You should start at the last level with 50 lives.

Level codes
Level 2 – SKINNER
Level 3 – SCRATCHY
Level 4 – BARTDUDE
Level 5 – BOUVIER

Open all doors, extra pies
Enter JOSHUA with a space before the first letter and after the last. Now press Start and Krusty will laugh insanely to indicate the cheat has worked. Now you can enter any door in the game and press both L and R buttons for a pie refill.

LEGEND OF THE MYSTICAL NINJA
Password
Level 9 – Z+LHd H

LEMMINGS
Level codes

	FUN	TRICKY
Level 1	FWKQCJK	SUZFJVM
Level 2	TWXZKRM	BNLDXUC
Level 3	JPJXFUM	FNGWLWW
Level 4	KTJGTSK	RWTKQBK
Level 5	HGNNNPX	GGVQQDZ
Level 6	MLLBCPQ	RTWHNTC
Level 7	XBVCKLL	FBMBPFO
Level 8	JWGKQPH	GTGCDKQ
Level 9	JJGKBBH	KSRXKVK
Level 10	JJGKQPH	TBHLCRC
Level 11	GGWWFXR	XVJKXBQ
Level 12	PPTDZZG	TMRSZMF
Level 13	TPVSDSC	CVSDHLF
Level 14	QSPRKMK	WXLBGBP
Level 15	BXCHLQS	WZNFLWF
Level 16	VDGQWSX	FUMTNWW
Level 17	QGNLNFM	VVDRGWD
Level 18	DNPFNQR	SRXBPPU
Level 19	FQKKFHL	GRZHRPP
Level 20	RMHOGBX	XTMWFLP
Level 21	ZXBLWZK	FLMTVPM
Level 22	HTLDXLB	KSGVVWK
Level 23	ZDGHTWD	ZBPBXCT
Level 24	CFHXPSM	WHCHBQW
Level 25	PZBXCXB	LHDPGNN
Level 26	CWLGDBC	HVLXXTH
Level 27	WDNLSMJ	STVNDPK
Level 28	WDZWWCB	JFTQVSX
Level 29	WXBRTMV	SKKWSZZ

Hidden options
On the title screen, press and hold Select and press Start. A hidden options screen will appear, allowing you to adjust the controls.

Sunsoft passwords
1 – GNNBJWV
2 – RCQRFPZ
3 – FBJJKJB
4 – RMQMZDC
5 – DTCZVMQ

LOCK-ON
Increase lives and level select
On the title screen press the following buttons: Y, B, A, B, Y, Y, B, A, B, Y and B.

THE LOST VIKINGS
Level select
Hold X, Y, A and B simultaneously.

Level codes

2 – GR8T	11 – VLCN	20 – BTRY	29 – 8BLL
3 – TLPT	12 – QCKS	21 – JNKR	30 – TRDR
4 – GRND	13 – PHRO	22 – CBLT	31 – FNTM
5 – LLM0	14 – C1R0	23 – H0PP	32 – WRLR
6 – FL0T	15 – SPKS	24 – SMRT	33 – TRPD
7 – TRSS	16 – JMNN	25 – V8TR	34 – TFFF
8 – PRHS	17 – TTRS	26 – NFL8	35 – FRGT
9 – CVRN	18 – JLLY	27 – WKYY	36 – 4RN4
10 – BBLS	19 – PLNG	28 – CMBO	37 – MSTR

MAGIC BOY

Passwords

Wet World 1: LKLK LKLK
Plastic Place 1: GGGG HHHH
Future Zone 1: FTBC FTBC
Sand land 2: JLKD JLKD
Wet World 2: SQTH SQTH
Plastic Place 2: RPBC CBPR
Future Zone 2: JLNM RQDB

MAGIC SWORD

Secret warp

On floor 34, destroy the two blocks and watch the pillars closely. Hit the fourth pair of pillars on the left to flick a switch and open a door straight to Hydra!

MARIO IS MISSING!

Passwords

First room	Second room
Door 1 – PVV23CZ	Door 1 – CX746YF
Door 2 – FCBSB6W	Door 2 – NBGR6CF
Door 3 – YHYAMLZ	Door 4 – X42KLDK
Door 4 – Y4MOPFW	Door 5 – S48O5N4
Door 5 – G5F96CX	

Third room	Code for last boss
Door 1 – DWV6P78	ZPF*M86
Door 2 – PCD1384	
Door 3 – DJ49LZ3	
Door 4 – D9FKPTR	
Door 5 – TTMGMQM	

MECHWARRIOR

Invincibility

Select 'Start Game' from the title screen, highlight the third option and press the B button. On the next screen, choose what you want and then exit. The previous screen will appear again, except there will be a new option on the left. Choose it and select your Mech, then go into the game. At this point, press Start to pause the game and press the following buttons in this order: A, L, L, Y, A, L, L, Y, A, L, L, Y and A. You will see the word 'Invincible' appear.

MORTAL KOMBAT

Reptile cheat

Fight your way to the pit stage. Get a double flawless victory and you will have to fight Reptile in the pit stage.

Strange finish using Sub-Zero

Kill your opponent by any means possible in the first round. In the second round you must get your opponent's energy all the way down without 'Finish Him' appearing. Use Sub-Zero's freeze to make the 'Finish Him' appear, then slaughter him with the finishing move. The ice around your opponent will shatter leaving the body standing.

Stun cheat

This cheat will work with practise. Get close enough to the opponent to perform a flying kick so that you land just to the other side. Quickly perform the same move back again before there's any retaliation and once more. On landing the third time, instantly jump back over the opponent with a normal rolling jump. The opponent will now be stunned and unable to move. Push them up to the edge of the screen and uppercut, then follow up with a series of low punches. The opponent will be unable to fight back.

NBA JAM

Better defence

Choose your game and then pick the team as normal. When the 'Tonights match up' screen appears, press any button five times. On the fifth time, hold the button down until the tip off occurs and you will have a better defence.

NHPLA HOCKEY '93

Codes for the final rounds of the game

H5J3V79RM4ZVHW2P – Minnesota vs Washington
H5L19CY59FPZPT22 – Winnipeg vs New Jersey
BN7Y34ZSP46DIT4R – Buffalo vs Louis
DHYLKFDGB0B402SP – Washington vs Los Angeles
C42Z8MN44Y4YLG39 – Qubec vs Vancouver
HZ2B48N9HY55MK8W – Chicago vs New Jersey
HFPY7KLT9VXYCFV1 – Calgary vs Hartford
C4Z358NMFJG3JMK0 – New Jersey vs Toronto
FZV795XCZ344SNSM – Calgary vs Montreal
B14J9L0YLTCP9LDS – Boston vs Chicago
G75X97V90T0M6MNY – Vancouver vs Qubec
HFNB55PZ9WLTMZSM – Vancouver vs Boston
HL61CRJ3NX49PT3K – Edmonton vs Buffalo
B17F5MF0ZG238V8F – Boston vs Minnesota
HTPTRGHGWB79VHZP – Winnipeg vs New York
FFB1LC1K10YZW0V2 – Detroit vs Buffalo

Final code

To go straight to the final between Los Angeles and Boston, enter the following code on the password screen: C42BWBG00P37LV9J

NIGEL MANSELL'S WORLD RACING

Race passwords

Mexico – LZ9ZN40LJ2541STCVL
Brazil – 6CL732YLZ3H07VNBR9
Spain – PZPP693R91Q7NHQ..2
San Marino – R49RGKFH.JBDSV0T79
Monaco – L0XJ.XVCH3L7GDCFOR
Canada – B7JPR46QRB.RG08HNL
France – LV0ZB206FG0K62K2D7
Britain – TKX.B7G3VTJFS1QSKX
Germany – TQPCLTBTB7X21.JQGT
Hungary – HLL2FWG1Y20FL.1NG5
Belgium – YMGW4BXM3BV61JR565
Italy – 4QX4JKWXT50ZQ..K35
Portugal – 4F3M0TZ507064KGC5D
Japan – R48RR9GT7JB.BZVR4D
Australia – 33DV4B,F1ZZG538GW3
End screen – PV2JTFBK4Y696H4DXY

ON THE BALL

Access codes

Field 2 – MHWYR
Field 3 – HCCWD
Field 4 – WRJMH

OUTLANDER

Infinite energy

Press Up, Left button, Right button, Up, B and A during the game.

PAPERBOY 2

Higher level

Go to the Route Option in the Player Select screen, and enter the code 6479.

Passwords

Route: 5738 – Week 2
Route: 6479 – Week 3

PARODIUS

Use super bombs three times

Pause the game press X, X, X, B, B, B, Y, Y, Y, A, A, A, Left and Right.

Level select

On the ship select screen, choose the Octopus ship which is below Vic Viper and press Up, Left button and X simultaneously. Continue to hold the buttons down until the level select screen appears.

Secret level

Go to the bottom of the water beds on level three to access a secret level.

Full power-up

Pause the game, press B, B, X, X, A, Y, A, Up, Left button and Start. This gives you full power and weapons.

Invinicibility

Pause the game, press Left button, Right button, Up, X, Right button, A, Left button, Y, Down, B, A, Y, A, Y, Right button and Start.

Stage select

Move the cursor to the Vic Viper on the player select screen and press Up, Left button and X together. Hold them for 15 seconds and a stage select screen appears.

PILOTWINGS

Extra difficulty

If you're up for a real challenge enter the code 882943 on the passcode screen. You'll be treated to some rather different aerial antics.

Passwords

If you cannot wait to complete the early stages of this excellent aerial game then enter these passwords.

985206 – level 2
394391 – level 3
520771 – level 4
108048 – helicopter 1
400718 – level 6
773224 – level 7
165411 – level 8
760357 – level 9
882943 – helicopter 2

PIPE DREAM

Lives code

Start on round D with maximum lives – 3P7DS1WSNDFPPP.

POCKY & ROCKY

Level select

On the controller, hold down X and Y. With these held, press A, A, A, A, B, B, B, B, A, B, A , B, A, B, A and B.

POPULOUS

Energy boost

At any point in the game, press A, B, then hold the Left button and press A and B again. Next hold Left button, Right button, A, B, X and Select. Go to swamp icon and press B.

POWER MOVES

Fight last boss

Simply enter the code – N::XJT& $+7.

PRINCE OF PERSIA

Level skip

Enter the code SPECIAL on the password screen. When this has been rejected, start the game and enter B, Y, Up, Down, Left, Right, Left and Right buttons. If it has worked, you will hear a strange noise. Press Start and Select to enter a secret level skip screen.

Passwords

Level 1 – BRNGBB9	Level 11 – 7F39R1B
Level 2 – MRG5L2X	Level 12 – H9TZD8N
Level 3 – B6+TWNN	Level 13 – 7TXF+9V
Level 4 – 9Z3NRDX	Level 14 – H+KX3L7`
Level 5 – LQHWTVR	Level 15 – GZ9MRZJ
Level 6 – CGKDBZ2	Level 16 – 84CPBC6
Level 7 – TH4Q++B	Level 17 – QQNL2PV
Level 8 – VXPNBY2	Level 18 – 4Q7TMHJ
Level 9 – QLL!WHR	Level 19 – QHJG!Q7
Level 10 – HWB93WX	Level 20 – H8J12+Y

PUSH-OVER

Passwords

1 – 00512	26 – 11782	51 – 21534	76 – 21631
2 – 01536	27 – 11270	52 – 23582	77 – 22143
3 – 01024	28 – 09222	53 – 24094	78 – 21247
4 – 03072	29 – 09734	54 – 23070	79 – 20735
5 – 03584	30 – 08718	55 – 22558	80 – 28927
6 – 02560	31 – 08206	56 – 18494	81 – 34939
7 – 02048	32 – 24590	57 – 19006	82 – 30463
8 – 06144	33 – 25614	58 – 20030	83 – 29951
9 – 06656	34 – 26126	59 – 19518	84 – 31999
10 – 07680	35 – 25614	60 – 17470	85 – 32511
11 – 07168	36 – 27662	61 – 17982	86 – 31487
12 – 05122	37 – 28174	62 – 16958	87 – 30975
13 – 05634	38 – 27150	63 – 16510	88 – 26879
14 – 04610	39 – 26638	64 – 16511	89 – 27647
15 – 04098	40 – 30734	65 – 17023	90 – 28671
16 – 12290	41 – 31246	66 – 18047	91 – 28159
17 – 12802	42 – 32270	67 – 17535	92 – 26111
18 – 13826	43 – 31758	68 – 19583	93 – 26623
19 – 13314	44 – 29726	69 – 20095	94 – 25599
20 – 15362	45 – 30238	70 – 19071	95 – 25081
21 – 15878	46 – 29214	71 – 18559	96 – 08703
22 – 14854	47 – 28702	72 – 22655	97 – 09215
23 – 14342	48 – 20510	73 – 23167	98 – 70239
24 – 10246	49 – 21022	74 – 24191	99 – 09727
25 – 10758	50 – 22046	75 – 30975	100 – 44543

Q*BERT 3

Level warp

On the title screen, highlight the Game Options menu and press Start. As soon as you're in the options mode, press the B button eight times. If successful you'll hear a sound. Start a one or two-player game and you'll warp straight to level eleven.

Alter backgrounds

Go to the options screen and press the Left and Right buttons simultaneously. When you release them, a programmer's screen will appear. Press Select to change the background (keep pressing it to flick through all of the different ones). Press Start to return to the options screen.

RANMA 1/2

Fight with the same characters

To fight with the same characters, hold Left button, Right button and Up then press Start.

Select all characters

Hold down the Left and Right buttons, then select a two-player game. A second menu will appear allowing you to select all characters as well as the two bonus level fighters. Also press Select to alter the backgrounds.

Extra characters

On a one-player game, hold down the Left and Right buttons during the character select screen. You'll now have more characters at your disposal.

THE REN AND STIMPY SHOW

Level select

Just as the 'Veediots' logo starts to appear enter the following code on controller one: Left button, Right button, A, Left button, Right button, Left button, B, Right button and X. Make sure the entire code is in before the logo has fully formed, otherwise it won't work.

ROBOCOP 3

Restore power

At any point in the game, press Start and then Select three times. This will restore your energy bar to the maximum and can be repeated any time your energy is low, which will probably be most of the time!

THE ROCKETEER

Player/round select

On the title screen, press Left button, Right button, Left button, Right button and Down, then press Start on the credits screen to reach a player select screen. Select the number you want and you'll access a strange round select screen!

ROCK N' ROLL RACING

Passwords

Drakonis: !B!R T5C3 X5PT
Bogmire: 7JM8 QQCB 9SPS
New Mojave: 1FQ8 R5CL 9KK2
Nho: V2L8 14BV 92K!
Inferno: XWC7 HZB5 5TJ!

SIM CITY

Transport, Police and Fire work for free

At the end of a tax year, save the game, and reload it. Transport, Fire and Police now work free for the year .

More maps

Select "Start New City" and choose any map from 1–999. Go to the map and select the "Goto Menu" icon. Instead of saving your map, select "Start New City" again. You'll now have access to 1,998 different maps.

Earn a million

Spend all of your money in one year. When the tax screen appears at the end of the year, hold the L button and exit the screen. While still holding L, go back to the tax screen again and increase spending to 100%. Exit again and release L. When the people start spreading the money, your funds will raise to $999,999.

SIM EARTH

Level select

On the select screen, choose the first scenario. Then press and hold L button, R button, Y, X and A.

SMART BALL

Game skip

When the title screen appears, press Up, Up, Left, Right, Left, Right, B, A, Select then Start. This will put you on stage 4–A.

Level select

Go to the options screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start. Now you can choose any level you want.

SMASH TV

Speed up mode

On the options screen: press Left, Right, Up, R button and R button again.

Extra lives and continues

At the options screen, press L button, R button, Up and you should hear "Bingo".

Now you can bump up lives and continues.

Extra lives
On the player number/ difficulty screen, press Down, Left button, Right button and Up. You can now alter the number of lives and credits.

Kill all enemies
On the title screen enter Right, Right, Up, Down, Right button and Left button. Now start the game but before you enter a room, press and hold Select. When you go through now, all the enemies die and a voice will say "Let's Go!" Simply repeat this process to go straight through to the end of the game.

Circuit warp
On the player/difficulty screen, press Right, Right, Up, Down, Right button and Left button. Select the number of players and level of difficulty and you'll go onto the warp zone.

Stage select
Go to the options screen and press R button, R button, Up, Down, Right, L button and you will hear "Bingo" from the host. Now choose one or two players and you will see a stage select. This gives you the chance to start on any level including all the bosses.

SONIC BLAST MAN

Punch round warp
On the option screen, go to music select and select `10 HIT`. Now hold down Select and press Left button, Right button, Right button, Left button and Start. You can now warp to the bonus punching rounds without having to complete the various scrolling levels.

SPARKY'S QUEST

Passwords

`354`	Level 3-1
`116`	Level 4-1
`988`	Level 5-1

SPINDIZZY WORLDS

Level select
Enter the password `MIMICHAN` to access a special test mode. You can now select your start level.

STARWING

Secret fruit machine level
There's a secret fruit machine level to be found on level 3-2. Go into the level and shoot the second large indestructible asteroid you come across (they're a slightly darker grey than the others). Attack it until it explodes to reveal a Star Bird. Carefully guide the your ship into its mouth to access the secret level. Play the fruit machine by shooting the arm to spin the reels and shooting the buttons when flashing to hold. Get three sevens and you'll see the game over sequence!

Secret black hole level
The secret black hole level is to be found on level 1-2 in the asteroid field. Shoot the first three spinning columns of asteroids with the orange asteroid in the centre. You must take them out just before you crash into them for the cheat to work. A grey asteroid will appear with a smiling face. Crash straight into it and you'll warp to the black hole. This cheat is extremely difficult to activate so if at first you don't succeed, try try again! If you stay in the black hole long enough you will appear on many later levels including Venom.

Sprite change
On the continue screen, plug in the second controller and press Y and B to change your spinning Arwing into any sprite within the game. Also with the first controller press A and X for some funky FX. The Left and Right buttons will zoom the image back and forth.

STREET COMBAT

Secret options screen
From the title screen, opt for a two player game. After this hold down the L and R buttons together and press Start. The secret options screen will appear.

STREET FIGHTER II

Get to last four bosses easily
Start the game with both 1P and 2P pads connected. Then, when the game starts, immediately choose any opponent and let him join in the fight so that you can knock him out. On the player select screen you will see a cross over the player you have just beaten showing that you have completed the stage. When your own player is getting low on energy, switch to player two. This does use up continues but you can reach the last bosses with ease.

Fight the same character
Press Start when choosing a character then Down, Right, Up, Left, Y, B, X, A in rapid succession with the 1P pad and you can use the same character only in a different colour. The computer player will also be in different colours. Spooky!

View endings
To view the character endings on *Street Fighter II* without having to slog it out on the higher difficulty levels, change the game to Championship Mode by pressing Down, Left button, Up, Right button, Y, B, X, A on the Capcom screen. Set the difficulty setting to two. After you've cruised through the game and beaten M Bison, simultaneously press Start and the Right button before the screen fades away to view the character ending.

Sound FX
To hear some new sound effects in *Street Fighter II*, go to the options screen and press the R button rapidly on sounds 25, 26 or 27. You'll hear new sounds on 1 through to 23.

STREET FIGHTER II TURBO

Prevent special moves
When the Capcom logo appears, press Down, Right button, Up, Left button, Y, B, X and A.

Ten Turbo Stars
Enter the same code as above using controller two when the word 'Turbo' scrolls across the screen. If the cheat has worked you should hear a sound. If you're having trouble getting this cheat to work, try entering the code repeatedly when the game is turned on.

STRIKER

Play as Elite
Select the world league and enter the following password: `BCDFGHJKLMPQRST`. Ignore the screen message which will then say password error and go to the team selection. You can now select the Elite squad who are probably the best team in the game.

Passwords

Super cup indoors finals	Super cup outdoors
N 2 K J D C H L	Z D ? 6 F G G B
B B B B B B B B	B B B B B B B F
3 B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B

STREET COMBAT

50 Lives
On the option mode screen, move the cursor to the Credit option. Now press the Select button ten times. Your credits should now be increased to 50. Exit this screen and start the game to find 49 credits displayed in the bottom right hand corner.

SUPER ADVENTURE ISLAND

Round select
Wait for the story screens to appear and press Start, so that the second title screen comes up. At this point, press diagonal top left, Left, X and right on the joypad. While holding these three buttons press Start to enter the round select screen.

SUPER BOMBERMAN

Small bomber
Enter `5656` as a password at the start of the game. Go into the game and find a special version containing tiny bomberman sprites.

SUPER CONFLICT

Change computer's weapons
When you engage in a computer battle, you can switch his weapon before he fires it by repeatedly pressing the B button on controller two.

SUPER DOUBLE DRAGON

Unlimited continues
Press Start on controller one to access the mode select screen. Press Select to choose Mode A and then start the two-player game. Play until there is only one continue left for each player (if one has more than the other then deliberately get him killed). When asked to continue, press Start simultaneously on both controllers and you will both be given an amazing seven continues.

SUPER EMPIRE STRIKES BACK

Passwords
Rebel Base: `WLJWDN`
Dagobah: `PGPNMG`
Cloud City: `NCDGRJ`
Final battle: `NSRSCL`

SUPER FIRE PRO WRESTLING

Watch mode
Ever wish your wrestler could be secretly controlled by the computer when fighting someone else? Well, here's how you do it. While you're selecting your character from the Exhibition match screen, hold button X. The wrestler will now be under computer control. Both players can do this. It's especially useful for tag matches.

Bleeding referee
If you run at the ref, using run or hammer throw for instance, the wrestler will occasionally bump the ref to the canvas. Sometimes the ref will even start bleeding. This can prove very useful as he is unable to take counts while on the deck.

SUPER GHOULS 'N GHOSTS

Hidden message
Defeat a boss and hold Up on the control pad for a hidden message.

Stage select
Select the option mode from the title screen and highlight the "Exit" selection. Hold Left and Start on the second controller and another options screen will appear in which you can choose the level and area on which you want to start.

SUPER JAMES POND

Invulnerability
Go just to the right of the first small tower from the start. Stretch up to the roof just above and gather the objects in this order: (C)ake, (H)ammer, (E)arth, (A)pple and (T)ap, spelling out the word cheat. This will give you invulnerability for a short while.

Infinite lives
Go through the first door and go to the right of the first set of spikes. Collect the objects in this order. (L)ips, (I)ce-cream, (V)iolin, (E)arth and (S)nowman.

Open all doors
First of all, activate the Invulnerability cheat. Go through the first door and step to the left to find an exit pole. Go into it and this will open all the doors in the castle.

SUPER MARIO ALL-STARS: SUPER MARIO BROS

Loadsa 1-Ups
Go into the first Super Mario Bros game and make your way to world 3-1. Near the end of the stage you will come across a large staircase with two Koopas walking down the blocks. Stand next to the bottom block and once the second Koopa moves down to the bottom block, jump up to bounce on it loads of times.

SUPER MARIO BROS 3

Unlimited Hammer Bros suits
In world 6, complete levels one and two. You should be able to get to a Hammer Brother, now defeat him and get the hammer. Go right to pipe which is blocked by a rock, smash the rock with the hammer and go through the pipe to enter the mushroom house and pick up the Hammer Bros suit. Return to the map screen, save the game. Start from the last save, enter the nearest pipe, go back into the mushroom house and get the suit again. Repeat this process as many times as you like.

THE LOST LEVELS

Loadsa lost 1-Ups
Go into the Lost levels game and begin on world 1-1. At the beginning of the level go right and locate a 'C' shaped block with a Koopa in it. Nudge the second block from the left to produce a red mushroom. Nudge the other blocks to launch the mushroom over the edge so that you can grab it and become Super Mario.

Be careful not to scroll the screen too much so that you can return to the blocks. Jump up and smash the left hand block and then the one to the right of the mushroom block. When you do this make sure the Koopa is always to the right so that you trap him on the right hand block.

Now jump up to balance on the mushroom block and from there smash the top blocks in order from the left. Leave the last two blocks at the top before leaping over to land on the Koopa. If you do this correctly Mario will bounce on and off the Koopa, until time runs out, scoring a 1-Up with every contact.

SUPER MARIO KART

End screens
On the title screen, use controller two and press X, Y, B, A, UP, Left, Down, Right, Right button and Left button. If the cheat is successful you'll hear a sound. Now press start on controller one and begin the game by choosing your character. The end screens will begin.

Race computer on time trial
Select time trial and go to the character select screen. Press Y and A on controller one and Y on controller two. You can now select a computer character to race against you.

Special Cup
Select match race or time trial and highlight Mushroom Cup. Press left on the controller to highlight the left hand side selections, then press Left button, Right button, Left button, Right button, Left button, Left button, Right button, Right button and A. The Special Cup can now be selected and raced.

Drive in the dark
During a two player battle mode, when one player is down to their last balloon, get them to hold down the B button. Keep this pressed, then when the last balloon is burst that player can still drive in the dark even though they've lost.

Change screen
Plug in two controllers, when the title screen appears, start a one-player game and keep the Left and Right buttons pressed on the second controller. The upper screen will be the course map and the lower section will be your playing area.

Shrink characters
Press and hold Y, then press A on the character select screen to shrink all the characters in the next race.

SUPER MARIO WORLD

1-up bonanza
In the secret vanilla fortress, swim to the door before Reznor where there are two Bony Beetles. Jump on them without touching the ground. Keep treading water while they regenerate. Repeat. As long as you don't touch the floor (just keep swimming), you'll earn thousands of points and consequently 1-ups.

SUPER NOVA

Fight all bosses in a row
On the title screen press the following buttons on controller two:
Down, X, Up, B, L, R, Left, A. There will be a message which tells you, a ship is approaching. Loads of bosses appear, see how you do.

SUPER OFF-ROAD

Unlimited continues
To continue on your own forever, select two-player mode. If you play on your own, just leave truck two and you'll always come third or higher.

SUPER PANG

Level select
Access the game select screen and press Left button, Right button, Right button, Left button, Up and Down. A stage select screen will appear.

SUPER PROBOTECTOR

Level select
When the title screen comes up, press Up, Up, Down, Down, Right, Left, Right, Left, B, A, B, A.

Lives cheat
When the screen is scrolling, press Up, Up, Down, Down, Left, Right, Left, Right for 13 lives.

Extra lives
To start the game with 30 extra lives, on the title screen press, Right, Down, Down, Right, Right and Start.

Level select
Grab yourself a handy level select with this cheat. Press Left, Down, Down, Left, Left and Start on the title screen.

SUPER R-TYPE

Weapon select
Go to the title screen and press Down, Right button, Right, Down, Right, Right, Down, Right, Down, Down and Start. As soon as the game starts press Pause then press the Right button, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right. Now you can choose your weapons by pressing:
A for air to air laser
B for air to ground laser
X for reflective laser
Y for split laser
R for shooting gun laser.
Now press A for a homing missile or alternatively X for an air to ground missile.

Level select
At the title screen hold down the R button and press Up nine times. You'll here a tone. Start the game and then pause it. Hold the R button and A together, and press Select. Press Up or Down to choose your level.

SUPER SOCCER

Special Nintendo team
Select one player vs two player game then on the team select screen then press Start and B on the second controller (player two). You can now play with the excellent Nintendo team. Game on!

Same teams
Get player two to select the team he wants to be, then press Start and B to select the Nintendo team. Now get player one to select the previous player two team and press Y on player two's controller. This will cancel the Nintendo selection allowing him to select the same team as player one. Player two will play in the away strip!

Speed-up mode
Enter the player skill selection screen and press Left, Right, Left, Up, R button, R button. You will hear "Bingo" and then you will be able to choose your options before the speeded-up action starts.

SUPER STAR WARS

Debug menus
Switch the Super NES off and on, then on the game start/ options screen press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y and B. If successful you'll hear a Jawa yell. Enter the game and press Left and Right buttons simultaneously on the second controller to access the debug menu screen. You can now select lives, stage, character, health sword and weapon. At any point in the game, if you wish to skip the level you're playing, simply press Start on controller two. To re-access the Debug menu press the Left and Right buttons on controller two simultaneously.

Invincibility
To become invincible, press and hold A, B, Y, X and Select on controller two on any of the side-scrolling levels. Let go of the buttons to reveal X and Y co-ordinates by your character. You'll now be invincible and even be able to walk through walls!

99 lives
Get to the Sand People on level five and keep moving until you reach the second section of platforms where you have to clear a gap. Instead of attempting the jumps, drop down the face of the cliff and you will reach a ledge with a cave and plenty of 1-Ups to complete the game with.

Special codes
Start on the first level of the game and press Y, B, X, A simultaneously. Now press the Start button. You will now be shown a sound test screen. Press Start to go back. If you return to the sound test, the words under the sound test will have changed. If you keep doing this, the game will give you the codes for various effects. To activate the cheats, turn the power off on the Super NES (not the reset switch) and input the code on the title screen. If you have put it in correctly you will hear a Jawa noise. Here are the codes.
Five continues – X, B, B, A, Y
Light Saber – Y, Y, X, X, A, B, X, A

SUPER STRIKE EAGLE

Mission passwords
Libya day – `066F87FH`
Libya night – `062H869D`
Gulf war day – `CGGG4724`
Gulf war night – `90B68G8C`
Korea day – `057F4902`
Korea night – `HF3H09H8`
Cuba day – `DF25449H`

SUPER SWIV

Level skip
Pause and enter the following to skip a level (L and R are both buttons on the top of your joypad).
Level 1 – R, L, R, R, L, L, R, L, R, R, L, L
Level 2 – R, L, R, R, L, L, R, R, R, L, R, R
Level 3 – L, R, L, L, R, R, L, L, L, R, R, R, L
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, L
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, L
Level 6 – L, L, L, L, L, R, L, L, L, L, L, L, L, R

SUPER TENNIS

Mega strong player
On select screen, using controller two, press L five times, X, R seven times then X.

Player editing
Press Select during a game to bring up the score. Now press R, R, Left, Down, B, A, L, and L on controller two. You will hear a round of applause. Press A or B on controller one, and four rows of eight characters will appear. These are the stats of players. From left to right, the eight characters stand for (1) Forehand; (2) Lob; (3) Left/right speed; (4) Back/forth volley speed; (5) Volley; (6) Serve; (7) Jump; (8) Backhand. Set each character by pressing X. (The lowest rating is Ø, and the highest is F) Use this to change both yours and the computer's stats.

Super player
For a more skilful player, highlight the one that you want and press the following on the second controller: L, L, L, L, L, X, R, R, R, R, R, R, R and X.

SUPER TURRICAN

Level skip
Pause the game. Now press Right, Left, Down, Right, A and Start.

SUPER VALLIS IV

Level select
Press Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Select, Select, Y, B and then Start when the title screen appears.

TEST DRIVE 2

Customise your car
Start the game as normal, then before you touch the accelerator and move off, press L and R together on the second controller. You can now fine tune your car.

Jump with your car
By pressing the A button on the second controller, you can jump over oncoming traffic!

THUNDER SPIRITS

99 continues
Press button B rapidly on the title screen until you hear a chime (if you have turbo fire, then use it). or each tone you hear, one credit will be awarded. Wait for the demo to finish to get even more continues.

TINY TOONS

Passwords for hard option
Level 1 – `Plucky/Babs/Bookworm`
Level 2 – `Lil'beeper/M.Max/Elmyra`
Level 3 – `Gogo/Shirley/Sweetie`
Level 4 – `Bookworm/Plucky/Babs`
Level 5 – `Gogo/Calamity/Lil'beeper`
Level 6 – `M.Max/Babs/Sweetie`

Passwords
Level 1 – `Babs/Gogo/Montana Max`
Level 2 – `Plucky/Bookworm/Elmyra`
Level 3 – `Montana Max/Calamity/Shirley`
Level 4 – `Bookworm/Plucky/Babs`
Level 5 – `Gogo/Calamity/Lil' Beeper`
Level 6 – `Montana Max/Babs/Sweetie`

Sub-game select
On the password screen enter `ELMYRA`, Shirley and Calamite Coyote. A secret option screen will appear enabling you to select and play any of the bonus rounds.

TOM AND JERRY

Extra lives
On the title screen press Right, Right, Up, Left, Up, Right, Down, B, A, Select, Start and Start.

Infinite continues
Enter: X, Y, B, A, A, A, A, A, A, X, Y, B, A, A, A, A and A

TOP GEAR

Passwords

PRO	CHAMP	
FOUR MEG	EDUCATED	S. America
LEGEND	OILCLOTH	Japan
THEWORLD	WRECKAGE	Germany
LETSRACE	CARACOLE	Scandinavia
ALCHEMY	EPYLLION	France
A LOOPER	GLUCAGON	Italy
SEASONAL	KEELSON	UK

TOP RACER

Double placement
To get two positions on the score board, simply crash head on at high speed into one of the posts as you pass the finish line. You must hit it square on. You'll now have two placings on the results chart.

TUFF E NUFF

Play as the Bosses.
To play any character (including the bosses) against any character, start your game from the title screen. When the Select mode screen appears push the D-pad in the following order: Left, Left, Left, Right, Right, Right, Left, Left, Left, Left, Left, Left and Start.

You will hear an explosion and addional characters will appear on the screen. For a two player game with bosses, do the same code and reset the Super NES. When the Select mode appears again press the following:-Right, Right, Right, Left, Left, Left, Right, Right, Right, Right, Right, Right, Right and Start.

Stage codes
Stage 2 – 427Ø11
Stage 3 – 537Ø71
Stage 4 – 43Ø7ØØ
Stage 5 – 5ØØ76Ø
Stage 6 – 4Ø1637
Stage 7 – 511617
Stage 8 – 412526
Stage 9 – 562SØ6
Final – 463455

TURTLES IV: TURTLES IN TIME

Ten lives
On the title screen use the second controller and press Up, Up, Down, Down, Left, Right B and A. Now use controller one to select your lives up to ten.

Boss select
On the title screen, use controller two and press Up, Up, Up, Down, Down, Down, B, A and B. You will hear a chime, now start the game, choose your turtle and a menu will arrive showing all 11 bosses. You can go to any one. You will have 16 hit points and three turtles for each fight.

ULTRAMAN

Hidden option screen
On the title screen press Select and Start simultaneously to uncover a hidden options screen.

UN SQUADRON

Gamer level
Go to the options mode, highlight the game level and plug in controller two. On controller two, hold A and X. With these held down, go through the difficulty levels until you reach "Gamer". This is incredibly hard.

UNIVERSAL SOLDIER

Passwords
Level 1.2 – `BZCXD`
Level 1.3 – `FWGVH`
Level 2.1 – `MRKSN`
Level 2.2 – `PRGMR`
Level 2.3 – `TCMCB`
Level 3.1 – `QWYRW`
Level 3.2 – `BCMVG`
Level 3.3 – `XVXVX`
Level 4.1 – `QWRTY`
Level 4.2 – `KBRDS`

WANDERERS OF Y'S

Invincibility
Start the game, then press Reset on the Super NES. When the American Sammy logo appears, press Up, Down, Up, Down, Select then Start on controller two (you have to wait for the logo to come in completely before you key in the code, and it has to be entered before it starts to fade away). When the start/continue screen appears, use controller one to select the continue option. When you enter the saved game, press Select on controller one to call up the menu. Go to the status screen. When it appears, press Start on controller two. The word 'debug' will appear next to Status and now you are invincible.

WARP SPEED

Campaign codes
Campaign 2 – `4N3 LJO BDY`
Campaign 3 – `4P? 8YJ LVP`
Campaign 4 – `4P? 85? 4B?`

WAYNE'S WORLD

Level select
On the title screen, hold down X, Y, B, L, R, and Down. Then press Up. A level select will then appear in the bottom of the screen. Press Select to advance through the various stages.

WING COMMANDER

Stage select
On the title screen, press the following: B, A, B, Y, B, Y, L, A, R, A then Start.

Secret options
Go to the option screen that allows you to choose the start and continue options. On this screen press, B, A, B, Y, B, Y, L, A, R, A and Start. A secret options screen will appear allowing you to select your series and mission, become invincible and make use of a sound test!

WINGS 2

Antique Radar
Go to the title screen and hold the top L and R buttons at the same time. With both these pressed, hold Up and press Start. Now you will have a small radar on your bi-plane to spot the enemies with.

Passwords

Bombing run	`FGXHMBQ!nG!xF`
Strafe	`r5xKNJH2pg!3`
Dogfight	`HMdMJ6C!brG!v!`
Dogfight	`LV!xv!HLPQBCP`
Bombing run	`T!BRLQ!wC7IBF!`
Dogfight	`X2TBGnkGC!w`
Strafe	`sZG7ØwW6HBF`
Dogfight	`!4!FIGCwPQk8Y`
Bombing run	`hVYØ9Gs4BG!Z`
Dogfight	`7YW2yn!R7Hzh`
Strafe	`LHxPFCb!4!!!BsG!`
Dogfight	`S!!dNpG9BwH96`
Bombing run	`6m!CQG!NCGGL8`
Dogfight	`DvkbP4T!dXwb`
Strafe	`B!HdPBB!gQLTB!`
Dogfight	`zq5gPNL8Hq!B`
Dogfight	`!c!LIKGsKQFXj`
Bombing & dogfight	`7dzI2G8MwR!Z`
Final stage	`BBHnwLL1CB!r`

WORLD CUP

The final
Avoid the semi-final by entering the code – Ø1633.

WWF ROYAL RUMBLE

Super punch
When you turn on your Super NES you will see a legal screen. As soon as that begins to fade, take controller one and press B then Y. When you hear a loud growl you will have the super punch and be able to finish off any opponent with two punches.

Twin rumble
On the player select screen, press the top L button to stop the WWF logo in the background from moving. Hold the L and R buttons without making the logo move again and then press Select. Move through the selection screen to find your twin. You can now fight against the same character or double up in a tag team.

Deck the ref and upset your opponent
Start the game by choosing Tournament mode or One Fall mode. Choose your character and then the oppponent's character. Start fighting and knock your opponent down. Now line yourself up with the ref and hold the Y button. With a bit of luck, the ref won't move and your character will steam into him and knock him down. With the ref down, try attacking your opponent with the L and R buttons, this will bring into play some nasty cheat moves such as eye gouging and choking. Very humane, I don't think.

YOSHI'S COOKIE

Play extra levels
In the option screen set the music to Off, set the speed to High and the round to 10. Then hold up and press the Select button. The 10 will change to 11 and now you can change any option you like and move the round number up to 99.

Select extra rounds
Use controller one and opt for the 'Action' option. Put the Round number on ten, the speed on high, and the music type off. Now on controller two, press and hold L, R, Select and Start. You will hear the game say "Yoshi!". You can now play up to round 99.

Access four new bosses
Select the VS mode. When you get to the VS Options screen, set the mode on **COM**. Now press and hold L , R, and X. Still holding them, press Start. The game will say "Yoshi!". Press Start again – a character selection screen should appear.

YOSHI'S SAFARI

Harder game
Once you have completed the game, enter the following code on the title screen:
Controller 1:Hold X, Y, L, R then press Start.

ZELDA III

Secret code
When the title screen appears, press Right, Up, B, A, Down, Up, Down, Up, B. Now you can look at the tasks in the game.

Rupee loop
In the Light World, go to the Desert of Mystery and find two large rocks just down from the old man. Pick up the bottom one and keep going in to get fifty Rupees. You can repeat the process for up to 999 Rupees and also go back to stock up later.

Extra lives
When you come across a fairy, capture her in a jar. Now when you lose a life she'll revive you. You can only use a particular fairy once, but there are plenty scattered throughout the game.

ZOMBIES

Bonus level
Enter the password BCDF at the beginning of the game as normal. This will take you straight to an excellent bonus section.

Passwords
Level 05: FHRX
Level 09: NBGW
Level 13: RFCR
Level 17: RKYL
Level 21: PXBG
Level 25: XYLZ
Level 29: XLZG
Level 33: WJQK
Level 37: BZVG
Level 41: BRPK
Level 45: VLHX

ZOOL

Level select
Press Down, Left, Right, Down, Left, Up, Down, Up, Right, Up, Right, Up and A and B. On the "Get Ready" screen, hold down L and R and push Up and Right to select levels.

NES

1943

Codes
Wave 2 – 7G117
Wave 3 – EGØ13
Wave 5 – E4113
Wave 6 – ZDIIX
Wave 7 – IRIID

ABADOX

Invincibility
On the title screen press A, A, Up, B, B, Down, A, B and Start and hey presto! You're invincible.

ADVENTURE ISLAND 2

Island select
To start off on any island, press the following on the title screen: Right, Left, Right, Left, A, B, A, B.

ADVENTURES OF LINK

The Final Guardian
When fighting your shadow, move to the left-hand side of the screen and continuously press the B button. Your shadow may hit you once or twice, but you should land many more strikes during that time.

Sword skills
To discover the art of the upward attack, go to Darunia and use the jump spell to leap up to the house with a chimney. Drop down this and go right to find the warrior who will teach you the skills. The downward attack is found in Mido town. Use the jump spell to reach the open door at the top of the church, and go through to find the man in the know.

ADVENTURES OF LOLO 2

Extra levels
For a greater challenge, enter any of the following codes at the password screen: PROA, PROB, PROC, PROD.

AMERICAN GLADIATORS

Password
Level 2 – A, B, A, A, A, A, B, B
Level 3 – A, B, A, A, B, A, A, A
Level 4 – A, B, A, B, B, B, B, B

BACK TO THE FUTURE II & III

1875
To start the game in 1875, hold down A and B on the title screen to access the password screen. Now enter FLUXCAPACITOR ISTHEPOWER as the password and press Select, then Start.

BAD DUDES

Extra lives
For 64 Bad Dudes, enter the following button sequence with the second controller on the title screen: B, A, Up, Down, Up, Down. Use the first controller to start the game.

BART VS THE SPACE MUTANTS

Bonus screen
If you go to the theatre between 2:00 and 4:00 you'll find a bonus screen.

BATMAN

Get rid of the killer moth
If you want to get rid of the killer moth. Pause the game then press B, A, B and A. It should then fly the other way.

Infinite continues
On the title screen press, Up, Up, Down, Down, Left, Right, Left, Right then A and B simultaneously. You can now continue the game indefinitely.

Infinite power-ups
When you come across the falling drop claws, crouch next to their landing position and punch repeatedly. Each drop claw that you destroy will turn into a heart, weapon bonus or points bonus. Three normally drop one after the other and then there will be a slight pause, so rush in and grab the loot before returning to the crouching position.

BATMAN: RETURN OF THE JOKER

Passwords
Check out these passwords to later levels:
Stage 4-2 – KHCN
Stage 5-1 – QGVN
Stage 5-2 – WBZT
Stage 6-1 – FFHG
Stage 6-2 – CKQG
Stage 7-1 – GPZT

BATTLE OF OLYMPUS

Extra items
To gain extra items try the following code with each one:
BFFXVNXQNLS8K
CM2FHUX4GW5ZD

BATTLETOADS

Level skip
On level one, there is warp zone at the top of the first rock. Just walk on up there and you will see a Mega Warp screen. The second warp is on the *R-Type*-like shoot-'em-up bit, the third level. It's on the second half at the bottom. Watch out, though, because it's right before the barrier, so you really have to hope you get the right one. The last one is on the second stage of level six.

Ride the dragon
You can get on the dragon that you encounter during the latter half of level one. Take the stick sword from the tool worker by beating him up. Now use the sword to kill the dragon. Now lie on the dragon and press A, and you'll be able to ride it. You can now control the dragon using B for breathing fireballs and continually pressing A to fly.

Extra lives
On the title screen push Down on the joypad and press A, B, Start. You will hear an explosion and when you start you will have six hearts instead of three. You can also do this on the continue mode.

BATTLETOADS AND DOUBLE DRAGON

Extra lives
After you have chosen your character, press up, A, B all at the same time, then press Start to begin the game. You should have five lives instead of three.

BIONIC COMMANDO

Easy way out
If you enter a section that you don't wish to play or cannot continue in, press the A and B buttons simultaneously and you'll return to the map screen.

Infinite continues
Press A when the game over appears for infinite continues.

BLACK BASS FISHING

Password
Enter the following password to get yourself into the wonderful world of class B: TSVWDEDODIBPUYGC.

BLASTER MASTER

Instant death for guardians
Kill the bosses with one hand-grenade on levels two, four, six and seven.
Throw a grenade at the Boss. Just as it explodes, pause the game. After a couple of seconds, start the game again. The boss should be dead.

BLUE SHADOW

Power shot
For a devastating lightning attack, hold the B button down for a few seconds, and you will release a bolt which will subsequently strike most of the enemies onscreen. The only problem is that it will use up about half of your energy, so use it sparingly.

BOULDER DASH

Passwords
Enter the following codes for the required world:
635870 – Ice world
840137 – Sand world
840967 – Ocean world
225378 – Relic world
752053 – Volcano world

BOXXLE

Passwords
Level 1 – BDBD
Level 2 – DBBD
Level 3 – GBBG
Level 4 – HBBH
Level 5 – JBBJ
Level 6 – KBBK
Level 7 – LBBL
Level 8 – MBBM
Level 9 – NBBN
Level 1Ø – PBBP
Level 11 – QBBQ

BUBBLE BOBBLE

Stage select
To be able to select any stage, enter DDFFI on the password selection screen.

BUCKY O'HARE

Passwords
Deadeye Duck – 67KIJ
Willy – M7Lak
Blinky – M7KZ3
Final Stage – MPW2L
Final Stage 2 – MPL65

BUGS BUNNY

Passcodes
Here's a selection of codes to get you further into the game.
Level 20 – ZTPZ
Level 40 – TX9W
Level 60 – YTKW

BURAI FIGHTER

Passwords
Stage 2 – BALL
Stage 3 – JOKE
Stage 4 – DOLL
Stage 5 – PAIL
Stage 6 – GOAL
Stage 7 – GAME

Start with full weapons
To start the game with a full complement of weapons, enter LTBB on the password screen.

CAPTAIN PLANET

Passwords
Use any of the codes here to get to later stages in the game:
763754 – level 1-2
955783 – level 2-1
637511 – level 2-2
148574 – level 3-1
786565 – level 3-2
920272 – level 4-1
799274 – level 4-2
344551 – level 5-1

CAPTAIN SKYHAWK

Level skip
Press A, B and up on the second controller to skip levels.

CASTLEVANIA

Different endings
After you've finished off Dracula, enter these codes for alternative end sequences.
For the second ending enter: CTMV W26K R5KN SIBK.
For the third ending enter: C1DF Ø26D L1KN SWJK.

Defeating Dracula
To kill the first incarnation of Dracula, kneel on the platform on the right-hand side and whip him in the head. When he dies, he will change shape – go to the left-hand side and use your whip in conjunction with any weapon that you may have (the holy water and boomerang are best).

CASTLEVANIA III

Extra power-ups
On the first level collect all of the power-up pods that you can. Use them to increase your speed and missiles. Ensure you collect the extra life near the beginning. Let the time run out, and repeat the manoeuvre – as long as you keep collecting the 1-Up, you won't lose any lives and you'll be able to build up your powers.

COBRA TRIANGLE

Extra lives
Enter Help Me on the name screen and

you'll start with ten extra lives.

CRACK OUT

Passwords
Enter the following to get to later stages:
NOBCZ2.CW5103 – stage 4-10
NOBCZ3.DWK503 – stage 4-11

End of game password
Enter the password MERRY CHRISTMAS into the computer at the end of the game.

DIRTY HARRY

Infinite lives
On the password screen, enter CLYDE. Dirty Harry is now immortal!

DOUBLE DRAGON

Defeating Willy
To defeat the end-of-game guardian, evade him until he starts firing. When he starts shooting, position yourself just above or below him, and move in with a jump-kick. Repeat the manoeuvre.

DOUBLE DRAGON II

Extra lives
If you are playing alone, select the two player Game B mode and beat up the other character. Each time you kill the other character, you will be rewarded with an extra life.

Continue mode
Press the following combinations to continue the game at the end of the relevant stage (use the second controller for entering the very last cheat):
Up, Right, Down, Left, A: Stages 1 to 3
Up, Down, Left, Right, B, A, A: Stages 4 to 6
A, A, B, B, Down, Up, Right, Left: Stages 7 to 9

DRAGON'S LAIR

30 Lives
Enter your highest score as BATS. This will give you 30 lives.

The elevator
Take the following exits from the elevators to get to Singe:
After the hallway – second exit
After the mines – third exit
After the reaper – first exit

DUCK TALES

Infinite lives
Go to the African mines and you will be instantly transported to Transylvania. Find the two extra lives. One is found by going right, up the first rope, right to the next rope and up, and it is in the chest on the top-right. The second is one screen down and to the right of the section where you ride in the mine train. Return to the mirror near the beginning of the stage, jump over the chest (so that you don't collect the key), and then return to the African Mines to repeat the procedure.

Bonus stage
If the 10,000 digit of your score is 7 (the fifth digit from the right) when you accept a lift back to Duckberg with Launch pad, you will stop off at a bonus stage on the way.

DYNABLASTER

Go straight to level 50 with one life
Level 50 – FECPIANNMJGGKOIDJABA
Secret Level – BACDIHCLOAFHABDNMOL

THE EMPIRE STRIKES BACK

Full Force powers
Press Start while playing to call up your force powers, then hold Right on the controller, then press Select, Start, A, B, together then B, B, Start, A, B, Start, B, B, Start.

FARIA

Extra options
Enter your name as GAOGAO to receive invincibility, unlimited gold and other great bonuses.

FAXANADU

Extra money
To get an extra 1500 gold pieces at the start of the game, visit the King to get the first lot of money, spend it all so that your money level is zero, then go back to the King and he will find an extra 1500 gold pieces for you.

Password
For just about every conceivable item you could imagine, enter the following code:
k8fPcv?,TwSYzGZQhMIQhCEA

GAUNTLET 2

Exits
To turn all of the walls into exits simply stand completely still for two to three minutes – first the doors will disappear, then the walls themselves.

GHOST BUSTERS

Loads of money
Fancy starting the game with just under $2 million. Enter AA on the first stage, then and 1173468723. Now press A and the dosh is yours!

GHOSTS 'N GOBLINS

Level select
To start on any level, hold Right, press B three times, release B, press and release Up, then B three times, press and release Left, press B three times, press and release Down, and then B three more times, finally press Start.

GI JOE

Passwords
Mission 1 – PSON5XGZ4
Mission 2 – NSPN5DPZ
Mission 3 – N36HN5XGB
Mission 4 – 5369N5XGG
Mission 5 – DRBJ0VD8H
Mission 6 – ZND39N5XF

GOAL

Passwords
Use these codes to play in the various matches leading up to the semi finals and finals:
GTXAREZC
GZHIKUIK – Semi finals, England vs Brazil
HTXAREZC
GZHIKUIL – Final, England vs USSR

GODZILLA

Special passwords
Following are a number of special passwords and their effect:
DESTROY ALL MONSTERS – to fight all the monsters
MONSTER Ø – to fight monster zero
START TO END – to watch the end sequence

GOONIES 2

Password
For all Goonies and necessary equipment, enter the following password: Z4G "!41 40" "KOK

Extra equipement code
SugNY4wT!NUU!!uF

GRADIUS

Full weapons
Pause the game, and push Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. This will give you missiles, options and shield, but you can only use it once per game.

Continue mode
As soon as your last ship is destroyed, press Down, Up, B, A, B, A, B, A, B, A on controller one. You'll need to be on stage two or higher, and you'll also have to enter the code quickly.

GREMLINS 2

Stage codes
No matter what stage you want to get to, there's a code for it:
BVKH – level 1-2
DXNH – level 2-1
CGMW – level 2-2
NJDT – level 3-1
ZFPJ – level 3-2
SHMC – level 4-1
VLBB – level 4-2
NXRD – level 5-1

GUERILLA WAR

Level and Difficulty select
When the title screen appears press A, B and Start. A separate menu will reveal itself allowing you to choose your start level and game difficulty.

GUN*NAC

Level Select
On the title screen, enter the "Config Sys" mode and set the sound test to Ø5. Now you can go to any area in the game.

GUNSMOKE

Unlimited ammo
On the title screen, press Right, Right, Right, Right, Select, Select, Select, Select, Right, Right and then begin the game. You'll be given a machine gun with plenty of ammo to help you rid the townships of pesky bandits.

GUNSMOKE 2

Extra weapon
For a machine gun and 100 bullets, press A, A, A, A, Right and Right.

HOOPS

Final match
Enter LUXLRZTLR on the password screen to play the final match. Win and you'll be treated to the brill end sequence.

THE HUNT FOR RED OCTOBER

Submarine power-up
To power-up your sub during the game, pause the game and then press A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, B, A. You can only use this once per game, so use it wisely!

Jump levels
Another cheat which you can only employ once per game is this level skipping one. Pause the game and press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A.

IKARI 3

Infinite continues
To continue when you've lost all your lives, press Up, Right and A when you die.

IKARI WARRIORS

Extra continues
To continue when you have lost all of your lives, press A, B, B, A before Game Over comes up.

Level select
On the title screen, press Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right, Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left and finally B very quickly. Use A and B.

IRONSWORD

Boost
For a power boost, enter this code:
NTTMMNWLPPBDZ

Extra lives
If you have less than two extra lives recorded in your password, alter the fifth character to an N.

ISOLATED WARRIOR

Level codes
Use the following codes to progress further into this infuriatingly demanding game:
5963 – level 2
8920 – level 3
Ø705 – level 4
5826 – level 5
2687 – level 6

JACKIE CHAN'S ACTION KUNG FU

Level select and continues
Allow Jackie to lose all of his energy and when the title screen reappears after the game is over, press Up, Up, Down, Down, Up, Down, B, A and Start, then press the B button on the second controller. A number will appear which you can alter with the Up and Down buttons to select the level you wish to attempt. Finally, press B on the second controller again and you will get 99 continues.

JAMES BOND JR

Passwords
Mission 1 – Ø33481
Mission 2 – 258ØØØ
Mission 3 – 32Ø37Ø

KABUKI QUANTUM FIGHTER

Energy increase
When you are fighting an end-level guardian, pause the game then use the Up and Down buttons to transfer chip points to your energy level or vice versa.

KENDO RAGE

Stage select
On the title screen, press the following: X, Y, A, B, X, Y, A, B then Start.

KICKLE CUBICLE

Special game passwords
1 – HmnM LhBg
2 – HPTZ hNDJ
3 – JnCn hvcb
4 – JQVP LrCH
5 – KqGT hhCC
6 – KRdv LNDV
7 – LrFs LLCb
8 – LSXq hfDG
9 – Mtld hLCZ
10 – NBqb nQCZ
11 – NBqh hVCh
12 – NVQK Lrcm
13 – PChg nQCZ
14 – PWMG LICH
15 – QDgf nQCZ
16 – QXJC LfCB
17 – RZJH nnBg

KID ICARUS

Hidden continues
Quickly before the title screen appears press B, A, B. Those elusive continues will now be accessible.

Infinite lives
This passcode will not only grace you with infinite lives but also dish out 640 hearts. Enter 8UUUUU UUUUUU UUUUUU UUUUUU

KING OF THE BEACH

Passwords
Stage 2 – San Diego Side Out
Stage 3 – Waikiki Gekko
Stage 4 – Copacabana Topflite
Stage 5 – Australia Sundevil

THE LAST NINJA

Invincibility
Just go to the password screen and use all H's except for the fourth to last which should be Ø.

LEGEND OF ZELDA

Location of levels
Level 1 – 8E, 4S
Level 2 – 13E, 4S
Level 3 – 5E, 8S
Level 4 – 6E, 5S
Level 5 – 12E, ØS
Level 6 – 3E, 3S
Level 7 – 3E, 5S
Level 8 – 14E, 7S
Level 9 – 6E, ØS

Second quest
To be able to start on the more challenging second quest, enter ZELDA as your name on the initial screen.

LEMMINGS

Passwords

	Taxing level	Mayhem level
Level 1:	VSDGSJ	SJFHGD
Level 2:	HGSFDY	HDFTGS
Level 3:	WMQQDF	XCSFSD
Level 4:	PRTTMR	SHDYWR
Level 5:	RYVCTD	KRWQHJ
Level 6:	ZWKRBD	PDHJDN
Level 7:	FRRWNB	HPBFXX
Level 8:	WYPRHD	BZGSDT
Level 9:	PDKDJJ	MLYZTF
Level 10:	YPPSLG	FFDYSF
Level 11:	HWRWXQ	YYKSGS
Level 12:	DHYWKL	GLSHSL
Level 13:	VWYRTN	VLKSDH
Level 14:	XYHGXK	GTNGQQ
Level 15:	PLWJHL	JDFSDY
Level 16:	GKJXCZ	WRDFVH
Level 17:	DDBNDL	KDHGFT
Level 18:	JFGSJK	WQDTGD
Level 19:	NSDFSY	THRRSH
Level 20:	BDRMLN	LJJDJJ
Level 21:	JSDASV	KBGVXM
Level 22:	QWRTLR	SSHSJS
Level 23:	QHQLJS	LZTRYD
Level 24:	MRGHFW	VGXNFM
Level 25:	WHGXZL	ZQQPLM

LIFE FORCE

Steal a life
To steal a life on a two-player game, press A and B simultaneously.

Extra lives and continues
On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start for 30 lives and four continues.

LITTLE NEMO

Stage select
On the title screen, press the following buttons: Up, Select, Left, Right, A, A, B. "DREAM SELECT" will appear, so put the arrow next to that, and press the A button once for each stage that you wish to skip. Once you have decided the number, press the Start button.

LOW G MAN

Level codes

Level 1.1 – JPN1
Level 1.2 – 386V
Level 2.1 – M1CH
Level 2.2 – 3100
Level 2.3 – M052
Level 3.1 – FLLF
Level 3.2 – HV10
Level 3.3 – 80MB
Level 4.1 – SCRD
Level 4.2 – LV12
Level 5.1 – S0N8
Level 5.2 – 5VLB
Level 5.3 – SGJK

Start with eight lives

Code – LØBB.

Increased weapons

Code – SHOT.

Stage passwords

Get to later levels in this massive, tough game by using the following codes:

M1CH – level 2
FLLF – level 3
SCRD – level 4
MP45 – level 5

Secret Stages

Enter the following for two new stages:

Train – AMAN
Hovercraft – NAKA

MANIAC MANSION

Calling the police

To call the Meteor Police, use Bernhard to get the tube from the radio in the living room, and then put it into the socket of the radio in Dr Fred's room. Call the frequency written on the wanted poster with the Radio.

Destroying the mansion

Go up the stairs and through the security door and go to the fifth strip of wallpaper hanging down. Look for a keypad and select "Use Keypad", a number comes up and shortly after the mansion explodes.

MARBLE MADNESS

Extra time

Select a two-player game when playing solo, then finish the level and you will be granted extra time in the next stage.

MCDONALDLAND

Extra heart energy

On the club house level 1-2, kill the first squirrel with the top block and move on. Pick up one block from the pile of six and then stand under the spider. When the spider climbs to its highest point, press the the B button while pushing Up. This will send the block up to kill the spider, bounce off the stump and then off the screen. Do this as often as you like; gaining an extra heart of energy every time.

MEGA MAN

Lightning trick

To increase the damage caused by a lightning shot, repeatedly press the pause button as soon as the beam connects – each time that you unpause the game, another hit will register.

MEGA MAN 2

Level codes

Airman – A1, B5, C3, C4, C5, E1, E2, E3, E4.
Bubbleman – A1, B2, B5, C3, C4, E1, E2, E3, E4.
Quickman – A1, B2, B5, C3, C4, E2, E3, E4, E5.
Heat man – A1, B2, C3, C4, D3, E2, E3, E4, E5.
Woodman – A1, B2, C4, D1, D3, E2, E3, E4, E5.
Metalman – A2, B1, B3, C1, C4, C5, E3, E4, E5.
Flashman – A1, B2, B4, C1, D1, D3, E2, E3, E5.
Clashman – A1, B2, B4, C1, D1, D3, E2, E3, E5.
Dr Willy – A1, B2, B4, C1, C5, D1, E3, E5.

No guardians

To play the game without having to take on the end of level guardians, enter the following codes:

Airman A1, C145, D135, E13
Woodman A1, C34, D235, E12

Weapon codes

Enter these codes for weapon selection:

Flash guns 1C
No Crash 2E
Bubble guns 1D
No metal guns 1E
Heat guns 2B
No air guns 2D
Wood shield 3D
No boomerang 4C
Air guns 3E
No bubble guns 3C
Boomerang 4B
No wood 5B
Metal gun 5E
No heat guns 5D
Crash 5C
No flash guns 4E

Password

To get to Dr Wily enter the following code:
A1 B2 B4 C1 C5 D1 D3 E3 E5

MEGA MAN 3

Password

To get to the last boss, enter the following on the password screen (you may not automatically appear at the desired location; if that's the case, let yourself be killed and then continue as normal to reach the last of the areas):
T1111 11611 11111 11111 11116

Passwords

Top man A3, C5
Hardman A3, C5, E6
Snakeman A3, C1, C4
Geminiman A3, B5, C7
Magnetman A3, B5, C5, D6, F5
Needleman D3, A3, B5, D6, F2
4 special A3, B5, D3, F4, F2
Dr Wiley A1, A3, D3, F4

METROID

Extra weapons

Enter your name as JUSTIN BAILEY to become a woman with extra weapons.

Super jump

To jump really high without the Rushcoil, hold Right on the second controller, then jump as usual with the A button, making Mega Man fly into the air!

MICRO MACHINES

Qualifying race

It doesn't matter what position you come, as long as when the race is over, you press Up, Select and B, holding them until the screen goes the colour of the water. Now press Start. The game should now read, "Qualify – 6 Lives."

Race 2 (Desktop Dropoff)

When you jump off the folder, pause the game. The screen should now go white. Unpause the game, and you should have got yourself an extra life, but this will not show until you finish Tuff Trax or lose a race.

Race 4 (Sandy Straights)

Go backwards until you get to the first bend, quite near to the water and pause the game. The lap counter will go down. Now go back, cross the line and you've won.

Race 7 (Handman's Curve)

Go to the bottom left of the track, leaving the other warriors and you will come to a big oil can. Go to the spout, and drive in as far as you can and pause the game a couple of times. The screen will go white, and you will have won.

Race 9 (Sahara Straights)

Follow the track around until you come to a footprint in the sand. Go to the bottom of it and Pauses the game. The screen should turn white. Unpause the game,and you will have got turbo acceleration.

Race 10 (Potted Passage)

Follow the green pipe down until it disappears into the plants. Get your chopper into the little gap, and Pause the game. The screen will go white, and you will find that you have super sticky grip.

MIGHTY FINAL FIGHT

Stronger characters

Start a game and select Haggar as your fighter. Quickly allow yourself to be killed and when you continue the game select either Cody or Guy and they will have the strength of Haggar.

MIKE TYSON'S PUNCH-OUT

Passwords

Enter any of the codes below to get to the section of your choice (for the last password to work you must press Select, A and B simultaneously):

005 737 5423 – WVBA minor champ
777 807 3454 – WVBA major champ
267 853 7538 – world circuit bout
007 373 5963 – versus Tyson
135 792 4680 – another world circuit

MISSION IMPOSSIBLE

Level passwords

Here are the codes for later levels:

HMPR – level 2
KMVW – level 3
XDGJ – level 4
TVJL – level 5
QBYZ – level 6

MONSTER PARTY

Passcodes

Level 2 – CnDo4Ø3sH
Level 3 – RvX"HSin4
Level 4 – tvLG-B6me
Level 5 – 1yF84Ø77D
Level 6 – UtBDGC,OJ
Level 7 – sfhsQVF9B
Level 8 – a!BBOL?hxNARC
Final – DTvgs.iNT

Extra continues

To start the game with two continues in the bank press A, B, Select and Up, then press Start on the title screen.

THE NEW ZEALAND STORY

Warp to an extra life

Just as in the arcade version, there are two warps in this game. The first can be found on level 1-2. Jump up to the second platform from the start, face left and fire until the warp appears. Jump into it, take the warp on the right, continue right on the new screen and grab the extra life. The second is found on 1-3. After you've been through the water near the end, jump to the top platform and shoot to the right. After you've entered the warp, press Left to land on the middle platform, shoot right to reveal the warp and you will reach a room with two more extra lives.

NINTENDO WORLD CUP

Passwords

Codes for every possible match follow:

10307 – second match
30707 – third match
01507 – fourth match
22007 – fifth match
72107 – sixth match
11507 – seventh match
42407 – eighth match
62607 – ninth match
60207 – tenth match
22307 – semi finals
12807 – finals

PARODIUS

Full Power

Press Up, Up, Down, Down, Left, Left, Right, Right, A, B, A and B.

POW

Extra lives

On the title screen press A, B, B, Up, Up, Down, Left and Start for extra lastibility.

POWER BLADE

Passwords

Get to the stage of your choice with these codes:

B2712209 – stage 2
G3784JD2 – stage 3
6843D12F – stage 4
IBJ39FK4 – stage 5
J23KGBBK – stage 6
77KDIOGJ – stage 7

PROBOTECTOR

Level codes

Level 2 – 1227
Level 3 – 0501
Level 4 – 0948
Level 5 – 2168
Level 6 – 0666
Level 7 – 1192

30 Lives

At the title screen, type in the following before the music stops. Up, Up, Down, Down, Left, Right, Left, Right, B , A then Start.

Extra lives

To get 30 extra lives, press Up, Up, Down, Down, B, A, Start on the title screen.

THE PUNISHER

25 Bazookas

At the start of the game on the wanted poster screen, enter the following code using the cursor pad of the second controller and the A and B buttons on the other one. Press as follows: A, B, B, Up, Up, Left, Down, A, then press A to start the game. If you enter it correctly a noise will sound and you will be given 25 bazookas, each with 25 rounds.

RAD RACER

Continue

To continue on the same track you were previously racing on, press A and Start simultaneously.

Stage select

To choose any level, select your car and then on the demo screen press the B button to increase the tachometer by two lights. Each time you press the button the level selected increases by one. Once you've decided on your course, hold Up and Right and press A and Start.

RESCUE RANGERS

Get back lost lives

As soon as you lose a life and are off the screen, go to the inventory screen and push A and B simultaneously. It should say "Start Again". Now click on your player again, you will not have lost a life.

ROBIN HOOD

Passwords

On the title screen, press A eight times and B eight times to get a password screen. Now enter any of the following to reach various parts of the game.

CATACOMB, WALL, LOCKSLEY, DUBOIS, CHONE, CATHEDRAL, BOAR, WELL, CHAPEL, MASTER, TAX, POND, VILLAGE, TOWN, TOWNHANG, CASTLEIN.

ROBOCOP

Infinite continues

When your continues have been used up, you can still carry on by pressing A, B, Select and Start on the title screen.

ROCKIN' CATS

Recharge energy

Pause the game, hold Down, A, B, then press Start to recharge your energy. You can use this cheat as often as you like throughout the game.

Channel select

Pause the game, then press A three times to allow you to return to the channel select screen at any time during the game.

ROLLING THUNDER

Passwords

Story 1, area 3 – 6426099
Story 1, area 5 – 1450064
Story 2, area 7 – 6609809
Story 2, area 9 – 3495242
Story 3, area 1 – 6692956
Story 3, area 2 – 4516110
Story 3, area 3 – 6396857
Story 3, area 4 – 4249741
Story 3, area 5 – 6916079
Story 3, area 6 – 7236972

SILVER SURFER

Passwords

To access the cheat screen, press Up on both control pads and enter these codes.

Extra continues – J8SCL9
Invincibility – KJTTJK
Infinite continues – SJM333
Full power – CKWJT4

SKATE OR DIE 2

Stage select

Start the game with two controllers and press Start, A, Select and B on controller two. Now push Right to go to the Mall, left for the Beach or Up for the Planet level.

SMASH TV

Secret warp

Go to the title screen, on controller two, hold Down and the B button. With these held, press Start on controller one and then choose all of the normal options for a circuit select.

SUPER XS BUSTERS

SNAKE RATTLE N ROLL

Warp
To warp to level 3 go to the first island and press B and A.

Warp to world eight
Try to reach the end of the first level within four seconds. If you make it, you'll come across a rocket which will allow you to warp to level eight.

Extra continue
Make sure you are hit by the last yellow anvil on level four. You must be standing on the square in front of the scales when it hits you.

SOLAR JETMAN

More money
DDDDDDDDDDD – $111,111
GGGGGGGGGGG – $222,222
LLLLLLLLLLL – $555,555
PPPPPPPPPPP – $888,888
QQQQQQQQQQQ – $999,999

Secret level
Enter the following code to enter a secret level: BKKBKKHMBHMB

Extra lives
On the password screen, enter every letter as Q. You will start off in a bonus cyberzone with ten extra lives.

SOLSTICE

Infinite lives and magic
During the game, get the sub-screen up with the Select button. Press B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, Start, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, B, Start, Start, B, B, Start, B and Start. If you've done it correctly the screen will flash and, the next time you look at the sub-screen, your lives will be at maximum and all of the potions will be full.

STAR TREK

Passwords

Masaba	–	R6XW MLFT ?6XD
Lekythos	–	P?RV !RZH LAQD
Romulan	–	KA55 R?XC LA4D
Shroud	–	J!3L RZX7 M?BD
Lotia	–	JH1L !XX3 K?DD

STAR WARS

Unlimited lives
In Obi-Wan Kenobi's cave you will find two extra lives hidden behind a secret wall. To find them, go right from the start of the cave section, drop down to a long platform near the end of the level, go left to the wall, fall to the platform on the right, and then fall down to the long platform directly below. On the left you will see a small platform; jump from this into the wall, and you'll find that you can walk through the wall to two extra lives. Leave the cavern and repeat the manoeuvre until you have nine extra lives. It's really that easy.

SUPER MARIO BROS

Warp to world 8
In level 4-2, find the invisible blocks just after the first lift by jumping up and down. Use these invisible blocks to punch the otherwise unreachable block. The punched block will reveal a most useful vine which, upon climbing, leads to a bonus level and the wonderful warp.

SUPER MARIO BROS 2

Warp from world 1-3
At the end of the first section of world 1–3, drop a potion next to the large plant pot, go in the door and down the pot to warp to world four.

Warp from world 3-1
When you reach the waterfall, fall into it and land on the platform at the bottom. Go through the door, head right, pick up the potion from under one of the plants, drop it by the pot, go in the door and down the pot to world five.

Warp from world 4-2
On the whale section, run to the right, pick up the potion, and continue until you reach the flower pot. Work your way around to it, drop the potion, do what's required and head off to world six.

Warp from world 5-3
You'll need Luigi to be able to make it to this warp. After climbing the ladder into the level, super leap to the top platform, and use the potion to go in the warp door and down the pot. This leads to world seven.

Warp whistles
The first warp whistle is on world 1–3. Go to the white block surrounded by four other coloured blocks, then crouch down for five seconds on top of it. You will fall through behind the background – run to the right and you'll eventually reach a house. Toad will give you the first whistle. The second is in the first world's fortress. At the end of the first section, fly up to the roof, get on top and run to the right. When you stop, press Up – you will then enter a door leading to the second whistle. To get to world 8, blow one whistle to get to the warp section, then blow it again once there to get to the final stage.

SUPER MARIO BROS 3

Extra lives.
At the end of a stage, do a super run into the black area, when the whistle blows hit the card and you will get a star. Keep repeating this to get extra lives and points.

27 "P" Wings
Complete the game and press Up, Up, Down, Left, Right, Left, Right, A, B, Start. This will give you 27 "P" Wings to use at will.

SWORD MASTER

Infinite continues
On the title screen, hold Down and press Select. Now press Start for infinite continues.

TEENAGE MUTANT HERO TURTLES 2

Level select
At the title screen, press Down five times, Right seven times, B, A then Start.

Extra lives and level select
To begin with ten lives and have the option to choose the start level, press the following when on the title screen: B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start.

TMNT (US)

Energy replenish
When low on energy, pause the game and press Up, Down, Left, Right, A then B.

Stage select
On the title screen press, Down, Down, Down, Down, Down, Right, Right, Right, Right, Right, Right, B, A and Start. A stage select screen will present itself.

Ten lives player one
Press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left, B, A and Start on the title screen. You can now play with ten lives.

TERMINATOR 2

High score cheat
Earn a high score on the Cyberdyne level by emptying Arnie's big gun and standing him on one of the desks. He may then crouch down and punch people repeatedly for stacks of points.

TETRIS

Instant completion
Hold down A, B and Select in B Mode Games as one of the shapes falls. When the shape stops, you will have magically completed the game.

Faster game
To add ten levels to the one you've selected, press A and Start simultaneously when the cursor is in the right place.

THUNDERBIRDS

Level select
To select any level, on the title screen press and hold Up Left diagonal and press Reset. Now when the title screen reappears, press A, B and Select to choose any stage.

TIGER HELI

Extra continue
When you have lost all your lives and the black game over screen comes up press the following: B and A together and then Start. Now you can restart the game where you died.

TINY TOON ADVENTURES

3-Up Duck Vader
Complete any level with multiples of 11 carrots such as 33, 55, 66 etc, and then return to the main map (see SUPER XS#1) and you will warp to Duck Vader's ship. Hit Vader three times to get three extra lives.

TOM AND JERRY

99 mice
When the screen with the drawing of Tom and Jerry on (the second title screen) appears, press the following to start the game with 99 mice: Right, Right, Up, Left, Up, Right, Down, B, A, Select, then press Start twice.

TOTAL RECALL

Extra life
Simply sit through the cinema credits to earn yourself and extra life.

TOTALLY RAD

Extra lives
Get to the first green soldier and position yourself so that a massive number of troops come onscreen. Now hold the fire button and get slaying. You will receive an extra life – up to a maximum of 13 – for every 100 men.

TRACK AND FIELD

Last day codes
US – 54HLPHJNI
GB – YAWWWHJ45
France – 5ZHDPZJ2S
USSR – 2M15PZJWS

VIGILANTE

Level select
On the title screen, press, Up, Left, A and B to enter a secret level select menu.

WCW WRESTLING

Championship code
Here's a handy code to get you to the championship as ANIMAL with only two bouts to go. Enter H5YT1YQ7OHNZ on the passcode screen.

WWF WRESTLING CHALLENGE

Tag team cheat
Press Select and B in the Tag Team and Survivor series mode. Now your partner will run around the outside of the ring and beat up your opponent's partner who is also outside the ring.

GAME BOY

THE ADDAMS FAMILY

Restore All Energy
On losing a life, immediately hold down A, B and Select simultaneously, then press Start to restore all your energy.

ADVENTURE ISLAND

Level select
On the title screen press Right, Left, Right, Left, A, B, A and B. The level select is yours for the taking.

ADVENTURES OF LOLO 2

Final Level
Last level code – VQTD

ALLEYWAY

Bat speed-up
To speed your bat up, hold down A.

BART VS THE JUGGERNAUTS

More Money
When you play 'Captain Lance Murdock's skateboard crash and bash', jump two times higher than the Juggernaut's head and get your skateboard. Now lose two times. Now smack the waiting Juggernaut off its platform. This will give you between $7,500 and $ 8,500.

BATTLE BULL

Final level code
To get to the last level enter 4F** on the passcode screen.

BATTLE OF OLYMPUS

For every item code
Enter: BFFXVNXQNLS8K,CM2FHUX4GW5ZD

BATTLE UNIT ZEOTH

Level select
When the title music ends, press Down, A, B all together five times. You should now hear musical tones. After the first pressing of Start, you will start on level one, after the second, you will start on level two and so on.

BATTLETOADS

Extra lives
Hold down A, B, Down and Start on the title screen to start with five extra lives.

BILL AND TED'S EXCELLENT ADVENTURE

Passwords

Level 2	–	555 4239
Level 3	–	555 6767
Level 4	–	555 8942
Level 5	–	555 4118
Level 6	–	555 8471
Level 7	–	555 2989
Level 8	–	555 6737
Level 9	–	555 6429
Level 10	–	555 1881

BIONIC COMMANDO

Level skip
Whilst playing any level, press and hold Start then press A and B simultaneously. You'll return to the DX-Turbochopper and be able to select a different level.

BLADES OF STEEL

No goalies
Hold A and B on both controllers, then start on controller one.

BLAST MASTER BOY

Level select
On the title screen, highlight the continue option and hold A and press Start.

BOMBER MAN

Codes
IHOLBKMIHL
HKEFPHIDJC

BOXXLE 2

Level Codes

Level 2 – BYNS	Level 7 – BDZB
Level 3 – YBZB	Level 8 – YZPZ
Level 4 – BYPZ	Level 9 – ZYYN
Level 5 – BDYN	Level 10 – DBNS
Level 6 – YZNS	Level 11 – ZYZB
Level 12 – DBPZ	

BUBBLE BOBBLE

Harder game
Enter VLT1 on the password screen to get a much harder game.

Codes
Here are the codes for the last five levels to this classic platform action adventure:

BGL3	–	level 96
VLLD	–	level 97
VGLD	–	level 98
KLLD	–	level 99
KGLD	–	level 100

BUGS BUNNY

Passwords
Level 40 – TX9W
Level 50 – 2TWX
Level 60 – YTKX
Level 70 – SHE2
Level 80 – XHØ2

BURAI FIGHTER DELUXE

Passwords
Following are all the level codes you'll ever need to complete this massive game:

Eagle	Albatross
HGKM – level 2	HGNC – level 2
CPFG – level 3	BMHB – level 3
JJCM – level 4	DGBF – level 4
DKLF – level 5	JGJH – level 5
Ace	**Ultimate**
GBHC – level 2	GDCP – level 1
MHCB – level 3	LMCJ – level 2
CDMN – level 4	CCHL – level 3
KDPG – level 5	HFKP – level 4
	BNGN – level 5

Password
Enter this password for 100 lives: HGDM

BURGER TIME DELUXE
Level codes

2-1	–	EEHB
3-1	–	HBBP
4-1	–	PEEP
5-1	–	TTPB
6-1	–	PTTH

CAPTAIN PLANET
Level code
Game end – 506210

CAPTAIN SKYHAWK
Level skip
When playing, press Up and B together.

To become Indestructible
Push pad Up, Right, Down, Left, then Up four times.

CASTLEVANIA
Extra lives
Don't destroy the first candle in stage one, but do whip all subsequent ones and the 11th will reward you with an extra life.

Bonus stage
On stage one, keep climbing one of the last ropes despite the fact that there's a ceiling in your way – you'll come to a bonus room.

CASTLEVANIA II
Extra lives
Enter two candles then two hearts as your password and you will have nine extra lives.

Passwords
Crystal Castle – BLANK, CANDLE, HEART, HEART
Rock Castle – CANDLE, HEART, HEART, CRYSTAL BALL
Plant Castle – CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL
Cloud Castle – HEART, HEART, CRYSTAL BALL, BLANK
Final Showdown – BALL, HEART, CANDLE, HEART

CAT TRAP
Level skip
This cheat will complete any level you're playing and is in effect a level skip. Press Start, Select, A and B at any point in any level to activate the cheat.

CHOP LIFTER II
Passwords

SKYHPPR – stage 1–2	LKYBYSS – stage 1–3
CHPLFTR – stage 2–1	BYMSFWR – stage 2–2
RGHTHND – stage 2–3	GDGMPLY – stage 3–1
TRYHRDR – stage 3–2	SPRYSKS – stage 3–3
CMPTRWZ – stage 4–1	CHPYBYS – stage 4–2
VRYHPPY – stage 4–3	GMBYQZD – stage 5–1

DAEDALIN OPUS
Level select
Type in ZEAL on the password screen for a level select.

Final level
Type in FINE on the password screen to access the last level.

DEAD HEAT SCRAMBLE
Level skip
To play any level, on the title screen, press B eight times, A eight times and B for as many levels as you would like to skip.

DYNABLASTER
Passwords
Enter the following code to go to Faria:
35NPSDJD

ELEVATOR ACTION
Items
The items given to you from the ? doors are selected by the third digit from the right of your score. The chart below shows the item you will receive.

Ø, 1	–	**Shotgun**
2, 3	–	**Machine Gun**
4, 5	–	**Pistol**
6, 7	–	**Grenade**
8, 9	–	**Heart**

FACEBALL 2000
Level Warp
At the end of level one, turn and face the opposite wall. Shoot it to reveal a secret door with an orb behind it. Activate the orb to find yourself warped to level ten.

FERARRI GP CHALLENGE
Passwords
Level 2 – BPDFGMJLBKDHGJKT
Level 3 – CHDJGTJLBKDJGKLZ
Level 4 – CPDNGTJLCCDLGLNP
Level 5 – CSDPGTJXCHDLGMPS
Level 6 – DLDPGTKLCMDPGNQ2
Level 7 – DSFHGTKLCMDSGPSN
Level 8 – FLFLGTKLCPDSGQTN
Level 9 – FLFLGVKQCRDSGRTX
Level 10 – GPFLHKRDCDSGSWL
Level 11 – GJFXHQKVDCSGTXV
Level 12 – GJFXHSLNDCFGGVYY
Level 13 – GJGHHVLSDKFHGWZZ
Level 14 – GJGHZLSDKFKGX1P
Level 15 – GJGKJSLSDKFLGYJM

THE FLASH
Passwords
Level 2 – 23 DELIVERY
Level 3 – DENIM BLUD
Level 4 – TRACK 29
Level 5 – 99 PICASSO
Level 6 – INGOT LANE
Level 7 – 7th MARKET
Level 8 – TRACK 12
Level 9 – RUE IE DAY
Level 10 – TIN ALLEY
Level 11 – GORBY WAR
Level 12 – TRACK 66
Level 13 – FUN HOUSE

FORTRESS OF FEAR
Extra lives
You will first need to score enough points to get on the title screen. Then enter your name as W♥W. In the next game that you start, you'll have six extra lives!

GARFIELD
Passwords

1: LFDB	11: TCMF
2: VCSB	12: RBCN
3: TRFF	13: NBNF
4: ZFRG	14: GPBL
5: NGSF	15: RBCT
6: QDCZ	16: RCNG
7: KCNG	17: FCRF
8: TRBD	18: YBRB
9: LGCK	19: SGNG
10: WGRD	20: GGLD

GARGOYLE'S QUEST
Passwords
Level 1 – K8ED HWA7
Level 2 – JXAH VR6Y
Level 3 – WPXD 4BGO
Level 4 – D57A GTUO
Level 5 – 9FJA TLJA

Last area password
Go straight to the very last area by entering KKKK KKKK as your password.

GAUNTLET
Open doors
To open all the doors, stand in a safe place for 100 seconds and all the doors will open.

GHOSTBUSTERS 2
Guardian strategies
When fighting the end-of-level guardians, try to position the trap buster in front of you since it is invincible and can stop their attacks; leaving you to concentrate on shooting them.

GREMLINS 2
Level code
Code for level 4-2 – VLBB.

GO! GO! TANK
Invincibility
On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start to become invincible.

GOLF
Reset shot
If you play a bad shot, press A, B, Select and Start before the ball comes to a stop. This will reset the game, yet – thanks to the Game Pak's battery – when you restart, you'll begin on the shot that you just played.

HUMANS
Passwords

1: XXXX	10: LKLQ
2: CVBM	11: HDZW
3:QWSD	12: NBGF
4: PLKP	13: SWQR
5: MNBV	14: TYTL
6: VBCD	15: XRTD
7: ZXVZ	16: CDSR
8: KJKR	17: JHYD
9: PYST	18: MJHN

THE HUNT FOR RED OCTOBER
25 Extra lives
On the Map screen, hold down Select. At the same time press Up, then Down.

Extra missiles
On the screen showing you the map, press A and B simultaneously then Up and Down. You'll start the game with 25 missiles.

Stage select
On the title screen, press Left, Right, B, Select, Left, Right, B, Select and Start. Use Left and Right to select the level and Start to begin.

HYPER LODE RUNNER
Stage select
When you start the game and the initial score screen appears, press A or B to raise or lower the stage number. You can only go up to stage 16 in this way; for anything else you need a password.

KICKLE CUBICLE
Level code
Level 30 – TJBY EGCE

KID DRACULA
Passwords
Level 2: 5613
Level 3: 3272
Level 4: 7283
Level 5: 5346
Level 6: 7225
Level 7: 5539
Level 8: 7158

KING OF THE ZOO
Stage select
When choosing your character, move the cursor to the desired animal, hold Left and B, and then press A to make the round number appear. Use Up and Down to alter it and then use the Start button to begin.

KIRBY'S DREAM LAND
Extra energy
On the title screen, press Down, Select and B simultaneously.

Change difficulty
Also press the following buttons on the title screen to access the more difficult extra game: Up, Select and A simultaneously.

KLAX
Duplicate block
Wait until you get a block you're happy with and press Select if you want to duplicate it.

KRUSTY'S FUN HOUSE
Passwords
Level 2 – MCBAIN
Level 3 – MILHOUSE

LEMMINGS
Passwords

	FUN	TRICKY	TAXING	MAYHEM
1	XSWRHL	SFGBVH	VSDGSJ	SJFHGD
2	TVRBVD	GNRNFY	HGSFDY	HDFTGS
3	GFDRTL	PFCGSD	UQQDFR	XCSFSD
4	DFGTYN	TWYWYT	PRTTMM	SHDDYW
5	NNBGTQ	SDHSHS	RYDBNF	KRWHJS
6	TYRBNC	DFSGSH	ZWKRBD	PDHJDW
7	DGBFHY	RLYDRT	FRWNBQ	HPBXZ
8	CVRKJT	GSHGSS	WYRHDG	BZCSDS
9	JSRBSV	ZGRZNJ	PDKDJS	LZTFVG
10	FKJTYQ	CVBXSH	YPSLQW	FDYSWW
11	VSPDNQ	LKJHHG	RWQNDJ	YYSGSJ
12	GDSWBC	XCSDCX	BHYWHD	GSHSHK
13	HWQPJD	DFQRTW	VYRTNC	VKLSDH
14	KXLWYZ	VGSDTG	XYHGXK	GTGDMC
15	KSQHQS	HSDJFK	WJHFKK	JDFSDB
16	VNWSSWV	JCVWXK	GKJXCZ	WDFVHD
17	FTYMTS	VFWLSH	DNDLSH	KDHGFS
18	GSFGHH	LJDRBC	FGSKDG	DTGDJS
19	YKBLGB	CQSBNL	NSDFSW	THRTSH
20	PLSTFL	PSDHWJ	DRMLND	LJDJWR
21	JXFCBS	CHTLNX	JSDHSW	KBCVXM
22	SDFGLD	GFTTYQ	RRHRNS	SHSJSG
23	QGHSDF	BSWHTW	QHQJSD	LZTRYW
24	OKZDTS	KSSLSNF	RGHFWX	GXNFPL
25	LZDGQH	JTYRDN	WHGXZL	ZQPLMG

LINK'S AWAKENING
New tune
Enter your name as ZELDA and a slightly different, funkier tune will begin.

Stealing bow
When you have enough money for the bow, go into the shop, buy it and as the money is being deducted, save the game. When you return to the game you will have the bow at no cost!

Stealing bow (method b)
Pick up the bow, run around the shopkeeper a few times to confuse him. When he is not looking at you, run out the door and the bow's yours. The shopkeeper's not to happy about it though and will kill you if you try and go back in!

LOCK 'N CHASE
Stage select
Press A, A, B, B, A, B, B on the title screen to reach all new stages.

MARIO TENNIS
Super service
Press A and B together for a huge rollercoaster of a serve.

MEGA MAN
Battling Dr Wily
To go to Wily's fortress enter the following code:
A2 A3 B4 C2 C3

Codes
Elecman: A2, 4, B3, D1, 2
Iceman: A1, B4, C1, D2, 3
Fireman: A2, 3, C1, D2, 3
Cutma: A2, 3, B4, C2, 3

MEGA MAN 2
Passwords
Air – A2, B1, B3, B4, C3, D2, D4
+ Needle – A1, A3, A4, B3, C1, C4, D1, D2, D4
+ Clash –A2, B1, B3, B4, C3, D1, D2, D4
+ Metal – A2, A3, B1, C3, D1, D2, D4
+ Wood – A2, A3, B1, B4, C3, D1, D2, D4
+ Hard – A1, B3, C1, C2, D1, D4
+ Magnet – A3, A4, B1, B3, C1, C2, C4, D1, D3
+ Top – A1, A3, A4, B3, C1, C2, C4, D1, D3

METAL GEAR
End of game code
Enter: T1111116111111111111111116

MERCENARY FORCE
Level select and extra money
On the title screen, press Up, Select, A and B simultaneously, then press the Start button. You will then have 50,000 yen to spend. Once you have chosen the characters that you want to take on the adventure, the stage number will appear – quickly alter it to the level that you want and get ready for a far easier fight!

MICKEY MOUSE
Level skip cheats
Press Up, Select, A, B and Start to reach the Pirate Ship.
Press Down, Select, A, B and Start to reach the Castle.
Press Right, Select, A, B and Start to reach the Ocean.
Press Left, Select, A, B and Start to reach the Woods.

MYSTERIUM
Super power
When the map appears press A, B, Start and Left to grab a pass key. Drop it into the pool to get the down level then drop that to get the up level. Now drop that to get the super power.

NARC
Extra continues
Before you start your game on the title screen, press and hold Up, Select, A, B, then press Start. When you die, you will be given two continues.

NEMESIS
Extra power-ups
For additional speed and a force field, pause the game and press the buttons B, B, B, B, B, A, A, A, A, A. When you unpause to continue the game you will be equipped with the extra power-ups.

Extra weapons
For complete weapons, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

NINJA BOY

Extra Continue
On losing your last life, press A, B and Start. You can now continue from where you left off.

NINTENDO WORLD CUP

Passwords
Following are all the codes for the various matches you can play:
22445 – England vs Japan
Ø3345 – England vs France
53045 – England vs USSR
36345 – England vs Spain
17245 – England vs USA
42945 – England vs Mexico
56145 – England vs Holland
51345 – England vs Brazil
97145 – England vs Italy
Ø8645 – semi, England vs Argentina
Ø1645 – final, England vs Germany

Supershots
When playing as England, try running with the ball for five steps and then shooting. If you time it just right you will let loose a supershot which is unstoppable.

OPERATION C

Ten Lives
On the title screen press Up four times, Down four times, Left four times and also Right four times. Follow that with A, B and finally Start to begin the game with ten lives.

PARODIUS

Extra weapons
Pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B and A. This will give you a whole set of extra weapons!

Max power-ups
While you're flying through space press Pause, then Up, Up, Down, Down, Left, Right, Left, Right, B and then A to obtain all of the power-ups.

PENGUIN WARS

Stage select
On the title screen hold down Left, then press B then A. A number will appear in the corner of the screen. Push Up or Down to select your starting level.

PIT-FIGHTER

Continues
Upon being defeated, press Down and A to continue.

PIT-MAN

Level codes
Here's a selection of codes to get further into the game:

Level 50	–	C75X
Level 80	–	LGHQ
Level 95	–	Q2ZH
Level 100	–	RGIH

PIPE DREAM

Passwords
Enter the following codes to get yourself further into this frustrating puzzle game:
HAHA – level 2
GRIN – level 3
REAP – level 4
SEED – level 5
GROW – level 6
TALL – level 7
YALI – level 8

PRINCE OF PERSIA

Passwords
Level 2 – 51798Ø75
Level 3 – 41698Ø65
Level 4 – 71198Ø15
Level 5 – 61098Ø05
Level 6 – 11398Ø35
Level 7 – 47769332
Level 8 – 31998Ø95
Level 9 – 21498Ø85
Level 10 – 81498Ø54
Level 11 – 51798Ø74
Level 12(a) – 41698Ø64
Level 12(b) – 71198Ø64
Level 12(c) – 61098Ø14

Final level
To reach the level 13, enter 77Ø 27514 on the password screen.

PROBOTECTOR

Level select
On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A then Start. You will now get a music tone, use the arrows to select the level, then press Start.

Extra lives
On the title screen, press Up four times, Down four times, Left four times and Right four times. Now press Start.

PUZZNIC

Level codes
Use these codes to get further into the game. All the full stops and spaces are to be entered for some of the codes to work.

Level 5	–	DON. DOKO
Level 10	–	TAKA MINE
Level 15	–	YUVA NISI
Level 20	–	HORI MOTO
Level 25	–	SEXY ITOM
Level 30	–	SANT O.OB
Level 35	–	GAME BOY.
Level 40	–	HATT ORI.
Level 45	–	TENT SUKI

Q*BERT

Special movie
On the title screen press, Right, Up, B, A, Down, Up and B. Now sit back and watch a special *Q*Bert* movie!

Q BULLION

Passwords

Level 1	–	WALL
Level 2	–	IDEA
Level 3	–	NOON

RAGING FIGHTER

Player vs same player
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A then B. If it has worked, it will say "command on."

ROBOCOP

See the ending
When the title screen appears, simultaneously press A, B, Select and Start. Now to see the ending without playing the game press Left on the control pad.

ROCKETEER

Level codes

Level 2	–	492629312
Level 3	–	435765818
Level 4	–	775545421

R-TYPE

Drawing Program
When you see "Push Start" come on screen, wait for a few seconds then press Down, Left, A and B simultaneously. You'll now be able to access a hidden drawing program.

SIDE POCKET

Trick shots
Trick shot 1 – Tap Up four times so that the indicator is just touching the first ball, then have one 'follow', and hit the ball at full strength.
Trick shot 2 – Simply hold Right so that the indicator is perfectly straight then shoot at full speed.
Trick shot 3 – Aim directly at ball number 2, draw back three times and hit the cue ball at full strength.

THE SIMPSONS

Bully-boy tactics
To defeat the three tree-house bullies, fire the boomerang left, then jump over to the bully on the right. He will turn around to face you, and the boomerang will hit him in the back sending him to the ground below.

SNOOPY'S MAGIC SHOW

Passwords
Codes for various later stages in the game:

XQ1A	–	stage 20
TTOT	–	stage 35
BTND	–	stage 40
V5K2	–	stage 50

SNOW BROS JR

Level skip
At the title screen, hold down Up, Select and B. Then press Start and press Up or Down to select your starting stage.

SNOW BROS

Invincible
To become invincible, on the title screen press and hold Left, Down, A and B simultaneously, then press Start.

Map select
Hold Up, Select, B and then press Start.

SOCCERMANIA

Transparency!
Make your opponents invisible by pressing Up, Up, Down, Down, Left, Right, Left, Right, B and A on the title screen.

SOLAR STRIKER

By-passing guardians
When you reach a guardian, go to the top left corner and stay there. After a few seconds, the guardian will disappear. This works well on almost all bosses.

SOLOMAN'S CLUB

Passwords

1–5	–	RQJSJJJJ
1–10	–	RYSY?JJ?
2–5	–	JZ4JSJJJ
2–1Ø	–	6ZYSYJJ?
3–1Ø	–	XZZ7SY88
4–1Ø	–	K3ZZY5Y8

SPANKY'S QUEST

Stage select
Enter Ø199 as your password and you'll find a rather handy stage select screen.

STAR TREK

Codes

Stage 1 – Ø523-4	Stage 2 – 4262-Ø
Stage 3 – 6841-2	Stage 4 – 3310-7
Stage 5 – 7Ø57-3	Stage 6 – 6Ø46-2

Enterprise warp
Press Down Left and Select to warp the ship when you are in space. You can only do this once per game.

SUPER MARIO LAND

Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

Extra lives
On stage 2-3, you'll find MARIO spelt out in coins. Shortly after that, a 1-up heart will appear in the wall. Collect as many coins as possible, then grab the heart and let yourself be killed by the next enemy. You'll start off just before the coins – collect them all over again, as well as the heart, and repeat the manoeuvre. Since 100 coins grants you an extra life, your reserves will build up in no time!

TECHMO BOWL

Final level
Enter the code 94BFFDAI on the password screen to reach the last level.

TEENAGE MUTANT HERO TURTLES

Energy replenish
If your turtle is low on energy, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start to join the action again. You can only use this once per game.

Bonus game select
On the stage select screen, press A, B and Select together, and a question mark will appear on the right-hand side. Choose this and you can practise on the bonus games.

TENNIS

Super serve
Press A and B together on a serve to smash the ball at an incredible rate.

Winning serves
When serving, throw the ball into the air, purposely miss it, and move under it so that it goes through your head; you'll win the point.

TERMINATOR 2

Cheat the clocks
As you play a level press and hold Select to slow down the circuit clocks.

TETRIS

Speed
At the title screen, press and hold Down. Now press Start. When the game starts, you will see a heart next to the level number, this means that the speed has increased ten fold.

Finish Quickly
To finish the game quickly, as the blocks fall press Select A and B simultaneously.

TINY TOONS

Passwords
Level 2 – Space, Carrot, Space, Carrot
Level 3 – Melon, Space, Melon, Space
Level 4 – Pineapple, Pineapple, Melon, Melon
Level 5 – Melon, Melon, Melon, Space
Level 6 – Carrot, Carrot, Space, Space
Level 7 – Space, Melon, Space, Space
Level 8 – Space, Melon, Space, Space

Running Bonus Game – Carrot, Carrot, Carrot, Carrot
Mallet bonus game – Melon, Melon, Melon, Melon

TRACK MEET

Passwords

S Pastrami	–	BHCBTWVB
K Ninja	–	GXMBGWNC
I B Cheetin'	–	TBRBNNQM
Jack Strop	–	HHTBSRLR

TURRICAN

Invincibility
Press the following buttons on the title screen and the word "Start" will change to the word "Cheat". If you select it, you will become invincible. The buttons are A, B, B, A, B, A, A, B, A, A, B, A, A.

TURTLES 2

Level select
On the title screen press Up, Down, B, A, Left, Right, B, A, then Start.

WWF SUPERSTARS

Extra energy
Dropkick at the ring, then go back in again and climb up to the top rope. Wait there and your energy bar will be topped up.

WHO FRAMED ROGER RABBIT?

Passwords
Stage 2 – DLT3QYBY
Stage 3 – GPLDMSRC
Stage 4 – MMCFGWXJ
Stage 5 – BGQTVKJP
Stage 6 – RTJBWN34

WIZARDS AND WARRIORS

Extra lives
When you get on to the high score screen, enter HEART as your name and you will start the next game with six extra lives.

Extra power-ups
At the start, go left rather than right to find some useful items.

WORDZAP

Tour of the levels
To see all of the level screens, and go on a world tour press Select, A, Left, A, Down, B, A, Right.

WORLD CUP SOCCER

Passwords

Level 3	–	Ø3313
Level 5	–	36313
Level 6	–	17123
Level 7	–	42913
Level 8	–	56113
Level 9	–	51313
Level 10	–	97113
SEMI	–	Ø8613
FINAL	–	Ø1613

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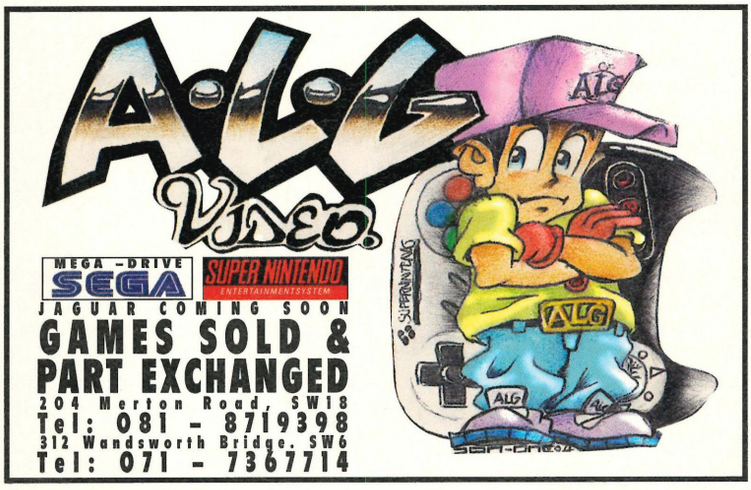

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the write stuff

This is where you, the reader get to voice your opinions, angers, fears and protests amongst fellow Nintendo players. We at SUPER GAMER encourage lively debate and conversation, not just endless lists of "Is Sonic better than Mario, when will *Starwing 2* be out, and can you send me a free cart for this pointless load of drivel I've just sent you?" Not only will we, the pros, answer any sensible questions you have, there will also be a questions and answers section for tips and hardware, plus the lively discussion of the Write Stuff itself. Editor Damian Butt opens the envelopes this month. To get the ball rolling, here are some topics that we feel are important to Nintendo gamers today.

● Price. The department of trade and industry are currently looking into the enormously high price of games, we agree. Why should Sega and Nintendo cream huge profits from their games at our expense? Cart prices are far too high, especially when most of the games are not that good anyway. Games never used to be this expensive, we remember when there was a massive outcry when games went up to £9.95! Why, when carts cost a few pounds to create does the final price tag always seem to be the bad side of £40? SUPER GAMER wants to known what you think.

● Copying. Do you agree with cart copying devices such as the Super Wild Card? These enable you to rent a game, copy it to disk and then take the game back; thus depriving the software producer of the cost of the game. Surely this behavior will signal falling sales, rising prices and the eventual demise of the games industry... or will it? Game copying on the Amiga has always been rife, but producers have hit back with imaginative protection devices like Ocean's Dongle (which plugs into a port in the back and protects the game from copying), and of course there is always the classic method of including a coloured code sheet in the instructions. Do you think the same thing will happen with Nintendo?

Spectrum and Commodore games were constantly being copied, but the same companies are in existance today, so it couldn't have done them that much harm, could it?

● Repetition. Why, oh why, oh why are there so many boringly similar platform games? And while we're on the subject, why are so many film and TV licences so crap? We would mention *Last Action Hero*, but we've got more taste than that!

● Finally, what do you all think of SUPER GAMER? Which features do you like/dislike, what would you like to see more of? Do you think the reviews are fair, could you do better? Plese write in and let us know.

So there you go, just a few suggestions and ideas to debate about in issue two. These topics are important to us, so you must feel strongly about them, but there are many others that affect every Nintendo gamer. Write to *The Write Stuff* at *SUPER GAMER, 124 Old Christchurch Road, Bournemouth BH1 1NF*. Top letter of the month will receive an exclusive SUPER GAMER T-shirt!

Dear SG
I loved reading SUPERPRO and it gave me great enjoyment to see two excellent mags join to make one. I help with a computer magazine at school and I know what hard work it is. Everyone at school is asking us to review *NBA Basketball* (Issue 3 of SUPERPRO), but we can't find it anywhere. Could you please send us a copy of the game to keep the punters happy.

Also, there are a few questions to ask:
1. Is *Brett Hull Hockey* better than *NHLPA '94* on the Super NES?
2. Will JVC make a *Super Return of the Jedi*?
3. Would you recommend *Top Gear 2*?
Stuart Tuck, Sidcup

Tecmo Super NBA Basketball was only ever available on import, but it was the best basketball game on the Super NES until NBA Jam from Acclaim appeared on the scene. In my opinion, NBA Jam is a far superior game and I would recommend it to you for review. You should be able to get it in the shops as you read this, Stuart.

NHLPA is far more playable than Brett Hull in my opinion, but both are very competent hockey sims. If in doubt, stick with EA as the quality in the EA Sports series is impeccable.

I would say it is inevitable that Jedi will surface sometime late this year, or in '95. JVC remain tight-lipped in the wake of Super Empire Strikes Back, but our bets are on for the third in the Star Wars trilogy. The real question is, will it be Empire with new graphics tacked on, or are JVC going to create an entirely new game, perhaps based on the coin-op?

Yes, Top Gear 2 is an excellent fast race game and superb fun in two player mode.

Dear SG
A great welcome is needed to my people (as every time we come to Earth, people scream or shoot at us). I am an arctic llactuborousitisrous [oh dear, a saddo!], we do not have a god on our planet... blah, blah, blah...
Sean McGarrity, Belfast

The rest of this letter has been disintegrated, as it was not a message from another world, but a desperately sad and transparent attempt to get a copy of Secret of Mana from us for free. Oh dear.

Dear SG
I got my Super NES this Christmas having previously owned an Amiga. I made the move for two reasons:
1. The overall superiority of Super NES graphics and gameplay.
2. The decline in the standard of Amiga games due to the copying industry.

The copying industry ruined the Amiga; bringing the standard of games down and the prices up. As technology advances it is now easier to copy carts. I aim this letter to any readers out there who think



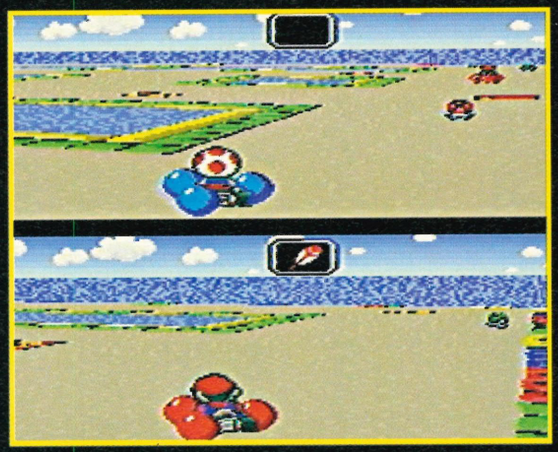
that only a small percentage of people can obtain these games. If more people buy these copied games, the same thing will happen to the Super NES. Think of the consequences!
Adrian McHugh, Surrey

We agree wholeheartedly Adrian. Piracy, there is no excuse for it. It may be clever to copy a load of games to disk and think you're really cool for avoiding the long arm of the law, but spare a thought for the games producers who see falling sales as a sign to get out of the market all together. More and more companies are diverting their attention from computers to consoles because the problem is not as widespread and there is money to be made. Who can blame them?

But how long will it be before console games are being ripped off as easily as Amiga games. SUPER GAMER firmly believes that a campaign against the cart copying devices is well overdue. To start with, no company that sells these machines in their adverts is allowed in SUPER GAMER's pages. If you feel as strongly about this matter as we do, drop us a line. Who knows, if we get enough letters, then a trip to number 10 could be in order?

Dear SG
Being fairly new to the world of the Super NES, I have a few questions.
1. What is mode 7, and are there any other modes?
2. Why do games cost £40-£60, when I can buy games for my Amiga at £8-£40. It is not because Nintendo have a large pirate problem, like on the Amiga.
3. Is there any way to connect my Super NES to a scart TV for stereo sound?
4. Can you connect a pal Super NES to a scart TV using scart leads?
5. Any idea when FX Trax will be released and what is different about the new FX chip?
6. Why have the government cut my grant by 30% because this will mean I won't be able to buy as many Super NES games?
Ryan Penny, Nottingham.

Many thanks for your kind words about SUPERPRO Ryan, let's hope you like SUPER GAMER even more! As for your questions.
1. There are eight modes on the Super NES (0-7) and each one creates different graphical effects. The maximum resolution for each mode (without interlace mode) is 256 by 259 pixels and this is the basic building block for all Super NES games. Each of the different modes can create weird effects like multi scrolling



used in parallax backgrounds in games like UN Squadron and Choplifter III, and there are also dissolving and rotating capabilities which all help to make Super NES games some of the best in the world. The now legendary Mode 7 allows rotation, shrinking and enlargment of objects, as seen in Super Mario World and Super Probotector. Each mode, however, is restricted to 32 colours.
2. Right on. Why, why, why? NIntendo and Sega are, let's face it, creaming vast profits from helpless game addicts like us. Personally, I believe that if NIntendo droppped its prices to around £25-30, they would wipe the floor with Sega – end of story. It is widely know that Nintendo aren't short of a few bob, so why not make the gesture? The Nintendo Hotline is an impressive customer satisfaction move, but wouldn't lowering the price be even more beneficial to the brand name. Think about it.
3. There is indeed. All you need to do is buy a scart tv/monitor lead from us! Yes, that's right (he said with a massive plug on the way), why not contact obdurate Karen on (0202) 299900 between nine and five o'clock on week days. These leads are available from most electrical stores for £12.50 and they WILL work with PAL Super NES'.
4. See above.
5. Stunt Race FX, as it is going to be known, is looking really amazing, and it is scheduled for release in April. As to whether it makes that date is anybody's guess.
6. Surely you're meant to be spending your money on essentials like accomadation, food and electricity. If you've got £50 to spend on games then you deserve to have it cut, so that other less privileged students may receive it instead. However, as we all know what the government are like – this will never happen and no matter how many cut-backs they make, we'll all end up paying more tax in the long run. And what about the MPs wages, surely they don't deserve... oh, little bit of politics there. My name's Damian, goodnight!

Dear SG (SuperPro)
I must tell you how superb your magazine is. And although it's the best buy in the UK, I've found a Dutch magazine (I live in Belgium) called SUPER POWER. When I browsed through the pages, I noticed that it had almost the same lay-outs as your magazine. Is it a sort of a translated copy or something?

Now, I know you don't like letters stuffed with questions, but I'm just going to write one more down. I've heard about *Super Mario Land 3*. Is this rumour true, and if it is, when do you expect it in Europe?

That's all, thanks for listening and keep up the good work!
Stijn De Lathouwer, Belgium.

Thanks for your praise Stijn. SUPER POWER does indeed contain a translation of SUPERPRO and SUPER XS pages (and now SUPER GAMER). What many people don't realise is that Paragon magazines are exported to many different European countries including Portugal, Spain, Germany and Scandinavia. Where applicable, these versions are updated with new information and relevent price information.

If you turn to pages 38-39 Stijn, you will see that we do indeed have a review of Wario Land (Super Mario Land 3) on the Game Boy. Luckily, NIntendo just managed to jet us a copy over as the magazine went to press and we were able to squeeze It was hectic, but SUPER GAMER will stop at nothing to give you reviews of all the latest games.

Dear SG
I just had to write after I saw SUPERPRO and SUPER XS were joining together. I'm really gutted. SUPERPRO is a good mag, but SUPER XS is brilliant! I always use your guides for my games (I'm doing *ShadowRun* at the moment), without you I wouldn't know where to start. I don't even buy a game unless I see it mapped in XS.

Please don't change too much. I work in a newsagents and I realise that there is a lot of competition. Just to let you know that CONSOLE/SUPER XS was easily the best magazine ever (and I read them all!). Good luck!
Heather Bryant, Royston

Sob, it almost makes us want to change back Heather... no, not really, I'm lying. I'm glad you liked SUPER XS Heather. I agree, I thought it was a fine magazine, but because it was such a niché product, not enough NIntendo owners were being exposed to it. Hopefully now, Nintendo owners will be attracted by the vibrant appearance and quality of SUPER GAMER. Never fear, SUPER XS lives on in... Son of SUPER XS! Every issue, there will be a complete SUPER XS tips section of over 20 pages. This means more fully mapped solutions and cheats for you to savour.

Admittedly, there are less games covered, and this means only the most popular games will be mapped. The logic being, if it's not a good game, why have you bought it? This issue we have the first part of the Super Empire Strikes Back solution, and a little corker from the Lawnmower Man. In future issues we will try our hardest to get at least three mapped an issue. Of course, we are also still continuing the Busters section, so that every cheat known to man (and woman) are at your fingertips. Enough of the advert. Hope you enjoy SUPER GAMER, Heather.

THE WRITE STUFF

STAR LETTER

Dear SG
I don't know about you, but personally I am sick, sick, sick, sick of colourful platform heroes, fluffy clouds that resemble platforms and always disapper once you've stepped on them once (of course), and bright lush backgrounds. *Mickey Mouse*, *Mr Nutz*, *Addams Familiy*, *Aladdin* and *Daffy Duck* – they are all the same, so why bother? You only need one platform game in your collection, not half a dozen of the same thing. Mario has a lot to answer for!

It isn't so much the repetition, but the unbearable cuteness factor. We want dark, moody graphics, eerie music and violence! Do you know what that means, Nintendo?

Don't you (Nintendo) think it's about time you listened to us and not just parents and politicians? Hey, don't get me wrong, I'm not asking for huge amounts of blood and guts, it's just that games should be more realistic. *ShadowRun* for example, is superb. Very challenging and adult. We need more games like this and I'm sure other, more mature gamesplayers will agree.

Take, for example Konami's *Tournament Fighters*. Now why didn't Konami use some original characters? Whilst my friends and I were playing it, one of them said "look, I'm 18 now, I don't want to play a game with turtles in it!" You see, people *do* care about what they play.

I hear that the soon to be released *Stunt Race FX*, Nintendo's new amazing 3-D racer is going to be cute. When you crash, the eyes roll around the track or something. Why? We want *Virtua Racing*-style games, not another *Starwing* (fluffy animals).

What is all this leading up to? Well, Nintendo's Project Reality actually. Could you imagine all that power, those eye-popping graphics, that ear-busting sound? I can, but what for? Mario, pink clouds and sweet garden animals most likely. If and when Nintendo release this machine, they simply must cater for adults, or they will lose out to Sega, 3D0 and maybe even Atari. Just imagine that?
Andrew Eley, Chelmsford

All good points there Andrew. I must say I'm impressed with your mature outlook of the computer games market, but I have to say that many of the games you condemn are probably suited to younger players who like that sort of thing.

Unlike yourself, who obviously despises 'cuteness' in all its shapes and forms (I agree with you there), there are many gamers who like the TMHT and judging by the amount of similar games produced by companies, they must be buying plenty of games.

There are definitely far too many platform games and we regularly make this point in our reviews when yet another game hits the streets, but do they listen? Nope!

Occasionally you get a gem like ShadowRun, but we must accept that unless the majority of games buyers come to their senses and realise that a heavy dose of realism does not harm at all, these games will remain few and far between.

As for violence, well that's an entirely different kettle of fish. I agree that no one should have the right to censor anything 'for our own benefit'. The Super NES version of Mortal Kombat was not as good because the blood was omitted. And I also agree that far too many cute bunny wunny characters make for a pukesome game, but we must be tolerant of this type of game, and shrewd enough to pick out the ones that we would prefer. That's what SUPER GAMER is for. Read the reviews, decide if the game is to your tastes, and then go out and buy it.

For your comments Andrew, you get the letter of the month prize.

Dear SG
I've tried everywhere looking for a UK version of *Striker*. So I am writing to your brill mag to ask if you know where I could buy a copy.
Steven Glendinning, Cookstown

Well, you're in luck Steven, I've spoken to Elite and if you send a cheque made payable to Elite Systems Ltd for £44.99, then they will get you a PAL version straight away (what nice people).

Send your cheque to: Vanessa Woodall, Elite Systems Ltd, Anchor House, Anchor Road, Aldridge, near Walsall, WS9 8PW

You may want to wait, Steven, because World Cup Striker will be released in mid May. This features battery back-up, more animation on players, a Super Multi-tap option (for up to five players!) and 32 set piece formations!

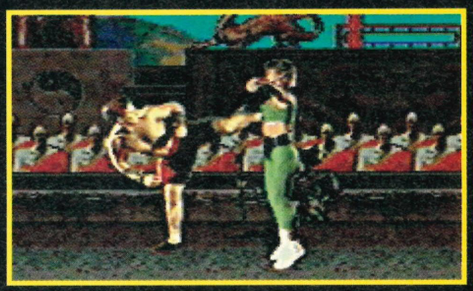
Dear SG
After reading Mark's Mail (issue #15 SUPERPRO), I was very irritated by Mr Anon's letter in which he a: calls me a fool for having a (admitedly slightly sadistic) sense of humour towards pixelised game characters (who aren't real anyway...), and b: complements Sega on their censorship scheme in which games will have ratings (similar to the video ratings).

What he doesn't seem to realise is that a rating system would only encourage violent games such as Mortal Kombat with heaps of OTT gore and not a very good game behind it. My point is, while you claim not to like violence, you can't really avoid it – can you?

Take a look around you – muggings, murders, wars and violent robberies are everywhere, so whilst a game like *MK* may make you sick, you can't honestly take it seriously and believe it's real (you'd have to be real idiot if you think you can really do any of the moves!) So take a very good look around you before critisizing other people's opinions. Sorry to drag the point out so much, but I needed to get it off my chest.
Michael Morrison, London.

Blimey, strong words Michael, but true ones. What does the average gamesplayer think about this extraordinary subject? You will be saddened indeed, Michael, because the Video Standards Council have just introduced some stickers for all games that will show the age group that the game is suitable for. This will be implemented across Europe from 1 May, but I must stress that it is purely a guideline for distributers and parents. This is not yet part of British law and you will not be prosecuted if you buy an over 18 game and you are only 14 for example. I do agree that putting an 18 certificate on a game is just asking for everyone to go crazy-a-bonkers trying to get a copy, under age or not. Let's face it, forbidden things are always more attractive than straight laced products.

It's that added element of danger, "will they sell me the game even though my fake moustache is falling off?" that made Mortal Kombat the fastest selling video game ever!





Which do you prefer? We know our favourite...

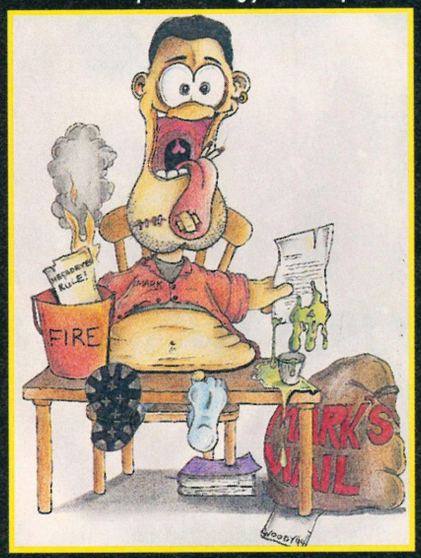
If no-one (and the newspapers are just as guilty of this) paid any attention to the extremely tame graphics in Mortal Kombat, then it would have received moderate reviews and sold fairly well. As it is, the clever advertising campaign centred on the gore and violence, whipped up a medai frenzy and reaped in the financial rewards. The only losers are the ones who bought an average beat-'em-up and expected it to be virtual fighters with real blood!

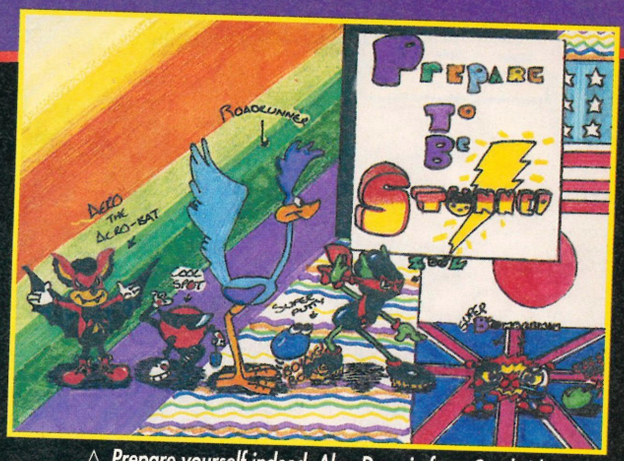
The world is a violent place, there are some sick puppies out there. Face facts, most of us see more violence in Home & Away every day than in video games. Do you agree? Tell us what you think?

The Tony Hart section!

It's pencil heaven here, as Mark from SEGA XS might say. Send your art to *Gallery, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF* to win one of our chest-enhancing SUPER GAMER T-shirts. Two tips: draw an original picture, and put your name and address on the back!

▽ *Mark (and SuperPro) may no longer be with us, so to speak, but his visage lives on thanks to Woody from... well, somewhere. A quite amazingly accurate portrait!*



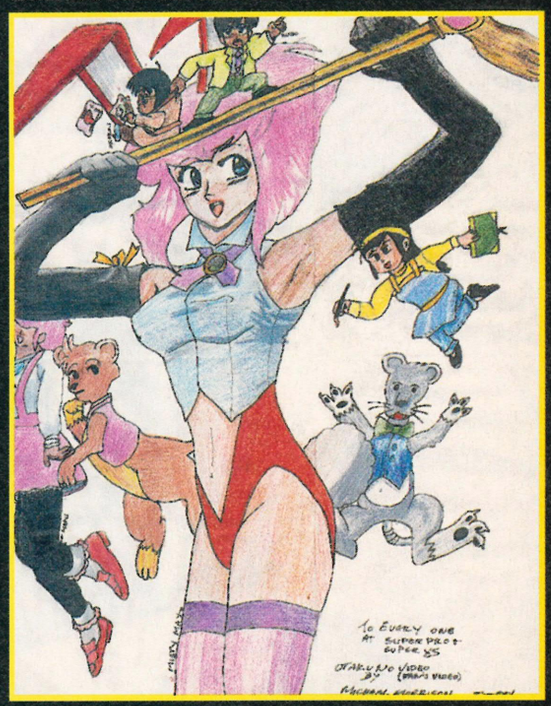


△ *Prepare yourself indeed. Alan Downie from Coatbridge, Scotland, delivers a felt-tipped blow to the senses.*



△ *The winnah! We all like Twin Bee and his mates here at SUPER GAMER (apart from Damian, who hates anything cute), so it's a coveted T-shirt heading off to Scouser Adam Sherwood. And no, you can't have Super Star Wars.*

▽ *Michael Morrison provides us with a top anime picture, which might have been in the running for a T-shirt if not for the fact that it was copied from the back of Anime UK, issue 12. You can't fool us, Mikey boy! Top babe, though. How about one of Leona from Dominion: Tank Police next time?*



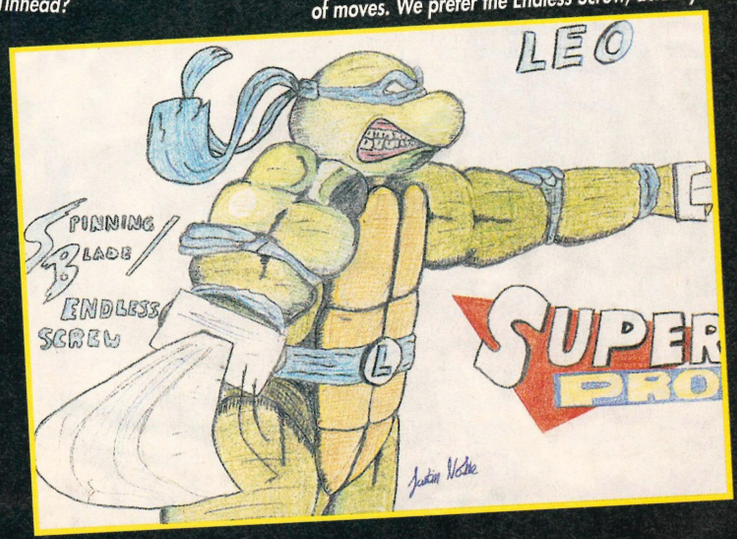


△ *Alan Downie (again). What did the unfortunate donkey ever do to Tinhead?*



△ *This velociraptor could almost have come from Industrial Light and Magic themselves, but no! It's by Jamie Noble.*

▽ *Justin Noble of Maidstone gives Leo a choice of moves. We prefer the Endless Screw, actually.*



▽ *Lemmings, Lemmings, everywhere. Stephen Wood of Newark is obviously a large air-circulation device.*



the joy of sticks

SUPER GAMER's monthly joystick (and accessory) round-up!

A regular feature of SUPER GAMER, the Joy of Sticks hopes to tackle the plethora of joypads and joysticks that all leap out from the shops and say "buy me, I'm great!" Not surprisingly, many of them are stinking piles of horse's business, but how can you tell? Every new device that is released for each Nintendo machine will be honestly reviewed here. Some criteria are: How good is the pad for *Street Fighter II*? Does it stand the Damian Butt test of smashing it against the desk in frustration? Will it slice your thumbs to ribbons as you get more and more sweaty? And finally, is it a vast improvement over the normal pad, and is it worth the money? So if you're thinking of a new pad, read on. Only the best will survive...



ASCII PAD

ASCIIWARE ● £TBA

Well, it's yer basic pad with a few knobs added on. It feels good, is reliable and the turbos seem to work fine. Not bad.

SG ★★★



SUPER ADVANTAGE

ASCIIWARE ● £TBA

Solid, well built (the Volvo of sticks?), the Super Advantage has great turbos and slow mode. Stick is coin-op quality.

SG ★★★★★



N-PRO

QUICKJOY ● £19.99

Really sad and difficult to use with any game, even flight sims. Buttons are a sham, stick is very flimsy. Avoid.

SG ★



PHANTOM

LOGIC 3 ● £24.99

This has over eight feet of cable for lounge lizards, plus awesome turbo firepower. However, the stick fell to bits during the rigorous tests we conducted.

SG ★★★



THE JUSTIFIER

KONAMI ● £17.99/FREE WITH LETHAL ENFORCERS

Excellent! Chunky, accurate and reliable, this is a prince amongst light guns. The day will come when more games are compatible with this class piece of kit.

SG ★★★★★



SN PROGRAMMABLE

QUICKJOY ● £49.99

Solid and reliable control system with tough buttons and stick, useful memory function and a handy carry boxx.

SG ★★★★



SNES CONTROL STICK

TECHNOPLUS ● £14.99

Well made, but strangely lifeless flight sim stick that feels strong and ready for some action. Worth a look.

SG ★★★★



MEGAGRIP 1

SAITEK ● £14.99

As accurate as a government economic forecast, this has far too much slack in the stick to be useful.

SG ★★

CYBERPAD

SUNCOM ● £29.99

Nasty, spongy pad response, non-functional turbos and a hard-to-use programming system spoil this nice-looking pad.

SG ★★





SN PROGRAMPAD

QUICKJOY ● £39.99

Pre-programmed *SFII* moves are a nice touch, and the programming itself is easy. The pad's a bit stiff, but should wear in over time.

SG ★★★★



SNES CONTROL PAD

TECHNOPLUS ● £14.99
Looks like a design left over from the Sixties, but feels comfortable. Sadly, it's almost impossible to do rolling motions to the right (the left's no problem, oddly).

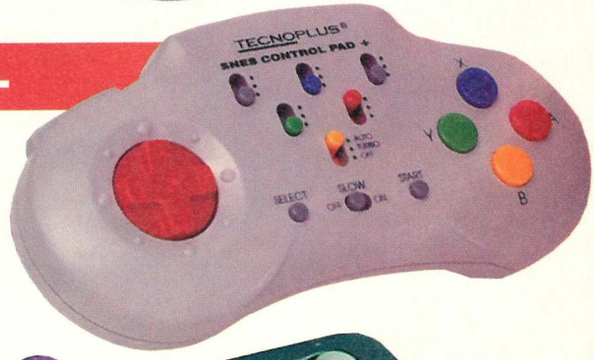
SG ★★★



INVADER 2

QUICKSHOT ● £14.99
Fairly good standard pad with unbelievably fast turbos which can be left on permanently! Start button is puny.

SG ★★★



SNES CONTROL PAD +

TECHNOPLUS ● £14.99
Exactly the same as the Invader 2 above, with identical advantages and faults.

SG ★★★



MEGASTICK 1

SAITEK ● £7.99
It's rubbish! Horrid clicky buttons, a slack stick, and suckers that don't, make this one to avoid. Nice colour, though.

SG ★



MEGAMASTER

SAITEK ● £24.99
Exactly like the Logic 3 Phantom – it's a case of same joystick, different box. The turbos are good, but the stick is very tricky when it comes to diagonals.

SG ★★★



FOOTPEDAL

QUICKJOY ● £29.99
NES only, this programmable gadget only allows either the A or B button to be assigned to a pedal. Don't buy, ever.

SG ★



ACTION REPLAY 2

DATEL ● £49.99
If you *must* spend your hard-earned on accessories instead of games, make this the one. It'll do your game playing more good than any new joypad – infinite lives, cheat modes, *and* it works as an adaptor!

SG ★★★★★

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MARIO ALL STARS	UK/USA/JAP	£29.50
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COOL SPOT	USA	£24.50
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NINTENDO GAMES INDEX

SUPER NES

ACROBAT MISSION
A dated and simplistic shoot-'em-up with just five levels providing minimal challenge.
Overall 36%

ACTRAISER
A brilliant mix of a strategic gods game and a great looking platforming slash-'em-up.
Overall 84%

ACTRAISER 2
No strategy this time, just pure arcade action with great graphics. Learning to fly is a little fiddly though!
Overall 88%

ADDAMS FAMILY, THE
A huge platformer in the cutesy Super Mario World mould with loads of levels to explore and master.
Overall 84%

AEROBIZ
This puts you in charge of an airline, buying aircraft, routes, hotels, advertising, and even choosing whether to skimp on repairs! Surprisingly addictive and allows you to compete with three other airlines.
Overall 81%

AERO THE ACRO-BAT
One of the most imaginative and varied platformers about, but not enough in-game action to sustain interest.
Overall 76%

ALADDIN
A beautifully presented 12Mbit cart with great graphics and sonics. However there's not much gameplay variety and a password save makes it a bit easy.
Overall 88%

ALFRED CHICKEN
A cute and very playable platformer with lots of challenge, but not much originality.
Overall 69%

ALIEN 3
All the movie's stunning atmosphere, with several hundred more aliens! Ripley's also found a hidden stache of heavy weaponry – fortunate as there's six massive levels with 6-8 missions each!
Overall 92%

ALIENS VS PREDATOR
Great graphics, but the scrolling beat-'em-up action is repetitive and unimaginative.
Overall 57%

AMAZING TENNIS
This game looks absolutely fantastic and sounds pretty good too. It's good for one player, but in two-player the novel display is a pain.
Overall 78%

AMERICAN GLADIATORS
Whatever you think of the game show, it didn't deserve this dire lot of sub-games. No horny pics of Jet either!
Overall 35%

ANOTHER WORLD
Highly addictive with plenty of puzzles to solve although it's no Zelda for longevity, being more of a very clever, but still limited platformer. AKA: *Out Of This World.*
Overall 81%

ASTERIX
A simplistic platformer, but the sprites at least perfectly capture the look of the comic strip.
Overall 79%

ASTRAL BOUT
With Super NES beat-'em-ups not exactly scarce it's gonna take something pretty smart to impress us. This doesn't.
Overall 33%

AXELAY
An absolutely stunning shoot-'em-up. Six long levels alternate between good looking side-scrolling action and unbelievable, into the screen Mode 7 trickery.
Overall 91%

BART'S NIGHTMARE
Bart is plunged into a nightmare wherein he must recover his school essay from eight sub-games. It looks as good as the cartoon, but sadly playability is irritatingly tough and not as imaginative as the graphics.
Overall 73%

BATMAN RETURNS
The soundtrack is awesome, the graphics brilliant and playability excellent. This is undoubtedly one of the finest scrolling beat-'em-ups. The only flaw is that it's a little easy on the lowest skill setting.
Overall 90%

BATTLECLASH
SUPERSCOPE only
A '50s B-movie is turned into a nice-looking if shallow shoot-'em-up.
Overall 57%

BATTLETOADS IN BATTLEMANIACS
No fewer than seven games are packed into this cart. The first few are brilliant, but later levels are too simplistic to justify the mega-hard difficulty level.
Overall 82%

BEST OF THE BEST
A huge number of moves, a big championship and a good practise mode make this a serious Karate sim.
Overall 81%

BIOMETAL
A fairly good shoot-'em-up in the *R-Type* style, some slowdown and just six levels, but the 2-Unlimited soundtrack is good.
Overall 81%

BLAZEON
Terrible scrolling backgrounds and poor gameplay ensure unhappiness.
Overall 31%

BLAZING SKIES
This WWI sim utilises Mode 7 for some good flying sequences, particularly dog-fighting. Unfortunately gameplay is lacking with a frustrating control system.
Overall 67%

BLUES BROTHERS
An extremely funny film becomes an extremely irritating platform game with run-of-the-mill surrealistic graphics and a more frustrating than useful simultaneous two-player mode. Sound is excellent though.
Overall 71%

BOB
The eponymous star is a bug-like critter whose head can sprout rotorblades to fly around. There's over 45 levels and a password system, but the game is just sooo boring!
Overall 60%

BOXING LEGENDS OF THE RING
Huge character graphics get you right into the bone-crunching action. Gameplay is somewhat limited, but there is always plenty of challenge and moves.
Overall 81%

BRETT HULL ICE HOCKEY
A 16Mbit sim with an impressive running commentary by Al Michaels. Fast, slick and with a substantial challenge.
Overall 84%

BUBSY
The first 16Mbit platformer is a real treat, Bubsy's animation is brilliant, the sonics are fantastic and the speed is tremendous. Can be tricky at times, but there's a password system and being able to glide is great fun.
Overall 89%

BULLS VS BLAZERS
A comprehensive basketball sim with great FX and music. Unfortunately, it runs too slowly, even on Jap machines, and is thus rather frustrating to play.
Overall 79%

CALIFORNIA GAMES II
Windsurfing, JetSurfing, SnowBoarding, BodyBoarding, Hang-gliding and Skate-Boarding are on offer. Sadly none are particularly well done.
Overall 69%

CAL RIPKEN JNR BASEBALL
A standard baseball sim with a few too many irritating pauses to appeal beyond fans.
Overall 71%

CAPTAIN AMERICA & THE AVENGERS
Great characters, shame about the game. Small-ish sprites battle through alternating beat-'em-up and shoot-'em-up levels. Pure drivel from start to premature finish.
Overall 31%

CHAMPIONSHIP POOL
A dodgy control system, the inability to see the computer opponent make its moves and a distinct lack of perspectives to view the table make this a very disappointing game.
Overall 60%

CHESTER CHEETAH
Colourful, humorous cartoon-style graphics make this one instantly appealing, especially to younger players who won't mind easiness.
Overall 75%

CHUCK ROCK
This hilarious prehistoric platformer features big-bellied Chuck, gorgeous backdrops and plenty of challenge, but not many continues!
Overall 85%

COMBATRIBE
A pixel-perfect, 12MBit conversion of a very repetitive and small coin-op.
Overall 60%

COOL SPOT
An extremely slick and playable game with great graphics and sound. The bonus game is fun too, but there's not enough variety between levels.
Overall 89%

COOL WORLD
The graphics are gorgeous, gameplay is original and varied, but there's not enough of it and the difficulty level is set excessively high.
Overall 69%

CYBERNATOR
You're in a giant armoured suit stompin' and shootin' and flyin' through seven tough levels. Great graphics, good gameplay and brilliant atmosphere.
Overall 86%

DAFFY DUCK: MARVIN MISSIONS
Great toon-like graphics and sound, plenty of levels and variety... but the control system is too irksome.
Overall 70%

DENNIS
An extremely pretty and challenging game, although gameplay is rather fiddly and slow.
Overall 74%

DESERT FIGHTER
Brilliantly detailed graphics, great sound, eight missions and a choice of two different aircraft – it's all here.
Overall 93%

DESERT STRIKE
In this slick Mega Drive conversion you pilot a gunship through five very tough campaigns. It isn't that realistic, but a wealth of detail gives an irresistably authentic feel and most military buffs will be delighted.
Overall 90%

DINO CITY
Dino land is jam-packed with platforms and monsters who want to make your cute little dinosaur extinct. Packed with slick graphics and plenty of gameplay but too easy.
Overall 78%

DRACULA
A few nice mega-monsters, but overall this is a very tired, frustratingly difficult platformer ported over from the Mega Drive.
Overall 68%

DRAGON BALL Z
The manga comic characters appear in a *SFII*-style beat-'em-up. There's some interesting effects like a vertical splitscreen with Mode 7, but playability is low.
Overall 51%

DRAGON'S LAIR
One of the best looking and worst playing coin-ops emerges still looking good, but playing like a pretty darn good platformer. Levels aren't massively varied though and the password system is frustrating.
Overall 78%

DRAKKHEN
The perspective is unusual for an RPG; a fast-scrolling 3-D landscape heavily populated with well-drawn monsters. Imaginative and unusual this is a decent introduction to RPGs.
Overall 84%

DR FRANKEN
A banal platformer distinguished only by a particularly irritating control system.
Overall 53%

EXHAUST HEAT II
A brand new custom chip ensures this is the fastest racing game ever but sadly handling is a bit off, leading to a repetitive feel.
Overall 74%

F1 EXHAUST HEAT
A cart-saved grand prix to compete in and plenty of tracks make for an engrossing game. Unfortunately it's a bit easy, while both graphics and sonics are bland. Okay-ish.
Overall 69%

F1 GRAND PRIX
An overhead view F1 race game with plenty of realistic detail, but for just one player.
Overall 62%

F1 POLE POSITION
The PAL version of Human Racing gets significantly improved due to a superior control system. Overall, a fair F-1 racer with lots of realistic detail and a good two-player mode.
Overall 78%

F1 SUZUKI
This very playable F1 racer has masses of tracks and loads of options, including a great simultaneous two player mode.
Overall 80%

FACEBALL 2000
Ultra successful on the little Game Boy, this 3-D maze shoot-'em-up has been totally up-rated for the Super NES. Great head-to-head two player mode.
Overall 82%

FAMILY DOG
An okayish platformer with graphics which capture TV series quite well. Not much variety though.
Overall 70%

FATAL FURY
A graphically impressive 12Mbit clone of *SFII* which sadly falls short in playability with few combat moves.
Overall 70%

FINAL FANTASY II
The first Super NES Final Fantasy RPG is a ponderous epic. The world is huge, encompassing dozens of villages, castles and so forth, plus many different spells, weapons and characters.
Overall 82%

FINAL FANTASY: MYSTIC QUEST
An FF variant designed as an introduction to RPGs. Good as such, but still rather dated.
Overall 72%

FINAL FIGHT
Final Fight was the first real beat-'em-up to emerge on the Super NES, impressive for its huge sprites, less so for the loss of the coin-op's two player mode.
Overall 77%

FINAL FIGHT 2
12MBits, simultaneous two-player and great sprite graphics. Unfortunately, gameplay is dated with just one attack move.
Overall 79%

FINAL FIGHT GUY
Weird! You'd have thought an upgrade of Final Fight would contain useful additions like two player gameplay, but no, this just gives you another character to choose and makes the game easier.
Overall 70%

FIRST SAMURAI
A novel and pretty platformer, but later levels are disappointing.
Overall 79%

FLASHBACK
An extremely stylish semi-sequel to *Another World.* Rotoscoped animation, slick backdrops and tough puzzles – but the controls can be fiddly and it's no different from the older Mega Drive version.
Overall 88%

F-ZERO
One of the first Super NES games and still arguably the best single player racer. The sensation of speed is unrivalled, while competition is tough with 15 tracks and four skill levels. Best times are recorded on the cart.
Overall 91%

GEORGE FORMAN'S KO BOXING
George looks the business in this ring-restrained beat-'em-up, but not enough moves.
Overall 46%

GODS
An old Amiga classic with no Jap cutesy sprites, just lots of lever pulling puzzles, masses of enemy sprites and a tough challenge. Worth a look but can be frustrating.
Overall 82%

GOOF TROOP
An enjoyable, overhead-view arcade puzzler with a good simultaneous two-player mode. A bit too easy though.
Overall 76%

GRADIUS III
Based on Konami's classic blast-'em-ups, *Gradius III* incorporates all of the features that make for a great arcade game! A great weapon selection system, loads of aliens and levels and quality graphics and sound.
Overall 78%

GUNFORCE
This is much along the lines of Xardian yet it's all a bit jerky. There are more features, but the playability suffers from poor controls.
Overall 48%

HARLEY'S HUMONGOUS ADVENTURE
An imaginative twist on the platformer format with some intriguing claymation graphical fx.
Overall 79%

HIT THE ICE
A nice looking conversion of a hilarious coin-op with huge sprites engaged in much fisticuffs. But gameplay is shallow and repetitive, animation slow and unconvincing.
Overall 67%

HOME ALONE
Simplistic arcade adventurer which makes little use of the Super NES and soon gets irritatingly repetitive. Very easy, but could appeal to very young (and stupid) kids.
Overall 49%

HOME ALONE 2: LOST IN NEW YORK
Simplistic arcade adventurer which makes very little use of the Super NES and soon gets irritatingly repetitive. If only it were lost in New York!
Overall 51%

HOOK
Very big, very pretty but lacks depth and the controls are awkward. A solid arcade romp, though.
Overall 79%

IMPERIUM
This vertically scrolling shooter has a novel power-up system and plenty of challenge, but graphics are banal and gameplay is more frustrating than enjoyable.
Overall 60%

INCREDIBLE CRASH DUMMIES
Fun for a short while, but soon becomes tedious due to irksome gameplay and a distinct lack of variety.
Overall 63%

INTERNATIONAL TENNIS TOUR
This has a wide range of tournaments and fun, cartoony sprites. Unfortunately, the split-screen two-player mode is a neat idea which doesn't work that well.
Overall 61%

IREM SKINS GAME
An extremely slick golf. Graphics are good, the control system realistic and complex. But there's only one course and one skill level.
Overall 70%

JAKI CRUSH
A massive and very weird, very grotesque pinball table with plenty of little pinbally sub-games. Looks great, sounds okay and plays well – although as with real pinball it does get rather repetitive and there could've more than one table.
Overall 76%

JAMES BOND JNR
A cartoon series inspired mix of platforming action and air/sea shoot-'em-up blasting is ruined by dreadful graphics, awful gameplay and weak sound.
Overall 36%

JAMES POND'S CRAZY SPORTS
Eight wild and wacky sports, plus bonus games, sounds like a lot of fun. Unfortunately they're all a bit simplistic and there's no simultaneous two-player games mode either. Young children will probably like it.
Overall 63%

JERRY BOY
Wobbly blobs a-plenty in this odd game. There's far too much going on onscreen for you to work out what you're doing. Extremely frustrating.
Overall 43%

JIMMY CONNORS PRO TENNIS TOUR
The most realistic tennis sim yet with masses of shots, a huge tournament mode (and passwords), lots of options and five tennis coaches!
Overall 86%

JOE & MAC
This accurate coin-op conversion offers a simultaneous two-player mode with a pair of cavemen jumpin' and boppin' their way across various platforms.
Overall 69%

JOE & MAC 2
Apart from the prehistoric theme there's little similarity to the original. Graphics are smaller but the challenge is bigger and more varied.
Overall 75%

JOHN MADDEN FOOTBALL '93
A massively improved version of the original featuring an easily grasped control system, plenty of plays, teams and options.
Overall 83%

JURASSIC PARK
An ambitious 16Mbit cart which combines overhead and first-person 3-D perspectives. Atmospheric, slick and exciting this shoot-'em-up cum adventure can become irritating due to the lack of a save game.
Overall 90%

KAWASAKI CARIBBEAN CHALLENGE
Simplistic, repetitive overhead race game; alternating between motorbikes and jetskis.
Overall 43%

KEVIN KEEGAN PLAYER MANAGER
On pitch action is disappointing, while control icons are obscure. However if you concentrate on the management side this has plenty of intriguing challenge.
Overall 80%

KING ARTHUR'S WORLD
Another *Lemmings* variant, this time set in medieval England with you in charge of troops whose various skills you must exploit to complete 30 levels. A slower, but more sophisticated game than *Lemmings*.
Overall 88%

KING OF MONSTERS
The beat-'em-up action takes place on a 3-D battlefield but it's all very dull.
Overall 46%

KING OF THE RALLY
An overhead view makes great use of Mode 7 as you follow the arrows to whiz about maze-like tracks. Fun for a while, but soon becomes dull.
Overall 59%

KRUSTY'S SUPER FUN HOUSE
A *Lemmings* variant where you lead rats into a mincing machine! Fun, but graphics and sonics are poor while gameplay fails to equal the game which inspired it.
Overall 68%

LAGOON
Lagoon is similar to the Zelda games, being an adventure full of searching, finding, fighting and, inevitably, dying! It's pretty good, but a little on the slow side.
Overall 83%

LAMBORGHINI AMERICAN CHALLENGE
The solo-mode is distinguished by a big challenge and the option to gamble with your racing competitors. Two-player mode isn't bad either, but there's nothing special overall.
Overall 80%

LAWNMOWER MAN
An ambitious and imaginative conversion of the movie with numerous different game styles, including puzzles, a nicely detailed platform shoot-'em-up and stunning Mode 7 cyberspace levels.
Overall 85%

LEGEND OF THE MYSTICAL NINJA
An enjoyable mix of varied arcade action and RPG adventuring.
Overall 89%

LEMMINGS
One of the best games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete!
Overall 90%

LETHAL WEAPON
All three movies rolled into one five level platformer with plenty of gunplay, but very small sprites and very ordinary backdrops.
Overall 68%

LOST VIKINGS, THE
A huge variety of puzzles to this Lemmings game. Funny, fun and completely addictive.
Overall 92%

MAGICAL QUEST, THE
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied. A bit easy with infinite continues but still extremely playable.
Overall 94%

MAGIC SWORD
Involves much hackin' and slashin', but not too much of the old grey matter. You are basically required to storm a fortress or two. Dull.
Overall 67%

MARIO PAINT
A fairly serious art package with a great intro to composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work. It's great fun for a while, and is ideal for young kids.
Overall 80%

MECHWARRIOR
The official Battletech game has you fighting hordes of giant robots in atmospheric, Mode 7 first person perspective.
Overall 88%

MEGA-LO-MANIA
This takes you from Stone Age conflict to the Nuclear age, with masses of challenge and humour. Reasonable gameplay, but it's more about factory production runs than anything else.
Overall 69%

METAL JACKET
There aren't that many truly dreadful platform games on the Super NES, but this is certainly one.
Overall 5%

METAL MARINES
The best presented strategy game yet. This very addictive, 12Mbit cart provides a reasonably in-depth strategic challenge with 20 levels, password save and plenty of beautifully detailed war toys to play with.
Overall 90%

MORTAL KOMBAT
The coin-op's digitised graphics have been brilliantly recreated – but it doesn't play as well. All the blood and gore has been censored. Ya boo sucks Nintendo!
Overall 90%

MIGHT & MAGIC II
An efficient conversion of a huge, if somewhat dated PC RPG.
Overall 77%

MONOPLOY
The classic boardgame makes a surprisingly good Super NES game. Quite playable with plenty of options and some graphical sequences.
Overall 78%

MR NUTZ
It's not that original, but the graphics, sonics and sheer playability are among the best yet seen on Super NES.
Overall 93%

MUSYA
A great build up is let down by a distinct lack of gameplay as you plod through simple surroundings, with poor animation.
Overall 45%

NBA ALL-STAR CHALLENGE
The four sub-games here only use half the basketball court, most being simple variants of one-on-one. The game looks great and plays well – but soon becomes very repetitive.
Overall 55%

NBA BASKETBALL
A stunning sim with slick, fast animation, good sound and great playability. All the real players are in there, plus a battery save tournament. Brilliant.
Overall 90%

NFL FOOTBALL
The use of Mode 7 for in-game scaling and rotation is stunning... gameplay isn't.
Overall 62%

NHLPA HOCKEY
Another comprehensive EA sim with masses of stats, rules and atmosphere. It's very playable, but the scrolling is a little sluggish.
Overall 78%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Looks good with plenty of speed, tracks, password save championship and car modification options. Feel is a little off, though.
Overall 74%

ON THE BALL
You must guide a marble through various mazes by revolving the maze around the ball and letting gravity pull it down. Great fun, but too easy.
Overall 69%

OPERATION LOGIC BOMB
Overhead-perspective walking, exploring and blasting everything type game. Presentation is slick but the game is too easy, too small and repetitive.
Overall 60%

OUTLANDER
This *Mad Max*-style blaster is two games in one. There's a behind-the-car driving/blasting game and a walking along and blasting game. A nice idea, but sluggishly implemented.
Overall 57%

OUT TO LUNCH
The sprites may be small, but the detail is stunning – as is the overly hard difficulty level.
Overall 76%

PAC-ATTACK
An enjoyable, but limited cross between *Pac-Man* and *Tetris*, with the emphasis on the latter.
Overall 70%

PAPERBOY 2
Gameplay is simplistic and repetitive, graphics which were once impressive have become terribly banal. Dire.
Overall 34%

PARODIUS
A brilliant shoot-'em-up which just happens to have some of the funniest graphics ever seen. There are 11 big levels, a choice of four different fighters to control and great power-ups.
Overall 88%

PGA TOUR GOLF
By far the best golf game, *PGA Tour Golf* has lots of courses, options and computer players. Graphics are poor, but still great fun.
Overall 84%

PILOTWINGS
Parachuting and flying light planes, jetpacks, hang-gliders and helicopters may sound 'interesting' but less than compulsive. But Mode 7 is used brilliantly, and gameplay is totally addictive.
Overall 83%

PIT-FIGHTER
One of the greatest beat-'em-ups around is murdered on the Super NES.
Overall 13%

POCKY & ROCKY
Cute, but rock-hard mega-blaster in the Commando mould. There's a great simultaneous two-player mode and the imaginative graphics get better the further you go. Very funny!
Overall 89%

POP 'N' TWIN BEE
A ton of cuteness, a simultaneous two-player mode and Konami programming should've made this a huge hit. Sadly gameplay is boring and repetitive.
Overall 61%

POPULOUS
A massive game with a thousand levels, ten different worlds and a formidable computer opponent. It's initially very addictive although over the longer term can become repetitive, and the control system is rather sluggish.
Overall 77%

POPULOUS II
An attractive update of the original with a much smoother control system. A huge challenge, although it's somewhat repetitive.
Overall 82%

POWERMONGER
Graphically this is one of the Super NES's best wargamer, with some brilliant 3-D landscapes. A huge challenge too, but gameplay is ultimately limited.
Overall 71%

PRINCE OF PERSIA
A classic, boasting superlative animation. 20 big levels need to be completed, with a tight overall time limit and plenty of puzzles to test both your arcade reflexes and your brain cells. Brilliant.
Overall 88%

PUGSLEY'S SCAVENGER HUNT
A superb development of *Addams Family* which looks and sounds good, plays tough, but fair, with the player able to choose in which order they attempt most of the imaginative and varied levels.
Overall 88%

Q*BERT III
A classic coin-op is expanded into a massive challenge, but sadly playability is severely lacking.
Overall 65%

RANMA 1/2
The official version has English text, but otherwise this very Japanese, anime-style *SFII* clone is unchanged. Very weird, very funny and very easy.
Overall 68%

REN AND STIMPY
Ultra-weird American cartoon retains much of its style in this imaginative and varied platformer. If only there were more of it...
Overall 77%

RIVAL TURF
Too few combat moves, jerky graphics and not enough challenge. The only good point is the simultaneous two-player mode.
Overall 51%

ROBOCOP 3
Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thorougly misconceived. Avoid.
Overall 36%

ROCK 'N' ROLL RACING
Awesome rock soundtracks, plus plenty of vehicles, firepower, tracks and planets. A bit repetitive in one-player though.
Overall 90%

ROCKY RODENT
A particularly irksome and mundane entry in the cutesy platformer stakes.
Overall 41%

RUN SABRE
Similar to Capcom's excellent *Strider*, this boasts imaginative levels, lots of action and a good simultaneous two-player mode. Unfortunately, it's too small and far too easy.
Overall 50%

SECRET OF MANA
Great music, brilliant graphics and a huge, fantastic quest. You can even have two friends help out via the Multi-tap option. Undoubtedly one of the best RPGs available.
Overall 88%

SENSIBLE SOCCER
Tiny sprites, but the action is fast, realistic and intelligent. Probably the most sophisticated soccer game ever, but you need a joystick to get the most out of it.
Overall 90%

SHADOWRUN
An incredibly atmospheric and addictive *Blade Runner*-style RPG. The graphics are nicely detailed, the soundtrack great, and the plot brilliantly imaginative. A classic.
Overall 92%

SIM CITY
City planning must be one of the most boring subjects on Earth, in fact very compulsive, the underlying principles are complex, but initially it all seems very simple. Brilliant.
Overall 85%

SIM EARTH
More of an educational experience than a game, this is a very sophisticated program dealing with geology, ecology and evolution.
Overall 80%

SOUL BLAZER
A slick *Zelda* clone and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable.
Overall 85%

SPIDERMAN AND THE X-MEN
A whole host of superheroes make this attractive for any comics fan. You're given the option of attempting various sub-games, two for each character. Gameplay is varied and tough, graphics impressive and sound brilliant.
Overall 75%

SPINDIZZY WORLDS
Guide a spinning top through 3-D mazes avoiding the villains, collecting the gems and pressing switches. A massive and very tough test of joypad reactions and brains which you'll either love or hate.
Overall 89%

STARWING
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. An unbelievable cart.
Overall 96%

STREET FIGHTER II
What can we say? Eight different fighters to choose from, each with brilliant animation and an incredible wealth of moves fully utilizing every button on the joypad – and then some! It's an excellent and very tough one-player game, an utterly brilliant two-player game.
Overall 93%

STREETFIGHTER II: TURBO
20MBit enhanced version of the above. Graphics and sonics have been toned up, while gameplay benefits from more speed, moves and the option to play as any of the four boss characters.
Overall 96%

STRIKER
Blindingly fast, hugely playable and with real player names, masses of leagues, a stunning indoor mode and lots more, this is a fantastic game. In one player mode rather easy, but two-player mode is unbeatable.
Overall 93%

SUNSET RIDERS
A typically slick Konami conversion of their Wild West coin-op. Imaginative, funny and great fun to play it's marred only by being slightly easy.
Overall 82%

SUPER ADVENTURE ISLAND
This sounds great and doesn't look too bad, but gameplay is irksome with your large sprite coming a cropper all too often and being forced back to the start of unimaginative levels. Ugh!
Overall 42%

SUPER AIR DIVER
An Afterburner-style blast-'em-up. A little simplistic, but a variety of weapons, air-to-air and air-to-ground missions provide both variety and a surprisingly realistic feel. DSP-powered Mode 7 effects are sensationally fast.
Overall 82%

SUPER BATTLETANK
Great graphics, but the sim-style looks are misleading while gameplay is extremely repetitive.
Overall 54%

SUPER BOMBERMAN
Fantastic in multi-tapped four-player mode, this has you speeding around mazes; dropping bombs to blow up (ex-)friends. In one or two-player mode it's only okay.
Overall 94%

SUPER CASTLEVANIA IV
A great update of the NES series with Simon Belmont running, jumping and whipping his way through huge levels to confront various end-level guardians. A bit repetitive in places but still excellent.
Overall 90%

SUPER CONFLICT
This contemporary war game has 55 scenarios, 46 different types of military hardware and battery back-up.
Overall 70%

SUPER EMPIRE STRIKES BACK
Super Star Wars is reworked with new graphics. A bigger, harder and, marginally, better game. The Mode 7 AT-AT attack is absolutely stunning.
Overall 85%

SUPER FAMILY TENNIS
This has the lot. Eight courts, 20 different players, a tournament mode, plenty of humour and, best of all, an excellent four-player Multi-tap option. Supremely playable this is the best tennis game yet.
Overall 93%

SUPER GHOULS 'N GHOSTS
There's a multitude of power-ups, hideously imaginative monsters and fantastic settings, including a beautifully drawn sunken ship. Okay it's very hard, and there is some slowdown and flicker, but overall it's brill!
Overall 85%

SUPER JAMES POND
A bright and cheerful platformer with some tongue-in-cheek humour. Infinite continues make it a bit easy though and variety is sadly limited.
Overall 70%

SUPER KICK OFF
Kick Off provided Amiga enthusiasts (myself included) with endless hours of football fun, now it's come to the SNES with the same overhead perspective, a whole host of options, leagues, cups and some slick scrolling. Control is a little awkward on joypad though.
Overall 71%

SUPER MARIO ALL STARS
This incredible, 16MBit cart boasts Super Mario Bros, Super Mario Bros 2: The Lost Levels, Super Mario USA and Super Mario Bros 3 – the entire NES Mario saga, in fact. Presentation is excellent with brilliantly reworked graphics and sonics. One of the best games ever!
Overall 91%

SUPER MARIO KART
This superb split-screen racer features all your favourite Mario characters as go-karting fiends who you and a friend can control. You can race each other, race against the pack of Mario characters or enter a battle game and shoot at each other! Good in one-player mode, unmissable in two-player mode.
Overall 94%

SUPER MARIO WORLD
A classic with plenty of detail, cuteness and imagination. The best thing is how you can choose your own path through the game. A too friendly save game option means it won't take too long to complete, but it's an excellent introduction to video gaming, and finding all 96 levels will test any pro!
Overall 92%

SUPER PROBOTECTOR
Each of the thrilling levels hold different surprises; platform side on shoot-ups, a *Return of the Jedi* style biking adventure, and an overhead view Mode 7 zapping sensation all feature to make this a truly classic game.
Overall 90%

SUPER PUTTY
An imaginative platformer with some great puzzle elements and impressive claymation graphics.
Overall 84%

SUPER R-TYPE
It looks brilliant and plays well, but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon becomes tedious.
Overall 74%

SUPER SMASH TV
The game that was originally a super-smash coin-op with unbelievable numbers of on-screen sprites and ear-damaging sound-effects, is now available on the SNES. Can get repetitive.
Overall 75%

SUPER SOCCER
Once one of the best footie sims, competition from more recent releases has made this seem painfully slow and unsophisticated.
Overall 63%

SUPER STAR WARS
A great soundtrack and the graphic attention to detail generally is astounding. Long platform shoot-'em-up sections are good fun, while Mode 7 is dazzling in two stunning flight sequences. Trench scene is brill too!
Overall 90%

SUPER STRIKE EAGLE
Air-to-air combat is presented sim-style but soon gets repetitive. More impressive is some stunning Mode 7, scaling the ground around in fun dive-bombing sections. Not bad but lacking in variety.
Overall 69%

SUPER SWIV
Another vertical scroller with the welcome addition of simultaneous two-player action. Sadly graphics and gameplay are rather dull and unoriginal.
Overall 70%

SUPER TENNIS
A great tennis game, but overshadowed by *Super Family Tennis*. Tough luck Nintendo!
Overall 91%

SUPER TURRICAN
You've got masses of firepower, but while enemies are numerous there aren't as many mega-monsters as there could be.
Overall 89%

T2: JUDGMENT DAY
The graphics are awful, but this is still surprisingly playable with blast-'em-up side-on walkabout action and angled overhead view racing levels.
Overall 74%

T2: THE ARCADE GAME
A near-perfect coin-op conversion which may lack variety for home use. Very tough and you obviously you need a SuperScope to get the most from it.
Overall 84%

TAZ-MANIA
Hilarious toon-like graphics and fun, if limited gameplay.
Overall 88%

TEST DRIVE II: THE DUEL
In truth not all that stunning to look at, but the realistic setting – four American highways with police, tunnels and on-coming traffic!
Overall 85%

TIME SLIP
A sadly underpowered clone of *Super Probotector*.
Overall 54%

TINY TOONS
A masterpiece with cutesy sprites and great gameplay which besides brilliantly varied platform levels packs in a fun American Football game!
Overall 95%

A-Z OF GAMES

TOP GEAR
Superb, fast single or split screen racer.
Overall 89%

TOP GEAR 2
A slick development of the original game with better graphics and more depth. Unfortunately, the music is worse and there are some glitches.
Overall 82%

TOTAL CARNAGE
One of the fiercest, fastest and most challenging shoot-'em-ups around. However the graphics are disappointing and it can get repetitive.
Overall 83%

TOYS
A duff movie and a worse game.
Overall 52%

TRODDLERS
Neither as cute nor addictive as *Lemmings*, this game is still fun, scoring particularly well with good co-operative and competitive two-player modes.
Overall 71%

TURTLES IV: TURTLES IN TIME
Highly impressive cartoon platform beat-'em-up.
Overall 90%

TURTLES V: TOURNAMENT FIGHTERS
An *SFII* clone with funnier characters, a story mode and great playability. Not quite as sophisticated as *SFII*, but close.
Overall 92%

ULTRAMAN
A below average one-on-one beat-'em-up. Graphics are mediocre and the enemies hold no surprises.
Overall 31%

UN SQUADRON
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans.
Overall 91%

VEGAS STAKES
Poker, Craps, Roulette, Blackjack and Slot Machines are well implemented with slick presentation allowing you take your winnings from one game to another on your quest to break each casino's bank.
Overall 60%

VIRTUAL SOCCER
Overhead, angled and side-on perspectives are on offer here, along with surprisingly in-depth gameplay. Battery back-up saves customised teams.
Overall 93%

WARPSPEED
A banal remix of Star Raiders. Mode 7 produces some stunning graphics, but the gameplay is strictly antique.
Overall 69%

WAYNE'S WORLD
Plenty of humour and some good if ultimately irritating samples fail to save this mediocre platformer.
Overall 51%

WE'RE BACK
An overly easy, but still quite playable platformer based on a Spielberg-produced cartoon about cutesy dinosaurs.
Overall 58%

WING COMMANDER
Classic space opera with 30 plus missions, asteroids, enemy fighters, freighters and huge battleships.
Overall 80%

WING COMMANDER: THE SECRET MISSIONS
Virtually identical to the original, but with a better scenario, more ships on screen and an easier (too easy!) skill setting on offer.
Overall 85%

WOLFENSTEIN 3D
A truly stunning, first-person perspective puts you in a stormtrooper-packed Nazi fortress. Action is fast and furious, albeit somewhat repetitive.
Overall 80%

WORLD HEROES
A good *SFII* challenger with an imaginative set of characters, but not enough moves or challenge.
Overall 72%

WWF: ROYAL RUMBLE
A big (16MBit) improvement over the original: more characters, more moves and a tournament mode.
Overall 79%

XANDRA'S BIG ADVENTURE
An incredibly weird platformer with lots of levels and variety.
Overall 82%

YOSHI'S COOKIE
A rather simplistic and easy puzzle game which will appeal mostly to young kids. Two-player game is good though.
Overall 76%

YOSHI'S SAFARI
A pretty and playable light gun blast-'em-up aimed at youngsters – with a difficulty level to match.
Overall 80%

ZELDA III: A LINK TO THE PAST
An RPG for everyone; easy to get into, plenty of action and lots of challenge. A classic.
Overall 95%

ZOMBIES
A hilarious overhead shoot-'em-up cum maze game, with splendid graphics inspired by wacky 1950s B-movies. Great fun, especially in two-player mode.
Overall 87%

NES

A BOY AND HIS BLOB
Tedious, boring platform adventure from veteran programmer David Crane.
Overall 25%

ACTION IN NEW YORK
Dire shoot-'em-up with nothing to redeem itself. Yuck
Overall 51%

ADDAMS FAMILY
Standard platform action in this conversion of the Super NES game. Good challenge, but boring to play.
Overall 74%

ADVENTURE ISLAND 2
A slightly playable platform game, but generally unremarkable.
Overall 64%

ADVENTURES IN MAGIC KINGDOM
Kiddish Disney fun that's too easy really.
Overall 47%

ADVENTURES OF LINK
Timeless adventuring masterpiece that should be a valued possesion of any adventure lover.
Overall 93%

ADVENTURES OF LOLO 2
A fiendish puzzle game that will keep you engrossed for hours, providing you get past level three, which seems to be the hardest one.
Overall 77%

AIRWORF
Boring flight sim type game, you will not want to find this in your stocking.
Overall 39%

ALFRED CHICKEN
Enjoyable, if occasionally frustrating platform game, which boasts some amusing graphics and humorous touches.
Overall 80%

ALIEN 3
Badly defined graphics make this an eyesore, but quite playable if you stick with it.
Overall 75%

BAD DUDES VERSUS DRAGON NINJAS
Laughable beat-'em-up which can be completed by repeatedly performing the same move over and over again. Far too easy.
Overall 21%

BALLOON FIGHT
Two player coin-op conversion where you must pop each other's balloons whilst avoiding the opponent. Great fun, says Keith.
Overall 70%

BARBIE
This game is so bad I'd rather play with the doll.
Overall 15%

BART VS THE WORLD
Not as good as *Space Mutants* and highly Americanised. Complete various little puzzles and travel across the globe.
Overall 60%

BATMAN
One of the best platform games ever released on the NES, brilliant graphics totally capture the atmosphere and feel of the *Batman* legend.
Overall 91%

BATMAN II: RETURN OF THE JOKER
Another good Batman tie-in, not quite as good as the original though.
Overall 78%

BATMAN RETURNS
Better than average beat-'em-up which follows the film closely.
Overall 76%

BATTLE OF OLYMPUS
Good brain-bending adventure, watch out for the collision detection though.
Overall 75%

BATTLETOADS
Good varied arcade action, colourful graphics and very playable.
Overall 81%

BATTLETOADS & DOUBLE DRAGON
More beat-'em-up action from the two groups. A good game, but very similar gameplay to original *Battletoads* game.
Overall 79%

BAYOU BILLY
Terrible beat-'em-up which flickers so badly, the characters disappear!
Overall 35%

BIONIC COMMANDO
Mighty arcade conversion which looks good, plays even better and offers one of the best challenges on the NES.
Overall 90%

BLACK MANTA
Average beat-'em-up which boasts a huge amount of special moves, unfortunately it plays very badly indeed.
Overall 48%

BLADES OF STEEL
Best Ice hockey game on the NES, very fast, very playable, loads of difficulty levels and a two-player mode. Excellent.
Overall 85%

BLASTER MASTER
A mixture of platforms and top-down views encorperated into gameplay comprising of arcade and strategy elements make this a curious game, worth a go.
Overall 66%

BLUES BROTHERS
Dire platformer with no appeal, no singing and dancing, and no Jim Belushi!
Overall 39%

BLUE SHADOW
All out platform blast, good graphics but gameplay is a bit bland, a bit more variation on what you can do and it could have been a winner.
Overall 74%

BOULDER DASH
A brilliant puzzler which is addictive, incredibly playable and has loads of levels. If you like puzzlers you will worship this!
Overall 83%

BUBBLE BOBBLE
Classic platform coin-op where you play a dragon who uses bubbles to trap the enemies and then pop then for massive points. Utterly compulsive two player action.
Overall 91%

BUBBLE BOBBLE 2
More of the same from the two bubble-blowing dragons from the planet cute. More levels, more fun?
Overall 82%

BUCKY O'HARE
Slick, colourful platformer which plays well, but not quite a classic.
Overall 79%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
Well drawn characters and playable. Great fun for a four year old, but so very, very easy.
Overall 45%

BURAI FIGHTER
Forgettable shoot-'em-up. Very colourful lots of interesting bosses, but too ordinary.
Overall 65%

CAPTAIN PLANET
Very colourful platform blast that is a bit too difficult and fiddly.
Overall 38%

CAPTAIN SKYHAWK
Interesting shoot-'em-up viewed from a 3-D angle which works quite well, fairly easy so not much challenge though.
Overall 70%

CASTLEVANIA III
A step back in time to the original *Castlevania*, an average platform game which is similar to the Super NES version, but without the frills!
Overall 71%

CRACKOUT
Pretty sad *Breakout* clone, it's a shame this type of game can still rear its ugly head.
Overall 38%

DARKWING DUCK
Good graphics, fine sound and the playability is right there too. Let down by a lack of originality.
Overall 82%

DAYS OF THUNDER
This has to be the worst racing game ever to grace the NES. Awful graphics and sound, coupled with no playability, combine to create a most horrifying experience.
Overall 9%

DEFENDER OF THE CROWN
A great strategy game with loads of different sub games. Everything slots into place to create a very worthwhile game.
Overall 80%

DENNIS
Similar to *Home Alone* on th SuperNES and just as annoying.
Overall 44%

DIGGER T ROCK
One of the all-time great NES games with plenty here for everyone. Worth a look at a lower price.
Overall 84%

DONKEY KONG
Sad and wasted effort at reviving a long forgotten coin-op that nobody cares about, except that it had Mario in one of his first appearances.
Overall 31%

DOUBLE DRAGON
Good graphics, wide range of moves and some really challenging gameplay make this a beat-'em-up with attitude.
Overall 79%

DOUBLE DRAGON II
Even more moves and even more levels, but it's slightly easier than the first game. Two player option is a worthy addition.
Overall 75%

DOUBLE DRAGON III
This is one helluva tough game. A lot of moves, but some are difficult to pull off. Definately not as playable as *Double Dragon* or *Double Dragon 2*.
Overall 60%

DOUBLE DRIBBLE
The closest thing to *NBA Jam* on the NES. Two player game is great fun and it's even worth playing on your own, get this if you want the best Basketball game for your NES.
Overall 88%

DRAGONS LAIR
The old arcade classic converted into a platform game. Appalling control method drags it down, but fun for a while.
Overall 63%

DR MARIO
A good puzzle game which obviously draws it's inspiration from *Tetris*. Stunning in two player mode.
Overall 76%

DROPZONE
Brilliantly converted from the arcade archives. This is immensly playable and totally addictive. A golden oldie.
Overall 89%

DUCK HUNT
Shoot the ducks with the zapper gun. It really is as boring as it sounds. You might be able to get a few minutes of fun out of it. This cart is best used to put hot cups on and avoid rings on the furniture.
Overall 49%

DUCK TALES
It's got all the characters from the cartoon. The graphics are excellent, but it suits a younger audience owing to it's low challenge and cute storyline.
Overall 81%

DUCK TALES 2
Similar to the original, lots of secret rooms, lots of cute characters and just as easy.
Overall 75%

ELIMINATOR BOAT DUEL
There aren't many speedboat games around and if this is anything to go by there should be more. It's full of action, playability and jolly good fun to!
Overall 83%

ELITE
One of the all-time classic game of all time. Space trading adventure with vector graphics and over 8,000 planets to explore!
Overall 96%

EMPIRE STRIKES BACK, THE
Good all round game featuring some original flying sections but very difficult platform sections.
Overall 78%

EXCITEBIKE
Totally awful racing game. It really does show its age, with jerky graphics, gurgling sound effects and minimal playability. Blergh!
Overall 28%

FANTASTIC ADVENTURES OF DIZZY
Early Codemasters game which features an egg with arms and legs as a hero. Collect the objects and rescue your girlfriend!
Overall 88%

FAXANADU
Adventure which is well worth playing. Good taxing puzzles, loads of weapons massive play area and a password save system.
Overall 77%

FELIX THE CAT
Good platform romp with Felix rescuing his girlfriend Kitty from the clutches of the professor. Not as good as the Game Boy version.
Overall 70%

FESTER'S QUEST
Totally crap overhead adventure shoot-'em-up based loosely on the Addams Family. Avoid like the plague.
Overall 34%

FLINTSTONES
Standard platform game, but Fred and Co are well drawn and convey a lot of the cartoon's atmosphere. It plays well to and is full of Stoneage mayhem.
Overall 81%

FOUR PLAYER TENNIS
Sluggish tennis game which boasts few options apart from the four player game, obvously.
Overall 68%

GALAXY 5000
Original space racing game, which boasts some fast-paced, seat of the pants excitement.
Overall 74%

GARGOYLES QUEST II
Fiddly platform adventure, good graphics and large play area, but grossly unplayable and hugely dull.
Overall 59%

GAUNTLET II
Accurate conversion of the cult arcade game, loads of levels and loads of orcs, pixies and demonic things.
Overall 80%

GOAL!
Oh dear, a sad piece of soccer software, enough to reduce Vinny Jones to tears.
Overall 35%

GODZILLA
Monster cock-up of a game, the whole game is a mess. The joke is that this may be the forerunner of *Ultraman* on the Super NES.
Overall 19%

GRADIUS
An extremely competant blasting game in the R-type mould, fast, playable and damn good fun!
Overall 80%

GREMLINS II
This may be old, but as shoot-'em-ups go, this is original, playable, colourful and a fine piece of software. If only it had pictures of Phoebe Cates on the inlay...
Overall 85%

GUMSHOE
Dust off the zapper gun and have a go on this – you won't want another.
Overall 41%

HIGH SPEED
Sparky little pinball game which probably the best of it's kind on the NES.
Overall 73%

HOGAN'S ALLEY
The best zapper gun game out. Shoot the baddies, but don't shoot the civilians. A kind of primitive *Lethal Enorcers*.
Overall 70%

HOOK
Follows the film quite well, but lacks the style required to make it a classic.
Overall 71%

HUNT FOR RED OCTOBER
Apalling game of the film, which has to be one of the worst shoot-'em-ups ever.
Overall 24%

HYPER SOCCER
Miserable soccer game, which offers no lasting appeal.
Overall 51%

IKARI WARRIORS
Commado-style game with enough challenge to keep most players happy, but doesn't look that good.
Overall 68%

IRONSWORD
Good platform adventure, with loads of levels, spells and other goodies. Worth playing.
Overall 83%

ISOLATED WARRIOR
Wierd 3-D shoot-'em-up, which is as boring as *Newsnight*.
Overall 37%

JACK NICKLAUS GOLF
Bad golf game, avoid if possible, playing this has a similar feeling to being stuck in a bunker all night.
Overall 55%

JACKIE CHAN'S KUNG FU
Good action packed beat-'em-up which is full of moves, has great playability and clear well drawn graphics.
Overall 83%

JURASSIC PARK
Above average film conversion, which offers plenty of playabilty. The T-Rex is best!
Overall 74%

KABUKI QUANTUM FIGHTER
Possibly the only game character ever to use his hair as a weapon. Good game though, well worth checking out.
Overall 79%

KICK OFF
Playable, but very easy football game. Not the classic it was on other consoles.
Overall 59%

KID ICARUS
Boring and repetitive platform game. Not as good as Darkwing Duck.
Overall 61%

KIRBY'S ADVENTURE
The ultimate platform game for your NES. Loads of secret rooms, tons of special abilities, this is hot, this is very hot.
Overall 92%

LEGEND OF ZELDA
The original adventure for the NES is very challenging and features a huge play area. It has stood the test of time.
Overall 85%

LEMMINGS
Not quite as good as on other formats, let down by inaccurate cursor control.
Overall 65%

LIFE FORCE
Excellent shoot-'em-up, better than Gradius and with a stonking two player mode.
Overall 81%

LITTLE NEMO: DREAM MASTER
Great platform game which gives the player the chance to become a bee, gorilla and a frog, plus plenty of other exotic species of wildlife. There's not many games that give you that opportunity.
Overall 86%

LOW G MAN
Another average platform game, doesn't really hold anything new or appealing, but it is playable.
Overall 72%

LUNAR POOL
Abstract pool game which gives the player the chance to play on a frictionless table?!
Overall 71%

MANIAC MANSION
Wacky adventure game that needs a chain saw to gain full marks.
Overall 80%

MARBLE MADNESS
You must guide the marble through six short levels. A conversion of the coin-op. Good fun, but far too short.
Overall 80%

MARIO & YOSHI
Puzzle game which will appeal to kids.
Overall 70%

MARIO IS MISSING
Educational game, which is still great fun if your not too hot on geography and are willing to bury your pride.
Overall 75%

MEGA MAN
Excellent platform game with loads of weapons and plenty of variety.
Overall 85%

MEGA MAN II
Good platform game with loads of weapons and plenty of variety.
Overall 82%

MEGA MAN III
Challenging platform game with loads of

weapons, a bit unoriginal though.
Overall 78%

MEGA MAN IV
Average platform game with loads of weapons and ... Oh, it's the same as all the others.
Overall 70%

METAL GEAR
Good stategic adventure, you need to think and you need to shoot.
Overall 87%

METROID
Massive arcade adventure, that will keep you enthralled. Definately one for committed gamesplayers.
Overall 68%

MIG 29
Playable shoot-'em-up from the Cody's. Nice graphics and a neat refueling section makes this a reasonable purchase.
Overall 80%

MISSION IMPOSSIBLE
Gauntlet style action with a few puzzles and twists thrown in for good measure.
Overall 60%

MONSTER IN MY POCKET
Platform game where you run around and kill things. Good fun though, pretty easy to.
Overall 75%

NEW GHOSTBUSTERS 2
The second game of the film, but really not worthy of purchase.
Overall 51%

NEW ZEALAND STORY
This old peach has been around for a while on most formats and it's just as good on the NES.
Overal 74%

NOAH'S ARK
Biblical blockbuster that stars Noah. Whatever next. The story of Moses or The adventures of Adam and Eve in Jelly World?
Overall 40%

NORTH & SOUTH
Part strategy, part beat-'em-up, this has you fighting Confederates and Yankees in the America Civil War. Good fun, for a while...
Overall 59%

OPEN GOLF TOURNAMENT
Superb golf game, a choice of three courses, different tournaments and save stats. It's all there and it has to be bought.
Overall 91%

OPERATION WOLF
Average shooting game, converted from the arcade. It never really worked with the zapper gun and the graphics come from the house of sad.
Overall 61%

PAPERBOY
Lamentable arcade conversion that will appeal only to paperboys, and then only if they're workaholics.
Overall 30%

PAPERBOY 2
Twice the game the original was, more streets, more obstacles, but still quite sad.
Overall 60%

PARODIUS
Playable shooter that is quite similar to the Super NES version, well worth a few quid.
Overall 81%

PINBOT
A pinball game which is bouncy and playable, but not quite in the same league table as *High Speed*.
Overall 71%

PIRATES
Brilliant swashbuckling Caribbean adventure; combining strategy and arcade action and a multitude of other elements to make this an absolute must.
Overall 93%

POPEYE
A waste of a cartoon licence and one of the NES' worst platform games.
Overall 35%

POWERBLADE
In this platform waltz, you have to kill things, then run along a bit more and kill something else – it's unoriginal, but it has got style.
Overall 77%

PROBOTECTOR
One of the better platform games around, it's difficult, but it boasts some meaty bosses and addictive gameplay.
Overall 87%

PROBOTECTOR 2
Much the same as the original *Probotector*, but then if you've got great gameplay, why change it?
Overall 85%

PUNCH OUT
Boxing at its best. This is a storming game, loads of boxers with some incredible special moves – a steal at its new bargain price.
Overall 90%

RAD GRAVITY
Moody space-age adventure, with some great humour and taxing puzzles. It's a big one too – you won't complete this in a hurry.
Overall 85%

RAINBOW ISLAND
Simple arcade game that just keeps you playing and playing. The only game ever to use rainbows as weapons!
Overall 88%

RC PRO AM
Excellent conversion of the Game Boy isometric racer. Very fast and great realistic handling of the cars.
Overall 82%

RC PRO AM 2
Even better than the real thing! This sequel features a four player mode and even more challenge than before.
Overall 88%

RESCUE
Original strategy game; giving you the chance to take on a SAS kind of role and rescue some hostages.
Overall 69%

RESCUE RANGERS
This platform game is far too easy. The current record for completing it is about 40 minutes. Strictly for the gamelings.
Overall 64%

ROAD FIGHTER
If you buy this you are either certifiable, or your hobby involves collecting horrendously bad games. Hueyuuughhhhhhhhhh!
Overall 5%

ROBOCOP
One of the better film licenses, a good job has been made in making this playable and visually pleasing.
Overall 80%

ROBOCOP 2
A bad control method lets this down, unfortunately Robocop tends to slide around like he is on ice scates.
Overall 65%

ROBOCOP VS TERMINATOR
Appaling platform game, bad collision detection and extreme difficulty make this a definate no no.
Overall 32%

RODLAND
An extremely playable arcade game, great with two players.
Overall 85%

ROLLER GAMES
This is fairly original I guess. Well it's the only beat-'em-up on roller scates and quite playable too.
Overall 72%

SHADOWGATE
An icon driven adventure, which is more like the old graphical adventures originally found on the Spectrum, still it's worth solving.
Overall 63%

SHADOW WARRIORS
Platform based action which is enjoyable, but difficult.
Overall 78%

SILENT SERVICE
If you play this you will get a sinking feeling. Hopefully the only submarine simulation that will ever be released on the NES.
Overall 33%

SIMON'S QUEST
Fine adventure set in Transylvania, you play the part of Simon Belmont, your quest is to kill Dracula. Enthralling game which will appeal to adventure buffs.
Overall 87%

SIMPSONS
What a surprise, the game is as good as the cartoon. Features all the characters and some very challenging gameplay.
Overall 91%

SKI OR DIE
Strange game featuring a host of snow-related activities, including snowball fights and leaping over log cabins.
Overall 67%

SMASH TV
Hit coin-op conversion, great graphics, no slow-down and plenty of carnage for all the family.
Overall 90%

SNAKE, RATTLE 'N ROLL
The complex challenges in this isometric insect-'em-up are compelling enough, add great graphics, sound and some fiendish problems and you've got a winner.
Overall 92%

SNAKE'S REVENGE
Sequel to Metal Gear which is more platform based and not as good as the original.
Overall 78%

SOLAR JETMAN
Pilot a very controllable spacecraft through barren planet caverns, in the search for the golden spaceship. Original, playable and only £9.99! Bargain of the month!
Overall 94%

SOLSTICE
3-D isometric adventure with over 250 rooms, perspective can be misleading but it's a fine game, great title music also.
Overall 90%

SPIDER-MAN AND THE X-MEN: RETURN OF THE SINISTER SIX
A worthy Marvel conversion, standard platformaction with few frills.
Overall 71%

SPY VS SPY
You play Black or White, and the idea is to kill each other off with bizarre booby traps. Based on the MAD magazines.
Overall 87%

STAR TREK
Faithful adaptation of the classic Sixties Sci-Fi series. Good plots, but too short. Needs a bigger sequel. Ask Andy McDermott for ideas, Konami!
Overall 88%

STAR WARS
One of the best platform adventures around. Follows the film plot scene for scene almost and features some great flying sections as well.
Overall 91%

STEALTH ATF
An abysmal attempt at a flying game, a real bogey.
Overall 29%

STREET GANGS
Average beat-'em-up with interesting weapons and secret routes to the bosses. Not well known.
Overall 69%

SUPER JAMES POND
Very cutesy game which is colourful, playable and good fun.
Overall 80%

SUPER MARIO BROS
The game which launched Nintendo to stardom, plays like Bryan Cant, graphics are a bit dated though.
Overall 85%

SUPER MARIO BROS II
A good game, but doesn't really live up to previous standards, weakest of the Mario series.
Overall 80%

SUPER MARIO BROS III
The best platform game ever on the NES, superb playability, secret rooms galore and loads of levels – the ultimate in entertainment.
Overall 94%

SUPER OFF ROAD
Good top down racing game, fast, but slightly uncontrollable.
Overall 77%

SUPER SPIKE VOLLEYBALL
Good volleyball game, featuring lots of moves, quite easy though.
Overall 83%

SWORD MASTER
Fairly standard platfrom adventure, tends to become very tedious after a short while.
Overall 68%

SWORDS AND SERPANTS
Different angle on the adventure game, which some people find entertaining, but others detest.
Overall 45%

T2: JUDGEMENT DAY
One of the best NES film conversions. Arnie is mean, and there are plenty of explosions and levels to satisfy even the most ardent war freak.
Overall 85%

TALESPIN
Very hard platform shooter, good graphics but unplayable really.
Overall 62%

TECMO WORLD WRESTLING
Awful wrestling game, that looks a mess and plays even worse.
Overall 51%

TETRIS
Overwhelmingly addictive puzzle game that grabs you and won't ever let go.
Overall 86%

TETRIS 2
Not enough variation on the original *Tetris* to put this in the same boat, but the two player game is worth a go.
Overall 75%

TINY TOON ADVENTURES
Cute platform larks, very repetitive though, but pleasant enough to play.
Overall 80%

TMHT
The turtles made their NES debut in this platform game. Features all the characters and is very, very hard.
Overall 73%

TMHT 2
Much more of a beat-'em-up in the *Final Fight* mould, an improvement on the first game.
Overall 79%

TOM & JERRY
Cartoon capers abound in this average cartoon tie-in.
Overall 69%

TOP GUN 2
Oh dear, another miserable flying game.
Overall 40%

TOTALLY RAD
Outer space is the playground for this cosmic platformer, quite difficult and dull.
Overall 65%

TRACK AND FIELD II
Superlative sports action with lots of events and plenty button abuse.
Overall 89%

TROG
Easy to get into Pac-Man clone with Stone-Age graphics. Still fun, though.
Overall 72%

TURBO RACING
Good racing game that is worth perserving with. Go through a whole season and then the challenge of improvement will grab you.
Overall 82%

ULTIMATE COMBAT
This is the nearest you'll get to a good flying game on the NES.
Overall 79%

ULTIMATE STUNTMAN
Playing – yes! – a stuntman, you battle your way through tough and varied stages to defeat Doctor Evil. Good, satisfying fun.
Overall: 82%

WILD GUNMAN
Another zapper gun game. Good fun with a few friends, but will soon lose its appeal.
Overall 60%

WIZARDS & WARRIORS III
Long-winded RPG with loads of battles, spells and dungeons to pillage. A great time was had by all.
Overall 79%

WORLD CUP
The amount of bad football games on the NES is bolstered by this lame product. The humour may appeal though and there are some curious special kicks.
Overall 38%

WWF
Wrestling games will never work on an 8 Bit machine, this proves it.
Overall 40%

YOSHI'S COOKIE
Neat puzzle game very much in the *Tetris* niche. Two player game is it's strong point.
Overall 84%

ZELDA II: ADVENTURES OF LINK
Easily one of the best RPGs of all time, despite the simple graphics, Zelda II is a worthy addition anyone's collection. Get it, if you haven't got it.
Overall 95%

GAME BOY

ADVENTURE ISLAND
Standard platformer which fails to shine, dull graphics and duller gameplay make this one to avoid
Overall 67%

ALFRED CHICKEN
Wacky platform/puzzle game involving the only video game character ever to run for Parliament. Addictive gameplay, but it soon becomes annoying.
Overall 78%

ALLEYWAY
Breakout clone which is so basic it makes bangers and mash look sophisticated. It was a launch title and really does show its age.
Overall 38%

ASTERIX
Very average all round. Nothing there to keep you playing more than a couple of hours.
Overall 65%

ALIEN 3
Brilliant game which conveys the creepy, scary atmosphere of the film. Top view of the corridors and loads of aliens make it a must for any Game Boy owner.
Overall 92%

BALLOON KID
An old platform game where you fly along with a couple of balloons avoiding spikes and other obstacles. Very good considering its age.
Overall 83%

BARBIE
Awful, grotesque platform game. The graphics are a mess, the gameplay shocking, and anyone that wants to play the part of a doll is strange...
Overall 23%

BART SIMPSON – ESCAPE FROM CAMP DEADLY
Platformer which is fairly difficult and pretty boring too, good graphics, lots of characters from the cartoons, but very average.
Overall 67%

BART VS THE JUGGERNAUTS
Weird title and very weird collection of mini games. Quite original and worth trying.
Overall 82%

BASEBALL
Excellent sport Simulation, which includes link-up option. Lots of playability and a must for any mobile baseball fan.
Overall 81%

BATMAN
A mix of platform and shoot-'em-up action which ties together very nicely for an all round entertaining product.
Overall 80%

BATMAN – RETURN OF THE JOKER
Platformer which creates some very atmospheric gameplay and graphics. Big sprites and good animation make it a worthwhile purchase.
Overall79%

BATMAN – ANIMATED SERIES
Another Batman romp which is fairly playable, but ultimately too repetitive to hold any lasting appeal.
Overall66%

BATTLESHIPS
A pen and paper is a lot cheaper, really what is the point?
Overall 29%

BATTLETOADS
Good mixture of platform beat-'em-up, bike racing and other highly playable elements. Great graphics hold the game together.
Overall 90%

BEST OF THE BEST
Unplayable, blocky graphics and very few characters. Only buy this if you are desperate.
Overall 45%

BIONIC COMMANDO
Classic platform game, which lives up to the quality of the NES version and includes all new levels.
Overall 91%

BLADES OF STEEL
A really fast ice skating game, including many options and difficulty levels, a must for ice skating fans.
Overall 88%

BLUES BROTHERS
Awful platformer which does little justice to the legend of the Blues Brothers.
Overall 32%

BOULDERDASH
Intriguing puzzle game which is both taxing and very addictive. Highly recommended for those who like thinking.
Overall 90%

BOMBJACK
Classic arcade game, which suffers a little bit on the Game Boy due to its high speed nature which is not really suited to the Game Boy screen.
Overall 71%

BOXXLE
Mind-bending puzzle antics will keep you glued to your Game Boy. This is very difficult, but worth playing on a rainy day.
Overall 80%

BUBBLE BOBBLE
Very faithful to the arcade original. Sublime gameplay and cheery cute graphics make this stand out as a worthwhile purchase.
Overall 78%

BUBBLE GHOST
Strange puzzle game requiring the player to guide a bubble through some perilous courses.
Overall 65%

BUGS BUNNY
Monotonous puzzle game with bland graphics and dull gameplay.
Overall 34%

BURAI FIGHTER DELUXE
Was pretty stylish when it was released a couple of years ago, but as shoot-'em-ups go, it's looking a bit dated and the gameplay suffers from repetitiveness.
Overall 70%

BURGERTIME DELUXE
Simple, yet playable. The graphics look like something that's been knocked up on an etch-a-sketch, but it's a real dream to play.
Overall 75%

CASTLEVANIA
Tricky platformer that you won't complete in a hurry. Good graphics and challenging gameplay make this one to consider.
Overall 71%

CASTLEVANIA II
Much the same as the first one. This includes a few more ideas though, just as difficult however and great fun.
Overall 79%

CAESAR"S PALACE
Just like being in Vegas, you can just smell the money and expect to see cash pouring out the microphone every time you win. Not!
Overall 54%

CHASE HQ
Handles like a horse and cart in the Indy 500. Horrible graphics – a real disaster unfortunately.
Overall 23%

CHESSMASTER
The ultimate chess game. Everything you ever wanted from a chess computer. The computer opponent often verges on genius. It's an excellent learning tool also.
Overall 91%

CHOPLIFTER 2
Quality arcade action. Rescue the soldiers on various different landscapes. The graphics are dull, but the gameplay makes up for it. It takes addictiveness to new boundaries.
Overall 85%

CRASH DUMMIES
Original collection of sub-games cobbled together to produce a very enjoyable off-the-wall product.
Overall 88%

DARKWING DUCK
Great cartoon platformer. Excellent graphics and animation coupled with the challenging gameplay produce a game which is hard to ignore.
Overall 82%

DIG-DUG
The graphics are nothing special, but the gameplay makes it worth buying if you fancy a classic arcade title.
Overall 81%

DOUBLE DRAGON
This is what platform beat-'em-ups are all about. Pure quality, I can't recommend it enough.
Overall 90%

DOUBLE DRAGON 2
More levels than the original but the gameplay suffers slightly, still a great action product.
Overall 87%

DR FRANKEN
Swanky, moody platformer with lovely graphics, great humour and involving gameplay.
Overall 90%

A-Z OF GAMES

DR FRANKEN 2
Could have been as good as the first one if it wasn't for the completely awful control method.
Overall 80%

DR MARIO
A *Tetris* like puzzle game which is very playable and includes a good link-up option.
Overall 86%

DROPZONE
If briefly glanced at, the graphics would shock, if briefly played the playability would enthral. A brilliantly executed arcade conversion.
Overall 91%

DUCK TALES
Cartoony platform game with great graphics, but the gameplay is a bit too easy for any lasting challenge.
Overall 84%

DYNABLASTER
Superb puzzle/action arcade game. The four player link-up puts it up amongst the best Game Boy games ever.
Overall 90%

EDD THE DUCK
Really shocking platformer. Awful controls, basic graphics and dull gameplay. Avoid.
Overall 32%

F1 RACE
Four player link up is amazing fun and the one player game is very challenging, loads of tracks and choice of cars make it a must for racing fans.
Overall 87%

F-15 STRIKE EAGLE
The best flight simulation for the Game boy. Requires a bit of thought and planning to enjoy this to its full potential.
Overall 79%

FELIX THE CAT
It's fun for a while but too easy. Totally repetitive as well.
Overall 64%

FERRARI
Uncontrollable racer which is nowhere near the standard of F1-Race in terms of playability and presentation.
Overall 50%

FIRE FIGHTER
Very basic game, which soon becomes so dull you'll want to throw yourself out the window for a bit of excitement.
Overall 68%

FLINTSTONES
Extremely easy platformer which could have been so good with a bit of challenge programmed into the gameplay.
Overall 45%

FOOTBALL INTERNATIONAL
Very limited footy game. Sprites are tiny and the playability factor is even smaller.
Overall 35%

FORTIFIED ZONE
Original shoot-'em–up which is a bit too short to hold anybody in its grasp for long.
Overall 70%

FORTRESS OF FEAR
Fine attempt at a playable, challenging platform game. Loads of levels ensure this will keep you going for a while.
Overall 83%

GARFIELD
Very cute, nice graphics, but you'll find your attention wandering due to severely dull gameplay.
Overall 62%

GARGOYLE'S QUEST
Brilliant arcade adventure featuring lots of moves, loads of playability and a massive play area. Absolutely superb, can't be missed.
Overall 92%

GAUNTLET 2
Conversion of the arcade game which goes down pretty well really. Nice animation and attention to detail make it a fairly playable effort.
Overall 84%

GB KID
Nutty prehistoric adventure, which suffers from being far too easy.
Overall 74%

GHOSTBUSTERS 2
Original gameplay and hectic busting action ensure this is one to be remembered.
Overall 80%

GOLF
One of the best golf games ever, let alone on the Game Boy. Bunkers, water, bogeys the lot, it's a must for golfers everywhere.
Overall 90%

GREMLINS 2
Majestic platformer, behold the heavenly gameplay and wonder at the cute little Gizmo as he slaughters the sublimely drawn gremlins. Oh, how I wish every platformer was like this.
Overall 91%

HAMMERING HARRY
Smashing platformer that doesn't hold back in terms of sheer playability. The graphics round of one hell of a decent game.
Overall 81%

HOOK
Standard platform affair which sort of follows the film, but doesn't really hold much lasting appeal or excitement.
Overall 78%

HOME ALONE
Quite literally one of the saddest most demented games ever to be seen in this universe.
Overall 18%

HUMANS
Boring, slow, irritating Lemmings rip-off. Unoriginal uninspiring but may appeal to some puzzle freaks.
Overall 67%

HYPER LOAD RUNNER
Good platform/puzzle game which is surprisingly addictive when persevered with.
Overall 80%

HUNT FOR RED OCTOBER
Perfectly playable shoot-'em-up, which completely avoids the film's story line, still it's a fine underwater blast.
Overall 82%

JOE AND MAC: CAVEMAN NINJA
Difficult stone age platform game which features some fine graphics. Unfortunately, it is let down by it's boring gameplay.
Overall 65%

JURASSIC PARK
A massive arcade/adventure that is worth playing if your after a time consuming challenge
Overall 83%

KID DRACULA
Easy, kiddies platform game, nice graphics but it won't take long to complete.
Overall 69%

KID ICARUS
Conversion of the old NES classic. This platformer works better on the Game Boy than it ever did on the NES. Well worth a look.
Overall 71%

KIRBY'S DREAM LAND
Supremely playable platform game which is very cute and graphically stunning. It's very easy though which is a shame as it could have been a classic.
Overall 90%

KUNG-FU MASTER
Basic beat 'em-up with very few moves. It's far to easy though to keep you playing for longer than an hour.
Overall 38%

KWIRK
A good puzzle game which is very similar to *Boxxle*. Still it is a challenge and very addictive.
Overall 80%

LAMBORGHINI AC
Below par racing game, which is uncontrollable and very boring to play. Steer around it.
Overall 45%

LEMMINGS
Classic puzzle game which is humorous, exciting and very playable a fine addition to any collection.
Overall 90%

LETHAL WEAPON
Hardly lives up to the film's reputation. It's unplayable and generally uninteresting.
Overall 38%

LOONEY TOONS
Good selection of sub games and good platform action make this a playable and fun experience.
Overall 82%

MARBLE MADNESS
Arcade conversion which is not bad, but suffers from slowness and bad control.
Overall 67%

MAX
Very dull and average platform game, nothing new really, seen it all before.
Overall 81%

MCDONALD LAND
Another standard platformer with some nice graphics but would have been better with a free burger voucher.
Overall 70%

MEGAMAN
Playable platformer with loads of bosses and weapons which isn't quite original enough to be considered a classic.
Overall 86%

MEGAMAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics though and fine playability.
Overall 83%

METROID 2
Enormous arcade adventure which has dull graphics but absorbing gameplay. Well worth playing for a lasting challenge.
Overall 61%

MICKEY'S DANGEROUS CHASE
Average platform games run riot on the Game Boy and here is another one. Everything about it is dull. May appeal to younger players though.
Overall 68%

MOTOCROSS MANIACS
Really weird bike game with good ideas. No lasting appeal but fun for a short while.
Overall 72%

MR DO!
Arcade classic brought to the Game Boy in considerable style. Terrible graphics but playability goes off the scale.
Overall 88%

MYSTIC QUEST – FINAL FANTASY ADVENTURE
Large adventure, but the control method takes some getting used to. Fine graphics create a good atmosphere. Worth shelling out for, one of the best adventures around.
Overall 79%

NAVY SEALS
Film license platformer which just manages to raise its head above the crowd of mediocre releases.
Overall 74%

NEMESIS
Dated shoot-'em-up which has dull graphics, boring gameplay and absolutely no outstanding features to make it worth purchasing. Serious shoot-'em-up fans only.
Overall 63%

NEMESIS 2
Why release a game which is so similar to it's predecessor it's hard to tell one lame duck from another.
Overall 60%

NIGEL MANSELL WORLD CHAMPIONSHIP
Second only to F1-Race in terms of playability and options. There's a whole season to get through so it certainly lasts.
Overall 78%

NINTENDO WORLD CUP
The guys wandering around the pitch look more like tubs of lard rather than footballers. It's not as much fun as lard though. Appalling graphics and playability.
Overall 40%

OTHELLO
If you're into othello in general, then you'll love this. Holds no lasting appeal for the uninitiated.
Overall 57%

PAC-MAN
Brings back the old arcade game and presents it with style and panaché. Very playable and very addictive, great fun.
Overall 81%

PAPERBOY
As much fun as getting up at Six O'clock on a Sunday morning and dragging a sack load of supplements around town.
Overall 47%

PAPERBOY 2
With playability, graphics and sound this bad it's hard to see why this was released at all. Another sequel which doesn't improve on the original, sad.
Overall 36%

PARODIUS
Good to see that Konami have improved their shooters, this is very playable and marvellously silly.
Overall 85%

POPEYE 2
Nothing original about this one but it is playable. All the characters are recognisable, so I guess that means the graphics are good, not bad at all.
Overall 77%

POPULOUS
Excellent strategy game, brilliantly detailed graphics and massive longevity means you'll be playing this well into the year 2000.
Overall 82%

POWER PAWS
Boring puzzle game. Don't buy this if you want a brain bender there's better available.
Overall 56%

PRINCE OF PERSIA
Superb adventure/puzzle game with very impressive animation and challenging gameplay. Very good indeed.
Overall 90%

PRINCESS BLOBETTE
Why on earth is shoddy, rubbish like this ever churned out. Do yourself a favour and burn every copy you see.
Overall 20%

PRINCE VALIANT
Curiously playable beat-'em-up which has nice graphics and plays very well too.
Overall 75%

PROBOTECTOR
Good platform blaster with non-stop action, great sound and graphics and lovely playability.
Overall 82%

Q-BERT
Really old puzzle game, which is going through a bit of a revival, good fun.
Overall 78%

QIX
Strange puzzle game which is excellent fun on two player link up. Don't be put off by the graphics it is worth a go.
Overall 60%

QUARTH
A bit like *Tetris*, but then a bit like nothing ever seen before. Very original and very playable, great game.
Overall 84%

RADAR MISSION
Just like *Battleships*. It's only fun on the two player option, but not for long.
Overall 59%

RAGING FIGHTER
Big bolshy beat 'em-up, but is unplayable and soon loses it's limited appeal.
Overall 48%

RAMPARTS
Odd strategy game which becomes very difficult, if you want a good strategy game stick with *Populous*.
Overall 59%

REVENGE OF GATOR
Good pinball game which has the added attraction of a two player link-up. Good graphics, mighty playable. An all round good egg.
Overall 87%

ROBIN HOOD
Original adventure game with lots of puzzle solving and wandering about. Atmospheric graphics create a good romp around Sherwood.
Overall 85%

ROBOCOP
Large platform game, that oozes playability and conveys the atmosphere of the film superbly. Worth buying for a lasting challenge.
Overall 89%

RODLAND
Cute arcade game which draws inspiration from *Bubble Bobble* and many other games of this type. Very good though and well worth the money.
Overall 86%

R-TYPE
Best shoot-'em-up for the Game Boy. Difficulty level is set just right to create a playable and lasting game.
Overall 90%

SHADOW WARRIORS
Standard beat 'em-up effort, which doesn't stand out at all.
Overall 76%

SIDE POCKET
Great fun if you're into Pool, but you will get bored quickly.
Overall 57%

SKATE OR DIE
Uncontrollable skating game, which boasts some detailed graphics but is sadly let down by the playability.
Overall 63%

SKATE OR DIE 2
Interesting skating platform game, which is playable and quite original.
Overall 78%

SNEAKY SNAKES
Excellent 3-D arcade game from RARE. Brilliant graphics and great gameplay make it a very original and exciting product.
Overall 88%

SOLAR STRIKER
Dull vertical shoot 'em-up that looks the same all the way through.
Overall 40%

SOLOMON'S CLUB
Inspiring puzzle game that owes a lot to the NES original but much better implementation, very good.
Overall 82%

SPEEDBALL 2
Amiga conversion of the classic futuristic football type game which is very slow, the graphics are badly drawn and sadly misses the mark.
Overall 63%

SPEEDY GONZALES
Cute, slick game which plays well but becomes tiresome and irritating the ferther you get.
Overall 70%

SPIDERMAN
The best of the series. tricky bosses, lots of moves and well thought out gameplay, buy this if you're a fan of the comic.
Overall 80%

SPIDERMAN 2
More Marvel mayhem which is too similar to the original to get many people excited. More original gameplay required.
Overall 75%

SPY VS SPY
Original puzzle/strategy game which first appeared years ago on the C64. Works well on the Game Boy and well worth a look.
Overall 78%

STAR WARS
Absolutely wonderful platform game, involving, playable, atmospheric, in fact everything you want in a platformer.
Overall 93%

SUPER HUNCHBACK
Luscious graphics and humorously playable, no humps here, just a solid well programmed platformer.
Overall 87%

SUPER KICK OFF
Superb soccer game, with masses of playability. Small sprites, but they move well and don't hold back the general wholesome quality of the game.
Overall 85%

SUPER MARIO LAND
The game that spawned a hundred clones. A real challenge this but the graphics now look slightly dated.
Overall 92%

SUPER MARIO LAND 2
Amazing graphics, great originality for a platform game but far to easy, should have been a bit bigger too.
Overall 85%

SUPER RC PRO-AM
One of the best four player link up games around, but a bit easy if your playing it on your own.
Overall 84%

TAZ-MANIA
Looks good, but then looks aren't everything are they? A bit of playability would have gone down well.
Overall 54%

TALESPIN
Quite a tricky shoot-'em-up this. Features characters from the cartoon, but certainly won't appeal to younger players when it's this difficult.
Overall 65%

TENNIS
Buy this and you need not buy another tennis game. The two player link-up works superbly. Sheer brilliance.
Overall 92%

TETRIS
What can you say about this simple, yet possibly most addictive game ever to be made except that it astounds and astonishes.
Overall 95%

TINY TOONS
Superb platform game that features original bosses and smooth playability. Pure style.
Overall 90%

TITUS THE FOX
A rare thing to have a platform game with a link option. It is good on two player, but not on your own.
Overall 65%

TOP RANKING TENNIS
Offers a few more options than *Tennis*, but isn't as playable. Buy it if you can't get hold of *Tennis*.
Overall 87%

THE ADDAMS FAMILY
A considerably large platform adventure, that has nice graphics and plays pretty well to. Once you're into it you won't be able to put it down.
Overall 81%

THE EMPIRE STRIKES BACK
Plays very well and the graphics are very good. Not quite as polished as *Star Wars* though.
Overall 80%

TMHT
The Turtles make their GB debut in this slick all action platform beat-'em-up. Fine graphics and playable, not bad for a bunch of green misfits.
Overall 80%

TMHT 2
More of the same, but even better. One of the rare sequels which has learnt from the original and used that knowledge to produce a better game.
Overall 83%

TRACK AND FIELD
Button bashing sport simulation which is good fun if you want to destroy your Game Boy in 10 minutes flat.
Overall 70%

TRAX
Strange multi-directional shooter which is far to repetitive. What ever happened to variety and playability?
Overall 37%

UNIVERSAL SOLDIER
This platform game is an average, standard, dull, boring, pile of bolts - Just like Dolph Lungren.
Overall 57%

WWF SUPERSTARS
Why wrestling games were ever deemed viable is a mystery to me. This uncontrollable mess of a game looks as appealing as Hulk Hogan's T-shirts.
Overall 33%

YOSHI'S COOKIE
Great fun on two player link-up. Very playable on your own too. A really good *Tetris* clone.
Overall 78%

ZELDA IV – LINK'S AWAKENING
Unanimously acclaimed as the best Game Boy game of all time. This vast adventure takes playability to the limit and the graphics are quite breathtaking. Buy now, off you go, go on!
Overall 96%

ZEN – INTERGALATIC NINJA
Pretty good nothing new, but you'll like it until numbness sets in during the later levels.
Overall 71%

PROJECT REALITY

STREET FIGHTER III
Knocks the stuffing out of Sega's *Virtual Fighters*. And you get to see Chun Li and Cammy as you've never seen them before!
Overall 98%

SUPER MARIO BROS V
Ha! April fool! Made you look, though. You might think that this section, with its incredibly tiny text and no pictures, might not be a very interesting read, but if you're thinking about buying a game that was released before SUPER GAMER arrived, it'll be in here, somewhere. SUPERPRO covered all the Super NES carts, and the NES and Game Boy titles have been given the once-over by former Nintendo Hotliner Keith Pullin, who knows his onions (and other veg). You can trust our ratings (if you can see them...)!

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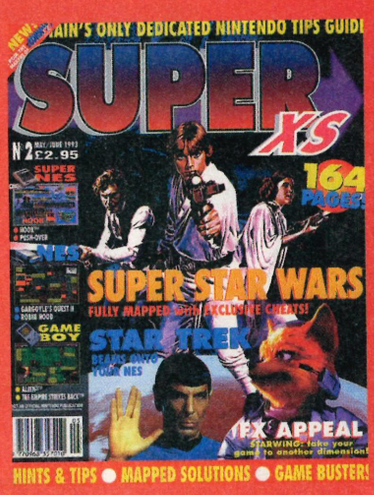

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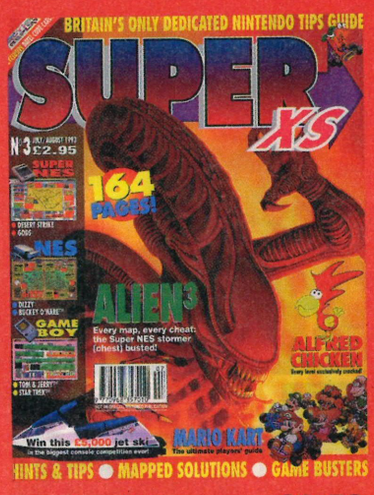

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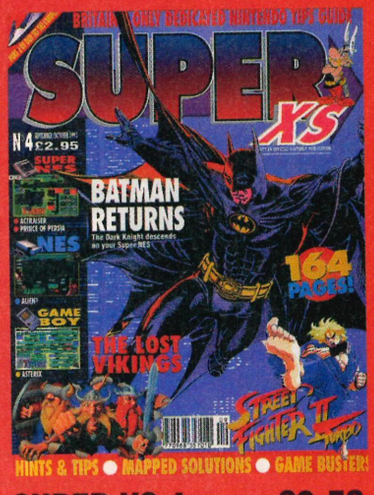

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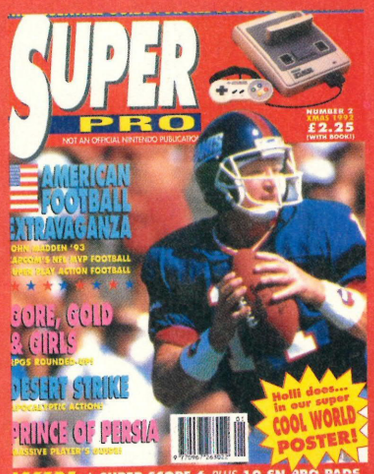

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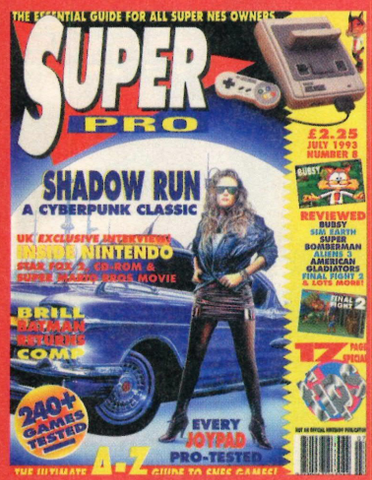

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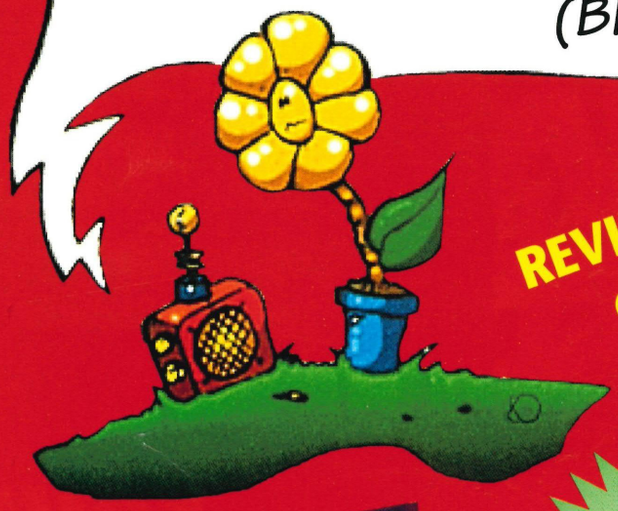

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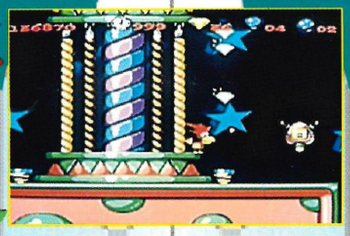

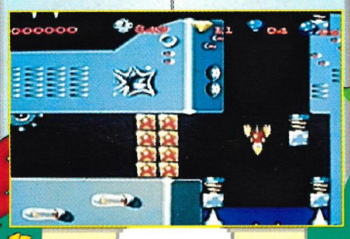







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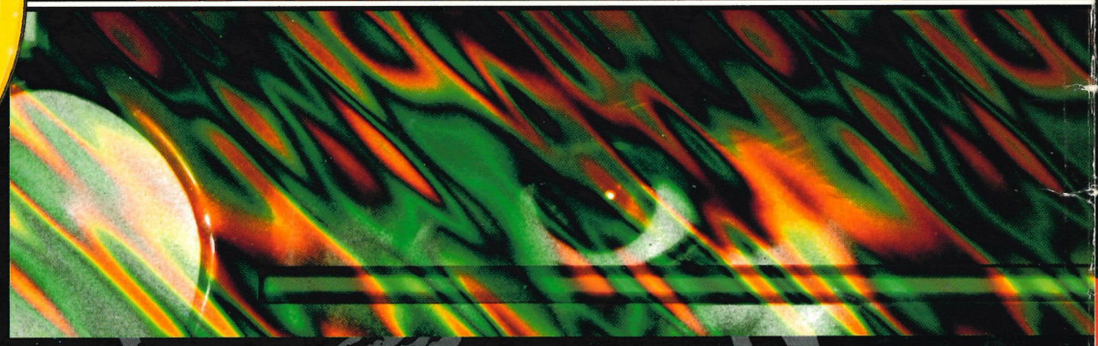
down behind ENEMY LINES



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