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JUNGLE BOOK
METAL MARINES
DESERT FIGHTER
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SUPER GAMER MAY '94 ● CHOPLIFTER III ● DESERT FIGHTER ● JUNGLE BOOK ● ARGONAUT ● TIME TRAX ● TIPS A-Z

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

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"It's loose!"



SQUARE-JAWED HERO: "My gahhd! What is it, token scientific type?"
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DIM-WITTED EXTRA: "SUPER GAMER? What's that?"
TOKEN SCIENTIFIC TYPE: "It's without a doubt the greatest Nintendo magazine ever created... and it's loose on the newsagents' shelves of Britain!"
SQUARE-JAWED HERO: "My gaaaaahhhhhd! There's no telling what damage it could cause to the sales of lesser magazines!"
UNAMUSING COMIC RELIEF: "How can we stop it?"
TOKEN SCIENTIFIC TYPE: "There's no chance of that, I'm afraid... it's just too powerful to contain. All we can do now is read its unbiased and informative reviews, make use of its unrivalled hints and tips section, marvel at the in-depth interviews and features and pray the creators don't have to bind their heads to stop them swelling!
SQUARE-JAWED HERO: My gaaaaaaaaaahhhhhhhhhh – (cough, hack, choke) – hhhhd!
EXTRA WHO GETS HORRIBLY KILLED IN THE THIRD REEL: Arrrgh!

SUPER GAMER – GET IT... BEFORE IT GETS YOU!

SUPER GAMER

ISSUE 2 MAY 1994

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HOT GAMES THIS ISSUE!



CHOPLIFTER III



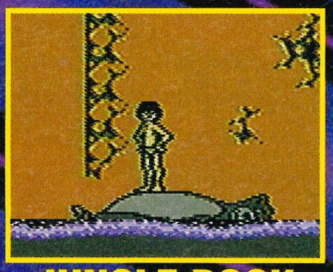
DESERT FIGHTER



CLAYMATES



THE CHAOS ENGINE



JUNGLE BOOK

REVIEWS

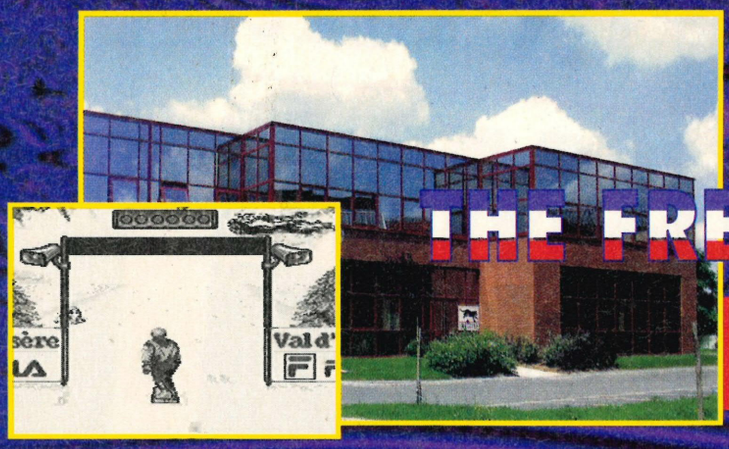
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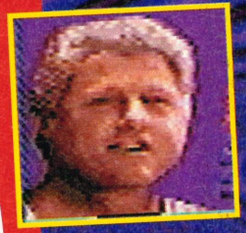
LORICEL
THE FRENCH CONNECTION

French mega-programmers Loricel reveal all to SUPER GAMER on page 24!

TIME TRAX
BACK TO THE PRESENT!



We go behind-the-scenes with Malibu's latest time travelling epic. Full interviews plus in-depth preview starting on page 22



ARGONAUT

WE TALK TO JEZ SAN

Full interview with the man behind *Stunt Race FX*, *Vortex* and *Starwing 2* on page 26!



EXCLUSIVE CHEATS!
NBA

We reveal all the character codes, plus the amazing Juice mode – turn to page 101!

SUPER XS
THE ULTIMATE PLAYERS' GUIDE

SUPER EMPIRE STRIKES BACK 83
THE LAWNMOWER MAN 95
BUSTERS 100

The Nindependent SUPER GAMER BREAKS ALL RECORDS!

By our man on expenses, Barry Loathsome



Three of the 'posse' attempting to be 'street' and 'unstoppable', whatever that means.

No-one could have predicted that SUPER GAMER, Britain's newest and biggest Nintendo magazine would have become the overnight success story that it is today. Newsagents all over the country have reported that issue one literally "flew off the shelves" faster than Madonna's "Sex" and Margaret Thatcher's "The Downing Street Years", as Nintendo owners discovered that SUPER GAMER is the only Nintendo magazine for them!

For an in-depth report on this publishing phenomenon, we sent our man, Barry Loathsome to SUPER GAMER Towers in Bournemouth for an exclusive interview with the man at the heart of the magazine: Damian Butt.

Nin: How do you explain the widespread euphoria over what is, let's face it, just another Nintendo magazine?

DB: What!? Listen Barry, do you want a kick in the goolags?

Nin: Well, no....

DB: SUPER GAMER is NOT 'just another magazine', it's what Nintendo owners have been crying for. 132 pages of dedicated, in-depth coverage. More reviews than anyone else. Bigger features, exclusive interviews – more tips than you can possibly read in a week! All this makes SUPER GAMER the only logical choice in an insanely overcrowded market (although unworthy magazines are dropping out all the time!). Forget official titles that do more Japanese coverage than UK, SUPER GAMER gives you hugely colourful reviews of all the games that you can buy *now* – not next year! Let's face it, if you went to the shops to buy *Lethal Enforcers* and the curiously vacant expression of the assistant tells you that they've never heard of it, you'd be mad, right? But, faced with returning home empty handed, you start to browse zombie-like through the shelves; finally buying a game you've only slightly heard of (but is a big movie or sport licence) and then regretting it. It's happened to me, so I know what it's like being fooled by the box and then finding a turkey staring back at you from the screen.

Nin: How does SUPER GAMER feel about the price of...

DB: Games are far too expensive, obviously. Ask any reader what they think and this is the number one gripe. The equation is simple: high prices mean less people buy games a year, so companies don't sell many copies, this means they want to produce for the 'next big thing' (which always claims that the games will be cheaper, but never is), or worse, they get out of the console market altogether.

It's already happening folks. EA moved back out of the Nintendo market because Sega aren't as expensive, and more and more companies are cutting Game Boy and Super NES titles from their lists. Should we allow this to happen? Hell no! The Super Game Boy (see News) is a great way of making cheap games and increasing the market, but the Super NES games will suffer because everyone will buy the Game Boy versions instead (being less than half the price!).

What Nintendo needs to do now, is reduce the price of Super NES games for everyone – not just themselves. Perhaps introducing a budget range of older games as Sega have done. SUPER GAMER knows for a fact that most Super NES owners buy their games second hand, and this does not show on any software company's sales lists, so as far as they are concerned – it doesn't happen, but it does, more and more. Listen to your customers Nintendo, they are not as happy as you think they are.

Nin: Big talk, but what are you going to do about it?

DB: Apart from consistently telling Nintendo what the problem is, there's not a lot we can actually force them to do. We all know they are making an absolute fortune before the bubble bursts, but it doesn't have to burst – the Super NES has a good few years yet. It is only because Project Reality seems so advanced that they are effectively killing off a perfectly healthy console (or a young seal pup, whichever stirs your emotions the most!). However, I'm sure that if every single SUPER GAMER reader sends me one postcard with "LOWER YOUR PRICES NOW NINTENDO" on it, we could present the big "N" with enough evidence to get something done!

Nin: What do you think about Project Reality?

DB: Well if I was being facetious I would say that we are writing a huge feature on Project Reality with lots of pictures taken from massive Silicon Graphics machines (but have nothing to do with Nintendo), and reams of text that in fact says nothing about the system at all.

This is what everybody else is doing, and really we should produce something, but it's all so false isn't it? Jumping on the bandwagon, no factual information, just filler articles, with everyone saying "exclusive Project Reality revealed" on their covers. Yawn-a-rama-city! SUPER GAMER will cover Project Reality if and when we hear something concrete – not before. What we really should be writing about is why are Nintendo intent on killing off the Super NES almost before it has got going?

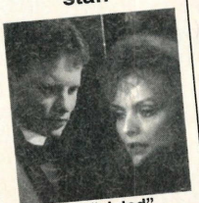
Nin: After the spectacular debut issue, how can you follow SUPER GAMER #1?

DB: Easily. When you're the best – it just comes naturally. This issue we have previews of the three big football games coming out this summer: *FIFA Soccer*, *Kick Off 3* and *World Cup Striker*. Ace reporters Ryan and Keith probe Malibu games, French company Loricel and of course a complete in-depth interview with Jez San, the man behind *Stunt Race FX*, *Vortex* and *Starwing 2*!

SUPER GAMER reviews more games than anyone else – with over 20 reviews every month, including the terrific shoot-'em-ups *Choplifter III* and *Desert Fighter*. We've also got the concluding parts of the *Super Empire* and *Lawnmower Man* solutions, as well as exclusive *NBA Jam* character codes, and the complete A-Z of tips and Nintendo games. Nobody offers you more from the world of Nintendo. We are The Nintendo magazine!

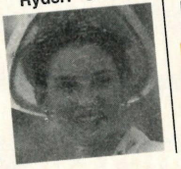
RYDER "GUTTED" AT EDITOR'S DECISION!

by our sports staff



Pfeiffer: "elated"

Winona Ryder was reportedly "gutted" at SUPER GAMER editor Damian's decision to choose Michelle Pfeiffer for this issue's obligatory celebrity picture-doctoring excercise. "It should have been me!" she complained. Next issue, Keith "by name and by nature" Pullin will be seen with Pamela Anderson, except that won't be faked, damn him.



Ryder: "should"

DESIGNER THREATENED WITH SACK IF HE USES PICTURE OF JANINE TURNER AGAIN SHOCK HORROR PROBE EXCLUSIVE!

Unfortunately, it's the only half-decent picture of our remarkably unphotogenic arty bod. Your P45's in the post, Andy.



LATE NEWS

Brain transplant concealed by pair of woman's pants in bizarre in-joke terror! Millions bemused! Egos bruised!

BOURNEMOUTH COMPANY PRODUCES EVEN MORE TOP VIDEO GAMES MAGS!

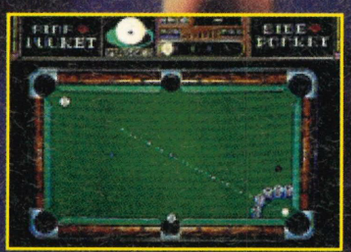
Strange but true! Bournemouth, once known only for its hordes of old people, is now a veritable nexus for a plethora of well smart CPU-driven entertainment publications! Ho yus, as if SUPER GAMER isn't enough, SEGAPRO, SEGA XS, PC POWER, MEGA POWER, CD32 GAMER and SEGA SOLUTIONS are also putting the frighteners on inferior publications at a newsagents near you! Plus, if you ask nicely and bung a cheque Karen's way (see p128), you can get back issues of SUPER GAMER's ancestors, SUPER XS and SUPERPRO, crashing through your letterbox as well! Subscribe to SUPER GAMER! Subscribe to all of them! Nyah hah haaahhh! (Sorry.)

YOU
DON'T HAVE TO PLAY HERE



AS PLAYED BY RONNIE O'SULLIVAN ON GAMES MASTER!

Super NES



Mega Drive



Game Gear

"The best example of the sport to date."
NINTENDO MAGAZINE SYSTEM

"We can't recommend this one highly enough!"
TOTAL

"Simply the best pool sim around."
SUPER GAMER

The
Most Realistic
Pool Game on
The Market.

Side POCKET™

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EXCLUSIVE NINTENDO NEWS! SUPER GAME BOY ANNOUNCED!

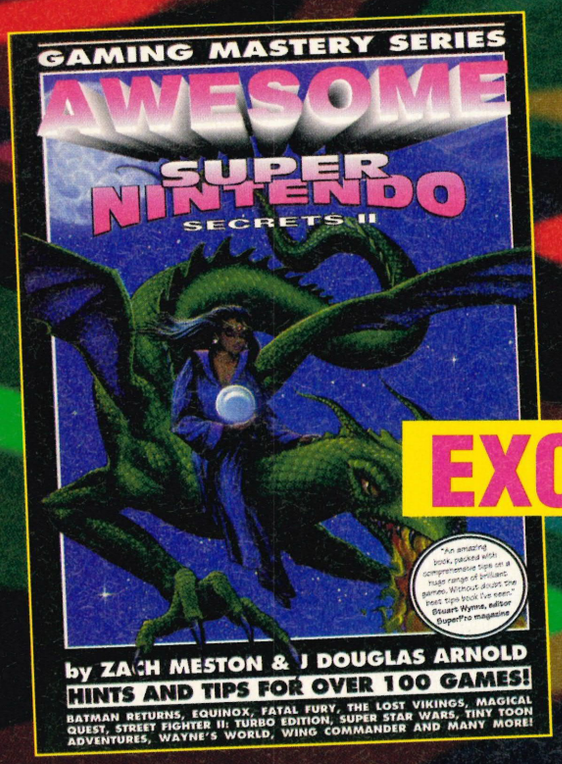
NEWS

The biggest news this month is that Nintendo are going to release an adaptor that will allow you to play Game Boy games, in colour, on your Super NES! The Nintendo's own adaptor, named the Super Game Boy will retail for $60 (about £40) and allow any of the 350 Game Boy games to be played on a full sized TV complete with stereo sound!

SUPER GAMER has also learnt that you will be able to choose different borders around the screen, and even design your own in a special *Mario Paint* type program. Future Game Boy games will be specifically programmed to show up to 256 colours through the Super Game Boy and the Super NES sound chip will be able to translate the music and FX into proper 16-bit soundtracks.

With many top selling Game Boy games outselling Super NES ones, this is the best thing that could have happened for owners of everyone's favourite hand-held. Not only are there a huge number of top class games to buy at low, low prices, but you can also expect to play games like *Link's Awakening*, *Monster Max* and *Warioland*, which were not ever going to be released on the Super NES. Hey presto! The Game Boy games market will be instantly rejuvenated and developers will program more games because they are much cheaper to produce and to buy. Just think Super NES owners, you can now get top quality games for just £20! Don't forget that there are also a huge number of budget games for the Game Boy; just waiting to be snapped up.

The Super Game Boy will be officially released on 6 June, look only to SUPER GAMER for all the latest information on Nintendo products. We will have a full feature on the Super game Boy as soon as we get it in.



EXCLUSIVE BOOKS OFFER!

SUPER GAMER magazine values its readers so much that it is offering every single one of you the chance to buy *Awesome Super Nintendo Secrets II* at a fantastically reduced rate. This fabulous 300-page tips and cheats extravaganza contains gaming strategies for many top Super NES titles and is an essential addition to every Nintendo gamer's collection. So how do you get a copy of this hardly plugged at all Paragon publication? Well, if you include the voucher (below) with your order, you can get £1.50 off the £9.99 RRP – that means it will only cost you £8.49! *Awesome Super Nintendo Secrets II* is the perfect birthday present, and its plethora of information is guaranteed to get any gamesplayer out of trouble. Do you know someone stuck on their Super NES? Get it today (er, the book that is).

Here's what you have to do, send your voucher, plus a cheque or postal order for £8.49 to *Karen Sharrock's groovy SNES book offer at Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Karen will immediately send you your copy of the book the moment she receives it, but you will not get a discount if the voucher is not enclosed (and we don't mean photocopies!). Only full colour vouchers will be valid.

YES!

I want £1.50 off ***Awesome Super Nintendo Secrets II*** please, Karen.

As well as this voucher I have enclosed my cheque or postal order for £8.49. I understand that this offer only applies to my first book, any others must be either paid in full or accompanied by another voucher. Oh, and Karen – keep smilin' and stop ringing in for those competitions on 2CR FM!

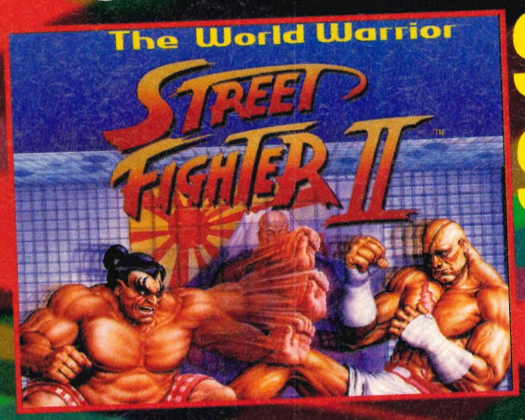
PROJECT REALITY will be cart based

Nintendo recently announced that instead of CDs, the Project Reality system set to appear at the end of '95 will be cart based. This means instant access to any part of the game, but can the huge games (up to 100Mbits) that Project Reality is currently boasting possibly fit on mere silicon? SUPER GAMER has the full inside view next issue.

Be a winner with Wynne

News is just reaching the SUPER GAMER news module of a brand new quarterly magazine specifically for owners of the CD32. AMIGA CD32 GAMER (cool name) is 68 pages of reviews, news and features – all for Commodore's latest CD based system. Not only does this high class publication include reviews of every single CD32 game ever, there is also news of all up and coming games as well – the whole story! Heading the experienced editorial staff is Stuart Wynne, formerly editor of SUPERPRO and all-round technical genius. AMIGA CD32 GAMER is the only magazine for this new console and so if any of you have one, or know a friend who has, get them to buy AMIGA CD32 GAMER now! It's on the shelves as you read this, priced £3.99. You'd be a fool to miss it!





Super Street Fighter DELETED?

Rumours about Capcom's sequel to the sequel of *StreetFighter II* are abound as it was revealed that it may never be released because it would be too expensive! The 32Mbit cart was recently tested at Nintendo UK, but there are fears that a game of this size could easily cost £80! Capcom officials are worried that despite the hype surrounding the coin-op at the moment, the game would not be 'economically viable.'

Let's face it, *Super StreetFighter* is just the same game with more characters, or is it? The coin-op features not only new characters Fei Long, Dee Jay, T Hawk and Cammy, but it is substantially faster, features loads of new moves including the 'Super combo', and even a new super move bar that you must charge up first. All these special additions are included in the proposed Super NES version, but the decision has still to be made as to whether console players will get their hands on it. SUPER GAMER believes that with the dazzling *Mortal Kombat* on the way in September, Capcom would be missing out on the chance of a lifetime. Without *Super StreetFighter, MK II* will crush any opposition, even outselling the first game which itself broke all the records. Are Nintendo gamers tired of countless *StreetFighter* games? Write in and tell us and we'll talk to Capcom on your behalf.

Meanwhile, the latest news about the *StreetFighter* film is that Jean Claude Van Damme has been secured as one of the leading roles. The muscles from Brussels will no doubt be either Ken or Ryu (bearing a remarkable resemblance), but rumours in Capcom say that he may in fact play all the characters!

Street Fighter II on CD



Yes it's true! Some fool has got Simon Harris to re-mix all the *StreetFighter II* tunes and sound effects to form another chart-busting song that will drive everyone completely mad. This so-obviously-a-sad-cash-in CD features six different mixes of what is essentially a very staid and lifeless song; using the main theme tune interspersed with the occasional "fight, or Ha dou Ken". Mixes include Psycho Crusher Radio Edit, Championship Club remix and 20-bit Super Instrumental. Each of the tracks has a welcome brief bit of banter from rapper Einstein.

Why produce such a record? Well, Super Marioland featuring the Ambassadors of Funk got to number eight didn't it? So some bright spark at Living Beat records thought this would be a good idea – 'fraid not. The thing is, Super Marioland was a joke song, no doubt about it, and people bought it so that smug Radio 1 DJs had to play it whether they liked it or not because it was on the "A" list – ha, ha!

Other examples of this sad fascination with terribly catchy joke records are Star Trekking by the Firm, anything by Jive Bunny, Tetris, Kinky Boots, Mr Blobby and most recently – the Doop song.

How embarrassed do you feel when someone else looks at your music collection and finds one of these little ditties? Very. Now however, the joke's over and we urge anyone with a brain not to buy this infernal CD. It's annoying, worthless (unless you want to put coffee cups on it) and because there are so many StreetFighter nuts out there it will probably get to number one. Damn!

ELSPA CHARTS

No-one can say the Gallup charts are predictable, as buying moods change radically month by month. Now we see *Super Mario Kart*, *Tournament Fighters* and *Aladdin* smashed from the top slots in the Super NES chart, to make way for *The Empire Strikes Back*, *NBA Jam* (of course) and *Sensible Soccer* (surprisingly) at number one! As football fever hits the Super NES – can *Sensible Soccer* possibly stay at the top for another month? A big surprise is *Winter Olympics* at number four. As you may have read on page 68, this is one of the worst game for the Super NES, but cleverly, US Gold didn't allow any magazines to review it before it hit the streets. Now we know why!

Only a small shuffle in the Game Boy top three this month, with *Link's Awakening* dropping down to two, and *Super Mario Land 2* rising to the top slot. Almost all of the games featured this month have been in the charts for some considerable months now, begging the question, what will be the next biggest thing on everyone's favourite hand-held? *Monster Max*, *Warioland*, *Jungle Book*? The only way you can find out is by reading next month's SUPER GAMER.

Got an NES? Our condolences. No really, the NES charts doesn't seem to be moving at all. Still at the top is the barely playable *TMHT* by Konami, but now *Double Dragon 3* and the excellent *Micro Machines* are moving up to topple the Turtles. Unfortunately, due to the mad price cuts on NES games, this chart is highly unreliable. Expect to see *Jungle Book* making a dent soon.

ELSPA – European Leisure Software Publishers Association Ltd

COMPILED BY GALLUP

THIS MONTH'S CHARTS

▲: Hot ▼: Not

NE: New Entry –: Same

SUPER NES

1	NE	Sensible Soccer	Sony
2	NE	NBA Jam	Acclaim
3	NE	Empire Strikes Back, The	JVC
4	NE	Winter Olympics	US Gold
5	▼	Super Mario Kart	Nintendo
6	▼	Aladdin	Capcom
7	▲	Striker	Elite
8	▼	Mario All-Stars	Nintendo
9	▼	Tournament Fighters	Konami
10	▲	Zelda III	Nintendo
11	NE	Sim City	Nintendo
12	▼	Starwing	Nintendo
13	▲	Mortal Kombat	Acclaim
14	▼	StreetFighter II: Turbo	Capcom
15	▼	Nigel Mansell's	Nintendo
16	▼	Jurassic Park	Ocean
17	▼	Cool Spot	Virgin
18	▼	Super Bomberman	Hudson Soft
19	▼	Flashback	Sony
20	▼	Super Star Wars	JVC

GAME BOY

1	▲	Super Mario Land 2	Nintendo
2	▼	Link's Awakening	Nintendo
3	–	Super Mario Land	Nintendo
4	▲	Lemmings	Ocean
5	▼	Jurassic Park	Ocean
6	NE	Kid Dracula	Konami
7	▼	Mortal Kombat	Acclaim
8	▲	Tiny Toons: Montana's Movie	Konami
9	▼	Golf	Nintendo
10	▲	Taz-Mania	THQ Int
11	▼	Kirby's Dreamland	Nintendo
12	▼	Nigel Mansell's	Nintendo
13	▲	Pinball Dreams	GameTek
14	NE	WWF King of the Ring	Acclaim
15	NE	World Cup	Nintendo
16	▲	Duck Tales	Nintendo
17	NE	Batman	Konami
18	NE	Star Wars	Ubisoft
19	NE	F1 Pole Position	Ubisoft
20	▼	The Flintstones	Taito

NINTENDO ENTERTAINMENT SYSTEM

1	–	TMHT	Konami
2	NE	Double Dragon 3	Acclaim
3	–	Crackout	Konami
4	▲	Operation Wolf	Taito
5	NE	Rescue	Nintendo
6	▼	Adventures of Lolo 2	Nintendo
7	NE	McDonaldland	Ocean
8	NE	Parasol Stars	Ocean
9	NE	Micro Machines	Codemasters
10	NE	New Ghostbusters 2	Nintendo

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ocean®



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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.



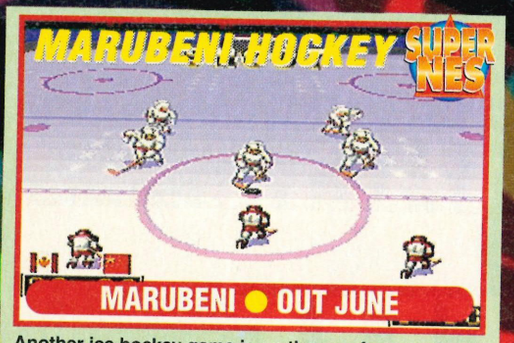
This totally psychopathic cat and mouse are currently revelling in fame created by a mere 20 second slot allocated to them on *The Simpsons*. They have taken the *Tom & Jerry* theory on life one step further with their outrageous pranks which often involve decapitation, mutilation and explosions. It's all good fun though, and they're friends to the end really. These crazy animals are bringing their feud to the Super NES. Watch out!



Based on a cult cartoon currently sweeping through the States at the moment, this car racing game looks hot. From the early previews, the game seems to be *F-Zero* with guns. However the twist in the gameplay appears when you complete a level and the action switches to a sideways scrolling beat-'em-up section. Featuring loads of characters from the cartoon, awesome graphics and an interesting mix of game styles, there are high hopes for this one.



After making an appearance on the Amiga early last year, Mr Faldo has decided to try his hand at putting a few birdies on the Super NES. The game isn't quite finished yet, but from what we saw it features stunningly detailed landscapes and looks to be one of the best golf games yet for the Super NES. With the golf season set to get back into full swing pretty soon *Nick Faldo's Golf* looks like the perfect alternative to watching it on television.



Another ice hockey game is on the way for your Super NES, and this one has the makings of something special. Featuring Mode 7 views and incredibly fast gameplay we're expecting great things from this. There are options galore to choose from, including a four player game using the Super Multi-tap, and three game modes including the chance to win a Gold Medal in the Olympic challenge mode! With four difficulty settings there should be plenty here to keep even the toughest players happy.



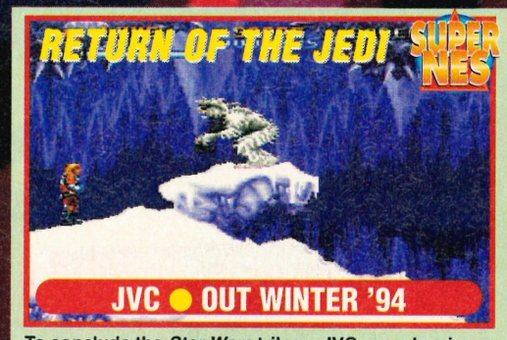
This is the game based on the original Hanna Barbera cartoon series. A cowboy cloud ghost (see them all the time) has stolen Ranger Smith's money, which was to be used to keep Jellystone Park running through the winter. Instead of hibernating like most of the other inhabitants, Yogi (being smarter than the average bear) sets out to recover the stolen money and save the park. With six levels including a sunken galleon and a ghost town, it looks like *Yogi Bear* should be worth a sniffing out.



Featuring the most ridiculous cartoon family ever, this time Bart attempts to get his spiky little head around a new concept in Springfield known as Virtual Reality. The game is almost finished and will be released on a 24Mbit cart, so we can expect a barrel load of cartoon style animation and special FX. If you thought *Bart's Nightmare* was big, then wait for this!



Spidey is the star of Marvel comics at the moment. His latest outing is a sideways scrolling beat-'em-up with large sprites similar to *Final Fight*, this is probably the type of game which Spidey is best suited to. The game is not quite finished yet, but with many of Spidey's arch rivals appearing as enemies and bosses throughout the game, it should appeal to fans of the comic, and beat-'em-ups. SUPER GAMER reviews it soon.



To conclude the *Star Wars* trilogy, JVC are releasing *Super Return of the Jedi*. The game is going to follow the story line from the film very closely, as with the previous two, and will include innovative gameplay and features. In fact there should be more 3-D flying sections than before, with the speeder chase through the trees on the planet Endor looking like it's going to induce a large adrenaline rush!



Magic Boy is a wizard's apprentice who has accidentally released all his master's monsters. Now he must re-capture them all! Very much in the *Rainbow islands* mould, this cute platformer features 96 levels and some very interesting gameplay touches. The version SUPER GAMER played was almost complete and seemed very playable indeed. There are loads of secret rooms to find and it is bound to keep the most fanatical platform fan, beaming with joy!

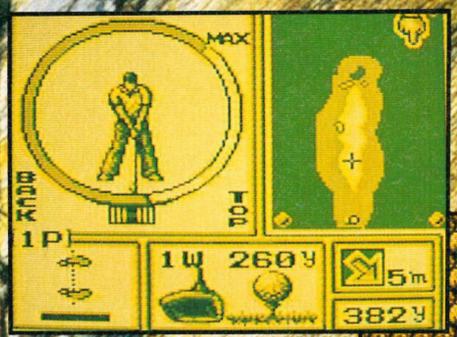
KONAMI

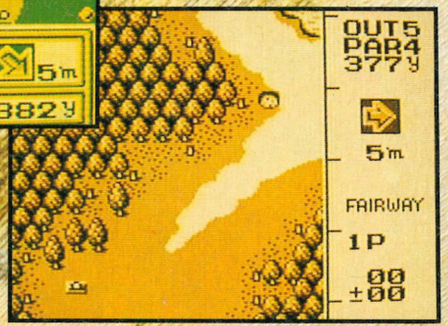
GOLF

FORE! The ultimate professional golf challenge is here! With two courses, 36 holes, and a whole host of features Konami Golf will leave you feeling trapped, soaked and very roughed up. You'll need a keen eye and a steady hand if you're going to take on the pros at their own game.

"...with great control, plenty of challenge this is an essential purchase that ranks up there with Tetris as a game that you'll come back to again and again."

CVG, March 1994.





BATMAN
The Animated Series

TINY TOON Adventures 2

MONTANA'S MOVIE MADNESS

TEENAGE MUTANT HERO TURTLES III
Radical Rescue

GAME BOY™ Nintendo

KONAMI

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FIFA INTERNATIONAL SOCCER





△ Unlike the Mega Drive version, this game has a great team stats comparison before each game.



▽ The action replay feature allows you to see the fact that the striker pulls out a gun, shoots the goalie at point blank range, then punts the ball wide. Sick as a parrot.



▽ Get 'im off! The refs can be tough or blind when deciding fouls.





△ Goooooooooal! Cor blimey, this was an easy caption to write.



△ Shown in action replay-o-vision, this is a perfect example of the superb headers you can acheive with skill.



△ FIFA includes highly accurate corner and throw-in sections where you can position your men in anticipation of the ball. Use the target cross hairs!

▽ This great digital screen appears when you score a goal.



PRODUCER
OCEAN (EA)
(061) 832 6633

PRICE
£TBA

CART SIZE
12MBits

There are some games that go down in history as the best of their generation. *FIFA International Soccer* on the Mega Drive is one of those games, and it was voted game of the year by SEGAPRO magazine, but can the Super NES conversion hope to do better? Only SUPER GAMER can give you the answer when we review the game next issue.

Jovial PR person Nick Clarkson from Ocean (who are now releasing EA games on the Super NES) made the trip to SUPER GAMER towers in sunny Bournemouth this month and brought with him an almost finished *FIFA Soccer* cart. Stop drooling Damian!

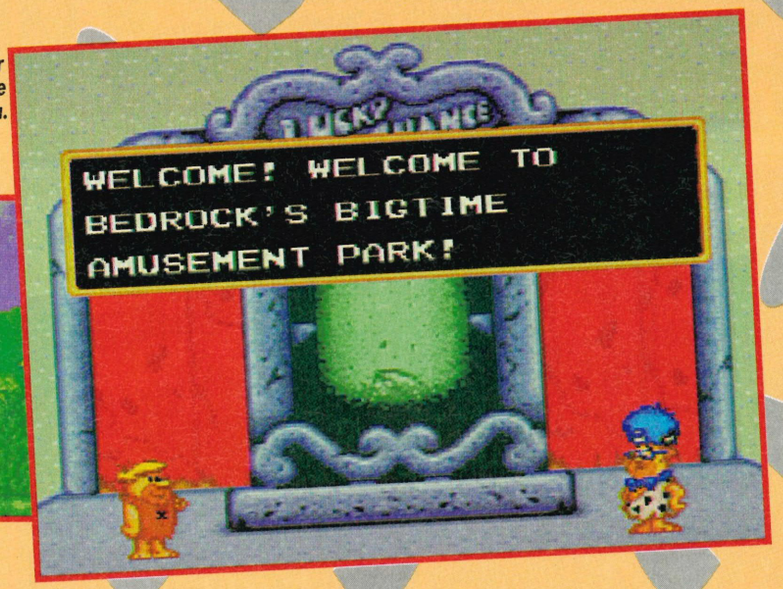
If you've never seen *FIFA*, the game is viewed isometrically so that you are either playing up or down at an angle to the goal. The graphics, as you can see from these exciting screen shots, are absolutely stunning and finely detailed to capture every aspect of modern football.

The players in your control have stars at their feet and all have a number of fancy moves at your disposal such as back heels, headers, chips and of course the varied range of goal-aimed shots. One of the best features of *FIFA* is that you can hit the 'sprint' button for a sudden burst of speed, and this can mean the difference between outrunning the defender and scoring, or getting overwhelmed and losing the advantage.

Apart from the superb graphics and truly booming StadiumSound™ effects, *FIFA* also contains a huge amount of options such as offsides, formations, tactics, game stats, action replays and it also contains every International team that will be playing in the World Cup.

FIFA is just one of nine(!) football games appearing in time for the World Cup this summer – who will win the cup as best game? Only SUPER GAMER can decide, next month.

▷ Get 30 clams and either character can visit the Carson fairground for the monster truck extravaganza.





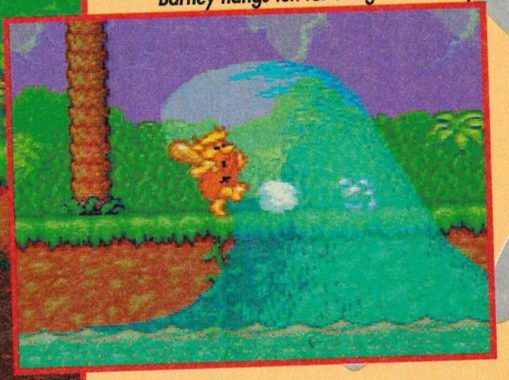
△ Barney has a close encounter with a prehistoric cow.

THE FLINTSTONES



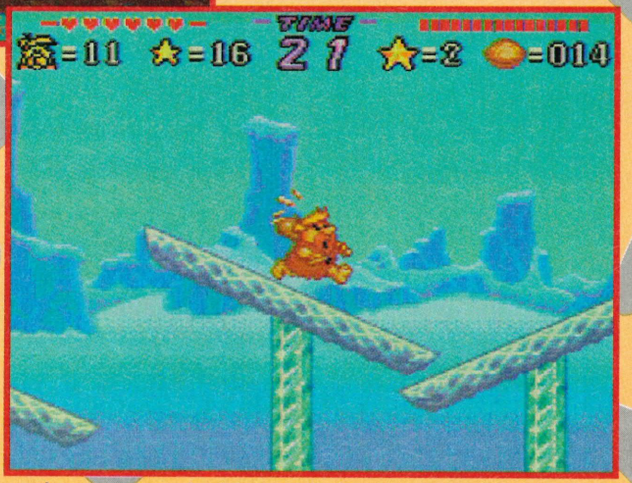
△ This shark will swallow Fred whole – if you let him.

▽ Make waves! Chunky semi-hero Barney hangs ten for a big Wednesday.



▽ Fred gets a right ticking off from Betty!





△ The snow zone on level three is full of treacherous icy platforms.

PRODUCER
BANDAI
(0489) 790944
PRICE
£TBA
CART SIZE
8MBits

No! I will not start this preview with Yabba dabba doo! Absolutely not, it's just so – well, tasteless. What's all this then, eh – a Flintstones game after so long, what are they playing at? I mean it's almost as if they were trying to cash in on the Hollywood film this summer or something.

Let's face it, Fred & Barney – you either love 'em, or you hate the way that in every episode a bird or a skunk turns to the camera and drawls out some amusing line about being used as a dishmop, or a stylus. What about the fact that no matter how bad things look, Fred always manages to save the day and get home in time to shut out the wild cat and then get locked out himself – ha, ha, how we laughed.

Unlike the fairly sad Mega Drive version, *The Flintstones* follows our prehistoric heroes around four massive landscapes, with each level set as a point on a giant games board. Fred and Barney must throw a dice to decide what square to land on, and then they must play through a horizontally scrolling platform level; collecting clams and treasure.

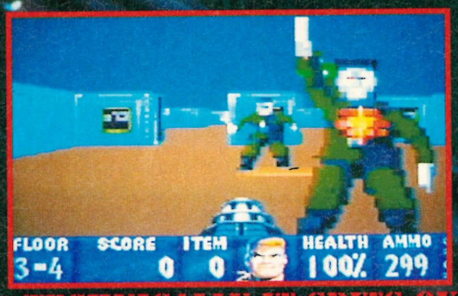
Collecting a total of 30 clams means you can visit the fun fair and play one of the hair-raising rides, or you can reach various shops, with handy items such as extra lives.

The real aim of each level, however, is to get to the stadium (usually found on the other side of the level) and challenge the the various colourful prehistoric characters to a mode 7 *Mario Kart*-esque race – be it on foot, or in your stone age motor.

As you can see, the graphics are highly colourful and crammed with a cornucopia of cartoon characters and capers. But you'll have to wait until next issue for the full review. Yabba Dabba don't-go-away!

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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KICK OFF 3



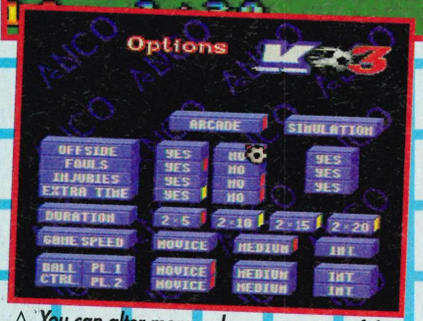
△ Like most football games, Kick-Off 3 goes OTT with the celebrations.



△ A powerful overhead kick sends the ball surging towards the net like a comet!



▽ A player keels over in pain after one of Keith's dirty tackles!



△ You can alter more or less any aspect of the game in your favour. Get those fouls off for a start!

▽ Choose a set play from 1-7, then execute it by the touch of a button. It's your job to find the net!





▽ This guy loves himself... it wasn't even that good a goal!



PRODUCER
IMAGINEER
(0753) 671 1686

PRICE
£49.99

CART SIZE
8MBits

If you're like me, and the very mention of the words "Kick-Off" trigger thoughts of uncontrollable players, tiny sprites and ultra-fast action, then don't fret because *Kick-Off 3* virtually rewrites the old format and the result is nothing short of spectacular!

Kick-Off 3 is one of the many football games released to tie-in with the impending World Cup, and it has to be said that with such thick competition, Imagineer's sequel looks set to be amongst the cream of the crop.

Perhaps the most striking feature is the new pitch perspective. Gone is the birds-eye view with teams consisting of only heads and shoulders whizzing around at breakneck speed! The action is now viewed at a horizontal angle similar to *Virtual Soccer*, with more onus on the visual appearance of the players themselves – and with more frames of animation, these guys certainly look the part.

Despite the subtle face-lift, *Kick-Off 3* remains true to its origins with the same tricky control method, however, there is now a novice option which allows you to play the game with the ball sticking to your feet.

In my opinion the greatest improvement is in the gameplay. Unlike most other football sims, your team mates have got minds of their own and this comes into great effect when taking corners and free kicks. You choose a set play from 1-7 (each play varies depending on where on the pitch you are), and then at the touch of a button, your fellow players start tapping the ball around in a sequence. You control the person at the end of the sequence and so you eventually determine whereabouts the ball will end up!

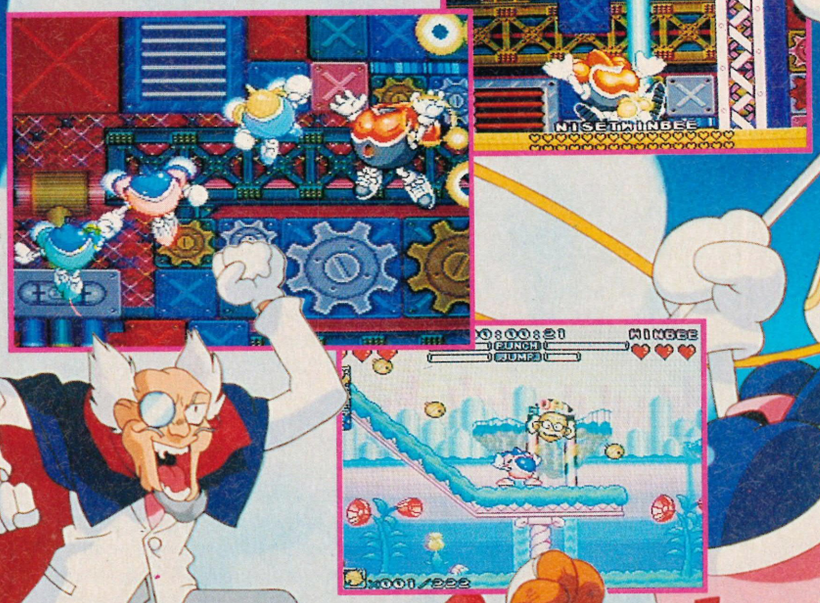
I could go on and on about the many new and exiting features, but as this is a mere preview I'll wait until I get my mitts on a review copy next issue, but mark my words this is one hot title!

"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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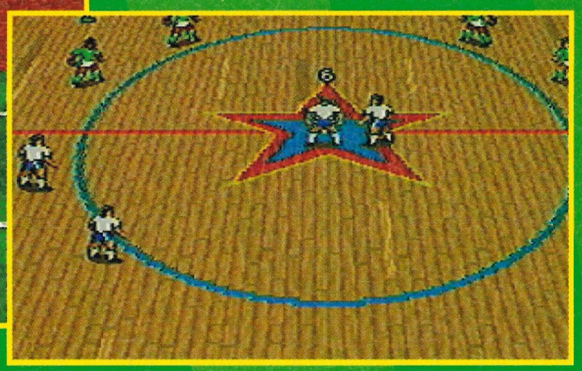
SUPER NINTENDO™
ENTERTAINMENT SYSTEM

KONAMI

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



△ What a goal! You don't see celebrations like this in real life.



▽ The indoor six-a-side is about to kick off.

WORLD CUP STRIKER



◁ Another top class goal as a result of a devastating diving header. Even Jimmy Hill will like that one!

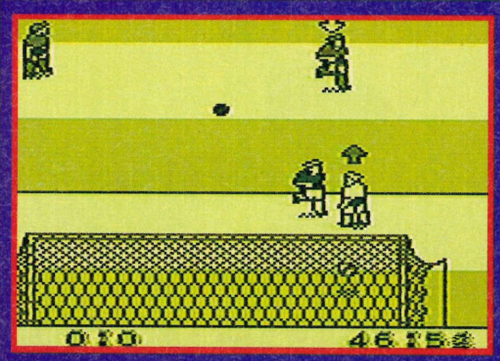


◁ The ref needs glasses! Looks like poor old Gazza will be out for the rest of the season!

▽ The team select screen has been given a face-lift.

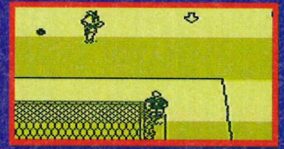


STRIKER GAME BOY



The world famous *Striker* is about to make its hand-held debut later on this year. These few shots should keep Game Boy fans happy for now, but expect a full review soon.





PRODUCER
ELITE
(0922) 55852
PRICE
£59.99
CART SIZE
8MBits

World Cup Striker is yet another contender for the ultimate World Cup tie-in football game and although the name alone will generate interest, it has a lot to live up to if it is to better its predecessor. After glancing through the endless lists of additional features, I was amazed at how many extra elements are included to make what was originally a classic game even better.

The extra memory space means that there's more room for international teams (the USA '94 qualifiers are all included, as well as eight extra teams including the "in yer dreams" England squad!), four different tournaments, and more additional pitch features than you could possibly imagine.

By this I mean more frames of animation on the players (they're also 33% larger than in the original), including emotions when goals are scored, a wider assortment of kicks including back heels, and, of course, that all-important foul button!

In my opinion the best feature is the multi-tap option. This allows up to five people to play simultaneously for hours of goal-frenzied action. Thankfully, Elite have included a battery back-up option to enable the player to take a breather whilst halfway through those gruelling tournaments, and keep those home-made teams stored safely away for a rainy day!

The new user-friendly menu system means that selecting the right options is no longer a tiresome chore. As well as new stadiums, pitch conditions, and formation controls, *World Cup Striker* also lets you select the partiality of the ref and the strength of the goalkeepers!

In short, the best just got better, and if you don't believe me, check out the full review next issue.

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TRAX OF MY TEARS

We take a trip to another time with Malibu's exciting new game licence!

Mention the words "Time Trax" to any British passer-by and they'd probably fix you a piercing frown and run away! However in the US it's an entirely different story, because *Time Trax* is a brand new Sci-Fi series featuring the adventures of a superhuman crime-buster, but more about that later. The fact is that THQ, under Malibu Games have spotted the impact that this series had on the American public and have snapped-up the rights to release *TT* on the Super NES. Ryan Butt probed Malibu for an insight into the game, the series and their rather impressive schedule for '94.

STORMING THE BOUNDARIES OF TIME

Meet Darien Lambert (below), captain of the Fugitive Retrieval Section in 2193 AD.

Darien grew up a normal child of his times, with an IQ of 204 and a speed memorisation rate of 1-2 pages per second... slightly above average. Darien was also a competent athlete, his best time for the 100 meters being 8.6 seconds... a time which would leave Linford in his tracks! As you can probably tell, human beings advance somewhat in the next two hundred years.

Extensive training in Beta Waves gave Darien the superhuman ability to slow down the speed in which visual images reach the brain, a term commonly known as "Time Stalling". This can be used to great effect when avoiding bullets, but alternatively it may be a gimmick for the TV series, so that Darien can get out of tight situations and traps, very much like Batman and his ever-resourceful utility belt.

After taking up a career at the International Police Academy and graduating top of the class, Darien was assigned to Fugitive Retrieval (a fancy name for a cop methinks!). About the same time, a chap called Dr Mordicai Sahmbi of MIT won the Nobel prize for physics for his theoretical work in Tele-Transportation of particle mass.

By the decade's end, Darien's confidence as an officer of the law had begun to decline due to his falling arrest record. For some unknown reason his suspects vanished without trace... but this was only the beginning!

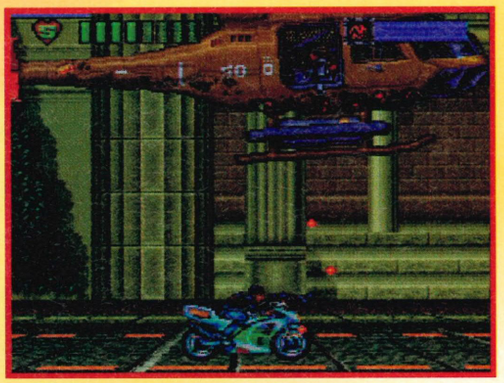


◁ *Ooh, isn't Dale hunky? Not a bit like David Hasselhoff at all.*

THE SERIES

TT, the TV series, was first aired in January '93 on the newly formed American Prime Time Network. Starring Dale Midkiff (nice name) as Darien Lambert, the programme chronicles the adventures of Lambert, who travels back in time to track down society's most notorious villains who, with the aid of Dr Sahmbi's revolutionary new time machine, have sought refuge in the year 1993.

This machine, known as "Trax" (Trans/Time Research and Experimentation), was used by Sahmbi to send wanted criminals back in time in exchange for vast amounts of cash. This sure-fire money-making scheme was working fine until Darien cottoned-on to these illegal goings-on and hastily followed Sahmbi back through time to bring him to justice in present day America and send him, along with over 100 wanted fugitives, back to 2193.



Our rugged hero is aided in his mission by "Selma", a holographic computer designed to give advice and act is a diary to record his progress, similar to AI in *Quantum Leap*! In fact, let's not beat about the bush, *TT* is a complete *Quantum Leap* rip-off (as well as the cult movie *Trancers* – film freak Andy!); using the premise that everything is set in the present day so that they don't have to create any elaborate (and costly) sets and costumes.

The extended TV movie of *TT* is a pretty standard affair, with Dale posing nonchalantly in various designer jackets and T-shirts, sticking out his football scholarship square jaw a lot and moving from one badly lit warehouse to another. The special effects aren't bad, but like all promising ideas (*V*, *War of the Worlds*), the auspicious beginnings will no doubt end in the money running out and future episodes being mocked up from out-takes from old B-movies. Maybe we're being too judgmental? Time will tell. The big questions is why are Malibu releasing a game based on *TT*? Oh, that's what this article is leading up to! Yes, the Super NES version is just being tweaked for release soon, and despite the fact that *TT* will probably never be seen over here – the story makes for a damn good game. Want to know more?

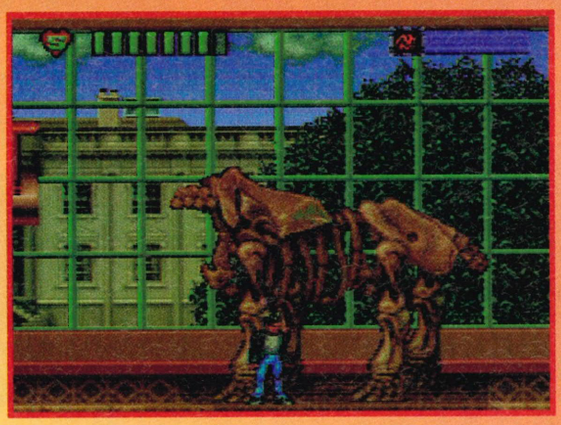
THE GAME

TT on the Super NES is basically a platform caper based on the characters' exploits. The game spans through many impressive and varied scenarios ranging from computer labs in 2193, to present day museums, city streets and even Hawaiian islands. The central character, Darien, comes equipped with his hand-to-hand combat skills, an advanced form of karate known as Mash-Ti, and his futuristic phaser gun, which can be used to stun opponents, *Star Trek* fashion. Darien's "Time Stalling" abilities also play a prominent part in the game. In fact, practically everything in the series has been included by Malibu's team of professional programmers.

Fans of the platform genre will certainly be excited by what *TT* has to offer. The graphics, especially on the helicopter chase sequence are nothing short of stunning, and the tunes and sound effects to accompany the action are by far some of the best heard on the Super NES for a long time. Think of *Super Probotector* and you will know what to expect.

TT also features eight explosive levels crammed into the 8Mbit cart, and will certainly appeal to shoot-'em-up fanatics.

SUPER GAMER TALKS TO LARRY SEIGEL



TT is being released by Malibu Games, one of THQ's many distribution labels. Although THQ got off to a rocky start on the Super NES, *Taz-Mania, Total Carnage* and *Ren & Stimpy* proved that they're certainly capable of releasing top quality products. We here at SUPER GAMER are always anxious to put across the publisher's point of view, and so our man Ryan probed the Vice President of Product Development at THQ America, Larry Seigel at his California office. Some guys have all the luck...

RB: Why did you choose to pick-up the TT licence?

LS: Well, *TT* has been a successful TV show here in the states for the past year now and has attracted a relatively young following.

RB: Will it be a one off?

LS: I think that before we make a sequel to *TT* we'd have to see how the sales go on the first one. I have to say that they were both relatively good products as far as side-scrolling adventure games go. The English company, Malibu Games that produced it, did a beautiful job in both the graphics and play mechanics. There are a lot of hidden features and a lot of big sprites moving around, and I was very happy with the product.

RB: How did you decide which game format best suited the theme of the programme?

LS: Well you have to remember that this is somewhat of a detective game. We wanted to put in all the interesting features of the programme, such as Time Stalling, where you push a button and time virtually slows down and you're able to accomplish a lot of things. I have to tell you that horizontal scrolling seems to be the way of 80% or 90% of the games today, and this was really more of a detective story than just a shoot-'em-up. I mean yeah, there is this guy who has a gun and he's shooting at bad guys, but he is also trying to find coins and power-ups throughout the whole game. Personally for me, I think that makes the game fascinating, that you can find these secret rooms and it takes an imaginative, creative player to find them. Side scrolling is the kind of format that allows you to do that.

RB: How long did TT take to develop?

LS: About a year. We commenced development last spring and both products were finished about 30 days ago, both the Nintendo and Sega versions were done simultaneously.

RB: Were there any problems?

LS: No, the people that owned the *TT* series were very involved in it and they were very supportive. The product is later than we would have hoped – we would have liked to have done it last Christmas, but we wound up putting more in than we originally planned. I think we made a better game in the end!

RB: To someone who knows nothing about what TT is all about, how would you sum it up?

LS: Well, Darien Lambert is basically a detective and it is his job to travel back through time and apprehend bad guys who have moved through the space/time continuum. Darien goes through a whole bunch of gyrations trying to capture them. This is not the massive action beat-'em-up concept of *Mortal Kombat* or *Street Fighter*, it is much more of a detective story and it is a competitive, challenging game. Although it is certainly worthy of making any player's palms perspire, it is also a thinking man's game! *TT* also has very stunning and really attractive graphics, as well as some highly imaginative features. People that buy it will be impressed by the play mechanics and the graphics. There's certainly more to it than wham, bam, thank you mam!

RB: Thank you.

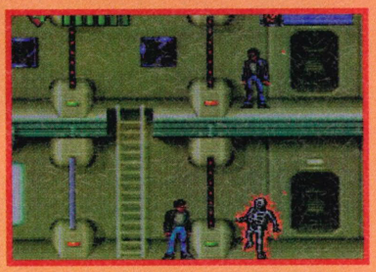




Apart from *TT*, THQ have rather an impressive schedule for '94, with *Akira* (based on the popular Manga video), *SeaQuest DSV* (based on the recently screened series), *The Mask* (based on a popular Dark Horse comic and forthcoming film), and a sequel to *Ren & Stimpy*. SUPER GAMER will have the full exclusive story behind all these titles very soon, as well as interviews with the programmers and stars, and in-depth behind-the-scenes material, unseen by any other computer journalists. Stay with SUPER GAMER for all the latest game information.

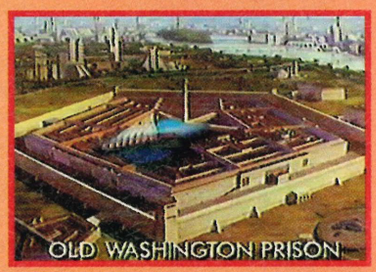
Time Trax will be released in May at a retail price of £44.99 and will be reviewed next issue.



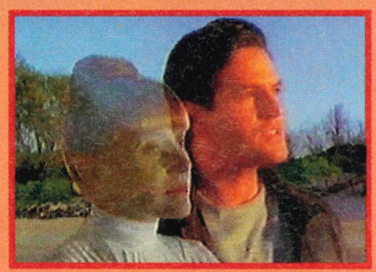












THE FRENCH CONNECTION

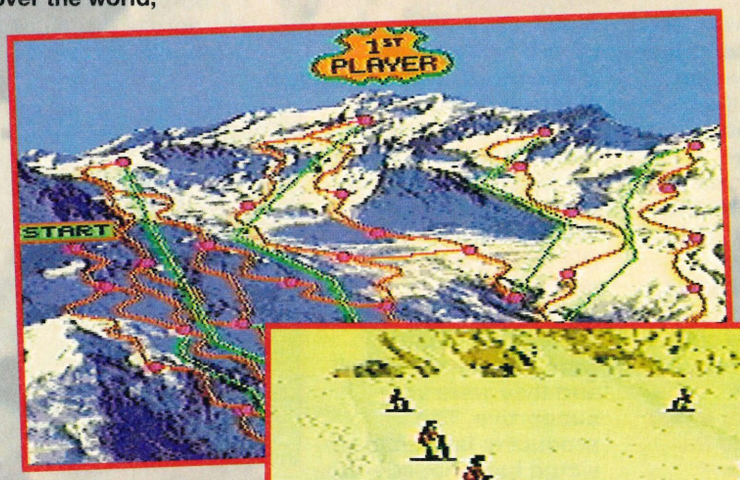


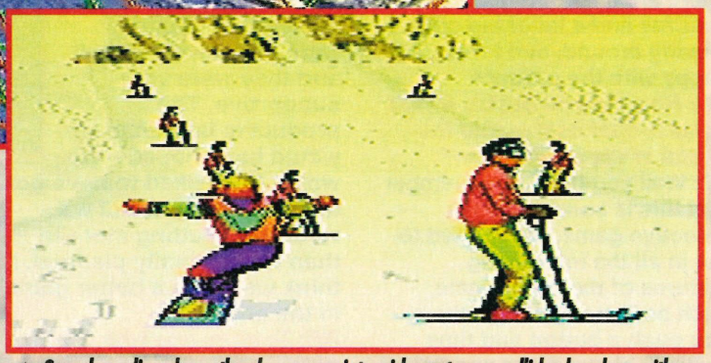
SUPER GAMER GETS THE INSIDE STORY ON LORICEL!

Only if you are incredibly clued up on computer knowledge will you have heard of Loricel, because for the most part, Nintendo owners have not seen any of their highly original games in the UK. Yet, this highly successful French company was formed over ten years ago and have been actively producing games for home computers since September 1983!

The key thing to remember about Loricel is that it is a very friendly, customer orientated company. The programmers always have time to talk to you, PR people are never too busy to talk for ages about what they are doing, and anyone can visit their offices in Gennevillers. For their games, the emphasis is definitely on originality and quality, but they have not yet hit the big time with a truly huge title like in the UK.

In 1989, with a brace of games doing well all over the world, Loricel created a second label, Futura, to differentiate between the games aimed at younger gamesplayers, and those pitched at a more mature audience. Many of the games up until then had been cutesy puzzle and adventure games, but *Panza Kick Boxing* and The *D-Day* brought Loricel big time success with older players.





△ *Snowboarding down the slopes, our intrepid sportsman collides head-on with several oblivious yuppies in Loricel's Val D'Isere.*

SUPER GAMER has had unparalleled access to Loricel's games laboratories because, amazingly, they are mostly ignored by the British press, who are more concerned with satisfying larger companies. Never forget however, that software giants Ocean and Acclaim, and yes, even Nintendo began small. In the latter's case; making playing cards before getting into the video games business.

There are currently 28 employees working at the offices, and a further 25 external games authors who all combine to produce the 7-10 games that Loricel release every year. Prevous titles include *Best of the Best* (all Nintendo formats), *Davis Cup* (NEC PC-Engine), *Super Skweek* (Atari Lynx), and now *International Tennis Tour*, *Jim Power 3-D* and *Val D'Isere Championship* on the Super NES.

With Mindscape just signed to release *Val D'Isere* on the Super NES into the UK, SUPER GAMER talked exclusively to Chairman Laurant Weill about Loricel and Mindscape – the French Connection.

SUPER GAMER TALKS TO LAURANT WEILL

SG: How do Loricel decide what games will be released? Do the programmers come up with the ideas, or does someone sit down and say "we need a ski game, a 3-D game and an adventure?" Who makes the decision?

LW: As Chairman, I am responsible for the games that are produced, with our development manager. But the development of a game has to remain a team work. The initial idea may come from the programmers, anybody in the team, or even from somebody completely independent – but the decision is always made by the team. The genesis of a game is a long journey and we know that a game can't be successful if the persons working on it don't believe in what they're doing.

SG: On average, how long does it take to program each game. How many people are involved in each project?

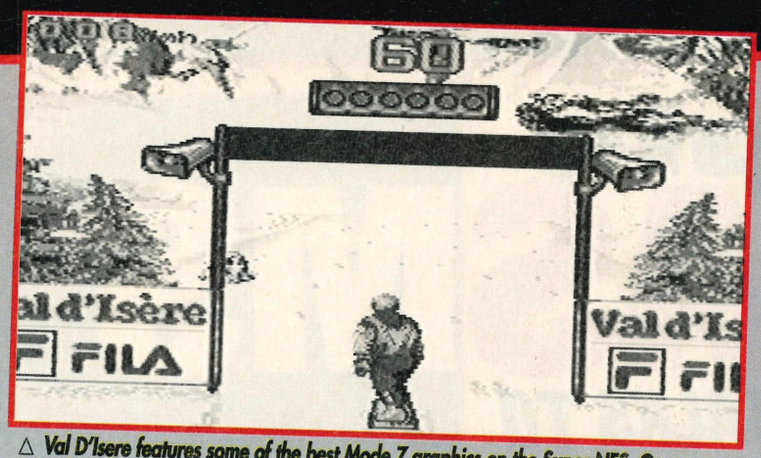
LW: The average development time is one year, and about ten people are working on each game at any one time.

SG: Out of all the games so far produced by Loricel, what are your favourites and why?

LW: It's a difficult question because when you work on a game for such a long time you get attached to it. Each game has its own story, but I could say that my favourite is *Val D'Isere Championship*. First of all because all the team did a splendid job: we developed a new special routine that gives a fantastic speed effect, and the game is a great skiing simulation (and a big success!). On the other hand, we worked with great partners (Val D'Isere and FILA) who helped us a lot; giving technical skiing advice. The game was also tested by members of professional ski teams, so that helped.

SG: What non Loricel games do the rest of the team enjoy playing in their spare time?

LW: At lunch time, our test room is regularly overcrowded. On the agenda is often *Super Mario Kart*, *Super Bomberman* and *Total Eclipse* on the 3DO.



△ *Val D'Isere features some of the best Mode 7 graphics on the Super NES. Once you get going, the screen moves at an incredibly fast rate!*

SG: What development machines do you use to program the games, do you have separate people for sound, graphics etc?

LW: To program the games we use PCs, SNASM and many different tools developed in-house. For the graphics we use 3-D Studio, sound is created for the Super NES with a keyboard and an Atari ST with Notator. Also we have the Akai 1100 sampler for the sound effects.

SG: How hard was it to get your games sold in America, are you finding it difficult getting games distributed in Britain?

LW: It was not very difficult to find partners in America as well as all over the world (even in Japan!), but I must say that it has always been difficult in Britain. However, the French have a good reputation for creation and this is why we have just signed with Mindscape a few weeks ago for *Val D'Isere*.

SG: Do French kids prefer different types of games to other nationalities?

LW: No, we don't think French kids are any different from others. Their tastes are all the same and video games culture becomes universal.

SG: What is your biggest seller of all time?

LW: Our biggest seller of all-time is *Best of the Best Championship Karate*, which was also called *Panza Kick Boxing*. This game received a lot of awards all over the world, especially for the Super NES version last year, and more recently in Las Vegas for the Mega Drive game.

SG: Does Loricel intend to produce games for any of the new machines such as the Atari Jaguar, 3DO, CD32 or Project Reality? What do you think of them, which do you think will succeed?

LW: Loricel is a Jaguar and 3DO licensee and of course we are interested by the most innovative machines and are waiting eagerly for Project Reality and the Saturn. However, it is a bit too early to reveal our projects or to say which new machines will really succeed. We'll announce something later in the year.

SG: Tell our readers what you think makes a good game?

LW: A good game is a mix of different good points. Originality and fresh ideas in the technical side are very important, just like films.

SG: Why are Loricel games so varied, and why do you think you've never had a truly massive game like Mortal Kombat or StreetFighter II?

LW: As you know, finance and marketing often make the difference between games on the market. Unfortunately, today the success of a game doesn't depend only on the quality of the game itself. There are plenty of examples of games that are technically excellent, but don't sell well because they are not supported by a massive marketing campaign. Don't forget that *Mortal Kombat* and *StreetFighter II* were both already known as arcade games.

SG: Finally, what will Loricel be doing in five years time? How do you view the future of console games?

LW: Loricel prepares for its future with big productions for CD games (PC and 3DO), interactive movies made of video images, and even interactive TV shows... But we still believe in original and high quality games based on good ideas.

SG: Merci.

JIM POWER 3-D

The first and probably only game to use actual 3-D glasses to enhance the gameplay and make those enemies literally leap out of the screen, this 8Mbit cart is the result of two years development. *Jim Power* features complex three stage scrolling backgrounds, superb mode 7 shoot-'em-up levels, 50 images per second (sounds a bit of a tall story to me – Ed) and 12 different music tracks. We will review this European classic as soon as the release date is announced.



Although Mindscape has just taken *Val D'Isere* Championship for the UK, *Jim Power 3-D* and Loricel's latest (and so far secret) big license are still awaiting a release slot. In an effort to glimpse the future, SUPER GAMER takes an in-depth preview of Loricel's greatest games yet. Full reviews as soon as we hear of a release date.

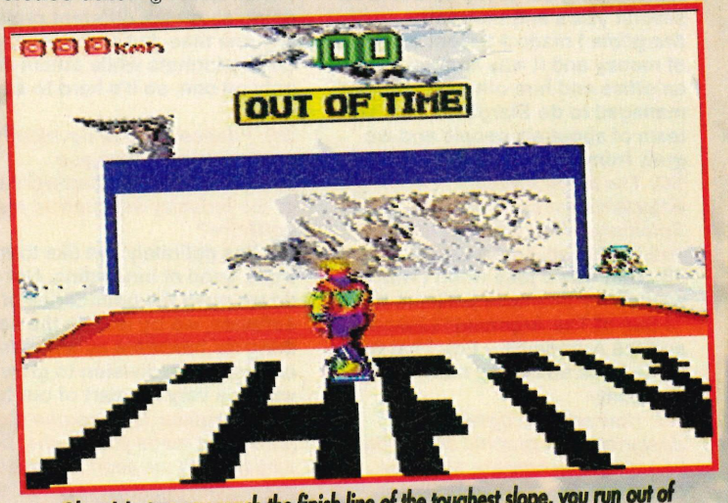
VAL D'ISERE CHAMPIONSHIP

The one thing that the Super NES doesn't have yet is a ski sim that actually takes you to the slopes to bring you the full leg-twisting, sheer-dropping 90MPH scream-fest. With the Winter Olympics game turning out to be such a fiasco, where else can you turn to if you want a decent ski or snowboard game?

Val D'Isere is a mode 7 first person perspective Olympic event from start to finish. You must guide your athlete down various black runs and slalom courses; avoiding rocks, trees, icy patches, and streams, before hitting each checkpoint in the time allotted. *Outrun* on skis?

The graphics, as you can see from the screen shots, are extremely detailed and you get an impressive view of the opposing mountain as you make your descent. An excellent and original feature is the way that as you plunge over the crown of the slope, the sun momentarily blinds you; causing snow blindness and bands of yellow and purple across the screen. Although annoying, this is highly realistic and adds considerable tension as you weave and swerve through the three complicated competitions: Special, Giant and Downhill.

The object of the game is to get to the end of the set courses in the fastest times and there are plenty of chances to record times and attempt to better them for gold medals. *Val D'Isere* will be released by Mindscape, probably in June, so look for an exclusive review in SUPER GAMER, soon.



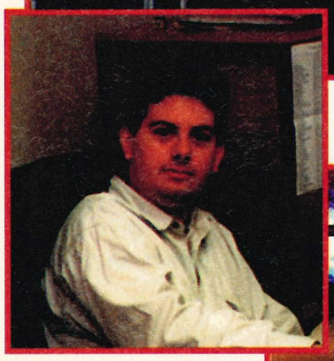
△ *Oh no! Just as you reach the finish line of the toughest slope, you run out of time. What a bummer!*

multiple ARGASMS

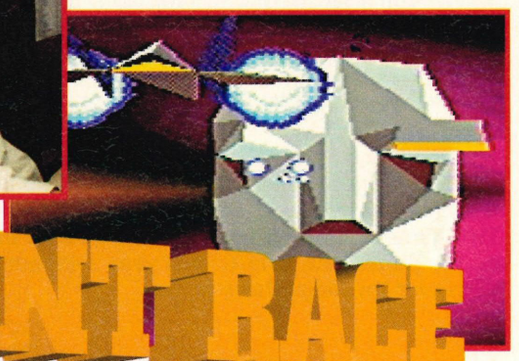
SUPER GAMER TALKS TO JEZ SAN



△ *Vortex – featuring some stunning Super FX graphics.*



◁ *The man responsible for a new generation of games.*



You can try, but it is damn hard ignoring the influence that Argonaut Software has had on the video games market. First there was the ground-breaking *Starglider*, which featured ultra fast wireframe graphics, for the Spectrum, Commodore, Atari – in fact, every system known to man! Argonaut, and its founder Jez San has strived to produce original and stunning games, when the trend has been to write identi-kit platform film licences and cuddly shoot-'em-ups. *Starwing* is a legend in its own time because the superb shaded graphics and speed made it an instant million selling hit, and also because it contained the revolutionary Super FX chip. Just what is the truth behind this mysterous chip? Is it as powerful as they say, and is *Starwing* going to be small fry compared to *Starwing 2*? We asked all these questions and many more to Argonaut's Managing Director, founding member and main drive behind the company: Jez San.

STARFOX 2 VORTEX STUNT RACE FX

SG: Tell us how you first got started and when you formed Argonaut?

JS: Argonaut began in September 1982, it was a one man company. I was working out of my bedroom for several years and then with *Starglider* I made a decent amount of money and it was enough to get an office and hire other people. We managed to do *Starglider 2* with a team of about six people and we grew from there, that was in 1989.

SG: The name Amblin entertainment comes from Spielberg's first film, but how did you decide on Argonaut?

JS: That was a joke when I was 14. I wanted my business partners to say "J San of The Argonaut" (Jason and the Argonauts – Ed). That was while I was still a one man company.

SG: How many programmers, designers and graphic artists do you currently employ, and how many projects are they working on?

JS: We have about 20 programmers and 20 artists. Most of the artists are animators, especially 3-D animators. We have about five designers – they write down ideas and get the story structured with flowcharts so the gameplay is a known quantity in advance. We're doing about ten different projects at any one time, but some of them are on five formats while others are only on one, so it's hard to say really.

SG: I noticed you're developing some new chips, do you concentrate on the hardware side of the industry as much as the software?

JS: Yes definitely. We like to think we're good at innovating. Not only do we push the boundaries of software, we try and do the same thing for hardware as well. We want our hardware division to grow, that will be a very big part of our future.

SG: Starglider is of course the game that made your name, but why haven't we seen it converted to the Super Nintendo yet? Surely with the FX chip, this would have been the logical game to convert?

JS: We actually started writing a version for the NES called *NESGlider*, and showed it to Nintendo – they liked the technology, but they didn't like the game and it was at that point that we started working with them on *Starfox*. I say *Starfox* rather than *Starwing* because we always called it *Starglider* in-house, and it was only renamed *Starfox* towards the end of the project.

SG: So when did your relationship with Nintendo start?

JS: We began working with Nintendo before the Super NES even came out. Argonaut worked jointly with them, and they contributed all the ideas while we did all the programming and designed the Super FX chip for them. We worked with Shigeru Miyamoto (*Super Mario World* and *Starfox)* who is a brilliant producer and his team; who are very creative. They showed us the type of gameplay that they know people enjoy and we learned a lot from that.

SG: Starwing was an incredible success, why has it taken so long to develop the sequel?

JS: The reason why is because most of our efforts have been going into *Stunt Race FX* to make sure that's finished on time.

SG: When will Starwing 2 be finished and how is it different from the original?

JS: *Starwing 2* should be completed by the end of the year – it's going to be very special indeed.

SG: Why are the Super FX games only just starting to appear now when the success of Starwing would have been the perfect time to capitalise?

JS: You don't want people to get tired of a format too quickly. It's like if *StreetFighter Turbo* was released straight after *StreetFigher II then* nobody would have bought it. Also, there was no development system around at the time, so the Super FX chip wasn't widely available. Now that it is, tons of companies are producing games. Currently, there are several companies in America



and a few in Japan who are producing FX games.

SG: We've heard that a prototype game was created before Starwing, what happened to it?

JS: Yes, we did a kind of *Battlezone* game, but it never came out. We did it as a prototype, it was a bit too simple; just move around and shoot things, just like *Battlezone*, in fact. It might have been okay for some companies, but we like our games to have a bit more character and depth.

SG: Does it take longer to program an FX game than a normal one?

JS: Yes, you need to be more technical to be able to do it. The programming level of expertise to do a Super FX chip game is much higher than the level of expertise required to do a normal Super NES game, so that cuts down on the number of developers capable of doing it. We're not saying that we're the only ones that could do it, but there's a lot of companies that couldn't – it would just be a bit too technical for them, or there would be a huge learning curve.

SG: What is exactly inside the Super FX chip?

JS: It's just a RISC microprocessor, like the ARM chip used in the 3DO, the new Sega Saturn (cringe) and Project Reality. They all have RISC chips in them, they're a bit more sophisticated and a bit harder to program efficiently compared to a regular processor.

SG: Describe the thinking behind Stunt Race FX, whose idea?

JS: We started *Stunt Race FX* before *Starfox*, but we put it on hold while *Starfox* was being completed to get it finished. *Stunt Race FX has* been going on a long time and there have been a number of massive changes to it to make sure that it's as fast as possible. It's now on 256, not 16, colour mode, which means that there's twice as much data to shift around; a big technical problem, but the FX still manages it.





▷ *The desk where Super NES symphonies are made. Note the Take That poster!*

▽ *One of the CD ROM teams.*



SG: How do you feel about Stunt Race FX being shown at various shows before it was ready, and receiving a fair amount of criticism?

JS: It's obvious that when it was shown two CES's ago called *FX Trax*, it was definitely nowhere near finished and it was a shame it was shown that early, because basically the criticism that we got was "Hey, it's not finished!" and well, we knew that. So when it was shown in January called *Stunt Race FX* it was much more representative of the finished product. In the last three months we've had time to optimise the game and improve the speed and make sure it's even more fun. No-one was ever telling us things we didn't already know – it's a case of it takes time to make a good product, and ultimately the Super NES's still got an 8-bit bus. It might be a very good machine, but it's still got a lot of bottlenecks. The Super FX chip can fix some things, but it can't fix everything!

SG: There are rumours that Argonaut will be developing an alternative to Project Reality, is this true?

JS: We do develop 3-D hardware and we have chips in the works that are incredibly powerful, the performance of which probably does beat Project Reality and many other systems around. But it's not true to say that we're developing an alternative to it, because our 3-D chips might get sold into a different market. They might not be in the console market, in fact I'm almost certain that they are going to be in the PC market.

SG: What do you think of the current state of software on the Super NES – do you think that 16-bit is already outdated? Where would Argonaut like to go next in terms of technology?

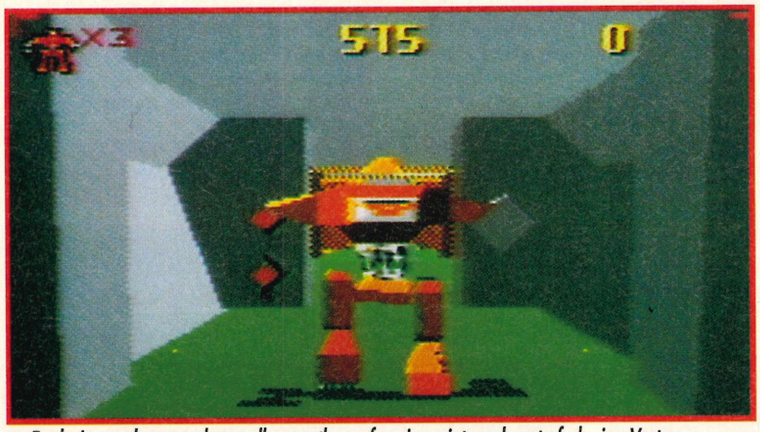
JS: Apart from the Super FX chip games and *Scooby Doo*, we're not doing any other games for the Super NES. We'll probably call it a day in a year's time because it's becoming very difficult to compete in the Nintendo market. It's very crowded, there are a lot of games, many of them are the same kind of game: fighting games, car racing games and mainly platform games. Change the graphics and the license and you've got a different game. When the market stagnates like that, we like to move on. We're known for innovation and it's hard to do that when the market wants platform games that are all the same as everyone else's. We're already doing a lot of CD games here and when the CD machines are shipping we'll be doing the next thing. Argonaut always likes to stay a year or two ahead of the market.

SG: What was the situation with the Super FX chip 2. Did you develop it, or did Nintendo?

JS: The Super FX chip 2 is the one that we designed. The Super FX chip that came out with *Starfox* was a temporary one, it was like a test version just to prove that it worked without it being finished. But because the manufacturing process of chips takes so long, we decided to release *Starfox* with that early version, and although *Starfox* looks incredibly impressive, it's only running at half the speed of what the original design was supposed to do! The Super FX chip 2 is the one that we originally designed. There's also a Super FX chip 3 that we've designed, that will never come out, and that's even faster still! But it was Nintendo that decided to call the latest chip FX2. As far as we're concerned it's FX1.

SG: Will the FX 3 never come out?

JS: It won't be necessary because Project Reality will be out before the need for the FX3.



△ Exploring underground as well as on the surface is an integral part of playing Vortex.



◁ Another shot from Vortex (previously known as Citadel – you heard it here first!. Nice, isn't it?

SG: Argonaut were developing games for the Super Nintendo CD drive, what happened to the games, can we see them, and will anything ever happen with them?

JS: No, because there's never going to be a Super Nintendo CD, we've had to write off all development of them. We took a risk, but it didn't pay off.

SG: What do you think about Project Reality being cart based rather than CD? Is this wise?

JS: It has some advantages like instant access to any part of the game. It also means that the actual console can be much cheaper and you could always add a CD ROM drive as an upgrade later. But, certainly the types of games we're developing here could never be done on a 100Mbit cartridge.

SG: In your opinion, out of all the machines currently surfacing which will be the outright winner?

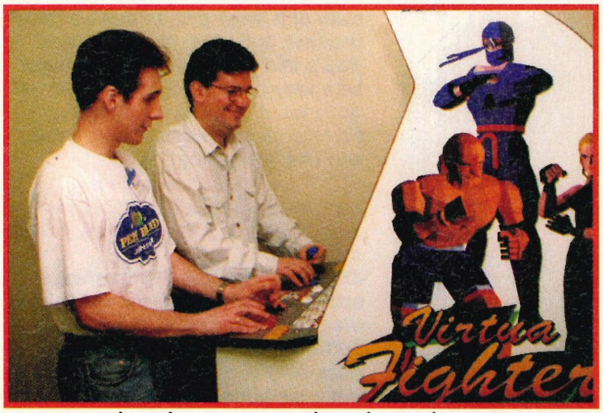
JS: That's tough. 3DO is the only one of the 32-bit systems that is shipping, and the Jaguar's just starting to ship, but doesn't have a CD drive at the moment, so they won't compete head-on until they have one (which won't be until later this year). 3DO obviously has the bigger momentum. It has more developers signed up – about four or five hundred! The Jaguar only has 60 or 80! The 3DO has more money to spend on marketing, they have a three hundred million dollar company, Atari is much smaller, so just because the Jaguar might be better, it doesn't guarantee success, and it's still not shipping in great quantities. Can you just go out and buy one? So, 3DO's the most likely in the short term. The Jaguar hopefully will catch on, but who knows? In the long term Sega will certainly do very well with the Saturn and they've announced it will be out soon, so they'll beat Sony and Nintendo too. Project Reality is too far away – they're talking end of 1995 which is very far away and we don't have any details on it yet.

SG: Offering games through cable is growing in the US and there's talk of using satellites to send games all over the world straight to your machine. How do you feel about this, will it be what Argonaut gets into in the future?

JS: Argonaut are directly involved with that, as I explained, we're always keen to move into new technology and explore the next generation market. The Set Top Box market, which is what that is, is the next big thing. When you have direct broadcast games, you can bring them out for much cheaper and you don't have to ship them or manufacture them. You could be paying a dollar an hour to play the game, and that way if an average game is 30 to 40 hours use, you've paid a lot less than if you'd bought it. If however it turned out to be junk, then you don't have to play it for long and you've saved a fortune. You pay per play, that I see as excellent – it's going to really revolutionise the games business and make it more cost effective. Developers will spend more time and more money on a game; creating the content, filming live actors, making real studios – they'll put a lot more effort into the games because they'll know good games make money and bad ones won't. I think it's good for the industry.

SG: Finally, what games are you currently thinking of doing? We know you are an avid programmer, but does this mean your head is buzzing with ideas?

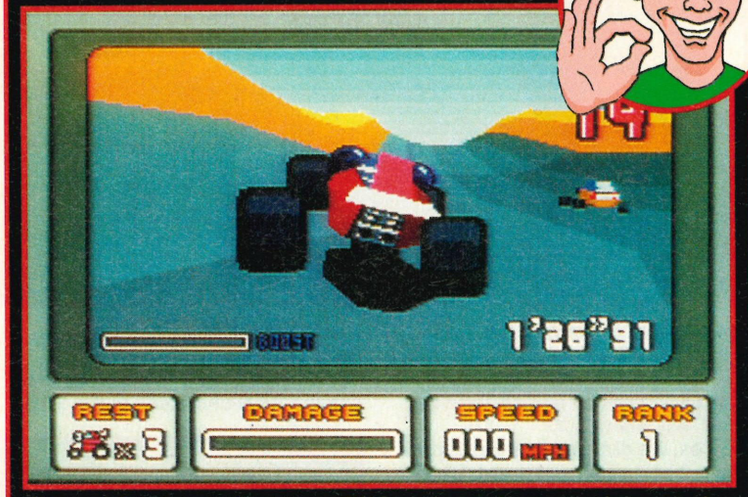
JS: We have at least two more Super FX chip games in the works which will be out towards the latter part of this year or early next, and they're really special – we'll leave the market with a bang, but I can't tell you anything about them for at least six months. If they're going to be our last FX chip games we want them to be really special. Watch out!



△ Argonaut have their own VF arcade machine in the games room!

KEITH PLAYS STUNT RACE FX!





After a brief play of *Stunt Race FX* I have to say I was very impressed. The graphics are very colourful and feature some detailed texture mapping on the cars and the background. There are several cars to choose from and each have different handling attributes and are best suited to specific tracks. If you want to know how fast the game moves – the answer is "very!" The complex tracks race by a furious pace, easily as fast as *Mario Kart* on 150CC!

Some of the obstacles encountered as you race around include wooden bridges swaying in the wind, precarious mountainside hairpins and winding tunnels. All the computer racers are intelligent and are not adverse to homing in on you and attempting to ram you over the edge of a cliff. This all happens at an incredible pace, with apparently no slow-down at all. How this has been achieved along with everything else the game boasts is a small miracle. *Stunt Race FX* really is going to be worth the wait.

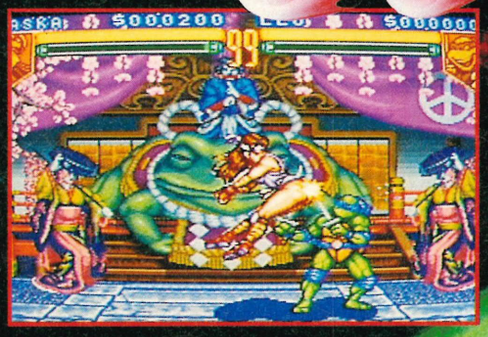
ARGO'S CATALOGUE

Commz ROM	BBC	1983
Skyline Attack	CBM64	1984
StarGlider	Atari ST	1986
StarGlider	Amiga	1987
StarGlider 2	ST	1988
ArgAsm	Amiga	1989
StarGlider 2	Amiga	1989
StarGlider 2	PC	1989
Afterburner	ST	1989
Afterburner	Amiga	1989
Days of Thunder	PC	1990
Loopz	Game Boy	1990
Days of Thunder	Game Boy	1991
Birds of Prey	PC	1992
ATAC	PC	1992
Space Football	Super NES	1992
Race Drivin'	Game Boy	1992
Super LinearBall	Super NES	1992
Royal Conquest	Super NES	1992
King Arthur's World	Super NES	1993
ATAC	Amiga	1993
StarFox	Super NES	1993
Ren & Stimpy: Fire Dogs	Super NES	1994
Vortex (aka Citadel)	Super NES	1994
Stunt Race FX	Super NES	1994
Creature Shock	PC CD ROM	1994
Creature Shock	3DO	1994
Creature Shock	Jaguar	1994
Creature Shock	CD-i	1994
Creature Shock	Saturn	1994
Starwing 2	Super NES	1994/5

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SUPER TROLL ISLANDS

We sneak a quiet look at Gametek's amusing new platformer...with a difference!

They're short, they're cute, they've more hair than sense, they're starkers (well, not on the Ninendo version!), and they're about to kick-ass on the Super NES... What are we rambling on about? Read on...

Tying-in with the recent revival of those fluffy haired trolls we all used to chew during our exams, Gametek have leapt straight on the bandwagon and used the little critters to great effect in their new release.

The game, cunningly titled *Super Troll Islands* features four different Trolls (easily distinguishable by their hair colour), who have taken it upon themselves to restore life and colour to their light-starved land after the Evil Overlord maliciously took it away!

The four wide-eyed heroes each gained a special power from Albert, the oldest and wisest Troll of all, in preparation for the long battle ahead. Pink Troll can do high jumps, Red Troll is very fast, Green Troll is very strong, and Blue Troll can swim underwater.

The aim of the game is to restore colour to the islands. This is done by running around the various platforms, every step your Troll makes will colour the ground on which he walks. Other sectors of the island can be recoloured by outlining them, similar to *Cacoma Knights* and the old *Painter* games. Once every part of the level has been coloured, your Troll will be subjected to a barrage of bonuses which must be collected within a time limit.

Super Troll Islands is basically a platform freak's fantasy! It features bright, colourful scenarios, frantic action, heaps of power-ups and tons of bonuses. The way in which certain Trolls are needed to complete certain parts of the levels is a novel touch and adds an element of strategy.

The visual appearance of *Super Troll Islands* is very appealing, especially to the younger generation and the gameplay is so addictive I dare say the old players will love it as well... although I doubt that they'll admit it!

One guy who openly admits to being a Troll-lover is Gametek's very own Adrian Cale. Ryan Butt quizzed him for a further insight into the wonderful world of Trolls!

RB: Who is Super Troll Islands primarily aimed at?

AC: Initially, Trolls was aimed at young kids, however the game has opened-up a lot more since then. As we began to receive more and more feedback from older players who liked the game it become clear that it appealed to everyone. I think it's a very good platform game, even if you take the Trolls scenario away it's still a very good platform game regardless. I think the name Trolls can have quite a definite effect on the younger gamesplayers.

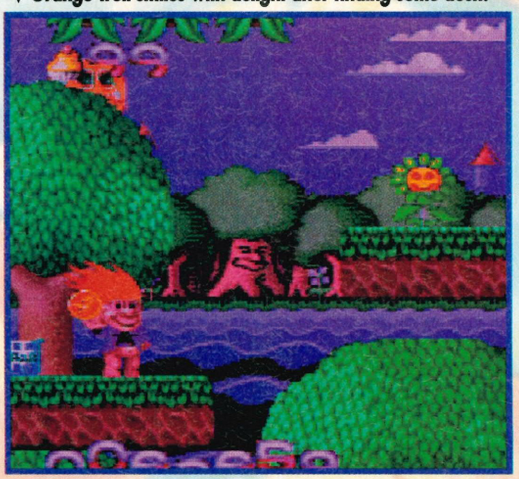
RB: Despite being a platform game, Trolls has rather a novel theme, would you care to elaborate?

AC: Yes, I mean *Trolls* isn't just a platform game – there's basically a *Painter* theme. You've got areas of scenery which are all grey to start with and you fill in the colour. There are many ways in which you can complete the game, what you have is a series of windows with ladders; if you just want to finish it quickly you just fill in the squares, and then when they're filled in, you return the colour and a landscape appears in the windows and throws out the bonuses. Or you can run around and colour in the rest of the landscape without colouring in the windows and then colour in the windows to complete it. So you're actually getting more than a platform run and jump style of game – there's actually thinking involved you know. There are also a lot of puzzle elements, with objects being moved around to get to other areas.



△ *Green Troll takes time out to enjoy some sand, sea and... er, sand castles!*

▽ *Orange Troll smiles with delight after finding some dosh!*



RB: Who developed the game?
AC: It was developed by a company called American Software Corporation. They're based in Stanford, Connecticut.
RB: How long did it take to produce?
AC: It took approximately 14 months. As I said, it started off as a general kiddies type game, but has opened up a great deal. I mean, some of the levels are quite huge! A lot has been added to it to make it a much larger game. You guys have got some chips there... isn't it a great game?
RB It sure is Adrian, although I don't want to give too much away to our readers, it certainly looks very promising. Having played it, I liked it!
AC: Yeah, I mean I don't know anyone who doesn't – that's the point I'm trying to get across. You're obviously an older market to what it was initially going to be geared towards and it has evolved into a very good game for everybody, not just for the kids.
RB: What do you think makes the Trolls so appealing, just how big are they, and how important are they for selling the game?
AC: They're about six inches! Sorry, I've been trying to use that one for ages as well as the fact that the game is very conTROLLable (ho, ho – Ed)!
RB: Erm... yes, looks as though Adrian's gone off on an entirely different tangent here!
AC: Sorry you were saying... oh yes, well obviously it's an automatic market. If you look at the parents buying something, they're going to look around the shops, you know, little Billy's birthday, what shall they get him? They know he's got little Troll key rings and whatever else he has and then they see *Super Troll Islands* with the relevant review scores on the back. Straight away they'll pick it up and think "well we know about these Trolls" – it's instantly recognisable. So in that sense the Trolls are very important. On the other hand, if we were to put in a different platform star, I feel the game would also be very big, but in a different way.
RB: Finally Adrian, what else does Gametek have in the pipeline?



△ *What a pretty scenario. This picture of tranquillity is what you're presented with once the level has been completed.*



△ *Quick, find some bushes. It looks as though Green Troll is in desperate need of spending a penny!*

AC: Well we've got *Spectre* which as you know is a classic Apple Macintosh game. In fact *Spectre* and *Super Troll Islands* are our strongest Super NES titles. You know *Spectre* is great fun for the younger market and indeed a classic amongst the older players It has a very broad appeal, as has *Pinball Dreams* and *Trolls*, as I said is a very, very nice game.
RB: Thank you.
Super Troll Islands will be released in April and will be reviewed next issue.

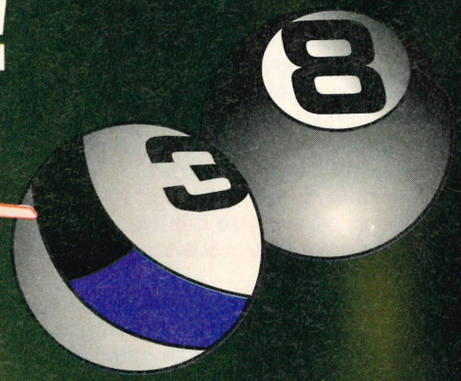
▽ *Green Troll tries in vain to get his tongue around the giant lollipops, although I wouldn't like to meet the thing that took a gargantuan bite out of the one on the end!*



BE A POOLS WINNER WITH MARUBENI!









If you ever wondered what it's like to be able to play pool or snooker as skillfully as legendary players such as Steve Davis, Stephen Hendry or Paul Newman (well sort of), then now is your chance.

To tie in with the review of *Side Pocket* (turn to Page 66 to see the game in all its glory), those marvels at Marubeni and SUPER GAMER have decided to team up to offer you the chance of winning a spanking new 6' x 3' Pot Black Pool/Snooker table. Not only is the table up for grabs, but we've got three professional two-piece pool cue sets. Strolling around your local snooker club with these beauties will leave your opponents quaking in their waistcoats and chalking their tip with fear.

What we want you to do is come up with the answer to one simple question, and then complete the unfinished sentence in a way which will make us at SUPER GAMER laugh uncontrollably until the completion of the next issue. Be warned though, we've absolutely no sense of humour so it's got to be good. When you've done, that send your entries to this address: *Marubeni's Pool Competition, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF* by 10 May.

The first prize winner will receive the Pot Black Table and a cue, with two runners up receiving a cue each. The editor's decision is absolutely final!

THE QUESTION

Q: What points total will you have if you add together the value of the green, blue and pink balls in snooker?

THE TIE-BREAK

Steve Davis is interesting because...



ENTRY FORM

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Steve Davis is interesting because.....

.....

.....

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ADDRESS.....

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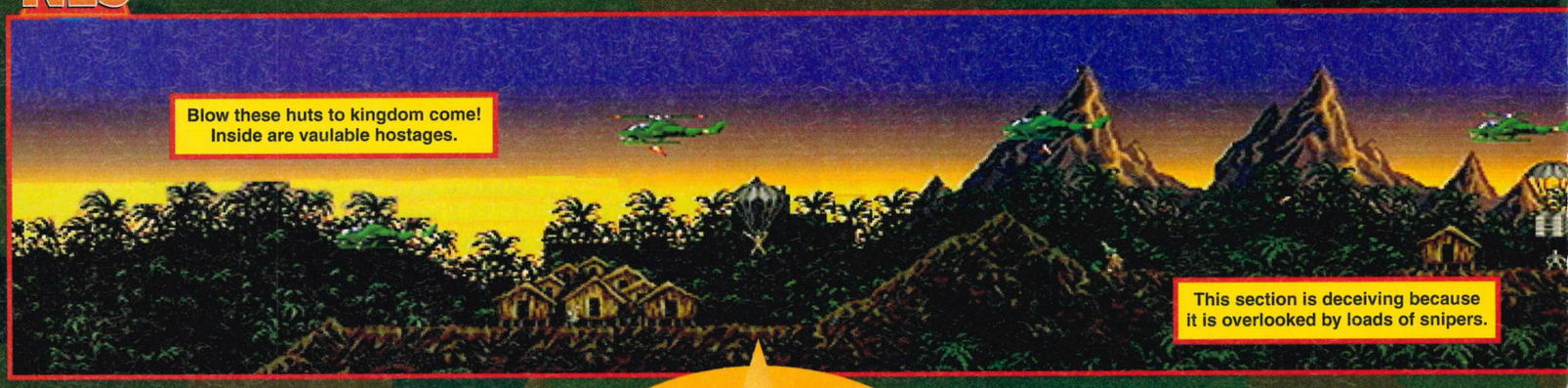
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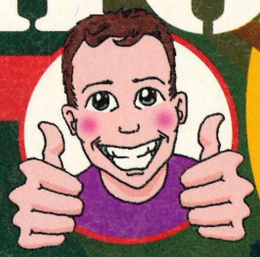
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CHOPLIFTER III



DAMIAN

This madness began with *Defender* in the late Seventies. The object was to blast everything in sight and rescue small indistinct blobs from advancing aliens – classic stuff. Nowadays, the aliens have been replaced by terrorists, and the graphics have improved, just a little. *Choplifter III* is the latest in a long and distinguished line of shoot-'em-ups featuring a small helicopter against innumerable odds. Previous incarnations have seen *Choplifter II* on the Game Boy and of course the coin-op, but this is the first time the Super NES has experienced the phenomenon. Beware, you must like mindless violence to read on.

I love the smell of napalm in the morning!

▽ *This satellite view appears at the beginning of each mission. Shame it couldn't have been used to greater effect, really.*



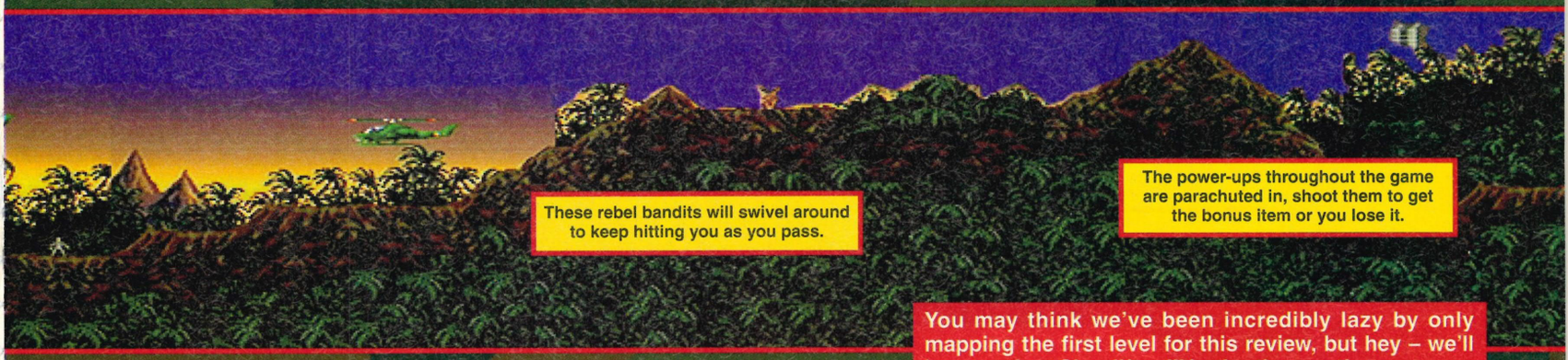


As in most blasting games you play the clean shaven top pilot of a Huey Cobra attack helicopter and your mission is to rescue a set number of hostages and POWs from four separate war zones adn ferry them back to base. Your chopper is equipped with normal guns, but you can also collect extra firepower such as homing missiles, napalm, bombs, flares and even limited invincibility (handy for defeating guardians).

The graphics are on a par with a coin-op and are well detailed, with particularly excellent war vehicles like the Scorpion tanks and APCs. The backgrounds are all parallax scrolling and this is particularly effective in the city level where you race between tall pipes and a burnt out building.

Like *Defender*, you must swoop in low and pick up the waiting hostages, whilst avoiding missiles from the enemy. In the first level, this means fragging huts in a Vietnam-style jungle and watching out for snipers, but other levels pit you against a battleship fleet, a war torn city, and even some underground missions.

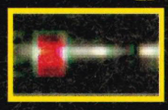
◁ *The guardian at the end of level one is a massive battletank. Stay at the top and shoot down to defeat it.*



You may think we've been incredibly lazy by only mapping the first level for this review, but hey – we'll be covering *Choplifter III* in the tips section soon, so you'll have to wait. The first level is set in the jungle – just like Vietnam, man! The main dangers are fanatical bandits taking pot shots at you, a couple of tanks, and some nasty big guns at the end. The huts all hide hostages so blast everything in sight and make sure the civilians don't get fragged by mistake!

WEAPONS

You didn't expect to fight the enemy with fluffy pillows, did you? This is a list of the powerful aresenal at your disposal; use them wisely and try not to hit any small children or old people.

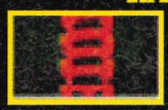
BOMBS

Basic death weapon – these can be used to take out small huts.

CHAFF

If you have missiles on your tail, drop one of these and it will miss you.

HOMING MISSILE

Fire off one of these and they home in on the nearest big target.

LADDER

You will need this on the second level to pick up POWs from dinghies.

MISSILE

More powerful than bombs, but they only fire in a straight line.

NAPALM

Small and disappointing burst of flame, useful for taking out soldiers.

SMART BOMB

Destroys everything on the screen with one big bang!

SPREADING SHOT

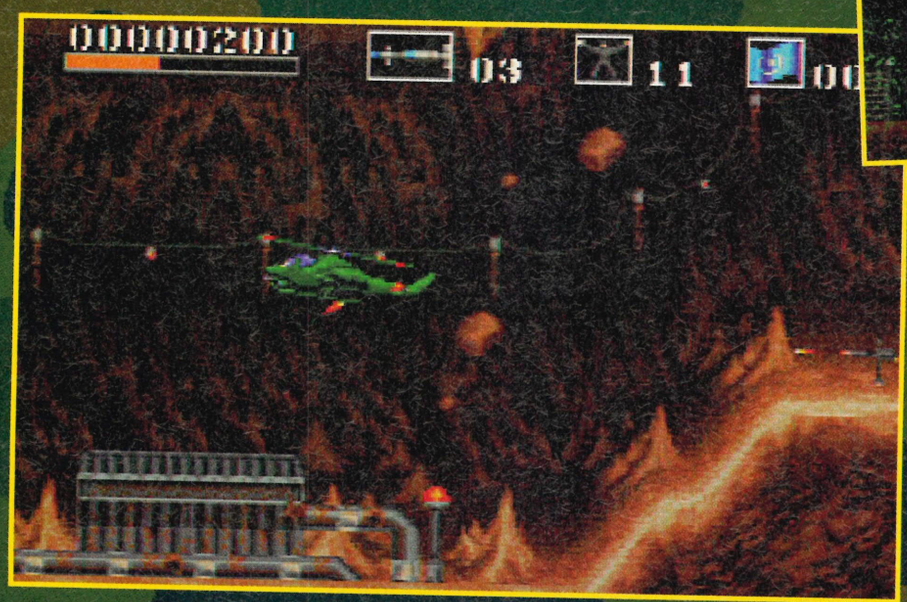
Sends out three balls of fire in a large dome shape. Very useful.



△ *This is the huge level one guardian. Blow up all the buildings, then shoot the big gun to win.*



◁ *Every time you fill up with POWs, ferry them back to your friendly base and drop them off for more points.*



There are four main levels in this battle fest, but each has four sub levels including two huge mechanical guardians at the end. The hostages all wave their arms as you approach, but animation is limited and I would have preferred to have seen some huge explosions instead of the rather tame puffs of flame. I think Ocean could well have taken a leaf out of Capcom's book with their *UN Squadron*. Here is a game that has brilliant graphics and sound, plus the added attraction of kick-in-the-goolies explosive action. *Choplifter III* lacks some of that punch, but it is still highly enjoyable and just as involving.

The proceedings are watched over by your commander from an orbitting satellite, but far more



could have been made of this interesting angle. In *Metal Marines* for example, you are given advice before the mission, and this would have been a good idea in *Choplifter III*. Also, I think this game could do with being a lot more difficult and longer. The coin-op was fiendishly tough, but this made you want to waste all your dinner money trying to get to the end.

I have to say that *Choplifter III* is well presented, like all games should be. The title screen features a great picture of a menacing helicopter, with spinning rotor blades, and there is a comprehensive list of options including useful passwords for each level and two difficulty settings. The difference between the two is that one allows you to kill the hostages if you fire at them. Not a huge difference you might agree, but believe me – it is incredibly annoying to accidentally blast your one remaining captive right at the end of the level!

Apart from the well drawn graphics (although nothing can match the superb Bob Wakelin box artwork!), this game also has some meaty gun sound effects and music, but I think more explosion noises and a decent rotor whomp could have made it even more effective. *Desert Strike* showed just what real gritty combat sounds like.

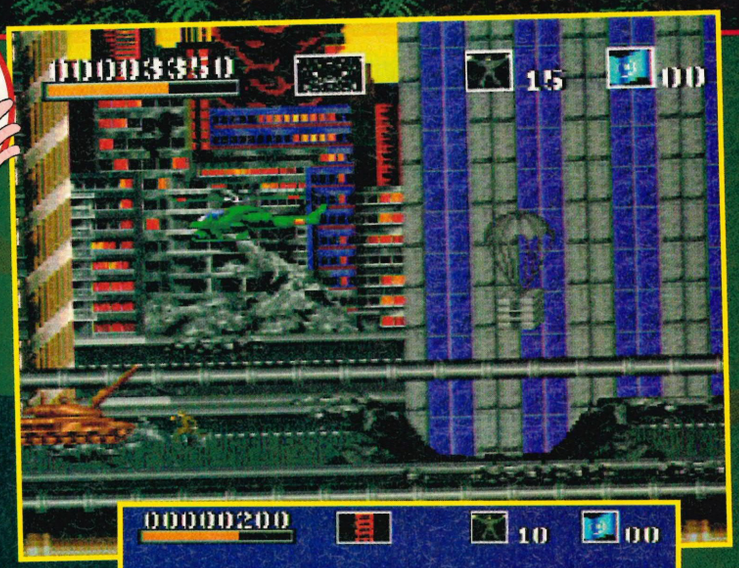
I quickly found that the real challenge in this game is not necessarily rescuing the POWs from the enemy's clutches, but trying not to kill them all as you mercilessly rake the terrain in an insane blood lust! The enemy make it very difficult for you by positioning themselves right in the middle of the hostages; literally daring you to shoot them. This adds spice to the gameplay and it is one of the reasons why *Choplifter III* is so compelling.

You can be fighting a strong headwind as you hover over a rolling battleship, the air black with AA fire, jet fighters hurtling in, and some starved allies shouting for help. The only thing to do is grit your teeth, pitch the nose into the fray and use that ever-so-

RYAN



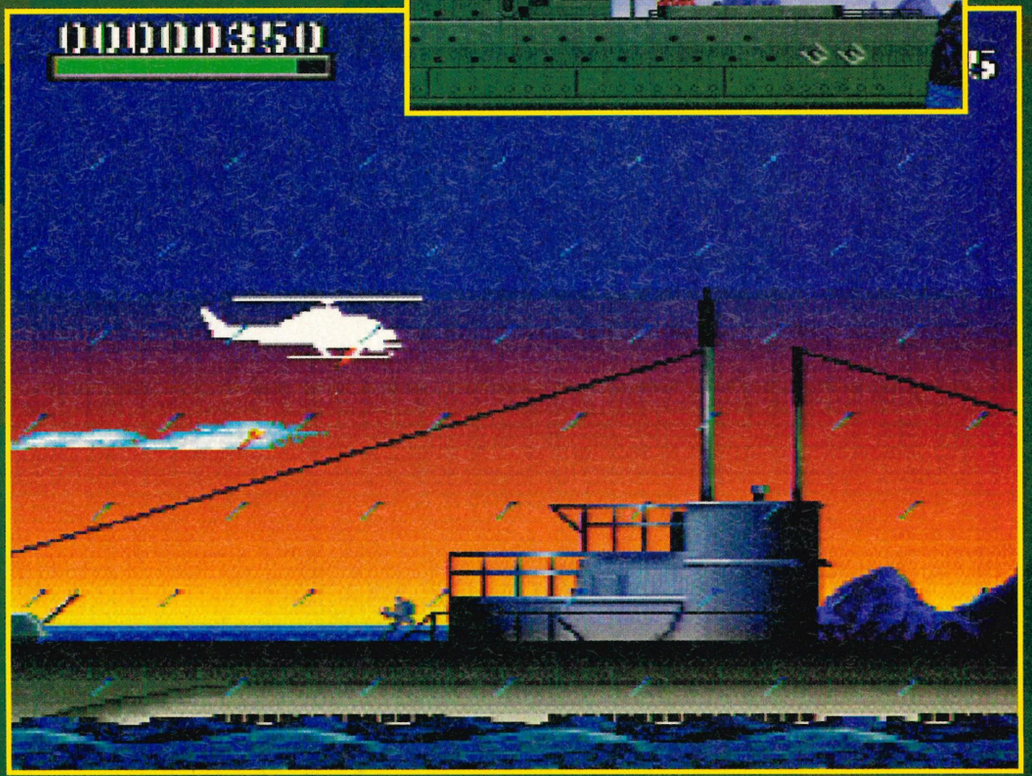
Despite the sheer addictiveness of the original *Choplifter*, I was a bit dubious as to how a sequel would fare against the hefty Super NES competition. However, to my utter amazement I found it to be more playable than ever! Although the format has been flogged to the high hills and is argueably overshadowed by the mighty *Desert Strike*, *Choplifter III* wins through with excellently detailed graphics, funky tunes, a great challenge and playability you could just melt into! If carnage is your thing, then waste no time in snapping up a copy of *Choplifter III* without delay!





▷ *Use the ally repair stations to replenish your flagging shields and get back into the action.*

▽ *"Battle stations!" (in sad Sean Connery Russian accent.) Level two is set in the ocean.*



STOP PRESS

As we go to print, Sony Imagesoft have gained the rights to release *Choplifter III* in May. The price is unconfirmed at time of writing.

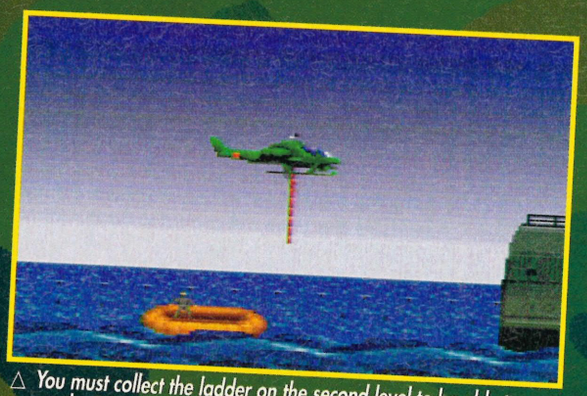


This is your friendly base. Drop off the POWs and then get back out there, soldier!

handy rope ladder to drag the hostages clear. If this is your idea of fun, then look no further because *Choplifter III* has it in spades.

The only game like *Choplifter* that I can remember was on the CBM64, called *Battle Valley*. This was a similar idea, but you could control either a tank or a helicopter; using the chopper to bridge gaps so that the tank could reach the forward base. The graphics were worryingly similar, but *Choplifter III* would have benefitted from more vehicles to control like jeeps and tanks. Many gamesplayers might get bored with using the same transport for every mission and who can blame them?

So how would I sum up this offering from software giant Ocean? Well it's yer basic enough shoot-'em and rescue-'em-up game, it sets the pulse racing, demands swift reactions and more than enough adrenalin to complete, and I think it's damn good. My only quibble is that with only 16 levels, you might complete it fairly quickly, but it is also the sort of game that you want to play again and again, so that may not be a problem. An important thing to remember with this top game is that it also costs only £39.99. That makes it the cheapest new Super NES game on the market and a definite bargin. Well done Ocean for taking this brave step. Now it's your turn Nintendo – lower the prices as Sega have done, or you'll lose the console war! SG



△ You must collect the ladder on the second level to be able to rescue the POWs who languish in the rubber dinghies.



▷ The guardian at the end of level two is a massive battle station.



△ Level three is set in a war-torn city. Dodge in and out of the buildings.



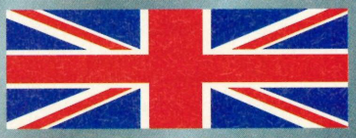
◁ Whoah! A battle hovercraft attacks!

ANDY



Damian might only remember a *Choplifter* clone on the C64, but I remember the real thing – terrific gameplay, but lousy graphics. Now Ocean have updated the Broderbund classic in style – terrific gameplay *and* terrific graphics! It only takes a few seconds to figure out the controls, then it's all systems go as you swoop your gunship over enemy troops and shower them with napalm. Yaaa-hoooo! Just like Vietnam, man! (Sorry.) In a concession to the Nineties, the inevitable bosses have crept in, and there's an armoury of shiny new power-ups, but the game plays just as well as it always did. Rescue your Super NES from overpriced dross with this fast and furious blaster! Now, how about an update of *Choplifter*'s follow-up, *Raid on Bungling Bay*?





PRODUCER
OCEAN
(061) 832 6633

PRICE
£39.99!

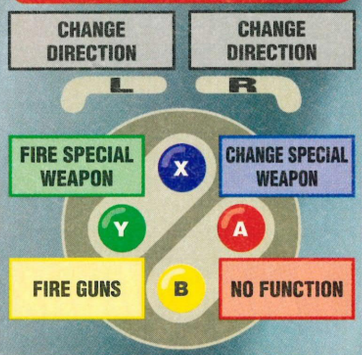
RELEASED
APRIL '94

GAME TYPE
SHOOT-'EM-UP

CART SIZE
4MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	88
SOUND	81
GAMEPLAY	85
LONGEVITY	79

OVERALL

85

DAMIAN



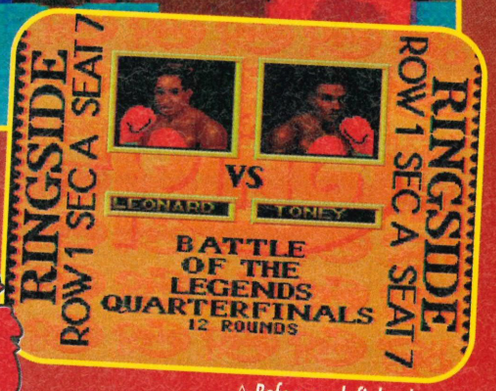
So far, Super NES owners have only had one choice when it comes to boxing games, and that was *Riddick Bowe* (*George Foreman's* is far too bad to consider). Now, *Legends of the Ring* (originally from ElectroBrain in the US) has arrived, courtesy of Bandai.

The game features an exhibition mode (for one or two players), boxing legends match, and of course the career mode. The latter allows you to create your own boxer, including colour of skin, fighting style, knock-out punch, and you can also individually beef up moves to suit your repertoire. If you prefer attacks from the right for example, then add strength points to your uppercut and head punches on that side.

When all's said and done, you enter into fights with ten swarthy half-mutants who disguise themselves as professional boxers. When I think of boxing legends, the names Ali, Fraser and Henry Cooper come to mind, but *Legends of the Ring* totally ignores these bygone heroes and instead lets you play with the likes of Haggler, Hearns and Robinson. Not bad blokes, but hardly boxing legends!



△ Never bet on the white guy.



△ Before each fight, the combatants are shown in a ringside ticket.

BOXING LEGENDS of THE RING

Punch drunk or panto?



The graphics are large and colourful; taking you ringside for the full gore, as every devastating, bone-shaking punch sends droplets of sweat and blood all over the ring. The boxers are for the most part well drawn, but only having one or two frames of animation for each move is a serious limitation. The worst of it comes when you try to get up after a knock-down, and your boxer goes from flat on his back to standing straight in just one move – almost as if he teleported!

This game contains some great features which set it up above all the others in my opinion. If you can forgive the Thunderbirds puppet of a ref, then you'll enjoy this game. I particularly liked the way the screen grows darker, the closer you get to unconsciousness, and the way your face swells and bruises as you get hit.

They've even managed to include the girls in bikinis between rounds which is often missed, but unmistakable whenever you

KEITH



What a brutal, bloodthirsty and violent game this is, I love it! Normally I am a pacifist but when one is confronted with something which can relieve stress in such an effective manner, you just have to play it over and over again to make sure every last drop of brooding pent up aggression is released. The thrill of poleaxing some of the best fighters ever to set foot on the canvas is unsurpassable. The graphics and animation are heavyweight standard, seeing Sugar Ray Robinson's face twisted and beaten to a pulp and then watching with glee as he crashes to the floor is almost overwhelmingly satisfying. The sound is gruesome, every kind of punch has an effect to go with it, whether it's a thudding overhead right or a wickedly vicious uppercut to the head, there is a suitably lethal sound effect to accompany it. If you're feeling a bit tense, then punch this into your Super Nintendo.

turn on the telly. It may be sexist to have a (dodgy side of 40) woman with "Daily Mirror" plastered across her mammoth mammaries, but this is a simulation, and sims must be realistic and accurate – right?

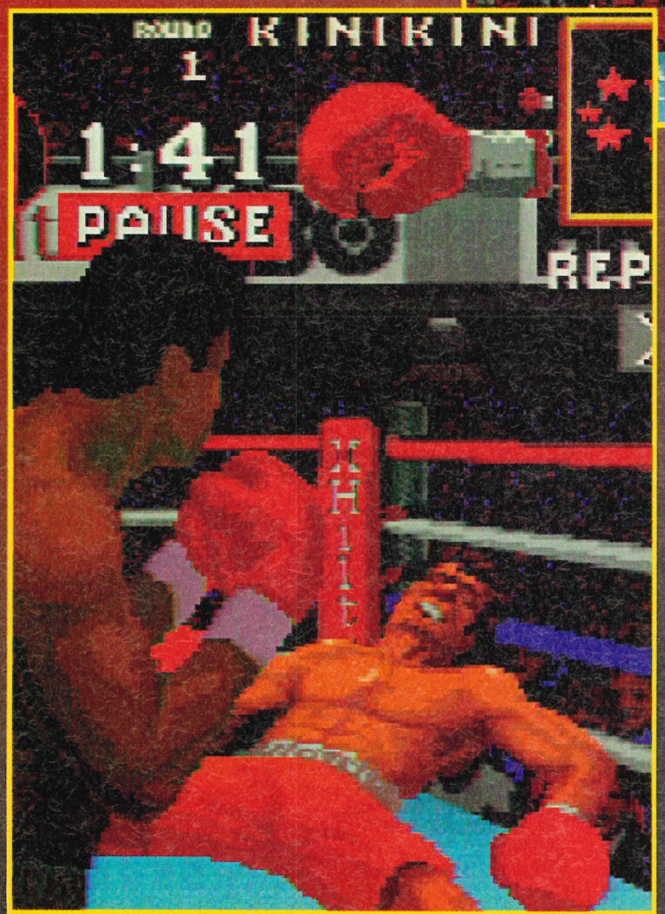
Always a worthy addition to this genre is the career mode, but this one doesn't offer much scope for training or arranging fixtures. The closest you get to a gym between fights is a sad screen where you add red spots to punching power, stamina or chin, and this ruins the realism that, up until now, had seemed to be at the forefront of the programmer's mind.

Can any form of boxing be fun? *Legends of the Ring* is certainly enjoyable if you've got a few mates who you'd really like to beat up in the fast and furious two player mode, but fighting the computer is never as fun.

When compared to *Riddick Bowe*, *Legends of the Ring* is better because it offers the attraction of real pixelated blood. But more of a management function could have prolonged the one player's longevity. As it is, you will soon get bored of boxing, and only drag it out when you want to get rid of some aggression.



△ *What happened to Hearns? Oh, yeah – I forget to fight the other guy while I was taking this grab.*

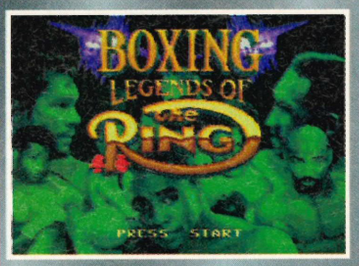


▽ *He's down! After a severe pummelling, Kinikini hits the canvas in a dazed mass of flesh and bone.*

RYAN



Boxing Legends has got to be one of the most realistic boxing games ever. The attention to detail is fantastic, with digitised refs, models in skimpy bikinis and tons of blood! Although the action isn't quite as frantic as *Riddick Bowe*, immense satisfaction is gained from watching your opponent's face slowly become more and more battered as your punches take effect! I especially liked the way in which your eyes close over in the one player mode, thus making everything dark and difficult to distinguish. Despite its many plus points though, *Boxing Legends* is a little too limited in the career aspect for long-term enjoyment.





PRODUCER
BANDAI
(0489) 790944

PRICE
£49.99

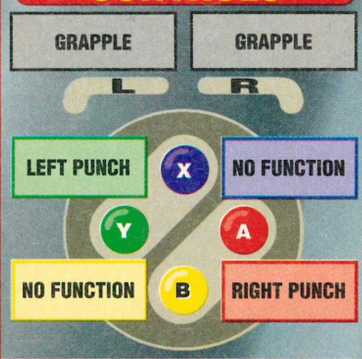
RELEASED
MAY'94

GAME TYPE
SPORT

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

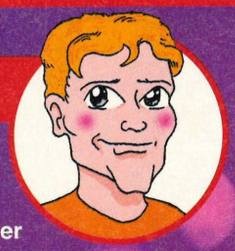
GRAPHICS	81
SOUND	73
GAMEPLAY	79
LONGEVITY	80

OVERALL

84

PINK goes to HOLLYWOOD

Maybe he should have stayed put!



RYAN

After entertaining countless kiddies on the small screen for years, the Pink Panther has finally turned his attention to tinsletown in a bid for superstardom!

However, after arriving in Hollywood, the dumb feline thought it would be big and clever to deface the famous Hollywood sign in a blatant feat of self-publicity that would put even Dave Perry to shame!

As a result of this, Pink's reputation is in tatters even before his movie career inevitably bombs, and so he must evade the pursuit of legendary nemesis Inspector Clouseau, together with a posse of fuming Hollywood executives!

This is where the game begins, after bungling onto the set of Honey, I Shrunk The Pink, the courageous cat must avoid the onslaught of giant rats, and find the secret exits which will instantly warp him through to other tongue-in-cheek film parodies which include Pinkin' Hood, Jungle Pink, Pink Chill, and Pinkenstein!

Concealed on these sets are numerous gadgets and power-ups which allow our hero to vanquish his foes with the greatest of ease. Should Pink collect the special toll cards, his path to the various sub-levels will be made easier by hopping on hooks; taking to the skies on a magic carpet, or just simply being allowed access to stairs and bridges.

The action in *Pink Goes To Hollywood* is typically platform, by which I mean that our hero runs, jumps, shoots and bounces in order to progress, Mario-style. Although some would argue that this format is dead and should be cremated, I've come to the conclusion that if the game is decent and playable enough, why shouldn't it be an alternative title to *Mario*? I am personally a big fan of platformers, however after playing *Pink Goes To Hollywood* for a prolonged time, I would hardly sum-up my experience as "enjoyable".

The graphics are generally tidy and at times beautifully drawn, and the animation of Pink is excellent, especially the way in which he struts along; seemingly oblivious of his predicament. In fact the only emotion on his cool features is as his eyes fix into a glare when trouble lies ahead!

The enemy sprites and scenarios are also well drawn, although they do lack the detail of *Bugs Bunny*; giving some of the levels a very simplistic appearance indeed.



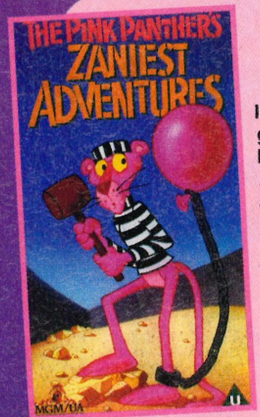
△ *Could this be Clouseau in an amusing disguise... I think so!*

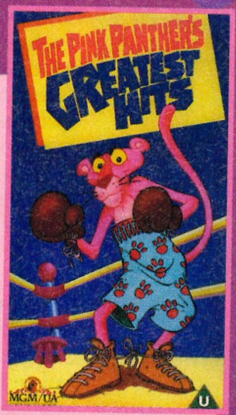
As we know, the first thing that springs to mind whenever the Pink Panther is mentioned is the catchy blues tune that accompanies his television antics. I'm happy to report that the renowned Henry Mancini theme plays a prominent part in this game, and doesn't even get annoying after many hours of play.

So what is the crucial factor that sinks this game well below the standards set by say *Mr. Nutz* or *Mario?* The playability – that's what. This game is just too damn difficult. Even the options couldn't toss a life-ring to the gameplay, as this only allows you to alter the number of lives and not the difficulty setting.

By difficult I mean that two brief encounters with an enemy will result in Pink kicking the bucket, and it often occurs within seconds of starting the game. The various warps are particularly infuriating, as you barely get enough time to find your bearings

THINK PINK!





In association with MGM Home Video, SUPER GAMER is giving you the chance to win two complete sets of Pink Panther films and cartoon videos. You could win *PP's Zaniest Adventures* and *Greatest Hits* (cartoon), as well as the classic Peter Sellers films *The Pink Panther, A Shot in the Dark, PP Strikes Again, Revenge of..., Trail of...*, and *Curse of the Pink Panther*. These videos can be bought for about a tenner from most video stockists. Two lucky SUPER GAMER readers can nab one of these complete sets by simply answering the following question and sending it on a postcard to *The Great Balls Pink Panther compo, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF*. Entries must be in by 10 May.

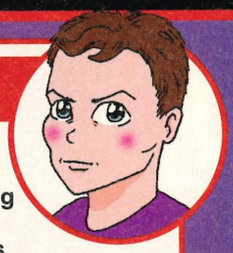
Q: What is the name of Inspector Clouseau's oriental manservant?

before some unseen foe finishes you off! This isn't helped by the patchy collision detection and the clumsy manner in which Pink struts around the screen.

This problem doesn't cause any concern to begin with, as you can shrug it off and laugh at Pink's amusing death sequences, but after prolonged play and little sign of improvement – my temper was soaring to extreme levels. It's just so unfair, and entirely random.

The faults in gameplay are a pity, considering the potential scope that a character such as Pink could generate, and I can't help feeling that this game could have been so much better if the difficulty was tweaked to compensate for the younger players who *Pink Goes to Hollywood* is obviously aimed at.

DAMIAN



I've always found that the best way to review a great looking game is to play it in black and white. This eliminates any distracting visuals that the programmers may hope will win the game over, and instead concentrates on the all-important gameplay. *Pink Goes to Hollywood* in monochrome is intensely irritating and fails the test because the difficulty level is set way too high. The gorgeous cartoon-esque graphics are definitely a plus, but the collision detection with the other enemies in the game is abysmal and I found it very hard to get anywhere without superhuman enhanced senses. A brave effort, alas too unplayable to justify the high price tag.



△ Watch your head! The pencil-limbed feline loses serious cool points for loitering under a falling anvil!

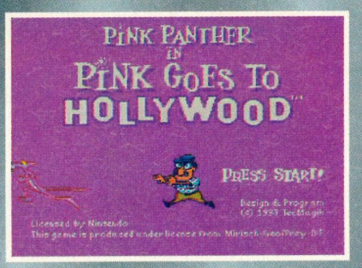
ANDY



Doubtless it's a sign of lazy reviewing to have a go at a game for being 'just another platformer with nothing we haven't seen before', but *Pink Goes To Hollywood* is a definite example of lazy programming – there isn't the remotest trace of anything approaching originality here! Even newly-born babies would be forced to stifle a cynical yawn on seeing this. In *Pink*'s favour, I do have to admit that the graphics are cartoon-perfect, but they're utterly let down by the tedious, unimaginative and downright unfair gameplay. *Pink Goes To Hollywood* is an annoying and unneccesary addition to the already glutted platform market, and I'd rather eat my own earwax than play it again.



△ This dopey-looking shark will have you for breakfast if you're not careful.



PRODUCER
TECMAGIK
(071) 2432878

PRICE
£49.99

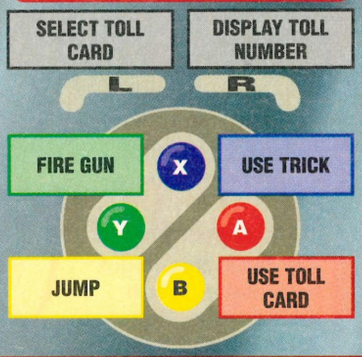
RELEASED
JUNE '94

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	80
SOUND	82
GAMEPLAY	55
LONGEVITY	67

OVERALL

56

DESERT FIGHTER

DAMIAN



Watch out for that plane! What pla...[boom]. *Desert Fighter* is like *Desert Strike*, but with jet fighters. In fact, this game (by American programmers Seta) owes an awful lot to EA's helicopter arcade smash. The graphics are similar, and it is viewed from the same perspective, but *DF* is far more involved, and this is why I loved it from day one.



Even better than the real thing ('cos you don't get killed!)

The plot could be taken from the Gulf War, except that to avoid any libel hassles from Saddam Hussein, the bad guys are not arabs with dodgy human rights records, but space aliens who are just using the pathetic humans for cover while they hastily invade the Earth.

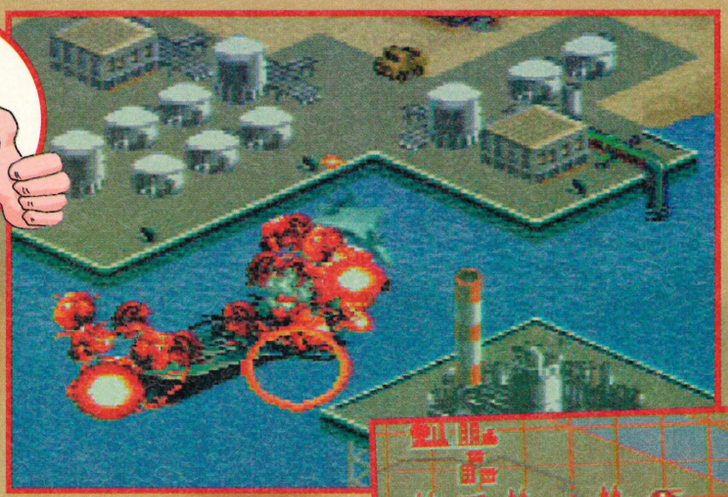
The machines you fight are all conventional weapons, which is strange when you consider that if the aliens have invented a ship to cross galaxies, surely they could at least have built some sort of brain-disintegrating ray gun to finish the job?

Essentially you control the whole war and this is why the game is a great deal more fun than *Desert Strike*. You can decide whether or not to use the A-10 Thunderbolt (good for ground attacks) or the most versatile fighter in the world – the F-15. You can also choose what to attack, and even change the course of the war with a single missile. This close involvment makes *DF* highly compelling, and there's nothing like provoking world-wide riots, simply by blowing up a civilian aid convoy by mistake.

ANDY



Although this might look like a *Desert Strike* clone, there's a lot more depth here than in the aging EA game. The fact that enemy forces, if left unchecked early on, can cause immense trouble for the ground forces later, adds a certain strategic element lacking in *Desert Strike*. Obviously, liberties have been taken with reality in order to make the game a fast and exciting blast, but once you're in the thick of the action you don't really notice that your plane seems to have a maximum altitude of about three feet! It's been a good month for shoot-'em-ups – along with *Choplifter III*, *Desert Fighter* is a really smart game, which deserves to be in the cart rack of all fans of military mayhem. Ignore the drivel about aliens (first Hitler loses his moustache in *Wolfenstein*, and now this...), and drop a load of laser-guided bombs on Saddam today!



△ *You're not supposed to blast these oil tankers and cause an environmental disaster – but it is damn good fun!*



▷ *Before each mission you get to see the main map and choose your targets.*

THE PLANE TRUTH



McDONNELL DOUGLAS F-15E STRIKE EAGLE

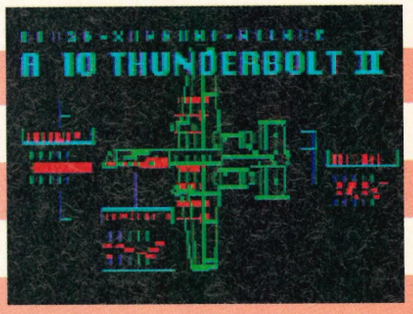
LENGTH: 63' 9"
HEIGHT: 18' 5"
WINGSPAN: 42' 9"
SPEED: 1,650mph
RANGE: 2,878m
ARMAMENTS:
1x 20mm cannon – 450 rounds
13x ordnance pylons





FAIRCHILD REPUBLIC A-10A THUNDERBOLT II

LENGTH: 53' 4"
HEIGHT: 14' 8"
WINGSPAN: 57' 6"
SPEED: 518mph
RANGE: 2,454m
ARMAMENTS:
1x 30mm cannon – 1,350 rounds
11x ordnance pylons



The war screen is the first thing you see when you first begin the campaign against the evil Zaraks. From here you can access the different types of aircraft, enter one of the eight war zones, punch up information on your next target, and of course dispatch to the hanger for take-off.

In addition, Global News Network (GNN) broadcasts will occasionally break between missions; depending on how the days events went. For example, if you blast your own guys, you will be publicly humiliated; alternatively, if you toast the aliens back to Alpha Centari, the world's media will call you a hero!

The graphics perfectly create the modern battlefield, with well detailed tanks, APCs, runways, oil factories, tankers, missile launchers, towns and even propaganda posters featuring Saddam's face (which changes to a frown if you shoot at it!). The various jets are smoothly animated and don't change their shape when they turn (as happens in many early shoot-'em-ups), and I liked the way that your plane begins to smoke when you get hit. What really makes this game so glorious to play though, is the widescale destruction that you can cause at just the flick of a button. Ha, ha – an arsonists paradise!

Pummel some missiles into an airfield and the buildings don't just explode and then leave a crater – they burst into flames and are slowly consumed by the raging inferno, then all that's left is a burnt-out shell. This is much more realistic, and provides some excellent moments, as you fly in and rain down bombs, before leaving the burning wreckage and flying on to the next target. Eat your heart out *Desert Strike* – this has you licked in the glory 'n' guts department.

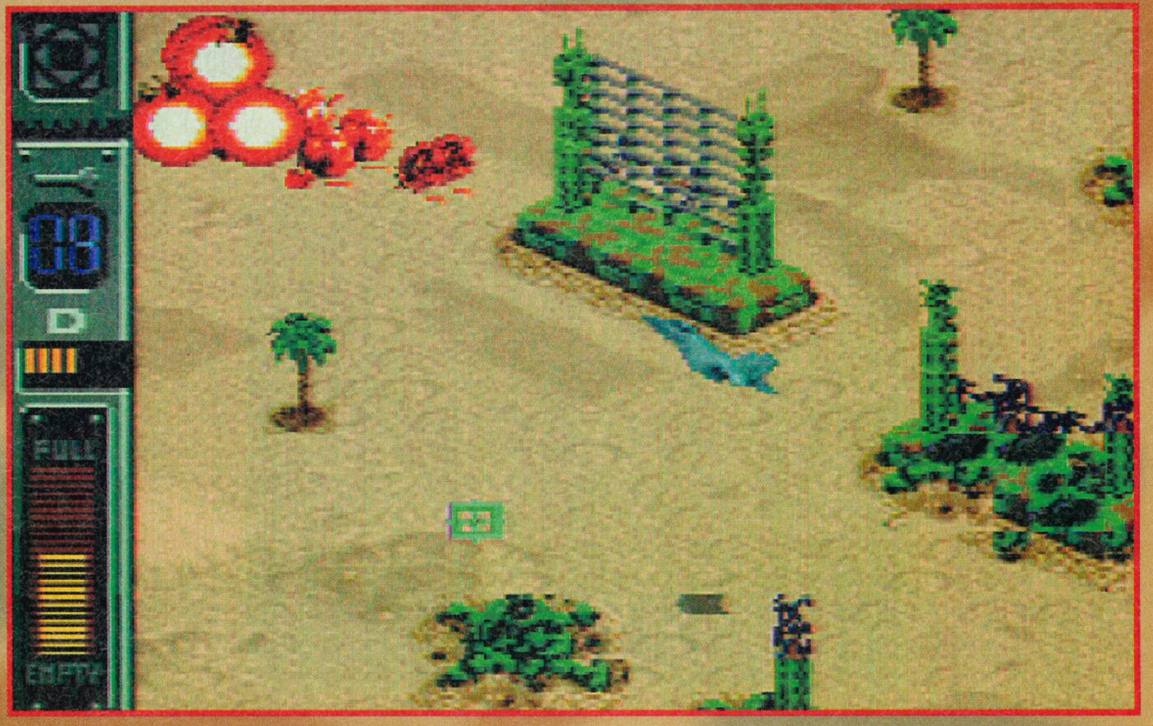
Sound is also excellent, with some *UN Squadron*-esque tunes that actually complement the action, as opposed to getting on your nerves like that damn Elton John and Rupaul number. You know you hate it, but can you get it out of your head – no?!

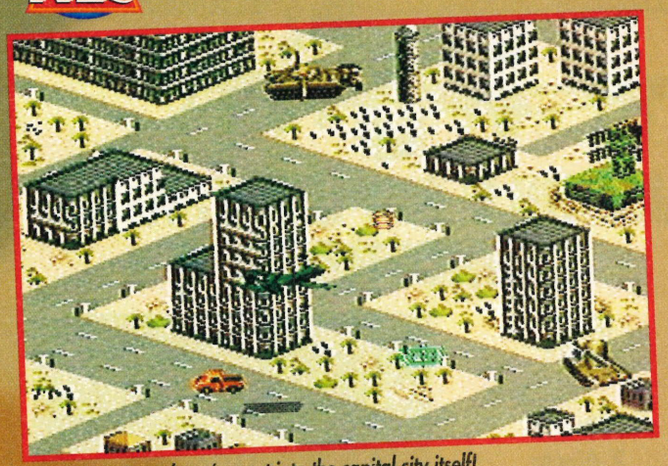
During play there are a number of great tunes that spur you on, and the music also changes to a more menacing tone when a MiG 29 tries to take you out. Sonically, there are also plenty of neat ditties during the war screens, missile launch 'whooshes', lock-on 'beeps', and I liked the jet engine whine in the background when you get advice from the burly colonel



△ *GNN news live from the warzone.*

▽ *Here we see a smashed radar site (mission 1), with an enemy MiG hitting the ground at the top.*





△ *Mission 8, and you're sent into the capital city itself!*

KEITH



This is definitely my type of game: plenty of action, strategy and loads of playability. Visually, it's similar to *Desert Strike* but with more detail, for example, towns really look like towns and even radar and SAM sites are instantly recognisable. I especially like the way that as you progress through the game, the war situation is being constantly changed and updated. You can even see your offensive line of tanks trundling towards the enemy below as you cruise around in the sky, dodging MiGs and missiles. One (worrying) psychotic tendency that can be exercised is the annihilation of your own troops – not advisable really as this does impede your war effort slightly. But there's nothing like carrying out your mission, slipping away from a MiG and returning to base with barely enough fuel. Pure adrenaline!

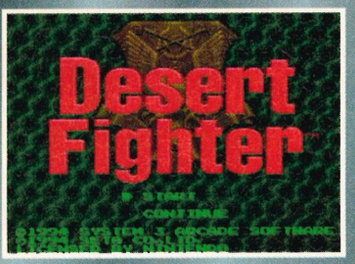
Trautman look-a-like before the big push. It has to be said that the mic chatter speech is fairly unclear, but who can understand it anyway (Cue Carling Black Label Dambusters advert punchline)?

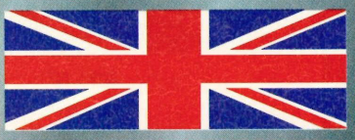
The only thing I found wrong with *DF* is that there is not enough of it. True, it did take me a few days to annihiiate the alien scum, but there are only eight missions to complete, and this is fairly easy if you don't decide to sight-see on the way. The scrolling could also have been a little faster, because although it's very handy for pin-point bombing runs – it takes an age to get from one end of the map to the other. In this case it would have been better if you could decide where to start the missions from.

There you have it then, despite some minor niggles I have to say that *DF* is a stonkingly good war game with more than a smidgen of strategy mixed in for good measure. It looks and sounds great, and playability's not too bad either. Better than *Desert Strike* in my opinion, and a well-timed release for summer, because *Jungle Strike* by Gremlin will be out nearer to Christmas. Fancy some Saddam busting? Get *Desert Fighter* now and wipe that smug grin off his face!



△ *You two characters are going to Top Gun!*





PRODUCER
SYSTEM 3
(081) 864 8212

PRICE
£49.95

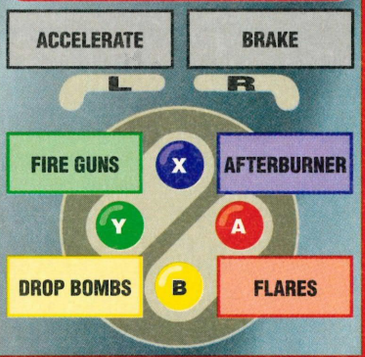
RELEASED
OUT NOW

GAME TYPE
SHOOT-'EM-UP

CART SIZE
8MBit

FEATURES
BATTERY SAVE

CONTROLS



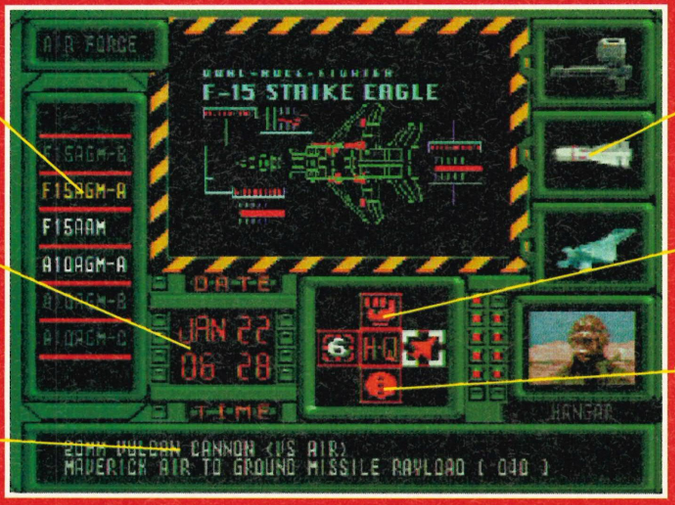
PLANE SAILING

The war screen is the key to the whole game and so you better learn what all those buttons and lights mean.

This is the aircraft selection window. You access it from the right square on the war panel (bottom centre)

Desert Fighter is played in real time and so this date is very important if you want to know how much time you have left.

GNN news flashes, your commander, and any other guys who want a chat will contact you here.



Make sure you choose the correct weapons for your plane. The F-15, for example, can have three different payloads.

Hit the fist and you go straight to the hanger where a brutalising colonel will talk tough.

This square will give you information on the chosen mission area; including target details and hit percentages.

RATINGS

GRAPHICS	90
SOUND	86
GAMEPLAY	88
LONGEVITY	80

OVERALL

89

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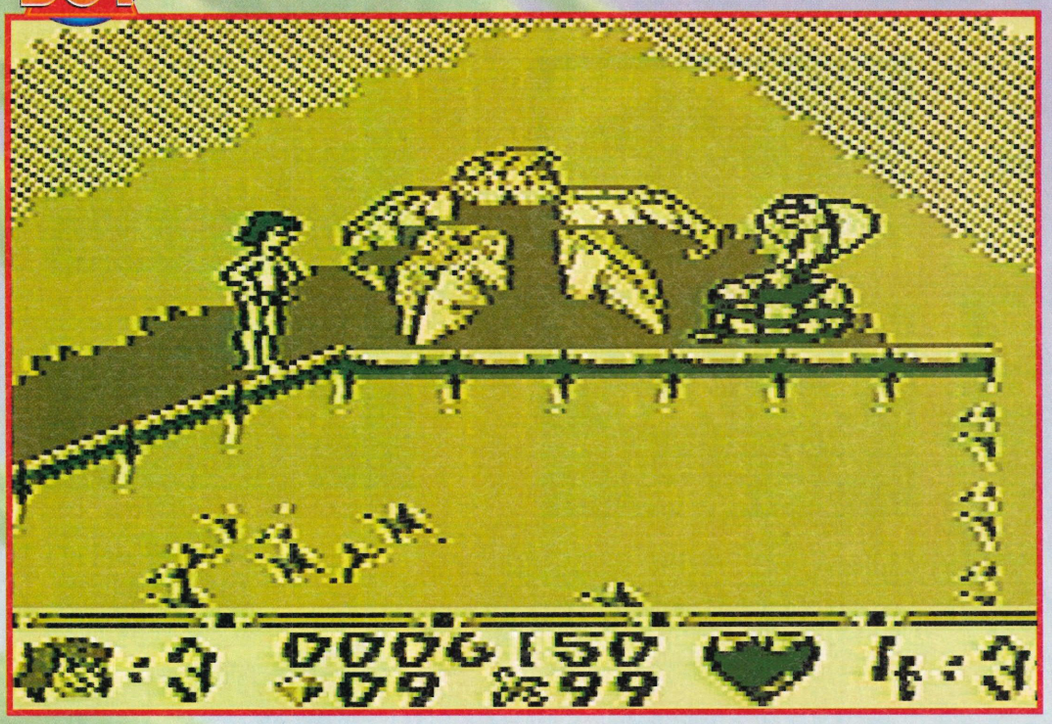
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Par



Rumble in the Jungle!

the JUNGLE BOOK

ANDY



Amazing – a movie licence that manages to be a platformer *and* playable! I thought that was impossible, but Virgin have proved me wrong. *Jungle Book* pulls off the tricky balancing act between playability and challenge with ease, dragging me back for another game of banana-lobbing mayhem time after time. The levels are large and detailed (I loved the Dawn Patrol stage, with the marching column of elephants), the creatures you meet are all instantly recognisable as the Disney characters, and even the music's halfway decent! The game only has two flaws – one is the screen blur, which is unavoidable on scrolling Game Boy games, and the other is that *Jungle Book* has the bad luck to be ranged against the even better *Warioland*. Don't let that stop you buying this, though. In fact, why not buy both?

RYAN

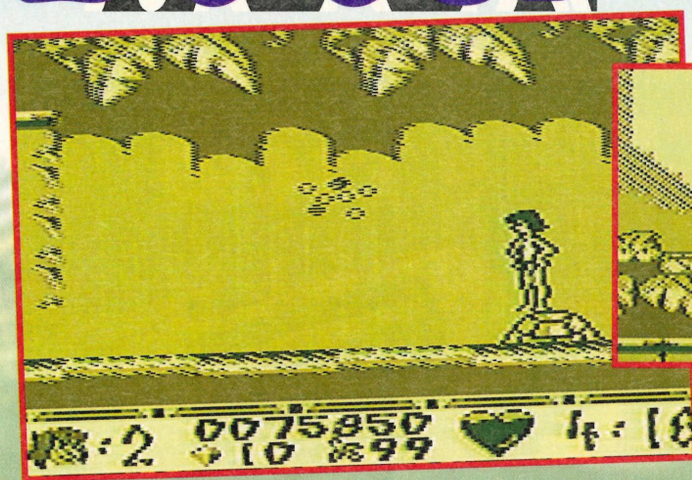


I've never really been much of a Disney buff. Apart from those awful Herbie movies, my childhood was virtually Disney-free, and I've always preferred films with more distinction, more grit, and where the stars don't spontaneously burst into song at every opportunity! You may find it strange then, but I actually liked Virgin's Game Boy adaptation of the classic animated movie, *Jungle Book*.

You control Mowgli, the mop-topped kiddie with pencil limbs and a burning ambition to escape from the jungle and track down his long lost elders. As platform games go, *Jungle Book* trundles along slowly to begin with, but as you progress through the leafy levels it quickly gathers momentum, and I was really enjoying it by the end of the third level!

Your basic aim is to collect a certain amount of gems that lie scattered around each jungle scene. This sounds straightforward, but the truth is that many of the gems are obscured by foliage, hidden on high branches, or simply nestling in the belly of the cheeky chimps or venomous cobras which must be pelted with boomerangs (your only weapon) before you get the loot.

Jungle Book features all the foolhardy characters from the film such as Baloo the bear, King Louie and...er, the others (he said trying not to betray the fact that he knows nothing about the film)! Each one crops up in cameo to assist or hinder the young tyke. As we all know, no platform game would be complete without a hefty bundle of power-ups and bonus items to collect, and in this department *Jungle Book* excels; offering a huge abundance of energy-replenishing fruit, multi-directional boomerangs, invincibility masks, and a special shovel, one of which is hidden somewhere on each level. If collected,



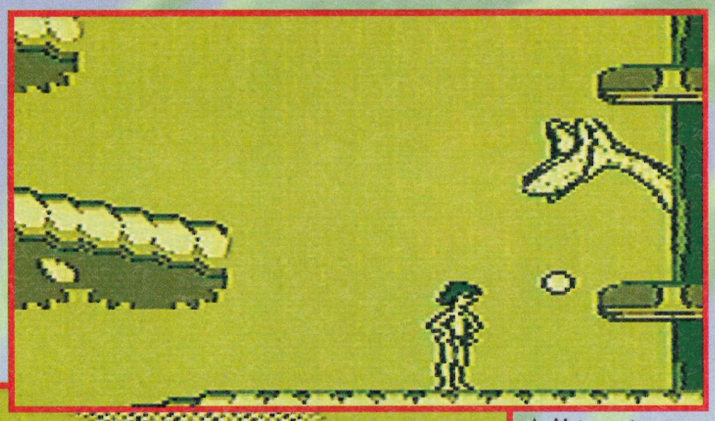
▽ *If you collect the shovel, Mowgli will dig into a secret cavern once the level is complete.*



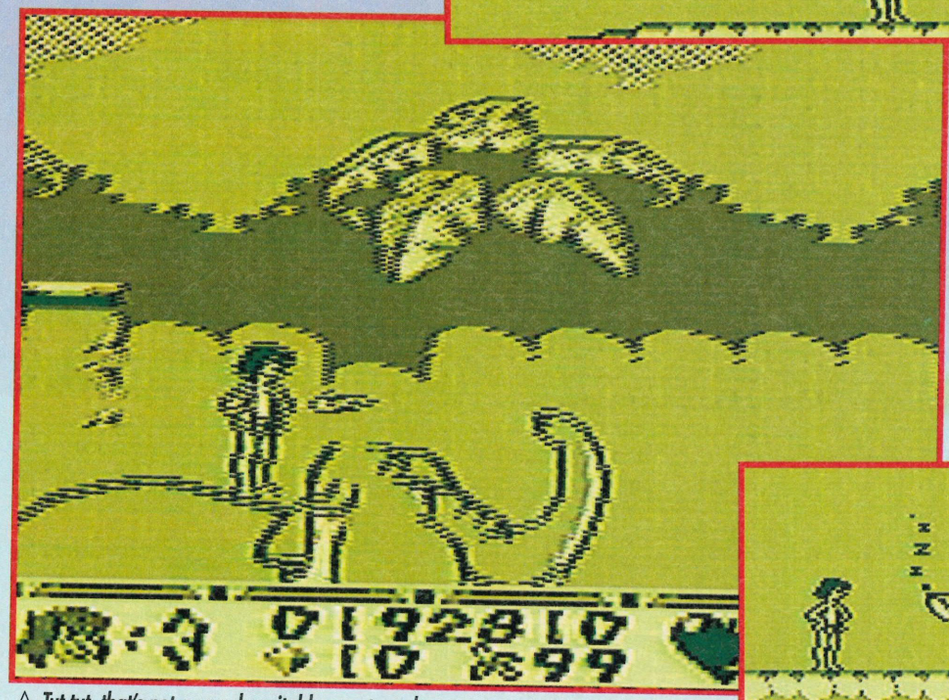
◁ *"Ride that current, dude!" Mowgli drifts downstream on a friendly turtle. Don't fall in, though, or it's curtains for our hero.*

this will access a special bonus room once the level has been completed; giving Mowgli the chance to increase his score.

When I started playing *Jungle Book*, I anticipated it to be 'just another platform game', however, I was pleasantly surprised by the amount of variation in each level, and the skill required to fulfil your goal. Whereas most other Game Boy titles fall into the trap of being too similar throughout, *Jungle Book* is pleasantly original (considering the tired format on which it's based!).



△ *Not so cute now, is he! Use your invincibility mask and aim for his head.*



▽ *Ahhh! It seems a pity to wake him, especially when you only end up killing him anyway.*

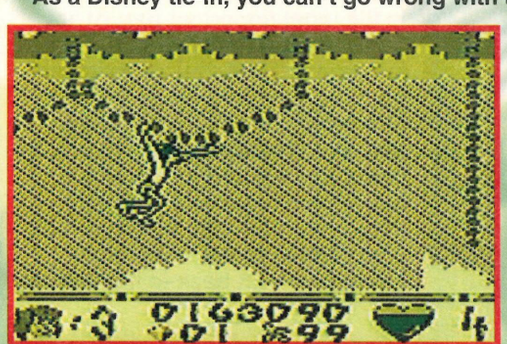


△ *Tut tut, that's not a very hospitable way to welcome a hitch-hiker! Avoid the elephant spit by jumping as soon as you see his trunk twitch.*

My only real quibble is that I found the control method unresponsive to the point of tedium, mainly due to the fact that Mowgli never seemed to jump or move in quite the way I expected. This made the action very unpredictable and at times frustrating, especially when Mowgli would stop in mid-jump and sink helplessly into oblivion.

Graphically, *Jungle Book* is superb, looking extremely polished and well presented. The animation, especially on the swinging sections is brilliantly effective and in my opinion some of the best on the Game Boy! The thumping tunes are also of a high standard; managing to recreate the annoyingly unforgettable soundtrack of the movie.

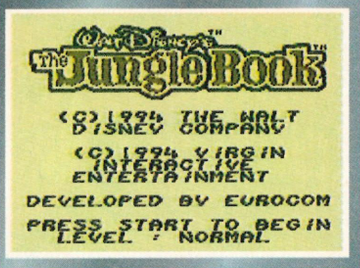
As a Disney tie-in, you can't go wrong with *Jungle Book* – the levels are huge, the music is highly atmospheric, the graphics are ace, and the gameplay is a joy to behold. If you've got a Game Boy – it's a bare necessity!



DAMIAN



Go on Virgin – give yourselves a pat on the back! *Jungle Book* is proof that Game Boy games are just as, if not even more, playable in most cases than Super NES games. The graphics are great, but *Jungle Book* suffers from the usual bugbear of blurring when you run. This isn't so bad if you are playing in good light, but it does strain the eyes if you are just casually grabbing a few minutes play on the train. Apart from this, the most outstanding feature of *Jungle Book* is the groovy music from the film. The first level has the great "I wanna be like you" tune bopping along behind the action, and this really enhances what is a top class movie game. *Jungle Book* should be in your collection now!





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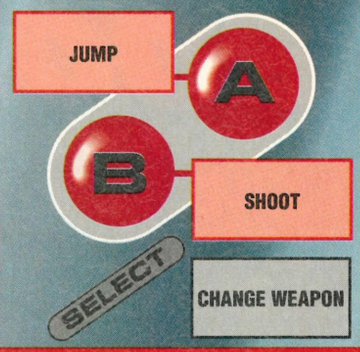
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GAME TYPE
PLATFORM

CART SIZE
2MBit

FEATURES
TWO DIFFICULTY LEVELS
LIMITED CONTINUES

CONTROLS



RATINGS

GRAPHICS	86
SOUND	80
GAMEPLAY	82
LONGEVITY	81

OVERALL

83

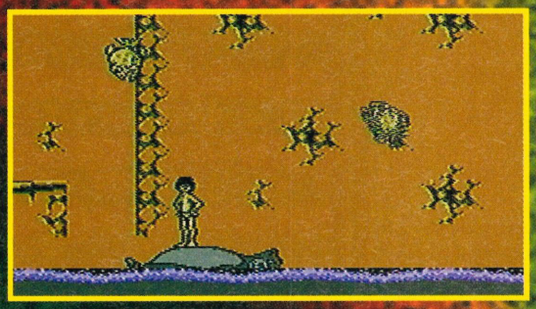
JUNGLE BOOK

A bare necessity!

GAMER GOLD



△ The animation on Mowgli is stunning, especially when he swings on the vines.

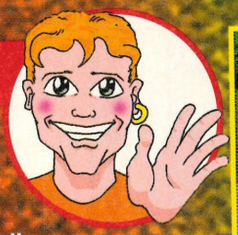






△ Oh crikey, it's the Blair-Stare! Mowgli finds himself in a sticky situation!

RYAN



After a few years of wandering around au-naturel and feeding on roots and shoots, Mowgli naturally began to crave a taste of the good life, and so set out on a quest to find his parents. You may have already guessed that I have never seen the Disney classic on the big screen; judging by my crude interpretation of this classic story, however, to appreciate Virgin's NES tie-in, knowledge of the film is a mere triviality!

Obviously taking into account the importance of the film's musical elements, *Jungle Book* recreates the classic tunes almost perfectly, in fact I found my foot tapping uncontrollably to "The Bear Necessities" for days after! The sound effects are mainly of the "Boop", "Whoop" variety, but are often paled into insignificance by the excellence of the thumping soundtrack.

Despite how drained the NES platform game situation is, I thoroughly enjoyed playing *Jungle Book* and I just couldn't seem to tire of swinging on vines, duffing-up monkeys and riding convoys of elephants – in short I was totally hooked!

Okay so it may not be the most original game around, but *Jungle Book* makes up in style and playability what it lacks in originality. Even the tricky control method that bugged me in the Game Boy version has been rectified, so this time I have nothing to blame for my failures!

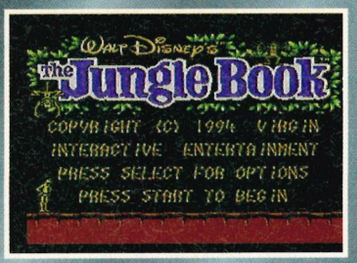
Jungle Book looks and plays pretty much the same as the Game Boy version, the only apparent differences being colour, of course, and a slight difference in the layout of some levels. Although the graphics are generally of high standard, the backgrounds do become a little repetitive after a while, however it's the central character that totally steals the show! The animation of Mowgli is simply exquisite and he moves with such convincing grace and speed that you could almost con yourself into thinking that you're watching the film... well, sort of!

Mowgli's jungle friends (and foes) also make cameo appearances to increase the atmosphere and add a sense of excitement to the proceedings, and it is good to see Virgin making this adaptation so true to its celluloid counterpart.

KEITH



Great, another NES platform game – there's not many of them around, are there! *Jungle Book* doesn't really contain that much that makes it stand out apart from one factor – it's extremely playable and for me that is the most important part of any game, therefore I have to recommend it. As far as graphics go, they look very much like the characters they're meant to be. Mowgli is wonderfully animated, he leaps, swings and jumps in a convincing manner and is very easy to control. The NES market is a bit lifeless at the moment so bring your NES back to life and buy this now!



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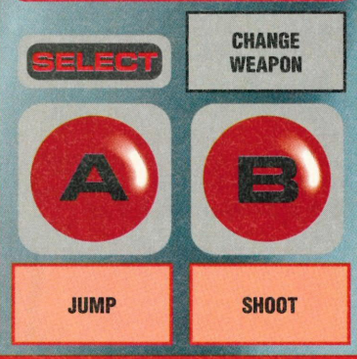
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GAME TYPE
PLATFORM

CART SIZE
2MBit

FEATURES
LIMITED NUMBER OF CONTINUES
GREAT GRAPHICS AND SOUND

CONTROLS

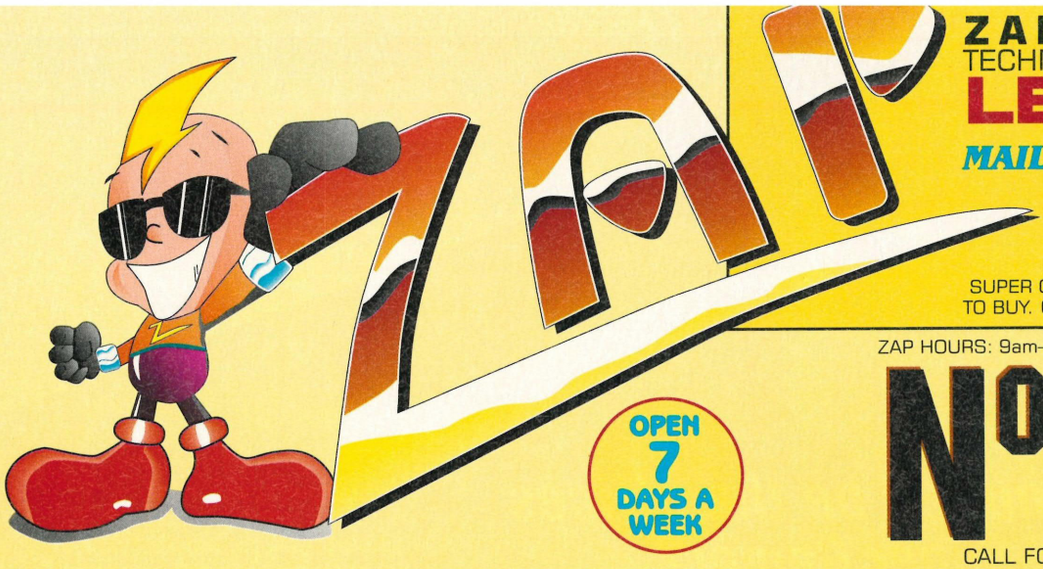


RATINGS

GRAPHICS	89
SOUND	88
GAMEPLAY	90
LONGEVITY	91

OVERALL

90



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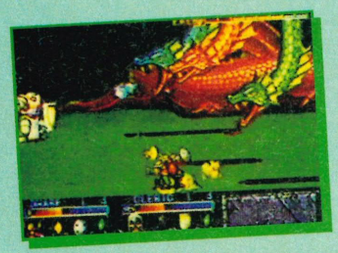
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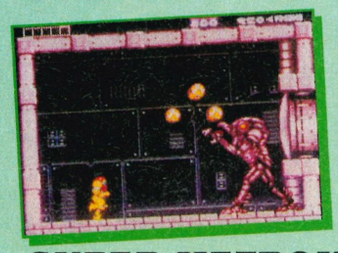
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UTOPIA

KEITH



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According to Sir Thomas Moore, Utopia is a place of beauty, serenity and harmony; the perfect society, some say the ultimate goal of mankind. In this game it's up to you to create this imaginary wonderland.

You are supreme commander of a colony whose task is to live and prosper on ten planets in the universe. Once you have attained a reasonable standard of life and defeated the indigenous aliens who had the gaul to be living where you wanted to build a city, you fly off to the next planet and the whole process begins again.

Your colony must be made up of certain types of building, most important of all are the control centres, life support systems and living quarters. Without these, your Utopian dream will quickly wither and die. There are other buildings, such as chemical plants, tank yards, stadiums and power stations – all of which are represented in fairly small yet detailed 3-D graphics.

Unfortunately, because of the angled view, the screen occasionally becomes far too cluttered, and this means vehicles and tanks are often obscured by other structures. I think it's a toss up as to whether this, or the grating in-game tune that drones throughout, is the most annoying factor in *Utopia*.

Apart from the music, there are absolutely no other sound effects in the entire game – could this be because in space, no-one can hear anything?

As commander, you have many advisers who help you with your decision making, and they will talk to you about many aspects of your colony including; finance, health and defence. You can ignore their advice if you like, but as I soon learned, shun them too often and you'll be kicked off your rock without even so much as a space suit for company.

In order to sustain growth, a balanced economy must be created – ie, you must make enough money to keep up the standard of living and suck enough money from your treasury to finance other departments such as exploration and defence.

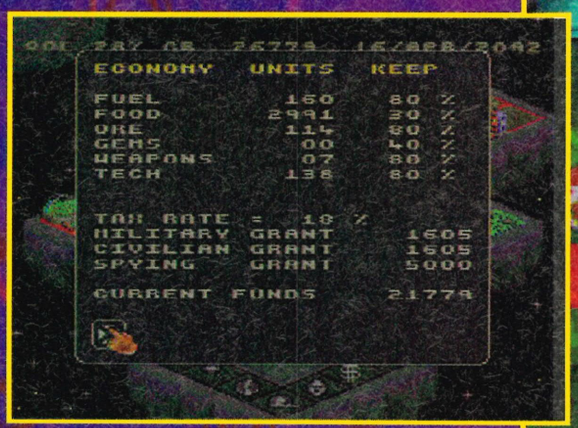
Having a powerful army at your disposal is paramount in order to survive. Initially your



△ *These are the buildings you can choose from when you first start playing. As you progress, scientist can produce new buildings and facilities.*

▽ *Could it be Blake's 7? No, there's only six of them, so it must be your trusty team of advisers.*





△ *Use this informative screen to adjust the amount of money you can allocate to each department.*



△ *A quick flick through the radar scanners show important data, such as where ore deposits are located and what building is where.*

arsenal will consist of a few laser turrets and maybe one or two tanks, eventually the ultimate defence will include a massive battle cruiser, but this takes years of research and development. Your tech level starts at one and as this increases (by building laboratories), so your ability to create more destructive death tools escalates.

Talking of defence, one of the nice things about the game is that you are given about 20 years to build on the early levels before any attacks are initiated by the alien forces. This is a welcome time scale, as it gives you plenty of time to build up your colony and work out what the hell is going on. Games like *Metal Marines* offer no such luxury!

Utopia is only for gamesplayers who have a galaxy of patience, but it will ultimately reward you with enough challenge and ingenuity to last a lifetime. The graphics are great, a definite improvement over *Populous*, and the depth of detail is truly astounding. I lost considerable amounts of time playing Utopia and never even noticed it, buy this, and you will too! Highly recommended if you like this sort of thing.

RYAN



Utopia is one of the most detailed and compelling strategy games I've played in a long time. The graphics are mainly from the *Populous* mould with great attention to detail in places, although things can get cluttered at times. *Utopia* is rather like a Jive Bunny record in the sense that you always think you won't like it, but prolonged playing will undoubtedly cause your foot to tap along uncontrollably! What I'm trying to say by this analogy is that you don't have to be a strategy fan to get into this; a couple of hours play is enough to get anyone hooked. I strongly recommend *Utopia* to anyone seeking an awesome challenge, however, don't play it unless you've a lot of time on your hands!





◁ *The most important task initially is set up your defences, these laser turrets will help.*

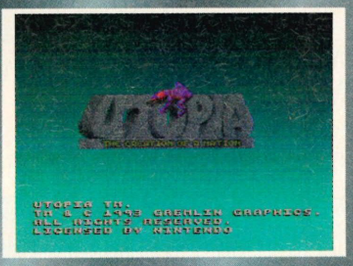
▽ *The scaffolding shows buildings currently under construction. Most of them take about 30 days to build.*

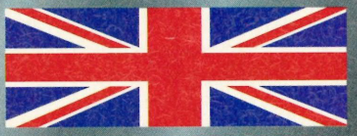


DAMIAN



Like *Populous*, *Utopia* is for die-hard strategy fans only. There are no arcade beat-'em-up sections, just pure civilisation building and people management. While these type of games usually bore me to tears, *Utopia* is incredibly compelling and fun to play. The future element means within hours you can have rocket ships and star bases all over the planet, and I especially liked the ranks of armoured tanks that can be assembled to fight off the aliens. If you liked *Populous*, get *Utopia* now – it'll last you absolutely ages!





PRODUCER
GAMETEK
(0753) 553445

PRICE
£44.99

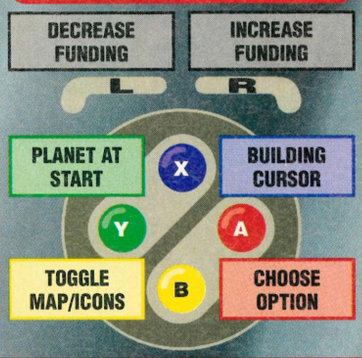
RELEASED
MAY '94

GAME TYPE
STRATEGY

CART SIZE
4MBit

FEATURES
BATTERY SAVE OPTION

CONTROLS



RATINGS

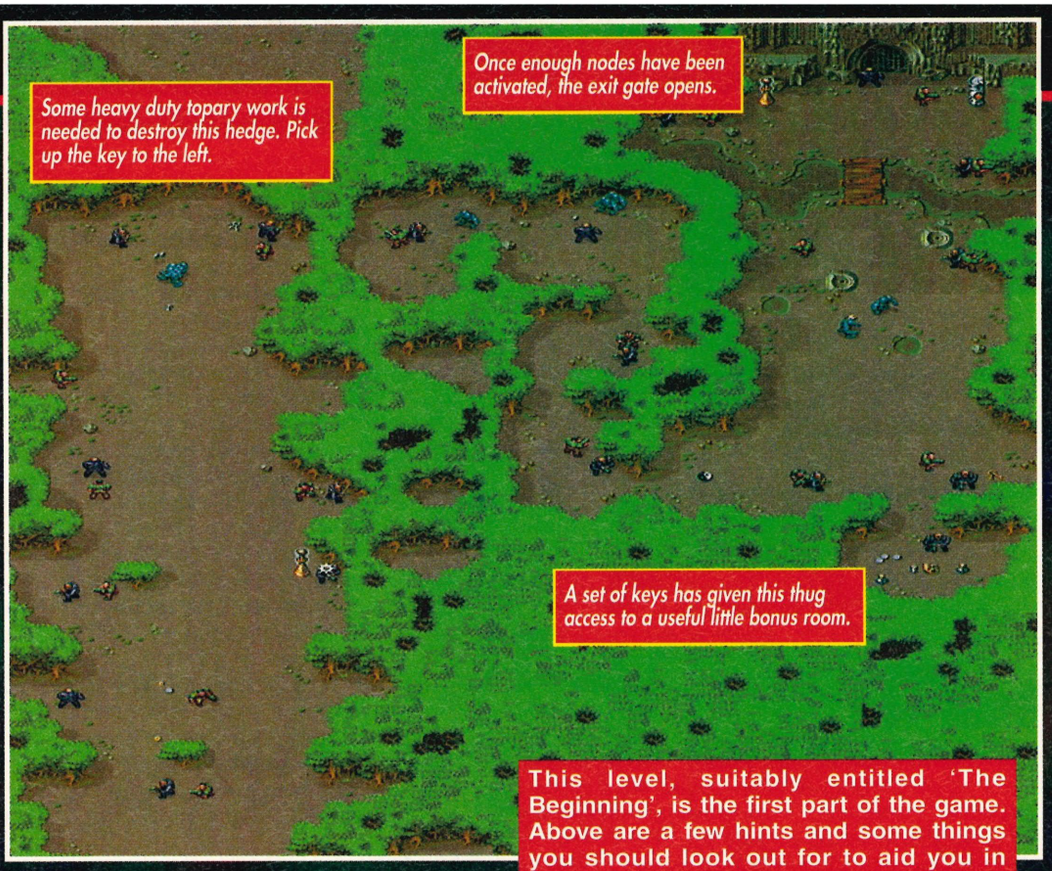
GRAPHICS	79
SOUND	75
GAMEPLAY	85
LONGEVITY	87

OVERALL

85

THE CHAOS ENGINE

Nothing to do with servicing a Morris Minor!



This level, suitably entitled 'The Beginning', is the first part of the game. Above are a few hints and some things you should look out for to aid you in your mission.

KEITH



The Chaos Engine is a conversion of the Amiga game which was released last year. Basically, it's an overhead scrolling shoot-'em-up along similar lines to that old classic, *Gauntlet*. One of the main selling points of the game was the brilliant artificial intelligence programmed into the enemies and your computer controlled partner. The team behind the game (Bitmap Bros) have also been responsible for massive hits like *Speedball 2* and *Gods*, so you come to expect high quality from them, and I have to say that they haven't disappointed.

The Chaos Engine is set in Victorian England, where Baron Fortesque's lust for knowledge and power eventually leads him to create the ultimate monstrosity – a machine which alters time and space, and changes normal people into ravenous wolves – *The Chaos Engine*! It is your task to assemble a band of hardened mercenaries, find this abomination, and destroy it to save the world.



You start your quest by deciding which two warriors will form your team, one of which you will control, the other is the computer or player two. There are six fighters to choose from, each of them has a specific gun suited to their particular style, and different attributes such as speed, health and wisdom.

Wisdom is very important to look out for when choosing your computer controlled opponent – the higher the wisdom level – the smarter the character. This means he (only beefy

RYAN



The Chaos Engine looks great, with detailed sprites, and stunning scenarios. However, the gameplay is a rather tired and repetitive affair, being very reminiscent of the old *Gauntlet* games. If you like this sort of thing then I have no hesitation in recommending it, although in my opinion it plays second best to *Zombies* in terms of excitement and style. The intro music is excellent and the various screams and gun effects in the game also do well to convey the atmosphere, but in the long-run this game doesn't really offer much in the way of originality. Not bad, but *Zombies* has already established itself as the cream of this genre.

ANDY



The Chaos Engine may be an unmatched classic on the Amiga, but on the Super NES it faces stiff competition from Konami's *Zombies*, and in most respects it comes off second-best. The 'steampunk' setting is unusual and interesting, and the various characters and weird mutants have that characteristic Bitmap Brothers 'look' about them, but the game itself is, in essence, a Victorian *Gauntlet*. Trog around, shoot some freaks, collect keys, get hit by lethal baked potatoes (well, that's what they look like), shriek as you die within seconds, curse at the horrendous slow-down... Sorry, Microprose, but Konami win by miles on the maze-mayhem front. *Zombies* is the one for me!



△ *"Hey Gus, fancy a mercenary sandwich?" Our guy's gonna have to come up with something SPECIAL here, what can he do?*



△ *This screen appears every two levels and gives you the chance to change your sad soldier into a man tank, providing you've got cash.*

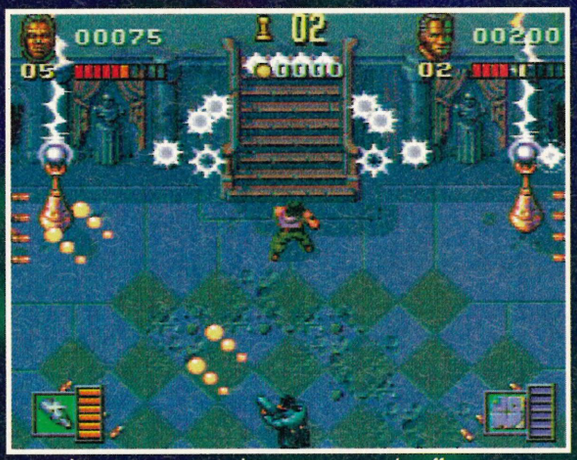
brainless types need apply!) will go for power-ups, shoot more accurately, and even run away if things get too intense! This is a brilliant idea and you can use it to your advantage by keeping back on the harder levels and letting your partner take the flak. Inevitably however, he bags all the power-ups and the money!

The action is viewed from above and features some very detailed characters and backgrounds, with the distinctive Bitmap metallic sheen on everything. The aim of each level is to activate a number of nodes and open the locked gate at the end. You'll know when one is activated, as your player triumphantly announces "node activated". Dead simple, and "dead" is what you'll be if you are not careful!



Beautifully animated monsters appear immediately on all sides. Frogs jump, beetles dart here and there, and others just come at you with absolutely no mercy! When you kill a foe, with a slightly out of place explosion, they will drop some money, this is worth saving because you have the option of buying power-ups from the shop later on.

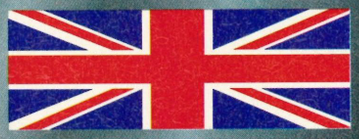
You can also find power-ups lying around, although these tend to be well hidden and often involve killing particular monsters first, or shooting false sections of wall. There is absolutely tons of secret stuff to find and the methods of discovery vary from blasting walls to activating nodes in a certain sequence.



△ *Node activation can produce some spectacular effects.*

The Chaos Engine consists of four worlds to explore and each of these has four levels. Unfortunately, I found that *The Chaos Engine* became a bit repetitive once I reached the third world. However if you're a shoot-'em-up fan then you probably won't be able to put it down. This is fine game, well programmed, smart presentation, and worth buying for its original storyline, but *Zombies* (viewed from the same angle and also a shoot-'em-up) is far better. Worth a look if you do not have a game like this in your collection.





PRODUCER
MICROPROSE
(0454) 326532

PRICE
£TBA

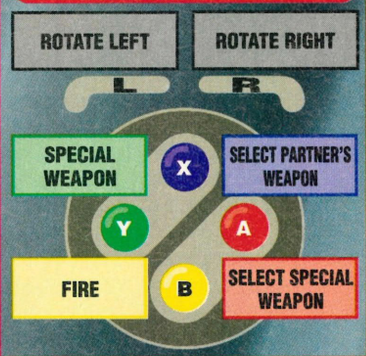
RELEASED
JUNE '94

GAME TYPE
SHOOT-'EM-UP

CART SIZE
12MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

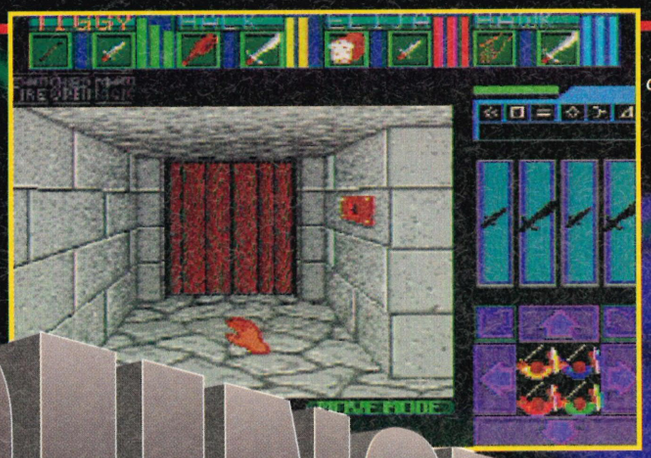
GRAPHICS	90
SOUND	81
GAMEPLAY	87
LONGEVITY	80

OVERALL

80

A flicker of light in the RPG corridor!

DUNGEON MASTER



◁ If you can find the correct key, then this door will open.

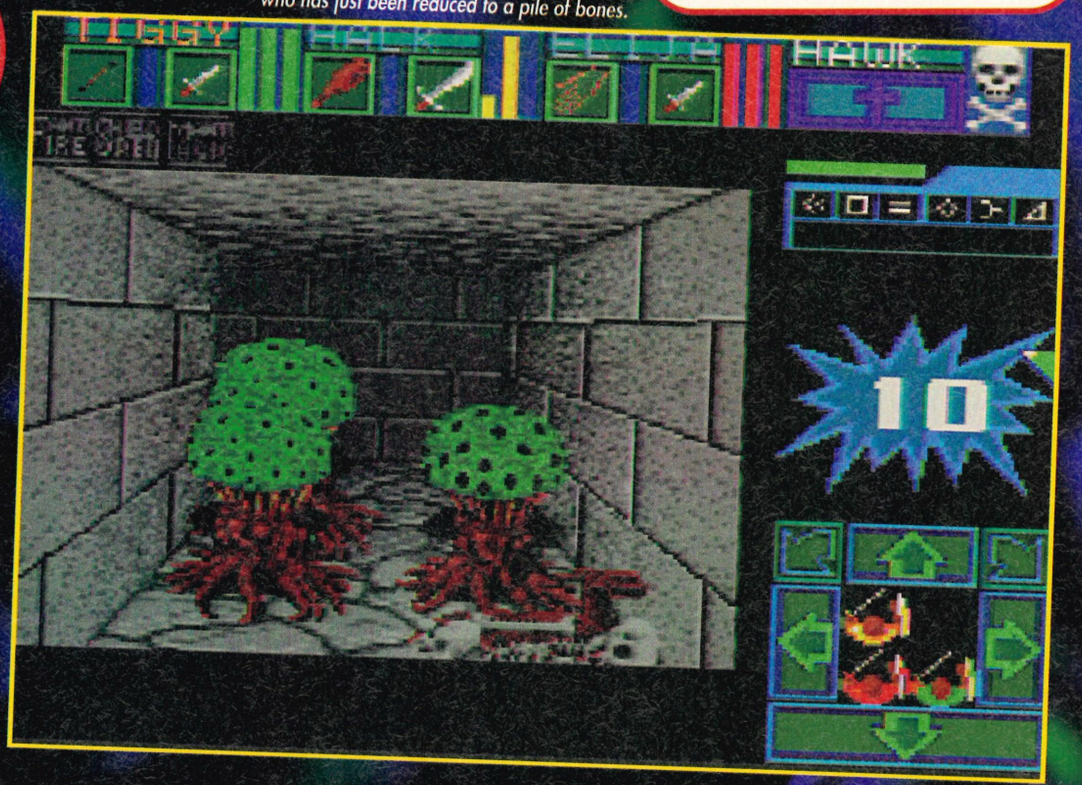
KEITH



At last – it's been eight years since *Dungeon Master* was first released on the Amiga and Atari ST. The storyline is not particularly original (although it may have been when it was first released), so briefly; Lord Chaos has taken over the land, you as Dungeon Master, must guide four adventurers through various battles and puzzles in order to retrieve the Fire Staff and defeat Lord Chaos.

There are 24 characters to choose from, these range from vicious Lizardmen to small magic-using Pixies. Every character has three attributes, these are Health, Stamina and Mana. A character who is high in health and stamina will make a good fighter, so stick him at the front to cover the wizards, whose main requisite will be a high mana rating and can be used to conjure spells such as fireballs and lightning bolts, while the beefy guys let their axes do the talking!

▽ The battle is not going too well for Hawk, who has just been reduced to a pile of bones.



DAMIAN



I played the Atari ST version to death (well, until I got stuck), and I loved the fact that you could lose entire days playing it – and not even notice! To be fair, the graphics and sound are a bit duff here, and I think a heartbeat sound effect, in fact, more sounds in general, would have made this a much better game. The menus are clumsy to use because it is too much of a chore to constantly ferry items from one bag to the next in order to survive. In the end you use the wrong item because you can't be bothered to search everyone's gear for the right one! *DM* is a great game if you're into this sort of thing, and strategy fans will love it, but you had better make sure you are one of those people in the shop first.

PARTY HEARTY

The key to success with *DM* is choosing the correct combination of characters in the Hall of champions. A good mix of Fighters and Magic Users is the ideal party composition.

ELIJA



H: 60
S: 58
M: 22

The best Priest in the game, respectfully known as the Lion of Yaitopya.

HALK



H: 90
S: 75
M: 0

This guy is an all-out Fighter. Put him at the front where the action is.

HAWK



H: 70
S: 85
M: 10

A very strong Priest, he hasn't much magic power, but plenty of brawn.

LINFLAS



H: 65
S: 50
M: 12

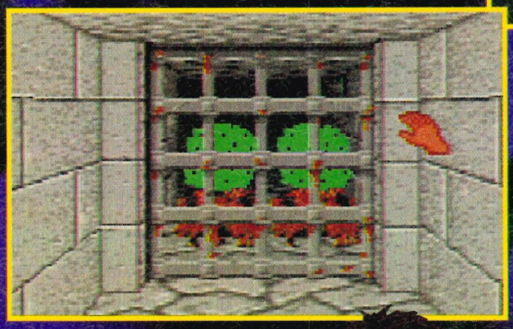
This Elven Warrior can throw a few fireballs and handle him self in a fistfight.

The monsters, of which there are plenty, are not that impressive graphically, and the animation is badly limited to just a couple of frames. Although varied, the baddies you face are somewhat two-dimensional and the way you can sidestep around them is highly unrealistic.

Luckily, all the items portrayed in the game are sufficiently well drawn to be identified from a distance, and this is vital when you have to spot a key on the floor from 20 paces. Other details, such as the secret switches that reveal hidden rooms and alcoves, are clever



△ *The character screen which informs you of your players' vital statistics.*



and add an extra 'surprise' factor to what is otherwise a pretty mundane exploration game.

Sound is used with a fair amount of thought, and this is essential when attempting to create a creepy atmosphere. I liked the way that as you wander through the dungeons, you are always aware of constant dripping water; echoing through the halls and raising the hairs on your neck. It's just a shame that most of the other sound effects are terribly poor, particularly the blood-curdling war cry of the mummies – it sounds more like a kitten mewing!

DM is a big game – no doubt about it. There are 14 levels in all, the first few are fairly straightforward and present the perfect learning curve, but they eventually become extremely cunning, with mind-bendingly devious puzzles. There are switches to press, pressure pads to stand on, characters to resurrect and keys to find.



What makes *DM* fun to play, especially if you are an enthusiast, is that you never know what lies around the next corner and how you are going to cope. Each maze is absolutely huge and will take you ages to complete, and the key is successful management of your party and effective battle and spell techniques. In this game it's the survival of the fittest, and there are no medals for second place. Luckily, you can save your progress with a very handy battery back-up save option, then you can return to exactly the same point from where you left off.

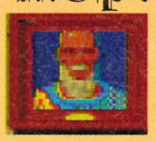
DM is a good game, but it will only appeal to hardened fans because it is not as instantly accessible as *Might & Magic 2*, and you are restricted to the same old dungeons which can get repetitve after only a short while.

ANDY



As another ST veteran, it was good to see the return of a familiar face, but it was also disheartening to see how much technology has moved on since I played *Dungeon Master* last. Compared to *Jurassic Park* and *Wolfenstein*, the step-by-step update is frighteningly old hat, and the lack of variety in the dungeon environment (you want grey stone walls? We got 'em!) shows up the age of the game even more. However, the fact that *Dungeon Master* still manages to remain enjoyable is a testament to the depth of the original gameplay; it's very easy to get lost, in more ways than one, in those dank corridors. Without a mouse, the inventory system is a lot more cumbersome than on the original version, but once you get the hang of it there's plenty of mummy-mashing fun to be had.

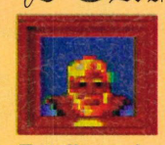
MOPHUS



H: 55
S: 55
M: 19

The party GP. This Priest has devoted his life to mastering the healing arts.

STAMM



H: 75
S: 80
M: 0

Totally rock solid, more bulldozer than human, this Fighter fears nothing.

TIGGY



H: 25
S: 45
M: 36

A mixture of Ninja and Wizard, this guy is extremely useful to have with you.

WUUF



H: 40
S: 50
M: 30

This canine oddity is one mean mutt; with his sublime Ninja skills he is deadly.





PRODUCER
JVC
(0295) 252423

PRICE
£49.99

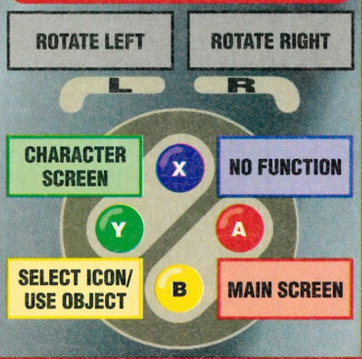
RELEASED
APRIL '94

GAME TYPE
RPG ADVENTURE

CART SIZE
8MBit

FEATURES
BATTERY SAVE

CONTROLS



RATINGS

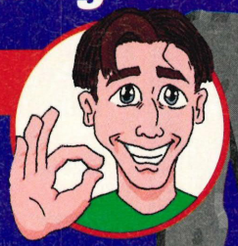
GRAPHICS	68
SOUND	69
GAMEPLAY	75
LONGEVITY	84

OVERALL

79

Let's go clubbing! PREHISTORIK MAN

KEITH

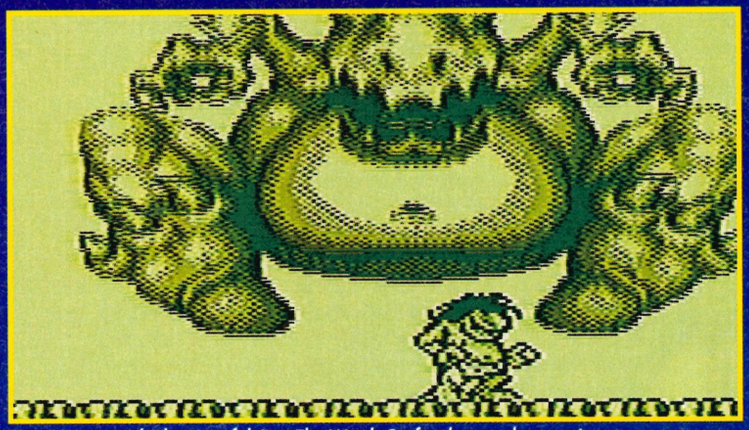


It's hard to know where to start when reviewing platform games, as there are so many of them around – it's a case of discovering exactly what's in the game which makes it worth buying. I am pleased to say that *Prehistorik Man* has some well thought out and original gameplay elements which give it an edge.

The story is a simple one (well, it has to be for Keith to understand it – Ed). A village of cavemen has run a bit short on comestibles, so they've chosen one particular starving neanderthals to go out and gather as much food as possible for the rest of the village. This tribe must survive on a fairly hefty diet of fruit salads that must be collected from bushes and trees.

There are 17 levels, ranging from mountains to forests, and all of them are portrayed in highly detailed and textured graphics that prove just what a good job the humble Game Boy can do when programmed properly (the title tune is irritating, though).

Apart from the graphics, the best thing about this excellent platform game is the original approach to each level. Dotted thoughout the adventure are levels that pit you against hang-gliders and snowboards, and this breaks up the usual 'run along to the right and jump a few times' action that plagues most platform games.



△ *PM's entered 'The Hopefuls' on The Word. Go for the navel, matey!*

Our prehistoric buddy charges through the level with a comical, yet purposeful look about him, and the game reminds me of the old *WonderBoy* coin-op. Each level is a lush tropical paradise and despite the high detail on the backgrounds, *Prehistorik Man* never slows down.

As for the bosses, well you've never seen anything like them – the dinosaur, monkey and Pterodactyl, to name but a few, are absolutely enormous and certainly up the to standard set in *Link's Awakening*.

Generally, *Prehistorik Man* is a pretty tough game, but once you've defeated the enemies, most of them don't reappear. This is helpful if you die and have to start the level again because it is much easier to get through. Ultimately, this all adds up to a highly playable platform game. I can't think of many better for the Game Boy – it's well programmed and professionally presented, so give it a try.



△ *Is that a hammer in your pocket, or... oh, it is.*

DAMIAN



I'm not usually a fan of Game Boy platform games, but *Prehistorik Man* really turned my head. The music is some of the best I've ever heard! A rocking cacophony of noise that Rob Hubbard would have been proud of. The graphics are lavish, with some great dinosaurs, although the animation is terrible, with Brontosauri leaping as high as gazelles! The levels are large and fiendishly constructed, and I liked the dynamic messages that stretch and warp all over the screen as the graphics are pieced together at the beginning. Class stuff!





PRODUCER
TITUS
(071) 700 2119

PRICE
£TBA

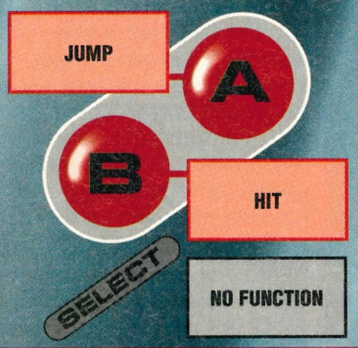
RELEASED
MAY '94

GAME TYPE
PLATFORM

CART SIZE
2MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	85
SOUND	81
GAMEPLAY	84
LONGEVITY	80

OVERALL

80

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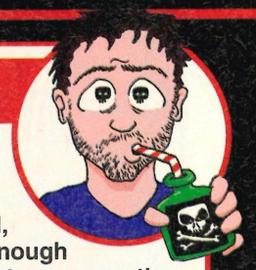
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ANDY



I can see the *logic* in converting games from the Neo Geo – after all, who'd be insane enough to pay more for just one game than the cost of a Super NES? – but I can't see the *point*, as for all the trillions of megabits involved in the original games, they aren't actually any good. *Art of Fighting* is a mediocre clone (no, let's not mince words – it's a complete rip-off) of *Street Fighter II*, offering absolutely nothing new as far as the moves go, and possessing all the addictiveness of Lem-Sip. Only mad people buy Neo Geo games, but only sad people would buy this in preference to *Turbo*.

◁ *Cor blimey, Ryo's got a fireball move. I'm not being picky, but I have actually seen this somewhere before!*



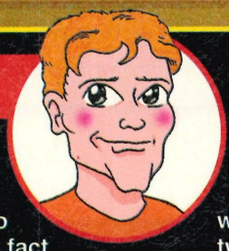
▽ *Smashing the ice blocks will increase your power level... a nice touch.*



ART OF FIGHTING

If this is art then I'm Harold Steptoe!

RYAN



Like *Fatal Fury* before it, *Art of Fighting* was hugely successful on the Neo Geo, so successful in fact that some bright spark thought it would be a good idea to convert it! Quite a task, methinks, considering the fabulous graphics and overall presentation of the original.

The game offers three modes of play including one and two-player Vs, which means that you can pit any one of the ten different fighters against the computer or another player. The motley crew of gruesome degenerates includes lanky kick-boxers, burly pub thugs, and the token well 'ard lady!

Like most other beat-'em-ups, each fighter has an arsenal of assorted combat moves and several special moves which can be learnt and mastered with time.

The third mode of play is Story, which basically tells the flimsy tale of two brothers out to find their kidnapped sister, which naturally consists of kicking seven bells out of any dodgy-looking geezers they stumble across!

In all honesty I hated *Art of Fighting* to start with. The controls are unresponsive and the sprites lack any convincing movement whatsoever. However, after playing for several hours, things began to pick up. The bonus rounds are particularly intriguing, as each of the three different tasks gives your fighter the opportunity to power-up their fighting skills – a novel touch which gives progression new meaning.

As well as your normal energy bar, *Art of Fighting* also displays a second one which indicates the fighter's 'Spirit' level. Whenever a player executes a special move, this meter will deplete; leaving you susceptible to enemy attacks. A clever way of evening the score when your spiritual level is low is to taunt your opponent using a special 'RAZ' button. A barrage of demoralising insults will sap your foe's confidence and render them a useless vegetable... or something!



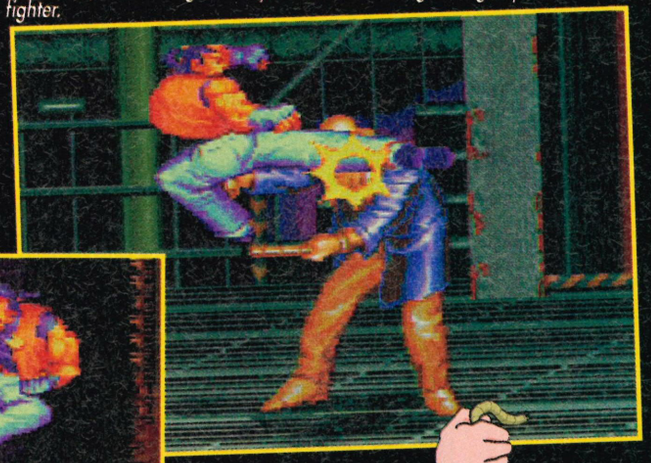
▽ *This map of a down-trodden metropolis plots your next destination.*

△ *A man, who isn't anything like Guile in the slightest, gets hit by someone not using a dragon punch.*

△ *Select one of the three bonus stages and perform the task in hand to power-up your fighter.*

Having snitched a glimpse at the Neo Geo version, it's apparently obvious that many of the stunning back-drops of the original have lost vast amounts of detail. A minor criticism perhaps, but this lets the visual element down, and going back to what I said before about the sprite animation – it has to be said that *Art of Fighting* has very little going for it in the graphics department!

The sound, on the other hand, is marvellous. *Art of Fighting* contains more chilling "grunts", "groans" and "hoahhs" than any Bruce Lee film, and the bass-kickingly soundtrack to accompany them is immensely effective when turned-up to room-shaking level.





△ *In a scene reminiscent of Bloodsport, our hero defies gravity like Van-Damme!*

I have no hesitation in recommending *Art of Fighting* to die-hard fans of this genre as it contains more hidden moves than most other games on the market. But if you're like me and you derive peverse pleasure from thrashing a few unfortunate souls on *Turbo*, then you'll probably be turned-off by the amount of time, energy and patience needed to gain any satisfaction from this cart.

But on the other hand, if you want more from your beat-'em-ups and don't mind sacrificing the graphics and playability then this is the game for you, it certainly delivers more long-term blows, but is ultimately overshadowed by the fact that *Street Fighter II* is a thousand times better!

DAMIAN



Complete and utter unimitgated total pap! *Art of Fighting* obviously learnt to play in the *Fatal Fury* school of slow-down, rubbish moves and sad graphics. I could glean no satisfaction from playing this game – the moves are nothing we've not seen before, the fighters move like they have ball and chains attatched to their feet, and the whole game plays like a one-legged dizzy footballer playing on a constantly spinning block of ice. You get my drift? What really made me mad is that Takara seem to produce the same game over and over again, without noticing that every one gets terrible reviews. Another nail in the coffin as far as I'm concerned...





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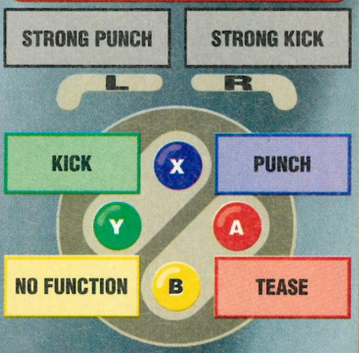
RELEASED
US IMPORT

GAME TYPE
BEAT-'EM-UP

CART SIZE
16MBit

FEATURES
INFINITE CONTINUES
8 DIFFICULTY SETTINGS

CONTROLS



RATINGS

GRAPHICS	71
SOUND	83
GAMEPLAY	69
LONGEVITY	72

OVERALL

68

SENSIBLE SOCCER

Swerving balls and straight forward soccer!



KEITH

Never have I seen graphics abysmal as this on a Game Boy! Luckily, I've played a few football games in my time and I can see through this shabby exterior into the quality footy game that lies beneath. I've always been a fan of *Sensible Soccer* on the Amiga and happen to think that there's still not a single football game among the stadium full, that comes anywhere near it.

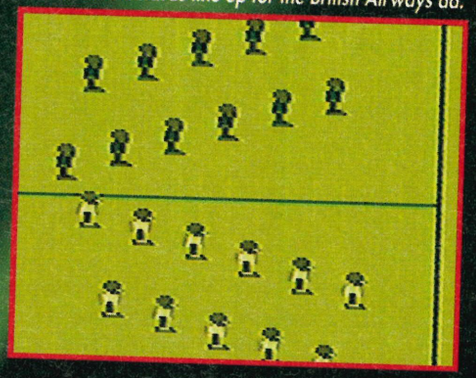
This version, while not as good as the Amiga game, is still the best one player football game on the Game Boy. Now, I say one player because one of the major reasons why it's not quite up to scratch is that the two player game is totally missing. If ever there was a game made for link-up this is it, what were the programmers thinking of? Lack of time maybe? Whatever the reason – it's going to detract from long term enjoyment.

Don't get me wrong though, you're not going to breeze through this in a hurry. There is a cup competition to win and a league can be set up with varying amounts of teams. The options available are very impressive, you can toggle the sound between FX and crowd chants, turn the weather on and off, plus loads of the options you normally associate with footy games.

At first *Sensible Soccer* is very hard to control and doesn't have the instantly accessible play method used in games such as *Striker* or *Super Soccer* on the Super NES, this is because the game is realistic. The ball can be moved up field, but it doesn't stick to your feet as with the majority of football games played by shandy drinkers and netball players – you've got to use tactics. As El Tel would say, "pass and move" – there's no room for donkeys here and precision is what's needed. Any 'hit and hope' tactics will be sorely punished.

This is Game Boy football at its best and must be bought, but beware numb skulls – this is the thinking man's football game.

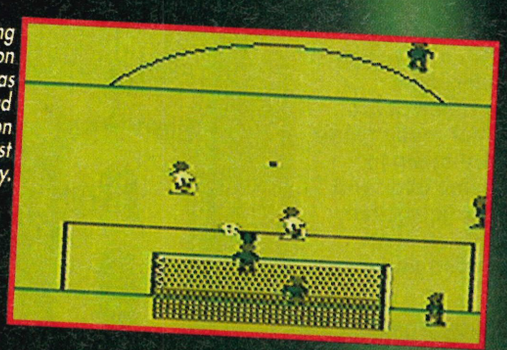
▽ *Hordes of extras line up for the British Airways ad.*



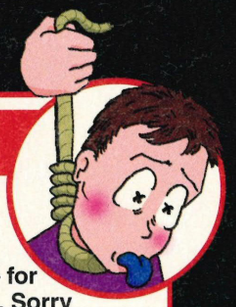


◁ *The best graphics in the game. Fact!*

▷ *Amazing goalmouth action ahoy as Pumpkinhead United take on Crispy Nuke-Test Stickmen City.*

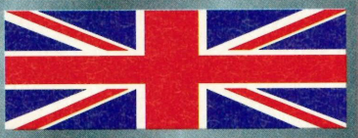


DAMIAN



I must say that a Game Boy game has never made me laugh as much as this one – for all the wrong reasons. Sorry Keith, and Sony, but I think *Sensible Soccer* is one of the worst football games I've ever played (and I've played Anco's *World Cup*!). The graphics are abysmal, sound is nothing short of criminal – I've had more fun in a dentist's chair! When the players tackle, they look like dead dogs and to make matters worse, the over-sized ball moves at one fifth gravity and floats into the net without the goalie even noticing it! At least the lack of a two player option means only one of you will commit suicide after playing it.





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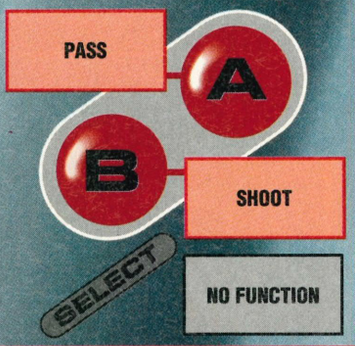
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GAME TYPE
SPORT

CART SIZE
4MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	15
SOUND	35
GAMEPLAY	90
LONGEVITY	81

OVERALL

80

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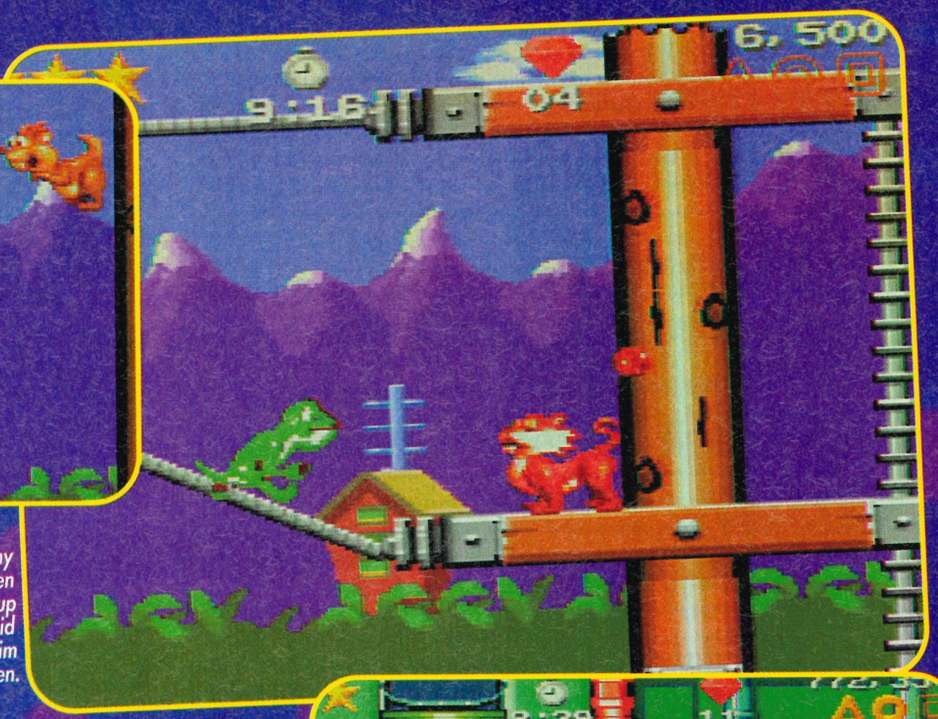
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▽ Fred Basset turns to crime following the death of his creator.





▷ Has any one seen Buzby up here? I said I'd meet him at seven.

KEITH

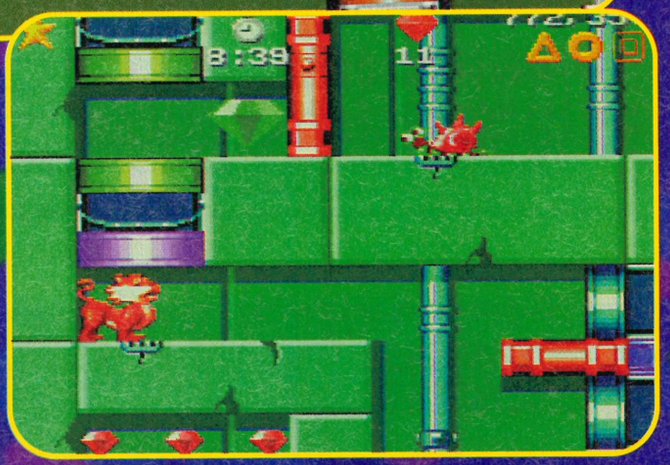


Picture the scene... an African jungle, tree canopies so dense the light barely sneaks through, creepers and vines hanging down tickling the thick layers of undergrowth that long for the refreshing caress of the sun's rays and the pampering patter of rain (get on with it Keith!).

Here in this self-imposed exile, Professor Putty has just perfected a technique of turning human beings into animals, using a spoonful of special serum and some clay. The local witch-doctors, however, decide they could use some of this themselves, and kidnap the Prof; leaving his son Clayton (ho, ho) behind as a small clay ball. Undeterred, Clayton sets off through the jungle with the monumental task of rescuing his father and the serum.

Claymates is a tough game, but to help you along the way there are various different colour balls of clay which you can pick up; changing you into either a cat, rat, gopher, fish or bird. Some parts of the level map can only be accessed using one of these animals and you will normally be rewarded with plenty of goodies if you make it.

Once a level has been finished, collecting enough gems will transport you to an imaginative Mode 7 bonus game where extra



A bit of clay goes a long way!

CLAYMATES

A PACK OF MATES

Each one of these animals has their own particular ability. Doh Doh can fly short distances, and Mukster defeats enemies with a quick flick of the paw. Oozy stuns the local wildlife with his deadly breath and Goopy is adept at passing through any underwater sections. Globmeister is a fearsome fighter with his endless supply of nuts, and Clayton the ball can pack a steamroller of a punch!



CLAYTON



DOH DOH



GLOBMEISTER



GOOPY



MUKSTER



OOZY

lives can be won. Another bonus game involves jumping in the air at the end and attempting to hit one of four letters with the intention of spelling "CLAY."

After ploughing through the level and sampling any bonus games on offer, you are then confronted with a simple *Goof Troop* type puzzle game. This involves guiding two robots around a maze with the aim of destroying obstacles in order to progress though to the next stage. This makes for a pleasant break from the platform action and ensures *Claymates* has plenty of variety, but is the main game any good?

Most of the levels are absolutely enormous and include stacks of bonus rooms, hidden boxes and other helpful objects such as rising balloons, fans and high speed tubes. *Claymates* is played at such breakneck speeds, it's hard to keep track of the amusing and interesting items that scream by.

The graphics are immaculate and feature the highly acclaimed claymation technique, first used in *Clayfighter*. This made me wonder whether the characters featured in *Claymates* were in fact unwanted cast-offs from *Clayfighter*? Visually, you can't take anything away from this game – it's colourful, well animated and includes many a curious enemy ripe for the offing.

Where it does suffer though, is with the control method. I found it very similar to *Roadrunner*. When I attempted to jump on to a platform, the sensitive control method meant that the character veered all over the place and had to be right in the centre of the platform to stay put, which is very annoying in a pressure situation.

The sound effects are very polished and they are used in abundance (like the great dog bark), and the title music is excellent – what we have now come to expect from Interplay's products – and will leave you humming it without even knowing.

Claymates is without a doubt one of the finest platform games around, and the inclusion of the puzzle section and all the other novelties is a great bonus. The control method does let it down slightly, but I recommend it to platform fanatics. Just don't expect anything radical if you already have far too many games in this genre.

RYAN



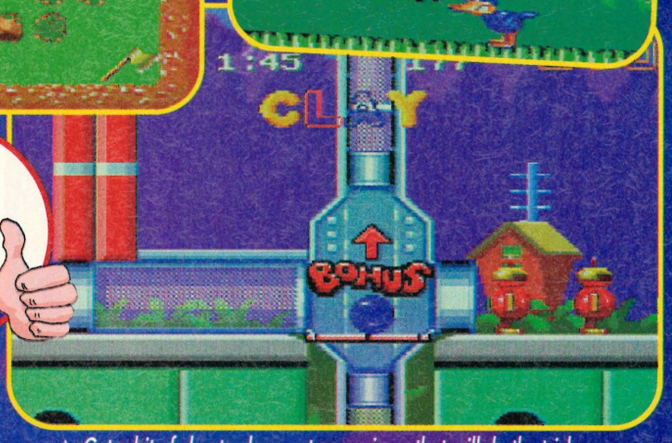
In my opinion, *Claymates* reworks the standards set by most platform games. The graphics are exquisite, boasting ultra-smooth animation, bucket loads of colour and plenty of humour to boot. I particularly liked the way in which only certain characters can be used to complete certain areas of the levels, thus adding a strategic element to the proceedings. The sound is also a jolly affair, with up-tempo tunes and great spot effects. The icing on the cake comes between levels when you must guide a couple of hapless robots around the gardens clearing your path to the next level, thus breaking down the platform monotony and incorporating other elements. Brill!

▽ *Unfortunately, deforestation is called for to solve this puzzle.*



▽ *Dead or alive, you're hanging in this tree.*



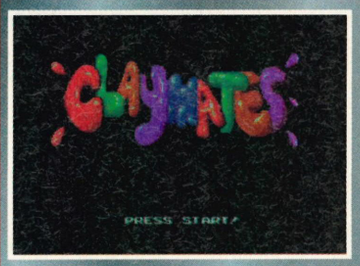


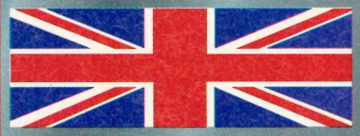
△ *Get a bit of clay to clean out your pipes, that will do the trick.*

ANDY



Damn! Just when I was getting ready to attack the next unfortunate platform game that I came across, in a devastating tirade at the state of the software industry, and explain that platform games are in fact tools of Beelzebub himself, *Claymates* ruined everything by being far too enjoyable to slag off! Ocean seem to have developed an uncanny ability to pick up top titles for UK release of late, and *Claymates* will doubtless ensure continued employment for their ESP guru for a while yet. Ignore all the identikit licenced rubbish floating around at the moment, this is what you should be buying; big, imaginative, playable and challenging, *Claymates* turns Bugs, Yogi and Pink into warm winter coats!





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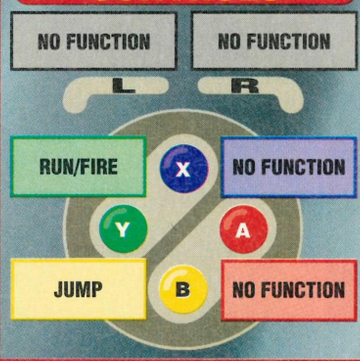
RELEASED
APRIL '94

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	90
SOUND	90
GAMEPLAY	85
LONGEVITY	84

OVERALL

84

JIMMY CONNERS TENNIS

Game, set and match, Connors!

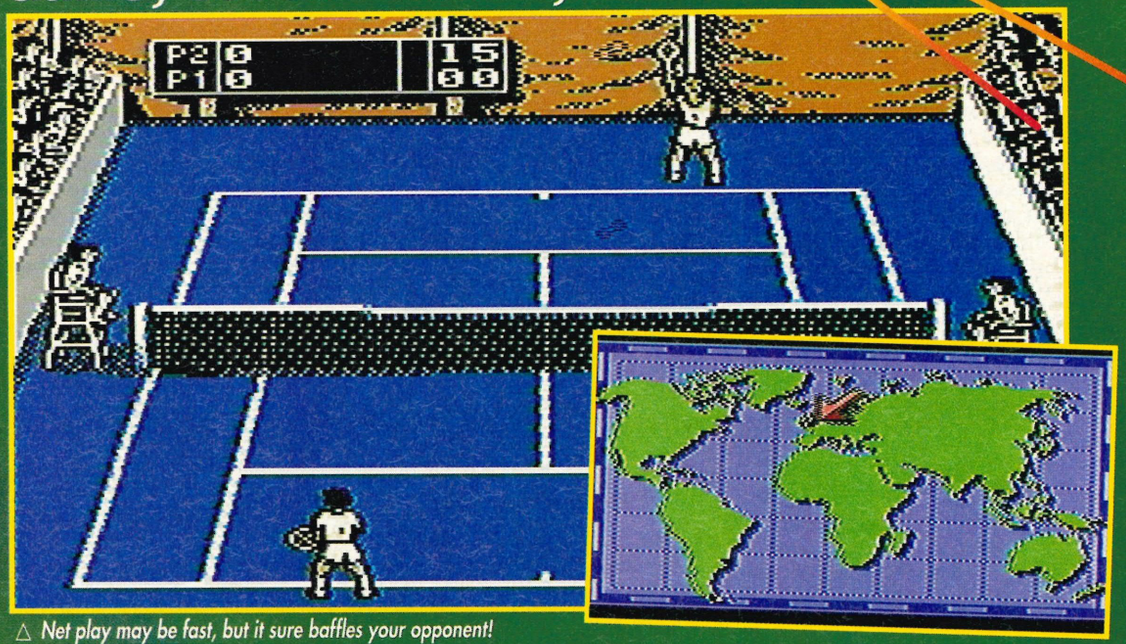
RYAN



Jimmy Connors' impeccable tennis career has launched him to almost mythical status in tennis circles. This American power-house has 109 singles titles under his belt, and was firmly lodged at the number one spot for an incredible 159 weeks! Although it was inevitable that age would catch up with him sooner or later, I can think of no other fitting tribute than Ubi Soft's excellent new tennis sim.

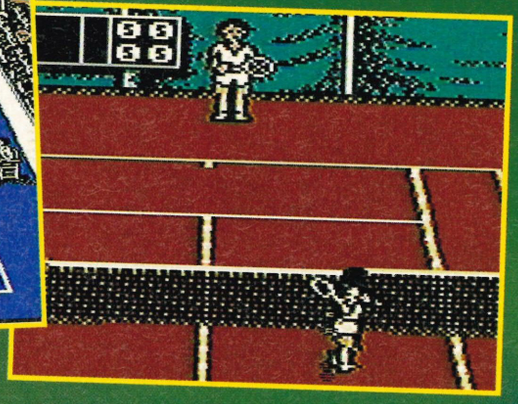
Endorsed by the great man himself, *Jimmy Connors Tennis* literally kick-starts the doomed NES back onto form, and proves that it can still produce first rate and highly entertaining titles, even if the graphics seem primitive compared to the Super NES.

The game can be played head-to-head with another player, or against the computer in 16 different tournaments; ranging from the Australian Open to Wimbledon. The reward for being top dog in each contest is a rather substantial financial reward... that's all the motive I need!



△ *Net play may be fast, but it sure baffles your opponent!*





If you're worried about having your face rubbed in the mud at these important meets, then fret not, because included in this package (to ensure that you'll be insulting the umpire with the best of them!) is a useful practise mode. This consists of being fed a chosen number of balls by a serving machine; giving you ample opportunity to practise the surprisingly varied amount of shots available.

Despite the limitations of the NES control pad, what with it only having two buttons and all, the programmers have overcome this problem by combining directional movements with button presses to achieve a wider range. I would advise that you try the practise mode first to get used to the control method as this, coupled with the unbelievably fast action, can take some getting used to!

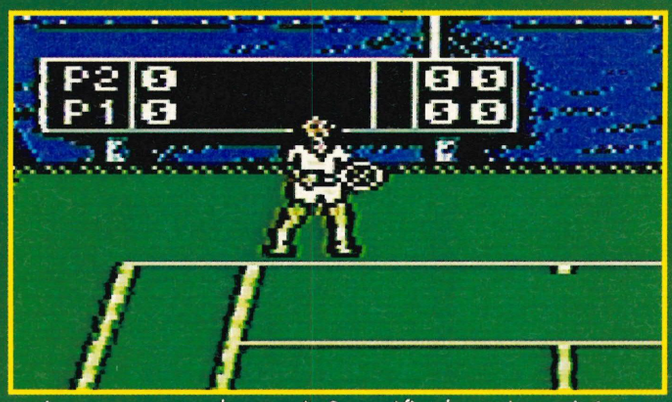
I was pleasantly surprised by the nicely detailed graphics (a feature which made Super NES Connors so appealing!), although the animation tends to be a bit ropey at times, the sprites move with convincing grace and accuracy. The collision detection is also spot-on, although the ball moves so fast, it usually results in randomly swiping your racket and hoping for the best. And yet, curiously, this didn't spoil my enjoyment at all!

Like most tennis games, the music is rather uninspired and the on-court effects

KEITH



Jimmy Connors, isn't he that geriatric tennis player that keeps gatecrashing Wimbledon every year? It's a suprise that his name is being tagged with this game, as his appeal has somewhat diminished in the last few years. This is a fine game though, and probably the best tennis game for the NES. The controls take a while to master, but this adds to the longevity of the game. There are also tournaments to be entered and prize money to be won. The graphics are fairly clear, although sometimes the line calls can leave you a bit bemused. Animation is smooth as well, which was quite a suprise considering the old hardware involved. The two player game is superb of course and there are plenty more options to be explored. All in all this is a first class game and well worth the asking price.



△ *A nervous computer player awaits Connors' first devastating service!*

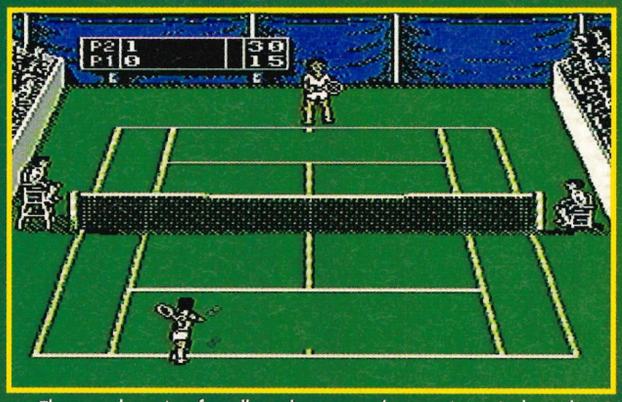
are limited to a few ball noises, which I suppose I shouldn't grumble about, considering the overall quality of this release.

The sheer depth, playability and well drawn graphics instantly transport *Jimmy Connors' Tennis* to the top of the NES sports pile. It's fun, challenging and immensely rewarding once the mega-bucks start to roll in! The excellent two-player mode is just the icing on the cake. Nip down to your local Future Zone and buy a copy today, I guarantee you'll still be hooked when Wimbledon comes around again!

DAMIAN

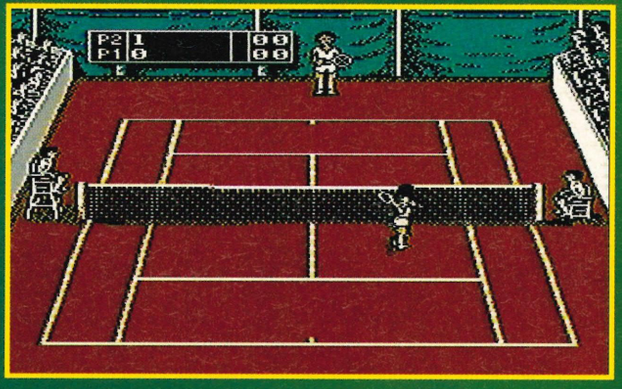


The only tennis game that holds any water with me is *Super Family Tennis* on the Super NES, and even then, my ongoing affair with this superb game is sporadic to say the least. *Connors* is a great NES game and no mistake. You may quibble that the graphics and sound hark back to the days when games were only 2K, but it my opinion – it's the playability that counts, and *Connors* has it in spades! The one player game is great, with different courts (albeit just different colours), countries to play in, and prize money to be won. But it is the terrific two player mode that had the SUPER GAMER team coming back for more at lunchtimes and after work. It's fast, fun and worth every penny – so dust off that NES and get back to basics with one of the best tennis games ever!



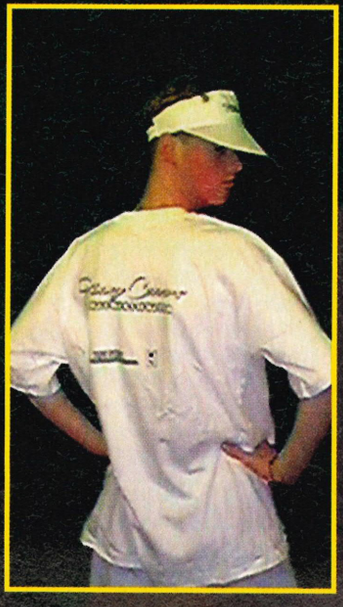
△ *The crowd consist of cardboard cut-outs who remain static throughout!*

▽ *The clay courts are faster than the others, so try and avoid net play.*



CONNORS COMPO!

To celebrate the launch of what is undoubtedly the most accomplished NES sports sim for a long while, SUPER GAMER (in association with Ubi Soft) are offering you the chance to kit yourself out with some ultra-trendy Connors gear! That's right, this summer you could be guzzling strawberries at Wimbledon in your very own Jimmy Connors T-shirt and cap, as modelled here by our very own 'Mr Catalogue', Ryan Butt! We've got 20 of each to give away to any readers that can answer the following Jimmy-related multiple choice question, and get your answers on a postcard please by 10 April.

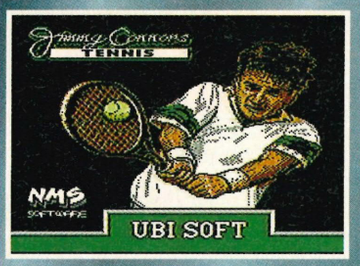


Question

Jimmy Connors holds the record for the most singles titles ever won by a male player. How many is it?

a) 2
b) 10,001
c) 109

Answers on a postcard to: *Jimmy's Jazzy Gear, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* All entries must arrive by 10 April and Umpire Damian's decision is final!





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UBI SOFT
(081) 343 9055

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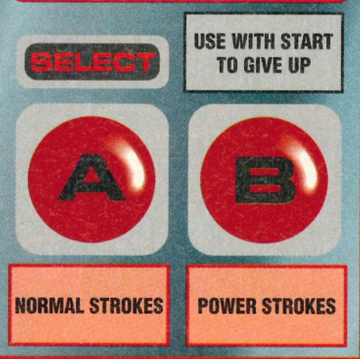
RELEASED
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GAME TYPE
SPORTS

CART SIZE
4MBit

FEATURES
PASSWORD

CONTROLS



RATINGS

GRAPHICS	88
SOUND	76
GAMEPLAY	85
LONGEVITY	89

OVERALL

87

KEITH



"Oh! It should have been in! Look at the state of my tip!" We've all uttered those familiar cries while trying to smash balls which seem to have a life of their own into small holes on a large green table, but does it work on the Super NES? The answer is yes, *Side Pocket* has brought all the enjoyment of the pub into your front room, without the alcohol, sadly. You even get a juke box with 20 different tunes!



△ Doubling up for a tricky attempt at the bonus star.

SIDE POCKET

Cue the music – let's play ball!



▷ This beauty appears at the beginning of the game, offering you a choice of games to warm up your tip.

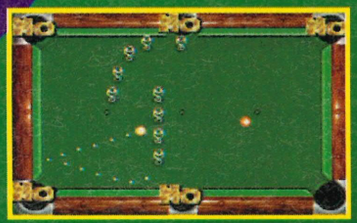
There are four ways in which the game can be played: one and two player, two player 9-ball and trick shots. The most interesting has to be the trick shot mode. Once selected, you are confronted with 19 squares, each of which contain a trick. When the trick has been completed, the square is uncovered to reveal part of a tantalisingly gorgeous woman.

Eventually, with a lot of practise, every shot can be mastered to reveal one of those obscure puzzle games where the squares must be moved around to arrange a picture – what more inspiration do you need?

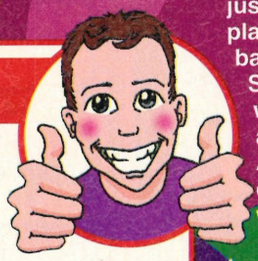
The actual pool game is excellent, a myriad of special features have been included into the gameplay to give it just a little bit more appeal than your average game. The player travels from one American city to another, with the ball arrangements becoming gradually more challenging. Stars appear over pockets which will give you a bonus when a ball is potted into them, and bonuses are also awarded if the balls can be potted numerically or in runs. After playing the game for a while you realise that a couple of well placed shots into star pockets is actually worth more than potting all the balls normally!

The two player games are great fun, as you take it in turns to pot the balls in sequence, but I was disappointed not to find the two shots penalty when you foul. Although the tables are nicely coloured and drawn, the animation on the balls as they move is not as reaslitic or as smooth as *Championship Pool* by Mindscape.

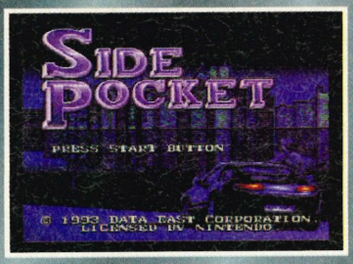
The graphics aren't stunning by any means and technically it's no masterpiece, but it's the sheer addictive 'one more game' quality that appealed to me. The only gripe I have is that sometimes it seems impossible to get the correct angle, even when using the fine adjust, but then that's pool isn't it? This is the definitive pool simulation for the Super NES and leaves all others nestingly on the cushion as it flies into the top pocket!



DAMIAN



There are only two pool simulations on the Super NES. The first is *Championship Pool*, but although it looks good with its 3-D view and superb animation – it is totally rubbish because you cannot watch the computer player making his shots! I was a big fan of *Side Pocket* on the Game Boy, and I have to say that this is a pretty damn good conversion. Everything a pool shark will need is here; including the pouting babes, the fast cars and some seriously sublime Sade-esque music playing in the background. If you like a few frames of pool as I do, get this... simply the best pool sim around.





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MARUBENI
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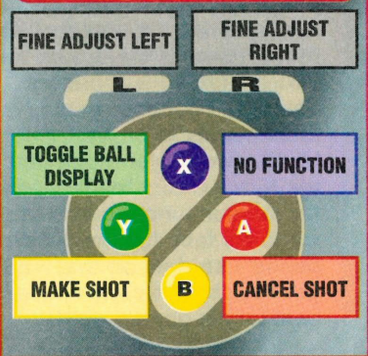
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GAME TYPE
POOL SIMULATION

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	70
SOUND	75
GAMEPLAY	87
LONGEVITY	88

OVERALL

86

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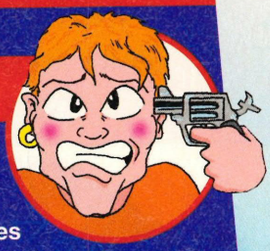
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WINTER olympics

Snow fun, snow future, snow good!

RYAN



US Gold used to produce some of the best sports games in the world. Never was an opportunity missed to convert the latest sporting trend or world event such as the Summer and Winter Olympic games, and they even produced the fantasic *World Games*. The sports game was king, and many thought that US Gold were as good as gold.

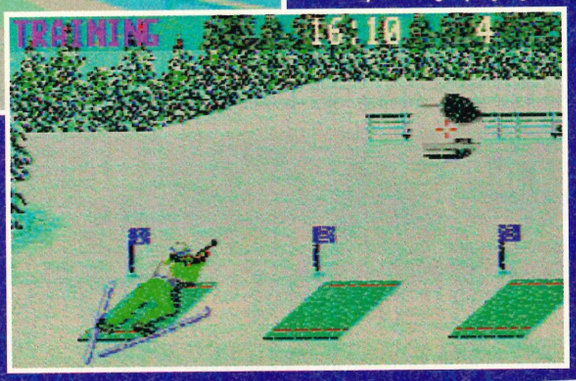


△ Keep well balanced, otherwise you'll bail-out!



△ Here's just one of the repetitive skiing events.

▽ A nice touch on the biathlon event is your magnifying sight.



However, time and technology has moved on considerably since the era in which US Gold dominated and it seems that after the consistent brilliance of these early titles, it was inevitable that the creativity would dry up, and the same old guff would be reproduced for countless cash-in sequels. Sadly, this is the case with *Winter Olympic Games* on the Super NES.

What we've got here is ten events, including four slaloms that are ultimately too similar to hold interest. Each event requires quick reflexes, good timing and a lot of imagination, but what they lack is variety. The graphics range from passable (biathlon, ski jump), to laughable (luge, bob sleigh), with poor animation and infuriating controls to add to the tedium. We know that athletes wreck their bodies to achieve gold medals, but why would you want to do it for fun?

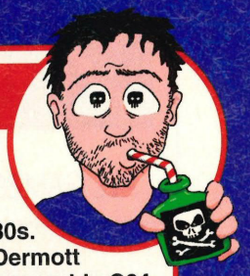
The main problem with *Winter Olympic Games* is that it wouldn't have looked out of place on the Commodore 64 eight ago, and there's nothing new in this feeble package that hasn't been done before... and better!

As there is very little variation between the events, the gameplay ends up becoming a joke. Who wants to buy a £50 cart consisting of four similar slaloms, two similar luge events and a few other rubbishy events thrown in for good measure!?

To add kindling to the fire, *Winter Olympic Games* is riddled with annoying bugs to send the playability factor plummeting even further off the bottom of the scale. For example, when competing in one of the slalom events, I missed a flag and decided to end my go by running into a tree, however, to my utter surprise I didn't crash and instead skied horizontally through an entire forest!

Another joypad-snapping tedium factor is when you get disqualified in the ice skating for taking a corner a millimetre too sharply, thus missing one of the boundaries, and then the other competitors proceed to finish the event missing virtually every marker on the track!

ANDY



Oh wow, everything's going all wobbly... it must be a flashback! (The time: the mid-1980s. A beardless Andy McDermott is playing *Winter Games* on his C64. "Hey," quoth he, "nice graphics! Shame the game gets so repetitive after only a short time." He resets the machine and plays *Mercenary* instead.) Back in the present and finding *Winter Olympics* in front of me, it's almost as if monumental events like the Berlin Wall coming down, Thatcher resigning and Kylie Minogue topping the charts never happened. This game is a real antique; apart from the (slightly) improved graphics, this could almost be a direct port-over from the C64, and the gameplay is still as tedious and annoying as ever. (He resets the machine and plays *Mario Kart* instead.)



△ The Moguls event is accompanied by the theme music from "Bottom"!



◁ These badly drawn stick men indicate the exciting events featured in this package.

KEITH



I must admit to being fanatical about skiing and a few other snow sports, so I did find this mildly entertaining for about a day. Unfortunately, the events soon become annoying and repetitive. There are far too many skiing sections in the game; they should have replaced a couple of them with some other olympic events just to add variety. Why a cockerel crows at the beginning of the Mogul event I'll never know! The whole game's a bit of a shambles, really, and offers nothing new from any other winter sports game.



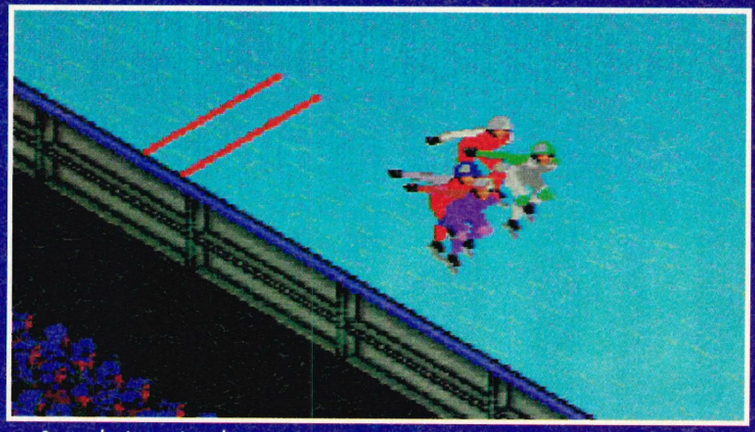
△ *Britain takes the gold, how moving!*

Despite my gut-wrenching first impressions, *Winter Olympic Games* did grow on me for a short time once I began to master some of the skills involved in the events, however, this minor enjoyment was short-lived and hardly warrants the ridiculous asking price. You will only scrape some tiny molecules of enjoyment from this game if you are absolutely mad on snowy sports. If you're not – forget it!

Even the ultra-slick presentation that was so dominant in the home computer series has failed them! Okay, so the opening ceremony is quite good, but throughout the game we're graced with badly drawn logos, sad cameo appearances by the official mascots, and dull sound. There's none of the glittery razzmatazz that surrounds the Olympics, and rather than portray the winter games as the world-wide spectacle that it is, this sorry release conveys all the atmosphere of a wet weekend in Skegness!

It is always a bad sign when the feature list on the back of the box mentions highly impressive qualities such as "8 languages including...", and "16 countries to represent, including..." Sad city!

This is US Gold at their all-time low; avoid at all costs because if you're dumb enough to fork out for this, you'll be stuck with it from now until doomsday! S6



△ *Super skating action ahoy... zzz.*

WINTER OLYMPICS

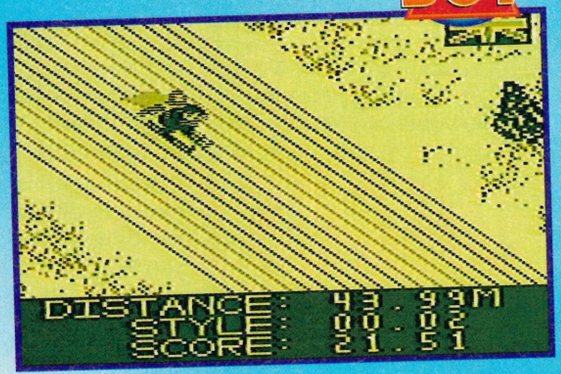
GAME BOY

Winter Olympic Games on the Game Boy is a classic example of hurriedly released second-rate tosh, and it is a shame that this is the game that Blockbuster Video decided to promote heavily in their shops!

The game consists of seven unplayable events including bob sleigh, moguls, ski jumping, biathlon and skating. The basic aim is to smash the records and win plenty of gold medals for your country.

With the exception of *Track Meet*, games of this genre have never really worked on the hand-held, and this is yet another of the great failures. In fact I'd go as far as to say that playing it is more of an ordeal than a pleasure.

The puny visuals are incredibly poor, with tiny sprites (that are much too small to stand-out), dull repetitive backgrounds and jerky animation. The main problem with event compilation games is that once you've played through them all, there's nothing to entice you back again, other than the desire to beat your previous record (wow). *Winter Olympic Games* lacks any long-term challenge and indeed fails to evoke any lasting interest.

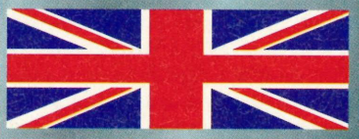


Like the Super NES version, this is poorly presented and totally unplayable. If you're an Olympic fan then stick to watching it on the box, as this package posseses none of the atmosphere generated by such a mammoth sporting event. In short, *Winter Olympic Games* on the Game Boy is a complete waste of time and effort, not to mention a rushed product of what could have been a promising license.

Avoid!

Overall: 35%





PRODUCER
US GOLD
SUPPLIED BY: VIDEO GAMES BOX
(0425) 616705

PRICE
£49.99

RELEASED
OUT NOW

GAME TYPE
SPORTS SIM

CART SIZE
16MBit

FEATURES
1-4 PLAYERS

CONTROLS

VARIES WITH EVENT	VARIES WITH EVENT
VARIES WITH EVENT	VARIES WITH EVENT
VARIES WITH EVENT	VARIES WITH EVENT

RATINGS

GRAPHICS	56
SOUND	45
GAMEPLAY	40
LONGEVITY	38

OVERALL

46

ANDY



It's war! The battle for Earth is on, and you must lead the Colonial forces against the nasty Federal army, a group of people so evil they push to the front of the queue at the post office, find Noel Edmonds amusing, and eat their McDonalds burgers without removing the gherkin! Obviously, they've got to be destroyed, and, this being the year 2117, you've got the hardware to do it. Metal Marines, forward!

The eponymous Metal Marines are giant robotic exoframes, which form the main fighting force of your army. Backed up by a battery of various missiles, you have to use your troops to locate and destroy the enemy's bases while defending your own bases against the Federal onslaught.



▽ A pair of missiles set out on their brief, but exciting, journey.



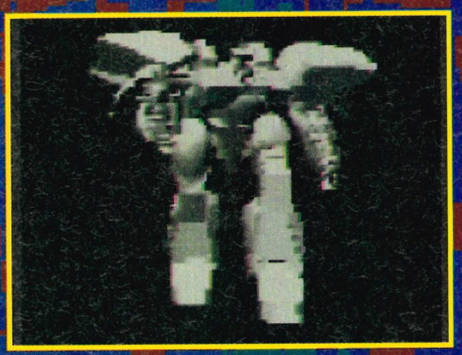
△ Ha ha! The enemy bunker falls prey to a squad of Metal Marines.

METAL MARINES

Heavy Metal Blunder!

Metal Marines is essentially a straightforward wargame, dressed up in Nineties clothes. A simple two-button control method lets you first of all construct equipment and defences, then unleash them on the Feds. Since your resources are limited, you have to juggle the available funds between weapons and defence – spend all your time building up an offensive force, and the Federation will be able to launch missile strikes with impunity, but concentrate on constructing near-impregnable defences and you'll find that the Federal army has done the same, and they've got more funds to begin with!

Launching an assault is simple – too simple, in fact. The basic idea is to send in a force of Metal Marines to destroy the Federal air defences, then fire off a missile barrage to wipe out the undefended targets. Leaving aside the obvious question as to how come the high-speed missiles



USE THE FORCES!

Careful planning of your army's spending is essential if you're going to defeat the Feds. These ten systems are the basic building blocks of your offensive, and if used correctly, they're devastating!



ANTI-AIR MISSILES
A wall of these on your island's shore is vital to hold off Federal missile attacks.



ENERGY PLANT
You need energy to run your army, and you need these to provide it. The more the merrier!



FACTORY
Increases the speed at which your weapons are built and re-armed.



GUN POD
Close-range defence against enemy Metal Marine landing forces.



ICBM SILO
Let's go atomic surfing! The ultimate weapon, these babies require a *lot* of energy.



METAL MARINE
It's mobile suit mayhem with these monsters. These are your ground troops – use them well!



MINEFIELD
Got problems with Marines landing on your lawn? You need a minefield, John.



MISSILE
Ruin your opponent's day with these handy cruise missiles. Can be upgraded to fire two at once.



RADAR
Used in conjunction with your AA missiles, these increase the accuracy of your defences.



SUPPLY BASE
You need money, and lots of it, to build all the weapons, and these help stock up the piggy-bank.



△ *At last! The ICBM silo is ready for a launch...*

are taken out instantly by anti-aircraft fire, but the lumbering marine dropship strolls through unscathed, the battle sequences show up *Metal Marines* as being too limited to provide long-term entertainment.

The opposing forces are each located on a different island, so attacks always come from the same direction – no chance of launching any sneak attacks or outflanking enemy forces here – and there's no way to employ any neat tactical strategies. You launch up to three Marines (wow), they land in a specific area, and then clank about until they've either destroyed everything in that area (after which they fly back home) or are taken out themselves. You can't drop Marines in an undefended part of the island and have them sneak their way towards a base – it's all or nothing in one small area, and if it's full of defences, you're in trouble! Nor can you split your forces, send out decoys or build a beach-head on the enemy island. The game is more akin to *Battleships* than any kind of strategic simulation.

Despite all the attractive graphics, the amusing cut-scenes where you get messages from the opposing generals, the jaunty music and the clever and effective user interface, *Metal Marines* actually contains very little strategy. The simplistic action soon becomes tedious; it needs more control and depth! There's still room for a truly great war game on the Super NES, but as it is, I'd go for *Powermonger* – or, better still, wait around for the conversion of *Dune 2*.

DAMIAN



I really enjoyed this game... for the first five minutes, then I discovered that it doesn't change at all. Countless missile attacks are blown out of the sky by the enemy's always superior firepower, then an uncannily accurate counterattack severs all my supply lines, destroys all my defenses and then toasts my remaining base! You spend the next five minutes trying to rebuild with barely ample Tory funds, before the enemy pound you again, this time with even more marines! Sorry, but this is far too limited and unfair. Like Andy says, it needs to be more flexible and realistic. A two player option would have made *Metal Marines* more fun in the long run.



△ *...and thar she blows! Prepare yourself for a very sad pun indeed.*

RYAN



Although strategy games aren't my particular cup of tea, I felt strangely drawn towards *Metal Marines!* I think this is because underneath my cool, laid-back exterior lurks a power-crazed fascist dictator, and the many tactical plays appealed to this side of my character. Although *Metal Marines* is easy to get into and is ultimately very addictive, in my opinion it could have benefited from a battery back-up option as opposed to passwords because once you start playing you'll not know where those hours go!



△ *And it's good-bye, ruby shoes' day (told you it was sad!). Joan Bile (crazy name, crazy gal) takes offence at being nuked out.*





PRODUCER
MINDSCAPE
(0444) 246333

PRICE
£49.99

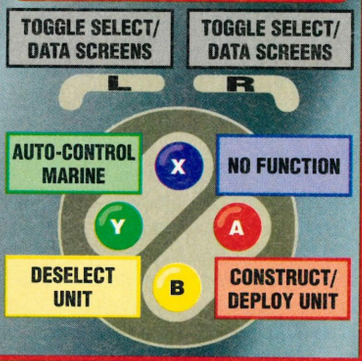
RELEASED
APRIL '94

GAME TYPE
WARGAME

CART SIZE
12MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	82
SOUND	77
GAMEPLAY	75
LONGEVITY	82

OVERALL

74

Arcade gridiron action

ALL-AMERICAN CHAMPIONSHIP FOOTBALL



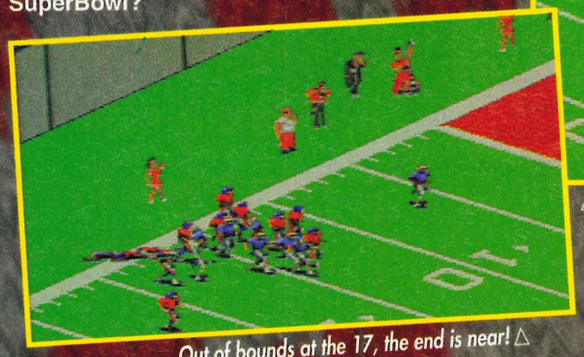
RYAN

Since *Madden '94* arrived on the scene, American Football sims have had a tough job trying to rival its brilliance. Malibu's *All-American Championship Football* is another such game with a mountain to climb!

This game contains two basic modes of play, Exhibition Match and Season. The Exhibition allows you to pit two of the 28 NFL teams against each other in a single match played against the computer or with a friend, or in a season mode set over 18 gruelling weeks. Can you make it to the SuperBowl?



△ A touch down for the Oilers as a result of a stunning 62 yard drive.



Out of bounds at the 17, the end is near! △

All-American Championship Football plays much like any other gridiron game in the sense that you choose your offensive and defensive plays from a scrolling menu with three different options displayed at once. You can then select your desired play by pushing one of three buttons, which is especially handy when playing against a friend, to maintain secrecy!

The action is viewed from an angled perspective, with the offensive team always attacking upwards. The sprites, although jerkily animated are well defined and reasonably big. However, in my opinion there isn't really enough to distinguish the different teams, apart from the colour of their shirts, and the absence of team rosters means that getting the feel of actually playing with your favourite team is fairly limited.

There is nothing fundamentally wrong with this game, in fact my only real criticism is in the kicking department. You know, those tense, nail-biting conversions which could determine victory or defeat – all is well until you attempt an extra point or a field goal and then you realise that the programmers are asking too much!

Once the ball is snapped you must wait for a meter to reach a reasonable level to determine the power and distance of the ball. By the time this meter reaches halfway (the minimum amount for a long kick) your poor kicker is already helplessly flanked by defensive players and the chance of guiding the ball past a point-blank wall of six-foot beefheads is a physical impossibility!

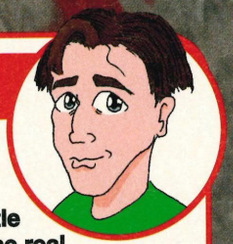
I do think that this game would have benefited from a managerial element; allowing to choose your players and monitor their health and abilities more closely. But as it stands, this plays much like an arcade-style American Football game which most younger players will thrive on. A nice try, but Madden is still the undisputed King! SG



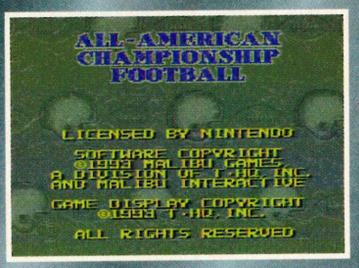
▽ Plays. Do you understand them? Nor do we.



KEITH



It's hard to play and understand a game like this when you have little or no interest in the real life version. For me every game involves a random selection from one of those ridiculous diagrams that look like a drunken pile of matchstick men (which I'm told are called Plays) and then rapidly pressing all the buttons on the pad to try and stop a player I can barely see. It may appeal to fans but not to me.



PRODUCER
MALIBU
(0372) 45222

PRICE
£39.99

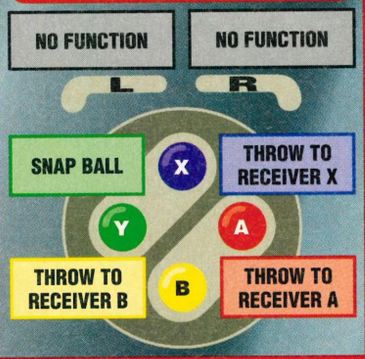
RELEASED
28 MARCH '94

GAME TYPE
SPORTS SIM

CART SIZE
4MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	82
SOUND	80
GAMEPLAY	85
LONGEVITY	79

OVERALL

81

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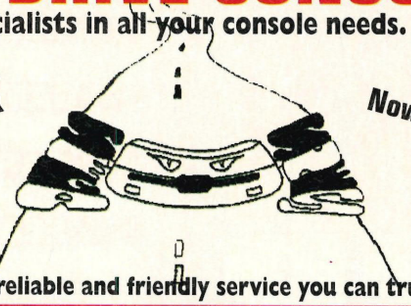
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TURN AND BURN

Up there with the best of the best!



▷ Another Word exclusive!



▽ A gorgeous view, spoiled only by the MiG-29 firing 20mm shells up my tailpipe.





△ One of the bosses – an AWACS aircraft. Shoot its engines to down it.

ANDY



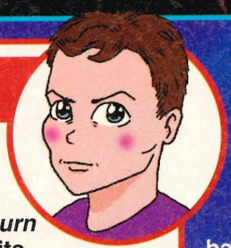
"Yee-hah, Jester's dead!" "This bogey's all over me!" "You've lost that loving feeling!" (Eh?) Yes, it's *Top Gun* clichés a-plenty with *Turn And Burn*, an F-14 Tomcat 'simulator'. I say 'simulator' in quotes because, while a lot of time has been spent making sure everything looks suitably authentic, the game is as much like flying a real plane (which I have, before you ask) as a trip in Granny's Metro down to Tesco is like ten laps of Silverstone in a Williams-Renault.

Turn And Burn is more like *Afterburner* than anything else, but don't let that put you off. Depth is added to the basic MiG-zapping scenario by a mission system, where certain objectives have to be met before you can return to the safety of your aircraft carrier. Early missions have you simply blasting MiG-29s out of the sky, but later ones include strafing ground targets or hunting down enemy AWACS aircraft.

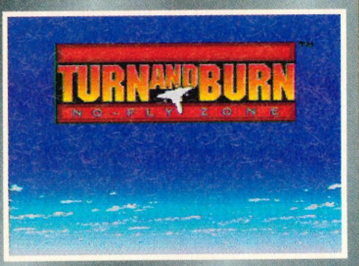
Trusty old Mode 7 is used to fling your Tomcat and the enemy MiGs around the sky (which on the sunset level looks absolutely stunning), and the attention to detail is such that the planes even have navigation lights on the wingtips! *Turn And Burn* is definitely a very nice-looking game.

It even plays quite well, too. The emphasis is on arcade action rather than simulation accuracy (the carrier landing is... well, 'sad' describes it quite fairly), and it's great fun swooping around the Mediterranean firing off missiles at all and sundry. I can't really see it being a game that you'd play non-stop for weeks, but in short bursts, it's a blast, and it should satisfy your need for speed.

DAMIAN



Like *Super Battletank* (also by Absolute), the graphics in *Turn & Burn* are excellent – 16Mbits worth of well drawn and digitised sequences straight from *Top Gun* no less! Unfortunately, despite being superbly playable, I found it way too easy and incredibly repetitive after only a couple of goes. It's the same old, 'fly to some MiGs, blow them up in a few seconds, then take out the big boss who needs to be shot strategically to win' affair. The missions are varied, but the formula never changes, and so you quickly lose interest. Great graphics and sound, but shallow beyond belief.





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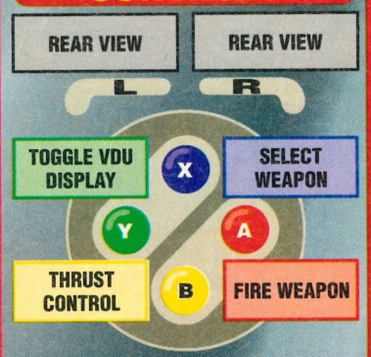
RELEASED
US IMPORT

GAME TYPE
SHOOT-'EM-UP

CART SIZE
16MBit

FEATURES
PASSWORDS, SECOND PLAYER CAN CONTROL WEAPONS

CONTROLS



RATINGS

GRAPHICS	90
SOUND	84
GAMEPLAY	82
LONGEVITY	63

OVERALL

75

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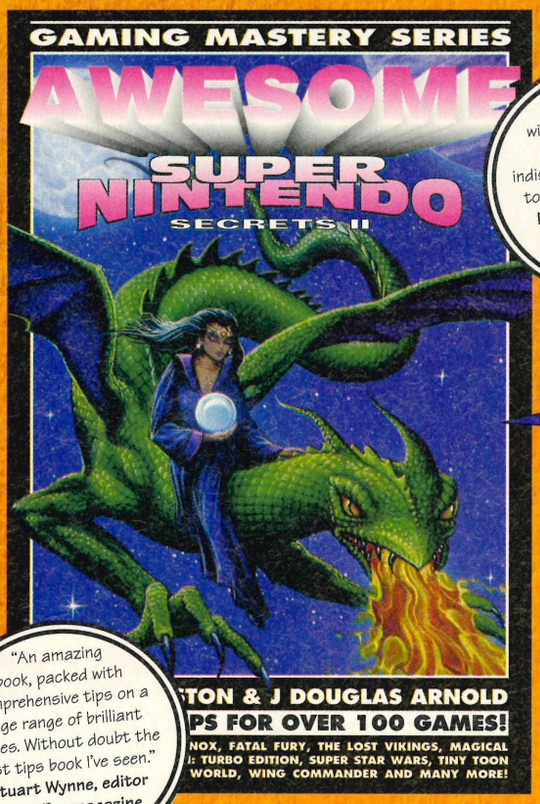
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Wakka wakka and, indeed, wakka!

PAC-MAN



ANDY

Pac-Man, eh? Ah, a classic game of the early 1980s, which wasted many a 10p of my youth (keep up this nostalgia and *you'll* be history, Andy – Ed). Um, okay, the plot – you play this yellow ball with a big mouth, the titular Pac-Man, and you have to guide him round a maze, eating dots and avoiding ghosts. If you eat a power pill, you can temporarily turn the ghosts blue with fear and eat them. And that's it! There are no power-ups, no secret levels, no bosses... just a blob, four ghosts and a load of dots.

Yep, this is more bare-bones than a dinosaur dig, an absolutely perfect copy of a 14-year old arcade game forgotten by everyone except old farts like me. The question that has to be asked is "why?" Why dig up this old fossil now, in the age of virtual reality, *The Word* and TV remotes with more buttons than Burtons?

Possibly because it's oddly addictive, in a mindless sort of way. After all, Mr Namco wouldn't have become extremely rich if *Pac-Man* hadn't possessed the mystery 'one more go' factor. The only objective, as the maze never changes, is to beat the high score, but Keith and I soon found ourselves in a furious battle to hit the top slot. However, state-of-the-art it ain't, and at 25 quid, the price is frankly ludicrous. As a budget release, this would be well worth considering, but as it stands it's too much for too little.

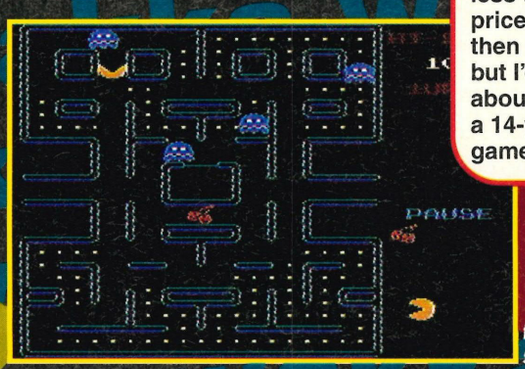


△ Get used to this view if you buy the game – you'll be seeing a lot of it!



KEITH

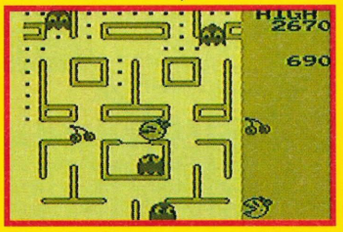
I've nothing against *Pac-Man* as a game. Okay, the graphics are abysmal, but it's still playable and surprisingly addictive. In fact I can play this for a lot longer than some of the platform games which are around on the Super NES! The problem that I have got with it is the price. How on earth can *Pac-Man* be released at this price when most NES games have been reduced to less than a tenner? If the price justified the content then I'd recommend it, but I'd think seriously about shelling out £25 for a 14-year old arcade game.



◁ The ghosts flee in abject terror as Pac-Man downs some steroids.

MS PAC-MAN

Nintendo, £19.99



Also finding its way onto the shelves, after a mere decade, is *Ms Pac-Man* on the Game Boy. If you've seen *Wayne's World*, you'll know the difference between *Pac-Man* and this (she has a bow in her hair). Apart from slightly different mazes, the games are the same, so the criticisms of *Pac-Man* above also apply to his girlfriend. The Eighties revival starts here!

Overall: 60%





PRODUCER
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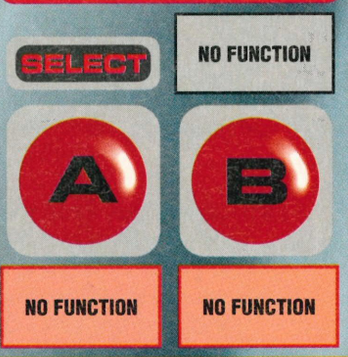
RELEASED
MAY '94

GAME TYPE
MAZE

CART SIZE
2MBit

FEATURES
NOT A BEAN!

CONTROLS



RATINGS

GRAPHICS	30
SOUND	25
GAMEPLAY	70
LONGEVITY	50

OVERALL

60

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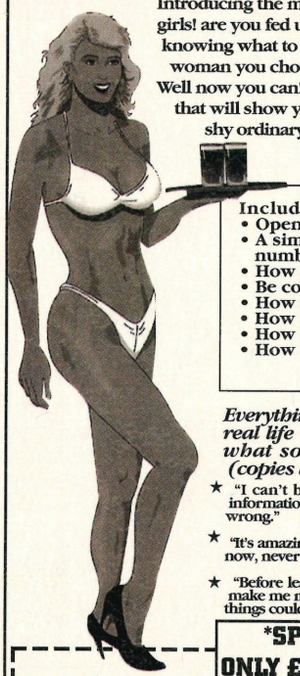
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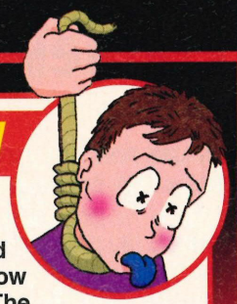
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△ "Now sit on my knee and I'll tell you a story..."

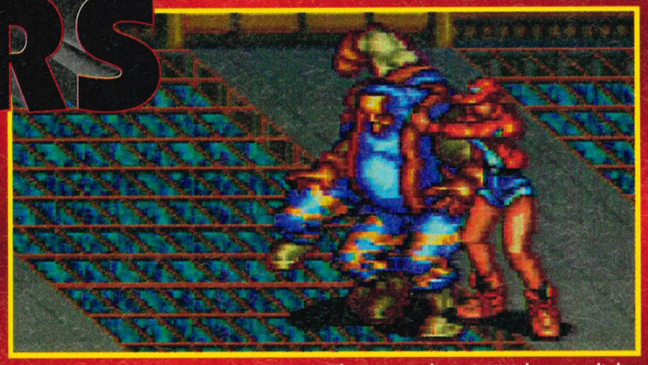
THE PEACE KEEPERS

DAMIAN



Peace Keepers is not a bad game by any means, and it does at least show some originality. The airport sequence with shadows from the overtaking planes is very atmospheric, and I liked the way that each level offers more than you first expect. The cells with the mutant experiments are extremely well done, as each scientist you meet is taken over. Unfortunately, the great graphics and storyline are marred by an annoying control method and some bad collision detection on the players. *Peace Keepers* is not as good as *Final Fight*.

Taking the peace!



△ "Can I take your jacket, sir?" Echo moonlights as a waitress at the Fat Git Club.

ANDY



Nasty old Mr Iago, head of the company that rules the world, has been carrying out genetic experiments to turn the population of Earth into mindless slaves – but, worse still, he talks in bad Shakespearean couplets all the time, so a team of Rent-A-Heroes™ set out to kick his head in. Since they foolishly forgot to pack their guns, grenades and other weapons of mass destruction, they have to punch and kick their way through Iago's armies of mutants in order to give the boss a good seeing to.

Choose your stereotyped fighter (tough dude, streetwise teen, thigh-baring girl or, erm, Frankenstein's monster lookalike) and slowly trudge through level after level of strangely similar-looking punks, thugs, mutants and fat blokes, confronting a boss at the end of each stage... sound familiar? Yes, folks, it's scrolling beat-'em-up time again! *The Peace Keepers* follows in the tradition of such 'classics' as *Double Dragon*, *Final Fight*, *Rival Turf*, *Streets of Rage* and so on, by playing in exactly the same way!

▽ No, the BLUE wire goes on the left!

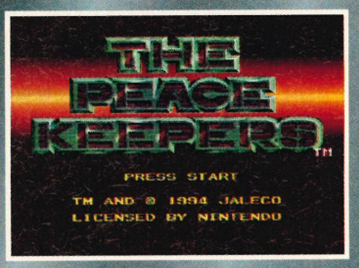


Actually, *The Peace Keepers* does offer a few features not seen before. Depending on which character is used and which direction is taken at certain points in the game, alternate routes to Iago's lair are available (some easier than others), and there is a four-player Tournament mode (for those of you with a Multi-tap) where you can take on your friends in a variety of arenas. This isn't the thrill it sounds, though – it might allow twice as many players as S*treet Fighter II Turbo*, but it isn't half as good.

Let's face it, scrolling beat-'em-ups are all pretty much identical. *The Peace Keepers* might be bigger than most, but it doesn't play any differently to the others on the market. This game is part of a creatively long-dead genre, so my advice would be to skip it for something with a lot more originality.



△ So it's the same picture we used in the preview last month. So sue us.





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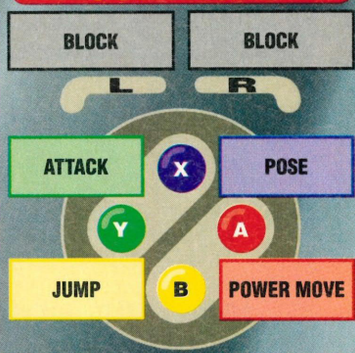
RELEASED
APRIL '94

GAME TYPE
BEAT-'EM-UP

CART SIZE
16MBit

FEATURES
MULTI-TAP COMPATIBLE

CONTROLS



RATINGS

GRAPHICS	66
SOUND	65
GAMEPLAY	60
LONGEVITY	52

OVERALL

50

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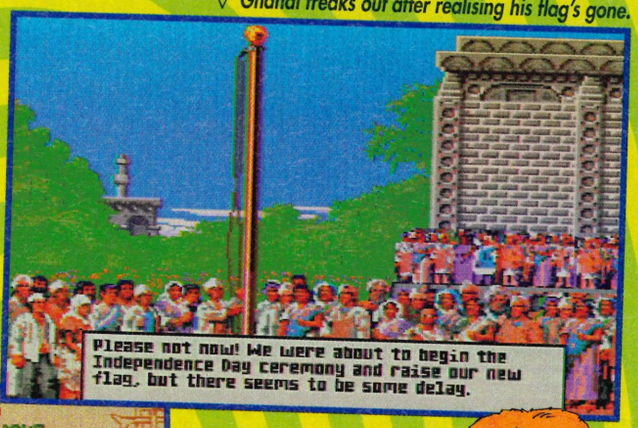
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NB: The Complete A-Z of Super NES Games features reviews of games released between the launch of the SNES and Christmas '93.

Welcome to the machine

MARIO'S TIME MACHINE



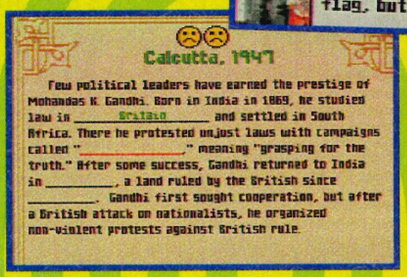
▽ Ghandi freaks out after realising his flag's gone.

KEITH



Mario's second educational adventure is set in the continuums of time. Bowser has nicked key historical artefacts like Joan of Ark's lucky shield, and Queen Elizabeth's crown. Mario, in his goody goody "I'm such a hero" mode, takes on the awesome task of travelling through time and recovering the objects to restore the time flux.

Complicated, you might think, but *Mario's Time Machine* is in fact incredibly simple to play and enjoy. In order to give back the artefacts, you must first travel to the time zone, asking questions to key figures and remembering the facts and dates. With this vital information, you must then fill in the gaps on a time sheet which also serves as a history lesson. Once the sheet has been filled, you get to meet the celeb and restore the item. There are 15 objects to return – can you stand the challenge?



First off, I better say that *Mario's Time Machine* is definitely for younger players only, although *I* certainly learnt a few new facts about ancient Greece and the War of Independence! The clever mingling of Mario game and an educational package is handled well here, but I have to say that the simplistic action soon becomes repetitive, especially if you are looking for *Super Mario V*.

The learning experience is broken up by a surfing type game, where Mario must collect ten mushrooms and then dive into a whirlpool which will warp him to the date programmed into the time machine. Without the mushrooms, Mario is taken back to the castle, but this section is by far the weakest in the game. No substance, no sense. Mushrooms indeed – pah!



△ Mario defies the laws of physics and surfs without waves. Better have a chat with Isaac.

The game has been presented in a very light-hearted way and Mario chats to all the characters in an innocent, friendly and amusing manner, thus giving the impression that it's no lesson at all, more like a Bill & Ted romp through time!



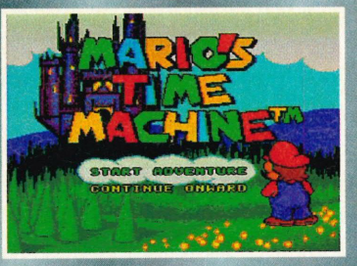
▷ This is the time machine – slick, huh?

Ideally, this game should be played by parents with their younger children, and it is certainly enjoyable. However, as an experienced gamesplayer, I completed it in just a few hours, which says nothing for the long term challenge.

RYAN



As an imaginative educational package aimed at the younger end of the buyers' market, *Mario's Time Machine* is witty, stylish and dare I say, thoroughly enjoyable! However, I have yet to be convinced of the actual demand for such games other than the fact that it keeps the parents happy. Surely time spent on your console is purely leisure and escapism. Do you really want to end up doing homework on it? If you're a young Mario worshipper then doubtless to say you'll be impressed by this bogus trip through time, otherwise it presents no real challenge and acts only as a key to unlock those useless segments of history that have been locked in your subconscious since exam day!



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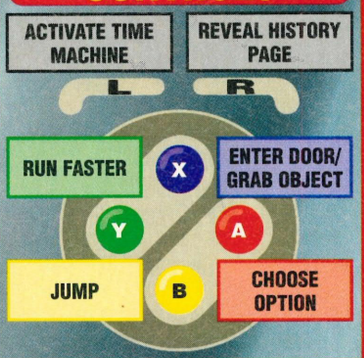
RELEASED
MARCH '94

GAME TYPE
'EDUTAINMENT'

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	77
SOUND	68
GAMEPLAY	79
LONGEVITY	70

OVERALL

78


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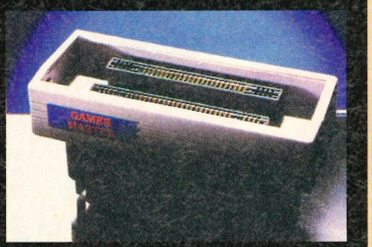


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THE EMPIRE STRIKES BACK

SUPER NES



Welcome to the second and final installment of our fab *Empire* solution. Following on from last month, this final segment spans Luke's training on Dagobath, Han's betrayal at Cloud City and the final confrontation with the evil Darth. Join us, Luke!

FORCE FREEBIE!

Not only do the SUPER GAMER team produce simply the best Nintendo mag ever, we're also the nicest bunch of chaps you could ever hope to meet! Yes indeed because we understand that quite a hefty proportion of our readers weren't fortunate enough to win a copy of *Super Empire Strikes Back* last issue, so just to show that we care, JVC have lovingly supplied us with another copy to give away to the jammy winner of this petite competition!

To win, simply answer this simple Star Wars question and send it along with your name and address to: *I Have the Force compo, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road. Bournemouth, Dorset BH1 1NF.*

The Question!

Who is Luke Skywalker's sister?

All entries must arrive by 10 May and the editor's decision is final.

PASSWORDS

Hoth 1, pt1	SSFJNP	Rebel Base 3	DGBDPL
Hoth 1, pt2	JRWNPL	Dagobah 1	PGBNBH
Hoth 2	TCCPSJ	Dagobah 2	TNPSPL
Hoth 3	NLBJJF	Cloud City 1	DLPMMD
Hoth 3-D	RCWJMF	Cloud City 2	FSFMSR
Outside Walker	JRGRTD	Ughnaught Factory	SHRBLW
Inside Walker	MDBNMR	Carbon Chamber	LNGPNN
Rebel Base 1	HDPPLL	Cloud City 3-D	FCPDPC
Rebel Base 2	GTLCNP	Reactor	HPLSHJ

CHEATS

Many of you will no doubt want a full run-down of the vast array of cheats available, so here goes…

Sound Test

Go to any level of the game and on controller one, press and hold Y, B, X, A, and Down. Then press Start to access the sound test screen.

Title Rotation and Seven Continues

Go back into the sound test screen and you'll notice that the message under the words "Sound Test" has changed. Keep repeating the trick until the message gives you two codes. One will tell you how to rotate the title (Y, Y, Y, Y) using the L and R buttons. The other will give you a code for seven continues (X, Y, A, B, X, X). Try entering both cheats on the Start/Options screen. If this doesn't work, turn the machine off and on, then try again… but do try!

1-Up Loop

Go to the big pit at the start of Hoth, drop in and push to the left to land on the invisible platforms. Now shoot the air to uncover a total of four 1-ups. Now simply chuck yourself off the edge onto the spikes and repeat the process until you've acquired a sufficient number of lives.

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SUPER XS SOLUTION



Rebel Base 3-2

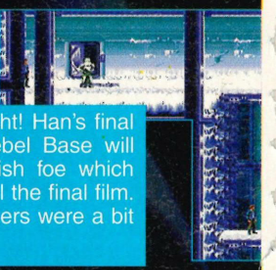


This mechanical spider thing may look menacing, but in actual fact it's a doddle to kill!

These flying Storm Troopers can pose a considerable threat if not killed early enough.

Kill the Storm Troopers as they emerge from the door, to gain extra energy hearts.

Han's escape from the Rebel Base takes him through more maze-like corridors. Take your time to explore the various dead-end passages as there are usually power-ups which need to be shot to become visible.

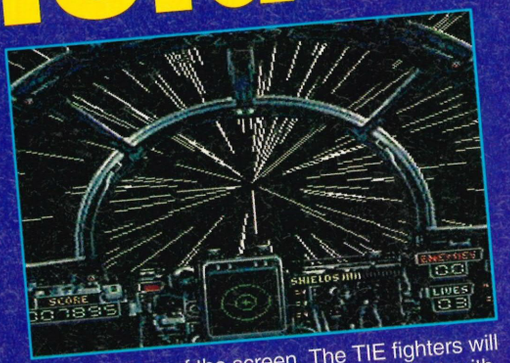


At last, the end is in sight! Han's final venture through the Rebel Base will lead him on to a devilish foe which wasn't actually seen until the final film. Obviously the programmers were a bit pushed for ideas!

Asteroid Field





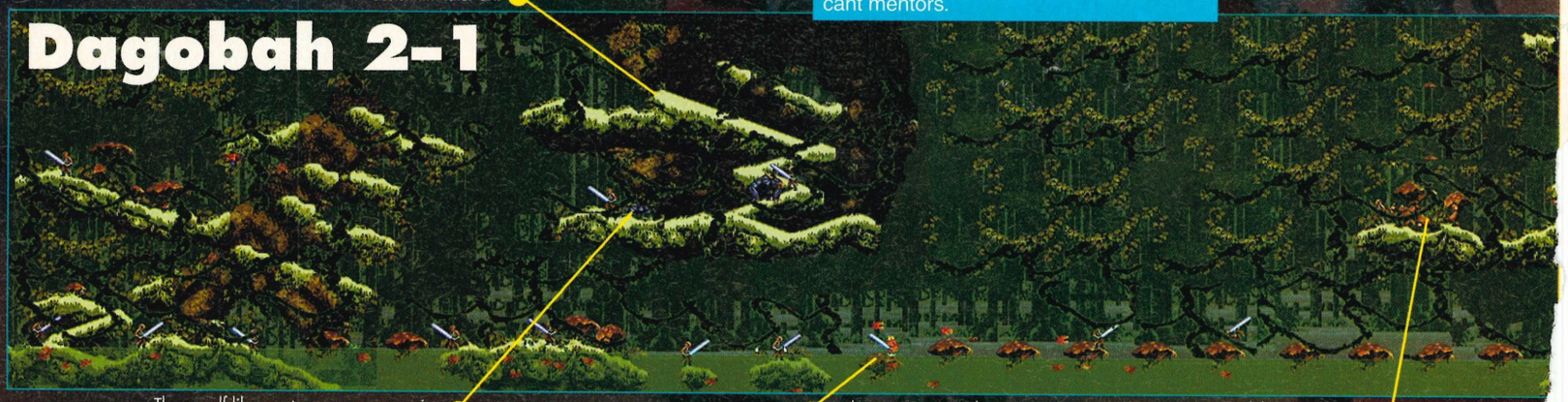


Despite the simplistic principle behind destroying a few TIE fighters, this level is incredibly tough! Not only must you target those damn evasive enemy crafts, but your path is also flanked by endless streams of pesky asteroids! There are basically two methods of completing this stage, you can either concentrate on the oncoming asteroids, shooting the enemy when they venture into your sights. By doing this you'll reduce the risk of sustaining heavy shield loss. Alternatively, try pushing diagonally up to the left. This will drawn the TIE fighters into your path. Although this is rather long-winded, if you're of a more gung-ho tendency, then follow the previous method by pushing diagonally upwards and then centralise your sights, thus drawing the enemy into the centre of the screen. The TIE fighters will attack in a certain sequence, ten to start with, and then two lots of five. Once the required amount of enemy crafts have been destroyed, aim your sights on the brown asteroid belt and then keep avoiding the oncoming rocks. Eventually you'll warp to hyperspace and on to the next level.

Dagobah 2-1

The second stage of Dagobah is pretty similar to the first. Take time to search every platform if you're eager to pick-up all the collectables. You main aim is to locate Yoda, the frail Jedi master who will in time prove to be one of Luke's significant mentors.

By exploring the higher platforms, Luke will stumble across numerous power-ups to assist him later on.



These wolf-like creatures are very persistent in their attack and take some finishing off. Try to force them back off the edge of the platforms.

When you come to the mushrooms, jump up to collect the force power-ups that are hovering above.

Keep jumping to avoid the many hostile creatures that lurk within the undergrowth.

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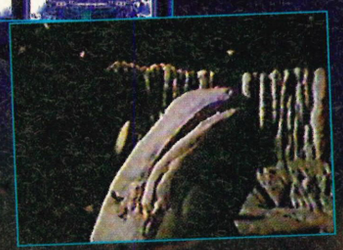
Rebel Base 3-3

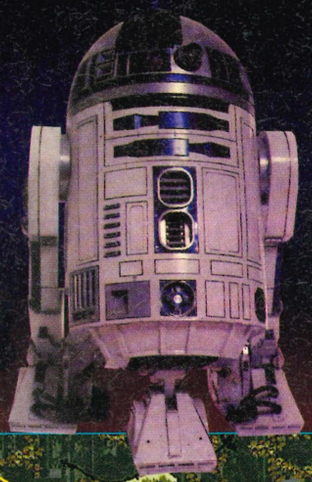
Destroy these crates to uncover items such as grenades, energy hearts and guns.

A welcome sight to round off the level is the lovely Princess Leia kitted-out in her fetching winter gear!



Shoot upwards here for an extra energy heart and a handy Blaster power-up.





AT-ST

This Scout Walker is one tough cookie to destroy. You must avoid his line of fire and aim at the small gun turret in the centre. Once that is destroyed, the vehicle will run and jump around a lot. Make your way over to the right-hand side of the screen, then turn around and blast away. Try chucking a few grenades at it as well.

Dagobah 1

Having crash landed on the overgrown cess-pit known commonly as Dagobah, Luke finds himself alone in a hostile wilderness of rotting vegetation and vicious creatures. However, fate was the reason for his predicament as you'll learn later.

Make your way up to this platform to obtain the Mind Control force power.



Drop down into this corner to obtain the Elevation force power. This will come in handy for later on.

This Blaster power-up will come in very handy for vanquishing Dagobah's hostile inhabitants.

Artoo can be found to the far right of the level. Simply walk into the droid to complete the level.



Force power-ups aplenty on this level, simply Elevate up to this platform if you don't believe me!

Dagobah 2-2



Look out for plenty of force power-ups around this vicinity.

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Dagobah 3-1

Use your Elevation force to search the higher parts of this stage. Concealed behind the vines are various energy power-ups.



The final part of Dagobah is no walk in the park. When you start, use your Elevation force to float up to a secret platform. Here you'll find loads of Force power-ups and extra abilities. This first stretch of this level consists mainly of tracks you've covered already, although things get quite interesting later on.

Drop into this pool to gain the Freeze ability and an extra heart.

Check under the water for extra bonuses that may be concealed there.

Approaching Cloud City





This impressive 3-D level is very simple to complete, provided you don't go crazy and take risks. Your aim is to destroy the required amount of Cloud Cars – this can be done by using your normal guns, although taking them out with your proton torpedoes is less time consuming. Keep flipping between the clouds to confuse the enemy and try to collect the energy hearts that are jettisoned from each craft when they are destroyed. As you destroy more Cloud Cars, the distant Cloud City will slowly draw nearer. Once the required amount of enemies have been blown out of the skies, head towards Cloud City, maintaining a steady course to complete the level.

Cloud City 1

Having arrived at Bespin to find his old buddy, Lando Calrissian, Han realises that he's walked straight into an Imperial trap. This first stretch requires some nifty jumping and fancy gun skills to succeed. The best strategy is to kill everything that arrives on the screen rather than avoiding them. By doing this you'll keep a constant source of energy and earn blaster power-ups

I would advise that you jump over these laser cannons as opposed to shooting them.

These ledges will start to lower when you stand on them. Keep jumping until they're at their peak, and then jump over to the next.





At this point Han must really run the gauntlet of unstable platforms, Beware of the laser cannon waiting at the end because this could cause you to plummet to oblivion!

At last, back on stable ground again. Don't relax just yet though because far more dangers lurk ahead.

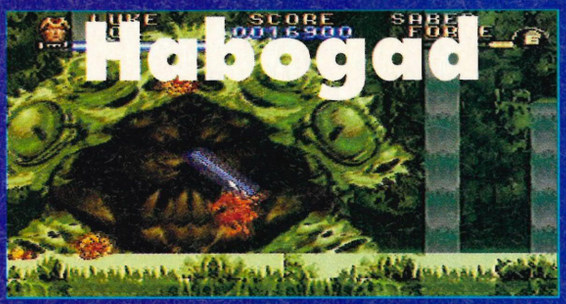
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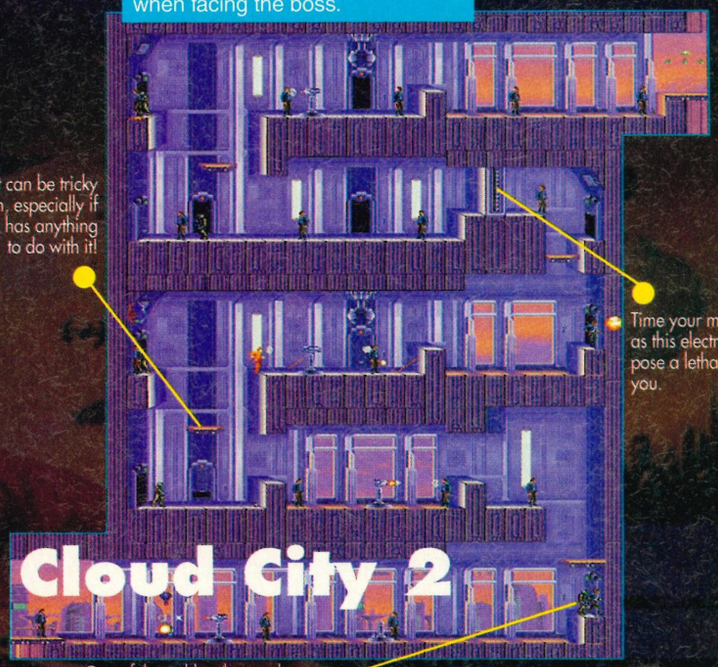
The first part of this section consists of riding Habogad's colossal spine. Use your elevation force to find the hidden platforms. When you reach Habogad himself, select the Heal force in case you need instant relief and then jump upwards, spinning your Light Sabre. The main danger area is its mouth so be sure to avoid at all costs.





Aim for the top half of the Habogad's head, concentrating on the eyes and nose. Occasionally it will snuff out what appear to be orange balls of hot snot; avoid these if you can! When the Habogad senses defeat, it will get irritated and start to sway across the screen, ducking and diving. Simply keep jumping over it and attack with your light sabre as you do so. In no time at all, it will give up the ghost!

More Bespin treachery afoot! Use the same tactics as before in order to gain ground. Check the map for hidden sections and power-ups, as you'll need them when facing the boss.



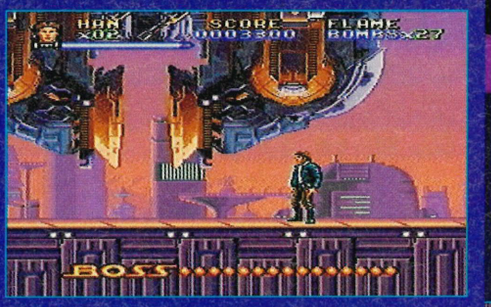


This is where things get really tough. Despite running into the most ruthless and violent gang of bounty hunters in the galaxy, these corridors are littered with concealed cannons and unstoppable maintenance droids. Take time to explore.

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Boss

Make sure your blaster is reasonably powered-up before attempting to kill this boss. As the Tibanna Transporter follows you over to the side of the screen, roll under it and then turn and shoot. Try chucking a few grenades for added effect! There are seven main points to aim at, but try not to focus on just one, keep weakening them all so that the vehicle can be destroyed evenly. Once you've defeated the transporter, go right to meet Lando.



Cloud City 4

The final stretch of Cloud City is tough stuff, although it can be easily negotiated provided you've got a decent gun. At the end of this stage you'll encounter the menacing Tibanna Hover Transporter... don't ask me what it is but it sure is tough to defeat!

Shoot the creatures that emerge from these doors to fill your energy bar.

Here is an extra life and energy that's up for grabs, it all comes in handy for later stages.

Drop down into this secret area to refill your energy bar and power-up your weapon.

The endless streams of mutants that emerge from these doors make it hard to scale the small platforms,. When they appear, jump over them and push towards the wall to prevent being knocked off the edge.



Ughnaught Factory 2

Keep jumping to avoid burning your toes in the lava, and avoid the hovering droids that pose little threat.

This steep slope is quite a trek, and to coin it all you're likely to be attack from all angles by hostile steel workers.

Although Chewie has immense strength, try to extends his life meter by shooting wave after wave of Ughnaught workers and then collect the health sword power-ups. The more energy you've got, the more chance you stand on the later sections.



Carbon Freezing Chamber







The SUPER GAMER team are undoubtedly the world's best gamesplayers and to prove it, we've found an exclusive secret room that has even been overlooked in the official *Empire Strikes Back* cheat book! In the Carbon Freezing Chamber, follow the path until you reach a huge pit with a series of small platforms above. Now drop down the left-hand walk and push inward at the bottom. Inside you'll be powered-up to the brains! To kill the boss, simply circle it by going up, then across and down whilst shooting the whole time.

The final battle starts here at the reactor. These levels are a doddle if you've come equipped with the full range of Force Powers. The simplest way to do this first part is to elevate onto the roof and go right.

Reactor 1



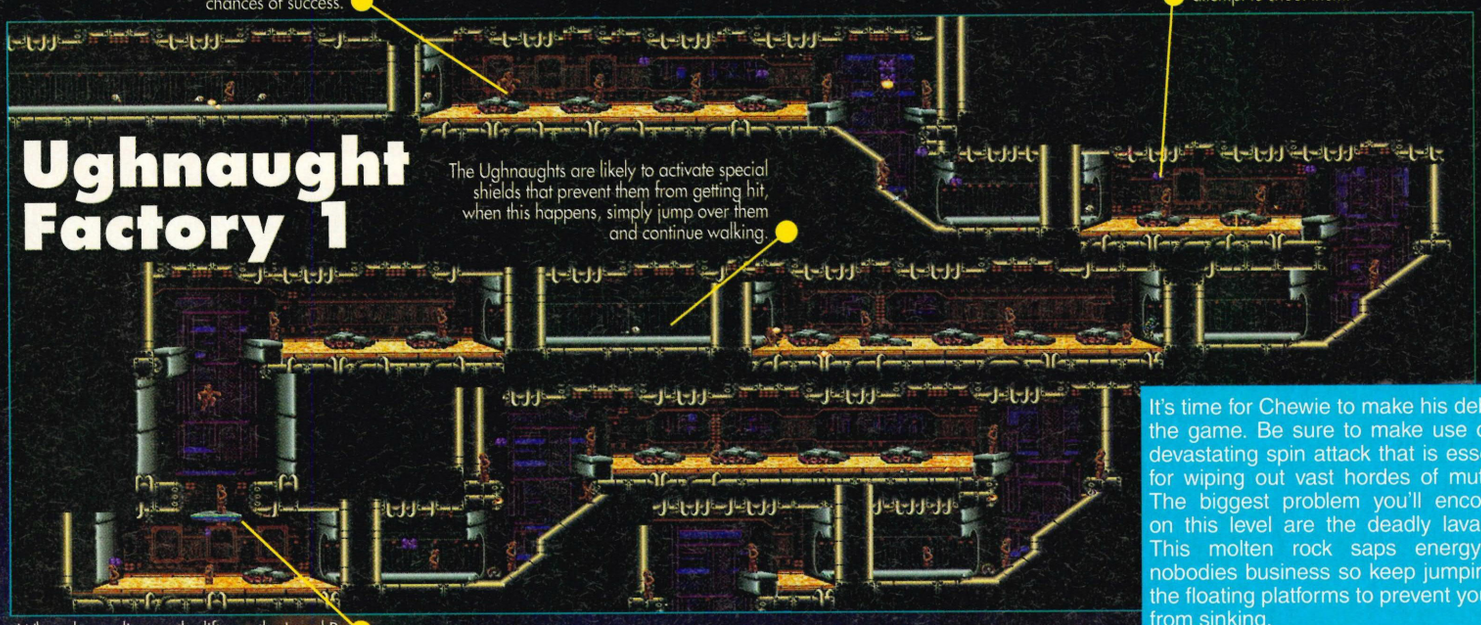
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Ughnaught Factory 1

Don't waste any time crossing the lava pools, as one brief hesitation could end your chances of success.

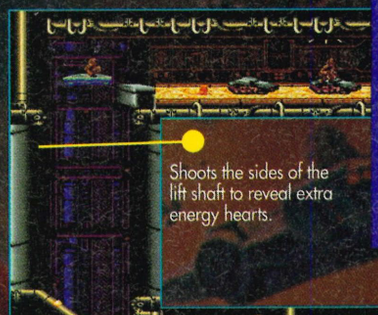
Try to ignore these hovering droids if possible, as you're likely to risk your life falling into the lava if you attempt to shoot them.

The Ughnaughts are likely to activate special shields that prevent them from getting hit, when this happens, simply jump over them and continue walking.



When descending on the lift, use the L and R buttons to view what is below you. This should prevent you from falling into the lava.

It's time for Chewie to make his debut in the game. Be sure to make use of his devastating spin attack that is essential for wiping out vast hordes of mutants. The biggest problem you'll encounter on this level are the deadly lava pits. This molten rock saps energy like nobodies business so keep jumping on the floating platforms to prevent yourself from sinking.



Shoots the sides of the lift shaft to reveal extra energy hearts.



Boss

The Ugharro Mining Crusher may look menacing, but don't fret because it's simple to defeat. As it sinks into the lava, shoot the pipes on the top; followed by the ones underneath when it hovers overhead. Eventually it will eject in a single pod witch can be blow-away after a few hits!

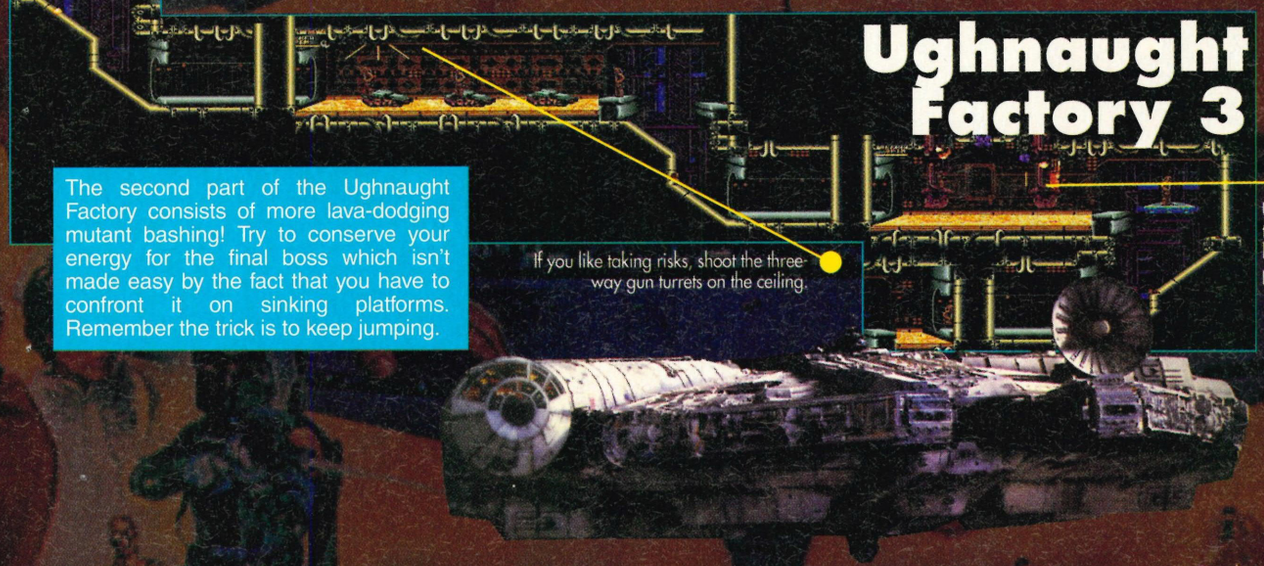


Ughnaught Factory 3

The second part of the Ughnaught Factory consists of more lava-dodging mutant bashing! Try to conserve your energy for the final boss which isn't made easy by the fact that you have to confront it on sinking platforms. Remember the trick is to keep jumping.

If you like taking risks, shoot the three-way gun turrets on the ceiling.

Use this crane to get across the lava pit. Be careful not to let the annoying purple droids push you off!



Push down and fire to destroy these cannons. You'll deflect the beams back into it causing it to explode.

If you take the bottom route, be careful of falling Storm Troopers. They tend to drop down through the holes in their droves.

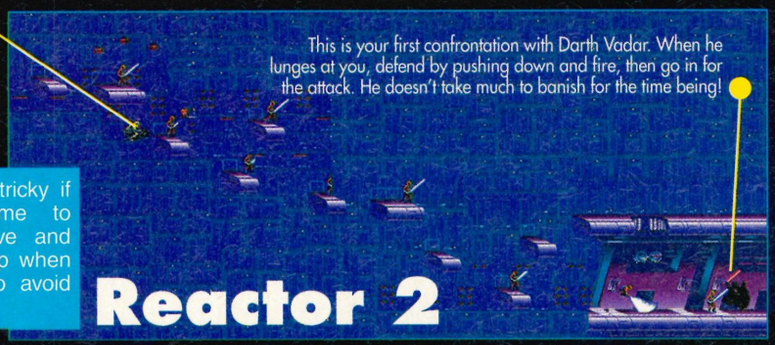
Stand on the end and observe the platform formation in preparation for the second part of the level.



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SUPER XS SOLUTION





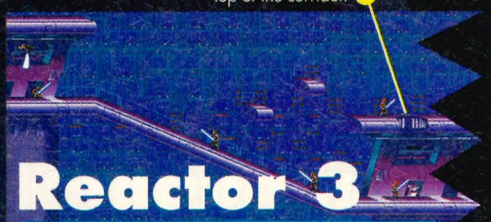
The speeder bike-mounted Storm Troopers can pose a considerable threat. Stay stationary on the platform until you've destroyed them.

This is your first confrontation with Darth Vadar. When he lunges at you, defend by pushing down and fire, then go in for the attack. He doesn't take much to banish for the time being!

This section can be tricky if you don't take time to observe what's above and below you. ONly jump when the coast is clear to avoid falling to your doom.

Reactor 2

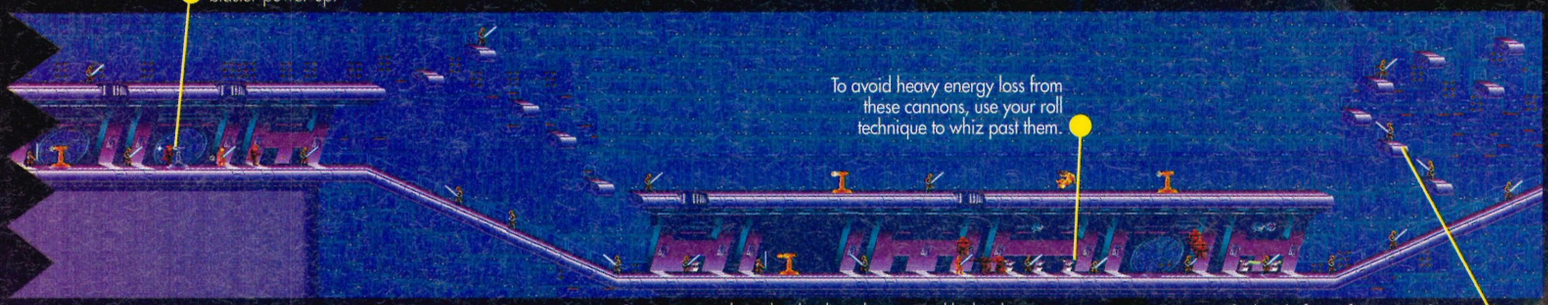
Like before, the safest route to take is along the top of the corridor.



Reactor 3

Once Darth has been vanquished temporarily, continue going right. Use the Heal force to restore any lost energy and be sure to kill as many foes as possible to restore your force meter.

Take time to destroy the laser cannons for more energy and occasionally the odd blaster-power-up.



To avoid heavy energy loss from these cannons, use your roll technique to whiz past them.

Scale the platforms for various bonus items to replenish your energy for the long battle ahead.

Take out the waves of red Storm Troopers to gain additional power-ups.

Dare you stand another battle with pops! tackle this the same way as before. Eventually the tight git with chuck you through the window, fatherly love eh!



Reactor 4

Get to this platform to gain lots of force and energy power-ups.

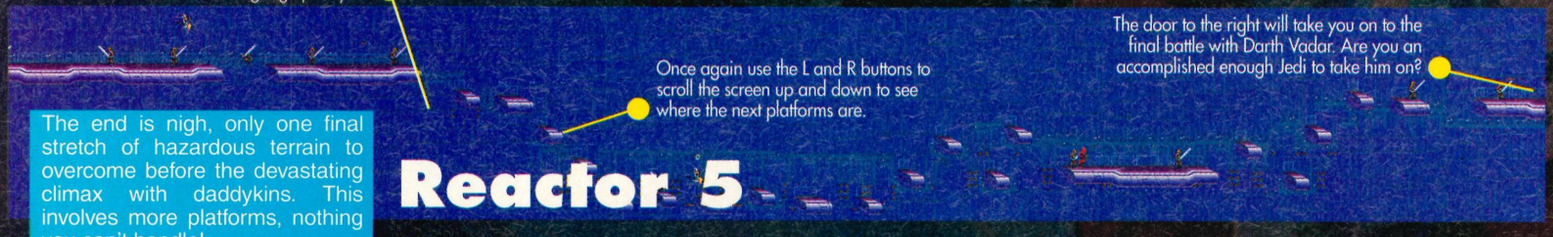
More hazardous platforms to scale, keep that elevation force enabled in the off chance that you accidentally topple over the edge.

Bonus Stage

As Luke falls from the window, he'll drop down an immense pit filled with bonus items. Keep swaying from left to right to pick-up as many as possible. By the time you reach the bottom your score will have shot through the roof!



Be sure to shoot down the waves of flying Storm Troopers, otherwise they'll accumulate and gang up on you!



Once again use the L and R buttons to scroll the screen up and down to see where the next platforms are.

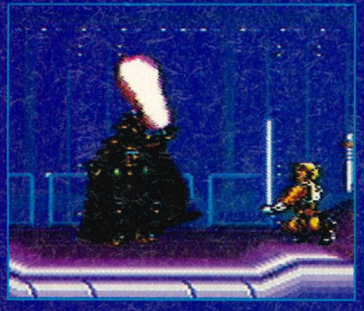
The door to the right will take you on to the final battle with Darth Vadar. Are you an accomplished enough Jedi to take him on?

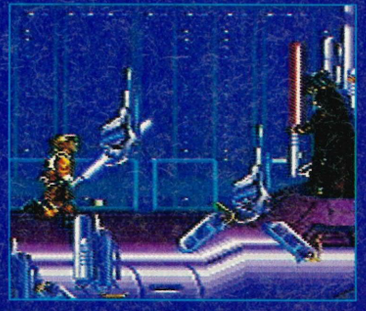
The end is nigh, only one final stretch of hazardous terrain to overcome before the devastating climax with daddykins. This involves more platforms, nothing you can't handle!

Reactor 5

Darth Vader

Before you meet Darth, enable your Heal force. Once again keep alternating between attacking and defending. You'll know when you've gained the edge because the stinking cheat will result in summoning his force powers in order to hurl vast amounts of debris at you. Use your Light Sabre to brush them aside, some will even leave extra force power-ups behind.







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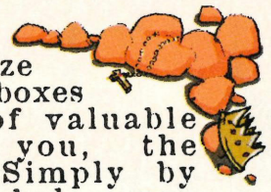
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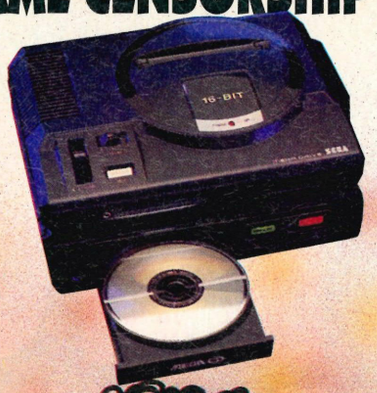
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GET SOME LEATHER ON IT SON!

We go on an undercover scouting mission to take a look at Acclaim's new game, featuring soccer's latest boy wonder.

'Ere we go, 'ere w

OUT NOW



...e Alien ◆ Dracula Unleashed ◆ Streets of Rage 3 ◆ High Seas Havoc
...ed Racer ◆ Sink or Swim ◆ Sub-Terrania ◆ Jungle Book ◆ Centre Court Tennis
Bubba 'n' Stix ◆ Ryan Giggs' Champions ◆ House of Fun ◆ Art of Fighting

INSIDE

THE LAWNMOWER MAN

SUPER NES

SHOOT-'EM-UP ● SCI

The second part of our complete *Lawnmower Man* solution picks up where the first film ended, and where the second will begin, with CyberJobe, the Virtual Reality version of the titular ex-gardener, running loose in the global computer system. His goal is nothing less than world domination, and only good old Doctor Angelo can stop him! Jack into the matrix for some VR action – who needs gyrospheres when you've got SUPER XS?





WIN A COPY OF THE LAWNMOWER MAN!

Yes, if you're the lucky reader whose entry gets picked from Damian's virtual in-tray, you'll win a copy of SCI's cyberspace shoot-'em-up! All you have to do is answer the simple question to the right, and send your answer on a postcard or stuck-down envelope to *Flymo To The Moon Compo, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Entries must be in by 10 May. Get those virtual pens writing!

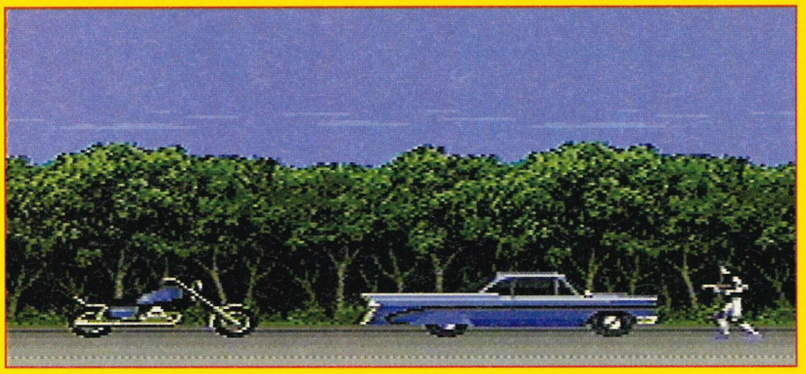
Q: What name did Jobe give to his lawnmower?

1: Big Red
2: Chopper Harris
3: Brian



DRIVING

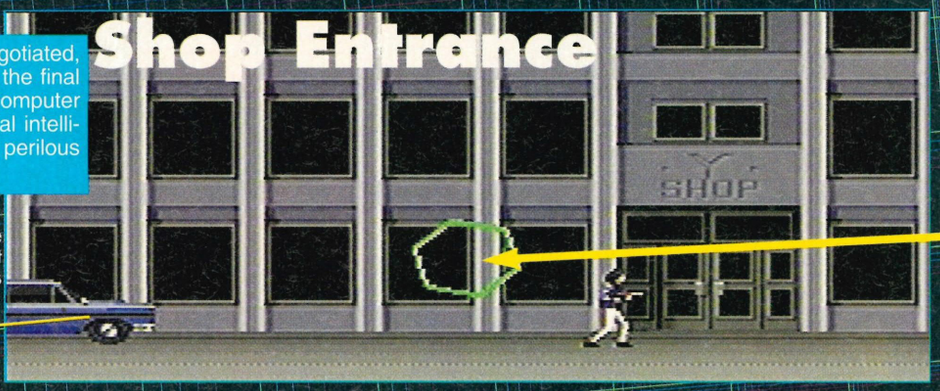
Life occasionally throws up choices, such as whether to take the car or the motorbike. This is the decision Dr Angelo must make when he reaches the highway. This section is a high speed horizontally scrolling sub-game where you must reach 'The Shop'. The motorbike is the one to take as it is highly manoeuverable and can nip in and out of the traffic with ease. Avoid rolling barrels and try to pick up the side-firing missiles, these destroy vehicles on your flanks. Run over the arrows for a bit of turbo speed!





Shop Entrance

Once the highway has been successfully negotiated, the entrance to 'The Shop' will appear. This is the final building and lurking somewhere within its computer network is the Doomplayer; the ultimate artificial intelligence. To gain access to the building, the perilous cybertube must be completed first of all.



Dr Angelo has just arrived on the scene in his 1974 ford Station wagon. What style, what finesse, and what mug's going to fill those dents!

Once inside the shop there are many dangers to look out for. Soft drinks machine shoot change at you and chairs fly at you, poltergeist style. The enemies are much meaner now and some of them will take several shots to kill. Look out for the power-ups; there will be plenty hidden in pot plants.

The Shop

Duck the high shots, jump the low shots and keep firing. That's the way to get past the soft drinks machine.



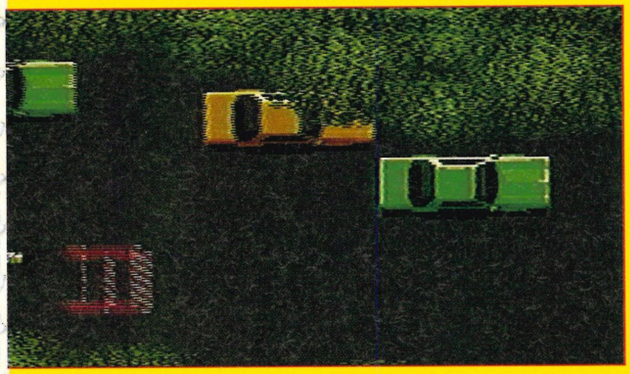


It's advisable to go along the top of this wall, as it is brimming with useful power-up and has fewer enemies than below.

These laser turrets beam a red hot light down in regular intervals. A few well-placed shots will wipe out this troublesome security system. Alternatively, just run past it.

Watch out for the chair, it may look like any normal chair, but once you get in close it will speed towards you. Jump over it.







CHEATS

Activate cheat mode
Pause, B, R, A, select, select, Y, A, B, Y, A, B, unpause

Secret Menu
Pause, A, L, L, unpause

Infinite lives
R, A, select, Y, unpause

Virtual World skip
Pause, A, unpause

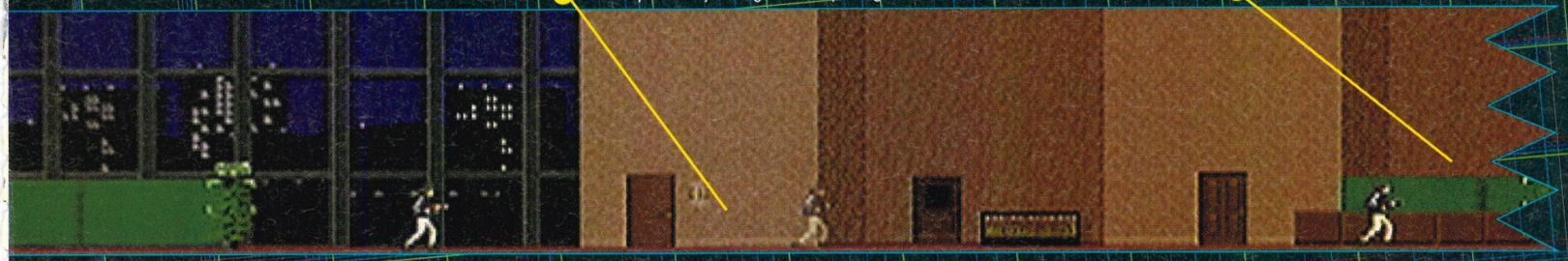
CYBERTUBE



This is the cybertube. It contains deadly obstacles which must be avoided while travelling at breakneck speeds. The control method is very sensitive at this point so small touches on the control pad will give you a better chance. Some objects can be shot away, while shooting others will only move them back slightly, so be prepared to move aside at the last second. Generally, it is advisable to keep shooting all the time, this means that you shouldn't suddenly come up against unwanted objects.

The action starts to hot up around this point so blast your away through and keep firing!

This small bushes are a saviour on this level. Most of them contain weapon power-ups which are to be cherished.

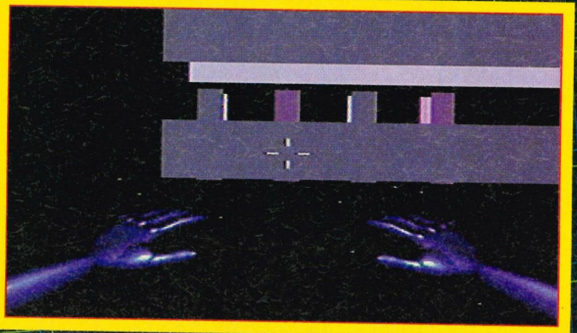




Another very handy power-up here. Remember, don't go shooting any plants at home because you won't find any guns, and plants have feelings too, you know!

COSMIC CITY

This has to be the most difficult of all the virtual zones. The gaps which must be steered through are very small and require a lot of practice. The best way to attempt this is by looking further ahead than the next wall and lining yourself up with the one beyond. Hopefully, this forward planning means that you won't be forever correcting your position, and it should be an easier ride.





The Shop 2

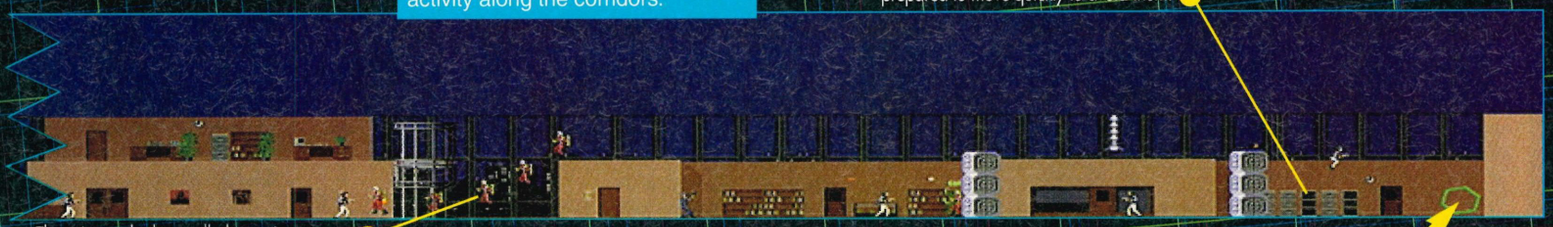


Don't forget to de-activate all the computers, otherwise you will not be able to complete the game, which would be a bit sad after coming this far.

This section of the shop features some nasty scientist-type people who appear with force fields protecting them. There is also a multitude of chairs to be avoided and some extremely hostile enemy activity along the corridors.

These guys appear again just to make life difficult. Keep on the left side and continue jumping or ducking to avoid the bullets.

These draws fly towards you, so as soon as you've killed the previous mini-boss be prepared to move quickly to avoid them.



These jet-packed propelled enemies appear very quickly. Try and avoid them by running back to the left as soon as they appear.

CYBEREGYPT

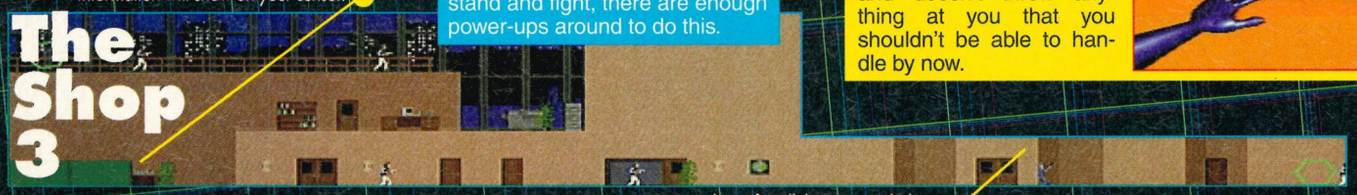
This level has a strange name, but looks great. It's relatively easy, though, for this late stage of the game and doesn't throw anything at you that you shouldn't be able to handle by now.



The penultimate level of the shop throws everything at you. Take your time and meticulously annihilate everything. If you try and rush through it will be hard so stand and fight, there are enough power-ups around to do this.

There is a hidden computer terminal behind this green wall. If you walk up to it, the information will show on your sensor.

The Shop 3

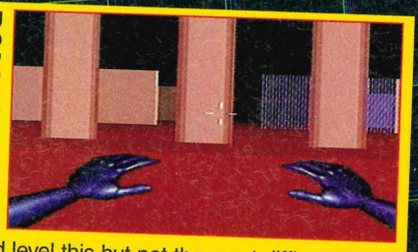


The surprising fact about this corridor is that there is barely anything here to actually harm you. In fact, it's a breeze!

Watch out for all the gunmen lurking behind the walls in this corridor. They won't pose too many problems, though.



CYBEROFFICE



A hard level this but not the most difficult. Once again the trick is to look further ahead than the next set of obstacles. Don't go into the glass panels; they hurt!

This final section contains few enemies. The only thing you need to worry about is the impending battle with the Doomplayer. Walk to the end of the corridor before you enter the virtual zone as you will discover one last terminal.

This entrance to the virtual zone actually takes you to the final battle with with the Doomplayer. Prepare yourself!

The Shop 4

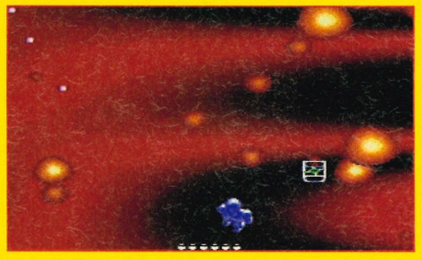


This is the very last computer! Be careful not to miss it as it appears after the entrance to the Doomplayer.

DOOMPLAYER

The key to destroying the Doomplayer is constant movement and continuous firing. Plenty of power-ups drift down from the top of the screen, some of them good, some of them bad. Try to pick up the ring weapon, as this covers the widest area.







EXPLOSIVE!

- AKIRA
- ART OF FIGHTING
- HIGH SEAS HAVOC



EXHAUSTIVE!

- SINK OR SWIM
- KICK OFF 3
- RBI BASEBALL 94



EXCLUSIVE!

- SPACE ACE
- DAVID "ALADDIN" PERRY INTERVIEW
- JIMMY WHITES WHIRLWIND SNOOKER

SEGA PRO

EASTER SPECIAL ON SALE MARCH 24

NEW BUSTERS

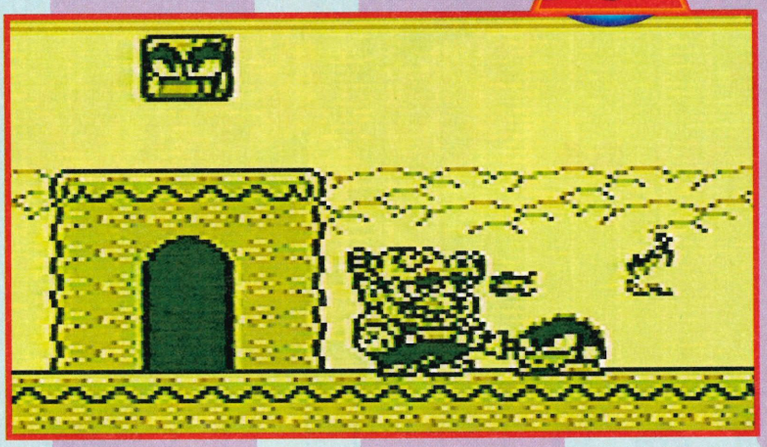
A new feature to SUPER GAMER, this is where we reveal all the latest cheats and tips from all around the world. With correspondents in America and Japan – you can trust no-one else to find out all the juicy tricks that every programmer hides in their games. This month we've got plenty of action for *NBA Jam* on the Super NES, plus some exclusive treasure locations for the Game Boy hit *Warioland*. Plus there's every tip ever found in the Busters A-Z over the next few pages. If you've got a cheat that has never been printed before, send it in to us now. The address to write to is *SUPER GAMER Busters, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

WARIOLAND

GAME BOY

EXCLUSIVE SPECIAL TREASURE LOCATIONS!

Those exceptionally talented tipsters at Nintendo have come up with a list of all the special treasures in Warioland, exclusively for SUPER GAMER. Next month we will be mapping the game in its entirety, so look out for that. In the meantime just to whet your appetite, here are those special treasure locations.

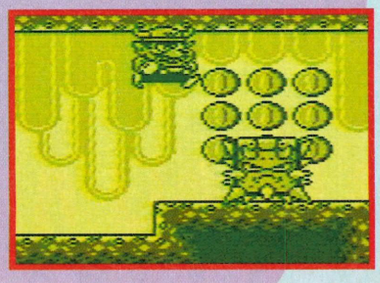


Course 3
From skull, go right until the second block, use your dragon helmet to burn it and a key will appear. Take the key back to the keyhole.

Course 9
From where you find the key, go back left to the single cracked block. Smash the block any way you like and then push Up on the control pad to go through a secret door – this will take you to the keyhole.

Course 11
Go through and smash all the blocks until a door is revealed. Go through the door and pick up the flying helmet and zoom over to the top left. Collect the key, throw it over to the top right where the keyhole is and then fly across and put the key in the hole.

Course 16
Get key from the first block. Go right with the key to the second set of four cracked blocks. Break these rocks to reveal the door which will lead you through to the keyhole.



Course 18
From the skull door, go right to the next door and activate the switch block. Exit the door and climb the stairs to reach the key.

Course 20
Run right, away from the lava wall. Hit the second to last block to collect the key and then run right and go through the door. Climb up the ladder to reach the skull door.

Course 24
From the beginning of the level, move right and go through the first door you reach. Go up ladder and follow the tunnel along until a switch block is reached. Hit the switch and enter the door to your left, swim to the top right of this room and hit the block to pick up the key. Now go back to the start and put it in the hole.

Course 26
Jump on the block to the left of the second door and then jump up again to reveal a secret block. Jump on that and from there jump up and right to reach a ledge which is actually of the top of the screen. Go right, through the door and then keep walking right. Eventually you will reach some blocks slightly above you. Smash these blocks to make a door appear, enter door and hit the switch block. Exit the room and then swim upwards into room with key.

Course 34
Climb to the very top of the tree and hit the block by the exit. Go back down the ladder into the tree and swim to the top right. Enter the door there and then climb up the ladder to reach the keyhole.

Course 31
You must be full sized Wario for this one. Go down the first ladder you reach and move right. Smash blocks to reveal two special blocks, of which one contains a key. Go to the end of the level and then back track slightly until you reach a small pit. Fall down this to reach the skull door.

Course 37
In front of the first door after the halfway marker there is a block. Hit block to get the key, then walk right along the bottom level and through wall to reach skull door.

ROCK 'N' ROLL RACING

SUPER NES



Be Olaf the Viking
On the hero select screen, press and hold L, R and Select. Keep them held down and scroll through the characters until Olaf appears.

Play on Inferno instantly
Choose the Vs mode and then go to the 'change planet' option. Press and hold L, R and Select, and as you scroll through the planets, you can select Inferno.

FATAL FURY 2

SUPER NES

Select bosses
When the Takara title screen appears and the music starts, press B, A, X, Y, Up, Left, Down, Right, L, R. You should then be able to select the bosses.

NBA JAM

EXCLUSIVE SPECIAL CHARACTER SELECT AND 'JUICE' MODE!

These cheats from Scott Southwell from Birmingham (well done, Scott!), which earn him a limited edition SUPER GAMER tips T-shirt.

Special characters
Answer "yes" to the initials question and then enter the first two letters of the code, and highlight the last one. Now press and hold L button, R button, Start, and the required button, either X or A.

Character	Initials	Button
Bill Clinton	ARK	X
Al Gore	NET	A
Turnell	MJT	A
Rivett	RJR	X
Divita	SAL	X
Air Dog	AIR	X
Chow-Chow	CAR	X

Juice mode
When you complete the game and beat all of the teams, you are told how to access the juice (faster) mode. On the "tonight's match-up" screen, press any of the buttons 13 times, then hold B and X until the tip-off. The word "juice" will appear on the screen and the players will be much faster.



MORTAL KOMBAT



Silver Goro trick
When you reach Endurance three, make sure you are using Rayden and perform the finishing move to take out your opponent. Once you have completed Endurance three, a metallic Goro will jump onto the screen, he will only stay this way for one round and then revert back to his normal form.

WING COMMANDER

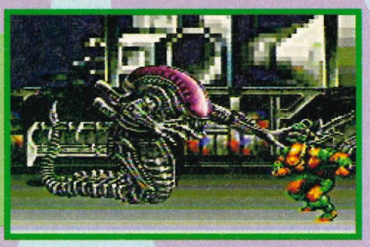
THE SECRET MISSIONS



Options menu
On the title screen, with controller two, press L, R, Start, Select at the same time to enter a secret menu which gives you the choice of many extras including invincibility.

ALIENS VS PREDATOR

Stage Select
On the title screen, press Select to go to the config mode and then press Start for the option menu. Now, on controller two, press and hold L, R, X and A. Now press Start on controller one and you will be able to select the stages.

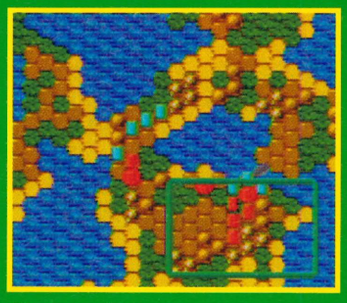


SUPER WIDGET

Level codes
Level 02: JHKKWR
Level 03: WKKJWW
Level 04: JKRLWR
Level 05: RBKKWW
Level 06: JBKHRR
Level 07: WJRMWH
Level 08: JJRSWH
Level 09: RSRMWH
Level 10: JSKHHH
Level 11: RLKBHH
Level 12: JLLSFH

Special code
This code will give you access to a special level: KHHRSJ.

super CONFLICT



Stage select
On the map, press B, L, X, Y release X only and then press X again. Release all the buttons and now every time you press B and L together, the next map will appear.

SUPER BOMBERMAN



Extreme Firepower
In one player mode, drop some bombs as soon as you start. When they explode, press the bomb button repeatedly to keep the explosions going – you can clear most of the level with this. Watch out though, you will die as soon as your invincibility runs out so be quick!

DIAL-A-TIP

HINTS N' TIPS N' CHEATS N' POKES
•THE ORIGINAL AND THE BEST•

•CHEATS GALORE•(say 'YES' for Nintendo)
DIAL 0891 101 234

.....LAST WEEKS CHEATS 0891 101235
.....NINTENDO CHEATS N' TIPS.....0891 445913
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ALL CHEATLINES ARE UPDATED EVERY WEEK!

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.....MORTAL KOMBAT.....0891 445987
.....SUPER MARIO WORLD 0891 445924
.....THE IMMORTAL/RODLAND.....0891 445928
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BUSTERS

Think of a tip, any tip, then look it up here. You should find every single cheat for every single Nintendo game right here. If not, write in and tell us what it is. You could win a SUPER GAMER T-shirt for your troubles, or even a game of your choice. If you cannot get any of these tips to work, or you want to show us some new ones, send your letters to *Busters, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

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: `19642Ø` 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.

`171Ø58`	`462893`
`95Ø745`	`583172`
`472149`	`743690`
`672451`	`1Ø3928`
`272578`	`144895`
`652Ø74`	`775Ø92`
`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, Left, 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 24 – WPRG
Level 18 – DPLL	Level 25 – LFBG
Level 19 – DJSK	Level 26 – CVFF
Level 20 – GBTF	Level 27 – LPJC
Level 21 – JRPN	Level 28 – DBTG
Level 22 – GBMF	Level 29 – WGGD
Level 23 – PBSS	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 4 – BARTDUDE
Level 3 – SCRATCHY	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 – S4805N4
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
C422Z8MN44Y4YLG39 – 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 1Ø – HWB93WX	Level 2Ø – 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, 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, 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 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, 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	–	427011
Stage 3	–	537071
Stage 4	–	430700
Stage 5	–	500760
Stage 6	–	401637
Stage 7	–	511617
Stage 8	–	412526
Stage 9	–	562506
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
786565 – level 3-2
955783 – level 2-1
920272 – level 4-1
637511 – level 2-2
799274 – level 4-2
148574 – level 3-1
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:
DESTR0Y ALL M0NSTERS – to fight all the monsters
M0NSTER Ø – to fight monster zero
START T0 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	ZFPJ – level 3-2
DXNH – level 2-1	SHMC – level 4-1
CGMW – level 2-2	VLBB – level 4-2
NJDT – level 3-1	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
892Ø – level 3
Ø7Ø5 – 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 – 258ØØ
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	10 – NBqb nQCZ
2 – HPTZ hNDJ	11 – NBqh hVCh
3 – JnCn hvcb	12 – NVQK Lrcm
4 – JQVP LrCH	13 – PChg nQCZ
5 – KqGT hhCC	14 – PWMG LICH
6 – KRdv LNDV	15 – QDgf nQCZ
7 – LrFs LLCb	16 – QXJC LfCB
8 – LSXq hfDG	17 – RZJH nnBg
9 – Mtld hLCZ	

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 3.3 – 8ØMB
Level 1.2 – 386V	Level 4.1 – SCRD
Level 2.1 – M1CH	Level 4.2 – LV12
Level 2.2 – 31ØØ	Level 5.1 – SØN8
Level 2.3 – MØ52	Level 5.2 – 5VLB
Level 3.1 – FLLF	Level 5.3 – SGJK
Level 3.2 – HV1Ø	

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):
ØØ5 737 5423 – WVBA minor champ
777 8Ø7 3454 – WVBA major champ
267 853 7538 – world circuit bout
ØØ7 373 5963 – versus Tyson
135 792 468Ø – 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	–	1yF84O77D
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:
1Ø3Ø7 – second match
3Ø7Ø7 – third match
Ø15Ø7 – fourth match
22ØØ7 – fifth match
721Ø7 – sixth match
115Ø7 – seventh match
424Ø7 – eighth match
626Ø7 – ninth match
6Ø2Ø7 – tenth match
223Ø7 – semi finals
128Ø7 – 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 – Ø5Ø1
Level 4 – Ø948
Level 5 – 2168
Level 6 – Ø666
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.

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
DDDDDDDDDDDD – $111,111
GGGGGGGGGGGG – $222,222
LLLLLLLLLLLL – $555,555
PPPPPPPPPPPP – $888,888
QQQQQQQQQQQQ – $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, 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, 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: T1111116111111111111116

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
53Ø45 – 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 – 81498054
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 5 – BGQTVKJP
Stage 3 – GPLDMSRC	Stage 6 – RTJBWN34
Stage 4 – MMCFGWXJ	

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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Now you can input upto 100 different cheats on any game at one time. This new feature allows you to customise your games with as many cheats as you like - all at once. Imagine - infinite lives, unlimited energy, special moves super high jumps, double speed, unlimited weapons, infinite re-tries, custom colours, special magic etc. etc. - all at once! Well now you can with the new Mega Cheat System.

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Action Replay has always allowed you to input not only the thousands of cheats found in the cheatbook supplied or from the huge number of cheats published in magazines each month - but the feature that has always put Action Replay ahead of any other cheat system is its unique game trainer (cheatfinder) feature. Now the game trainer is even better with improved game cracking routines plus new menu systems which make cracking open your games now even easier.

NEW

UNIVERSAL CHEAT SYSTEM

Only with Action Replay can you use the same cheat on UK, US, and Japanese versions of most games. So if you see a cheat in the Manual or a Magazine you can use it with even an imported version of that game. No other cheat system can do this!

NEW

UNIVERSAL ADAPTOR FEATURE

Action Replays unique adaptor feature which allows you to play even import titles on your console has also been improved. Now with the use of new custom chips you can also play so called "NTSC only" games from the US and Japan.

NEW

NEW SLO MO FEATURE

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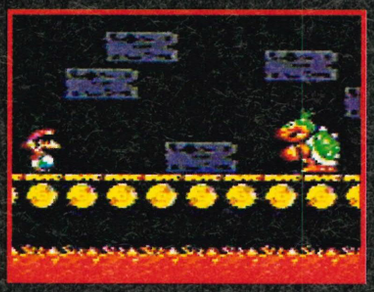
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That's right – this is your chance to test the Pros at the Nintendo Hotline with your gaming problems on any Nintendo system. Stuck on *Zelda*? Flummoxed by *Mario*? The Nintensive Care helpline page can help you win! Send your problems to *Nintensive Care, Super Gamer, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Jim Flooks takes your calls this month...

Q: How do you defeat Morton Koopa in *Super Mario World* on the Super NES?
Michael Brown, Gillingham.



A: Morton will charge at you when you are on the ground, so use the Y button to get faster sprints and leap over him every time he threatens you. Bounce on him when he stops. You must do this three times.

Q: How do I get to the Misery Mire in *Zelda III* on the Super NES? I want to warp to the Light World and use the stone, but the only ones I can find are in the desert, and I cannot reach the ledge to use them.
Steven Voyle, Mid Glam.



A: If you blow your flute in the Light World, when the map screen appears, move left or right to get the number six to flash in the bottom corner. Press any button, then you will land on the ledge, pick up the rock that is on the right of you.

Q: I can't find the dungeon sections on the second quest on *Zelda* for the NES.
Jamie Cooper, Scotland.

A: Here are the dungeon locations, Jamie.

1. D–8	4. B–12	7. G–13
2. D–5	5. E–6	8. B–10
3. D–13	6. D–1	9. A–1

Q: In *Link's Awakening*, how do I find the bracelet on level 2?
Iain McFarlane, Fife.

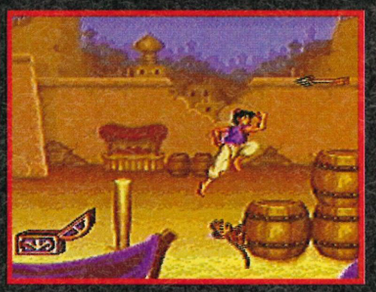
A: Get a key off the two men with masks by using the spin attack, then go to the top left hand room and light the torch to make two the ghosts run away. This will reveal the bracelet.



Q: How do you defeat the bird on level 7 of *Link's Awakening*?
Jayne Harris, London.

A: Keep your shield permanently activated. Stand in the middle and walk forward when the bird blows, so that you don't fall off the top. Just keep stabbing with the sword.

Q: What happens when you collect ALL the gems in Super NES *Aladdin*?
F Piper, London.



A: If you collect all the gems, well done, but you won't get anything special for it, apart from more points and a better looking finish screen.

Q: How do you defeat the last guardian in *Super Bomberman* on the Super NES?
Jamie Curtis, Harts.



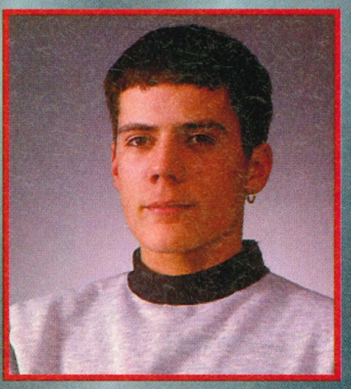
A: Get the punch icon and punch your bombs at him!

Q: I cannot beat the last boss on *Mickey Mouse* for the Game Boy, he just keeps teleporting all over the screen. Help!
Andy Withering, Milton Keynes.

A: The only way to kill the guardian is to grab the arrow at the top, drop down to the bottom platform, then shoot him when he isn't white. Use the other two arrows in the same way, but don't let him trap you in a corner.

STUCK ON A GAME? PHONE THE Nintendo® HOTLINE ON (0703) 652222!

Nintendo® HOTLINER PROFILE



JIM FLOOKS

Your name?
James Flooks
Previous occupation?
College boy!
How long have you worked on the hotline?
10 months.
What are you playing at the moment?
Mario Land 3 – Warioland on the Game Boy.
What's the best part of the job?
I get to play stupid amounts of games – and I get paid for it!
What gets your back up about the job?
Working with Kelly in Consumer services. (Only because I wouldn't lend you my tights! – Kelly)
If you could be a Nintendo game character, who would you be? (no SF2 chars allowed!)
Toad.
What's the strangest, weirdest, wackiest call you've ever had?
"Can you be the snake in the background on Blanka's stage?!!"
What type of game would you like to see more of in this country?
Decent good quality fighting games like *Street Fighter II Turbo.*
What are your interests other than being a goggle-eyed games player?
I like to DJ at local clubs and have won a couple of competitions.
What is your formula for gamesplaying success?
Consider all options and never ignore the obvious.



ALL THE LATEST CODES STRAIGHT FROM DATEL!

ALADDIN

7E1428Ø1: Walk on invisible platforms
7EØØ5DØØ: Lets you play the US version on UK machines
7EØØØ9Ø1: Activates cheat (99 apples and 16 hearts)
7EØ347Ø3: Invincibility
7EØ36EØ3: Always have the rug

CHOPLIFTER III

7EØD168Ø: Infinite energy

DR FRANKEN

7EØC Ø3Ø4: Infinite lives
7EØB32Ø3: Infinite bombs
7EØC2CØ4: Infinite punches

FLASHBACK

7ECD46Ø4: Use with code below for infinite shields
7EØØC3ØØ

JURASSIC PARK

7EØ38CFE: View end sequence
7EØ28CFE: Infinite weapon one
7EØ295AA: Infinite weapon two
7EØ29F1F: Unlimited electricity
7EØ2EBØØ: Unlimited energy
7EØ28BØ8: Pick up a weapon
7EØ2958: Shotgun
7EØ2978: Spread Weapon
7EØ2DBØØ: Infinite energy outside of the building

LETHAL ENFORCERS

ØØ8Ø6188: Use with codes below to allow you to play the US version on UK machines
ØØ8Ø62Ø2
ØØFFB3ØØ

MEGA-LO-MANIA

7EE8D95A: Infinite men

MEGA MAN X

7E1F8ØØ2: Infinite lives
7EØBCE1Ø: Infinite energy

NBA JAM

7EØ78A2Ø: Infinite turbo

RAINBOW BELL ADVENTURES

7EØ2ECØ3: Unlimited energy for player one
7EØ2EEØ3: Unlimited energy for player two
7EØ2CEØØ: Time is always at zero
7EØ2E8Ø1: Player one always has laser
7EØ2E98Ø: Player one always has hand weapon
7EØ2E4Ø1: Player one always has shield
7EØ2E94Ø: Player one has the speed boots
7EØ2E9CØ: Player one has both speed boot and hand weapon

REN AND STIMPY

7EØ8Ø7Ø5: Infinite energy
7EØ8Ø6Ø3: Infinite lives

ROCK 'N' ROLL RACING

7EØE9DØ7: Road missiles unlimited
7EØEA9Ø7: Lightning nitros
7EØEA5Ø5: Scatter pack
7EØEA1Ø7: Sundog beam
7EØEDFØC: Unlimited energy

R-TYPE III

7E11488: Invincibility

SECRET OF MANA

7ECC6CBF: Maximum money
7EE181BF: Invincibilty
7EE182BF: Weapon power

SUPER EMPIRE STRIKES BACK

7EØ315FF: Infinite force
7EØ1E8ØX: Blaster (X is 1-4)

SUPER MARIO ALL-STARS: MARIO BROS

7FFBØ223: Reach the fabled level 9-1
7FFBØ226: Reach level 9-4
7EØ62BXX: Infinite coins to play the bonus game

SUPER MARIO ALL-STARS: LOST LEVELS

7EØ74104: Turns the lava solid so you can walk across it
7EØ75CØØ: Use with code below to go into new levels. Start the game and then kill yourself. You will start by a warp, go down this warp
7EØ75FØ8: Use with code above

TURTLES: TOURNAMENT FIGHTERS

7E1AC46Ø: Use with code below for infinite magic
7E1ACØ6Ø: Use with above code.
7EØEE21Ø: One punch and you stun player one

ZOMBIES

7E1E7CXX: Level select. 01- level 1, 31- Credit level, 32 to 37 – Bonus levels. Once you are at the desired level deactivate the Action Replay and do not reactivate.
7E1E75Ø9: Gives a massive score (900,000,000.)
7E1E75Ø9: Use with code below to finish the game after completing level 1. Start without Action Replay activated, start level one as normal, whilst playing level one turn Action Replay off and finish the level. Turn Action Replay off at the end and do not back on
7E1E7C3Ø: Use with above code
7EØØDEAD: Remove lower class monsters
7EØ1558Ø: Makes you run (player one)
7EØ2D58Ø: Makes you run (player two)
7E1CD6Ø1: Unlimited Bazookas
7E1F9CØA: Always collect 10 people

the write stuff

Again, console piracy is the number one issue that Nintendo gamers are raving about. What's wrong with it, why do people do it, does it mean the end of the games industry as we know it? Many people (far more than we could physically print) wrote in with their viewson this controversial subject with their views. Remember, the Write Stuff is SUPER GAMER's voice to the nation. If you want your views aired, start a campaign, or just complain about anything to do with Nintendo and owning a console, get pen to paper now and drop us a line. The address to write to is *The Write Stuff, SUPER GAMER magazine, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* We want to know what you are thinking!

Well, what do I think of cart copying? The thing is, when I owned a home computer, copying was rife and almost accepted as a necessary evil. I used to fill countless C-90 tapes with games in order to have a collection of over 300 games, as did all my friends. We did not sell the games for personal gain, it was purely for personal consumption. I'm not saying this is a good thing to do, but there *was* method in our madness.

Every month, a group of five or six of us would save up our money and put it towards the latest game (in those days, games only cost £7.95!). When we got it home, we would all play it and then each one of the group would copy the game, and the person who bought it got to keep the original. This would alternate throughout the group until everyone had an original game and everyone was happy.

Now, I'm not saying that this is any better than ripping off the games direct, but what counts is that my friends would not have bought a copy of the game each, but they still have it, and can be impressed by the graphics, sound and playability as if they had bought it. Many times I was so impressed by a company's previous game, that I used my turn to buy another of their games. Without the 'long term test' that I had through copying, this would not have been the case. Do you agree?

Let's face it, prices are far too high for everyone to actually buy all of their games, and our own surveys show that most console owners only buy two or three games a year. Think how many games are released a year – 30, 40? Surely this means that only the *creme de la creme* of games are bought and the market as a whole deflates. How can smaller companies survive when their entire future depends on one risky game? If Nintendo and Sega want to stop copying (as they claim they do), drop the prices and more people will buy games. Not hard is it? Tell us what you think?

Dear SG,
I'm an average gamesplayer who spends weeks saving pocket money to buy the very latest and best games on the Super NES. I'm writing to your brill mag to share my views on the one thing that really annoys me – computer piracy.

While in my local games shop last week, I overheard a conversation between two lads talking about a device which enables game cartridge data to be transferred to disk, and how he had just received games (on disk!) that are not even out in the shops!

It annoys me to think that these people can pirate such games. Don't they realise that this could affect the games industry itself! I often read about game developers moaning about the price of making the games, Electronic Arts have already opted to abandon the Super NES market altogether because Nintendo are demanding a high price for developing games on their machine. Surely this could change if people stopped pirating and actually bought original games. It would mean more money for Nintendo, then they could afford to lower their price for EA.

I understand that there will always be greedy, selfish people who want to own copies of brilliant games before anybody else has had the chance to play them, but forcing Nintendo to raise the prices will therefore stop great companies like EA producing top games for the Super NES.

Maybe when Nintendo release Project Reality they should keep everything CD based, because CDs are huge and it would take an awful lot of disks to copy them successfully; making it far too expensive for the idiots out there to pirate.
James Savage, Liverpool.

We seemed to have struck a raw nerve with this copying business, because everyone has an opinion on it. Rightly so, I say. You are quite right for saying that piracy is an idiot's game, but I hardly think that swelling Nintendo's huge coffers of cash is the right reason to get agitated. Nintendo are, after all, making every third party publisher pay much more for their carts than they should, thus causing games like Lethal Enforcers *and* R-Type III *to be more expensive than we would like. Funny how Nintendo's own games always seem to be £5-£10 cheaper than third party licencees, and then they have the cheek to turn around and say that they are making an effort to reduce prices of their games!*

The Monopolies and Mergers Commision are looking into cart prices, but it is not the actual prices that should be under investigation, it is the unfair higher cart prices charged by Nintendo to software publishers who are forced to pay because otherwise they are not allowed to even bring out games on the Nintendo!

Dear SG,
I have recently purchased a Super Nintendo and I am not too sure about some things, so could you please answer some of my questions?
1. I have heard that some people are epileptic and can suffer from fits whilst playing Nintendo games. What is it in a game that does this?
2. When will *Street Fighter III* be released and how much will it cost?
3. In your magazine I have heard things like "Mode 7 and Sonics" being mentioned. Could you please explain what these are?
4. Will there be any follow-ups to *Starwing* or *Alien 3*, and will there be any games like *Super Return of the Jedi*, or perhaps the new novels *Heir to the Empire* and *Dark Forces Rising*?
David Stark, Fife

Glad to help you David, try these for size.
1. Epilepsy has indeed been suggested by some American doctors to be induced by some flickering screens in video games, although this controversial topic has never been scientifically proved because it is impossible to recreate in test conditions. Some people may be more susceptible than others, indeed you may not even know you are an epileptic until it happens and there is no way to predict it. In any case, there is no proof that video games have ever, or will ever cause anyone to suffer an epileptic fit whilst playing on a console. If anyone has any information to the contrary, please contact me so that SUPER GAMER readers can be informed.

2. It's a bit too far off to start talking about Street Fighter III *now, David; however, Capcom, the makers of* Street Fighter II, *have said that it will be a completely new approach, and not just a beat-'em-up, possibly a scrolling game like* Final Fight.
3. Mode 7 is the graphical mode in the Super NES that allows scaling and rotation of objects and pictures, as used in Super Mario World *and the overhead sections of* Super Probotector. *Sonics is just another word used by reviewers to describe the sound of a game.*
4. There is already a Starwing 2 in production at the moment by ace programmers and developers of the Super FX chip, Argonaut, and rumours are that it contains a simultaneous two player option! No plans for a sequel to Alien 3 *I'm afraid, but there will be a* Super Return of the Jedi *arriving before the end of the year from JVC. That's all the news on the* Star Wars *series, though.*

Dear SG,
For the last ten years I've worked as a teacher at a secondary school for boys and, naturally during this period I've had the opportunity to study and reflect upon the many differing personalities of those who have come under my teaching.

Nowadays, I find that most of my pupils are enthusiastic about and regularly play console and computer games in their free time (and sometimes even manage to squeeze in a bit of homework!), and it is my considered opinion that despite some reports in today's media, physical violence perpetrated by young people is hardly ever video games related.

Of course, there is and always will be the odd maladjusted individual who commits an act of violence after playing video games, but that some person might well be disposed to violence after watching a film or reading a book.

I believe that rational people – young or old – are very much aware of the vast difference between reality and game playing.

I play on a Super NES and Mega Drive myself and readily confess to enjoying a good beat-'em-up, but this doesn't make me a tyrant in class (though some of my cheekier pupils would disagree!).
Ron Newton, Ashton-Under-Lyne.

Glad to hear that thrashing some muscle-bound pimps or bad guy's lackeys in a game at home doesn't affect your life in class, Ron. I can just imagine you dragon-punching an unfortunate pupil for not getting his sums right, or trapping a school bully between two bombs in a Super Bomberman*-esque nightmare (although that may be the solution to bullying!) to teach them a lesson.*

Happily of course, you live in the real world, the same as me, where console players don't automatically become wild-eyed foaming at the mouth psychotic mass murderers when they plug in the latest beat-'em-up.

Console violence is highly over-exagerated because it makes great headlines like "Street Fighter Blanka ate my mother!", or "Boy killed by Mario!" The media, especially the tabloids, love this sort of stuff because every hobby or craze gets the scare treatment at some time or another – it's a case of "hey, people are really into consoles, let's get some more readers by blowing it all out of all proportion". The real scandal of course is that gullible saps lap it up and really believe that console violence is happening in every home around the country.

You are quite right Ron, violence and consoles are not connected, at least not in the extreme ways that has prompted the new advisory ratings, but even I get frustrated when people beat me in two player games. However, this is just harmless competition (as long as I don't stab my opponent to death!) Thank you for your opinions, Jon.

Dear SG,
Please could you answer these questions about my Super NES?
1. What is the best football and platform game out?
2. Will *Eternal Champions* be coming out?
3. Is *Lethal Enforcers* any good?
4. Is *Desert Fighter* any good?
5. I heard that the price of computer games would be coming down, is it all a lie or will the price be coming down?

I think your magazine is excellent. I will buy every issue. Keep the good work up.
Nik Askins, Warrington.

1. If you really want to know who is King of the footy league, then wait until the next issue because we are compiling a massive football feature to go with a plethora of Super NES soccer reviews. There are an incredible nine games all coming out near the World Cup (June), including FIFA Soccer, Kick Off 3, WC Striker, Empire Soccer, Sensible Soccer, Super Goal 2, Ryan Giggs', *Domark's football game (as yet untitled) and finally US Gold's soccer game. Only* Super Gamer *can tell you which are great, and which we hate.*
2. No
3. Yes, read our review on page 52 in issue one where I gave it 87%!
4. A classic game if ever I saw one, Desert Fighter *is reviewed in this issue.*
5. Definitely a lie.

Dear SG,
Well done gang! An excellent debut. Informative as well as entertaining, and let's face it – the key word here is entertainment (and please take note Andrew Eley of Chelmsford, Write Stuff #1).

Now, I own just a Game Boy and have no intention of owning any other serious system. After a hard day's slog as a civil serpent, I like to put my feet up two or three evenings a week, slip in a cart and prepare for a night's enjoyment.

Call me Mr Thicky, but I don't seem to recall anything resembling 'cuteness' in *Alien 3*, *Super Hunchback*, or *Empire Strikes Back*! The whole world, his uncle and me found the two *Mario* games [and now there's *Warioland*] most amusing. *Krusty's Funhouse*, whilst including cute fluffy flying pigs, is one of the most challenging games ever marketed. Get my drift?

So, Mr Eley and your Turtle-scoffing mates, if you're all so mature that you find it necessary to zap around the universe playing cyberpunk, and seem to have nothing else in your life – don't bemoan us simple people who just like to have fun!

OK, now the price factor. Look, be honest, I really have no objection to forking out £20-£30 for a cart that, if I treat myself to an occasional game (which is the true definition) that will last me up to six months – in the case of *Chessmaster*, the rest of my natural!

As for copying, I guess another name for it would be "enterprise." This has occured with music cassettes since Noah was a kid, and I don't see Virgin UK moving to cardboard city! The guys who market games have always been well aware of copying in all its forms, and will either live with it, or employ somebody with enough savvy to eradicate it. Meanwhile, people are making a few bucks on the sly. Tough world, eh?

Anyway guys, more to the point, congratulations for a fine magazine. It entertained me and I sure won't mind shelling out £2.50 a month for that kind of quality.
Dave 'Krusty' Burchell, Welling

Great to hear from a Game Boy owner in what seems to be a 16-bit world. We agree that Game Boy games can be just as playable (in fact more, in a lot of cases) than Super NES games, and this is why we place such a high importance on covering as many games as we can. By the way Dave, if you are interested, look in the next issue of Super Gamer *for a full review of* Monster Max, *which I predict will be one of the greatest Game Boy games of all time. If you want challenge – this is it!*

Back to business. Andrew Eley is perfectly entitled to hold the view that there are far too many cute games on the market, and I agree in part. It seems that the same old game clichés that have plagued games since the dawn of time, are now resurfacing again with the emergence of consoles. Rainbow Bell Adventure, *for example, is a great game, but I never wanted to play it because it looked so damned 'nice'.*

It is always very easy to pick out a few exceptions to the rule such as Alien 3, *but be fair – there are far more yucky games out there than 'tough' ones. I do however agree that a good*

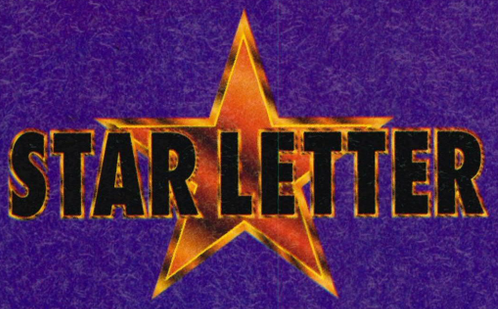
game is a good game, no matter how it looks. The Mario *series contain some of the most cheerful up-beat graphics of any game, but they are still recognised as the best platform games of all time. Playability is what's important, but all too often these days, first impressions last, and many great games are tarred with the same brush. 'Just another platform game' is no way to review a game – you have to look at its merits, and then decide.*

I can see your point with the price, Dave, but Game Boy games are much cheaper and the debate has never really concerned them. True, £25 is a lot to pay for a game that is in black and white, but people don't buy Game Boys for graphics, do they? What the fuss is really about is paying £75 -£100 for games which are made for a fraction of the cost. If you are quite happy then fine, but the main problem occurs when third party companies, who want to lower the price for the good of the market, are not allowed because Nintendo and Sega keep the chip prices high. When you think about it, console games are a luxury item and so technically, the companies can charge what they want. A Ferrari may only cost £30,000 to make, but they quite legitimately charge £75,000 because if you want one – you should be prepared to pay for it. If not, there are plenty of others who will.

The same ideology is being applied to console games and so there doesn't seem to be any way of forcing the prices down as long as the big companies keep their hands on their wallets, rather than concentrating on keeping their customers happy. The Nintendo helpline is a great gesture, but you have to be able to afford the games to get stuck on them, right?

As for copying, no way, Dave. No piracy for personal gain is justified and it does affect the companies and games in the long run. The worst kind of pirate is the one who gets half-finished games from a modem and then sells them over here, or, as mentioned in Dale Miller's letter, the Ritz rental pirates. They may be making a few bucks on the sly, but it does affect every console owner in the country, and why should they profit from our misfortune?

We'd like to know what SUPER GAMER *readers think?*



Dear SG,
I must congratulate you on a superb quality magazine, it is perfectly balanced with the correct amount of tips and reviews. The first issue has a lot to read and I am looking forward to the next issue.

I own a Super NES and also and Amiga 1200 and I hope that what is now happening to the Amiga isn't going to happen to the Super NES. I'm talking about the massive amount of pirating that is going on which has almost killed the Amiga market.

I know someone who has bought a Magicom [cart copying device] for his Super NES. He goes to places like Ritz, hires a game and copies it, then takes it back the next day and has a game for the price of the hire charge and a couple of disks! He also goes to this shop which deals in imported games and they actually copy the games for about £2. He has *Fatal Fury 2*, *Clayfighter* and tons of other games for just a couple of quid, while honest people like me have to fork out £40-£100 for one game – and to top it all, people are practically queuing up to lend him their games!

Now one of the worst things about this is if you call FAST [Federation Against Software Theft], you have to be ready to go to court as a witness for them, or they don't do anything about it, and so a lot of people will be dissuaded from doing the right thing.

Now, if the prices of games were dropped to about £25-£30, a lot of people wouldn't mind buying many new games, but because the prices are so high, more and more Nintendo owners will buy Magicoms and Super Wild Cards.

On the subject of pricing, I think that Nintendo should start selling older games like *Mario World*, *F-Zero* and *Super Tennis* as budget games for about £15. If they did, they would sell more carts and also more hardware. I mean, what would you rather buy, a Sega Mega Drive at about £100 and games at about £20 a piece, or a Super NES with four games for the same price, but with some excellent old games at £15 a throw? And after a couple of months Sega will be finished and Nintendo will have a huge share of the video games market.
Dale Miller, Mid Glamorgan

Many thanks for your comments on the magazine Dale, and what a breath of fresh air your views are. We at SUPER GAMER *do not condone the use of cart copying devices such as the Magicom and Super Wild Card. Although it may seem very clever to con the software companies by not having to buy games, think about the effect that each deprived sale has on the UK market. Less sales mean companies think twice about producing games for that format and so, in the long term, gamesplayers suffer. You can argue that copying games is a convoluted way of teaching Nintendo a lesson for high prices, but this is will only mean even higher prices to cover the costs of lost sales.*

Your friend is totally wrong, but I can see the problem with FAST is because software piracy is so widespread now that its resources are stretched to breaking point. The best thing to do is remind your 'friend' that copying games like this is highly illegal and could result in huge fines if he/she is caught.

If you want another problem to consider Dale, how about the fact that many importers worldwide are using modems to take half finished copies of the latest games, as well as games waiting for Nintendo approval, and then selling them on disk to Magicom users for small amounts. This means that games far into the future are getting onto the market and the effect of the UK marketing around such games is reduced. Why would anyone be interested in Mortal Kombat II *if the game had already been seen and distributed by unscrupulous software pirates?*

As for cart prices – yes, you are of course right, and why Nintendo hasn't announced a budget range is a complete mystery, not to mention a silly mistake given Sega's similar scheme. They will probably fob us off that it would diminish the quality of the gold Nintendo seal, but this is of course nonsense. The simple fact is, and Nintendo I hope you are reading this, that if you reduce the prices of games, people would be less inclined to want advances like Project Reality (which always claims it would have cheaper games), and would be more likely to accept the humble Super NES for a long time to come. Games are far too expensive and as a result gamesplayers nationwide are not buying as many games. This means fewer sales, less profit and Nintendo see this as a sign to get out of the 16-bit market – it's a vicious circle. A child could understand the logic, Nintendo – why can't you?

James Savage has more to say on this touchy subject, but for your comments, Dale, you get the Gamer Letter of the Month.

STUCK ON A GAME? WRITE TO Q+A – STARTS THIS ISSUE!

GALLERY

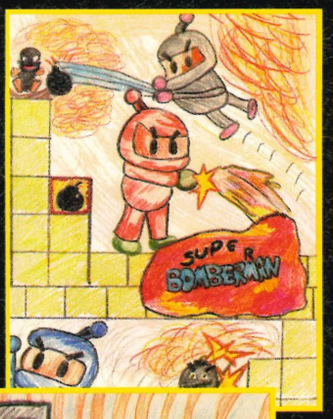
▷ This month's winner of the coveted SUPER GAMER T-shirt is a brace of Street Fighters by Liam Jones, somewhere in deepest West Yorkshire (top place). Good on ya, "Li"!



More artwork floods in, although some people still haven't quite got to grips with the name of the magazine. It's SUPER GAMER, not PRO! GAMER! GAMER! Got it? And enough of the blatant copying of artwork, too! Do more original stuff, or next month will see the introduction of the 'Bin of Shame'. Send your art to *Gallery, SUPER GAMER (GAMER! Got that?), 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* And remember to put your name and address on the back!

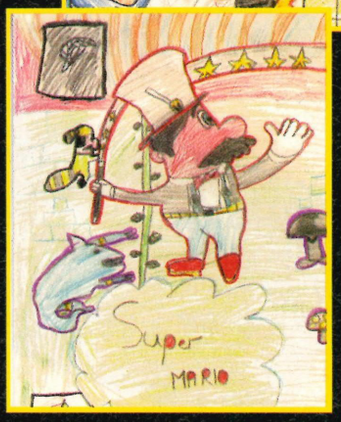
▷ More Jones family art! Can you keep up with them? Clockwise from right, we have Fred, Rachel and Kirsty. Next month: the Partridge family.



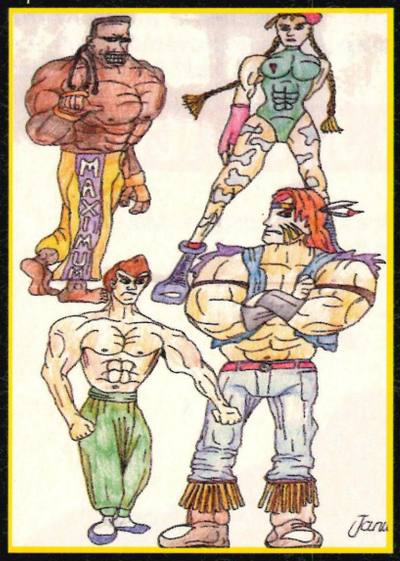


▽ These three karate kids obviously think that leeches are a good cure for jaundice. Put your name and address on next time, dummy!



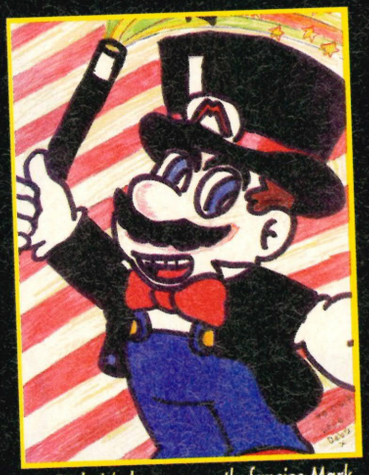


▽ More Street Fighters, this time of the Super variety. Former SEGA XS staff writer Jon "the H" Eves creeps onto the top left of Adam Fax's effort.



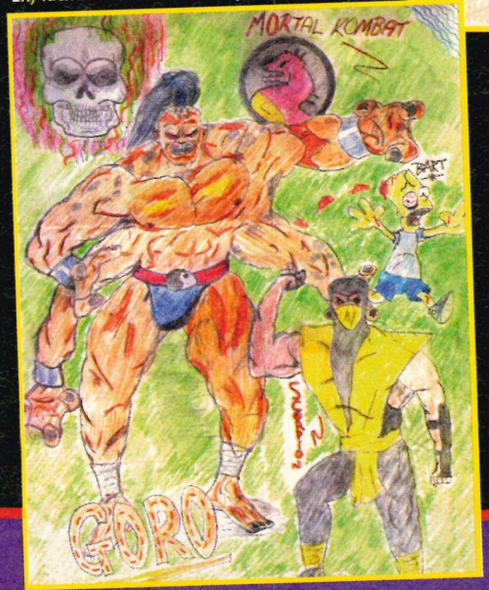
▽ A nice Secret of Mana pic by Tom Bradley of Glasgow, which stands out by the simple virtue of not featuring any Street Fighters.





△ 'Debs' (who apparently fancies Mark Wynne) donated this toothy Mario.

▽ What is it with over-muscled thugs on this page? Why aren't there more 'hot babes'? Eh, Richard Barker of Coulby Newham?



▽ Street Fighter! Street Fighter! Everywhere I look, I see Street Fighter! Don't you know that Ridge Racer is the way of the future? Anyway, Ben Websdale from Leeds drew this on an envelope, then put in inside another envelope. Strange fellow.



the joy of sticks

SUPER GAMER's monthly joystick (and accessory) round-up!

The Joy of Sticks reviews every new joystick (and other pieces of Nintendo-related hardware) that we get our hands on, so you can find out the answer to the vital question – are any of them worth the money? Some criteria are: how good is a pad for *Street Fighter II*? Does it stand up to the Damian Butt test of smashing it against the table in frustration? Will it give you massive cramps in your hands after five minutes of *Bomberman*? And finally, is it an improvement over the normal pad? Find out here!



GAME MAGE

INFO MEDIA ● £TBA

Not as well known as the Action Replay (obviously), but just as good, with some nice graphics and the ability to detect the codes for you!

SG ★★



MAVERICK 2B JOYSTICK

QUICK SHOT ● £15.99

As robust as the Conqueror and just as long lasting, the Maverick offers brilliant value for money. A top buy!

SG ★★★★





CONQUEROR 2

QUICK SHOT ● £24.99

A great stick with plenty of features such as battery memory, turbo speeds and slow motion. The buttons are clickety good and the stick is strong.

SG ★★★★

INFRA RED JOYSTICK

HEYGER ● £21.99 (1PL) £29.99 (2PL)

This one takes four batteries, but they do last a long time. Buttons are a little weak – still a good pad though.

SG ★★★

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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!
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
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%

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.
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.
Overall 71%

BOB
The eponymous star is a bug-like critter whose head can sprout rotorblades to fly around.
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.
Overall 89%

BUGS BUNNY
Gorgeous graphics make this a very special cartoon game indeed. Playability is much more friendly than Bubsy and it's damned original to boot!
Overall 90%

BULLS VS BLAZERS
A comprehensive basketball sim with great FX and music. Unfortunately, it runs too slowly.
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. 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%

CLAYFIGHTERS
Using revolutionary 'claymation' techniques, real clay is used in this morphing beat-'em-up that has some of the most bizarre characters on the Super NES!
Overall 86%

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.
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. A wealth of detail gives an irresistably authentic feel and most military buffs will be delighted.
Overall 90%

DINO CITY
A platformer 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.
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%

EQUINOX
Isometric 3-D exploration game similar to *Solstice* on the NES. An excellent adventure with atmospheric graphics.
Overall 89%

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 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.
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.
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.
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
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!
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 adventure which makes little use of the Super NES and soon gets irritatingly repetitive.
Overall 49%

HOME ALONE 2: LOST IN NEW YORK
Simplistic arcade adventure 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,.
Overall 79%

HUMANS
Boring Lemmings clone with no of the intracacy of King Arthur's World and also none of the fun. Avoid.
Overall 45%

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 game. Graphics are good, the control system realistic and complex.
Overall 70%

JAKI CRUSH
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 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. Young children will probably like it.
Overall 63%

JERRY BOY
Wobbly blobs a-plenty in this odd game. 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. 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.
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.
Overall 80%

LAWNMOWER MAN
An ambitious and imaginative conversion of the movie. 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. There's 125 levels to complete!
Overall 90%

LETHAL ENFORCERS
Stunning conversion of the popular gun-toting coin-op. This features real plastic guns, but the game is a hefy £75!
Overall 87%

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%

MEGA MAN X
Highly disappointing debut of one of the NES' most endearing charactes. This has great graphics, but suffers from hideous slow-down.
Overall 75%

MAGICAL QUEST, THE
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied.
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.
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
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%

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 71%

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.
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.
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%

NBA JAM
Boomshakalaka! This is THE basketball game, superb graphics playability and a stonking four player game. Awesome!
Overall 94%

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.
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.
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.
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%

PINBALL DREAMS
Entertaining pinball game with eight-way scrolling and some good tables, but it is somehow very dull and you don't want to keep playing it.
Overall 73%

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.
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.
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.
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.
Overall 88%

Q*BERT III
A classic coin-op is expanded into a massive challenge, but sadly playability is severely lacking.
Overall 65%

R-TYPE III
Stonking conversion of the classic shoot-'em-up from the Eighties. Graphics are coin-op quality, sound is excellent – and it's b****** hard!
Overall 91%

RAINBOW BELL ADVENTURES
Haven't we all seen something like this before? A standard platform adventure with great graphics, but a bit flat to play.
Overall 72%

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%

RIDDICK BOWE
Thumping boxing simulation, but lacking in gritty realism. No blood and bruises makes for a very boring beat-'em-up. Shame on you, Nintendo!
Overall 83%

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 94%

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%

SKYBLAZER
Sony's latest platform adventure is similar to Hook (perhaps too similar?), but it plays very well and Ryan thought it was excellent.
Overall 85%

SOCCER KID
I don't care what Ocean says, this is a very average game. Nothing special, no frills, just a kid kicking a ball through various worldly levels. Big deal.
Overall 56%

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%

SPACE ACE
Futuristic Dragon's Lair clone with absolutely stunning graphics and a huge varity of levels and tasks. A classic from little known company Empire software.
Overall 86%

SPIDERMAN AND THE X-MEN
A whole host of superheroes make this attractive for any comics fan. 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 90%

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. 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.
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.
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.
Overall 85%

SUPER JAMES POND
A bright and cheerful platformer with some tongue-in-cheek humour.
Overall 70%

SUPER KICK OFF
Kick Off provided Amiga enthusiasts with endless hours of football fun, now it's got 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: 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. 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 Super NES. 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. 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.
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%

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.
Overall 82%

TOTAL CARNAGE
One of the fiercest, fastest and most challenging shoot-'em-ups around.
Overall 83%

A-Z OF GAMES

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 93%

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 originial *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 John 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 Super NES 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. 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.
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. 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 too.
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. Hueyuuughhhhhhhhh!
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 96%

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 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 II
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%

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

A-Z OF GAMES

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.
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 off 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%

THE 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 85%

KIRBY'S PINBALL LAND
Highly playable pinball game with loads of levels and bonuses. Screen blurs slightly, but this doens't make it any less fun.
Overall 84%

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*.
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. The game is unplayable and generally uninteresting.
Overall 38%

LOONEY TOONS
Good selection of sub games and 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%

MEGA MAN
Playable platformer with loads of bosses and weapons which isn't quite original enough to be considered a classic.
Overall 86%

MEGA MAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics 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, and 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.
Overall 63%

NEMESIS 2
Why release a game which is so similar to its 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. 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 panache. 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.
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.
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.
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.
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 76%

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.
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 further you get.
Overall 70%

SPIDER-MAN
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%

SPIDER-MAN 2
More Marvel mayhem which is too similar to the original to get many people excited. More original gameplay required.
Overall 75%

SPIDER-MAN & THE X-MEN
Dire, rubbish comic adventure with no fun involved whatsoever. Yuk.
Overall 49%

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 too 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 you're 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 every time.
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 ten minutes flat.
Overall 70%

TRAX
Strange multi-directional shooter which is far too 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%

WARIOLAND
Nintendo does it again, now Wario plays the hero and Mario's nowhere to be seen, but it is still one of the best games for the Game Boy.
Overall 91%

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%

ZOOL
If you've seen one *Zool* – you've seen them all! Zany platform game which loses something now that it's in black and white. Still good, though.
Overall 85%

PROJECT REALITY

STREET FIGHTER III
Apparently, right, according to a 17 page feature I saw in another mag, it's got a graphics mode that allows the characters to appear in your living room, like the holodeck from *Star Trek*, and you can actually 'be' the bosses! Apparently. To tell the truth, nobody knows anything about Project Reality, not even Nintendo themselves, so any articles you've read about it are just bobbins. Except ours. Console yourself by looking through our magnificent A-Z for something to buy while you wait for the Next Big Thing. We've got the lot! (Probably.)

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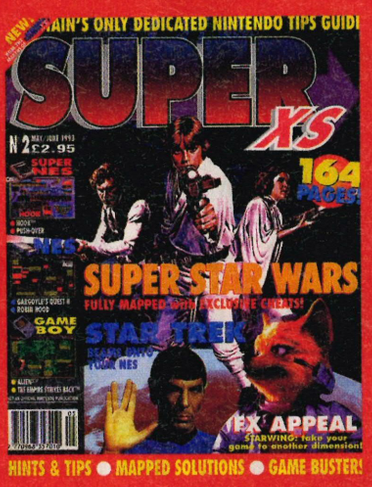
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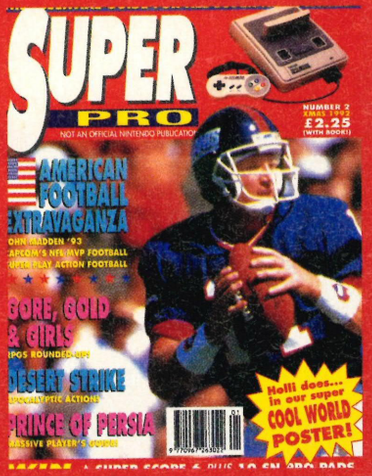
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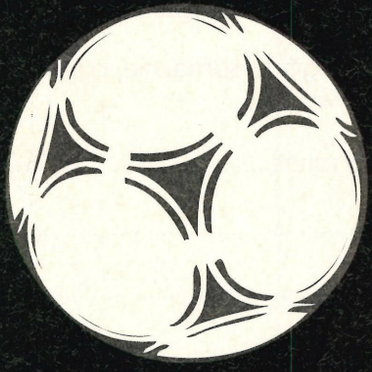
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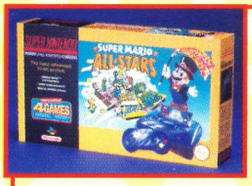


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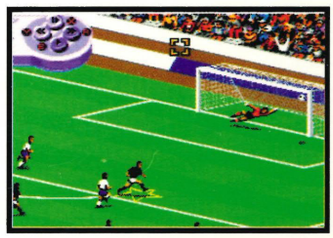
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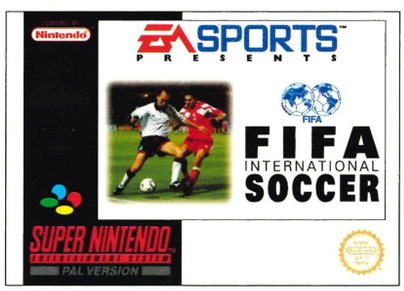




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