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SUPER GAMER

JUN '94 #3 £2.50

SUPER GAMER JUNE '94

MONSTER MAX

REVIEWED – THE BEST GAME BOY GAME EVER?

SOCCER SPECIAL

FIFA SOCCER
WC STRIKER
RYAN GIGGS'
KICK OFF 3

MONSTER MAX ● FIFA SOCCER ● KICK OFF 3 ● TIME TRAX ● SEAQUEST DSV ● WARIOLAND SOLUTION

Ueo

SEAQUEST DSV

EXCLUSIVE 6-PAGE FEATURE!

SUPER NES GAME BOY NES

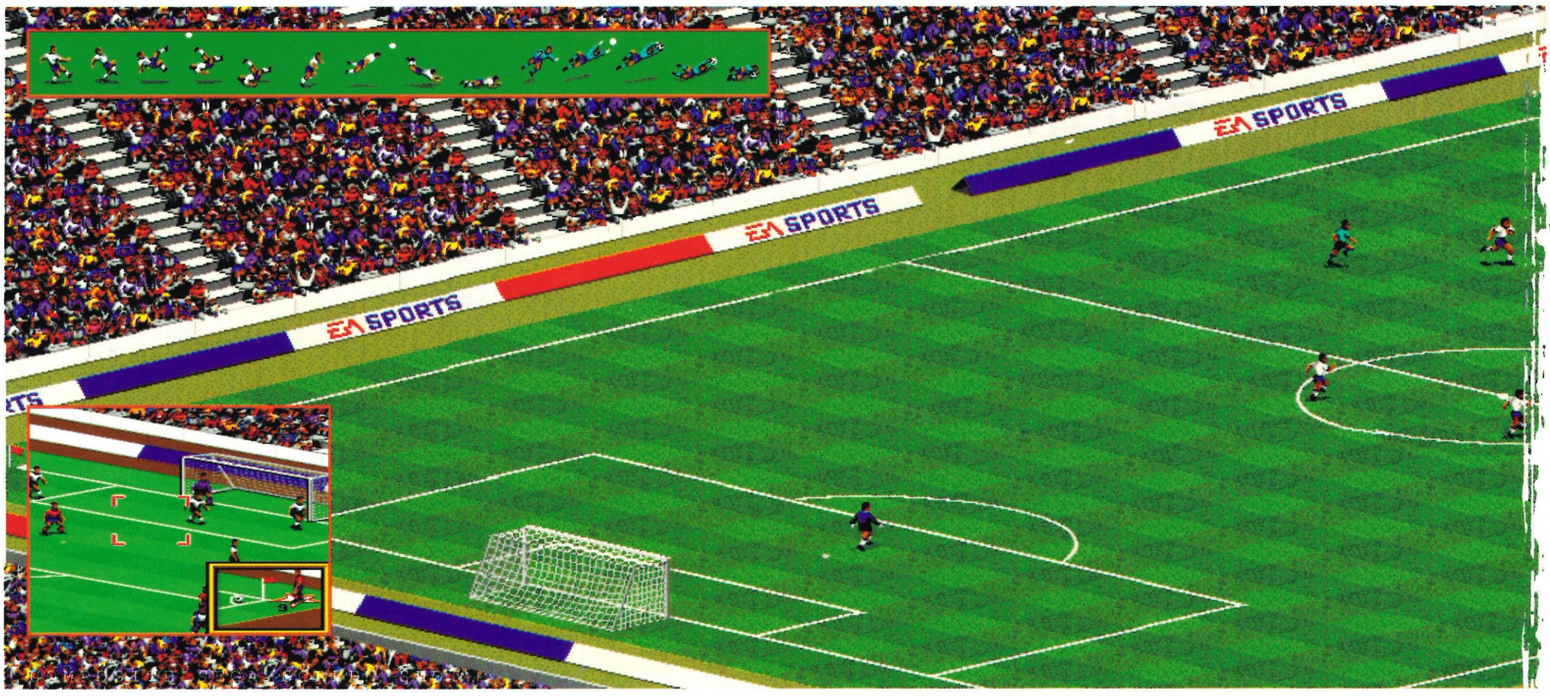
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PRESENTS

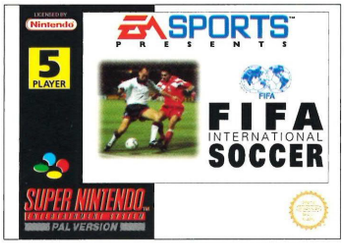
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FIFA

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Composite Sega Screenshot

5 PLAYER



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

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WHERE NO MAG HAS GONE BEFORE!



CAPTAIN BUTT: Beans, what's wrong with these people?
DR McBUTT: It's not good, Jim... these people are suffering from a widespread malady known as Krapp's Disease, which is brought on by reading inferior Nintendo magazines. My god, Jim, millions could die!
CAPTAIN BUTT: Pulley, get to the transporter room and beam issue 3 of SUPER GAMER to every newsagent in Britain – it's the only thing which can save these people from death by boredom!
PULLEY: Aye, hoots the noo! Och!
CAPTAIN BUTT: Mr Mack, you've been amazingly quiet. What are you doing?
MR MACK: Sorry, Captain. I was just on the phone to the barber's complaints department...

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SEAQUEST DSV

Exclusive – behind the scenes of the TV series and the game with Spielberg and Malibu!



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Exclusive series starts this issue!

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MONSTER MAX

RITMAN RETURNS!

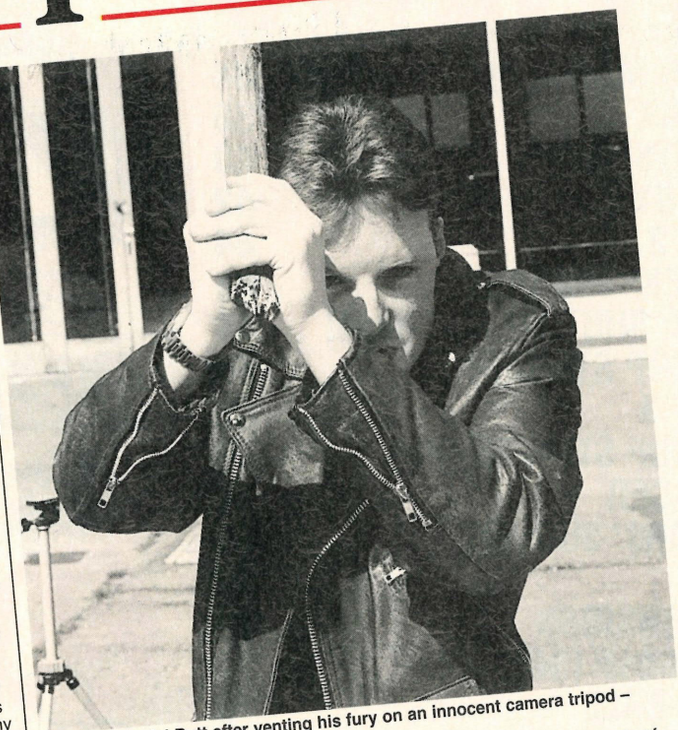
SUPER XS

THE ULTIMATE PLAYERS' GUIDE

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The Nindependent

EDITOR ON WARPATH!



Damian 'Moody' Butt after venting his fury on an innocent camera tripod – could you be next in line?

Before I tell you all about this excellent issue of SUPER GAMER: Britain's largest Nintendo magazine, I'd just like to say a few words about cart prices.

Speaking to Nintendo earlier this month, there was a shread of hope for everyone waiting for cheaper games.

If the Monopolies and Mergers Commision force them to, then Nintendo WILL lower the prices for third party publishers and so games could be a lot less expensive.

However, the mood was that if official action wasn't taken, then why change a nice little earner? SUPER GAMER urges all its readers to write to Nintendo now and ask for the prices to be dropped as a matter of urgency.

The Write Stuff, our letters section, has been inundated with requests for cheaper games, but there's nothing we can do except constantly tell Nintendo that high price tags are damaging their games sales. Let's face it, games are just not selling at the moment, and only the sudden influx of football games will see us through till September.

The response to SUPER GAMER has been enormous. Many thanks to all the devoted SUPERPRO and SUPER XS who have congratulated us on all our hard work and bought the mag, but also I'd like to congratulate every SUPER GAMER reader for choosing a Nintendo magazine that, for change, prints information and truthful critical appraisal, rather than mindless waffle with some large pictures and a huge logo in the centre of the page.

When we set about creating THE Nintendo mag, we wanted three things – well-written authorative text, stunning visual imagerary, and most of all – originality. Something which is sadly lacking in software magaines these days.

SUPER GAMER is not an 'exclusives' magazine. Yes, we get them, and yes we flaunt them, as is our right, but why preview and review things that cannot be bought for many months? SUPER GAMER is intent on bringing back the system whereby you can read the review and go down to Smiths or Game and buy the game. You should never have to wait more than a month for any games to come out once they are reviewed within these pages.

It may make us look out of date with other so called 'topical' mags, but do you really want news on something we ourselves don't know anything about, but we have blagged some screen shots from the top deck of a bus as we went past the programmer's house? No, I didn't think so.

SUPER GAMER's editorial policy is simple. We want to promote games-playing in all its shapes and forms. News about peripherals, the latest games, the latest trends – everything someone with a Super NES, Game Boy or NES would want to know about.

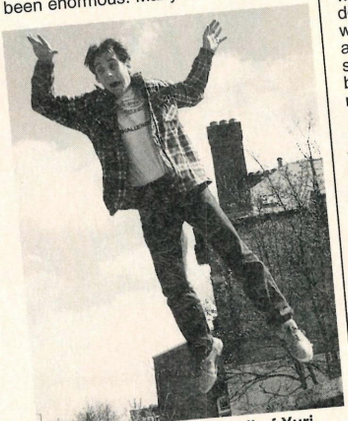
We fit more reviews than anyone else into over 130 pages of dedicated coverage, that's more pages than any other Nintendo magazine by the way – all for £2.50, what a bargain!

So what wonders will you discover if you flick through the pages right now? Issue three is *Monster Max* month, as well as World Cup footy fever. You may have noticed our shy and retiring cover (featuring Mr Blobby Blue Head) for *Monster Max*, which is in my opinion, one of the greatest Game Boy games ever! Turn to page 34 for the full four-page review.

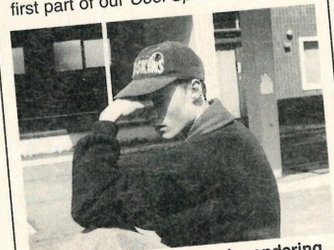
Footy fever is upon us once more, as the plethora of World Cup games hit the Super NES, dismissing the traditional software summer slump. SUPER GAMER has the full reviews of the big three: *FIFA Soccer*, *Kick Off 3* and *World Cup Striker*, plus a round-up of all the Super NES footy games ever, and a look at every soccer game since 1982!

If you're still reeling from that, SUPER GAMER #3 also features a completely exclusive 6-page *SeaQuest DSV* and *Akira* Work in Progress, the first part of our *Cool Spot 2* diaries from California, and the first parts of our superb *Warioland*, *Chaos Engine* and *Flashback* fully mapped solutions! Add the fact that SUPER GAMER also gives you an A-Z of every tip ever printed, plus mini reviews of every Nintendo game, ever – that's over 500 games this issue!

So what are you waiting for? Dive into this issue of SUPER GAMER, wallow in its superb features and well-written reviews, then do it all again next month!



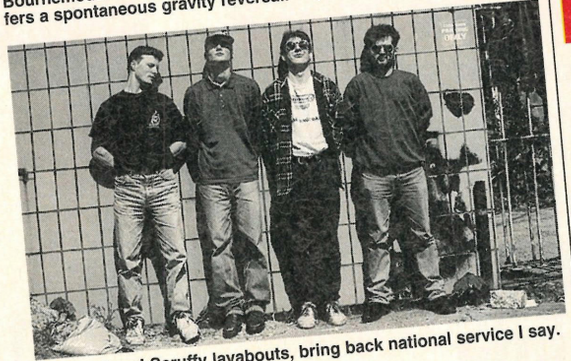
Keith Pullin, one-time pupil of Yuri Geller and frequent target of Bournemouth's Scientologists, suffers a spontaneous gravity reversal.



Ryan in thoughtful mood, pondering the secrets of the universe, the cure for cancer and the Artful Dodger's restrictive opening hours.



Why are designers all so flippin' ug? That's what I want to know. Andy's by no means the worst in the building, either. God help us all.



Look at them! Scruffy layabouts, bring back national service I say.

LATE NEWS

As a result of researching our articles looking back at the 'golden age' of software (ie terrible graphics and lousy sound), Damian Butt, editor of SUPER GAMER, has come over all nostalgic and purchased an old ZX Spectrum – but he needs more software! So, if you've got *The Land That Time Forgot*, *Rollercoaster*, *Back To Skool*, *Jet Set Willy* or any of the old Ultimate classics, give him a bell on (0202) 299900 during office hours and who knows, you might earn yourself a few quid from those dusty old cassettes mouldering away in the attic! Blimey cripes!

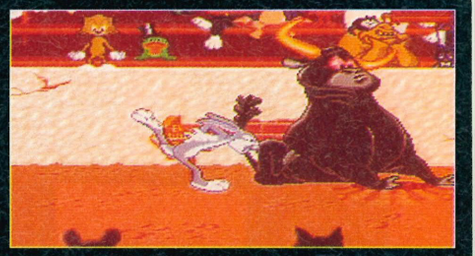
BOURNEMOUTH COMPANY PRODUCES EVEN MORE TOP VIDEO GAMES MAGS!

It's incredible how much mileage you can get out of a headline! SUPER GAMER is obviously the flagship title (hem hem) of Paragon Publishing, but other rather splendid magazines from our Porsche-driving publisher include SEGAPRO, SEGA XS, PC POWER, CD-32 GAMER, MEGA POWER and SEGA SOLUTIONS. Also on the way are the boffinesque MPC AND CD-ROM USER, and a title edited by that bloke from the telly – no, not that one, that's Dexter Fletcher, you know, the other one, the guy with the bandana, yeah him – GAMES WORLD! Yes, we make our rival publishers look like tiny back-room cowboy outfits or, erm, multinational giants with lots of money. And lawyers. Um.

IT'S THE SUSPENSE THAT KILLS ME

WABBIT SEASON STARTS SOON

BUGS BUNNY
RABBIT RAMPAGE









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GAMER GOLD

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SUPER NINTENDO™
ENTERTAINMENT SYSTEM

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CENTRAL NINTELLIGENCE AGENCY

RARE STAKE

Top developer RARE have just signed an exclusive agreement with Nintendo to create games for the 64-bit Project Reality system due in '95. The first game to be produced will be *Killer Instinct* – a 3-D fighting game which will be introduced into the arcades some time this year by WMS, the company responsible for *Mortal Kombat* and *NBA Jam*, although the game will be previewed at the CES in Chicago this summer, so expect a show report from SUPER GAMER soon.

RARE is of course the producer of this month's Gamer Gold medal Game Boy game, *Monster Max*, but they have been actively involved with Nintendo since the launch of the NES in 1985 where they created the *Battletoads* games.

JAMMIN'

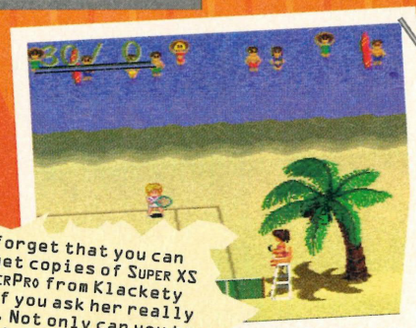
SUPER GAMER'S spy network has heard that Nintendo has tied even more deals with Project Reality this month. WMS industries who've produced many hit coin-ops like *NBA Jam* will now be the sole outlet for the pre-Project Reality games to be tested on the gamesplaying market. The two companies have now formed a joint venture, Williams/Nintendo Inc, and the first project should be on the streets at the end of this year. Oh, by the way, if Williams wants to send a copy of the *NBA Jam* Coin-op to the SUPER GAMER offices for constant promotion, the address to write to is *Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF*. All samples will be immediately dispatched to the Editor's house for rigourous testing.



VIRGIN BOMBS OUT!

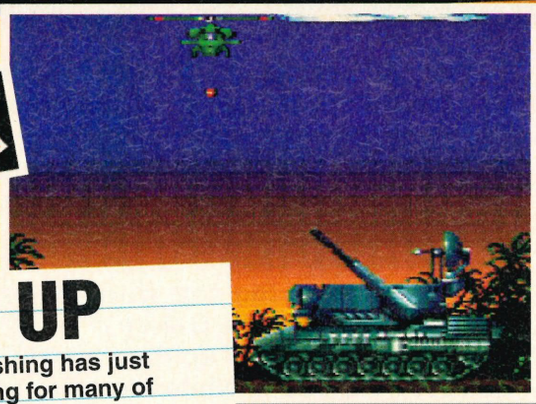
Virgin have just announced that they have acquired *Super Bomberman 2* on the Super NES – the hit sequel to one of the best multi-tap games ever made. The sequel contains more worlds, funkier backgrounds, and of course more bonus power-ups and special power icons.

Virgin are also releasing *Smash Tennis*, which was reviewed in SUPERPRO as *Super Family Tennis* (previously by Namco). This is basically the best tennis game on the Super NES (yes, even better than *Super Tennis* by Nintendo), and features loads of different courts, with animated characters around the edge, and terrific in-game music and effects. SUPER GAMER will no doubt be reviewing *Smash Tennis* soon, so expect Gamer Gold territory.



Don't forget that you can still get copies of SUPER XS and SUPERPRO from Klackety Karen if you ask her really nicely. Not only can you turn to back issues (page 74-75) and order your magazines there, you can also call Karen on (0202) 299900, Mon-Fri 9-5.30 ONLY. Happy hunting!





SONY SIDE UP

It's all change as Sony Electronic Publishing has just taken over the distribution and marketing for many of Ocean's games, due to the fact that Ocean have now grabbed many of Interplay's and EA's games for themselves.

Sony have also announced some of the best Nintendo licences yet seen. The current line up for release this winter are *Turn and Burn*, *Super Battletank 2*, *Fun 'n Games*, *Battletoads and Double Dragon*, *Legend*, *Choplifter III*, *Eek the Cat*, *Claymates*, *Mighty Max*, and the conversion of the film of *The Flintstones*.

In addition, the big three as predicted by the SUPER GAMER posse are *Super Elite*, a space trading game with filled in vector graphics, *Addams Family Values* (mini-previewed this issue) which takes the *Zelda* perspective and looks damn saucy, and finally, *Jurassic Park 2*. Yes, you heard it here first, Sony will be taking on this monster of a title, but the game is still being programmed by Ocean's in-house team.

Plots have not yet been announced for the film, but whatever it is, it will be highly implausible because all the dinosaurs should have died one day after the end of the first film.

If you remember, the scientists and game warden talked about the creatures all needing a specific chemical or they will lapse into a coma. Although this point was confused by Spielberg's dramatics, and never properly explained later in the film, it is nonetheless valid.

SUPER GAMER will cover the game in full, including exclusive work-in-progresses and interviews with the programmers, but you'll have to wait for the game, as work has only just been started. One thing's for sure – you're going to be spoilt for choice for Christmas presents!

BIG N, SMALL £

Did you know that Nintendo has in fact got an unofficial budget range? Thought not. Well, if you get yourself down to Game, then you'll notice games like *Super Tennis* and *Super Mario World* being sold off for about £20!

Although Nintendo have yet to embrace this idea as a PR exercise, this does at least mean that some classic games are up for grabs at bargin basement prices. SUPER GAMER will be featuring all the latest budget games next issue, where we will re-review them all and tell you the best ones to add to your collection. Nintendo have promised that they will make us aware of any new products that they are shipping out for low price release, so you can bet that SUPER GAMER will always keep you informed.



The surprise winner of the Wet 'n Wild compo in SUPER and SEGA XS is Paul White from Coventry. Paul is pictured sitting astride his white water beast at his home. The winner was a surprise because everyone on the magazine had entered over 20,000 entries in a desperate effort to win the Jetski themselves!

SUPER STAR

"We all have our little faults, mine's in California, is it really worth getting shot over ten dollars, two credits cards, a hairbrush and a lipstick, Lois? The world is safe again Superman... thanks to you" Okay, a bit of nostalgia there, but for a good reason, because *Superman – the Death & Return of Superman* is to be Marubeni's latest Super NES blockbuster (after *Super Ice Hockey* of course – Ed).

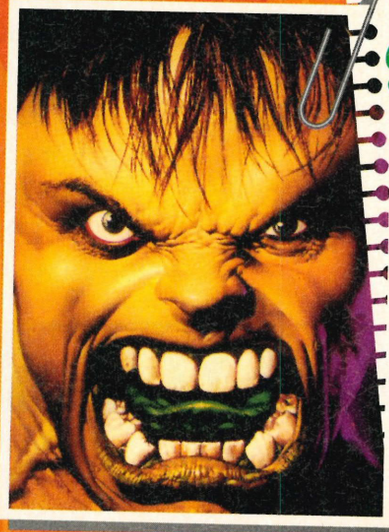
This 12Mbit Super NES platformer charts the metioric rise and consequent fall of the Man of Steel. Ten levels of superhero punching power, but apart from that – details are pretty scarce (at least we're honest!).

Following *Superman*, Marubeni are also looking at the buccaneering platform beat-'em-up *Pirates of the Dark Water*, but more of that later...

Time Warner, the company that includes Warner Bros and Time publishing, have made the bold step of getting into video game publishing by merging their Time Warner Interactive group (consisting principally of Atari and Tengen!). This means all the top Warner Bros films will be directly converted by their own team (with mega budgets no doubt).

Also announced via Tengen are several new games, at the moment for Mega Drive only, with the Super NES versions in the pipeline. *Kawasaki Superbikes* will be the next big Tengen/Domark game, but more titles will be released soon. Could this be the beginning of a beautiful friendship?

If you have an event or piece of console-releated gear for review or promotion, send them to SUPER GAMER News and we'll feature them in the news section. The address is *SUPER GAMER, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*



HULK SMASH!

US Gold's 16Mbit wonder arrived just too late for the full SUPER GAMER treatment, so you'll have to wait until next issue to see how it fares. The graphics are absolutely stunning, and you get the chance to rip off all your checkered shirts and then turn back to Bruce with any sign of violence.

ELSPA CHARTS

Thanks to Dorien Block.

The rightfully deserved *NBA Jam* seizes the top spot for the Super NES charts this month as we take our monthly look at what's selling in most of Britain's high street stores. Good to see *Super Mario Kart* making a belated comeback again, but more surprisingly is the re-emergence of *Sim City* at number four! Can people really be discovering this game all over again now that Nintendo are unofficially lowering their prices on older games (at last)?

Other surprises are Virtual *Soccer*, *Alien 3* and *Battletoads* – all appearing like phoenixes from the flames. And of course *John Madden*'s finally reaches the shelves after many months of expectation.

The Game Boy chart this month sees Kirby storming the top with *Pinball* (reviewed in SUPER GAMER #1), and *Dreamland* making a spirited effort for stardom. As usual, Nintendo have the top three games, but Konami are battling hard with *Zen*, *Tiny Toons*, *Raging Fighter* and *Golf*.



COMPILED BY GALLUP

THIS MONTH'S CHARTS

▲: Hot ▼: Not

NE: New Entry –: Same

SUPER NES

1	▲	NBA Jam	Acclaim
2	▼	Sensible Soccer	Sony
3	▲	Super Mario Kart	Nintendo
4	NE	Sim City	Nintendo
5	▲	Mario All-stars	Nintendo
6	–	Aladdin	Capcom
7	▼	Empire Strikes Back, The	JVC
8	NE	Virtual Soccer	Hudson/ Virgin
9	▼	Winter Olympics	US Gold
10	–	Zelda III	Nintendo
11	▼	Striker	Elite
12	▲	Mortal Kombat	Acclaim
13	NE	John Madden '94	EA
14	▲	Super Bomberman	Hudson Soft
15	NE	Battletoads in Battlemaniacs	Nintendo
16	NE	Alien 3	LJN
17	▼	Jurassic Park	Ocean
18	NE	Super Ghouls 'n Ghosts	Nintendo
19	NE	NBA All-star Challenge	LJN
20	NE	Batman Returns	Konami

GAME BOY

1	NE	Kirby's Pinball	Nintendo
2	▼	Super Mario Land 2	Nintendo
3	▼	Link's Awakening	Nintendo
4	NE	Sensible Soccer	Sony
5	▼	Super Mario Land	Nintendo
6	▲	Kirby's Dreamland	Nintendo
7	▼	Lemmings	Ocean
8	▼	Kid Dracula	Konami
9	▼	Jurassic Park	Ocean
10	▼	Mortal Kombat	Acclaim
11	NE	Zen: Intergalactic Ninja	Konami
12	▼	Tiny Toons: Montana's Movie	Konami
13	NE	Raging Fighter	Konami
14	▼	Taz-Mania	THQ
15	NE	Road Rash	Ocean
16	▼	WWF King of the Ring	LJN
17	NE	Konami Golf	Konami
18	▼	Golf	Nintendo
19	NE	The Fidgetts	Elite
20	NE	R-Type	Nintendo

NINTENDO ENTERTAINMENT SYSTEM

1	NE	Tom & Jerry	hi-Tech
2	▼	TMHT	Konami
3	NE	New Zealand Story	Ocean
4	NE	Mario is Missing	Mindscape
5	NE	Adventure Island 2	Nintendo
6	▼	Double Dragon 3	Acclaim
7	NE	Bionic Commando	Nintendo
8	▼	Crackout	Konami
9	NE	Kirby's Adventure	Nintendo
10	NE	Battletoads	Tradewest

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

STARRING TAFFY AND TINY

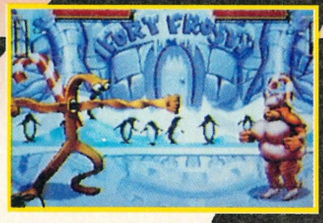
- The BIGGEST characters ever seen in any SNES game.
- Versus mode to match your wits against your friends.

LET'S KICK SOME CLAY

"A hugely enjoyable & amazingly addictive plasticine beat-'em-up."
SUPER ACTION 91%
SUPER PRO GOLD 90%









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

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MINI PREVIEWS

ADDAMS FAMILY VALUES



The Addams family have always has a different view on life, and in this new game it's the overhead type. Viewed similar to games such as *Jurassic Park* and *Zelda III*, this huge adventure, starring Fester, will be much more puzzle-oriented than the previous platform offerings. Sony: Autumn '94

DRAGON



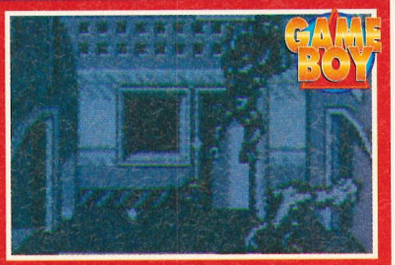
This game of the film looks set to launch Bruce onto the Super NES in style, check out some of these features – 2,000 frames of animation, massive 110 pixel high sprites and actual footage from the current video! And with a multi-tap option as well, could it be the next generation in beat-'em-ups? Virgin: September '94

STAR TREK: TNG



Taking on the role of a trainee captain, this massive space adventure takes the crew of the Enterprise on a mission to find the most powerful device in the galaxy – The Derandomizer. *TNG* looks all set to be the closest game to the TV series yet. Mircoprose: September '94

BATTLETOADS &¶ DOUBLE DRAGON



The greatest fighting partnerships in history reappear on the Game Boy to battle for world harmony the only way they know how – with their fists! Players can choose to be either Billy or Jimmy Lee, or one of the Battletoads, in their quest and must encounter machine gun-toting aliens and navigate perilous high-speed bike sections. Sony: July '94

EEK THE CAT



This versatile bundle of fur, armed only with a wet fish, must stretch himself over gaps, burn himself to a cinder, plus numerous other contorting activities, in order to safely guide his best friends to safety over five teasing levels. Could be puurrrfect summer entertainment. Sony: July '94

SUPER BATTLETANK



The player must battle their way through a heavily mined desert using a battery of laser guided missiles and a 120mm cannon. All this takes place in the US army's state-of-the-art tank, the M1A2, and even has a special emergency air strike mode! Sony: Autumn '94

BEAUTY AND THE BEAST



Beauty and the Beast promises all the stunning animation, colour and sound from the award-winning film. The game follows the plot of the film closely with you taking on the role of the Beast in an attempt to win the affections of Belle. With a team of professional animators at the helm, this looks set to be a visual feast. Virgin: September '94

THE INCREDIBLE HULK



Bruce Banner arrives on the Super NES in 16Mbits of pure mayhem. As the Incredible Hulk travels through the five levels in the game, he can destroy backgrounds, smash cars and of course dispose of the bad guys with some amazing special moves! US Gold: July '94

SUPER BOMBERMAN 2



Moving along the same lines as before, this new adventure for our bombing maniac, includes a new multi-tap tag team option. With the chance to become golden Bomberman (a more powerful character) if you win a round, this sequel could be worth the wait. Virgin: October '94

BUBSY 2



He's back and he's madder than ever. The latest offering from Accolade is going to keep all the fast moving platform action which made the first one so playable, and add a host of new sub-games, including a rather amusing bouncing frog section. Other new features include a black hole which Bubsy can slap onto walls and jump through! Accolade: September '94

LEGEND



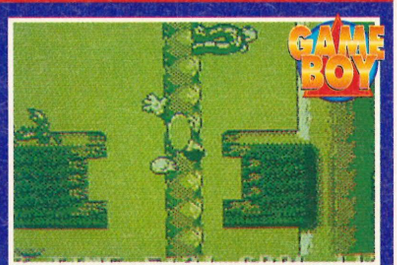
Legend is based in medieval times and is a large scale, hack'n slash, beat-'em-up frenzy. The game features over 14 different play areas and includes ten enormous end of level bosses. With a two player option included and a special turbo mode to speed up gameplay, it should be fight to remember. Sony: Christmas '94

TINHEAD



This hectic, humour-packed platform game features turbo-boosted morphing robots in a perilous quest to stop the evil Grim Squidge from stealing all the stars. *Tinhead* boasts loads of spaced out, wacky levels and high tech power-ups. Microprose: September '94

COOL SPOT



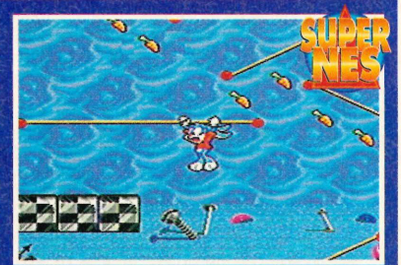
All Cool Spot's friends have been kidnapped by a nasty dude going by the name of Wild Wicked Wily Will. After deciding that his leg muscles need building up anyway, Cool Spot must run, leap, swing (in fact there's over 250 fluid animations) through 12 levels to rescue his little buddies, sounds cool to me. Virgin: July '94

SPARKSTER



After appearing last year on the Mega Drive in a game called *Rocket Knight Adventures*, the character now makes his Super NES debut. The game is to feature massive colourful graphics and loads of rocket-propelled action-packed blasting action. Konami: October '94

TINY TOONS: WHACKY SPORTS



Montana Max has challenged Buster, Babs and Co to a wacky Olympics with the winner receiving one million dollars. Unfortunately, Max is looking after the money so is going to do his best to hold up the toons in any way possible during the ten events. Konami: October '94

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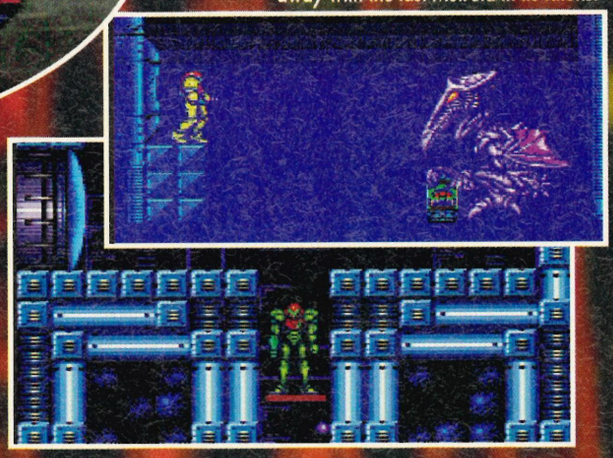
SUPER METROID

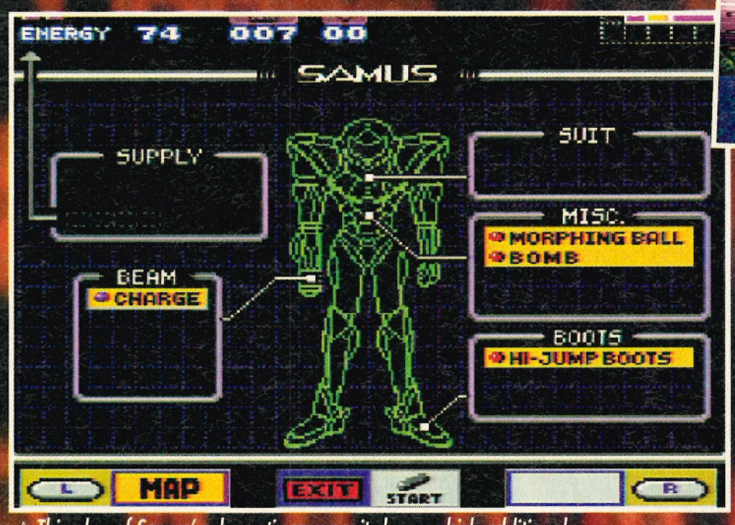


△ Samus' craft touches down on an alien planet.



▽ This winged creature is about to swoop away with the last Metroid in its talons.





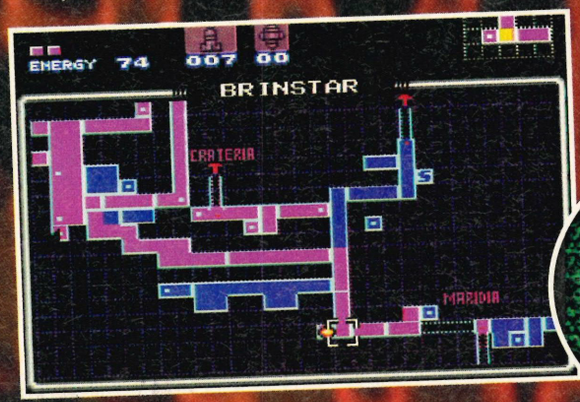
△ This plan of Samus' cybernetic space suit shows which additional functions you've collected.

▽ This dragon is just one of the many deadly foes.

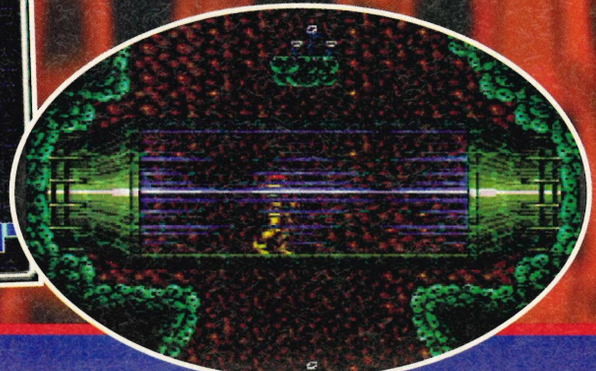




△ Explore hidden areas and find new weapons.



▽ The underwater complexes are rather like Sea World! Samus pauses to take in the scenery!



PRODUCER
NINTENDO
(0703) 651010

PRICE
£TBA

CART SIZE
24MBit!

Having already enjoyed success on the NES and Game Boy, *Metroid* has just been given the 'Super' treatment and looks set to become one of Nintendo's leading products for '94.

Space Hunter Samus Aran returns once again to track down Mother Brain, the force responsible for stealing the last Metroid from an intergalactic research station. The Metroid is one of the most dangerous and destructive life-forms in the universe if not restrained... and in the devious clutches of Mother Brain it could prove to be lethal!

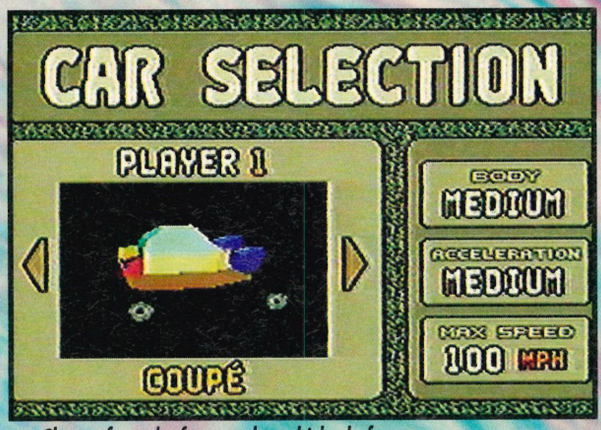
A vast array of state-of-the-art weaponry is available at Samus' disposal, although she'll have to explore the colossal labyrinth of corridors and locate the hidden rooms in order to gain extra abilities and firepower.

Despite being very easy to get into, *Super Metroid* soon develops into a very action packed mega-blast which requires both good reflexes and plenty of brain power to progress. Some sections require specific abilities to clear, so you'll have to guide Samus around the complex; searching for the correct cybernetic suit add-on in order to reach new levels.

Super Metroid is the very first 24MBit cart and it shows! The graphics are very impressive, with highly detailed and varied scenarios, imaginative guardians (some are rumoured to be many screens high!), and well drawn and nicely animated sprites.

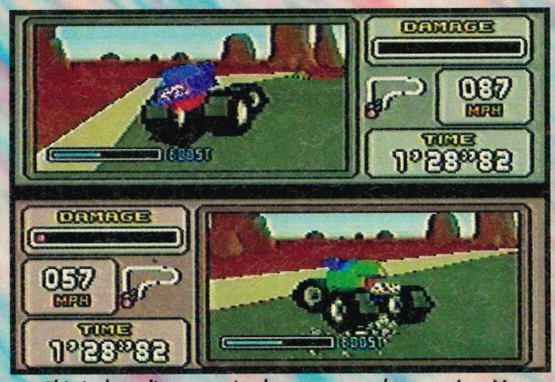
What really takes your breath away however is the size of the playing area – it's absolutely massive! In fact it looks as though every single smidgen of memory has been used to full capacity to produce what can only be described as one of the most challenging games ever!

Super Metroid is available on Japanese import now (from Video Games Box – (0425) 616705), but the official Nintendo game will be out sometime in September. Look for the massive SUPER GAMER review soon.



△ Choose from the four wacky vehicles before you race. Each one handles differently.





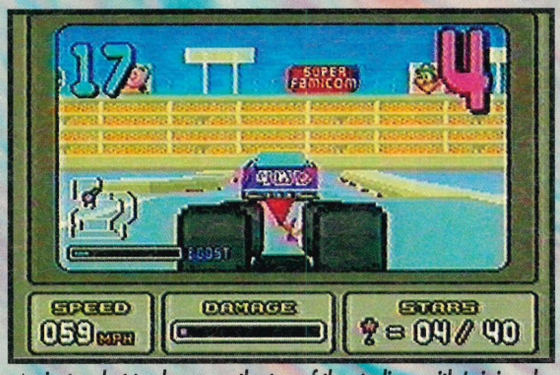
△ This is the split screen simultaneous two player option. Note the damage meters which rise as you smash aganst the walls.

▷ When you accelerate in the monster truck, the tyres squeal!

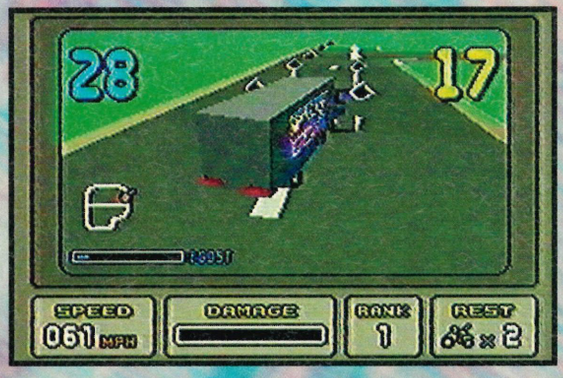


▷ The stunt race course has plenty of speed-sapping water traps. There are also some superb Starwing-style water splashes.

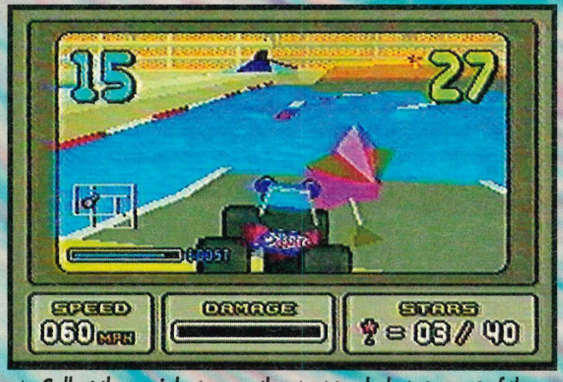




△ Just a shot to show you the top of the stadium with Luigi and Kirby banners at the top.

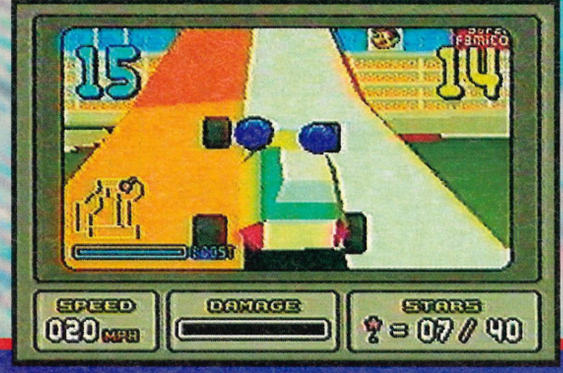


Stunt Race FX



△ Collect those pink stars on the stunt track, but stay out of the water or it will slow you down!

▽ Not a good idea to scale a mountain without a Nissan Terrano!



PRODUCER
NINTENDO
(0703) 651010
PRICE
£TBA
CART SIZE
8MBit

Mini previewed last issue, *Stunt Race FX* (previously known as *FX Trax*) has been produced by Argonaut for Nintendo and features the latest version of the Super FX Chip (see Jez San interview last issue). But what's it all about?

The brain-child of Shigeru Miyamoto, creator of Mario no less, *Stunt Race FX* has a distinctly 'cute' flavour, but despite all the cars having faces and rolling eyes, it is still a damn good racing game, and the sound effects are superb. But wait, we're almost moving into review territory here.

The game has four modes Speed, Stunt, Battle and Free, each is a completely different experience and tests different driving skills. You can also decide to try different vehicles and this extends the longevity. Tear away from the line in a screaming hot-blooded F-type, Coupe or 4wd monster truck and there's even the chance to guide a huge articulated lorry around courses marked by flags. The more sticks you snap under the huge tyres, the less points you receive at the end.

The race courses are fairly simple, but the real trick is avoiding the other players' bad boy tactics as they try to ram you into the wall. You can also take part in star collection games on the stunt track; where nifty handling of the cars is paramount, and acceleration is the prime requisite on the Speed and Free courses.

Stunt Race FX also features a frenetic simultaneous two player option, where players can battle it out in a *Mario Kart*-esque competition. Despite what you may have heard, *Stunt Race FX* seems to be very fast, with the new Super FX chip performing its task impeccably.

Sad fact is though, *Stunt Race FX* is likely to arrive on our shelves no earlier than October (despite what other magazines have been saying) and this means a long wait. Full review when we get it.

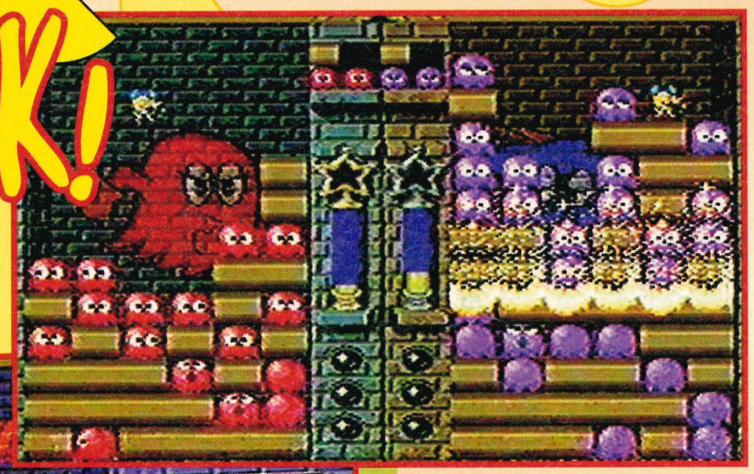


△ Two-player mode doubles the insanity.

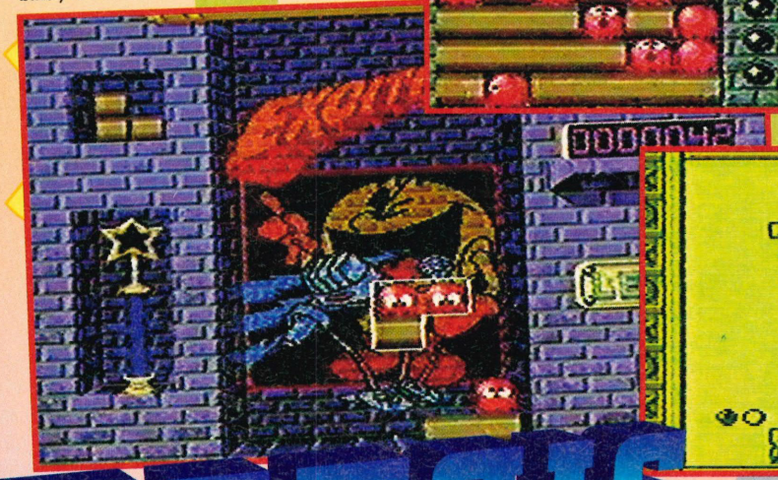


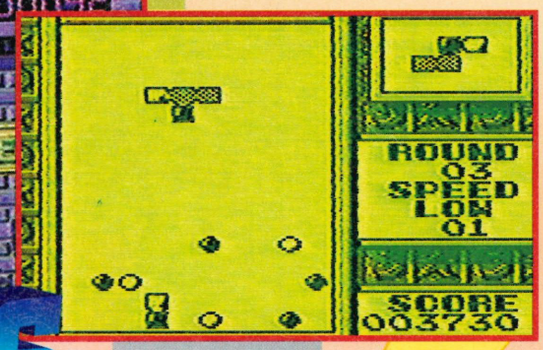
△ Send Pac chomping through the ghosts to bring those blocks crashing down!

PAC ATTACK!



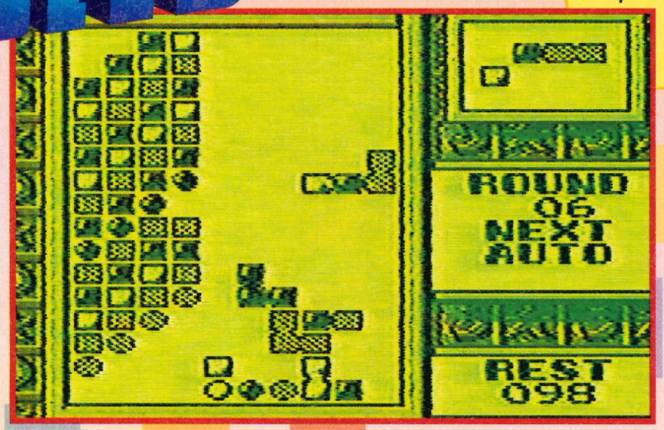
▽ Never really thought of Pac-Man as a biker, to be honest...





TETRIS 2

▽ It's Tetris, Jim, but not as we know it! Can the world cope?



PRODUCER
NINTENDO
(0329) 822565

PRICE
£TBA

CART SIZE
2 & 8MBits

These scorching releases from Nintendo are puzzling to say the least. Do they imagine everybody's brain to be rotting from sitting on the beach soaking up too many rays and in need of summer stimulation? Well these offerings will certainly get the sand out of your brain.

Firstly, we have the sequel to what was undoubtedly the most successful Game Boy title ever. Yes, the frighteningly addictive *Tetris* is back with more shapes, different colour blocks (on the Game Boy? Yeah, right!), and according to Nintendo, more challenging and compulsive gameplay than ever before!

Whether *Tetris 2* is good enough to come anywhere near the 35 million cartridges sold by its predecessor is any one's guess, one things for sure *Tetris 2* will appeal to all ages – there's no ageism from the big N when it comes to messing with your mind (or your wallet).

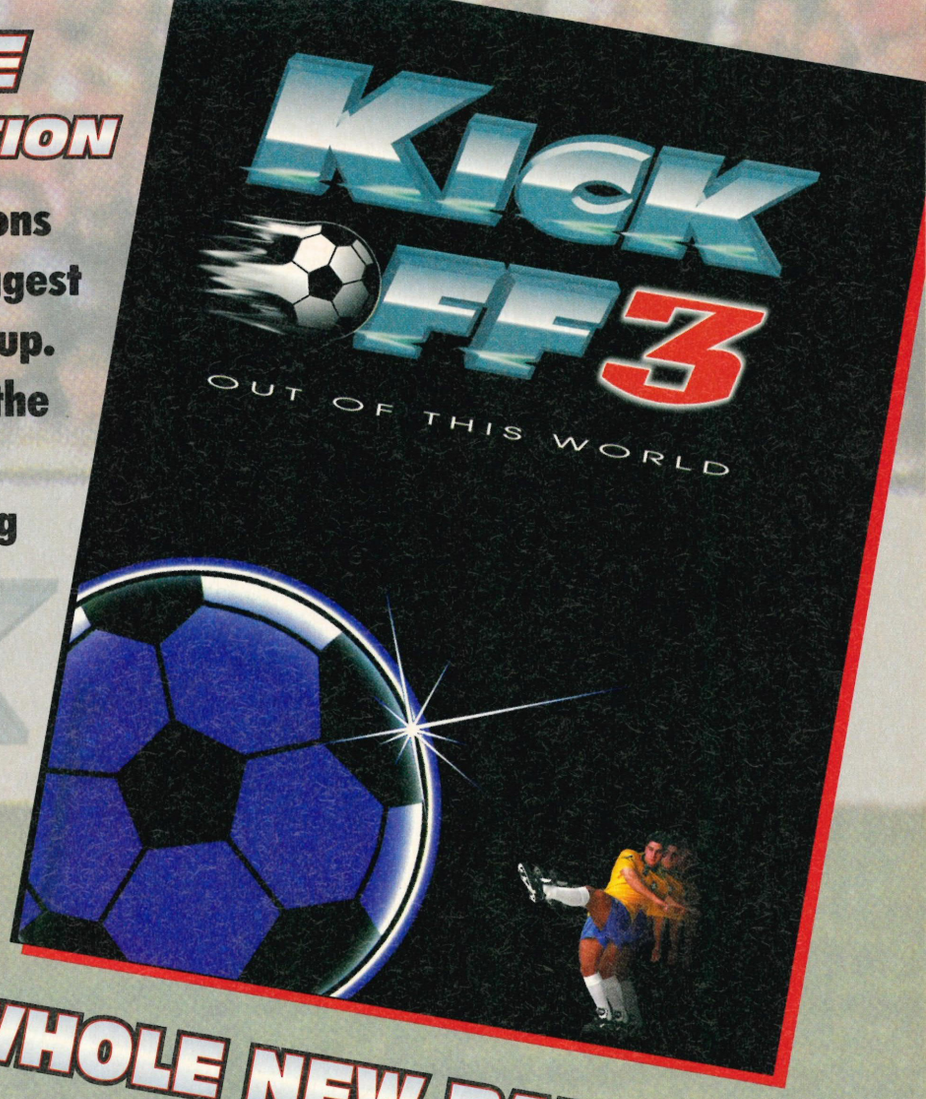
Pac-Attack for the Super NES is a curious cross between *Pac-man* and *Tetris*. The idea is to destroy all the blocks which fall from the top of the screen, by filling in horizontal lines across the bottom of the screen. Sounds familiar so far doesn't it? Now comes the twist, every so often shapes float down filled with ghosts, or even rarer, Pac himself. When he appears, he'll immediately chomp through any ghosts in classic *Pac-man* style, thus reducing the number of blocks on screen. Simple, yet shaping up to be possibly the most inspired two-game amalgamation ever!

There are three ways of playing *Pac-Attack* – one player, head to head and puzzle mode, which gives you a password after every level. The ageing graphics have been given a major overhaul for the Super NES and are looking very Nineties. The version we saw even had the dreaded ghosts looking cute!

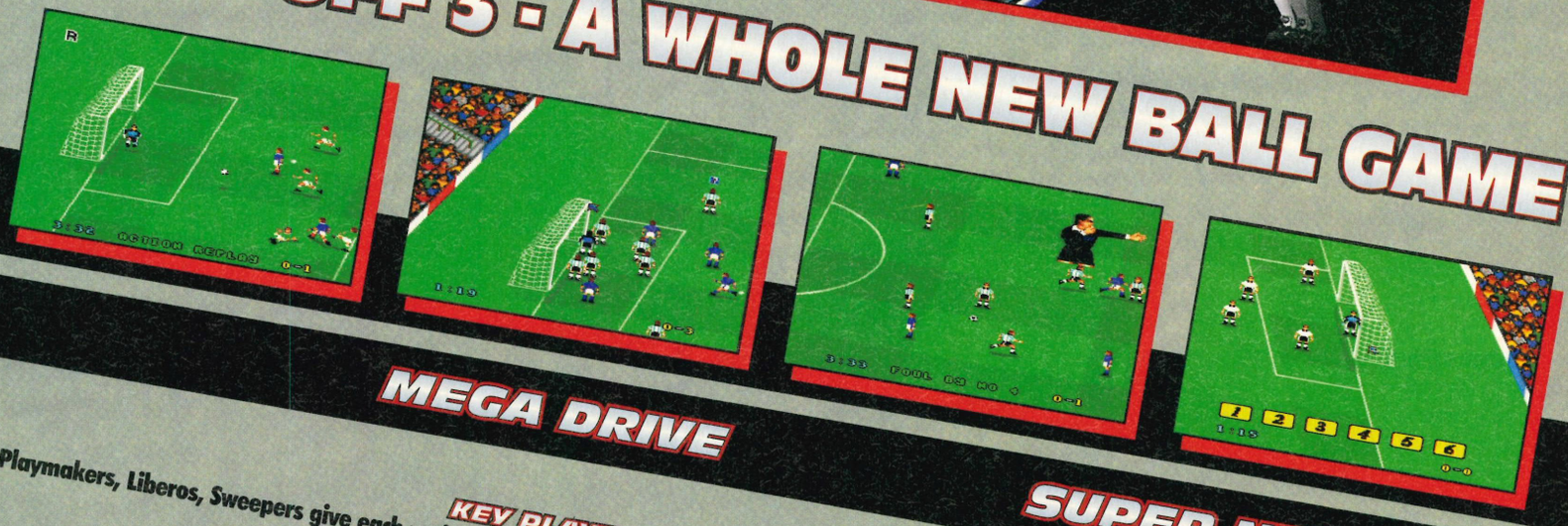
Tetris 2 and *Pac-Attack* should be out before the bucket and spades, so start warming your brain up now!

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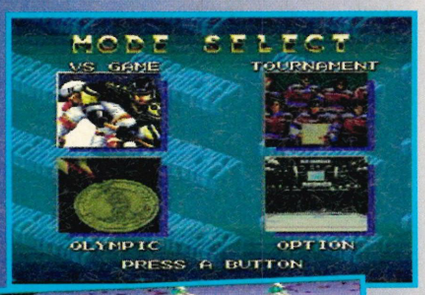


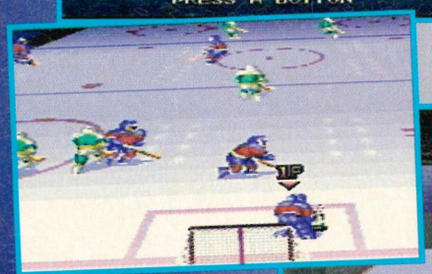
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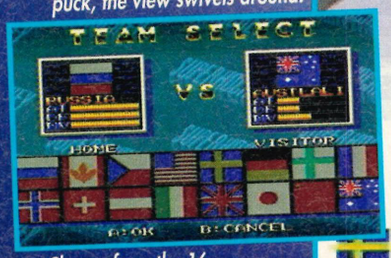
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SUPER ICE HOCKEY





△ As each player gets the puck, the view swivels around.



△ Choose from the 16 international teams.



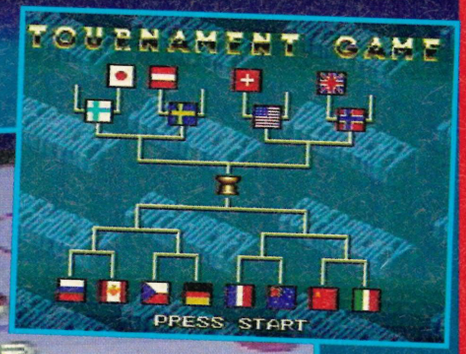


△ Just before the face off, it is a good idea to use the top view to work out where to pass.

△ Shooting and scoring in the goal is much tougher than in NHL Hockey '94.



△ Like all good ice hockey games, you get to beat seven bells out of the opposition.







△ Super Ice Hockey's full Mode 7 view is very impressive; taking you right to the heart of the action.

PRODUCER
MARUBENI
(071) 826 8816

PRICE
£TBA

CART SIZE
8MBit

Following the release of EA's *NHL Hockey '94*, Marubeni have decided to grab a slice of the action with *Super Ice Hockey*. This Mode 7 masterpiece features a player's eye view of the whole match, and you can also select between four perspectives such as quarter and top view. Any of these views can be accessed at any time in true *Virtua Racing* style, and the screen pans smoothly up or down when you want it to.

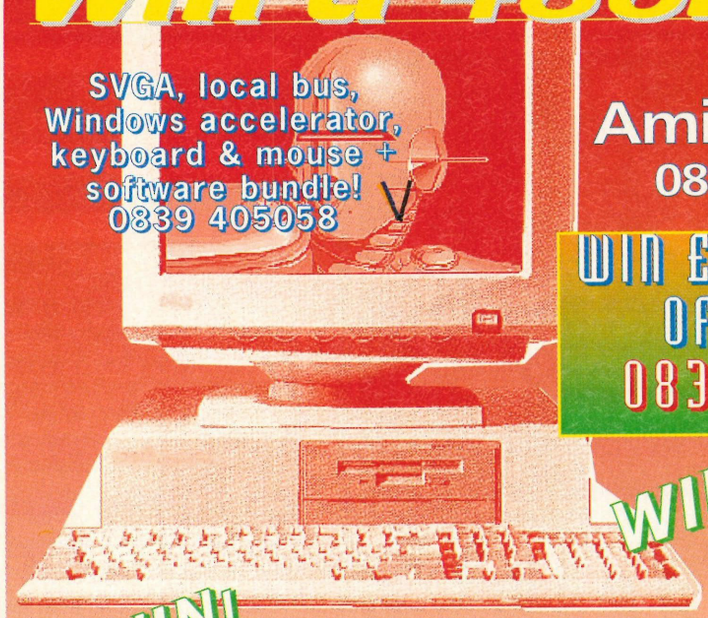
Super Ice Hockey also features a four player link-up via the Multi-Tap; allowing various combinations of team and individual play. But the most impressive aspect of the game is where you zoom across the ice; slamming the puck home, all in glorious Mode 7. All the graphics are superb, with a great title screen and a host of options menu to rival the EA Sports games.

The game boasts three modes: Olympic, Vs and Tournament, each offers completely different styles of play. You also get the chance to win a gold medal in the finals, but to do that your team must beat the other 15 competitors.

Playability-wise, you have complete control over your selected player, with different shots and passes to choose from, but it is still very difficult to score, so only gamers willing to put in the effort will win. Do you have what it takes?

Marubeni have already proved themselves with *Bugs Bunny* and *Sidepocket*, but can they win again with a sports sim? *Super Ice Hockey* certainly has the looks, the options (four different game speeds!), and the mood, but what will it play like? Join us for the full review next issue.

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JUNGLE BOOK



▷ "Come and feel my bananas little boy!" Baloo offers some refreshment.



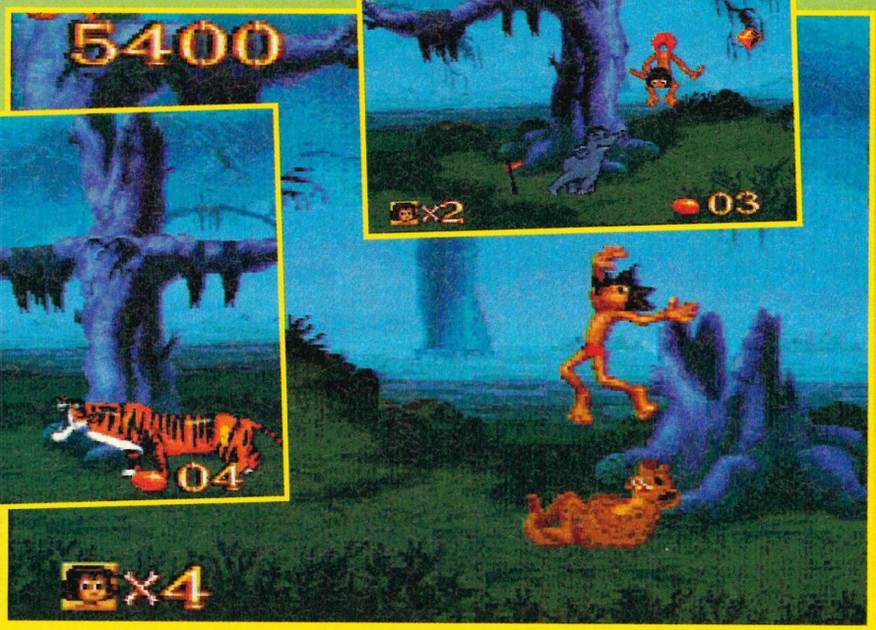
△ Oh well, it beats walking I suppose!



△ King Louie goes ape with Mowgli for invading his throne room.



▽ How cheeky! Mowgli puts his pants to an imaginative use!



▽ Mowgli narrowly escapes the Tiger's stale Felix-breath!

▷ Mowgli tickles the Hyena's fancy by bouncing on its tummy.

PRODUCER
VIRGIN
(081) 960 2255

PRICE
£TBA

CART SIZE
16MBit

Having already given the stunning NES and Game Boy versions the benefit of our experience in issue two, Virgin's third release based on the classic tale is certainly something to get excited about!

Despite the limitations of the 8-bit machines, *Jungle Book* shone through with excellent graphics and addictive gameplay and the Super NES version looks set take this winning formula one step further. The graphics are nothing short of breath-taking, with jaw-dropping animation, accurately drawn sprites and scenarios that look as though they've been lifted straight out of the Disney movie!

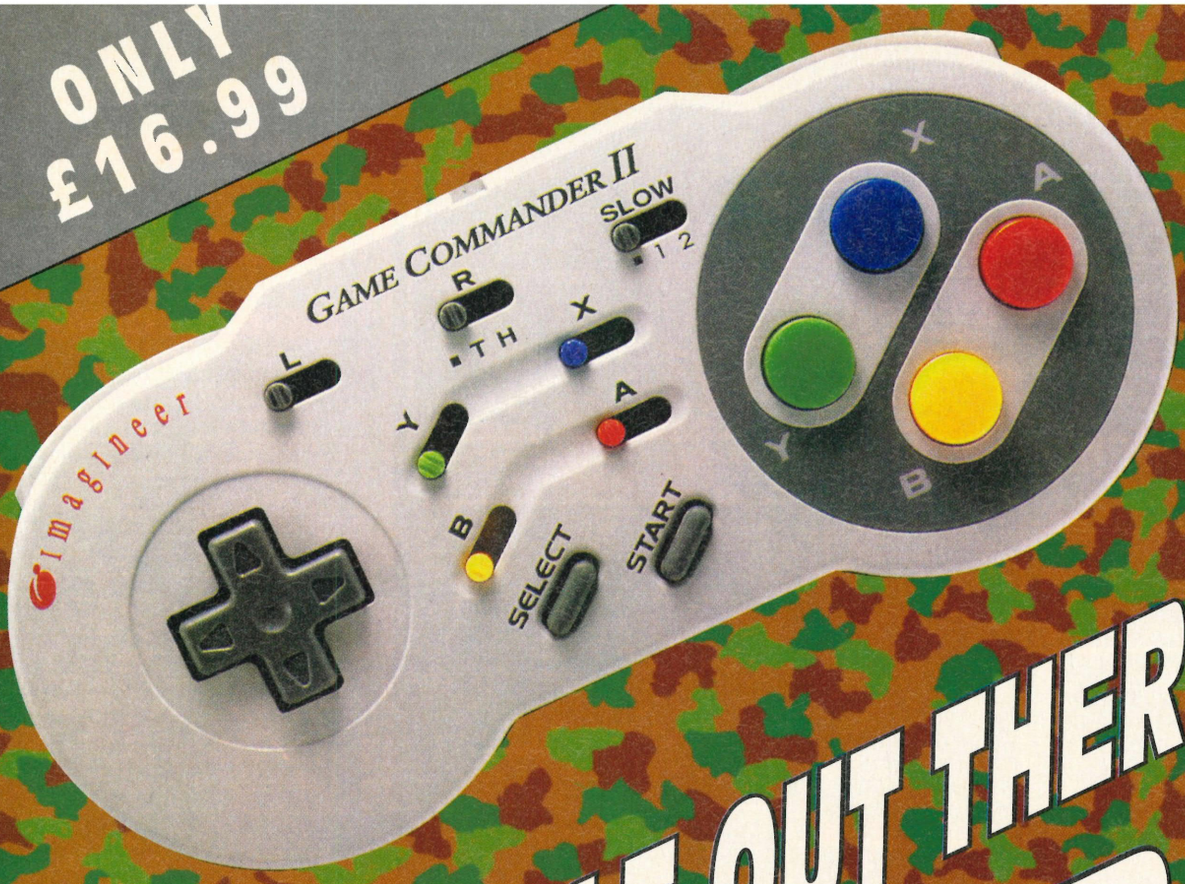
Your aim, as Mowgli, is to negotiate the perilous jungle scenarios; collecting a certain amount of gems. Hazards crop up in all shapes and forms, ranging from crazed chimps to rasping aardvarks and snakes. Each sprite is drawn and animated to the point of perfection! Baloo the bear even pops his head out of the undergrowth occasionally to bung a few helpful freebies your way. These can be extra ammo, weapons or simply handy bonuses to boost your score.

The sound score (taken straight from the film) provides an atmospheric accompaniment to the action, with those thumping jungle tunes blasting non-stop.

Although we've had enough Disney platform games shoved down our throats to make us cringe at the very mention of his name, *Jungle Book* looks and plays so professionally, you instinctively know that a lot of time and effort went into perfecting it.

If you thought Aladdin was the definitive Disney game then think again, mark my words Virgin's *Jungle Book* eats the Arabian-one for breakfast! Full review next issue – we could be talking Gamer Gold here.

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SPECTRE

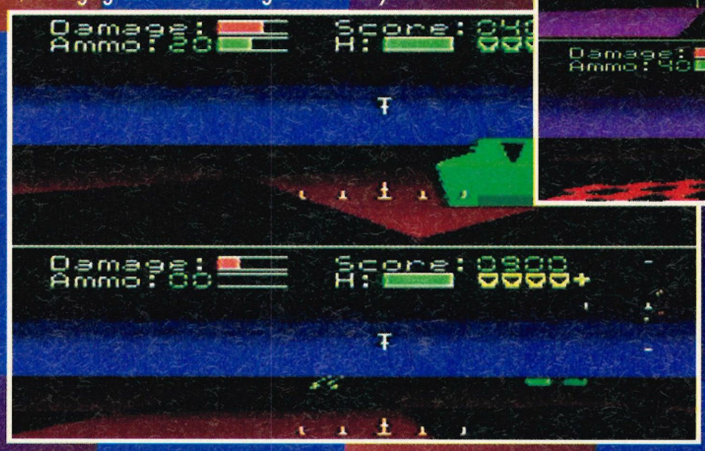


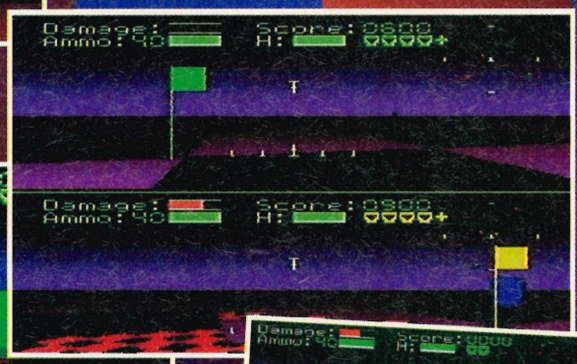
△ The yellow tanks are much faster and more deadly.

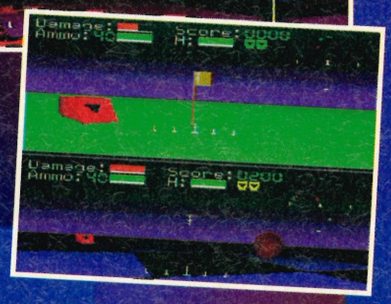


△ The split screen game is far more addictive than the one player.

▽ A huge green tank looms right in front of you.

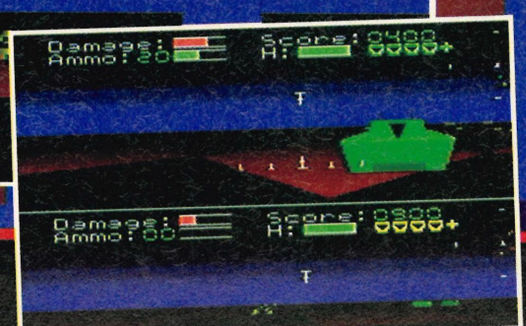






▽ Yes, cor blimey, it's another picture of a tank on a chequerboard battlefield.





PRODUCER
GAMETEK
(0753) 553445

PRICE
£TBA

CART SIZE
8MBit

Strap yourself into a futuristic cyberspace battletank for *Spectre* – a 3-D virtual shoot-'em-up where the idea is to kill, or be killed! Gametek's *Spectre* is a direct conversion from the Apple Macintosh game that we at SUPER GAMER play all the time when we're supposed to be writing this mag. You can select different games, but the object is always to annihilate anything in sight and grab your colour flags to progress to the next level.

The graphics are straight out of *Tron*, with bright colours and all the enemy vehicles are portrayed as frictionless geometrical shapes. There are three different classes of allied tank to choose from, but you can also customise your own so that, for example, you could have an ultra quick tank, but the shields would be weak to compensate for speed.

As with the original game, ammo and shields can be recouped by driving over the appropriate coloured squares, but beware of the red mines, and make sure the enemy tanks (with cunning artificial intelligence) don't box you into a corner and then move in for the kill.

Spectre features almost limitless levels, but with every new territory, the enemy get better and better, and more and more intricate traps are laid. This is a must for fans of the original, but new players will definitely find it just as compelling. There is even a split screen two player version so that you and a friend can hunt each other in a virtual world!

The Super NES improves over the original by including new features such as the ability to leap in the air and switch the radar on or off. There are also plenty of new scenarios and dangerous situations to overcome, but you'll have to wait until next issue for the SUPER GAMER review.

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- Six button version for Sega available end '93.

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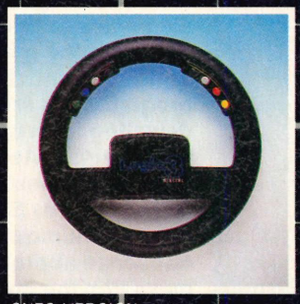


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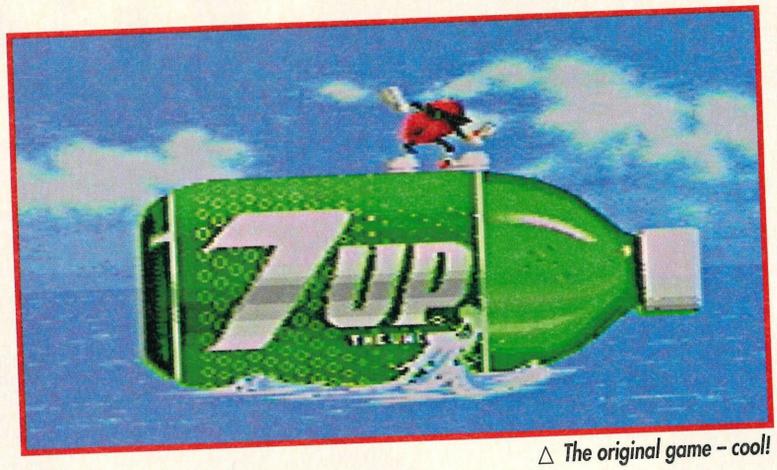
SPECTRAVIDEO, UNIT 27, NORTHFIELD INDUSTRIAL ESTATE, BERESFORD AVENUE, WEMBLEY, MIDDLESEX HA0 1NW, ENGLAND
TELEPHONE: 081 900 0024 ● FACSIMILE: 081 903 6625.

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LG4 08.10.93

COOL SPOT 2 diaries



△ *The original game – cool!*

SUPER GAMER never does things by half, and faced with *Cool Spot 2* from Virgin, the follow-up to the hugely successful *Cool Spot*, we thought we would try a different approach from the usual Work In Progresses and previews.

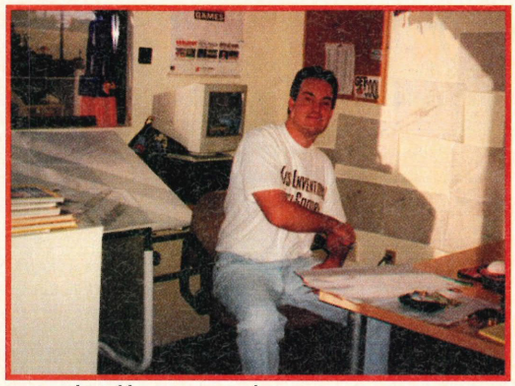
Have you ever wandered how a game is created? Not once the game is under way, but right from the first concept through to the game on the shelves? Well now SUPER GAMER has all the answers, and we're not holding anything back.

Over the next eight months we will be bringing you the totally exclusive Cool Spot diaries, live from Virgin US in California. We're not just talking about the odd screen shot, or regurgitated press release here; head programmer and devoted Scotsman Mark Kelly will be taking SUPER GAMER readers step by step through the genesis of a major Super NES game. From start to finish, ideas and pencil drawings to sprites and game packaging, Mark will reveal all every month!

What set-backs are there? Who decides what the sprites will look like and how they will move? How are the games tested and bugs eliminated? Mark will explain just what is involved in producing a hit game, and why it's not as easy as everyone thinks. Who better to tell you all about how the game is coming along than the man who organises it all – and to top it all, SUPER GAMER will also be bringing you all the juicy gossip and game ideas from Virgin's thrashing hotbed of programmers and graphic artists. What more could anyone want?



△ *Mark and Mia Kelly.*



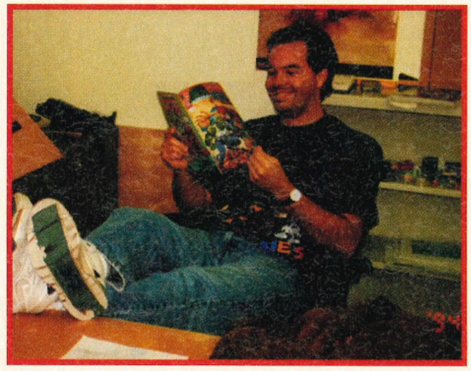
△ *Jared Brinkley – assistant designer*

First of all, what is *Cool Spot 2* all about? Subtitled: Spot goes to Hollywood, the object of the game is for the player to successfully guide Spot around various levels based on a Hollywood theme, which all parody the movie sets in much the same style as *Pink Panther* (reviewed last issue).

We can reveal that the game will include various new gameplay features and there are plans for over 50 levels, with hundreds of secret areas such as rooms, doors, bonuses and mini-levels. This is significantly different from the first game.

There are a minimum of 12 people working on *Cool Spot 2*, and before we go ahead and hit you full force with the diary next month, let's introduce the unseen heroes and heroines that will be doing all the hard work.

▽ *Tom Bernado – animator*

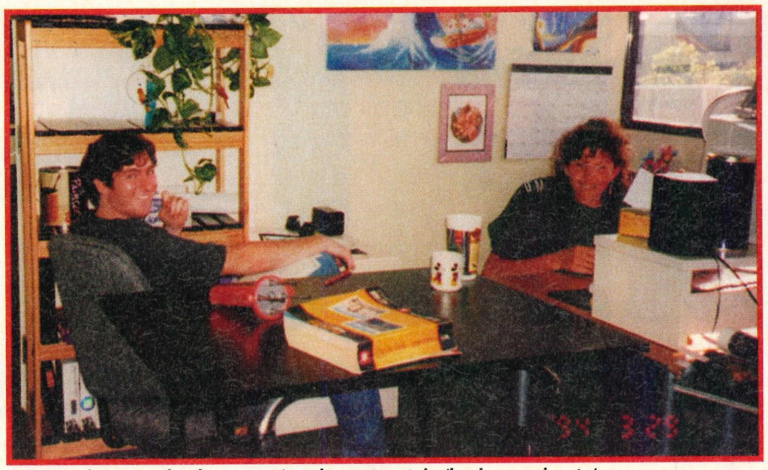


MARK KELLY (PROGRAMMER & CO-DESIGNER)

The main man behind *Cool Spot 2*, Mark will be writing the diaries that will explain every aspect of game design and programming. Mark is responsible for putting the whole game together, and this includes co-ordinating the flow and implementation of all the levels, maps, backgrounds art, sprites and presentation screens. In short – the whole game!

As co-designer, Mark also ensures that the design of the game is up-to-date and that the programmers are not deviating from the original plan. As you will find out next month, Mark's snappy Scottish sense of humour and no nonsense approach make him the perfect orator for the Cool Spot diaries.





△ *Patrick Moran (lead animator) and Bonnie Bright (background artist).*

ERIK YEO (LEAD DESIGNER), JARED BRINKLEY AND JONATHON WILLIAMS (ASSISTANT DESIGNERS)
The designers create all the levels and map layouts for the game and are a small unit inside the main team. They first create each level map on paper, then, using a custom mapping tool, they transpose the paper map to a generic image on the computer.



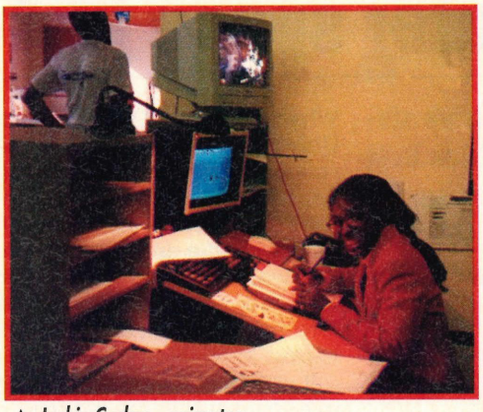
The first drafts of the maps are made up of basic shapes and blocks that allow the programmers to make changes easily. This system also allows the programmers to playtest the levels as they are designed and it lets the designer fine tune each map to balance the gameplay.

BONNIE BRIGHT AND JENNIFER TERRY (BACKGROUND ARTISTS)
Bonnie and Jennifer are responsible for drawing all the background images to be used in the game. The backgrounds are created using the Deluxe Paint on the PC. They are then grouped and colour allocated to allow them to be use with the mapping tool. Working with the designer's maps, the images are placed on top of the generic maps that the designers have created; ultimately producing the fantastic backgrounds that are more or less taken for granted these days.

PATRICK MORAN (LEAD ANIMATOR) TOM BERNARDO, TODD HOFF, JACKIE CORLEY, ROGER HARDY (ANIMATORS) MILA KELLY (DIGITAL INK AND PAINTER)
Once again, as a small team inside the main team, the animators create all the animated elements of the game (obviously). Once created on paper, each frame of animation is then processed to get the paper image on the computer. Every frame is then digitally inked (Disney-style) and painted to the correct colour palette for each assigned sprite.

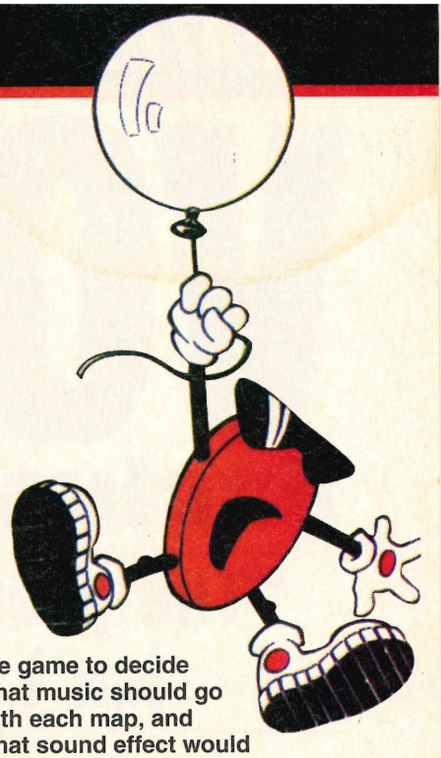
The sprites are then sized and chopped into small pieces ready for insertion into the game by the programmer. The same team is also responsible for creating all the frames of animation of the main character, Spot.

The process for creating Spot is similar to that used with any other sprite, but with a few minor changes to allow them to fit over 1,100 frames of animation of Spot into a small amount of memory on the final game cartridge.



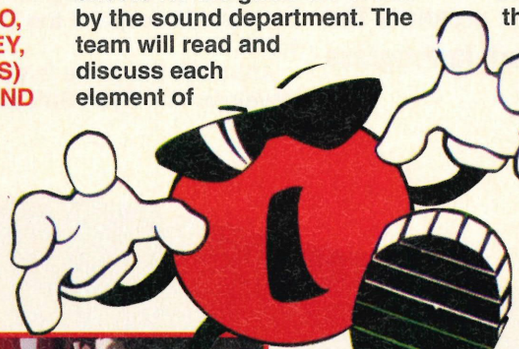
△ *Jackie Corley – animator*

All the music and sound effects for the game are create by the sound department. The team will read and discuss each element of the game to decide what music should go with each map, and what sound effect would enhance the animation in the game.

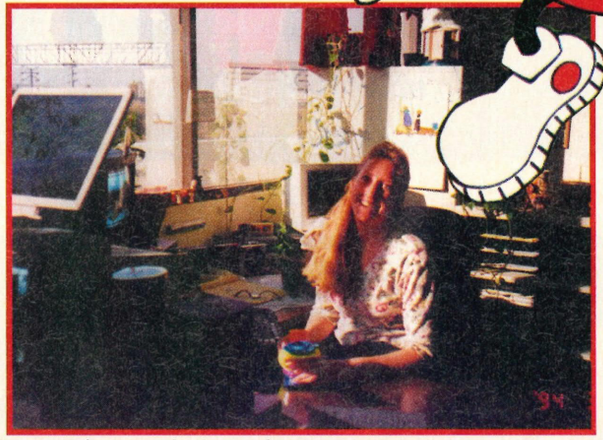


Once created, the programmer installs all the music and sound effects into the game, which allows all members of the team to hear the music and effects in place to ensure that they suit the mood of the game.

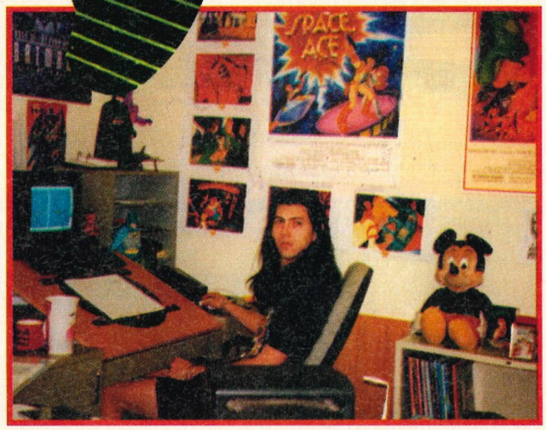
So there you have it. All these people are currently beavering away in California (lucky devils) to bring you *Cool Spot 2* on the Super NES. Over the coming months, programmer Mark Kelly will tell us how things are getting on, the successes, set-backs, all the major decisions and what his dog Blondie is doing. Stay tuned to SUPER GAMER for the first amazing instalment of the exclusive Cool Spot Diaries starting next issue – all you've ever wanted to know about making games – and more!



▽ *Roger Hardy – animator.*



△ *Jennifer Terry – background artist.*



VOYAGE OF

Exclusive: behind the scenes

"The year 2018 isn't that far away. Neither is the isn't outer space just yet; the 'new frontier'

To kick off our amazing exclusive six-page *SeaQuest DSV* feature, Ryan Butt goes behind the scenes of the smash TV series in California and talks to the man at the heart of the game from Sculptured Software in Salt Lake City, Jeff Peters. How close to the series will the Super NES game be? What features does it have? And how long before we can see it on the shelves in Britain? For all these answers and more, look no further than the next six pages as SUPER GAMER presents the full inside story and Work In Progress for *SeaQuest DSV*!

When *SeaQuest DSV*, a co-production of Universal Television and Amblin Television, was first screened late last year, it was impossible to avoid the heavy cynicism of the critics. However, like it or loathe it, you can't fault the spectacular visual effects that were so prominent in every episode; still, I suppose with a million dollars poured into each instalment, we've got a right to expect something special!

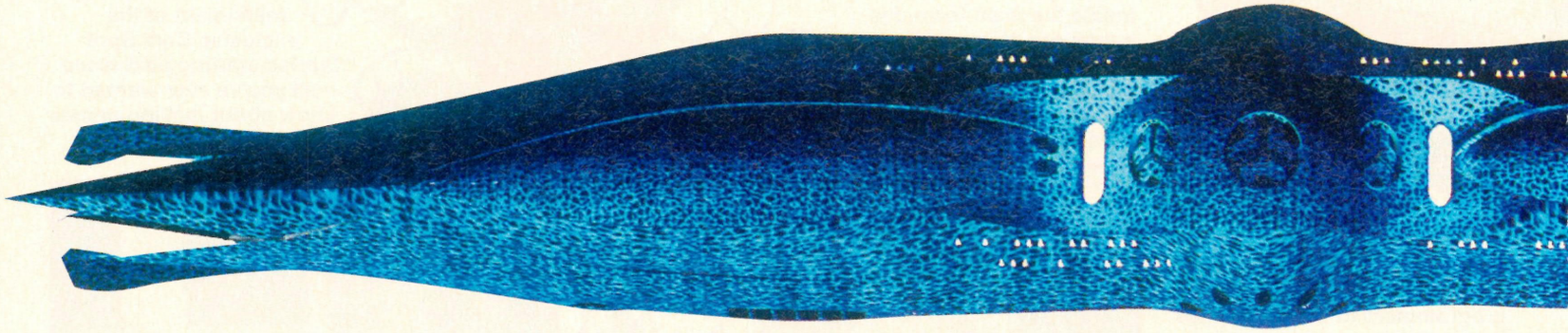
It was only a matter of time before some over-paid suit in the industry spotted the cart-shifting potential that such a revolutionary idea would have on the public. THQ of America hastily snapped-up the rights and negotiated a deal with game-developing extraordinaires, Sculptured Software, to do the biz and utilise the marvellous scope of the TV series into cart form.

Although the game is still in early development, Ryan Butt probed THQ for a full in-depth report on *SeaQuest DSV*, the series, the game, the universe and everything!

In the not too distant future, in the year 2018 to be precise, most of the world's surface will be completely immersed in water (so they reckon). Man must look to the oceans for new frontiers and utilise the potential that such a vast, unexplored proportion of the Earth's bounty could yield for farming, mining and manufacturing.

All it takes is for someone to step forward and take control of our destiny, and that man is Captain Nathan Bridger, commander of SeaQuest DSV – the most advanced underwater explorational vehicle ever – and his crew of dedicated technicians and engineers.

SeaQuest's mission is to take mankind far beyond the boundaries of discovery and explore the Earth's most closely guarded



SPECIFICATIONS

SeaQuest DSV-4600

DISCOVERY
of Spielberg's SeaQuest DSV!

possibility of the 'new frontier,' which perhaps perhaps is under water." – Steven Spielberg

secret and to conduct extensive research into what could possibly be the future of mankind's survival on this planet. In short, to boldly go where no man has gone before (sound familiar)!

SeaQuest DSV was originally the brainchild of production designer Richard Lewis and art director Jim Lima, who drafted-out their ideas on a drawing board. When Steven Spielberg showed an interest in the project (probably as a result of his childhood Captain Nemo obsession!), and stepped-in as an executive producer, the American NBC channel obviously had a good feeling about the ideas because they ordered 22 hours of *SeaQuest DSV* before the cameras even started to roll!

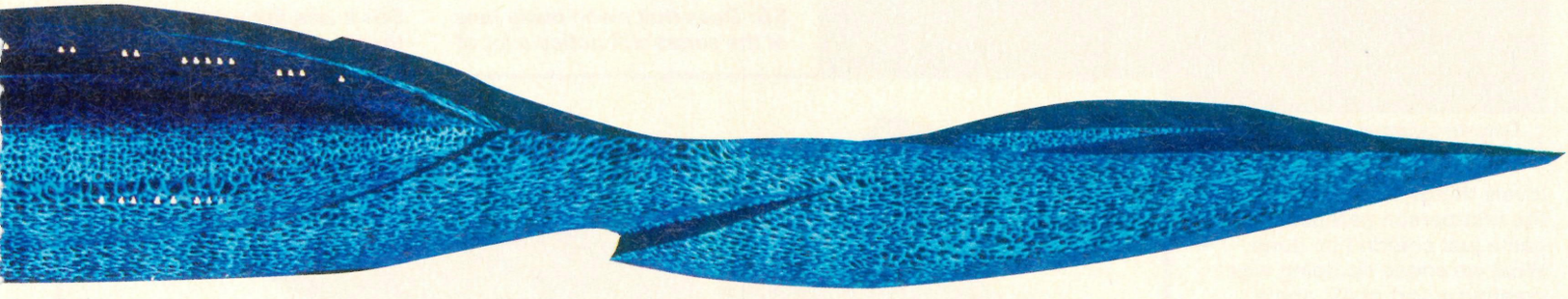
SeaQuest's main selling point was undoubtedly going to be the vast array of computer generated special effects, these were processed using Amiga computers with Video Toaster graphic boards.

The two-hour pilot episode alone boasted 75 computer generated images, more than the whole of *The Empire Strikes Back!* A few examples of the computer wizardry involved, range from underwater explosions, to frantic-paced submarine chase sequences. And of course there's that old Spielberg trademark of using loads of spotlights to highlight the action!

Perhaps it was also thanks to Spielberg's influence, that twice Oscar-nominee Roy Scheider, was coaxed to step into the size tens of Captain Bridger. Scheider was immensely serious about the role and researched his part along with the expert help of Scientific consultant and oceanographer-explorer Dr Robert Ballard; undergoing battle manoeuvres onboard a topflight nuclear submarine and enjoying a stint at Key Largo in Florida, frolicking around with dolphins! In fact many of Ballard's real-life underwater experiences will be used as guidelines for various episodes of the programme.

By today's standards, *SeaQuest DSV* is a far cry from anything currently owned by the navy. In fact, it is the largest, fastest submarine ever conceived and boasts awesome power. It's crafted out of 1,000 feet of titanium (a very sturdy and extremely light-weight metal). *SeaQuest* can also never surface because the outer shell is one huge living organism that enables it to dive to extreme depths, and boasts the first ever organic self-repair system!

Unlike conventional submarines, it has no periscope or sonar as such; instead it has wireless probes that circle the vehicle collecting information constantly. Diving suits are also a thing of the past because the crew members can freely explore the outside wonders via an advanced form of virtual reality – a far cry from those crappy World War One bathyspheres!



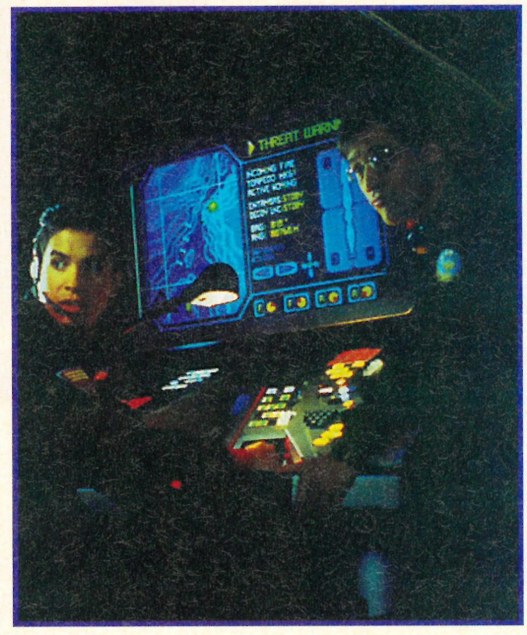
Length: 1,007 ft.
Beam: 100 ft.
Displacement: 31,700 tons (submerged)
Propulsion: Nuclear fusion-powered turbines.
Fuel: Tritium (extracted from seawater).
Accommodations: 232 in total – 88 regular Navy operational crew, 124 scientific personnel, 20 non-regular personnel (guests).

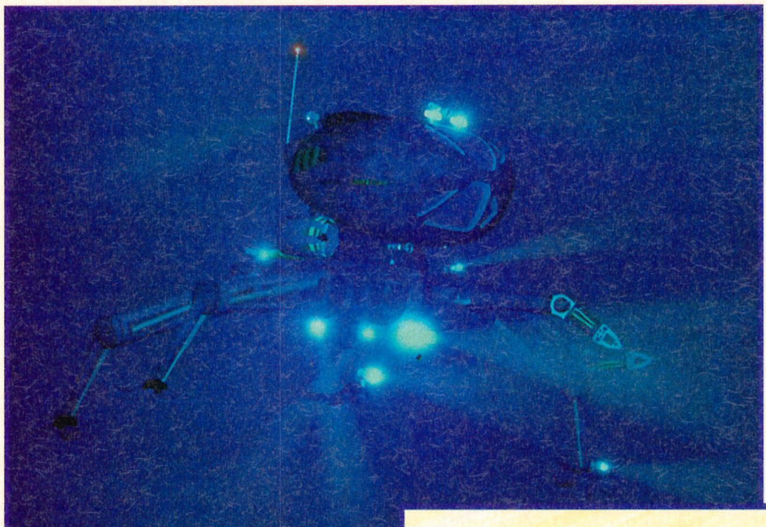
Auxiliary craft
Stingers: Attack vehicles, seat 1 (11).
Sea Speeders (4).
Virtual Reality Probe.
WSKRS ("Whiskers"): Wireless Sea Knowledge Retrieval Satellites (8).
Sea Launch: 30 personnel, 1.4 tons cargo (4).
Crabs: Aquatic and Robotic Undersea Construction Vehicles (12).

SUPER GAMER TALKS TO JEFF PETERS

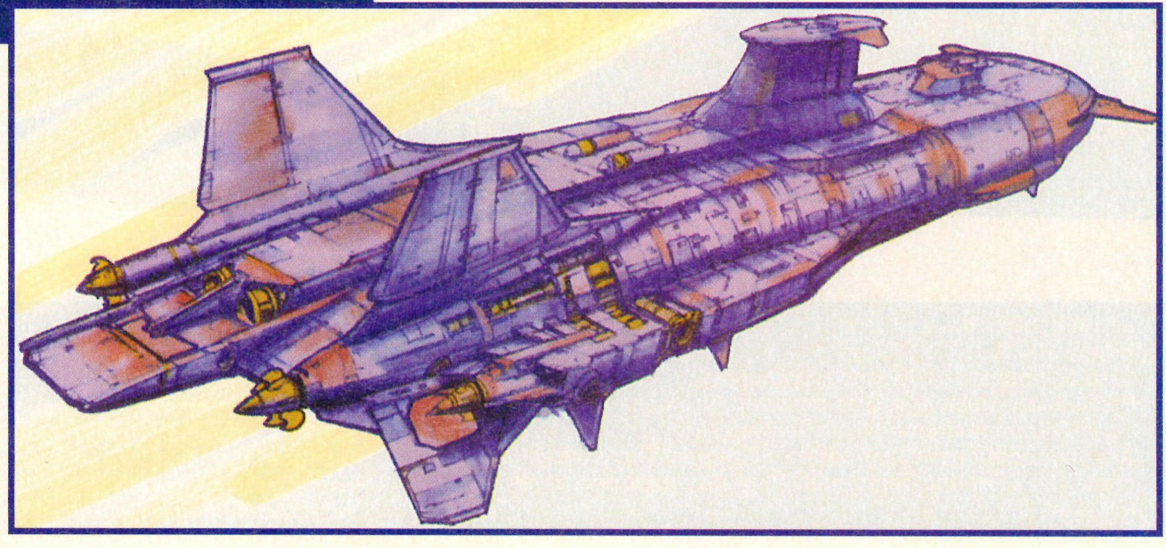
SG: How complete is SeaQuest DSV at the moment?
JP: Probably about 50%.
SG: Tell us about the game, what it's like and what are its best features?
JP: I guess we'd have to call it a high action strategy game – all underwater of course! The game itself involves two basic modes, one is the piloting of SeaQuest itself, and the other is controlling the crafts launched from SeaQuest. You're able to launch six separate ships, from Darwin the dolphin, to their tiny HR Probe.
SG: When you say piloting, do you mean a kind of simulation-type angle taken from inside the cockpit?
JP: Not really, we thought about that, but with the hardware limitations, all the lovely things we wanted to with the first-person perspective game just couldn't be done. What we ended up doing was creating a sort of 45° angle tilted downwards like *Desert Strike*. However, we've made it a three-dimensional game by allowing you to change the depth of the SeaQuest and every object you interact with, from enemy subs to buildings – all have separate depths, so that you can go under and over things.

In terms of features I think that people are really going to like the way it looks, I think it will turn a few heads so to speak! The sound is really coming along as well, we've taken the score from the show and that whole orchestral feel, we're trying to recreate all that drama and stuff. Kind of what we did with *Super Star Wars*.
SG: How much support did you get from the producers of the show, were they enthusiastic about the game?
JP: Since the start of the project we've been working directly with Amblin, and everybody involved from the script to the computer generating department, working directly with them to develop the show, being able to use all that information basically as soon as it's created.
SG: Was it difficult incorporating all the fantastic visuals of the series onto the Super NES?
JP: Horribly difficult! Right now, the game for everyone that has seen it is visually stunning. It really is a beautiful looking thing! And it has been a lot of work trying to get the sort of look and the stunning visuals in the Super Nintendo – a majority of the time has been spent doing that. We've been working with Amblin, using their 3-D models that they use on the show and also all of their artwork.
SG: Was there anything you couldn't do?
JP: It would have been nice to spend more time and include a lot of interaction, role playing the cast stuff like that. But we opted not to do that.
SG: Out of all the possible game scenarios, how was the game's plot decided and by whom?
JP: The plot was developed and decided here at Sculptured, and it was drawn-up back when Amblin were still trying to pile-out scripts for the TV show. So were the worlds they were developing around SeaQuest. We were asking questions which they hadn't figured out themselves yet! (laughs) I guess a lot of our ideas actually appeared in their scripts, it's kind of funny!
SG: Does that mean many fans of the series will notice a lot of similarities whilst playing the game and watching the programme!
JP: Right, exactly.
SG: What is your favourite part of the game?
JP: I think my personal favourite is the way we allow the player to explore a given ocean region. And all of the events that will or won't occur in all those various areas. For example you may get a distress call and go to a certain colony and help out some folks, or whatever.
SG: How did Sculptured Software get involved in the project and when?
JP: Full scale, I think September or October last year, when we talked to Malibu about their licence and we ended up getting into a contract with them.
SG: It was fairly immediate then!





△ *Computer generated imagery created this undersea work pod.*



JP: Well, we'd been talking with them for about a year and it seemed like one of their better licences – it was a choice on our part. Up until then we were waiting to see if we had anything viable, and it seemed like a good thing to work on.

SG: What do you think makes a great game and what are your own favourites?

JP: What makes a great game is to create a world that is complete in itself. In the design, you've hopefully covered every means that gets you this scenario of all these things you can do, and you're not cheating the player.

SG: That's rather a far-out philosophy!

JP: Yeah, I mean you're creating a piece of software or some interactive entertainment that you want someone to become totally immersed in, if you'll excuse the pun! And by creating a world where they can become deeply involved, it will hopefully keep them interested for a greater period of time. My favourite game at the moment would probably be *Doom* on the PC, and *Mortal Kombat*.

SG: The sequel of which I gather you're already hard at work on?

JP: Yeah, everyone's going to be amazed at *Mortal Kombat II*!

SG: Would you care to give us a sneak insight into what it will contain, the alternative 'cutesy' finishing moves for example?

JP: Yeah, they'll be there, but I really can't give too much away at this time so you'll have to wait and see!

SG: Finally Jeff, what other projects are you currently working on?

JP: Well we're just finishing off a *Ren & Stimpy* title which is really gonna kick-ass!

SG Care to elaborate?

JP: Nope, you'll have to just wait and see, but believe me this is a hot title to look out for!

SG: Thank you.



◁ *Even these dolphins were created on a computer!*

who are SCULPTURED SOFTWARE?

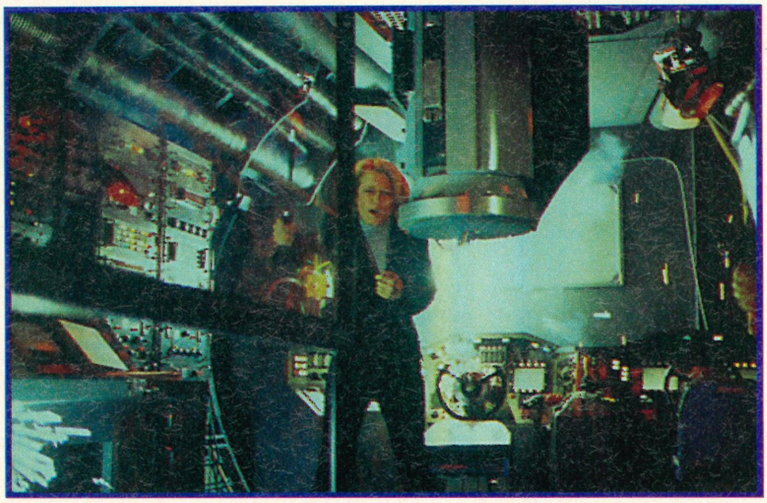
Sculptured Software should need no introduction by now, especially since *Mortal Kombat* made big time news last year as being a visually sensational game. However, despite being a renowned exceptional programming force in the industry, little is actually known about the myth behind the legends! So here is a little background behind the American company.

Sculptured Software are based in Salt Lake City, Utah, and have been developing entertainment products since 1984. They specialise in programming sports and action games for the Super Nintendo and Sega Mega Drive and to date, have delivered over 200 products, which are split between ROM cartridge and disc-based products.

Sculptured Software currently employ over 100 personnel, 50 of which are programmers, with an additional 20 graphic artists who specialise in the creation of animations and backgrounds. Their team also comprises of several musicians (who work on the sound effects and accompanying tunes), designers and play testers. And then of course there's the management!

The skilled team that make up Sculptured Software have established themselves as one of the leading development houses and this is reflected in the list of big name software companies currently enlisting their services: Acclaim, Capcom, LucasArts, Nintendo of America and Sunsoft to name but a few!

Judging by their track record, *SeaQuest DSV* looks set to be a very polished product, we expect the game will be massive this winter, but look to SUPER GAMER for the full exclusive review in September!



SCULPTURED SOFTOGRAPHY

This list represents some of the more recent products that have been developed by Sculptured Software for various Nintendo publishers.

Acclaim/LJN
WWF Super Wrestlemania: NES, Game Boy, Super NES.
Bart's Nightmare: Super NES.
WWF Royal Rumble: Super NES.
Mortal Kombat: Super NES.

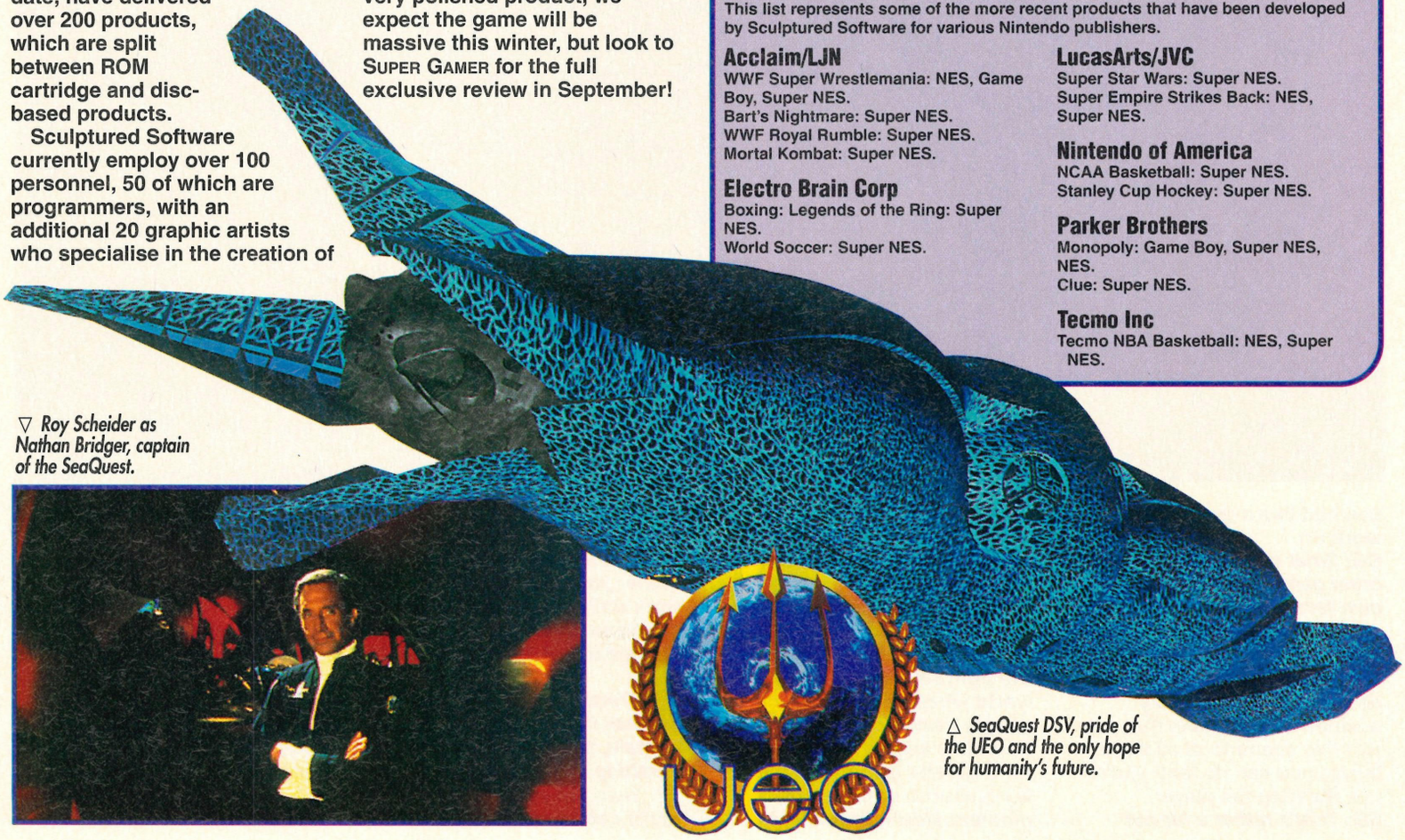
Electro Brain Corp
Boxing: Legends of the Ring: Super NES.
World Soccer: Super NES.

LucasArts/JVC
Super Star Wars: Super NES.
Super Empire Strikes Back: NES, Super NES.

Nintendo of America
NCAA Basketball: Super NES.
Stanley Cup Hockey: Super NES.

Parker Brothers
Monopoly: Game Boy, Super NES, NES.
Clue: Super NES.

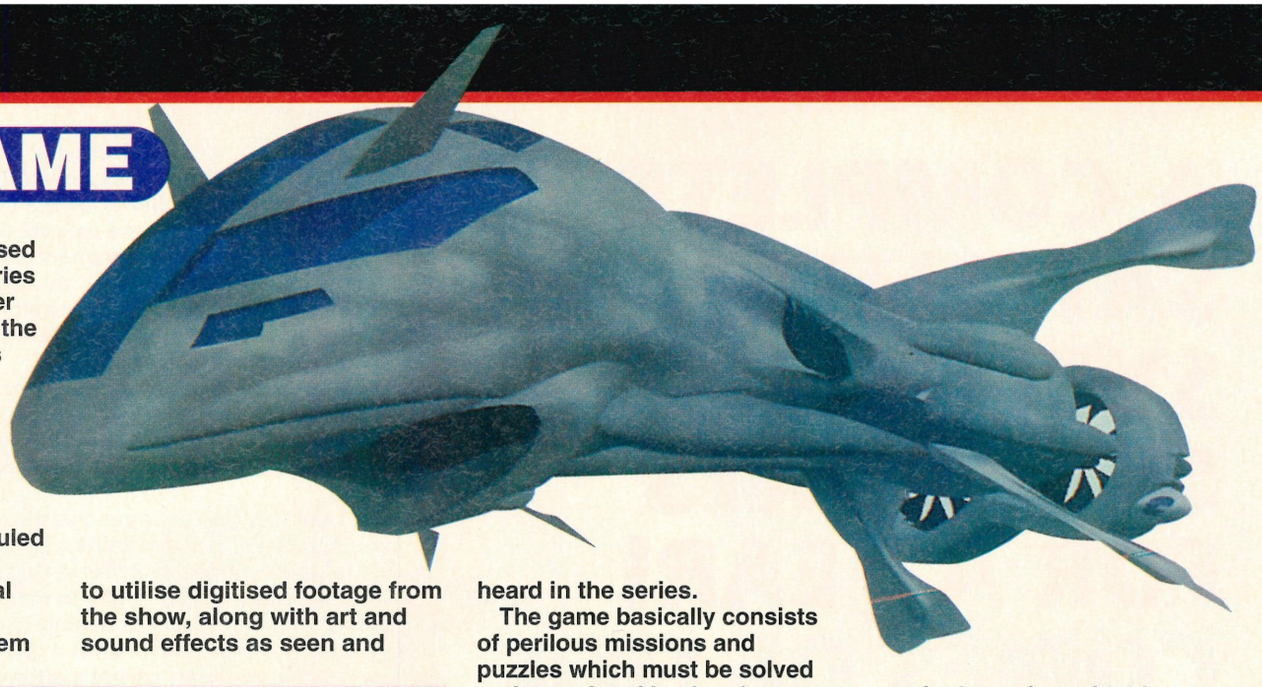
Tecmo Inc
Tecmo NBA Basketball: NES, Super NES.



▽ *Roy Scheider as Nathan Bridger, captain of the SeaQuest.*

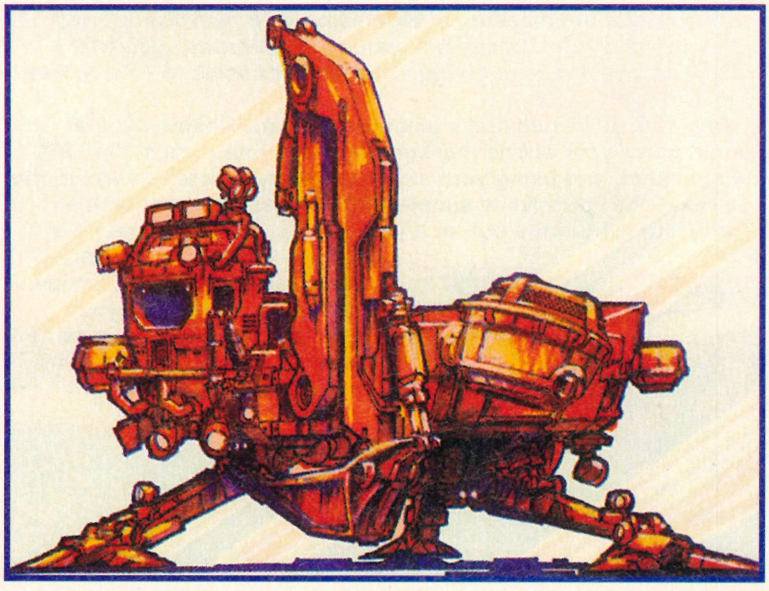
△ *SeaQuest DSV, pride of the UEO and the only hope for humanity's future.*

THE GAME



THQ have snapped-up the rights to release a game based upon the *SeaQuest DSV* series and will be releasing it under their Malibu Games label in the UK (this is the same deal as *Time Trax*, reviewed this issue). The game is scheduled for release in September on the Super NES retailing at a very reasonable £44.99. The Game Boy release is scheduled for November at £24.99.

THQ have a four year deal with MCA/Universal Merchandising allowing them to utilise digitised footage from the show, along with art and sound effects as seen and heard in the series.



The game basically consists of perilous missions and puzzles which must be solved and completed by the player. The main aim is to unite the world in the United Earth and Oceans (UEO) confederation. The licencing agreement allows THQ to utilise the show's extravagant range of special effects, sample the dramatic soundtrack, and use the exact likenesses of the cast members.

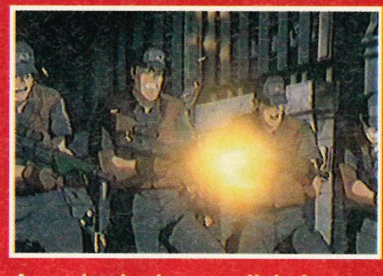
The player takes control of SeaQuest and must embark on numerous underwater mission ranging from eliminating drug smugglers, recovering treasure and eliminating terrorists. The game also allows players to interact with the VR Probe, the Stinger and most importantly Darwin, the talking dolphin, who plays a very prominent part in the series, with his stunning wit and charm!

Although the game is far from complete, and THQ were unable to provide us with any screen shots vaguely resembling what the game would eventually look like, the luscious artwork that complement this article will give you some idea as to what aspects of the show will go into making the final game. With the immense scope created by the series, you can expect *SeaQuest DSV* to be a cracking Super NES game, especially seeing as it's coming from the same guys who did the *Star Wars* series and *Mortal Kombat* – Sculptured Software!

AKIRA



As part of their salvo of games this winter, THQ (AKA Malibu) are also releasing *Akira* – the game of the hit manga comic and feature film. You can control Kaneda, and you must interact with psychic nutter Tetsuo, saucy babe Kay and the evil colonel. No shots of the game are allowed out of the top secret Malibu game labs, but a spokesman did reveal that the whole game will be comprised of completely different sub games such as the bike chase with the clown gang, escape from the nursery and of course rescuing Akira from the government.



As we've had unparalleled access to the *SeaQuest* game developers, you can bet that SUPER GAMER will be first with *Akira* as well. In fact, we plan to have the full inside story on *Akira*, with game shots in an issue very soon.

A COMPLETE SATELLITE SYSTEM PLUS SKY SPORTS FOR A YEAR! COPIES OF FIFA SOCCER TO BE WON!!

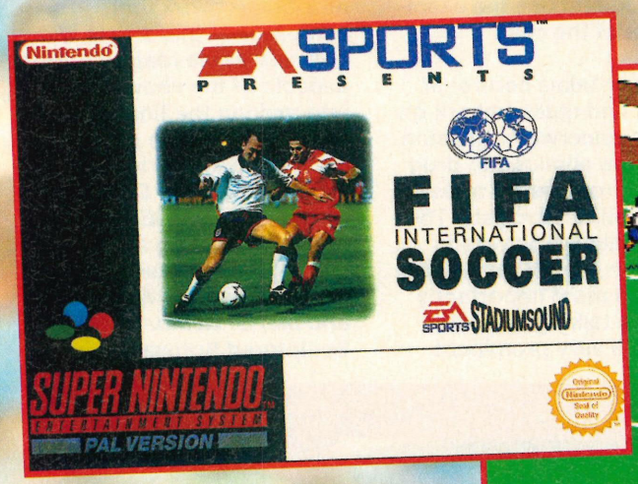
Despite heavy competition from just about every other software house imaginable, Ocean's explosive *FIFA International Soccer* won hands down in the SUPER GAMER coveted football round-up! The game is undoubtedly the closest thing you're going to get to the real-life razzmatazz atmosphere surrounding the actual sport, and this is beautifully conveyed through stunning graphics, great stadium sound and instantly accessible gameplay, but then again you'd already know all this after glancing at our spectacular review in this issue!

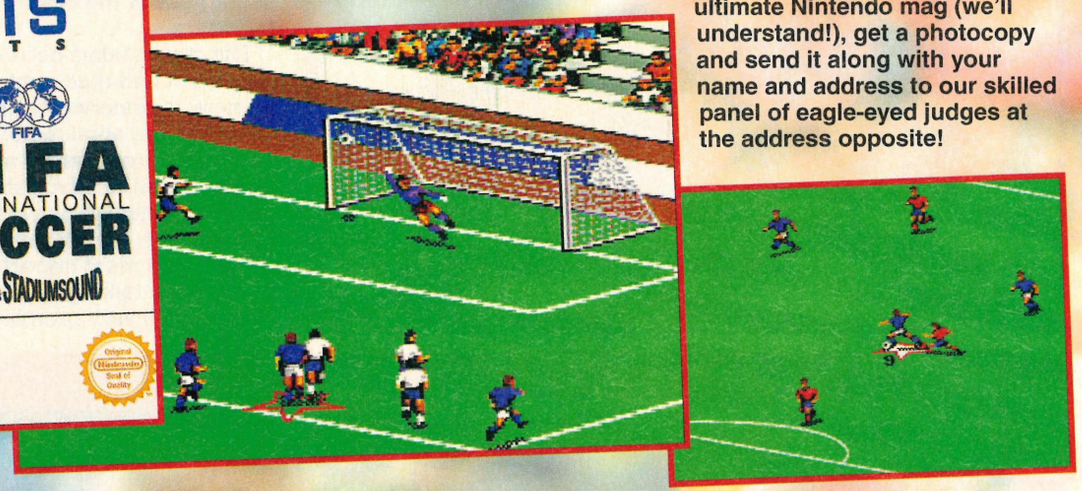
To celebrate the launch of this major title, SUPER GAMER, in association with Ocean are offering our devoted readers the chance to become a couch potato for a whole year with your very own Pace satellite system and a free subscription to Sky Sports for a year!

Don't faint just yet, because there's more! This bumper bundle of exquisite booty also contains a selection of Pickwick soccer videos to savour when that World Cup gets too boring in England's absence! And finally to make this fabulous give-away complete, Ocean are also chucking-in a copy of *FIFA International Soccer* along with a HudsonSoft multi-tap, so that you can bundle all your mates into your parent's sitting room and cause havoc with hours of unbeatable fun organising your own World Cup!

Just to show that Ocean are extremely generous people to losers as well, they are giving away further copies of *FIFA* to five runners-up.

Now that you've all had a glimpse of the marvellous kit that could grace your abode this summer, cast your eyes at the *FIFA* screen shot, and using your skill and judgement, tell us where the ball is. Nothing could be simpler, simply mark the spot with a cross, cut the picture out, or if you don't want to desecrate the ultimate Nintendo mag (we'll understand!), get a photocopy and send it along with your name and address to our skilled panel of eagle-eyed judges at the address opposite!

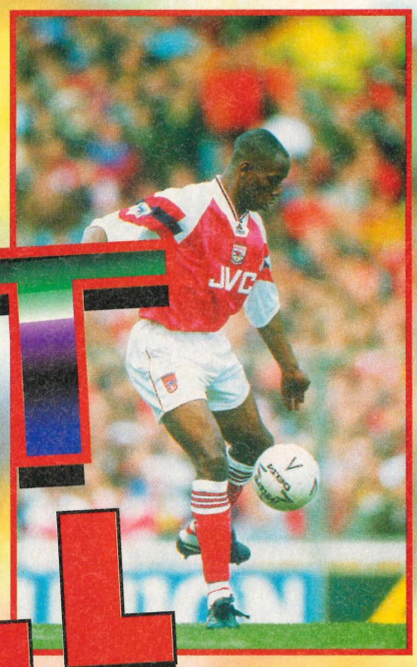


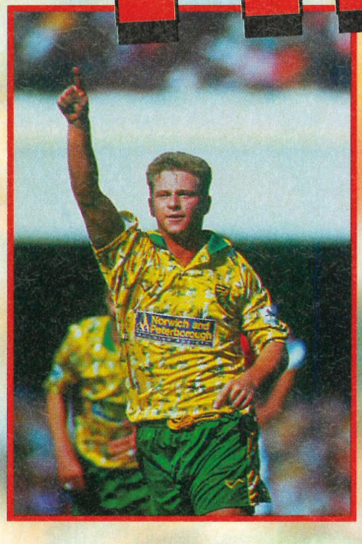




SKY PACE SUPER GAMER

ocean SPOT THE BALL







Ocean's Spot the Ball Competition, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

The closest "X" to the mark wins the booty, so get your entries in by 10 June, and remember, referee Damian B'stard's decision is final (although he can be bribed!).

NAME.....

ADDRESS & POSTCODE.....

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TELEPHONE .....

CONSOLE OWNED.....

MONSTER MAX

Could this be the best Game Boy game ever?

DAMIAN



Game Boy games are on a bit of high these days aren't they? *Link's Awakening* and *Warioland* have recently taken playability to new limits, but it's about time that Nintendo didn't have it all their own way. Sure, they've got Shigeru Myamoto and some of the best games labs in the world, but every now and again, the third party boffins come up with something worth shouting about. *Monster Max* is one of those somethings.

Written by veteran programmer Jon Ritman (with graphics by Bernie Drummond), *Monster Max* ignores the now commonplace horizontal format, in favour of the isometric 3-D view. Each square room is viewed from above and to the side; creating a diamond playing area. Platforms and traps litter every location, but unlike Mario, where you can see everything and just have to jump diligently, *Monster Max* keeps its secrets hidden.

Vital objects and ledges may be obscured by other objects, and so this makes the game more challenging and explorative. In order to complete the game you must be prepared to take risks and jump into the unknown.



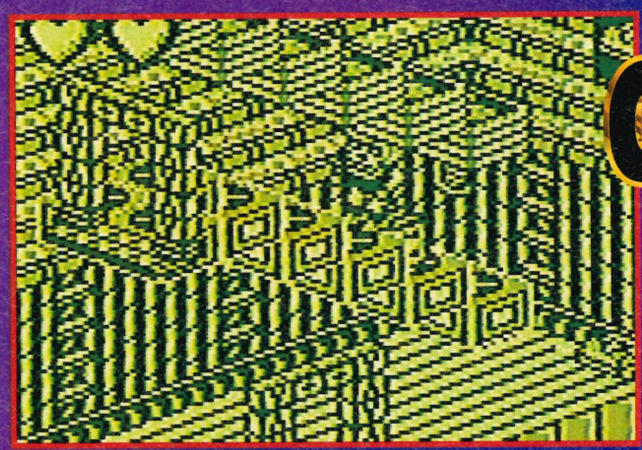
The plot of the game is thin to say the least... something about an evil guy who has enslaved your world and banned rock music (no Stairway – bogus!). All you really need to know is that there are nine floors, each with three microcosmic missions that must be completed to earn enough money to pay the lift fares. In all there are 630 rooms, each posing even more perplexing riddles.

As I've come to expect with Ritman games, the front end is incredibly helpful and easy to use, but I did have reservations that all the clues at the start were going to ruin the challenge – I should have known better. Completing the first floor, I gleefully waited for what I thought was Game Over, only to find that I had just scraped the proverbial iceberg. This is one tough cookie.

To cope with our European cousins, Titus have included five languages, plus explanations of what all the objects look like and are used for. Also, when you firstly collect an item, the screen flashes to a blipvert; showing you exactly what it is. This is both thoughtful programming and enhances *Monster Max*'s instant appeal to the masses.

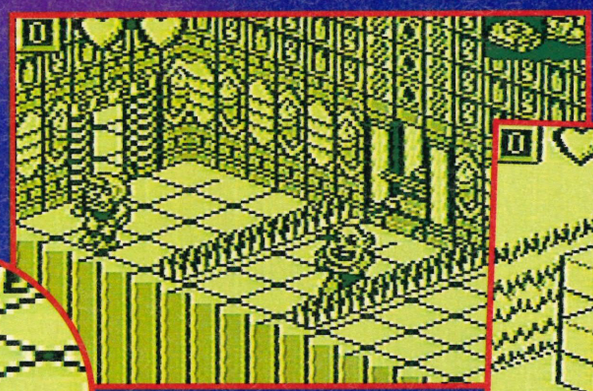
If you've got this far into the review then you must be interested, so take a close look at the screen shots dotted all around the pages. Every single screen in *Monster Max* is crammed with detail, be it the intricately carved backgrounds (ice caves, Spanish Galleons, eye ball mayhem, jungle huts etc), or the crispy drawn objects, that mean this game does not disappoint visually.

Max himself is a curious mixture of reptile, Bon Jovi stereotype and grinning skull, but you can't help but root for the little guy. Besides, Max is nothing compared to the motley crew of freaks, crazed R2-D2s, Napoleon parrots and mummies that inhabit the game. One thing's for sure – that Ritman guy is a

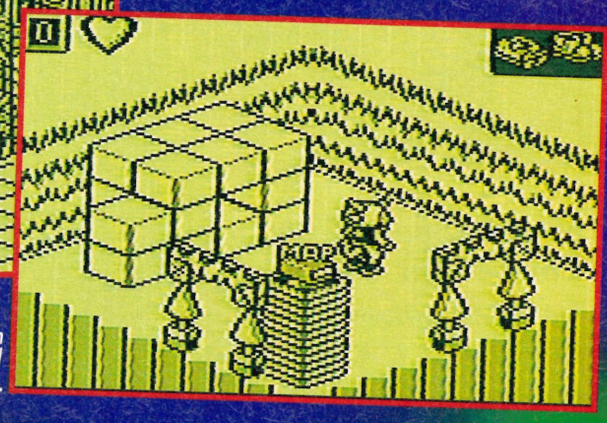


△ *A fiendish problem on level five. Max must use the block to climb the steps, but one jump and he loses a life on the electrified blocks above.*

GAMER GOLD



◁ *The dungeons of Monster Max are populated by all manner of weird and macabre enemies. This grinning clown blocks your jump here.*



▷ *In order to get the map, Max must push the top block on the left, into the hole and depress the hidden switch.*



△ Here we see Max on the sixth level; facing three extremely tough missions. Each of these corridors contains a single VDU which outlines each mission. Then, when you've memorised the plan, head through the door at the end and you will be instantly teleported to the parallel world.

RYAN



Monster Max **is undoubtedly the most polished piece of Game Boy software I've ever seen. Despite flooding the Spectrum market a few years back, isometric 3-D games are what the hand-held has been crying out for, and *Monster Max* is a stroke of genius. Despite being impossible to put down, this game boasts an excellent challenge, outstanding graphics and great sound. An instant classic and highly recommended for gamesplayers of all ages. *Monster Max* is simply the best Game Boy title ever and if don't believe me, try it for yourself! Fabulous.**

seriously messed up individual. How does he sleep at night?

Monster Max itself is fiendishly complex, yet childishly simple (make sense? Nope). You have two pockets with which to hold useful items such as jumping boots, force field, hold-all, spells, sword and rubber duck(!). By pressing the button corresponding to the object, you activate its special power. Max must use these items wisely to overcome each new problem. Most of the objects relate to puzzles in the same room, but occasionally you have to travel.

Connoisseurs of the acoustic variety will find nothing to moan about either. The main tunes are both original and highly invigorating. Nothing grates or grinds, and it evokes memories of the music man himself, Rob Hubbard. Sound effects are sparse, but the blippy bloppy noises are effective when you select the menus and objects, and there is a quite good exploding block crunch. The best recommendation I can give for Game Boy sound is that I didn't want to turn it off, and it didn't make me want to submerge it in my fish tank!

I always know when I like a game, because I cannot get enough of it, and I



△ You will receive credits when you complete each mission and these are used to buy lift passes to the next level.



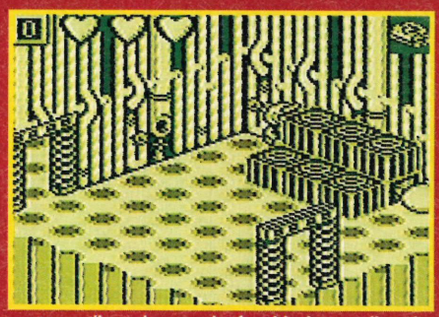
△ Here's a great example of the puzzles. First, pick up the block with your hold-all bag.



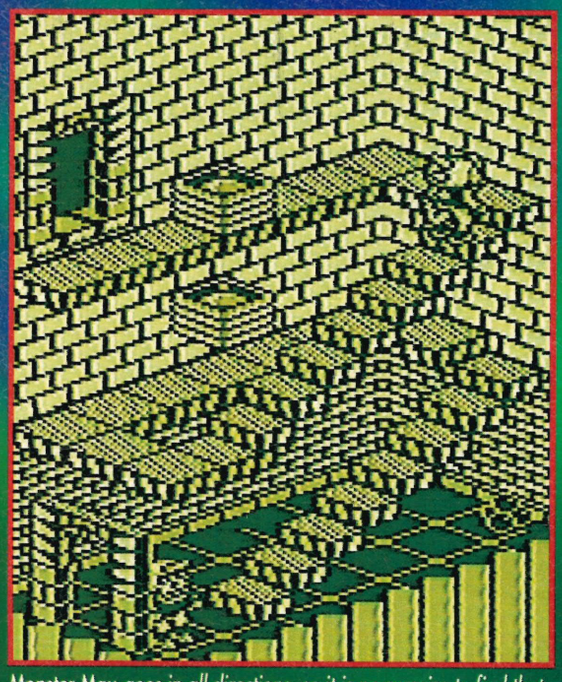
△ Now drop the block at the top and push the sliding glass blocks into it and then shove them up.



△ One by one you can slide them into the gap under the plinth and push out the power-up.



△ You will need to use the first block as well as the other two to fully expose the force field on the right.

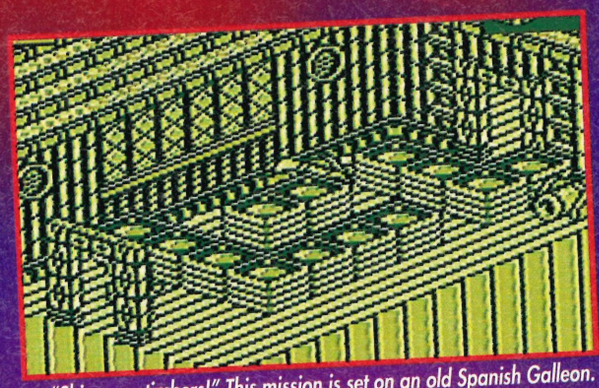


Monster Max goes in all directions, so it is no surprise to find that you must scale the odd set of stairs.

will play it ruthlessly until the end. *ShadowRun*, *Road Rash*, *Immortal*, *Wing Commander* – they all meant burning the midnight oil, and *Monster Max* has now been added to this distinguished list. Every spare moment over the four months since the copy flopped on my doorstep have been spent trying to better Jon Ritman's intuitive traps and pitfalls.

The key thing to remember when playing *Monster Max* is that nothing is as it seems. If you face an impenetrable wall, check for secret passages, look for objects such as bombs in previous rooms, see if you can use what's in the room to scale the wall, or even double back for another route.

Each room usually follows consecutively, but later on there are many instances where you must branch out and find the best way to suit your style of play. On the seventh level for example, you can either take the quick route, which involves plenty of accurate jumping, or you can grab the duck and take the slower, but shorter route. It's up to you, but as Jon himself said in issue one's interview, he is amazed by some of the ingenious answers to his problems.

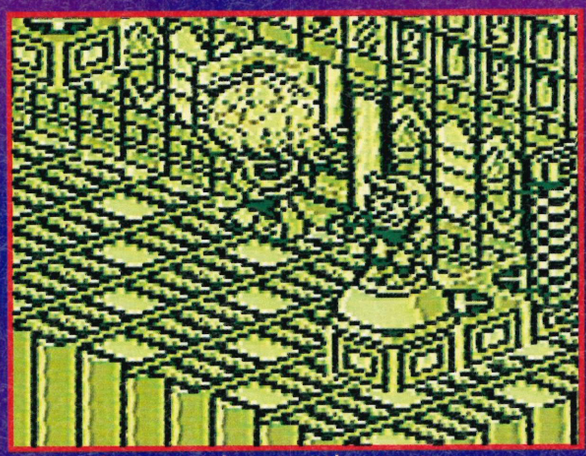


△ "Shiver me timbers!" This mission is set on an old Spanish Galleon. Max must learn to jump cannon balls!

Despite its sophisticated looks and depth, *Monster Max* is in fact a throwback to the mid Eighties. At this time the isometric view employed here was being used over and over again and many were getting tired of it; much the same as the platform genre today. However, by resurrecting this old idea, Titus (and RARE software) have rejuvenated it; proving beyond doubt that the old ones are still the best.

Where *Monster Max* becomes a contender for the game of the year is in the devious ways you must think in order to complete the missions. Typical stumpers include piling blocks on top of each other to form steps, avoiding spikes in mazes, pulling the right switches to activate conveyors, placing bombs, jumping bullets, leaping chasms, finding combinations – you name it, *Monster Max* will test it. Agility, memory, cunning, dirty tricks. I've never played a game that has pushed my gamesplaying skills as much as this! This is one of the reasons why I urge anyone who likes a challenge to buy it immediately. One of my all time favourite hand-held games and a must for every Game Boy owner.

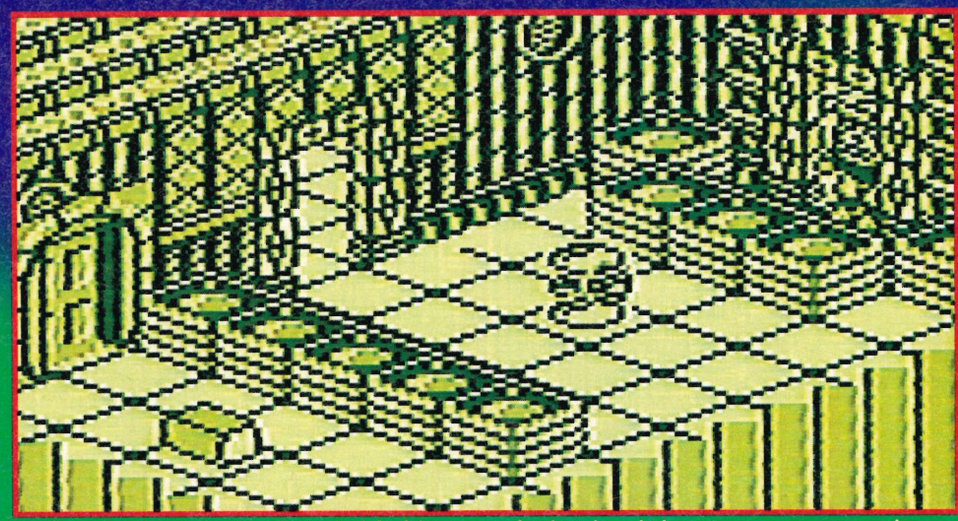
Get the picture?



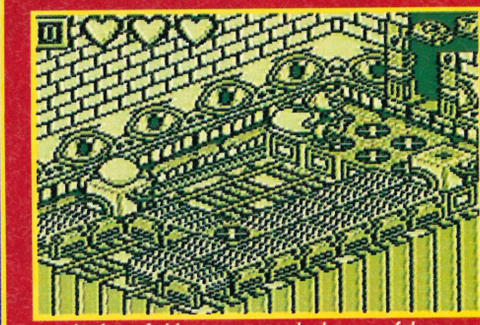
△ "Now, how can I get that spring without stepping on the electric floor?"



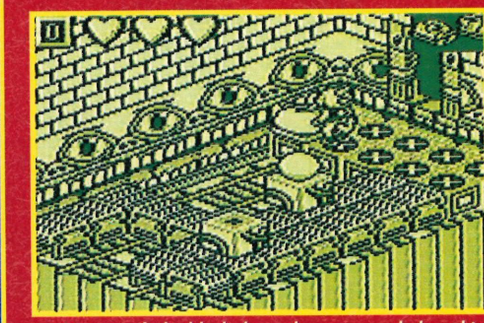
△ Wandering what the squiggly thing with horns is? Well, Monster Max includes explanations of all the objects and how they work. How helpful.



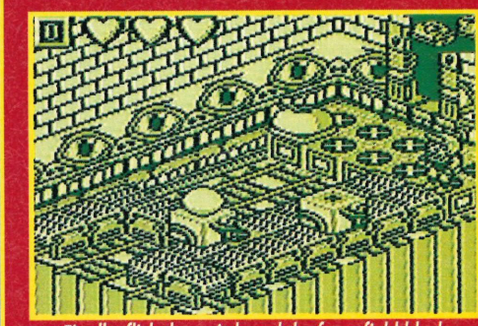
△ The end of this mission is nigh. On the left of this room is the ship's log which you must recover to open the door. Use bombs to get through.



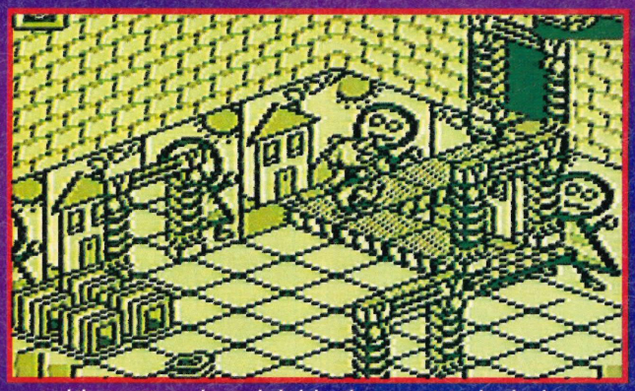
△ The force field power-up at the bottom of the screen is needed in another room, but how can Max get to it? Simple, first of all flick the switch to reverse the flow of the conveyor and bring the force field to the middle of the intersection.



△ Next, push the block down the conveyor belt and it will move around the corner and hit the force field block, but it will not bring it to you.



△ Finally, flick the switch and the force field block will be pushed to the end of the belt where you can pick it off and use it later on.



△ Luckily, Jon Ritman has included the Playpen training level, where you can brush up on the many skills you must learn and master to succeed.

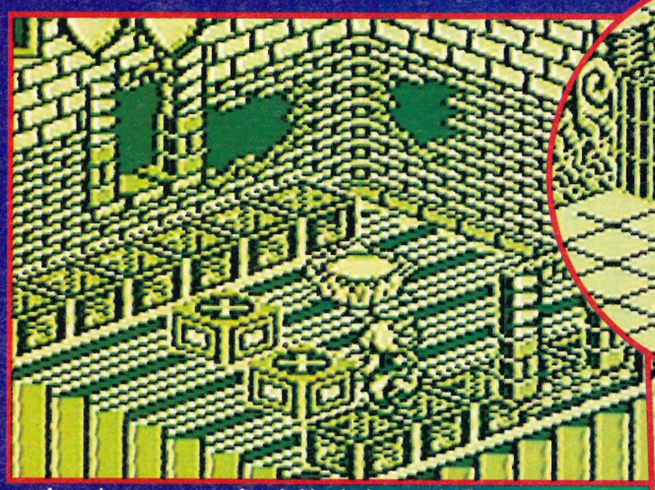


△ This was one of the puzzles in Head Over Heels. Use the large joystick to manoeuvre the robot so that you can use it as a stepping stone.

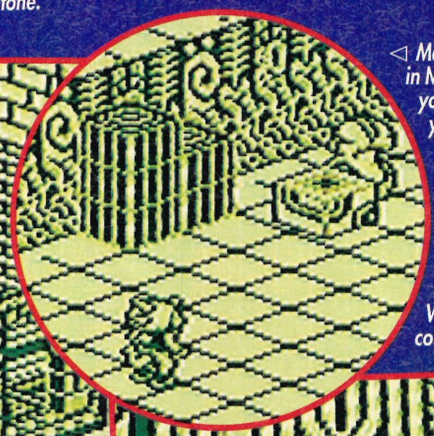
KEITH



It's been a long time since I've played a Game Boy game of this quality. *Monster Max* is going to be the game which causes a deluge of isometric games to be released onto the hand-held. It's a shame that the screens are not scrolling rather than flick screen, but apparently that's not possible, not on the Game Boy anyway. Anybody who is into fiendish puzzle games is going to lap this up with glee, especially with over 600 rooms to explore! Some players will have a problem with the perspective, all I can say is – get used to it and you'll soon realise the power of isometric puzzlers. A game like this guarantees weeks of enjoyment. Treat yourself and buy *Monster Max* as soon as you can, it's second only to *Link's Awakening* as the best Game Boy game ever!



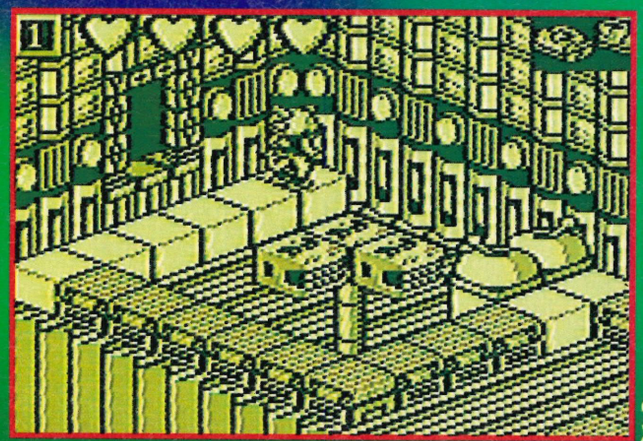
△ If you don't want to get frazzled by the bars on the floor, time your jumps to the two platforms carefully.



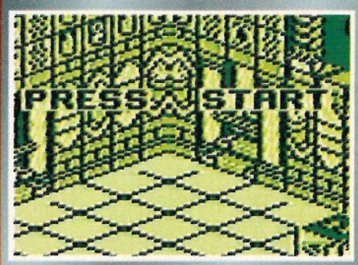
◁ Many of the problems in Monster Max require you to interact with your enemies. For example, in this room, Max must push the sliding block into the Hobgoblin; who carries it over to the blocks at the top. Without him, you could not reach them!



△ There is only one way to get past this Napoleon parrot: drop a bomb and get the hell outta there!



◁ Had enough brain-teasing? If you want to use these conveyors, Max, hit the right switches and then jump on. If you get it wrong, the next turn will take you to spikes!





PRODUCER
TITUS
(071) 7002119

PRICE
£TBA

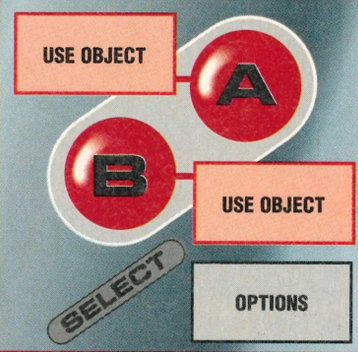
RELEASED
MAY '94

GAME TYPE
PLATFORM ADVENTURE

CART SIZE
2MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	94
SOUND	92
GAMEPLAY	96
LONGEVITY	95

OVERALL

96

TIME TRAX

Time waits for no man... except one!

RYAN



Based on the hit American TV show, *Time Trax* follows the adventures of a futuristic cop who is sent back in time to track down a gang of ruthless felons from the Twenty-second century.

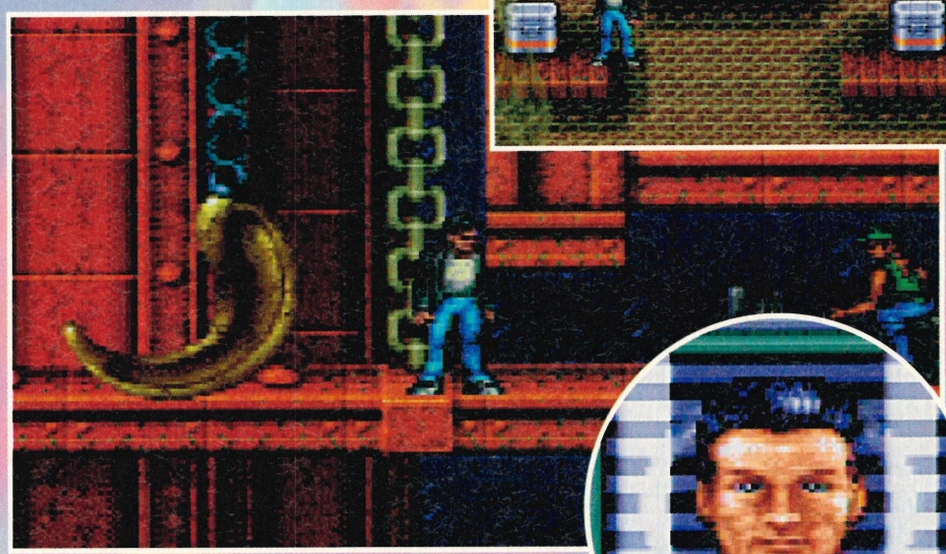
You take on the role of Darien Lambert, the highly skilled Captain of the Fugitive Retrieval Section in 2193 AD. Your mission is to apprehend the Nobel prize-winning scientist Dr Mordicai Sahmbi, who used his breakthrough teleportation invention to send wanted criminals back in time before seeking refuge in the Twentieth Century himself.

The game is a horizontally scrolling platformer and it begins in the future. You as Darien must master your weapons and combat skills in a disused warehouse that is known to be a criminal hideout. There are a plethora of bonus power-ups and items to locate that will enhance your powers and prepare you for the dangers ahead. After the warehouse, it's on to Sahmbi's lab – a vast complex rigged with laser cannons and gun-toting heavies. Once Sahmbi has been located, he'll waste no time jumping into his teleporter and storming back through the boundaries time. In one swift leap that takes job commitment one step further, Darien must leave behind his life in the future and teleport back in time to bring the dangerous fugitives and Sahmbi himself to justice. So far, a standard *Terminator*-esque plot, right?

Time Trax is set over eight varied levels spanning from mean city streets and derelict skyscrapers, to Hawaiian islands and tropical rain forests. The gameplay is similar to *Super Probotector* in the sense that there are platform elements, broken up with horizontal chase sequences.

Time Trax's looks range from ropey (the warehouse), to exceptional (the helicopter chase), and although the central sprite initially seems as though he comes from the *Last Action Hero* mould of crapness, he does actually move quite convincingly and is very responsive to control. My only real moan is the way in which your fire button becomes the



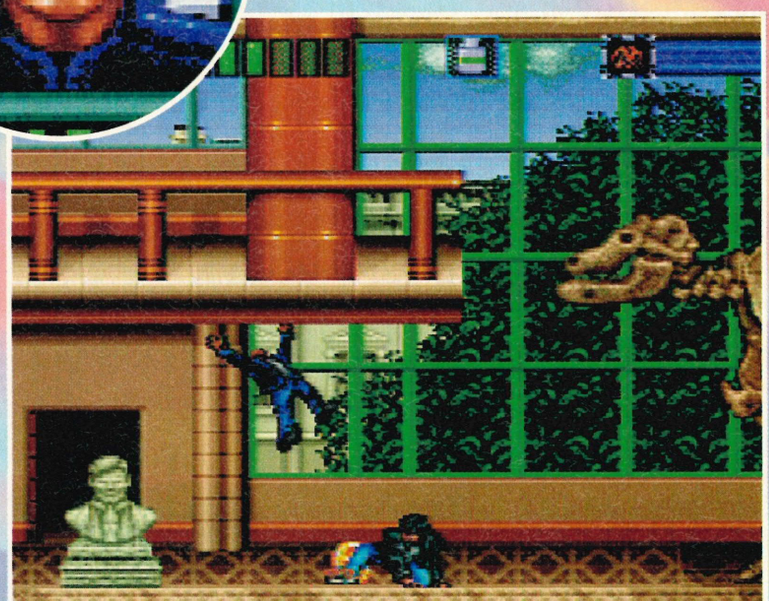


△ *Some 22nd Century scumbag tries to bump-off our Darien using a very large crane... ha, no chance mate!*

DAMIAN



At last something original in the platform genre. *Time Trax* has all the slick presentation and sheen of *Super Probotector*, but it has the added twist of time travel and the unique 'Time Stall' function (although you will probably never use it!). I liked the graphics, especially the brilliant helicopter bike chase, and it is refreshing to have neat touches like the *Predator* red laser sight following you around all the time, and the spiders on the first level are foot-squelchingly good! *Time Trax* is well presented and a thoroughly good action adventure – worth a look.



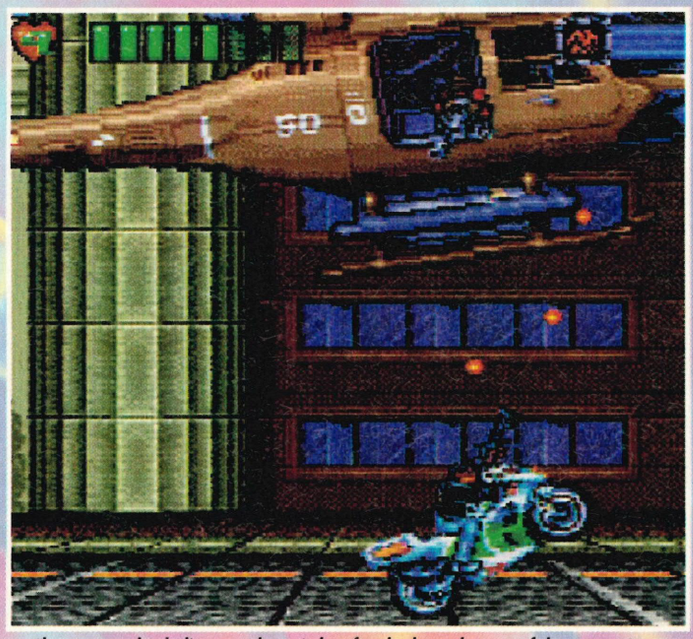
△ *One swift leg-sweep kills off one of the many enemy low-lifes. Watch out for the falling dinosaur skull, though.*

kick/punch button when you're in close proximity to a felon, making the control method very confusing at first.

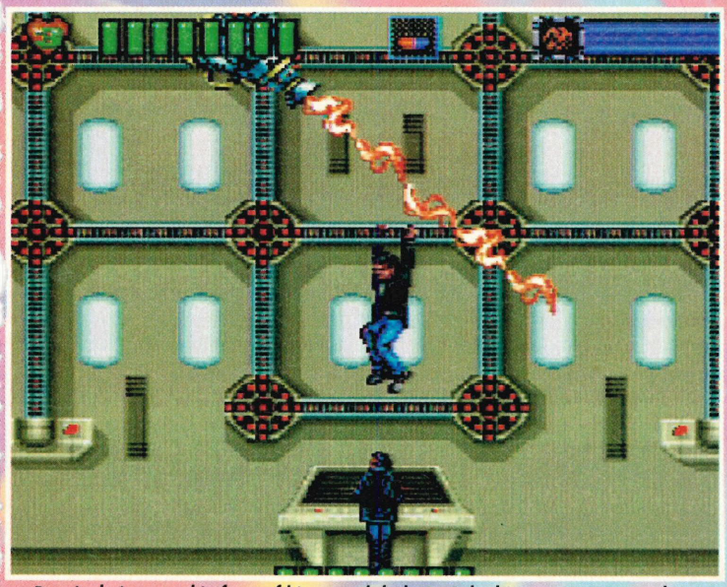
By far the best element of the game are the chase sequences, the first involving an awesome helicopter. This level has Darien speeding along the city street on an impressive looking motorbike, to destroy the heavily armed chopper that hovers overhead. Unlike other such games, when you shoot the helicopter it doesn't just flash to register a hit – you actually see the damage that your weapons inflict, as the undercarriage becomes more and more peppered with holes; eventually bursting into flames

The 'Time Stalling' inclusion is also a nice touch; this involves Darien slowing down objects using the power of his mind (a future thing, obviously!). For this effect the screen ripples and everything on it slows right down to make seemingly impossible tasks, such as dodging bullets, simple.

The thumping soundtrack taken from the show is excellent and is backed-up with some awesome spot effects that convey the futuristic elements of the game.



△ *The spectacular helicopter chase is bar far the best element of the game. Use your vast array of firepower to shoot it down.*



△ *Despite being stood in front of his control desk, Dr Sahmbi seems immune to hits. You must concentrate on his whopping laser gun.*

Much of *Time Trax* involves wandering around locating hidden items and clues and also solving simplistic problems, which although lacks any originality whatsoever, is actually quite enjoyable.

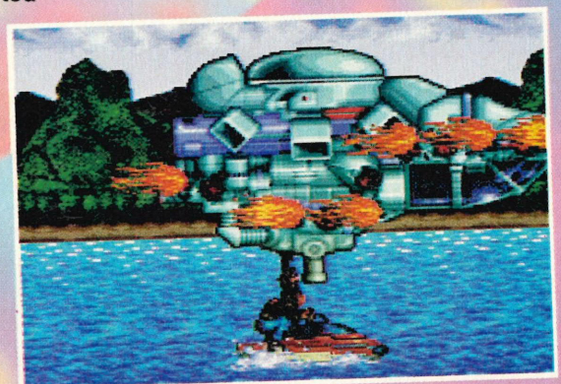
There's no denying that *Time Trax* will have a very limited appeal in the UK; bearing in mind that prior to our spectacular feature last issue, nobody had the slightest idea what the *Time Trax* theme was all about! However, being one of the select few in the country that have actually seen an episode of the US TV series, I can see where most of the gaming elements tie-in.

So much of this game's success really depends on whether or not you're a fan or not. Outside Darien's on-screen charisma, there is very little to distinguish this game from any other platform shoot-'em-up on the market. However, if you want a challenging action-blast then *Time Trax* could well be your cup of tea – it's stylish, enjoyable and downright addictive, if you give it time!

KEITH



As platform games go, I was very pleased to play one which wasn't full of cute fluffy bunnies and furry lovable aliens. This is much more of a mix of classic games such as *Rolling Thunder* and *Kung Fu Master*. There are various ways in which the enemies can be obliterated which is good as it keeps the interest going. I especially liked the sound effects, they were realistic yet amusing. Some of the bosses are excellent for example the scaled helicopter moves very smoothly considering its size. Each level has some very well drawn backgrounds and characters, including nice touches such as secret walls and homing lasers, which take some pretty nifty ducking and diving to avoid. I like this a lot, if you're after a serious platform blaster, this is the one.







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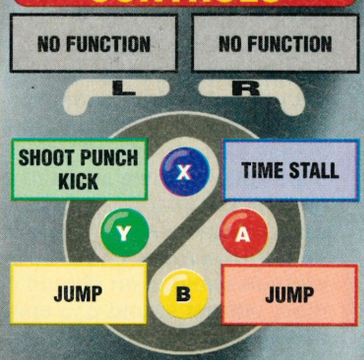
RELEASED
MAY '94

GAME TYPE
SHOOT-'EM-UP

CART SIZE
8MBit

FEATURES
EIGHT DIFFERENT LEVELS

CONTROLS



RATINGS

GRAPHICS	82
SOUND	85
GAMEPLAY	81
LONGEVITY	75

OVERALL

81



RYAN



After a rather sad appearance on the Mega Drive, the cart-based antics of Fred, Barney and co have been totally reworked on the Super NES.

The Flintstones is rather reminiscent of *Super Mario World*, as there are five huge worlds which are broken down into countless stages of platform action. Each stage can be reached by throwing a three-sided dice to determine whether you move directly onto the next, or skip a few in the process. The aim of the game is to find the treasure of Sierra Madrock and become the Grand Poobah of the Royal Order of Water Buffaloes, whatever that means!



DAMIAN



I enjoyed this game initially, but it was also clear that it was meant for much younger players because it is just so easy. The board game idea is clever and well done, especially the dice made of a slab of rock, but why does it always land on two when you want one?! *Flintstones* looks good, as any cartoon conversion should do, but more vibrant sound and some more interaction with Wilma would have improved it no end. Sadly, the platform sections are standard fare, with one or two challenging sections, but nothing to write home about, and I was annoyed to find that the races were so simplistic. I was expecting a mini-game of *Mario Kart*, but got drug-crazed ants bouncing all over a sandy track! Average.



△ *Fred and a fellow Water Buffalo compete in a skating competition.*

◁ *A very angry looking ape attempts to punch Fred's lights out!*

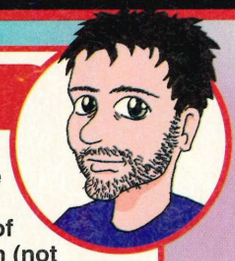
Instruments and clues to seek out the treasure's destination can be obtained from fellow hunters, although you'll have to chase and challenge them to a race in the grand stadium if you want any information.

This challenge basically consists of racing the other Water Buffalo around several laps of the track on foot, in a cart, and eventually on ice skates in full Mode 7. Should Fred or Barney win the *Mario Kart*-style competition, they'll get

WILMA! And other amusing lines...

THE FLINTSTONES

ANDY



"Flintstones, meet the Flintstones, they're the modern –" SHUT UP! I was never a great fan of the *Flintstones* cartoon (not enough gratuitous violence), so I wasn't exactly thrilled with the prospect of (zzz) a platform game based on them. That said, *The Flintstones* is quite good fun – it's certainly a lot better than the other recent cartoon licences – but is lacking in thrills and surprises. The racing sections are puny imitations of the almighty *Mario Kart*, and the structure of the game is so much like *Mario World* that I kept expecting to meet Bowser at the end of each level! *The Flintstones* isn't a bad game by any means, but there are better alternatives.



△ *Er, it's very Marioesque isn't it! You must roll a dice to determine how many spaces you move.*



◁ *Crikey, it appears to be a stampede of prehistoric cows!*

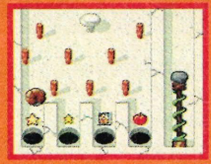
SPIN DA WHEEL



Spin the wheel to reveal which bonus game you'll be playing.



Use the see-saws to prevent the monkeys stealing your nuts!



Fire that ball up the isle and slam down those holes for prizes.



Got a steady arm? You're gonna need it to pick off the booty.



The memory game requires you to pair-up the squares.

the item needed to progress to the next world and also a handy password.

Each horizontal platform stage has either Barney or Fred struggling to find the exit before the time limit runs out. However, bonuses can be grabbed by clubbing prehistoric pests or simply searching the various platforms for items such as extra energy capsules, 1-Ups or clams.

These clams (providing a sufficient amount have been gathered) will enable our two heroes to enter the theme parks scattered throughout the worlds. Once inside, you'll spin a wheel and play one of several novel sub-games to earn those all-important extra lives.

The Flintstones can be summed up as an excellent game which unfortunately isn't too hot in the life-span department! Everything here is marvellously presented and plays like a dream, but like, say *Goof Troop*, it's a little too easy to keep hardened gamesplayers satisfied for long.

Graphically, *The Flintstones* is fantastic, and the central sprites are brilliantly drawn, with smooth cartoon-like animation and humorous actions such as flapping their arms frantically to stay in the air longer, and spinning around in a daze whenever they're hit by an enemy. The inclusion of Fred and Barney's long suffering other halves (Wilma and Betty), who stalk the worlds, anxious to bring their hubbys to heel, is a great touch.

The platform sections are quite well drawn and colourful, although I personally thought



△ *Come on Barney, get those legs moving, the geek's in the lead!*

they could have benefited from a bit of parallax to really bring them alive, and some of the problems are patronisingly simplistic.

The infamous *Flintstones* theme tune plays an important part in recreating the atmosphere of the cartoon, although the tune got right on my nerves after a few hours – far too cheerful by half! Another disappointment is that the spot effects are decent enough, but there's no "WILMA!" sample, or any other of Fred's famous sayings.

The Flintstones is a great game for younger players with a real passion for the subject matter and I must admit to thoroughly enjoying myself when faced with this simplistic, yet thoroughly compelling game. It's just a pity that there isn't more here. Okay, so the worlds are huge and the stages plentiful, but even with the life setting on one, it won't be long before you've accumulated at least 20 lives and beaten the game with ease.





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PRICE
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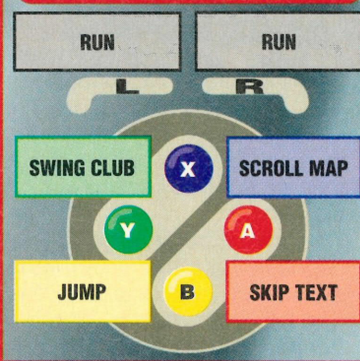
RELEASED
JUNE '94

GAME TYPE
PLATFORM

CART SIZE
12MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	82
SOUND	80
GAMEPLAY	88
LONGEVITY	72

OVERALL

81

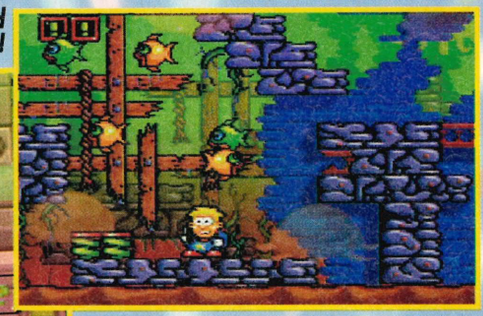
MAGIC BOY

Izzy, wizzy, let's get busy!

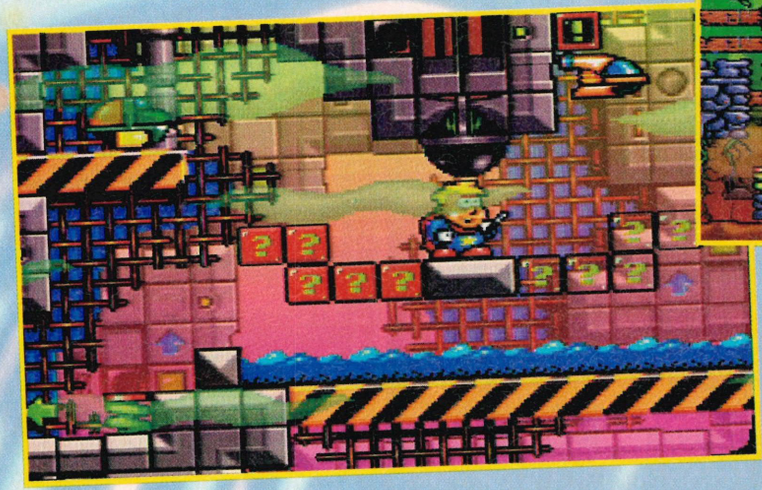


RYAN

Hewlett is your normal everyday wizard's apprentice – clumsy, simple, and slow. In fact he could be described as a complete incompetent, which is why his master should have known better than to give him the highly responsible task of adding parsley to one of his potions. Misunderstanding the wizard's words and adding mercury (as you do!), naturally we've got a problem on our hands!



▷ *This school of fish could cause problems for MB!*



The resulting catastrophe transforms the wizard into a huge multi-coloured elephant and changes every cute animal within a hundred mile radius into ravenous blood-suckers!

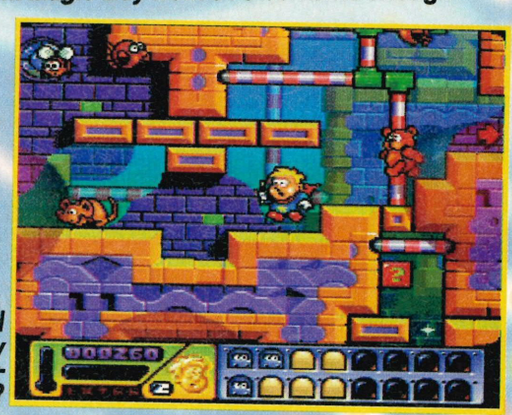
Hewlett must now go about righting his almighty blunder by capturing the animals and the reversing the spell that befell his master. This is where the platform adventure begins, you must stun the animals using your wand and then capture them in your sack. There are four different landscapes to battle through which you'll visit twice, and there are 64 levels in all.

Magic Boy **may be just another cutesy platform game, but in terms of playability it has heaps going for it. As soon as I sat down to play, I was captivated by the simplistic, yet highly compelling gameplay... this game is just so addictive!**

Graphically, *Magic Boy* resembles a very Eighties-style coin-op such as *Wonderboy*, with its big polished cartoon sprites and lavish backdrops. Although there's little here to make your jaw drop, what is on display is very tidy and neatly presented. The animation is also simplistic and probably could have benefited from a few more frames, but it works reasonably well nonetheless.

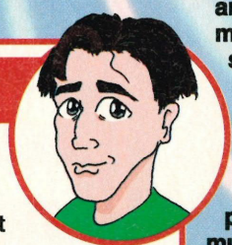
Okay, so *Magic Boy* may have simple graphics and mundane tunes, but the gameplay really stands out as something special. Basically, this game is great fun to play and indeed a real effort to put down. It also possesses a reasonable challenge to keep everybody ticking over for weeks without becoming bored or disgruntled. The only annoying things are the intensely cute tunes which are even more nauseating than *Trolls* and sound like someone's strangling the cat!

If you only buy one platform game then take this into consideration. *Magic Boy* from JVC contains enough secret levels, bonus-picking and mutant-bashing to keep platform freaks happy for ages. I heartily recommend it!



▷ *Hewlett is pursued by a menacing teddy bear, hardly trouser-clip time, is it?*

KEITH



I suffer from acute cutephobia and playing *Magic Boy* doesn't help it. I don't really like it at all, the sound's annoying and the gameplay is far too repetitive. It's so old hat – *Rainbow Islands* and *Rodland*, which are very similar to this, did it a lot better a few years ago. I don't thrive on platform games at all, but I don't mind playing them if there's something there to keep me going, and there is nothing in *Magic Boy* which does that. Sorry, it's dull.





PRODUCER
JVC
(081) 5706015

PRICE
£TBA

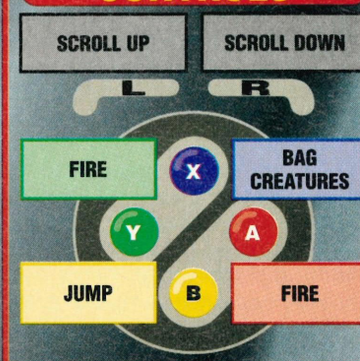
RELEASED
JUNE '94

GAME TYPE
PLATFORM

CART SIZE
4MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	82
SOUND	80
GAMEPLAY	89
LONGEVITY	86

OVERALL

88

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GOEMAN 2

MYSTICAL NINJA 2

Never to be released in the UK, I'm afraid!

KEITH



This madcap platformer is actually based on the true story of a young Japanese thief called Goeman, who caused so much trouble back in the seventeenth century, that he ended up being boiled in oil as punishment for his crimes. Obviously it came as quite a shock to learn that such an amusing and joyous game was inspired by such a macabre tale.

First of all I have to say that I've never seen so many original game ideas packed into one cart. All right, so essentially what we have here is a pretty flash platform game with a load of other mini games, such as strange dice-throwing rituals conducted by suspicious looking shopkeepers thrown in to give the gameplay a bit of variety, but my god, it works well.

A major factor in this game's excellence are the graphics. Every level brings a new, immaculately animated enemy and, more often than not, new obstacles to contend with. No matter what point you're at in the game, you're always on the edge of your seat wandering what the next level is going to bring in terms of style and entertainment – let's face it, that's what playing a game should be all about.





△ Heading for a fall with some high speed fishy antics.





△ That's the way to do it! Looks like our hero's stumbled upon a Punch and Judy show.



△ Oyez, Oyez get your free bandanas here!



◁ A quick prod up the dark side of the moon does the trick.

Unfortunately, when a game boasts such breathtaking graphics, there is always going to be something which lets it down, in most cases it's the simplicity of the playability, however the problem here is the sound, which has this tendency to irritate almost as soon as you start playing. Also, surprisingly, slow-down rears its good-for-nothing hide, which makes tackling some of the later enemy-packed levels very frustrating.

Those criticisms aside, I think this is one of the prettiest, most playable platformers I've played in a long time. Above all it's challenging and full of variety, and you can even store your game on a battery save. Shame Konami aren't going to release it because it will be too expensive, but you never know, maybe after seeing this review...



▷ Watch out for inflatable traffic police.

RYAN



You can't help but love this game. There's something in it for everyone which is very rare these days. Being a great fan of the original, I was devastated at being beaten to this cart by Keith (curse him!), and so must express my heartiest praise in only a few sentences! The graphics are absolutely stunning, the sound is as jolly as ever and the gameplay... the gameplay is simply beyond compare. If this game doesn't get released officially then Konami will be kicking themselves when the import sales of this go through the roof! An excellent sequel to what was already a masterpiece. This is worth buying a converter for!



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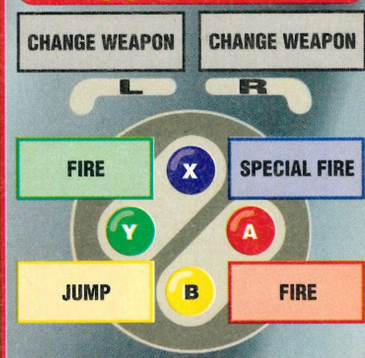
RELEASED
JAP. IMPORT

GAME TYPE
PLATFORM

CART SIZE
16MBit

FEATURES
BATTERY SAVE

CONTROLS



RATINGS

GRAPHICS	92
SOUND	85
GAMEPLAY	89
LONGEVITY	91

OVERALL

89



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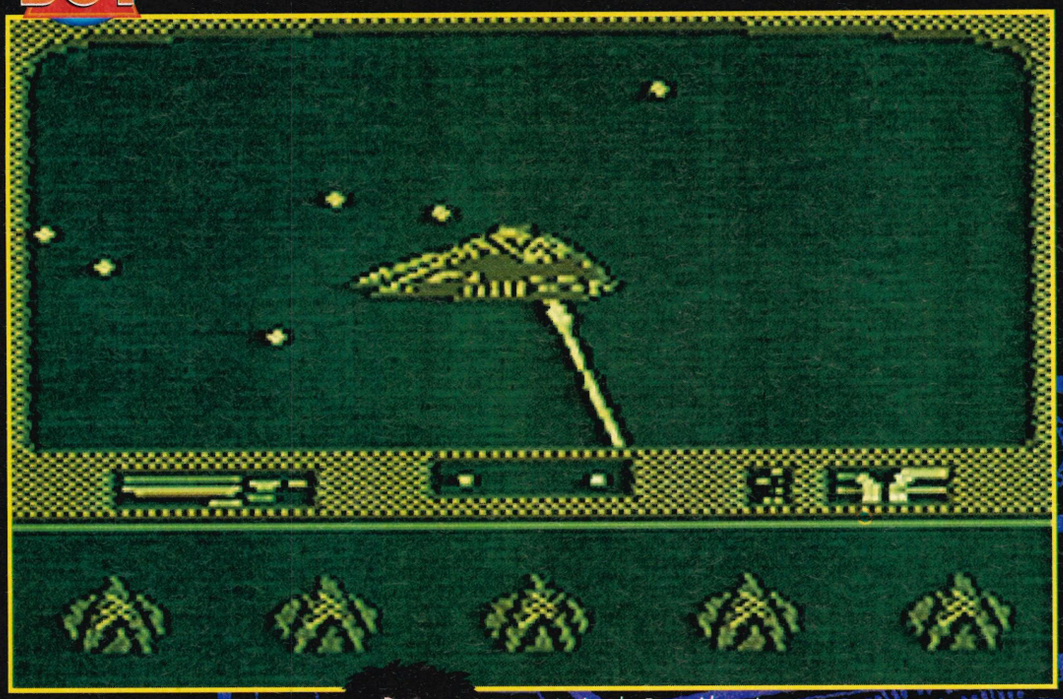
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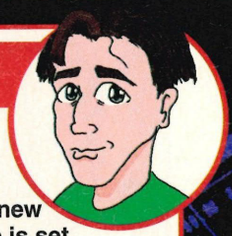
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△ Letting the Ferengi have it with a quick phaser blast. Cop that, Big Ears!

KEITH



When I think of *Star Trek* I think of discovering new planets and strange new life forms. This game is set entirely in space, you never go down to any planets, well I guess that suits the black and white screen of the Game Boy anyway. Really, it's a strange mix of shoot-'em-up, strategy and tedious time consuming puzzle games. There's not nearly enough characters involved and the game for me just doesn't give you that feeling of freedom which I think is absolutely necessary for anybody that is going to attempt a *Star Trek* game, after all that is the underlying theme of the TV series, isn't it? I hope a black hole swallows this!

ANDY



To say that I'm a Trekkie would be a bit of an understatement, as anyone who knows me will testify, so the game of *Star Trek: The Next Generation* was eagerly awaited. Did it match up to my expectations? Well, if I told you that now you wouldn't read the rest of the review, so you'll have to wait until later. First, the game itself.

Rather than letting you loose with the real starship Enterprise, *Star Trek: TNG* puts you in the jumpsuit of a Starfleet cadet, being trained for command in a series of holodeck simulations. The missions start off with simple tasks like ferrying an ambassador from one planet to another, and quickly progress to pitched space battles with the Romulans and Ferengi.

Various members of the Enterprise crew are at your command, each person handling different areas of ship operations – for example, Data is in charge of piloting the ship from system to system, and also operates the sensors.

As well as the space combat, there are several sub-games related to the ship's functions. Critical areas like the engines and phasers can be given extra power by guiding energy pulses along the correct circuit paths in one of these games, and achieving orbit around planets requires you to pilot the Enterprise through a twisting tunnel of markers.

So far, so good – there's plenty of variety. Unfortunately, things start to deteriorate fairly quickly as you start playing. Saying that the subgames are

Make it boldly go away!

STAR TREK THE NEXT GENERATION

SO WHERE'S THE GUY WITH THE EARS?

You have five members of the Enterprise crew at your command, which leaves 1,009 unaccounted for. Strangely omitted are Troi and Dr Crusher – presumably the programmers thought they'd be off doing their nails or something instead of all this manly space battle stuff. Sexism may be dead in the 24th Century, but it's alive and well now!



CAPTAIN JEAN-LUC PICARD
No, you don't control him – he's the man who issues your mission orders and frowns when you mess up.



CMDR WILLIAM T RIKER
Second in command of the Enterprise, in this game he reminds you of your orders and, erm, tells you the time.



LT CMDR DATA
Starfleet's resident android steers the ship, mans the sensors, and is generally efficient to the point of annoyance.



LT CMDR GEORDI LA FORGE
Chief Engineer of the Enterprise, Geordi may be blind and non-Scottish, but he's a whiz at repairing things .



LT WORF
The scowling Klingon is in charge of unleashing photon death on any unfortunates you happen across.

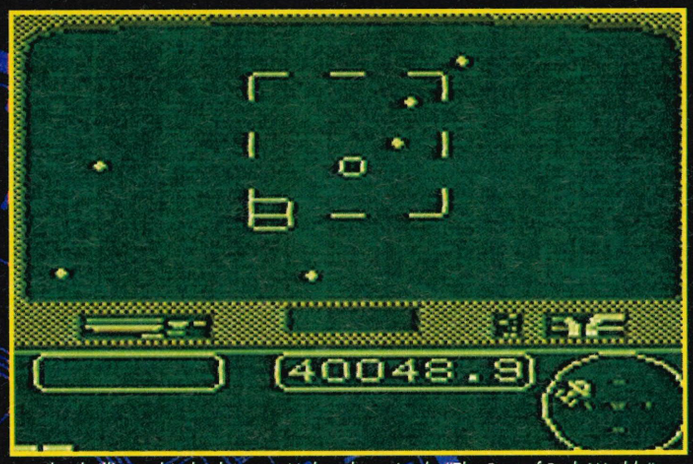


CHIEF MILES O'BRIEN
When he doesn't have other 'Commitments' (ho ho), the cheery Irishman handles the transporter.

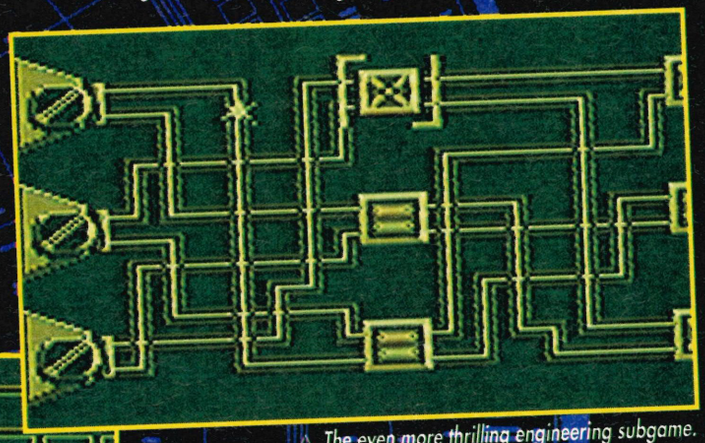
simplistic would be an understatement on the magnitude of describing Captain Picard as slightly short in the hair department.

The orbital subgame bears a worrying resemblance to the dropship section in the ancient C64 game, *Aliens US*, and that was rubbish even then!! However, it pales in comparison to the ludicrous transporter section, where you have to pursue demented stick-men around a grid with a cursor in order to beam them up. So *that's* how it works! No wonder the transporter operators in *Star Trek* always seem so cheerful – they're desperately trying not to laugh out loud!

Even the main part of the game, the starship combat, suffers from being overly simple. The graphics are well done, with the ships of the various enemy races all being recognisable as their TV counterparts, but it's certainly no *Elite*. The bad guys whip past with the speed and agility of an X-Wing fighter, but the Enterprise manouevres with the grace you'd expect of a 4.96 million ton starship. Also, whenever you fire the phasers, someone on the bridge strangles a chicken. That's what it sounds like, anyway...

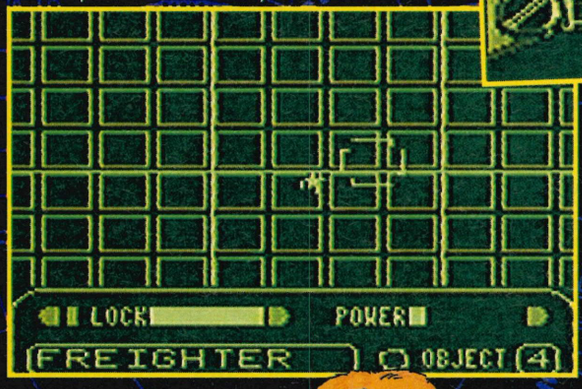


△ *The thrilling orbital subgame. Makes the episode "The Best of Both Worlds" look as exciting as A River Runs Through It, eh?*



△ *The even more thrilling engineering subgame.*

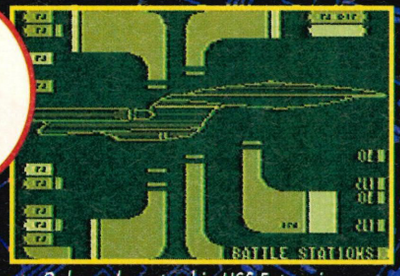
▽ *Transporter excitement ahoy!*



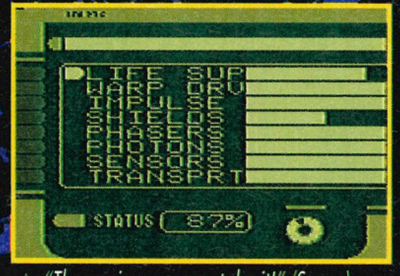
Star Trek, of whatever generation, was always more than a simple 'zap the aliens' show, which is part of the reason for its three decades of popularity. This game, however, ignores the Trek philosophy of using force only as a last resort in favour of straightforward blasting.

You can't negotiate with the enemy commanders – you just drop out of warp and instantly blow them to hell with photon torpedoes. Obviously, there are limits as to what can be crammed into a Game Boy cartridge, but even a token attempt at communication would have helped immeasurably at capturing the atmosphere of *TNG*.

What you get here is basically a space shoot-'em-up with *Star Trek* graphics tacked on, and a very basic shoot-'em-up at that. Fans of *TNG* will be annoyed by the liberties it takes with the show, and everyone will be disappointed with its lack of depth. Don't beam it off the shelf.



△ *Galaxy-class starship USS Enterprise, NCC-1701-D – it's armed and dangerous and it knows where you live.*



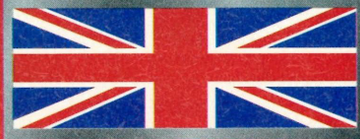
△ *"The engines cannae take it!" (Sorry.)*

RYAN



Star Trek, for me means cardboard sets and effects that would make the costume department at Doctor Who laugh! You've guessed it, I'm not a fan and so any flimsy connections this game has with the series can go straight out of the window. What you're left with is a very dull, repetitive and ultimately uninspiring blend of puzzle, strategy and shoot-'em-up action. The graphics are reasonable enough, there are plenty of technical screens and fancy sequences when you power-up your shields and weapons. However, like Kirk's toupee, it's just a front to disguise a very simple and ill thought-out game!





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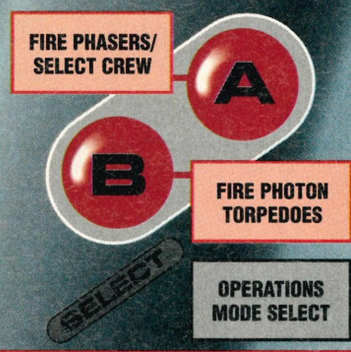
RELEASED
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GAME TYPE
STARSHIP SIM

CART SIZE
2MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

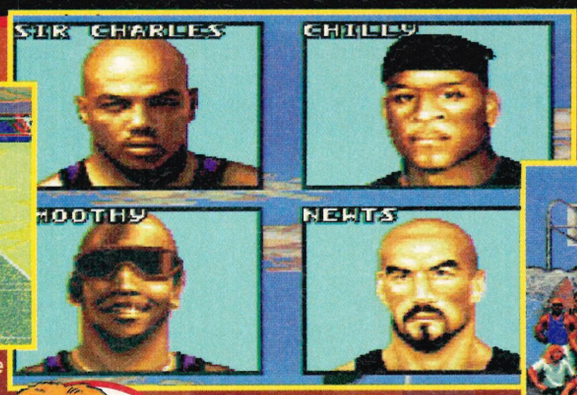
GRAPHICS	77
SOUND	60
GAMEPLAY	66
LONGEVITY	60

OVERALL

62



△ Some stereotyped surfer dude attempts an impressive hoop!



▽ With so many players to choose from, the choice is tough!



△ Crikey, it's the Wee Papa Girl Rappers!

BARKLEY SHUT UP AND JAM!

RYAN



It would appear that Basketball mania is sweeping the nation, with several tie-in games currently bombarding the shelves. Acclaim got in early with perhaps the definitive "Jam" simulation, so what are the prospects for the next best thing in the shadow of the mighty *NBA Jam?*

Barkley: Shut Up and Jam! is what "Jammin" is all about, a no-holds barred two on two battle in some of the most run-down, graffiti-covered asphalt courts imaginable. The game features 16 different players from ghettos all over the United States. Each has their own individual signature moves; similar to *NBA Jam*, except these are more varied and far-fetched, with an option for a three player multi-tap!



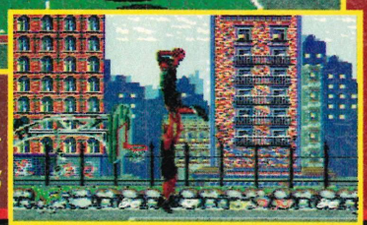
△ Brad's back, I bet Beth will be impressed with this fancy move!

The action is very similar to *NBA Jam*, with the court viewed from the side, and players running around frantically trying to maim or outwit their opponents.

The first thing that strikes me about *Barkley* are the inferior graphics. The sprites are rather blocky and lack the smooth animation of *NBA Jam*. The various backgrounds are also unimaginative, lacking any precise detail to make them truly authentic.







▷ This looks rather like a ballet routine, don't you think?

KEITH



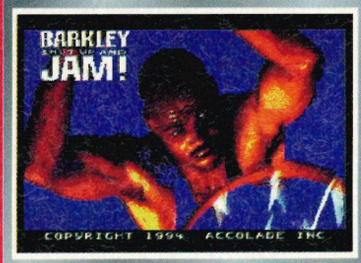
I can't figure out if the timing of this release has coincided badly with the release of *NBA Jam* or whether it's just jumping on the band wagon. Anyway the sad fact is, that this comes nowhere near the standard of the aforementioned. It's unfortunate really because it's not a bad game, there's loads of different dunks and plenty of in-game options and it even plays well, but when there's a game called *NBA Jam* around you only need to play one basketball game and believe me, *Barkley* is not the one to Jam with.

However, I was pleasantly surprised at the wide range of dunks available and this made playing *Barkley* very enjoyable, especially when trying out the different players to see what magic they could conjure!

Another crucial point in *Barkley's* favour is that the computer team-mates use their common sense to help in your wins. If the clock is running down, they'll shot from anywhere on the court to help secure the victory, rather than bob around waiting for you to pass to them!

Barkley also boasts slick presentation and the motley crew of budding stars is excellent, although the game isn't helped by the dire sound effects. The tunes are reasonable enough, but the on-court grunts and puny crowd noises are pathetic!

If more time had been spent brushing-up the graphics and sound, *Barkley* would have been a major contender for the ultimate basketball crown, but as it stands, it is ultimately overshadowed by THAT game!



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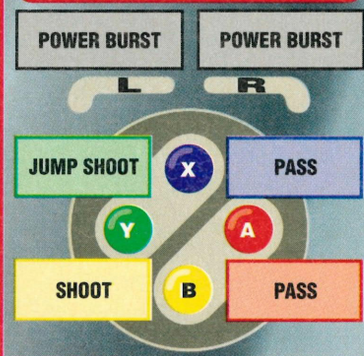
RELEASED
MONTH '94

GAME TYPE
SPORTS SIM

CART SIZE
12MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

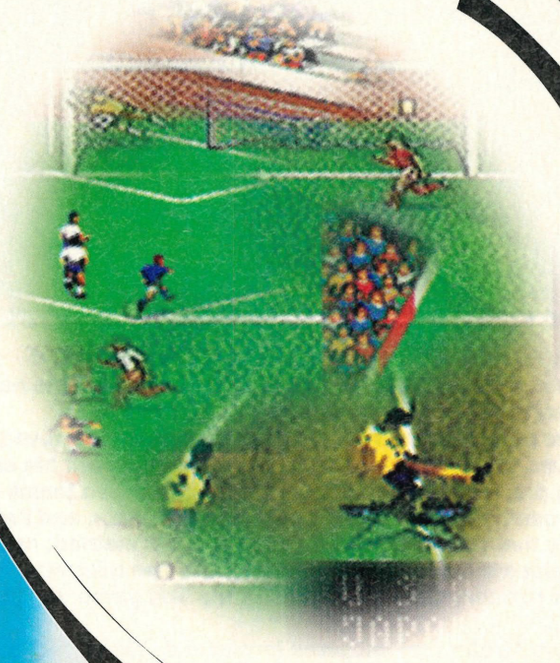
GRAPHICS	72
SOUND	54
GAMEPLAY	78
LONGEVITY	79

OVERALL

75

WORLD CUP FEVER!

England, Scotland, Wales and Northern Ireland may not be going to the States to kick a few balls this year, but that hasn't stopped practically every software house under the sun from releasing a host of football-related carts in a blatant attempt to cash in on the World Cup. With all these soccer games appearing at more or less the same time, the football-mad public is faced with a problem – which to buy? SUPER GAMER offers the definitive guide, featuring *World Cup Striker*, *Kick Off 3*, *FIFA Soccer*, *Ryan Giggs'* and a look at the history of video football. Hey you, blow your whistle!







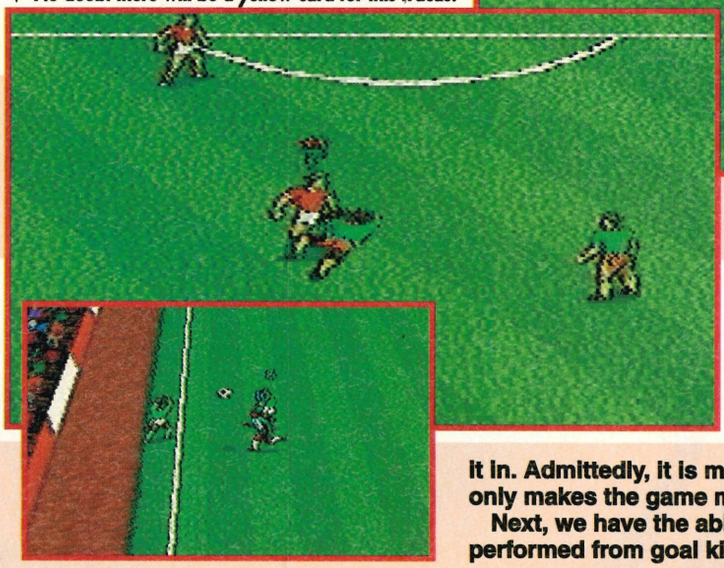
△ *The match is about to kick off and in true American style, a massive logo has been slapped onto the middle of the pitch.*

WORLD CUP STRIKER

Striking a blow for centre forwards!



△ *A goalmouth scramble rumbles on and the goalkeeper checks the strength of his posts.*



▽ *No doubt there will be a yellow card for this fracas.*

KEITH



England didn't qualify this year... In order to make up for the dire state of our domestic football industry, most software houses this summer have decided to milk the World Cup for everything they can get. Hence *World Cup Striker*, amongst many others.

Is *World Cup Striker worth* buying? Firstly, it's not an original product; just a revamped version of the original *Striker*. This game was highly commendable and without doubt one of the finest football games to appear on the Super NES.

We knew what to expect with *WC Striker*, but let's concentrate on those new features. First of all there are more frames of animation on the players – oh really! There must be at the most two extra frames because I can't say that I really noticed. I was, however, impressed to find enough options to satisfy any footy fan, and this is a definite improvement.

You can now also enjoy the thrill and mayhem of a five player game using the Super Multi-tap. There are various ways in which the players can be sorted into teams – two against three, four against one, all on one team, or any other combination that suits your needs. I welcomed this feature and realistically it had to be there to compete with the likes of *FIFA International Soccer*. Good so far.

Elite have also added a new large scale penalty sequence, where the view changes and you see the player from behind. An arrow moves rapidly backwards and forwards across the goal and you press the button to shoot. This is very simple, with effective use of Mode 7, but it doesn't enhance the gameplay, and I think it actually detracts from the normal view, which is perfectly good anyway.

Apparently the computer controlled teams have been improved, I find this very hard to believe, especially as you can still dribble around every opposing player to score a goal. All, but the top two teams (Italy and Argentina) can be defeated by an avalanche of goals, and I'm saddened to say that they can be scored using a set method; cross from the wing with a small amount of swerve and use a forward to nod it in. Admittedly, it is much, much harder to score easy goals than in the first game, but this only makes the game more frustrating.

Next, we have the ability to choose from 32 different set piece formations. These can be performed from goal kicks, corners and free kicks. Although this may sound clever, to be

honest it's a bit of a swindle, as each formation positions the players in various places around the pitch – and that's all! There are no flick-ons or chips into the box, and this feature incorporates none of the sophistication unique to *Kick Off 3*.

The best new aspect of *WC Striker* has to be the battery back-up save option, something which is now taken for granted in a lot of games. It means that no longer do you have to erase all those carefully editted personal teams!

To release a version which is superficially the same as its predessesor seems like a cheap way to cash in. Granted, there are a lot of tweaks and additional options, but it doesn't change the game to a degree in which you can play it and say that its worth spending another £60 on. If you haven't got *Striker* then it's worth considering. If you have, then don't waste your money. SG



△ *Spot the ball competition! Answers on a postcard to...*

DAMIAN



The first *Striker* was a highly playable coin-op style footy game – far too easy and way too shallow to be interesting to serious football strategists. The new improved version has more front end gubbins, and the list of options is almost overwhelming, but the actual playability has inexplicably suffered. It is now much harder to score, but this makes it intensely frustrating because all you want to do is lob the ball to the other goal and smack it in the net. Presentation-wise, this is one of the best games ever produced, but I can't help feeling that they've dilluted the original concept. Not bad, but not the best either.

▽ *WC Striker also features the highly popular indoor six-a-side game which is incredibly addictive.*



RYAN



Being a huge fan of the original *Striker*, naturally I was anxious to get my paws on the sequel. *World Cup Striker* is certainly a vast improvement over the original in terms of depth and presentation – there's just so much to it! More tournaments, more options and enhanced graphics. However, I don't know whether it was because I played the original to death, but I didn't quite gel with the gameplay in the same instant way. This game is basically an upgrade over the original, but there certainly isn't a dramatic improvement in terms of playability and challenge to warrant owning both games. In short, if you've already got *Striker*, don't buy this.

▽ *The arrow towards the right of the goal shows where the shot's heading.*







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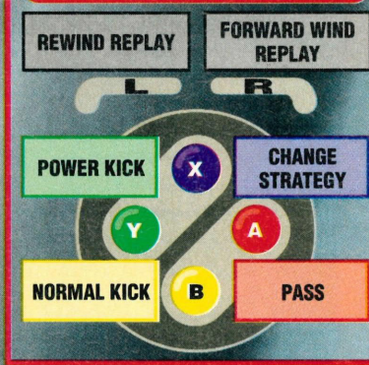
RELEASED
JUNE '94

GAME TYPE
SPORTS SIM

CART SIZE
8MBit

FEATURES
BATTERY SAVE
MULTI-TAP OPTION

CONTROLS



RATINGS

GRAPHICS	81
SOUND	74
GAMEPLAY	80
LONGEVITY	77

OVERALL

82

Howay, howay howay howay!

KICK OFF 3

WORLD CUP FEVER!

KEITH



The greatest football dynasty of all time continues, with the arrival of the third instalment. Whereas the previous *Kick Off* games (which were programmed by Dino Dini) incorporated an overhead style of gameplay, totally innovative for its time – the current offering from Imagineer, programmed by Steve Screech, uses the well tried and tested method of viewing from the side. How will *Kick Off* fans react?

If the series has lost ground in terms of innovation, it certainly hasn't lost any features. *Kick Off 3* boasts some of the most impressive options that you're ever likely to see in a football game. The most stunning one of all has to be the brilliant pre-programmed set pieces.

Whether you have a free kick on the edge of the area, or a corner, there are always six ways (selectable using the L and R buttons) in which you can play the ball into the box. Just choose which number you want to attempt, keep the X button held down and the ball will travel from player to player in a series of short passes and flicks; eventually landing at the feet or head of a player ready to blast it goalbound. Different teams mean even more set plays, bringing the total to an impressive 30 dead ball situations from which you have a good chance of scoring.

There are five ways of playing the game: International friendly, World Cup, Anco League, Misawa Cup and Challenge. All of these are played using 32 international teams from all over the world, with the actual stars you will find in the real teams such as Alan Shearer, Robberto Baggio and Ronald Koeman.

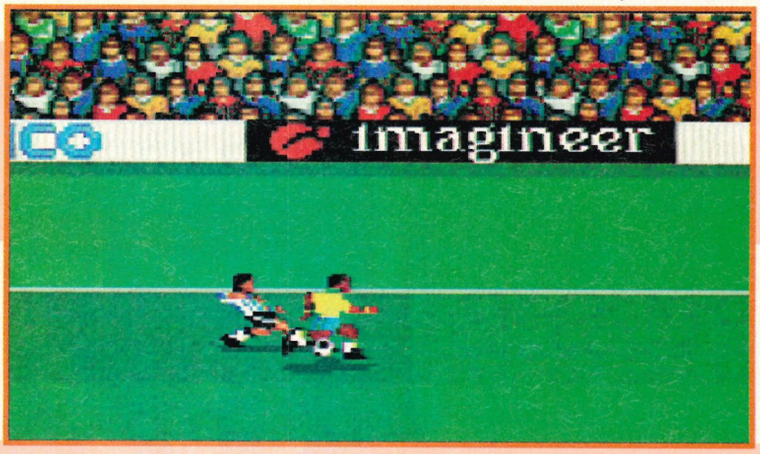
The most important point to remember when playing *Kick Off 3*, is that it's vital to choose the correct strategy and formation. Every player has certain abilities which make him more suited to a certain position on pitch. For example, it's no use playing with a winger if the team you are using hasn't got a player who can run fast and pass accurately – he'll just end up getting tackled, or smashing the ball off for a goal kick.





△ *After some heavy defending, a quick word from the manager and the players drop back in a desperate attempt to weather the storm.*

▽ *The Argentine defender goes for another unfair challenge, will it wake up the crowd?*



Alternatively, if your team has a playmaker with good vision, try and get the ball to him as much as possible, as this is the guy who's going to make things work for you, ie he's a bit of a Gazza (but with working legs). In all there are nine different kinds of players such as sweeper, target man, goal maker, winger and playmaker.

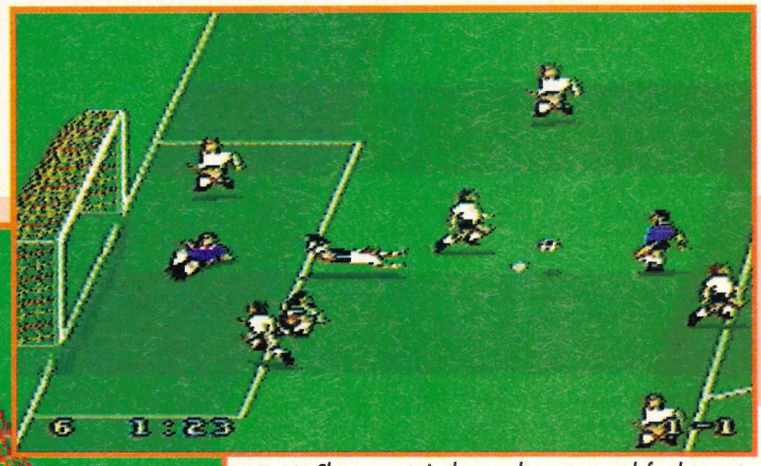
As in every good football game you can change the formation in the middle of a match and perform substitutions of course, but the best in-match feature is the way you can give your players a team talk and ask them to push up, get stuck in, mark tight, plus many more ways of playing. This must have a similar effect on your players as one of Ron Atkinson's half-time talks, because they certainly do what they're told!

Graphically, I have to say I wasn't particularly impressed. Compared to the superb sprites and animation of *FIFA*, *Kick Off 3* is made to look blocky and mediocre in comparison. Occasionally, it even looks as though some of the frames of animation have been placed into the code in the wrong order! The animation may not be that amazing but, as a plus point, there is plenty of it; including headers, leaping goalies and sliding tackles.

The backgrounds are very dull and lifeless, the feeling you get from watching the crowd is one of pity. They are so inanimate and solemn you'd be forgiven for thinking that they're watching another Ipswich Town nil-nil draw because they don't generate much of an atmosphere at all, unless you count the constant droning of the (badly) sampled crowd noises.



△ *Gazza hovers over the ball, ready to deliver one of the many set-piece free kicks.*



△ *Chaos erupts in the penalty area as a defender masters the art of levitation.*



△ *Not content with littering the country's roads and motorways with traffic cones, the Department of Transport have decided to branch out.*



◁ *If you want to know the facts of life, then Kick Off 3 can help. Oh, sorry I mean match facts, well you can still score anyway!*

DAMIAN



Like every red-blooded Englishman, I enjoy a good game of soccer, and *Kick Off 3* is one of the best around – but you may not think that when you first play it. True, even though I pride myself on my good judgement, this had me swearing and cracking joypads like Christmas walnuts. The actual football game itself is intensely difficult to master, and many times my shots were sailing wide because I couldn't get the hang of the after touch. With practise though, the game takes on a whole new dimension of playability. The best aspect of Anco's money spinner is the massive range of options and features which you don't usually see. *Kick Off 3* even beats *FIFA* for options, which is a big surprise. Buy *FIFA* for arcade action and *Kick Off 3* for authenticity. A must for football fans worldwide!

Right, so what's it like actually playing it? Well, there are certain stages you go through. First instincts are good – plenty of options, loads of moves, basically a good football game all round. Then comes the frustration stage. I found it extremely difficult to score or even run with the ball if you don't understand the game's physics.

At this point it is absolutely imperative to select the practise option from the main menu, and this is where *Kick Off 3* excels over all other games. It is the only football game I know where you have to weave round cones and perform other training ground techniques in order to improve your skills – and it really works!

There's even an excellent assessment option which will give you a mark out of a hundred to inform you how well your training is going. Once you start receiving marks of about 75% or above, you're probably ready to attempt a serious competition.

The moment I discovered the wealth of options and innovative practise modes I realised that *Kick Off 3* is a truly excellent football game with intricate controls and extremely statistical and tactically oriented gameplay. This is bound to appeal to real football fans due to the intensely difficult learning curve, which luckily is made slightly easier by the inclusion of a ball control setting.





△ *The ball heads goalwards, will the 'keeper reach it in time? Is it even going in? One thing we do know is that this is an action replay and it missed, so there!*



△ *Ensuring your tactics match your players' skills is imperative.*

▽ *Every team has a classic formation that they tend to stick with. If you try altering the formation, you'll have to juggle with the players to keep them in their optimum playing position.*



I LIKE TO MOVE

These small, stumpy sprites can perform some outrageous manoeuvres. Committed defenders will think nothing of sliding in, studs up, to halt the progress of a winger sailing down the pitch at top speed. Brave attackers leap through the air to perform heroic headers whilst dodging studs and elbows. There is absolutely nothing that can stop these guys apart from floodlight failure, and the traditional British weather!





△ *Somebody wake up the 'keeper, the match is over.*

Anco have added three ball control levels such as novice, medium or international. On novice level the ball will stick to your feet, and on international it bounces and rolls all over the place, and you will need to wield the joypad with surgical precision to turn and shoot with the ball with any panache.

Once the final whistle has blown you can look at the match facts to see who had the most possession, shots on target, free kicks, fouls – you know – all the normal kind of statistics that you'd find shown after a match on Sky sports.

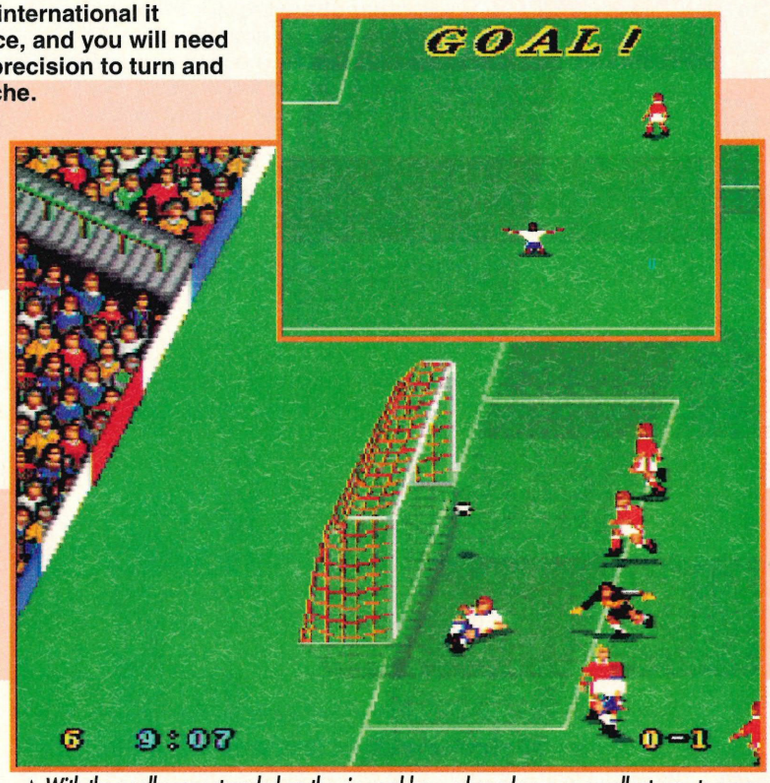
With extra options such as offsides, fouls, injuries, replays, after touch and extra time, any player will find it difficult not to marvel at the realism that has been lovingly tailored into this game.

The only real disappointing aspect of *Kick Off 3* is the graphics, but it would be very harsh to mark the game down on that alone, especially as beneath the surface it is the most tactically realistic arcade football game ever to be released on the Super NES. Serious about football? *Kick Off 3* is seriously good. SG

RYAN



I've never really been a fan of the *Kick Off* games, I tend to prefer a more arcade-like feel to my football. However, *Kick Off 3* looks like the game to alter my preconceptions about pushing a ball around with very fast uncontrollable players! The graphics are the first thing that really strike you about the game; with bigger sprites and finer detail, it certainly looks the part. Like Keith, I benefited more by practising before going straight into a tournament (like I usually do!) and it pays off. Once mastered, *Kick Off 3* is a great football game, challenging, addictive and stunningly accurate. A fine sequel!



△ *With the goalkeeper stranded on the six yard box, rebounds are an excellent way to score.*

IT, MOVE IT!



imagineer
PRESENTS
KICK OFF 3
BY STEVE SCREECH
(C)1994 ANCO GAMES

PRODUCER
IMAGINEER
(0753) 671686

PRICE
£49.99

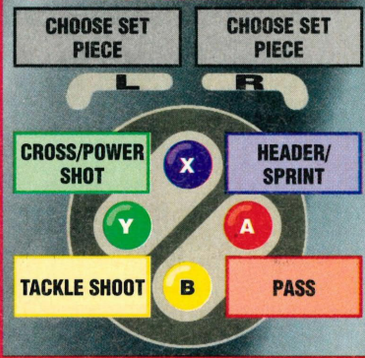
RELEASED
JUNE '94

GAME TYPE
SPORTS SIM

CART SIZE
8MBit

FEATURES
PASWORD SAVE

CONTROLS

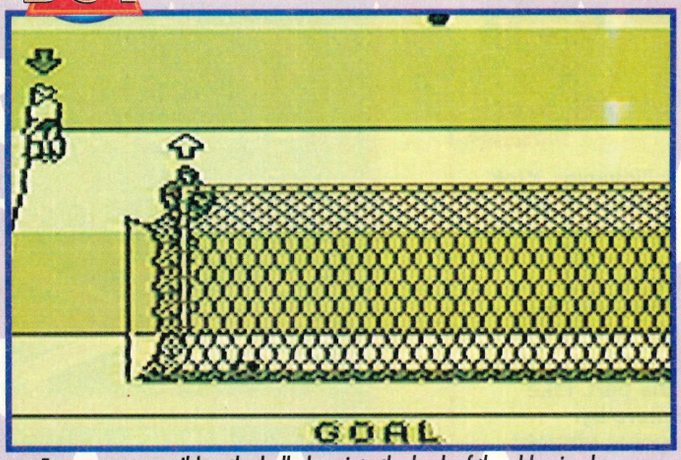


RATINGS

GRAPHICS	78
SOUND	84
GAMEPLAY	91
LONGEVITY	95

OVERALL

87



△ *Everyone goes wild as the ball plops into the back of the old onion bag.*

WORLD CUP STRIKER

A real kick in the teeth!

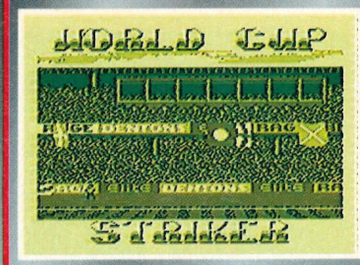


KEITH

I was hoping for another Game Boy football game to appear just to see how it would fair compared to *Sensible Soccer*, after I seemed to be the only one who liked the game. I have to say this has nowhere near the playability of *Sensible*, although it does shine a little bit more when it comes to graphical representation.

Unfortunately, *WC Striker* is let down by the confusing control method more than anything else. The player you control is highlighted by an arrow above his head, but your arrow is the colour of the opposing team and their arrow is the same colour as your strip. What on earth is the point of that? Why can't the arrow's colour correspond to your own kit?

Another strange quirk of the game which you would actually class as a good point under normal circumstances is that *WC Striker* is very fast. Yet the trouble here is that the ball moves around so fast that the scrolling can't keep up with it! In the end you're left with a player searching for the ball, only to realise that the computer has already scored – aaaargh!





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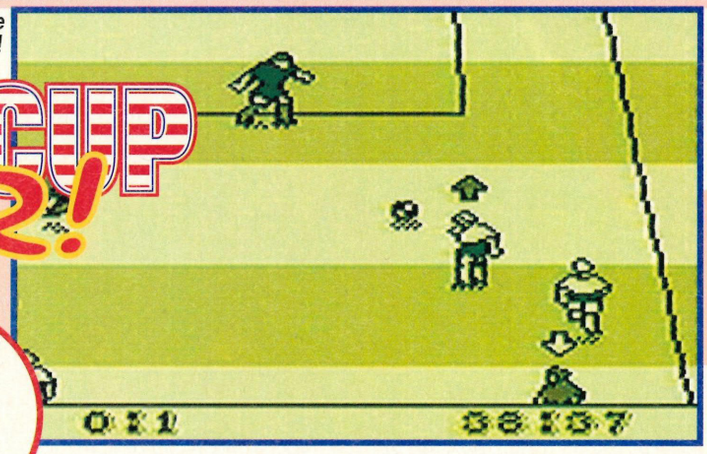
RELEASED
JUNE '94

GAME TYPE
SPORTS SIM

CART SIZE
2MBit

FEATURES
PASSWORD SAVES

▷ *A team of hunchbacks, or miserable Morrisey fans? You decide!*



WORLD CUP FEVER!

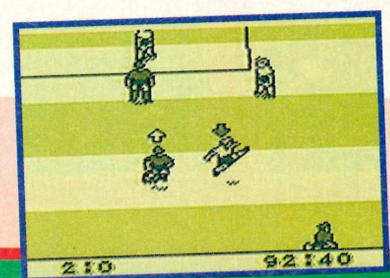


RYAN

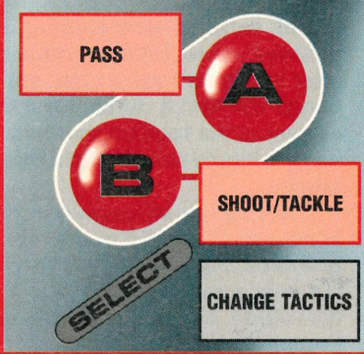
Striker? On the Game Boy? An ambitious idea if ever there was one, after all it was a combination of stunning graphics and addictive gameplay that proved to be the winning formula for the original Super NES version. Now, I'm not underestimating the Game Boy's capabilities, but it was obvious to me that one of these two qualities had to give if Elite were to ever pull it off! Unfortunately though, it was the gameplay. Okay, so *World Cup Striker* looks quite impressive (although I think the patterned field was a mistake!), but it ultimately slips up on playabilty and overall enjoyment. It probably looked good on the drawing board, but sadly this just isn't *Striker!*

Many football fans will know, that there's a rule in football, a fairly simple one which states that, at kick off, the opposing team can only enter the centre circle once the other team has touched the ball. Not in this game, matey! The tackles start flying before the referee's even blown the whistle to begin. I say "blown", what I really mean is "beep" because, yes, the sound is dire – with one of the more amusing samples sounding like a ruler being twanged on the edge of a desk.

I probably would have put this game down much sooner if it wasn't for the Tournament options which give it a little bit more lasting appeal, especially with the inclusion of passwords, but it really didn't keep me satisfied for long. This is a shame because *WC Striker* on the Game Boy doesn't live up to the standards set by the Super NES version, and it certainly doesn't live up to the Game Boy standards set by *Sensible*.



CONTROLS



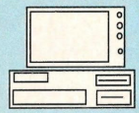
RATINGS

GRAPHICS	68
SOUND	49
GAMEPLAY	62
LONGEVITY	53

OVERALL

54

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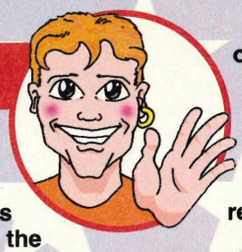
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RYAN



FIFA International Soccer is quite unlike any other football game. It looks and plays as close to the actual sport as I think we're ever going to see on 16-bit machines, and believe me, it doesn't take long to be bitten by the bug!

The game features 30 international teams from around the world, with accurate player attributes and qualities which are reflected in their overall performance, and you can play in Exhibition, Tournament, Playoff and League matches.

FIFA also features a plethora of options which can be tweaked and adjusted accordingly such as Offsides, pitch conditions, power bar and weather. All very nice, but not in *WC Striker's* league, which is a surprise given EA Sports's reputation for detail.

The graphics are of course excellent as you can see, and I think the sprites are a little sharper than the Mega Drive's. There are also plenty of well observed touches such as the animated crowd, zooming match-up screen, and the way the players tug at each other's jerseys when annoyed.

However, I was bemused by the omission of the on-pitch referee, which added character and humour



△ *Whoops a daisy, a rather careless shove results in a free kick to Belgium.*

WORLD CUP FEVER!





GAMER GOLD

The Ultimate... or just another ball in the net?

FIFA INTERNATIONAL SOCCER

HAVING THE TEAM OF MY LIFE



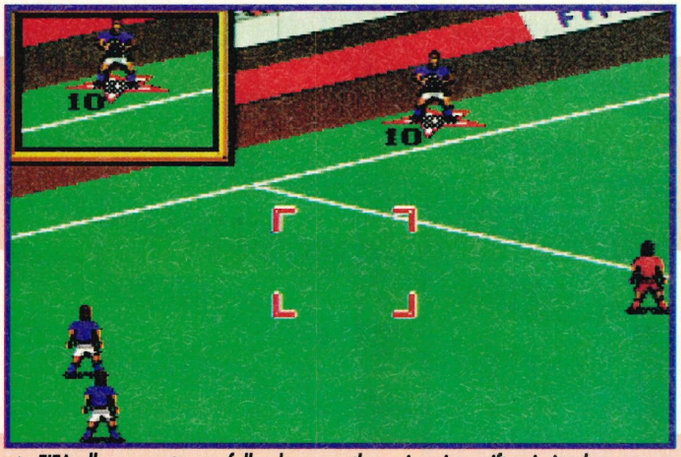
Plan your team strategy from a selection of six different tactical plays. These determine the style with which your team plays on the field, be it gung-ho or cautious!



No football game would be complete without a selection of different team formations. You decide whether to play it safe and defend, or head an all out attack!



A novel feature is the option to alter the amount of coverage dedicated to the certain areas of your team. Keep a tight defence, or perhaps a wide attack. You decide!



△ *FIFA allows you to carefully plan your throw-ins via a nifty aiming box.*

to the Sega version. The b****** in black now only appears when a foul has been spotted, and the realistic coin toss at the beginning is also sadly gone.

The player animation is very impressive, especially the way in which you can apply dirty tactics to gain possession, such as pushing, tugging, tripping and barging. Although most of these devious methods result in a booking, they enhance the atmosphere and give the game a more realistic feel, one that has yet to be experienced in any other footy game.

However, it isn't long before the few glitches make themselves known. The pitch perspective can cause a few problems with the natural flow of the game, especially those crowd-pleasing solo runs. Due to the pitch being angled to give you a more TV style view of the action, I found that the players can't actually move freely on the surface, and instead must dribble in squares to dodge other players.

Another control problem is the inertia of both the ball and the players. Whenever a player has the ball, they slow down to a snail's pace and chug along slowly whilst being flanked by seven of the opposing team's men! This bug makes long runs impossible,

DAMIAN



Few games have really impressed me, *FIFA* is one of them, but I have to say that the Super NES version is not as good as the Mega Drive. Shame. Despite superb graphics and (supposedly) over 30 crowd chants, *FIFA* is a triumph of style and looks over content. Yes, it is a brilliant game, with more moves and clever features than any other, but when you basically get down to it, the football is just an incredibly lucky series of muddled passes and sure-fire goals. Why then is such a flawed game so good? It's a mystery to me, but all I know is that *FIFA* is the best footy game I've ever played. My advice is buy *Striker* for coin-op quality, but *FIFA* for long term play and authenticity. Nothing else comes close.



△ *Another blatant foul leaves Italy in a very sticky situation... still what do you expect from Italian football!*

ANIME EA





△ Good save that man, a quick-thinking tip saves that day!

because the only thing you can do with the ball is keep passing until you're in one of the many prime scoring positions.

Extreme slowness also occurs when shooting. For some reason it is only possible to kick the ball with extreme force on one side of the pitch. For example you shoot from one side of the goal and the ball moves at such velocity that the screen can barely keep up with it, yet if you try exactly the same shot from the opposite side, it travels through the air in slow motion; easy pickings for any barely adequate goalie!

Despite having its fair share of pre-set scoring angles, the real magic starts when you begin to score totally unpredictable goals such as lobbing from the corner, blasting the post and rebounding into the net, or my particular favourite, which was scored from an overhead kick at the halfway line!

Unforseeable goals such as these hold your interest when playing the more professional teams where the scoreline is usually quite low. You'll find yourself jumping around the room in delight and using the excellent replay (with reversable pitch view) option to re-live that magic moment time and time again!



△ Fancy moves in the box sends the crowd screaming!

KEITH



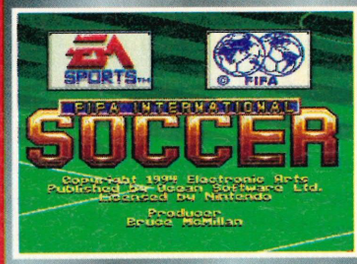
I was looking forward to *FIFA* considerably, especially after playing the Mega Drive version. The Super NES version is good, but by no means the perfect football game. The graphics are very clear and I loved the marvellous football style animations and the sound, well it really gets your blood pumping! However, I like my football games to be slick and fast moving, *FIFA*, is neither. The players shuffle around without a care in the world and always seem to struggle to pull off a pass. There's a set method of scoring which is good for the player who scores, but unbelievably annoying for anyone on the receiving end. *FIFA* has the presentation and the acoustics, but not the gameplay.



The frantic footie action is accompanied by riotous chants from the terraces which rise in decibels as the action increases! There are also some nice tunes and sound effects to savour as you flick through the many menus.

In my opinion, *FIFA International Soccer* is the most explosive football game to ever grace the Super NES – it offers so many hours of enjoyment, no other football game comes close, and the five player Multi-tap option is just the icing on the cake!

I'll personally be putting it top of the list of games to buy because despite a few minor niggles, it is just bursting with playability and will offer months of enjoyment to anyone with even a vague interest in the sport. Unstoppable!





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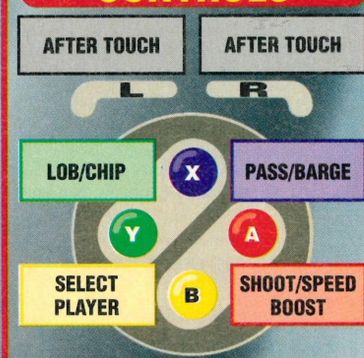
RELEASED
JUNE '94

GAME TYPE
SPORTS SIM

CART SIZE
8MBit

FEATURES
MULTI-TAP COMPATIBLE

CONTROLS



RATINGS

GRAPHICS	90
SOUND	88
GAMEPLAY	94
LONGEVITY	93

OVERALL

92

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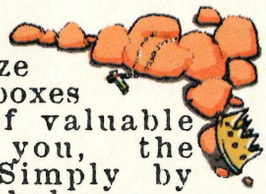
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△ Closely marked, this attacker goes in search of a diving header.

WORLD CUP FEVER!

United we win, United we fall!

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RYAN GIGGS



△ The lack of formations is a major disappointment.

KEITH



When you think of Ryan Giggs, it would be fair to think of a spotty teenager performing unbelievable miracles with a football. However, the boy wonder seems to have hit a spot of bad form at the moment, unfortunately this is reflected in this rather poor attempt at a football game.

Compared to all the other football games which have surfaced due to the impending World Cup, this lacks depth, sparkle and frankly is not worthy of the name Ryan Giggs.

There are only three ways of playing it; one player exhibition, two player exhibition and one player tournament, not forgetting fouls and offsides which have an on or off setting. To top it all you only get a choice of four formations, now is that value for money? I think not. When you look at something like *Kick Off 3* with all its competitions and options, it makes *Giggs*' look positively primitive.



△ The top defender is convinced it's already in, and sprints off towards the centre circle.

They can't even get the team names correct; since when has there been a Great Britain side? I know this is a minor gripe, but you get the feeling that *Giggs*' was written by some American who knows naff-all about football and wrote it after watching one match on television; a third division match, at that!

All this could be forgiven of course if the game itself was playable, but sadly it isn't. To take control of a player you must press the top R buttons, but by the time you've figured out what player the computer has given you control of, the opposition has nicked the ball and swaggered off down the other end of the pitch. I'll make no bones about it, *Giggs*' is an absolute nightmare to control!

Without going totally overboard about the bad points of this game, I'll concentrate on some of the

△ "Where's the ball gone? Hey ref, give us the ball back!"



DAMIAN

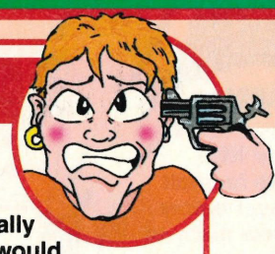


I have to say that it only took a couple of seconds to realise that this game wasn't all it was cracked up to be. The player selection is a complete nightmare, and I hated the annoying "ping" as you highlighted them. The graphics are good, and to be fair the animation on the players is some of the best I've seen (falling to the ground after a tackle with a pained expression on their face), but the main game is very sad, and I found it very difficult to even shoot at the goal with any power. I enjoyed the replays at half time, but there should have been more them. *Giggs'* doesn't live up to the hype I'm afraid.



△ *The very controllable (the only part of the game that is) action replay mode shows a spectacular save once again.*

RYAN



Despite the heavy cynicism from my colleagues, I personally thought that *Giggs'* would be a reasonable enough footie sim, boy was I wrong! It looks okay at first, the player animation is excellent and the sprites are nicely detailed. However, despite this, they've all got minds of their own, and sure as hell don't respond to any of your joypad commands! After a few minutes play you feel as if they're ganging-up on you by running in the opposite direction to the ball! This got beyond a joke and although I desperately looked for any kind of playability in this cart, it's long since taken the money and run!



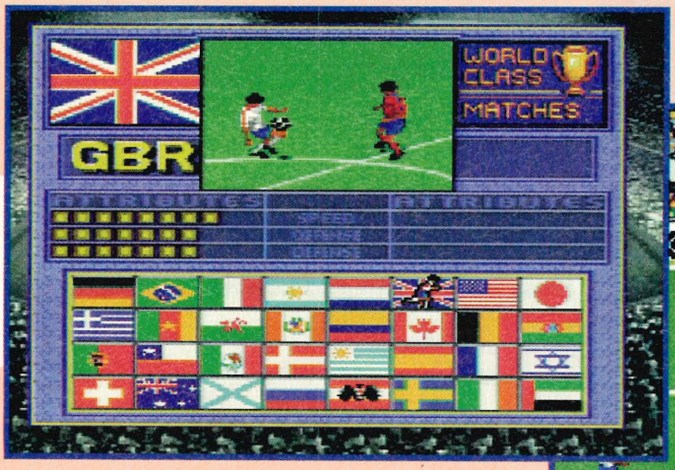
△ *Defenders look on bemused and the attacker stands by shocked, as realisation slowly dawns that he has scored a goal.*

good points... erm, well the pitch is green. No, seriously, the graphics aren't too bad and some of the animation is pretty good. The way the players side-foot the ball around is very realistic and the goalies throw themselves around fairly convincingly too. The sound has its good points as well, the cheers and chants from the crowd create an adequate stadium-like atmosphere.

Another redeeming feature is the action replay option, which includes bars that can be adjusted to change the speed and what part of the replay you want to see. I know this is a fairly standard feature on most sports games now, but in this case it's one of the best parts of the game!

Even the much-talked about highlight mode is a waste of time. I expected maybe half a dozen of the best shots, that's not too much to ask is it? But no, you get one lousy shot shown at the end of each half – pah!

***Giggs'* is a real disappointment, the only way you're going to get any longevity out of this game is by playing 45-minute halves all the time. Even if you happen to think that *Ryan Giggs'* sideburns are the sexiest thing in Wales, don't buy this, he may be king on the pitch, but *FIFA* is king on the Super NES.**





△ *Everyone gasped in awe as a levitating Subbuteo pitch appeared above the stadium.*





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RELEASED
JUNE '94

GAME TYPE
SPORTS SIM

CART SIZE
8MBit

FEATURES
PASSWORD

CONTROLS



RATINGS

GRAPHICS	84
SOUND	73
GAMEPLAY	56
LONGEVITY	36

OVERALL

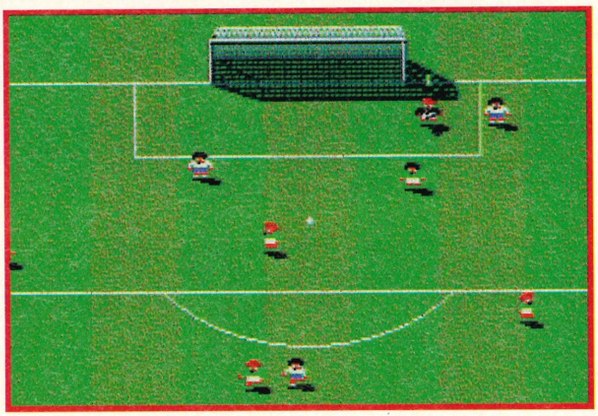
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WORLD CUP FEVER!

The Super NES now has more football games than ever before (over 16!), but how many of the existing ones can you remember? SUPER GAMER has compiled this brief user guide to the soccer greats and grinds – the ones you should never play, and those which are essential. Super star signing, Keith Pullin, comments on the match at halftime, with highlighted footage of those classic own goals!

SENSIBLE SOCCER

Producer: Sony



Inspired, brilliant, awesome, an overhead football game from heaven (I guess you liked it then, Keith – Ed). The highly accurate and sensitive control system means you can pass and shoot like no other game. Loads of options such as leagues, knockout tournaments and friendlies ensure long term lastability. Unfortunately, the problem of scoring by a set method ruins what would be a near perfect football game. Coming up in June will be a limited edition International version, including all the teams from Europe and the rest of the world – you read it here first!
Overall – 88%

STRIKER



Producer: Elite

The elder brother to the more recent *World Cup Striker*, this was probably one of the best football games for the Super NES until *FIFA* appeared. With the choice of either indoor or outdoor matches and plenty of leagues and competitions, it took a talented player to win them all. The main drawback of *Striker* was how easy it was to score; just follow a particular method and hit the back of the net every time.
Overall – 85%

SUPER KICK OFF

Producer: Anco/Imagineer



Another overhead footy game which sadly is far too easy to merit purchasing. The goalkeepers are so useless, they may as well be in the crowd buying pies and cold soup! There's a ton of options to choose from, but good presentation can never make up for what is simply a bad game. Avoid this like Stuart Pearce's tackles.
Overall – 63%

SUPER GOAL

Producer: Jaleco

This side-on-view footy game is pretty good to play, however the severe lack of options, such as yellow cards, condemn it to being a shallow ten minute wonder. Control can be a bit awkward at times too, and stringing together a couple of

football CRAZY!

passes is hard work, even for the most gifted of players. At least there is a battery back-up facility for saving your progress in tournaments, but this is by no means a classic.
Overall – 74%

SUPER FORMATION SOCCER 2/SUPER SOCCER 2

JAP IMPORT

Hardly any different to the original except the addition of a four player option using the multi-tap and a custom team mode. The



gameplay seems to have been sped up very slightly, but it doesn't make the game any better, in fact even though it's faster than the original, it's not fast enough compared to the rest of today's offerings.
Overall – 64%

SUPER GOAL 2

Producer: Jaleco

Much more in the mould of *Super Soccer* rather than the first *Super Goal*, but there has definitely been an improvement. Mode 7 scaling has been used well, with a lot of zooming in and out. Plenty of moves such as flying headers, sliding tackles etc. The



SUPER SOCCER



Producer: Nintendo

The first football game for the Super NES, released shortly after its launch. This excellent game is played from behind, using superb Mode 7 scaling. There are one or two player games available and a knockout competition with some pretty tough teams to beat, although no option to play in any kind of league, which seriously hampers the long term appeal. *Super Soccer* should be available in places like Game and Future Zone for a discounted price.
Overall – 81%

controls are a bit difficult to master and that's probably the main drawback.
Overall – 70%

PRIME GOAL

Producer: Namco



Side scrolling football game with tons of moves to find and master. The main problem with this one is the lack of competitions and the totally unrealistic ball control. It takes far too long to get to grips with and by the time you do, you're fed up with it anyway. Very poor.
Overall – 61%

WORLD LEAGUE SOCCER

Producer: Mindscape

Totally unoriginal overhead football game which is completely uncontrollable and unplayable. The ball sticks to your feet, so you can just walk straight into the goal if you really wanted to. Absolutely no enjoyment here at all; in fact, it looks like it has been programmed during a lunch break! One of the worst football games ever.
Overall – 43%



SUPER SOCCER CHAMP

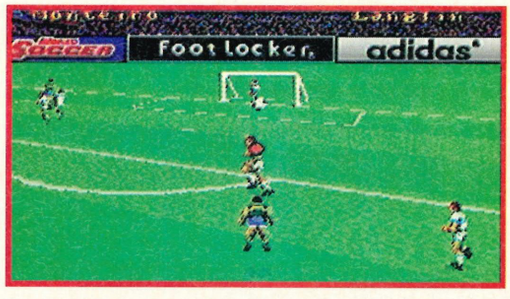
Producer: Taito

Oh dear! Blindingly fast soccer action, the only trouble is it's blindingly bad too! It would be worth playing for longer than ten minutes if there was a challenge to it, but dedicated football enthusiasts will find it far too easy and totally boring.
Overall – 38%

WORLD SOCCER

Producer: Electrobrain

Another mockery of Mode 7. The graphics are stunning, but the game is totally let down by unbelievably frustrating gameplay.



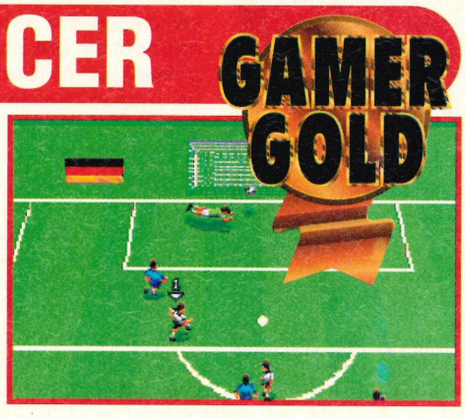
The computer opponents seem to be ten times faster than you, so there is never time to do any moves!
Overall – 52%

PRO SOCCER

Producer: Imagineer

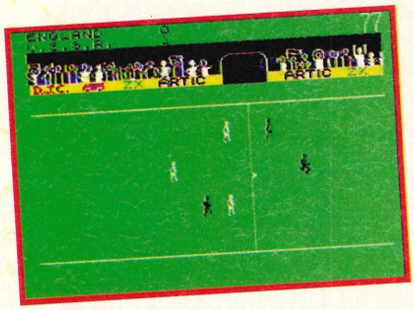
Overhead football games are possibly the best type of games to convey the width and fast flowing action of real football. Unfortunately, this has such a poor control method that there is absolutely nothing approaching playability hidden anywhere in its sad little soul. Definitely a candidate for relegation!
Overall – 51%

VIRTUAL SOCCER



Producer: Virgin

Is this the best football game on the Super NES? If it isn't, it comes very close. You can play it from virtually (ho, ho) any angle you like, with the same degree of excellent playability. There are vast amounts of options including a customise team section where you can change player names. The graphics are sublime and move superbly, and with a save game option included – *Virtual Soccer* is a must!
Overall – 93%



LONDON 0, HULL 4



The successes and relegations of football games, '82–'94

World Cup fever is currently gripping the Super NES, so what better time to pause for a moment and laugh, cheer and recoil in terror as we remember some of the best and worst football conversions in living memory? Damian Butt dusts off his Spectrum 48K and various other knackered and now obsolete computers to bring you the history of football games. From Anco's *World Cup* to *FIFA International Soccer*, what has changed? What should we be proud of? And why didn't we qualify for this year's World Cup in the USA?!

No other sport has inspired so many video games as football. Since the humble origins of home computers in 1982, Mankind has sought to convert the frenzied sweaty action of the soccer pitch onto a flat 2-D screen with Rice Krispies sound effects and matchstick men players.

Every summer, countless software companies, some well respected veterans who really should know better by now, droll out another parade of sad specimens for us games reviewers to mercilessly hack apart with our rapier-like wit and sarcasm. True, there have been soccer greats – the video game equivalents of Pele, or Stanley Matthews, but most – almost all in fact, have been complete tosh!

The first football game I ever bought was Artic's *World Cup* on the ZX Spectrum and that would have been in 1984. At the time the graphics were incredibly realistic; just like watching *Virtua Fighters* today, almost. It didn't seem to matter that the famine victims on the pitch had only two frames of animation, seemed to glide rather than run, were watched by an obviously long dead crowd who remained silent even in the final, and that the pitch itself had no lines or even supports for the goal posts!

World Cup was incredibly simple and its entire memory could easily be taken up by the title screen of most Super NES games today. But it was the way the plucky little chaps ceaselessly ran left and right; scampering after the deformed ball with reckless abandon, that made it a hit (mind you, a 'hit' in those days was anything that managed to sell over ten copies!).

You could play most of the international teams, compete in the World Cup (obviously) and there was even a little screen showing the trophy if you won. In the blinkered enjoyment of what was basically the only footy game available, no-one seemed to notice that the computer never seemed to fight back, or that the clock was running down instead of up!

Hard to imagine such blatantly crap graphics capturing a generation these days, but back then *World Cup* was the nearest thing to actually being there. Also worth a mention is that *World Cup* had the worst sound of any game, football or otherwise, ever. Painfully butchered versions of "I'm forever blowing bubbles", and "It's a long way to Tipperary!" Even William Shatner singing "Lucy in the sky with diamonds" didn't have me reaching for the off switch as often as this!

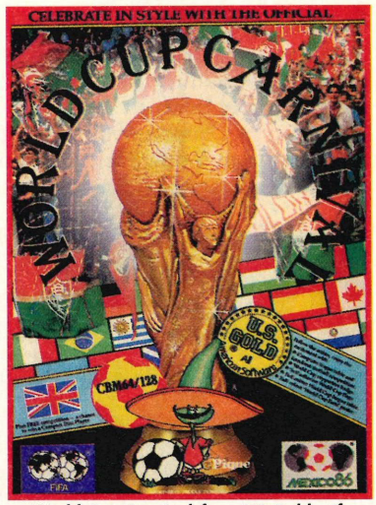
Many thinly disguised clones were released shortly afterwards, but it was clear that a new type of footy game had to be written to satisfy the growing number of enthusiasts.

That game turned out to be *Matchday* from Ocean. Written by Jon Ritman and Chris Clarke who were impressed and influenced by possibly the best Commodore 64 footy game of all time – *International Soccer*. *Matchday* on the Spectrum featured much larger and well animated player sprites, full pitch and crowd details, and more options than ever before.

Jon explains the reason for writing *Matchday*, "I saw *International Soccer* in the window of Smiths or something, but I never actually played the game during the whole time of development! Basically, some distributors at one of the early trade shows said it would be good to have an *International Soccer* game on the Spectrum – a type of game I knew nothing about! But in the end Chris and I wrote it in about seven months in 1984. When we took it to Ocean, we were pleased because it was much better than anything else on the market."



△ *Believe it or not, there are some sprites on the screen in this classic shot from* Matchday II.

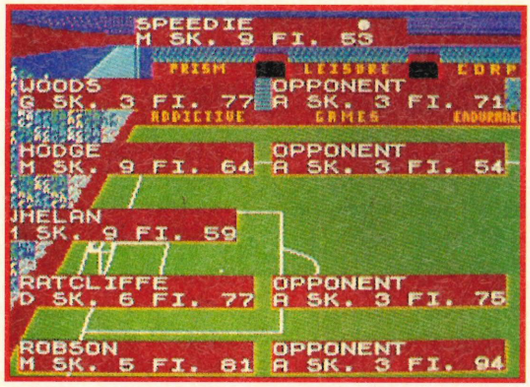


△ *World Cup Carnival from US Gold – if you see a copy, walk away slowly...*

Although slow by modern standards, no-one doubted that the best soccer game ever had arrived, and it was a long time before anything touched it.

Oh sure, there were plenty of pretenders to the throne, but in the period after 1985, until 1987 when *Matchday II* arrived, nothing really came close.

Some memorable failures were *Peter Shilton's Handball Maradonna* (a duff game where you just played the goalie;



◁ *Kevin Toms of Addictive Software said that FM2 was "the best game ever", but then he wrote it!*

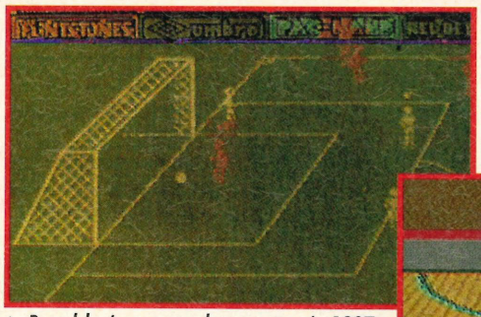
endlessly waiting for someone to shoot at ball at you), *Gary Lineker's Hotshots* and *Super Skills*, *Super Soccer* by Imagine (a blatant *Matchday* clone), *Brian Clough's Football Fortunes* (board game from CDS) and the much-talked about and cursed *World Cup Carnival* from US Gold.

Carnival was actually an identical copy of Artic's *World Cup*, with some added front end graphics, and re-packaged with a 1986 World Cup supporters' pack which included a free T-shirt, poster and team progress chart – all for £9.95! How many people got their fingers burnt with that one?

Carnival was an utter farce, and low reviews and sales proved that even large companies like US Gold cannot con people into buying awful games, just by adding tons of gimmicks to a poor game.

But football games haven't just relied on the on-pitch action to make them a success. Incentive's hugely popular *Football Manager* games topped the charts consistently after they were released, and although *FM2* wasn't as original or addictive as the first one, it proved if nothing else, that there were a surprising amount of gamesplayers out there who were into the strategy side of football and not just the arcade action. So much so that the genre spawned many similar games like *Football Director*, *The Double*, *League Challenge* and Gremlin's *Footballer of the Year*.

As the Atari ST and Commodore Amiga became prevalent, gamers wanted more from their software. No longer were the public happy with transparent players, badly clashing green pitches, and sound that could easily be created with a tin full of marbles and some crisp packets. *Kick Off 1 & 2* by Anco, and written by Dino Dini were the first of what is commonly known as 'the true football games', and were both quickly followed by expansion disks like Extra Time, Return to Europe and Final Whistle – all added a few new features to the basic game.



△ *Beardsley's was a sad game even in 1987.*

For perhaps the first time since *Matchday* and *International Soccer*, playability was all that mattered, and *Kick Off* represented an amazing step forward. Tiny players legged it up and down the pitch, with the whole game viewed from directly above. Up until then, the only games with this perspective were the contemptible *Table Football* and *European 5-A-Side* from Silverbird, both on budget release. So not surprisingly, the new format was treated with initial hostility.

Kick Off triumphed however, as anyone who has played it will tell you, and a new standard of football games began selling by the bucket-load. Computer owners could now experience free kicks, penalties, substitutions, fouls, throw-ins and corners portrayed realistically and with perfect ball movements and inertia. No longer could you perform the old *Super Soccer* trick of sailing the ball across the entire pitch at head height into the goal; without any other players being able to intercept it!

Amiga owners rejoiced at having the ultimate football game, but rival company Sensible Software were about to throw a spanner in the works with their own game *Sensible Soccer*, which improved on the playability of *Kick Off* and added even more features.

By now Anco were rapidly adding even more enhanced versions of *Kick Off* to the market place (such as the one that doesn't allow Richard Monteiro to foul your players constantly and make them much slower than his!), but *Sensible* had taken the football game to new heights – everyone who was anyone had *Sensible Soccer* in their collection. And so onto consoles...

▽ *Glorious Mode 7 in Elite's WC Striker.*



Since the rise and sometimes fall of the popularity of home computers, the console market has embraced football games to the point of nausea! At the time of writing there are over 17 known soccer sims for the Super NES, and a similar number for the Mega Drive. But what has actually changed since the early football games?

Apart from presentation, in most cases, not much! *The Prime Goals*, *Super Formations Soccers*, *World Soccers* and *Super Soccers* are still awful games, but it has to be said that some *are* destined to become classics like *Matchday* – *FIFA Soccer* is undoubtedly one of them.

Today's football games have every conceivable option, including aftertouch, overtime, power bars, different goalies and refs, tons of formations and tactics, offsides, sprint functions and many cups and competitions – international and local – to compete in.

Both *FIFA Soccer* and *Kick Off 3* offer extensive ranges of 'behind the scenes' options, and the latter contains some of the most intense and in-depth training and practise modes I've ever seen! Check out page 52 if you want to know more.

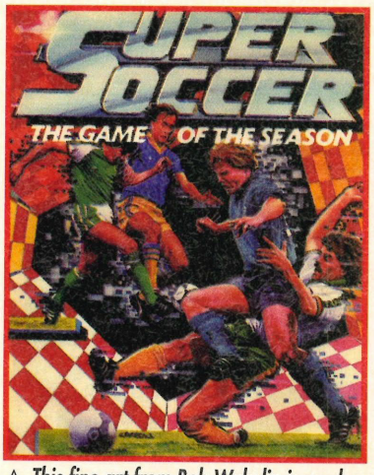
Of course, there will always be the sad companies who think that official licences and catchy mascots will sell a game, but this has only happened a few times on the Super NES and certainly the public are now wise enough to read reviews before they part with their cash.

Where does this leave us? Since looking at every football game released and comparing them all with each other, certain things have become increasingly clear to me.

Firstly, we would all rather exercise our fingers than our bodies, ie get out there and play the damn game for real. Also, all football games are generally fundamentally flawed in the respect that you can always learn a set scoring method, and consequently practise endlessly until you can thrash your poor unsuspecting mates 10-nil!

No football game is a substitute for the real thing, but if these games allow you to do anything worthwhile, they can at least ensure that England beats Argentina, Holland and the USA (!), and qualifies for the World Cup – something the real team could not manage to do.

We used to be the world's leading footballing nation, but with the latest games emerging as the best and most accurate ever created – it now seems the only teams England can beat are made of pixels and controlled by computers. A sad day indeed.



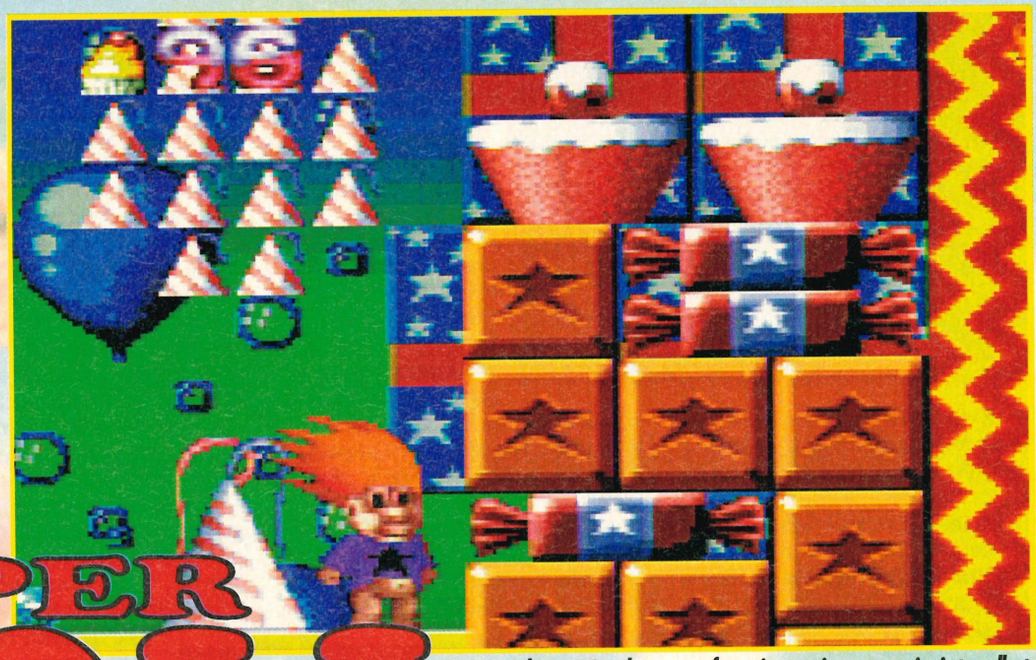
△ *This fine art from Bob Wakelin is much, much better than the actual game graphics.*

RYAN



The Evil Overlord has summoned the power of Fire, Water, Earth and Air to starve the once peaceful Troll islands of light!

Being the senseless little critters that they are, the troll community of the island looked to Albert (the oldest, wisest and most magical Troll of all) for an answer to their desperate situation. Being but a frail old pensioner Albert couldn't engage in combat with the darkness himself, so he employed four younger, more agile Trolls to take on the task.



△ *Special Bonus Levels crop up from time to time, your aim is to collect as many bonus items as possible within the time limit.*

SUPER TROLL ISLANDS

Don't you just love being in conTROLL!

Each of the four Trolls was blessed with a magical power with which to do battle with the elemental forces. They were then sent to restore light and life to the land.

The game begins in the team's slumber chamber, where the merry party eagerly prepare for the battle ahead by... erm, sitting on their bottoms! As you can only control one Troll at a time, you must select which of the multi-coloured team is best suited to cope with the level ahead. Pink Troll has enormous jumps, Red Troll is faster than a speeding bullet, Green Troll has immense strength and Blue Troll is a good swimmer. Once you've selected your Troll, the fluff-topped moppet will then exit to the islands via the magical mirror.

Trolls is a platform game in its simplest sense; containing many of the touches that made *Wizball* such a success on the Commodore 64. When you appear on the islands, the landscape is black and white, however by walking across the various platforms, colour will be instantly restored beneath your very feet!

The aim of each level is to colour in the windows, thus letting light shine through and shower the hillside in glorious life. Once every window has been restored, a vast plethora of bonuses will come showering down to reward you for your efforts. Extra points can be earned by

DAMIAN



I can't help but agree with Ryan. Despite the fact that I am violently opposed to anything with bright purple Ken Dodd hair and annoyingly high pitched voices, *Trolls* is a good game. It's fast, frantic and damn playable in the old fashioned sense. No frills, no special moves or blood codes, just harmless multi-coloured, suger-flavoured fun. There will be those who say "not another cutesy platform game", and if you've already got loads, then I wouldn't recommend *Trolls*, but it will last any player ages, and if you can stand those irritating voices then I have no hesitation in recommending you check it out. Not necessarily different, just refreshingly playable.

UP ABOVE THE STREETS AND HOUSES, RAINBOW FLYING HIGH...



Blue Troll can dive underwater to grab objects and bonus items.



Green Troll is very strong and can push large objects around the screen.



Red Troll runs at immense speed, handy when up against time limits.



Pink Troll is a very good jumper, use him to get to hidden platforms.

KEITH



You love to hate cutesy platform games like this, but when it comes to the crunch you can't fault *Trolls*. It's a combination of so many kinds of games that it actually goes through the stage of being just another platformer and becomes original. It's instantly playable and bounding around the multi-coloured levels is achieved with consummate ease. The only thing about *Trolls* which set me clawing at the walls was the constant shrieks emanating from virtually everything that moves. Kids will love it though, especially those that already have a small collection of those strange little dolls.



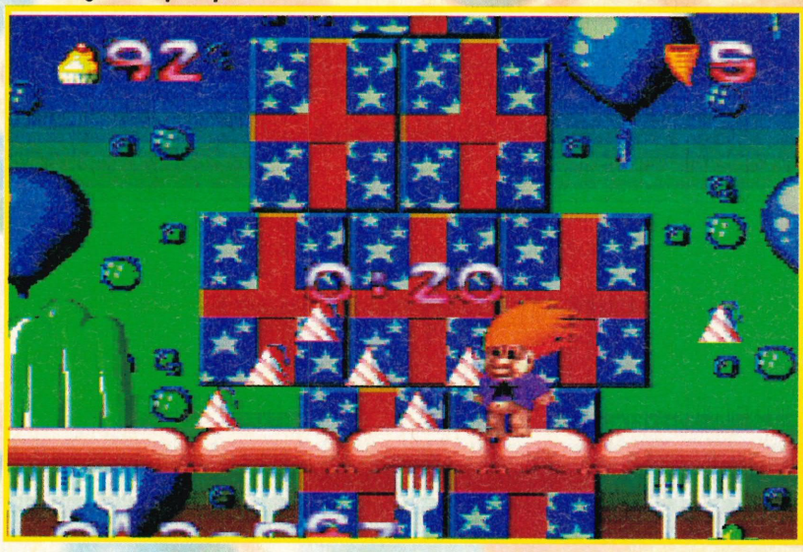
△ *Colour has been restored to one of the many levels and everybody is happy, look even the trees are smiling!*

colouring in additional sections of the landscape, although this isn't essential for completing the level.

Your task isn't made easy however, because there are hordes of menacing minions that stalk the platforms waiting to sap your energy. You can swap between Trolls at any point in the level, although once one of the party explodes in a surge of goo they'll be out of the game until you either continue or find an alarm clock.

Super Troll Islands is as sickly-cute a platform game as you're ever going to get! In fact the visual appearance of this game has got "for kids eyes only" written all over it. The sprites are nicely drawn, controllable and move extremely fast, in fact they scale the landscape with such speed that their little legs are but a blur! Every level is also well drawn and colourful.

▽ *Hmmm, now where have I seen large colourful parcels and enlarged everyday objects before? Something "Pond" perhaps!*



Despite the cute visuals however the gameplay is actually very sophisticated, intriguing and very addictive. I was hooked for hours which is something I would never admit to down the pub, but as I'm amongst friends it's okay!

Super Troll Islands approaches the rather dull platform genre from a different angle and manages combine enough of the sure-fire elements, ie lots of bonuses and baddies to kill, with a refreshing new style (colouring the platforms to escape the levels).

The tunes and sound effects are very fitting with the style of graphics and combine enough high-pitched "Ahhhs" to both enthral kids and bug the hell out of adults! Each troll sounds like John Inman breathing Helium, but this only enhances their childish charm.

The challenge factor is very good; starting off very easy to coax you into the game, and then gradually getting moderately harder with each level. I think the way in which different Trolls can cope better in certain sections is an excellent touch that adds variety and strategy to the proceedings, just like *Lost Vikings*.

I can imagine that most people would shrug off this game as being "too puffy" for their tastes – don't judge a book by its cover. Play it and you'll realise that you don't have to be under eight to enjoy the wonderful world of the Trolls... but it helps! SG



△ *A novel way of selecting a different Troll is to bounce on the different beds; thus catapulting your desired Troll into action.*







PRODUCER
GAMETEK
(0753) 553445

PRICE
£44.99

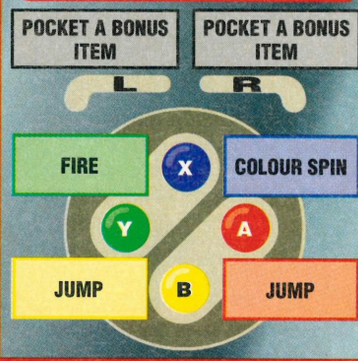
RELEASED
MAY '94

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
NUMEROUS CONTINUES AND FOUR DIFFERENT TROLLS!

CONTROLS



RATINGS

GRAPHICS	84
SOUND	79
GAMEPLAY	88
LONGEVITY	87

OVERALL

85

NINJA WARRIORS

They're totally robot, dude!



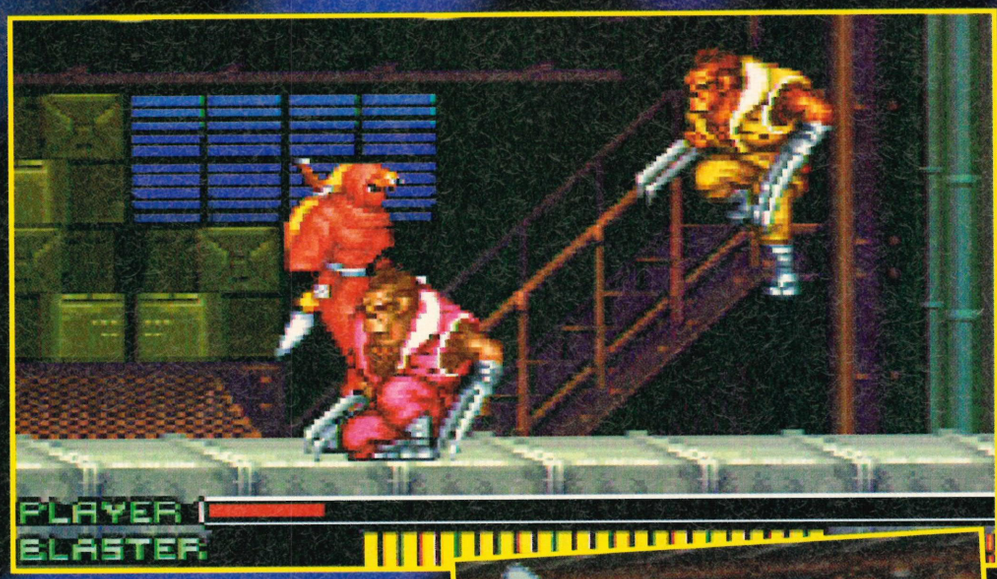
ANDY

Cynicism about the state of the software industry today might seem to be the easy way out – complaining about the lack of originality in console games seems to have become something of a journalistic cliché – but, to be honest, it's hard *not* to be cynical when each new game that comes in for review seems to be the same as the last one. And, I'm afraid, Taito's *Ninja Warriors* does nothing to break the cycle of repetition.

The plot, such as it is, could be written on the back of a 1p stamp and still leave room for a dissertation on quantum theory. A bad guy, going by the oh-so-terrifying name of Banglar, has taken over the country! Only the resistance, led by the equally daftly-monikered Mulk, can stop him, with three untested ninja androids! Well, golly gee. How long did that take to think up? Tom Clancey and Frederick Forsyth can sleep soundly at night with this quality of plot complexity as their competition.

You, inevitably, control one of the three androids, 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, it's exactly what I said about *The Peace Keepers* last issue. The graphics may change, but the game remains the same. I just hope that the rumours about *Street Fighter III* being a scrolling beat-'em-up aren't true, or Ryu and company's street cred will go right down the toilet.

The problem with this genre of game is that they all play absolutely identically – there has been no advance since the original *Double Dragon*. No skill or intelligence is required to get to the end of each stage, just the ability to keep hitting the 'Punch' button as each disposable thug gets into range. Even a brainless monkey (© D Handy) could manage it! Only the bosses cause any trouble, and even then the attack patterns hardly require the mind of Professor Steven Hawking to unravel.



△ *What I want to know is, how do they wipe their bottoms?*





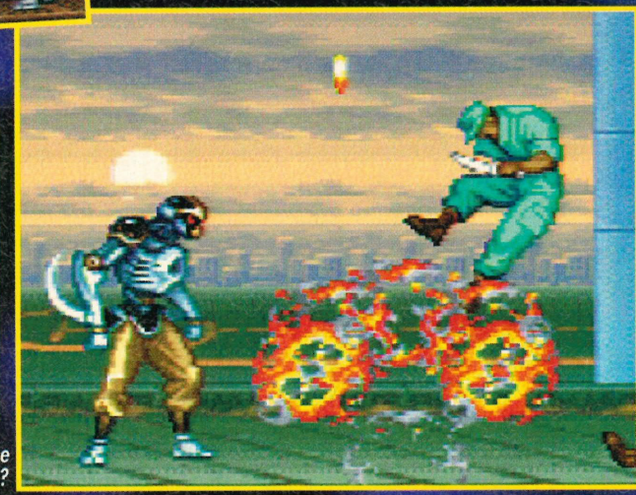
KEITH

I've never found too much enjoyment in mindless scrolling beat-'em-ups such as *Final Fight* or *Peace Keepers*, but I must say this is one of the better games of its type. Presentation is superb with beautiful interactive background graphics and good quality sound effects. The three characters are suitably different to warrant approaching villians with a different strategy in mind; depending on what character you use. I found myself snarling along with the action and the atmosphere for a while until boredom took over and the infinite continues took their toll. If you don't own a game of this type, buy *Ninja Warriors* – it definitely has its good points.

▽ *So that's what happened to Crockett from Miami Vice!*



▷ *Why waste time killing the bad guys when some maniac with a rocket launcher will do it for you?*



MEAN MACHINES



NINJA

The tough guy of our tinny trio, Ninja is armed with brass knuckles and a nunchukka. (Don't tell the British Board of Film Classification!)



KUNOICHI

The cutest total death machine ever to walk the Earth, the delightful Kunoichi's hobbies include pottery and stabbing people.



KAMAITACHI

Not so much a ninja as a walking combine harvester, this blade-laden 'borg makes the T-1000 look as sharp as Benny from *Crossroads*.

SPECIAL MOVE SHOWCASE

NUNCHUKKA



Enemies die screaming before your rice flails. Don't try this at home!

NINJA BLAST



Having a gun built into your arm may be cheating, but who cares?

JUMPING SLASH



Handy for taking out all those 20-foot men wandering around.

QUICK CUT



Do to the baddies what Major's done to NHS funds – halve them!

WHIRLWIND SLASH



Not Jimmy White in the loo, but a whirling scythe of death. Ha ha!

HEAT CLAW



Hot stuff! Sear the skin from your enemies' very bones, cackle yib.

However, it wouldn't be fair to totally slag off *Ninja Warriors*, for the simple reason that the standard of programming is too high to dismiss out of hand. Taito are a long-established and well-respected software house, and this game comes out well as far as quality goes. It's smartly presented, with better than average graphics (there's a very well done *Predator*-style cloaking effect on one of the bosses), meaty sound effects and a plentiful variety of adversaries.

The thing is, though, these features are what we've come to expect from *any* game today, and they're all just window-dressing anyway. When it comes to actual gameplay, *Ninja Warriors* is no different from any one of a dozen similar games on the market. With all the talent that has obviously gone into making this game, it is infuriating that it wasn't put to more creative use.

If you don't have a scrolling beat-'em-up in your collection, and you feel that your life will be forever void and meaningless without one, then *Ninja Warriors* is probably as good as any. If you already have one, however, buying *Ninja Warriors* would just be needless repetition. You want to buy a Super NES game? Get *Mario Kart*, get *SFII Turbo*, get *NBA Jam*, get *Zelda*, get *Zombies*... get the picture?



△ *In true Akira style, this boss calls in a strike from an orbital laser.*



△ *Tanks a lot, tanks a million, and other exceptionally sad and obvious puns.*

DAMIAN



I agree with Andy that this is yet another platform beat-'em-up, but unlike *Peace Keepers*, I really enjoyed playing *NW* because it is extremely violent and features some of the best bosses in any game! Coin-op quality visuals, coupled with tons of flesh-hacking sound make for a great game in my opinion! Whether it's dodging the robots' laser sights, fighting the *Predator* TV guardian, or simply slicin' and dicin' the enemy – *NW* is highly enjoyable. The main faults with this game are that it often gets repetitive and there are infinite continues, so it's not going to take long to complete. There has yet to be a game to beat *Final Fight* in terms of playability and graphics, but *NW* is a good attempt.





PRODUCER
TAITO
SUPPLIED BY: ZAP GAMES
(0532) 590077

PRICE
£54.99

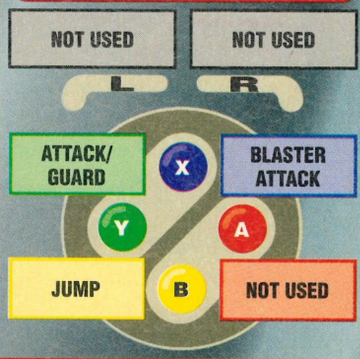
RELEASED
US IMPORT

GAME TYPE
BEAT-'EM-UP

CART SIZE
16MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	78
SOUND	72
GAMEPLAY	65
LONGEVITY	55

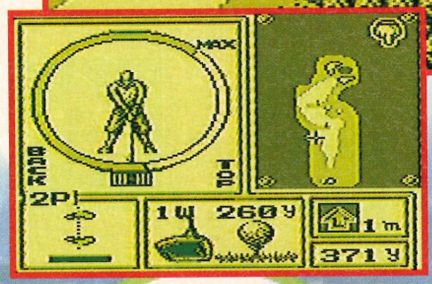
OVERALL

66

KONAMI GOLF

More tee vicar?





△ This is a tricky green to hit, bunkers can cause your strokes to accumulate.

◁ This is the screen where you select your club, stance, and time your swing.



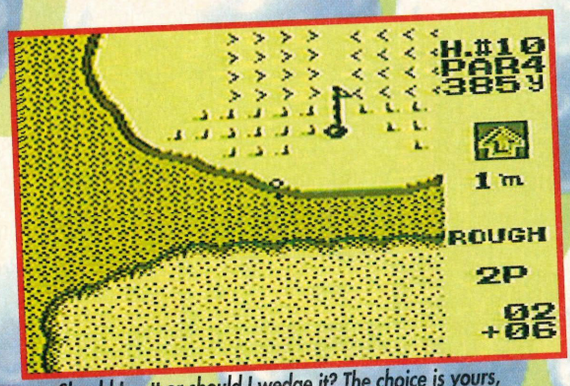
RYAN

Up until now, the leading golf game on the Game Boy has been *Golf* (featuring Mario), but Konami are just about to upset the apple cart with this little beauty.

Despite the obvious limitations of the machine, *Konami Golf* is very well laid out and manages to combine all of the essential elements, without sacrificing anything in the way of graphics or playability. You get the choice of three modes: Tournament, Match Play and Practise, each requires a different style of play for the 36 holes, and this extends the long term challenge.

When you begin a new hole, you see a bird's-eye view of the course which can be scrolled up and down to get an advance warning of any hazards that lie ahead.

You'll then plot your shot by positioning a cursor in the direction you wish to strike the ball. The action flicks to the shot screen where you can select a club, adjust your stance, and take your swing.



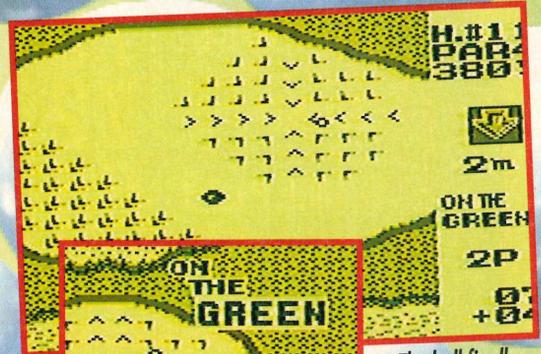
△ Should I putt or should I wedge it? The choice is yours, although accuracy is everything in Konami Golf!

The graphics are generally very good and there's no slow down or blurring, just smooth animation, detailed courses and a realistic atmosphere. At least the ball moves convincingly, unlike certain other golf games I could mention.

The sound is also rather splendid, with each hole accompanied by a bubbly tune. Should you sink the ball in a respectable number of strokes, there's also a fanfare to celebrate the momentous occasion. Unfortunately though, I didn't hear too many of these!

Konami Golf is a must for serious golfing fans, and even if you aren't, then I guarantee you'll squeeze hours of enjoyment out of this cart. The inclusion of a battery back-up also means that you can switch it off in mid-game without having to painstakingly start from the beginning, which is a great idea.

If you're after a challenging, well presented and nicely thought-out golfing sim, then snap this up without delay – your friends will go green (ho, ho) with envy!





◁ The ball finally arrives on the green after several unfortunate bunker encounters!

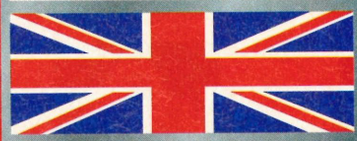




KEITH

Konami Golf is one hell of a Game Boy sports sim. It's easy to get going, hard to put down and even harder to hit the ball straight (just like the real thing), and that's one of the reasons why I like it so much. I love the way you can enter tournaments and see how the other competitors are faring as you struggle to get a double bogey. I was especially impressed with the way that all your players stats are stored. This one steams straight up to top position on the leaderboard.





PRODUCER
KONAMI
(0895) 853000

PRICE
£24.99

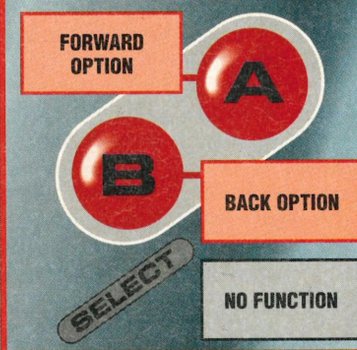
RELEASED
OUT NOW

GAME TYPE
SPORTS

CART SIZE
2MBit

FEATURES
BATTERY BACK-UP

CONTROLS

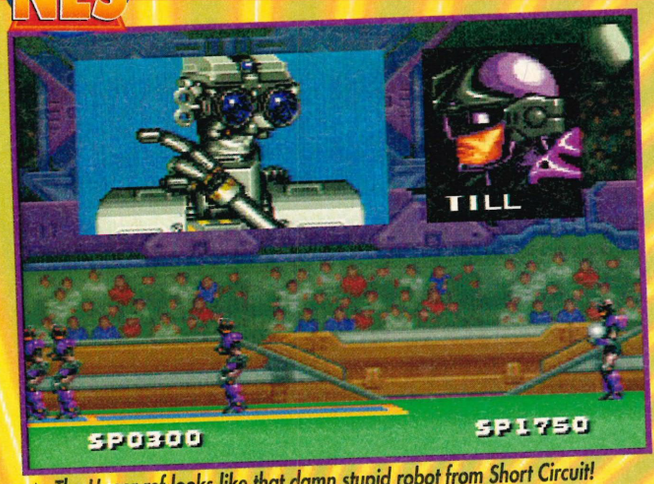


RATINGS

GRAPHICS	75
SOUND	80
GAMEPLAY	86
LONGEVITY	89

OVERALL

87



△ The Hyper ref looks like that damn stupid robot from Short Circuit!

HYPER V-BALL

Sport for the Masses!

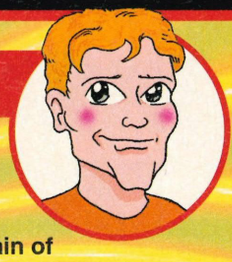


△ Check-out that awesome power as the women battle it out.



△ Looks like this player is out of the game.

RYAN



Hats off to Ubi Soft for being a bit adventurous in converting vollyball; going against the grain of countless football games.

Hyper V-Ball has three different leagues in which to compete: Men's, Women's (and rightly so!), and a strange Hyper league featuring deranged robots with awesome powers. There's also the option to design your own "dream team" from the three leagues and pit them against the established ones.

The action is viewed from the side, with two teams of four placed either side of the net. The idea is to score points by hammering the ball into the opponent's side of the court without them retaliating. There are a range of different techniques and shots available with can be mastered in time and used to devastating effect.

To start with, *Hyper V-Ball* was quite enjoyable; mastering the various lay-up shots and hammering the ball home was very satisfying. However the appeal soon wears off when you run out of new tricks to learn and instead have to resort to the same old techniques to win the matches. This was certainly the case in the Men and Women's leagues, as the action was a little too tame for my liking. The Hyper league is a different story.

This crew of malicious metal-heads will use any method possible to outwit, and at times hospitalise, their opponents. You can split the ball into three, fire it about 200 feet into the air, make it disappear just as it reaches your rivals, or best of all, cause it to totally change direction just as it reaches their hands!

Hyper V-Ball would have been a better game if there was some spectacular far-fetched shots like in *NBA Jam* to hold your attention longer, or at the very least the player should have had more control over where to direct shots. It's good to see some variation in the sports sims, although I felt that *Hyper V-Ball* was lacking in depth to warrant a worthy purchase. One for enthusiasts only!

ANDY



Volleyball has always struck me as a game played mainly by people who want to be Californians, which is a good reason for avoiding it. *Hyper V-Ball*, on the normal levels, did nothing to encourage me to give it a second chance, with teams of cloned hunchbacks shuffling around the sad 2-D playfield. However, on the hyper level, things pick up considerably! The armoured players start to do all sorts of OTT *NBA Jam*-style super moves, sending the ball hurtling across the screen at Mach-6 and hospitalising anyone unfortunate enough to get in its way. After a while, though, the novelty wears off, and it becomes as insipid as the normal levels. Not strong enough to hold much interest.



△ Would you indulge in a volleyball match with these?



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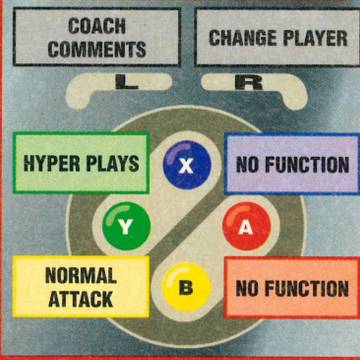
RELEASED
JULY '94

GAME TYPE
SPORTS SIM

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	78
SOUND	75
GAMEPLAY	66
LONGEVITY	63

OVERALL

69

BACK ISSUES



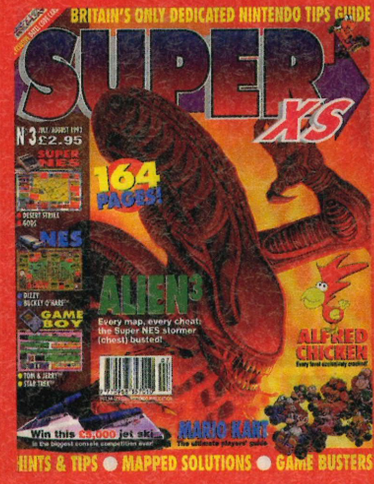
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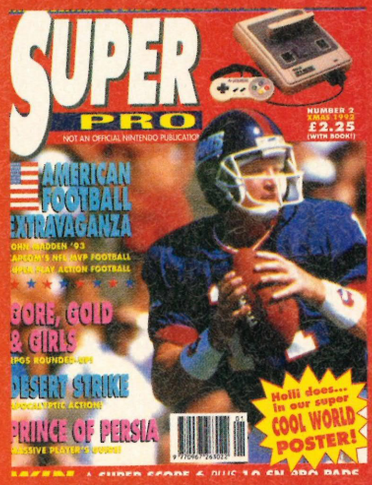
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SPEEDY GONZALES

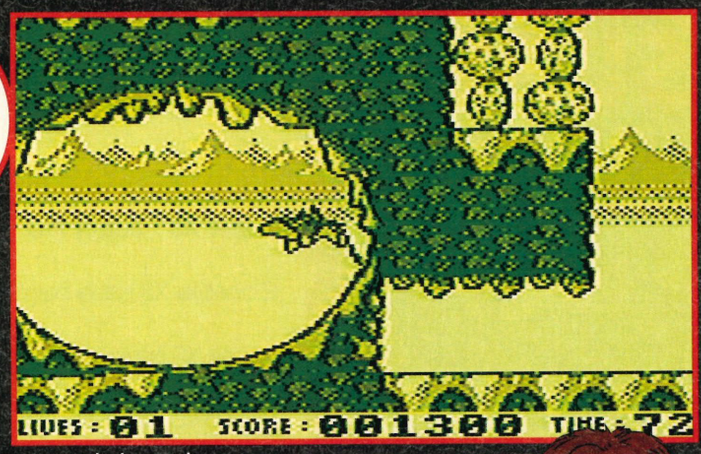
Ariba ariba! Andale andale!

KEITH



If speed is what you need then have a bash on this. What we have here is effectively *Sonic* on the Game Boy! *Speedy Gonzales* is a high speed rollercoaster ride through 18 thrill-packed levels, with three levels to a zone and a boss at the end of each.

The aim of the game is to reach cheese island, kill King Rat and then scoff a huge ball of edam. Okay,so the storyline's a bit cheesy and the sound is uninspired, but the gameplay certainly isn't. *Speedy Gonzales* is instantly playable and very easy to control, and so it should be with Left, Right and A – the only buttons used!



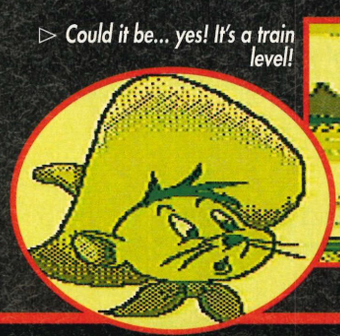
△ *Loop the loop with Sonic – sorry, Speedy.*



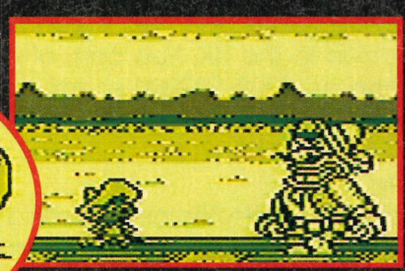
Your way is littered with obstacles; ranging from fans and switches to melting blocks and collapsing scenery – all of them positioned perfectly to ensure daring leaps and high velocity escapades are achieved without even twitching a whisker.

Graphically, you'll be hard pushed to find better on the Game Boy (except *Monster Max*), with backgrounds which are highly detailed, and the enemies are all well animated, although there should have been more of them. As it is, you may wander for quite a while unmolested.

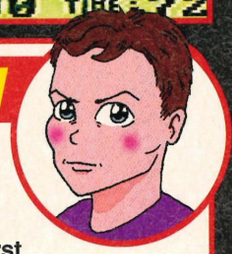
Being a mouse, it's hard to resist a quick nibble, so look out for cheese on the way, well it's hard to miss really as most of the levels are absolutely jam packed full of the stuff! Collect as much of it as you can for a huge score bonus at the end of each level.



▷ *Could it be... yes! It's a train level!*

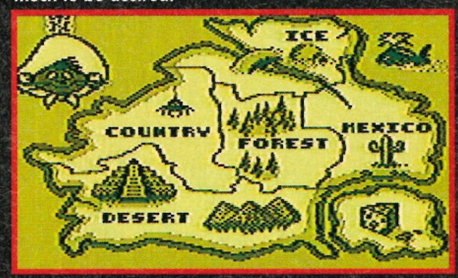


DAMIAN



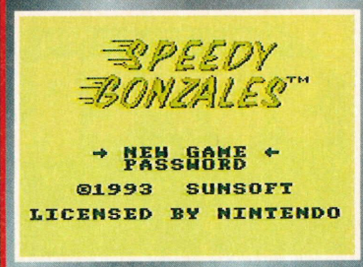
I can definitely see the *Sonic* similarities right from the start as Speedy hits the first corkscrew whilst collecting coins, but this game doesn't have the strong identity of the annoying blue hedgehog and so it comes across as a far weaker game. *Speedy Gonzales* is fast and furious (this can cause speed blur), and each level is massive, but it all gets samey after a only a few screens. I liked the map screen and the statics shots of Speedy himself, however the game is only a very standard platform romp. Does anyone particularly like annoyingly hyperactive Mexicans anyway?

▽ *The programmers' grasp of geography leaves much to be desired.*



Speedy Gonzales has infinite continues which means you can play the game until your tail curls up and drops off. On top of that there are passwords which are revealed after completing every zone. Basically you're given every chance possible to get further in the game, ultimately what this means is that it is far too easy to complete – arrgh, the bugbear of most games these days!

It's going to take an experienced player about one day to complete *Speedy Gonzales*, so in that respect the game falls short, but if you want a playable, fast moving platform game with massive *Sonic* overtones, then this is for you. SG





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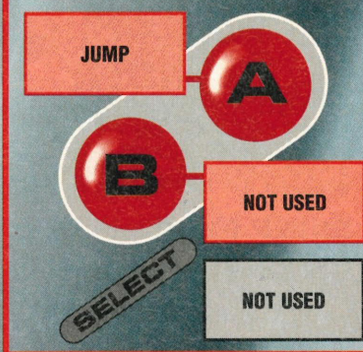
RELEASED
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GAME TYPE
PLATFORM

CART SIZE
2MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	89
SOUND	65
GAMEPLAY	86
LONGEVITY	58

OVERALL

77

TITUS'S MONSTER MAX MAYHEM!



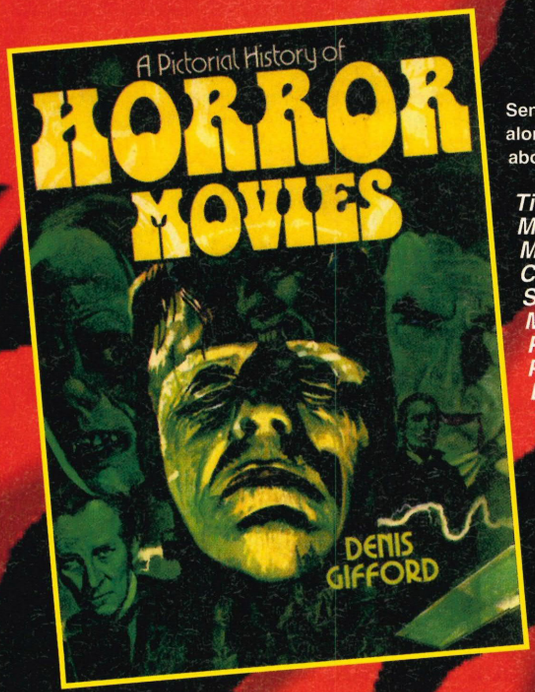
We here at SUPER GAMER love nasty things, we recoil in horror from Disney, we laugh insanely when lemmings throw themselves off cliffs, and we positively hurl at the very mention of Heidi! In fact, anything anti-cute is fine by us, and so you can see why the grizzly character in Titus's excellent new isometric puzzler appealed to our dark nature!

Monster Max is a devilish reptile who likes nothing better than blowing things up with gelignite, slashing defenceless creatures with swords and generally giving everybody a hard time with his nastiness!

His wild antics earned the game a much-deserved GAMER GOLD award in this month's issue, and so to celebrate the release of *Monster Max* on the Game Boy, we hassled Titus into coughing-up some appropriately disgusting prizes for our dear readers!

Brace yourselves because SUPER GAMER, in association with Titus, are giving you the chance to brush-up on your horror facts with one of the best horror compendium books ever printed! The revised version of the *Pictorial History of Horror Movies* (worth £50) is written by Dennis Gifford and is the essential guide for all horror movie fans – a complete compendium of all things nasty at your fingertips! But wait, that's not all, Titus are also giving away copies of the game, and most bizarre of all, a special horror pack containing fangs, fake blood, scars, in fact virtually every one of those cheap, tacky manufactured gimmicks you can pick-up at the newsagent's at Halloween!

We've got six books, three copies of the game, and ten horror packs to give away if you can correctly answer the following three monster-related questions:



1. Boris Karlof is best known for his portrayal of...
A. Dracula. B. Bungle Bear. C Frankenstein.

2. Which classic Bram Stoker tale was recently given the Hollywood remake treatment by Francis Ford Coppolla?
A. The Thing. B. The Sound of Music. C. Dracula.

3. If confronted by a werewolf, how would you kill it?
A. Kick it in the happy-sacks and chin it. B. Fire a silver bullet through its heart. C. Let Andy snog it.

Send in your answers along with your name and abode to this address:

Titus's Marvellous Monster Competition, SUPER GAMER Magazine, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.

All entries must arrive by 10 June and the Gothic Count's decision is final!

Name.....
Address.....
.....
Tel: .....Postcode .....
Console owned:.....

1 A B C 2 A B C 3 A B C

Every day, the console market becomes more and more clogged with cutesy characters vying for your hard-earned pennies, and it's becoming increasingly hard to tell them apart. For example, take that platform game I was playing the other day; the one with the train, and the ice level, and the cloud platforms, and the spikes, and the enemies whose heads you jump on – I just can't remember which hero it was. Hang on, I can't remember which *game* it was! To help those readers with failing long-term memories (ie, anyone over the age of 14), SUPER GAMER presents the first in a highly irregular series...

THOSE CONSOLE CHARACTERS IN FULL!

	CHARACTER	MASCOT FOR	WHAT IS HE?	CREATORS THINK	WE THINK	J PUBLIC SAYS	FASHION SENSE	LEAST LIKELY TO SAY	OVERALL
	**Mario**	Nintendo.	Rotund moustachioed Brooklyn plumber.	Will make unblocking the U-bend trendy again.	We prefer Toad.	"Isn't Rik Mayall brilliant?"	Dungarees? Oh *dear*.	"That *Virtua Racing*'s great!"	He may be fat and have a moustache, but his games are classics. Apart from *Dr Mario*.
	**Sonic**	Sega.	Blue hedgehog with too many E-numbers in diet.	More hip than Roseanne Barr.	Give us Mrs Tiggywinkle any day.	"Aren't those Pirate TV adverts crap?"	Trainers may be cool, but not in primary school red.	"Wow, must have a closer look at that truck!"	Live fast, die young...
	**Bubsy**	Accolade.	Bobcat. And very irritating.	An animal with attitude.	Someone kick him in the Woolies, please.	"What's a bobcat?"	Roll-neck sweaters – very 1970s.	Anything compre-hensible.	Makes Bob Monkhouse seem humble.
	**Zool**	Gremlin.	Ninja from the Nth dimension, and not an ant.	Cooler than liquid nitrogen.	Where's that magnifying glass?	"It's an ant, innit?"	Belts are usually worn with trousers, though some ants prefer silver boob-tubes.	"Put the kettle on!"	He's an ant. Nuff said.
	**Aero the Acro-Bat**	Marubeni.	Bat, and not a chocolate bar.	Bats are hard! Bats are scarey! Bats are way cool!	Bats are things used in cricket.	"You like bubbles, don't you, dad?"	Mask, cape – have DC's lawyers seen this?	"My wings are like a shield of steel!"	Not surprised he's endangered.
	**Mr Nutz**	Ocean.	Squirrel with a drink problem.	A real hard nut.	There's something badly wrong with his spine if he can whip his tail like that.	"He said nuts. Huh huh huh."	At least his hat's on the right way round.	"I'm so glad my grey cousins came across from the States."	What kind of hero sleeps for half the year?
	**Twinbee**	Konami.	Anthropo-morphic spaceship with strange girly voice.	Cuteness and death-dealing hardware – a winner!	Have you seen the manga of this? Winbee's rather well-developed for a 13-year old.	"Why do the Japanese draw eyes like that?"	If 1950s vacuum cleaners come back into style, he's *there*.	"Kill! Maim! Mutilate!"	Pentarou, the *Parodius* penguin, was cuter.
	**Dave Perry**	GAMES WORLD magazine, coming soon from Paragon!	Rolex-sporting celebrity and part-time editor.	The unstoppable gamesplaying animal. Apparently.	Programmable joysticks? Tsk tsk tsk.	"Isn't he that Dexter Fletcher?"	When all's said and done, it's a hankie hat.	"I humbly admit defeat."	What happened to the Scottish guy in the jacket? He was good, he was.

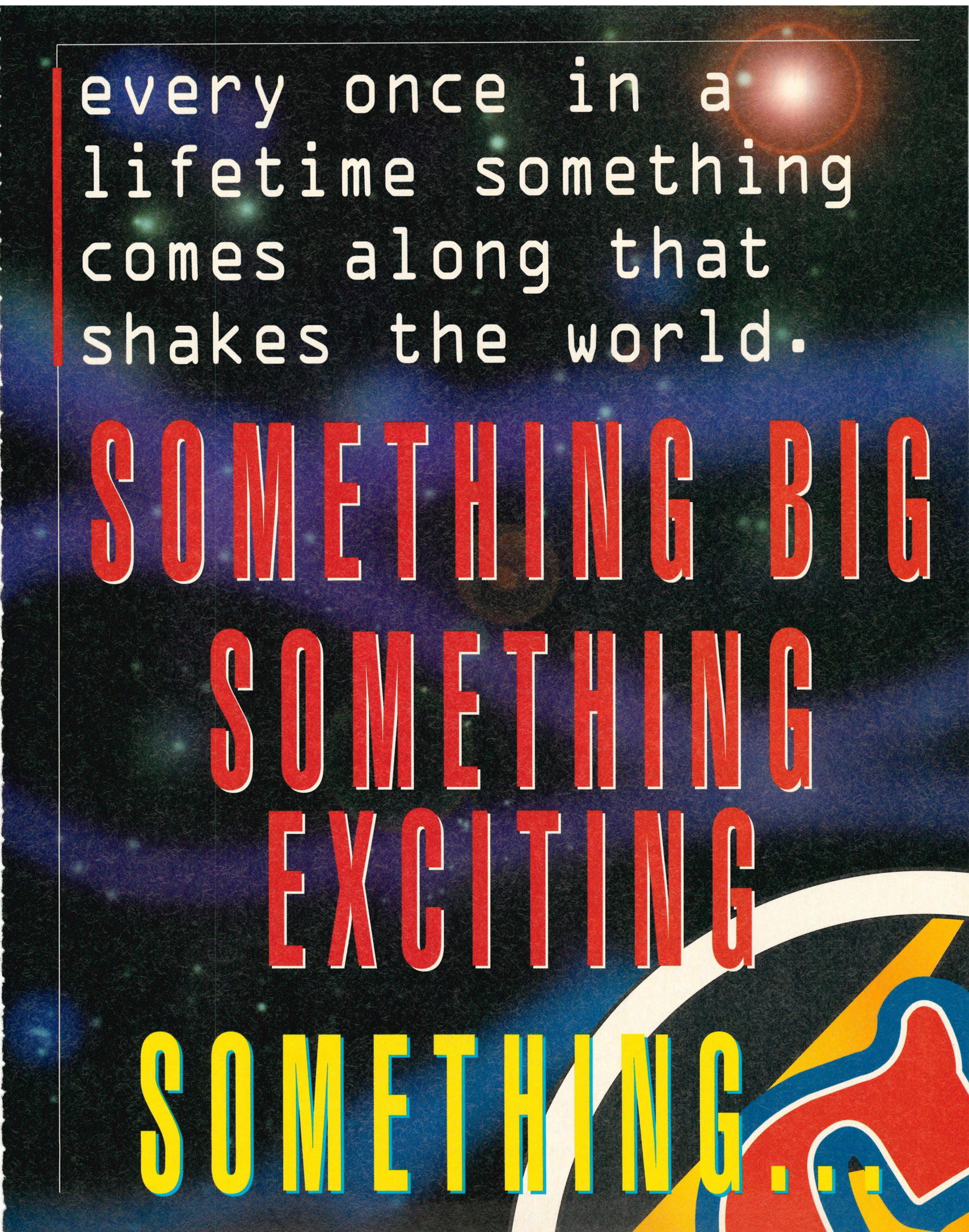
So now you know! No longer need you feel embarrassed by your lack of knowledge of the fabulous world of console games. Just cut out and keep our handy guide, and make sure you always have it with you whenever you're out buying software. Now, the next time the spotty assistant with the cheap tie sneers at your apparent lack of street-cred as you attempt to choose between the ranks of cutesy platform games, you can simply whip out page 78 of SUPER GAMER #3 and stuff it down the obnoxious little sod's throat. Remember, SUPER GAMER is here to help!

every once in a lifetime something comes along that shakes the world.

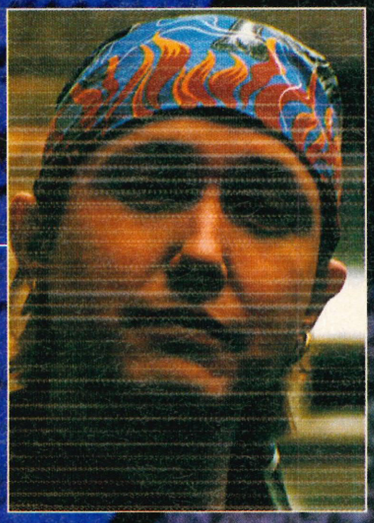
SOMETHING BIG

SOMETHING EXCITING

SOMETHING...

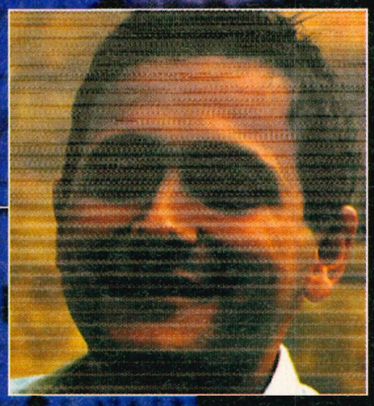


UNSTOP



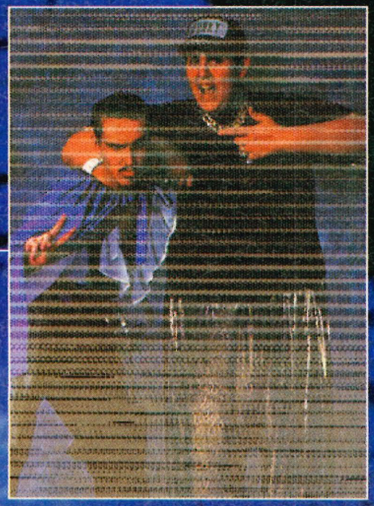
DAVE PERRY

'the Unstoppable Games Animal' formerly of Sega Pro, editor of Mega Power, and co-presenter on Channel 4's GamesMaster and Sky TV's Games World.



NICK WALKLAND

formerly of Games X, editor of Control magazine and senior researcher on two series of Sky TV's Games World.



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JASON JOHNSON

formerly of Super Pro, games editor for Sega Pro magazine and author of Protips Unlimited.

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newer titles in our comprehensive Games Watch sections. There will be news from the industry itself, Japan and America, and of course information about the latest developments from the TV programme.

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D GAMERS



ADRIAN PRICE
formerly of GamesMaster magazine and researcher on GamesMaster TV show.

Chaos **battled its way into the SUPER GAMER offices last month and went down rather well with our expert crew of dedicated gaming experts. This was despite the fact that it is perhaps the hardest Super NES game ever! So, after slaving away over a hot monitor for weeks on end, we've brought you the full run-down on what to do, where to go and most importantly where those essential power-ups are located. The second and final part will be printed next issue, so stay tuned!**

THE CHAOS ENGINE

MICROPROSE ● £49.99

Level 1

Not a great deal of action on this first level, but it gives you a gentle introduction into the vigorous battle ahead. The most important thing to remember is not to go mad and take huge risks, remember lives are scarce!





Level 3

This level is very straightforward. There are two routes to take, the best of which is shown here. You'll have ample opportunity to collect loads of power-ups and cash on this level. Go for it!

Level 4

This level is a good example of the complexity of the game, it shows just how much the format can change as you go along. There are plenty of opportunities to power-up so use them and kick-ass!







Grab this key to activate a bridge over the mud stream.

At this point you'll have to make a decision as to which way to go. No great merits are rewarded for a certain route, although going right will get you to the exit quicker.

Destroy this last node and then dash into the exit.



Level 2

Things start to get tougher on this level as the playing area increases dramatically in size. You'll also encounter alternate routes with which to complete the level, so choose wisely.

Clear the path to this island to obtain a few helpful power-ups. The key will also open a bridge over to the right.

Reveal this bridge with a nearby key and then use it to lead you to a horde of powers-ups. Once you've grabbed them, take the other bridge.

Collect the various keys on route to reveal the path upwards, then shoot this node from the neighbouring ledge.

Shoot this to reveal a key and use it to open a set of steps below. These will lead you to a secret room full of power-ups.



A hole will appear here, except nothing will emerge. Go through to enter a special bonus room full of goodies!

Destroy this node to get a key. This will remove the pillar that previously blocked your path.

Level 1

In the second world, things start to get rather strange. Each level seems to dramatically rearrange itself as you progress through it. So, how the level looks at the start is totally different to how it looks at the end...if you see what I mean!

Go left at the top of these steps, you'll find a key to allow you access to bonus items.

Use the steps to go upwards. You'll need the restart icon and key from this room in order to go down the opposite side.

Go down the steps that appear here and blast away at the horde of creates that come at you! Then go upwards, but keep an eye on those walls!

Shoot this wall, destroy the node and then walk across the top of the wall, collecting the various bonuses on offer



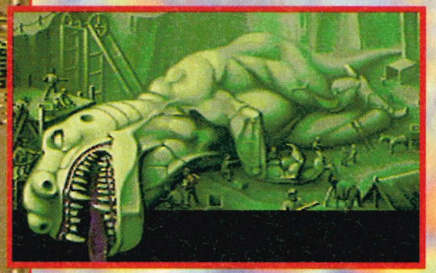
Destroy the middle pillar to reveal some keys. These will uncover possible exits. So choose which path to take!

Grab the key from here and then go back to the area you just passed. Some steps will have appeared, giving you access to hidden bonuses.



Get the key and walk into the crater. This will warp you back to the start of the level, however, there will now be a set of steps ahead of you leading to the top of the walls. Now watch your bank balance surge skywards!

This room contains loads of goodies. Grab the key and then blow away the strange dog-like creature that comes running out.



Level 2

There are loads of hidden treasures in this stage, the best path to obtain them is the one we've pointed out. Now go get 'em, tiger!

When you've grabbed the bonuses, dash into the exit and spend all that lovely dosh powering-up your player!

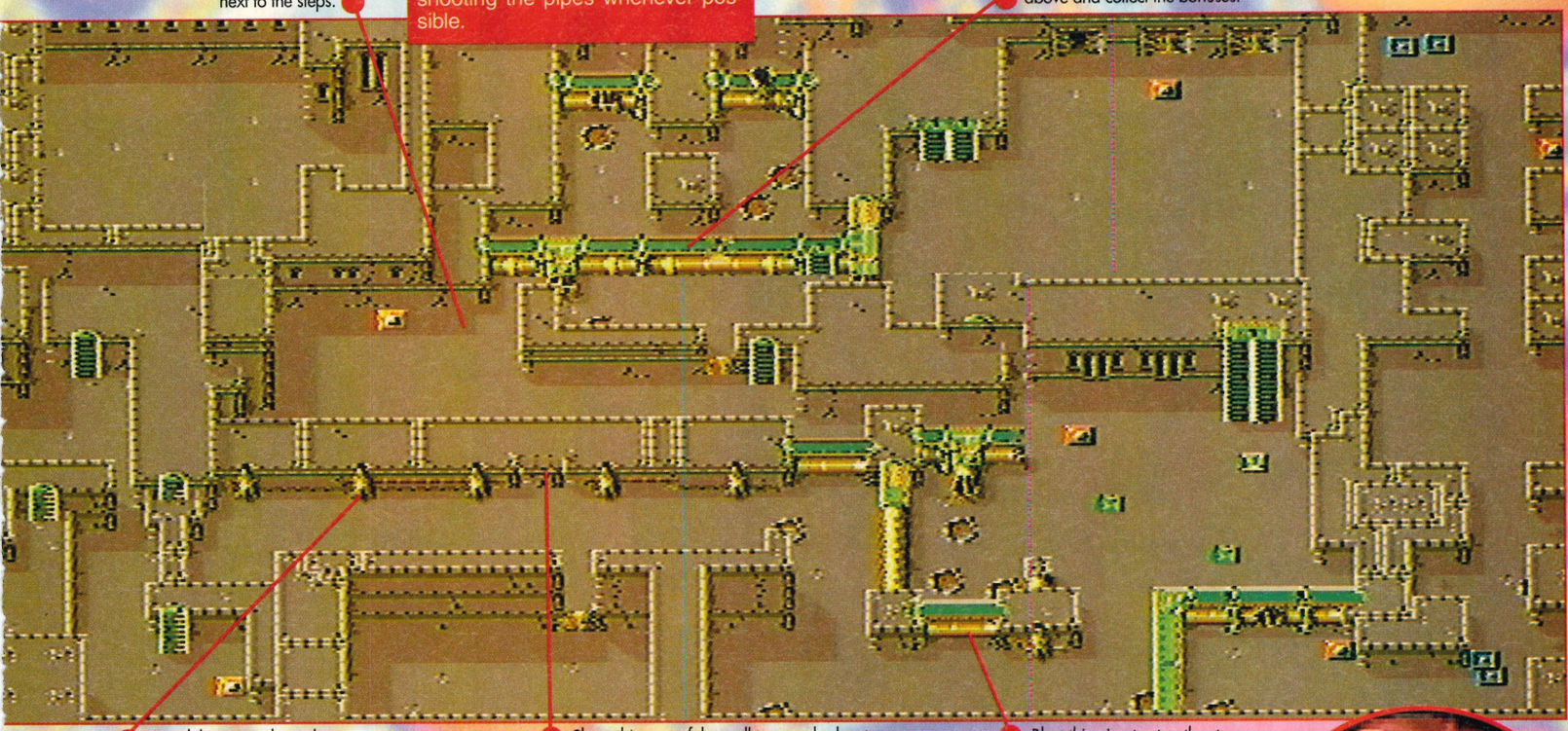
The keys in front of you open the doors on the opposite side. Decide which route to take and then pick-up the appropriate key. My advice is to take the left route, it's more interesting!

Level 3

Give me steam! Well in actual fact don't, because there is an abundance of it on this level. Be careful not to burn yourself and keep shooting the pipes whenever possible.

Kill all of the creatures in this section to reveal a hidden key. This will open the wooden door next to the steps.

Grab the first key in here, but not the second. This will allow you to walk across the pipe above and collect the bonuses.



Avoid the steam that is let out of these valves as it saps energy at an alarming rate!

Shoot this part of the wall to reveal a key to the treasure room below!

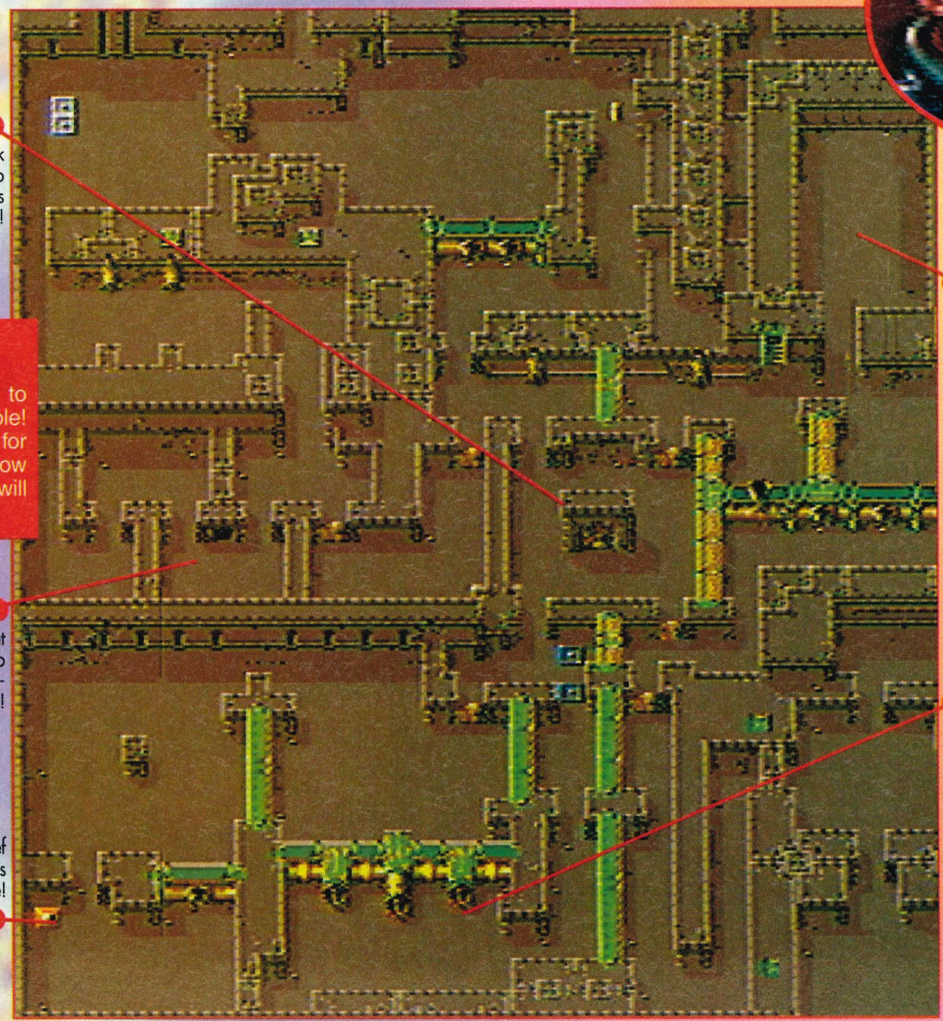
Blast this pipe to stop the steam from blocking your path.



This is in fact the exit, it may look easy to get to, but you'll have to explore the level about five times over before it allows you to leave!

Level 4

This level is a complete nightmare to solve, but at the same time, very simple! You don't have to explore looking for keys to open doors etc, you just follow the path ahead and the route will become apparent as you progress.



Kill every creature in this area and then collect the key. This will clear a path for you to escape.

There's keys galore at this point! Use them to clear yourself a pathway out of there!

Watch these pipes. As you get near, an army of green slimy things will crawl out and hassle you!

Shoot this node and watch in disbelief as the whole level completely changes structure!

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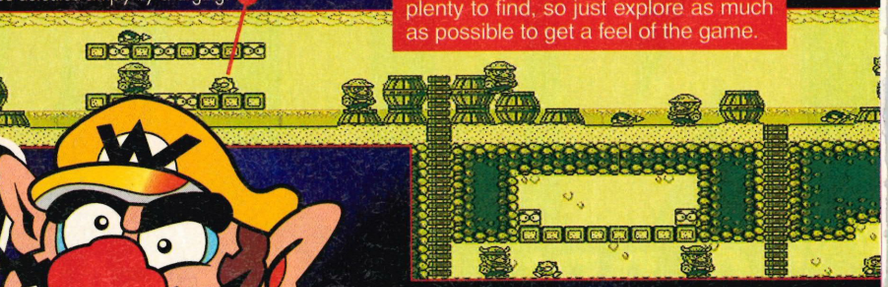
WARIO LAND

NINTENDO
£24.99

Level 1

Try experimenting with the different ways in which you can kill the enemies. It's quite a big level and with plenty to find, so just explore as much as possible to get a feel of the game.

Any small enemies like this which you come across can be defeated simply by charging!

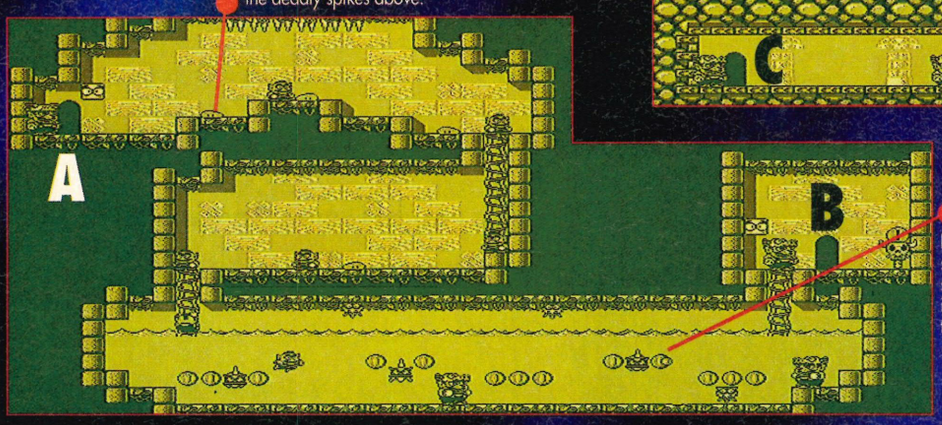


After playing Warioland for a while and realising that most of the levels are slightly large and confusing, we decided this little wonder would be ideal to map and show the levels in all their glory and splendour. This month we've covered World 1 – Rice Beach, and we will of course have the rest of the levels just for you in following issues.

If you ever need practise using the jet hat, then this is the place to do it. The open space is ideal and you'll master it quickly.



Jump over these springy things as they have a nasty habit of bouncing you into the deadly spikes above.



Beware of falling spikes. Some skilful swimming and dodging is needed to avoid the falling hazards.



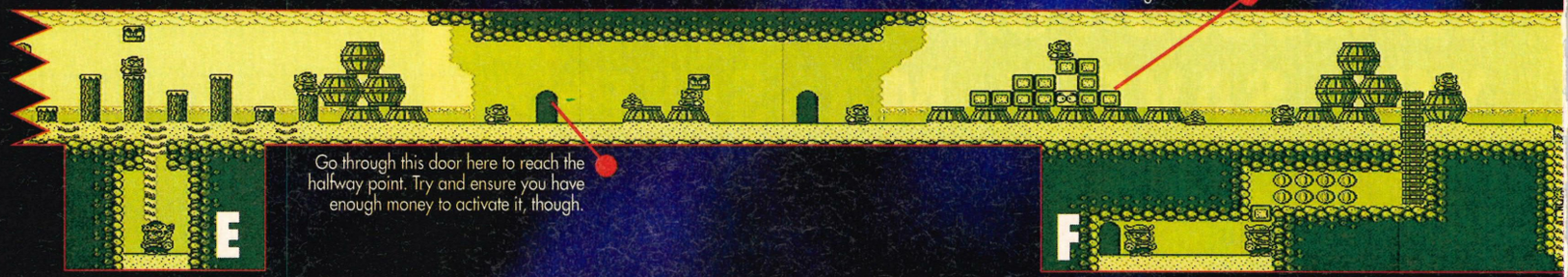
In order to go through the exit, you will first have to destroy the boomerang-throwing pirate. Jump on hm!

Level 3

Bit of a sticky level this one. In order to progress through it with the minimum of hold-ups, jump as much as possible. Also look out for the multitude of underground caverns containing coins and hearts.



Destroy these blocks to obtain a heart. Collect as many hearts as possible as this is an excellent way of collecting extra lives.



Go through this door here to reach the halfway point. Try and ensure you have enough money to activate it, though.

This exit takes you to course six. It's much easier to reach once you've flooded the area, but it still takes money to open.





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Try a running jump to reach these blocks and then get ready for another big jump to reach the barrels.

When you reach the end door, ensure you have enough money to open it. There's nothing worse than going back searching for coins!

Level 2

An army of Thwomps hinder your progress. Also, watch out for the secret room which can be found by looking upwards, and while you're doing that, watch out for the spikes!

This cavern can be accessed more easily once a switch has been activated to flood Rice Beach.

Jump on top of the Thowps after they've fallen down, then leap onto the platform.

B

C

This quicksand can really get you down! To avoid a drag, keep pressing the jump button to rise above this sticky situation.

Just before you land on one of these platforms, pause the game. Once the platform becomes whole, unpause!

D

Halfway points save the game, but it costs ten coins to activate them, so collect lots of money!

Smash through these blocks with either a dragon hat or a bull hat.

F

HAT'S MAGIC!



Hard Hat
The first hat for Wario. If you ever find yourself falling, press Down to land with a thud.



Bull Hat
Charge into enemies or jump from below with this hat. You can also stick to ceilings.



Dragon Hat
Great for destroying obstructing blocks and frying pesky hard-to-kill enemies.

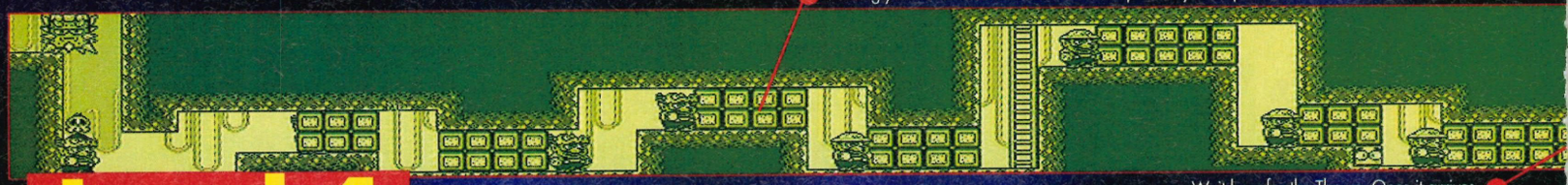


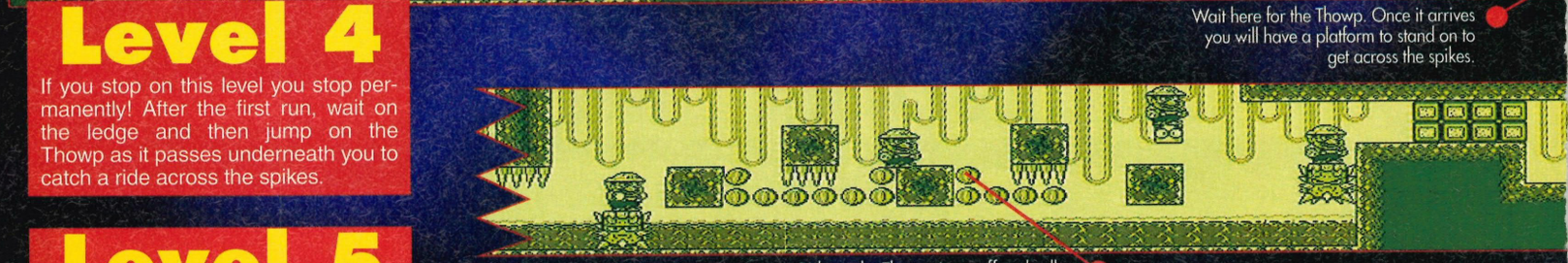
Jet Hat
Useful for reaching those hard to get to platforms and for avoiding patrolling enemies.

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Level 4

If you stop on this level you stop permanently! After the first run, wait on the ledge and then jump on the Thowp as it passes underneath you to catch a ride across the spikes.





Level 5

This level is where you meet your first boss - The pirate (probably owns a magicom). The level is fairly short and poses no real problems, just take your time.



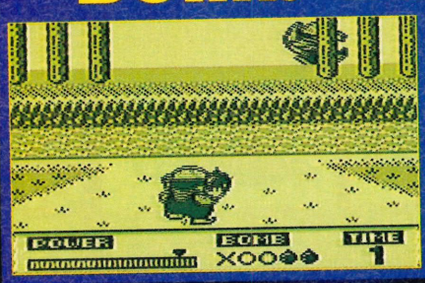


Level 6

This level is basically a bonus level. There are loads of coins to grab and loads of hidden hearts. If you can't do this level then stop playing now and take up Ludo.

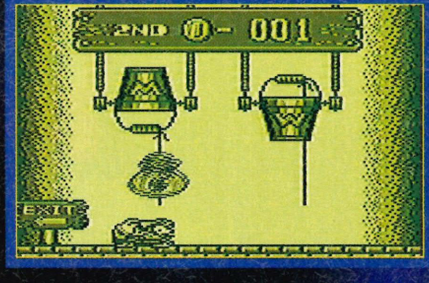


Bomb Bonus



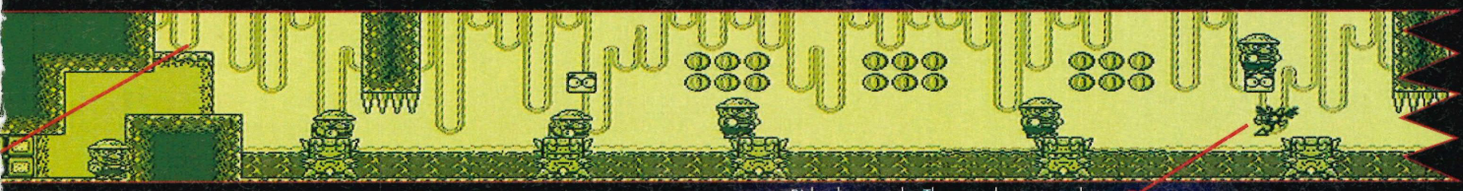
The best way to get the most from your bomb bonus game is to press and hold the button and then release it to throw. Holding the button is useful as it gives you more of a chance to move around and time your throw to perfection.

Coin Bonus

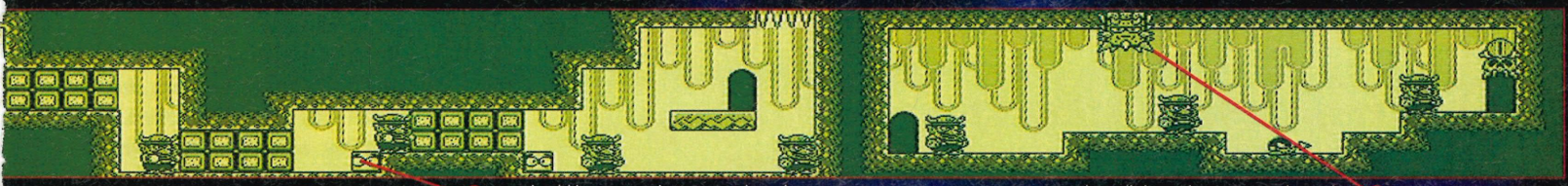


I wish could tell you of a sure-fire way to get the bag of money every time, but there isn't one! If anybody out there knows a theory then let me know please. The best advice I can offer is if you win on the first attempt, leave it at that, after all you will have doubled your money!

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Ride along on the Thwomp, but get ready to jump over the bats when they swoop down. With skill you'll land on the Thwomp.

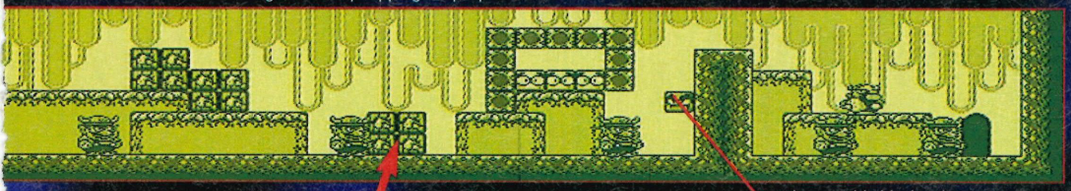


You should have enough time to pick up the hearts here. The more hearts you pick up, the more chance of getting an extra life.

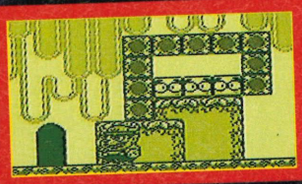
This will drop when you wander underneath. Walk up to it then run back the other way to avoid it's spikes.



Stand on the edge of the conveyor belt and then wait until the Thwomp goes up. When it's safe, run right and keep tapping the jump button.

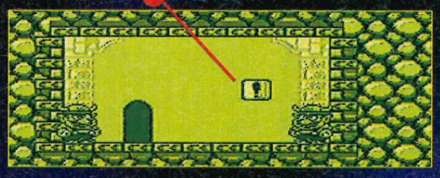


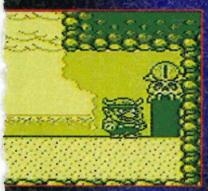
This invisible block only appears when you jump up and hit it. Use it to jump up onto the platform on the right.



Smash or burn these four blocks here to make a hidden door appear. The door will lead you through to the switch which changes invincible blocks to breakable Oxo cubes.

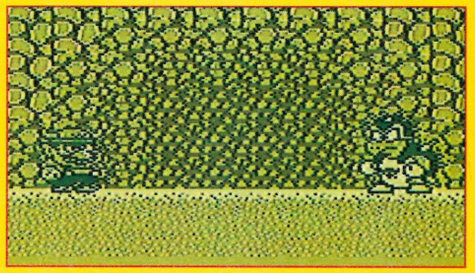
Hit the switch to change the unbreakable blocks outside into breakable ones so you can get the three hearts.



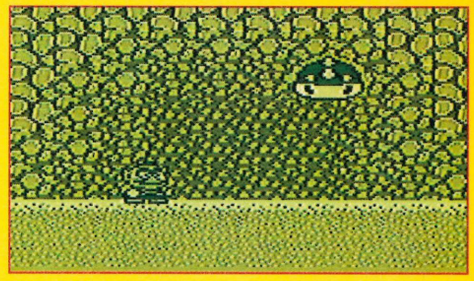




Pirate

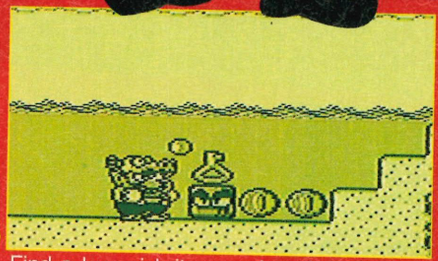


To defeat the pirate, charge into him when he's stood up. jump the shell as it spins around and then hit it from underneath when the shell rises up. You will only need about three hits and the hardest part is jumping over it as it spins.

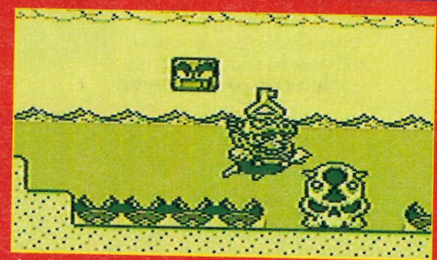


This is the perfect opportunity to jump up from underneath. If you connect successfully, there will be a squeal from the pirate and he will start spinning towards you. Upon completion you will be rewarded with coins galore!

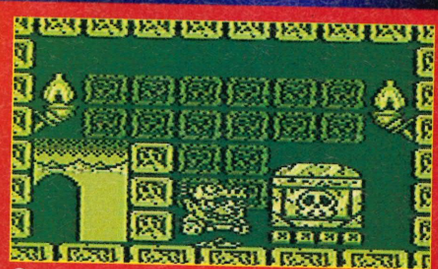
I've got the key, I've got the secret



Find a key, pick it up and go for a walk. if you have any kind of sense at all you will take it to a skull with a keyhole in it.



And this here is the skull in question. Walk up to it and press Up and B to activate it and go through to the secret treasure.



Open the chest to reveal the hidden treasure. Remember the more reasures you collect the better the ending.

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FLASHBACK

SONY ● £39.99 ● ARCADE ADVENTURE

Sony's classic Rotoscope platform game *Flashback* is one of the Super NES's best games, and we've lost count of the number of desperate pleas for a full solution. Well, here it is! Every level completely mapped out, with helpful hints 'n' tips and of course the full set of level codes. Damian personally guarantees that this guide will get you through the game, but if you *do* get stuck, don't hesitate to give us a call after 4.30 on week days for the *Flashback* helpline.

Level 1

You begin the level here, with a groggy head and a small box next to you, which you inadvertently knock down a hole. You have no idea how you got here, what your name is, or where you are? Your first task is to get the holocube and find out what's going on. Then it's time to get the hell off this jungle planet.





Pick up the holocube by pushing Down and Y. A short sequence will explain who you are and what you should do next. Go to New Washington and find a guy called Ian for the truth to be revealed on level two.

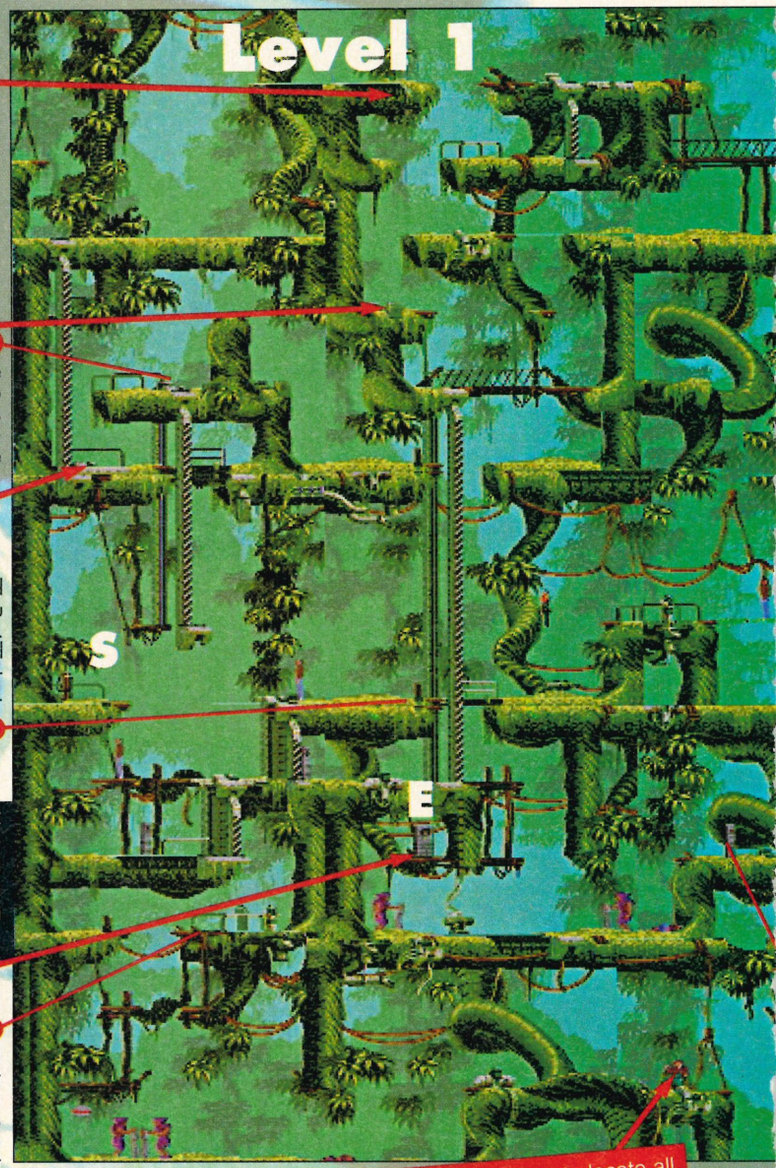
Place this rock on the pressure plate on the right and the lift to the left will stay down. This enables you to get the personal teleporter that you must give to the old man.

Take this personal teleporter to the old man in the top right of the level and he will disappear; leaving you with a personal ID card. This can be used in certain security doors and is crucial later on in the game



This area is electrified and you will be killed if you stand in one place too long. The bridge in the centre will take you to the personal teleporter at the top left.

Stuck on a planet with no idea who you are or how you came to be here. Your first objective is to get the holocube which details some of your background, but you really have to get to New Washington and find a guy called Ian. Apart from the long drops and laser-wielding guards patrolling the woodland, you must also negotiate an impassable chasm using a particle bridge, and also find an ID card and enough money to buy the Anti Grav and enter New Washington.





Recharge your shield or cartridge with this machine. Doing this means you can take more hits. It is vital to use these maps for reference in times of trouble.

Crouch by the edge of this hole and face to the right. Now somersault down and you will hit the platform below without dropping three floors to your death. Now climb down and shoot the guards. Watch out for the gun pod on the right.

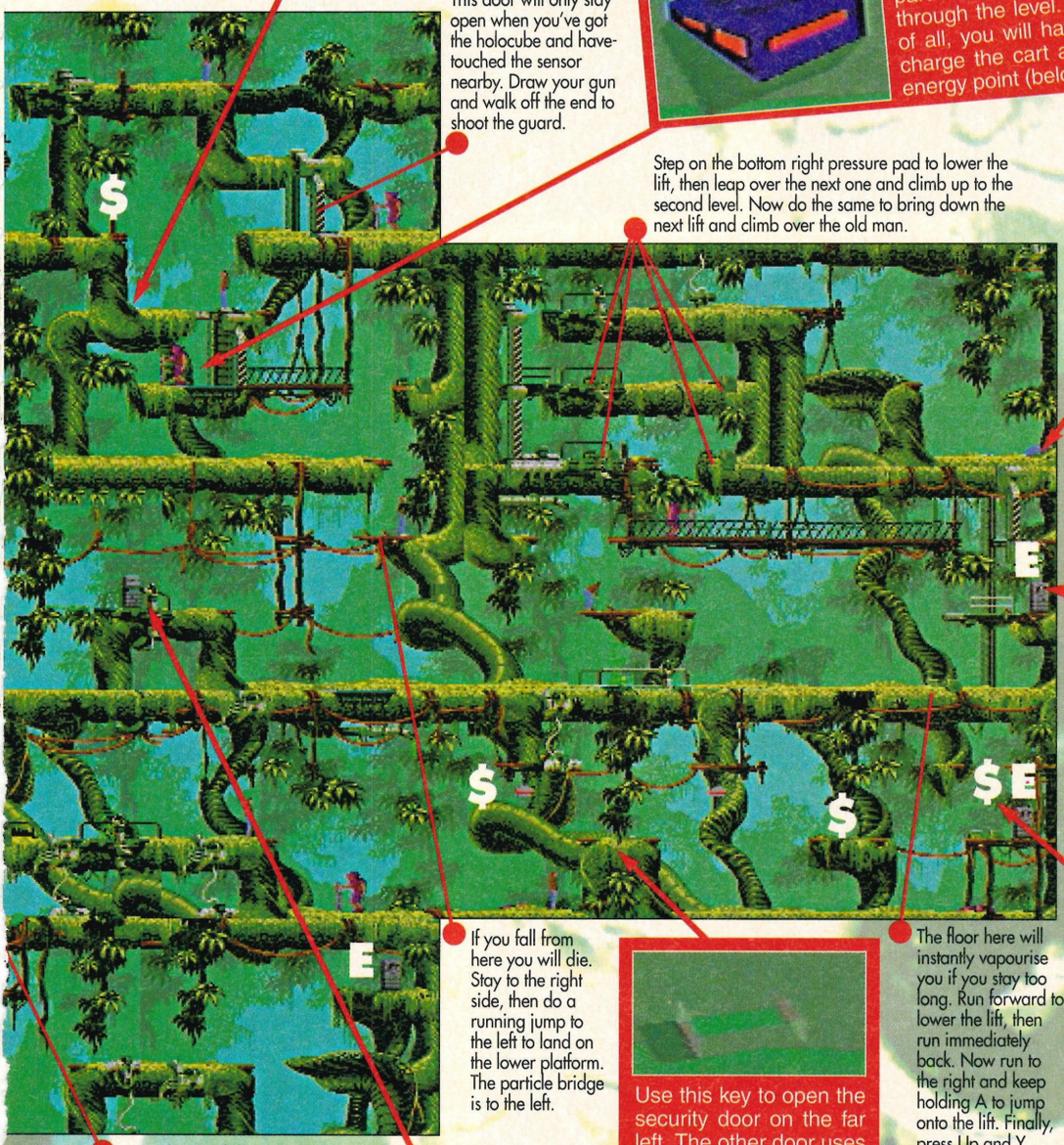


Use the SUPER GAMER map to locate all the credits (especially the one in the top right) in order to afford the Anti Grav from the old man here. Once you have 500 credits, talk to the vendor and he will hand over the device. Now simply activate it, and leap down the hole. For a second you will tumble out of control and you will think you've died, but then, the Anti Grav will kick in and you will go to level two.



Pick up the rock here and then use it later on in the level to distract the guard (pictured right). When you throw the rock, the guard will walk off in its direction and you can blast him.

This door will only stay open when you've got the holocube and have touched the sensor nearby. Draw your gun and walk off the end to shoot the guard.



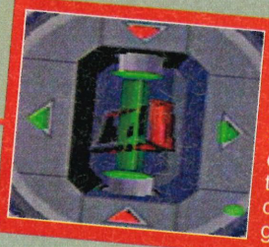
The guard holds the magnetic cartridge used to activate the particle bridge halfway through the level. First of all, you will have to charge the cart at the energy point (below).

Step on the bottom right pressure pad to lower the lift, then leap over the next one and climb up to the second level. Now do the same to bring down the next lift and climb over the old man.





Once you have charged the cart, go to the top left of the map and get the personal teleporter. Take the device to the injured old man here and he will disappear; leaving behind an ID card. The ID is extremely useful on subsequent levels, but can only be used to open one security door here.



The 'E' stands for Energy point. This allows you to replenish your shields and also charge the cartridge for the particle bridge. 'E's are good, 'E's are good.

If you fall from here you will die. Stay to the right side, then do a running jump to the left to land on the lower platform. The particle bridge is to the left.

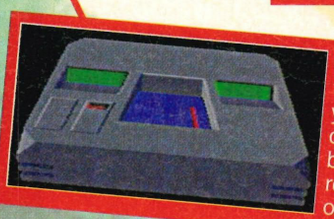
Use this key to open the security door on the far left. The other door uses the ID card to open it.

The floor here will instantly vapourise you if you stay too long. Run forward to lower the lift, then run immediately back. Now run to the right and keep holding A to jump onto the lift. Finally, press Up and Y together to climb up.



Bingo! Instead of lugging loads of bits of plastic around, here are the 500 credits you need in one easy lump sum. The rest of the money is just a tease, obviously. Now you can visit the old man on the bottom level (better save your position first, though) and you can finish the level.

Press the switch here to shut off the particle beam on the right, then leap over the sensor on the floor to prevent the beam from re-appearing. If you just run straight through, the beam will be activated and you will be instantly fried!



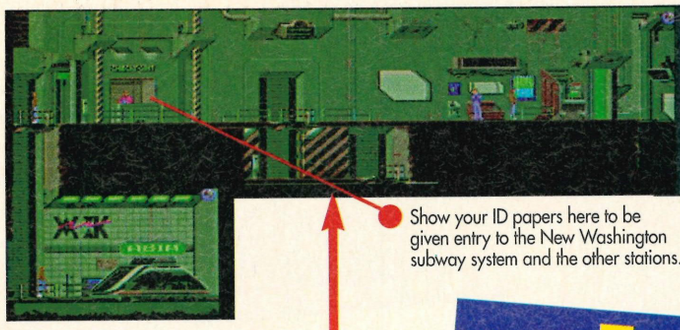
Once you have taken the cart to the energy point (above), you can insert it into the particle bridge control and create a beam to walk on. This will remain functioning for the rest of the game.

KEY

E Energy point. Insert your shield or cart for rejuvenation.

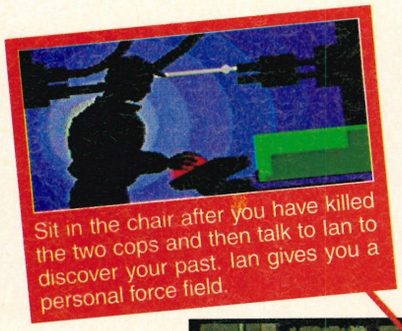
$ You will need to collect Credits throughout the game to pay for items.

S Each of these save points will record your position.



At the bottom of the chasm is the Asia basement and subway system. This is a turning point in your mission because you learn who you are and what you have to do from your pal Ian, in the mind transfer machine. From Asia, you can enter the subway cars by pressing A and travel to the rest of the world.

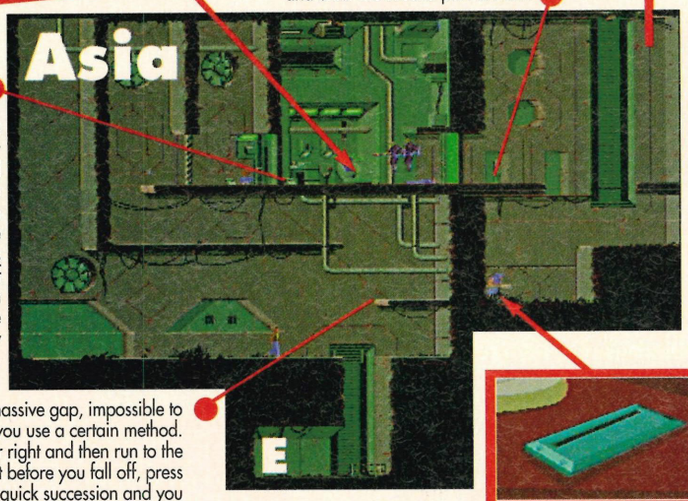
Show your ID papers here to be given entry to the New Washington subway system and the other stations.



Sit in the chair after you have killed the two cops and then talk to Ian to discover your past. Ian gives you a personal force field.

Insert the fuse here to summon the lift and enter the second part of Asia.

Asia



Crouch down as soon as the door opens here and make sure you you have your gun drawn. Blast the cops as soon as you can. Walk off the screen and then back on to confuse them and get a few more hits in.

This is a massive gap, impossible to jump unless you use a certain method. Get to the far right and then run to the edge. Just before you fall off, press jump twice in quick succession and you will leap to the top platform.

To fix the lift switch, you must first shoot this guard and get the fuse.

Job 1





Your first mission is incredibly simple, even for you. Collect a package from the shop in Asia and then take it to Titan Travel in Africa. The only hiccup in your otherwise uneventful delivery is a cop waiting for you outside the travel agent. Use your force field to deflect your enemy's bullets, then shoot him three times and deliver the package.





Go to this office and when you get to see the boss (window B), hand over your ID papers for a work permit. Now go to Europa for work.

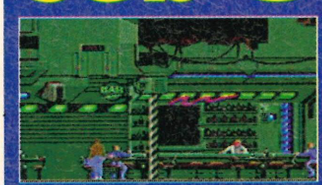
Job 2





You mission is to escort this VIP to the lab in the restricted area (below). You will need to find switches to open doors and blow away any sick mothers trying to get the pencil pusher. Simple.

Job 3





This is more complicated. Go to America and talk to the extra guy at the bar for some info. Now visit the cop (above) and then go to the top left of the map to talk with the informer. A psycho cop will try to shoot your man, so use your shield to protect him and fill the corrupt law enforcer with lead. Now kill the cop on the second level for the key and enter the secret room to battle the cyborgs.



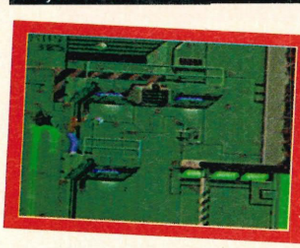


Africa



The Africa level houses the admin offices where you get your work permit. You need to talk to the guy in America to get the door to the admin section to open. Africa also contains the drop-off point for Job one and the restricted zone for job two.

Press these switches to open the two doors below, but watch out for the ground bomb.



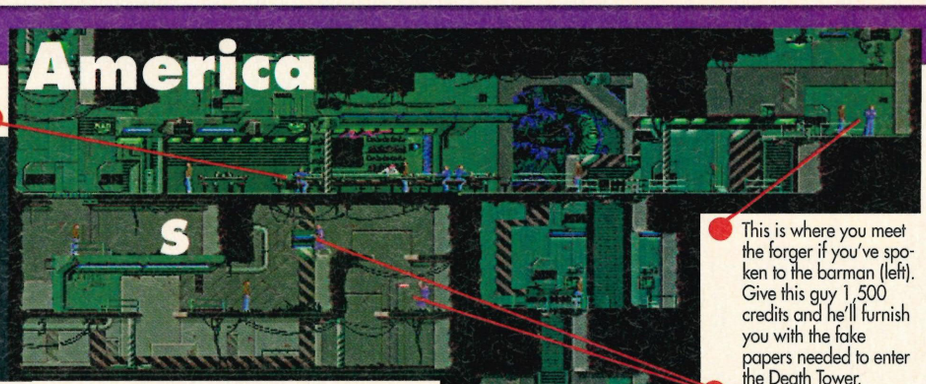
Go to the far left, climb up and immediately draw your gun and shoot madly at the spinning silver ball. If you miss, the sphere will jolt you with electricity. Now go up the right side of the top platform and shoot the second ball for the key. The door will now open.



This is a laboratory and the end of your mission. Let the VIP walk here, then stand still to get the cash.

Walk off the first wall with your shield at the ready. Activate it immediately to absorb the first bullet, then retaliate with your own. Get the key, touch the sensor pad to open one of the doors below, then shoot the last guard and use the key in the slot. Now go into the room on the left.

America



Talk to the guy at the end for extra information in job three.

America is home to the all-American bar – Cheers! Talk to the barman as instructed by Ian and you will be taken to a shady guy who offers you false ID papers to enter the Death Tower game to win tickets back to Earth. The bad news is that you need 1,500 credits to get the papers and to raise that kind of dough, you are going to have to work for it. Go to Africa for a work permit.

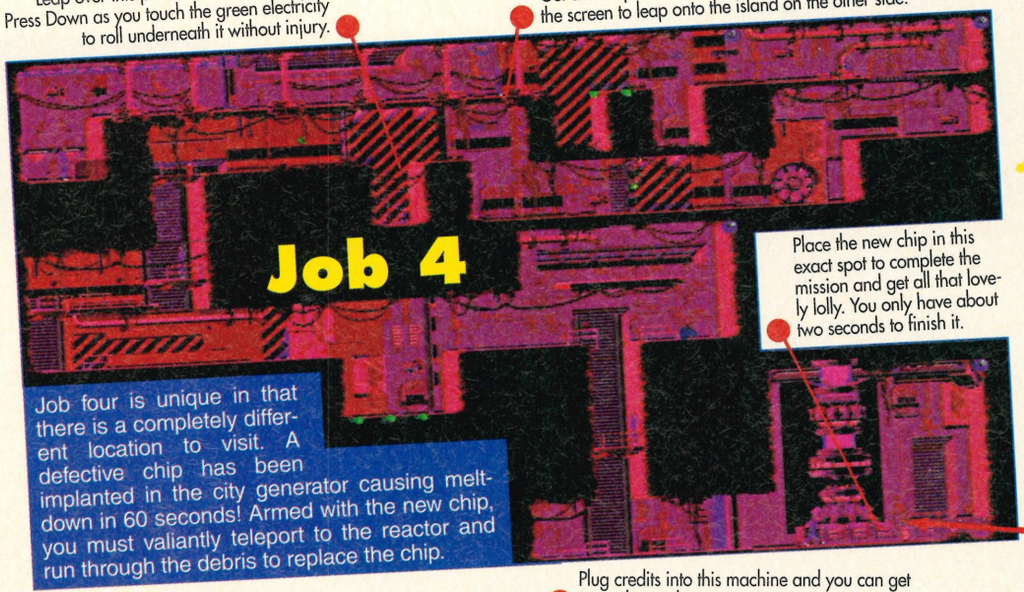
This is where you meet the forger if you've spoken to the barman (left). Give this guy 1,500 credits and he'll furnish you with the fake papers needed to enter the Death Tower.

To kill the cyborgs in this section, save your position (the chances are, you'll use a lot of continues here!) Walk along the first platform and enter the second screen – but stay near its edge. The first cyborg will attack. Use your shield to deflect his shots, then keep blasting him. When he teleports, turn and face him; keep shooting until he reforms. Use the same method for the second one. Never let them get too close or they will pistol-whip you!

This is where the rogue cop waits. First talk to him and then blow him away to get a key for the secret zone at the top.

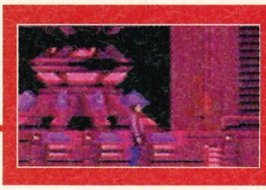
Leap over this pit and then start running. Press Down as you touch the green electricity to roll underneath it without injury.

Get a run-up here and then press Up as you go off the screen to leap onto the island on the other side.



Place the new chip in this exact spot to complete the mission and get all that lovely lolly. You only have about two seconds to finish it.

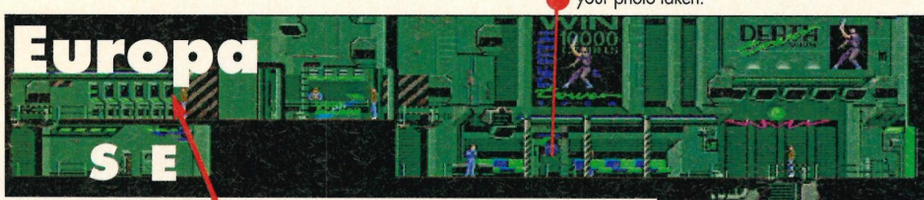
Job four is unique in that there is a completely different location to visit. A defective chip has been implanted in the city generator causing meltdown in 60 seconds! Armed with the new chip, you must valiantly teleport to the reactor and run through the debris to replace the chip.



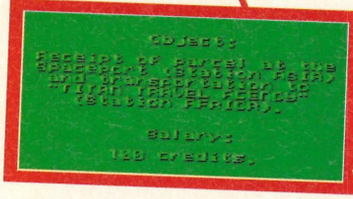
To insert the chip in the reactor, stand on the far right of it and press B – otherwise it will explode.

Plug credits into this machine and you can get your photo taken.

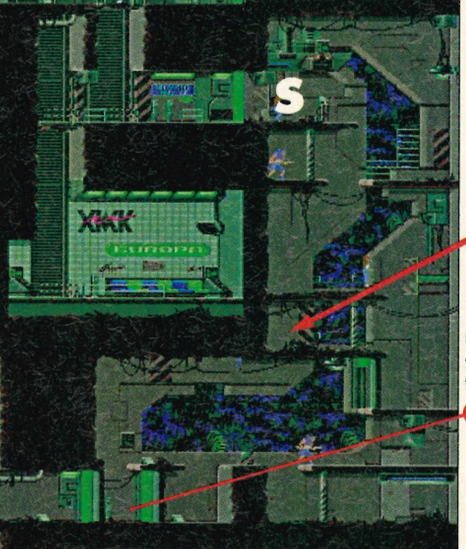
Europa



Europa is the entrance to the Death Tower game and also where you must enlist to get your jobs. The employment centre has an energy point to refuel, a save point so that you can always return there, and of course, the job pods where you can select your next mission. Europa also has the massive mutant restricted zone which you have to clear out.



Press Y to look at your next mission which should be scrolling on the VDUs. When you've read the briefing, insert your card to validate it.





Dangle off the top platform, drop down, kill the guard, then get this key to open the door below.

If you want to open the sliding trap door below, first of all you must climb up to this ledge and touch the sensor.

Use the key you found above to open this door and access the rest of the complex.

Kill the guard here and then get a run-up from this screen. As soon as you go off the screen, press Up to jump and you will dive over the ground bomb and onto the opposite platform. Quickly activate your force field to stop the enemy's bullets and shoot him dead! Now get the objects on the lower floor and climb back up the ledges on the left and touch the sensor to open the trapdoor below.

Get the rock from the right and then press Down and B while it is selected to place it on the door sensor here and keep it open. Watch out for the ceiling bomb just above the doorway.

Drop down here for the key to the room right at the bottom of this complex.

Use the key you found to open this final door and shoot the hovering silver ball to complete the mission.



Job 5

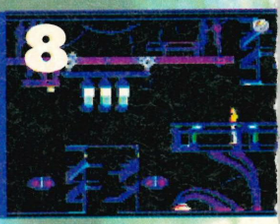
The restricted area above is where the last job is set. You mission is to simply kill all the illegal mutants lurking there and make the zone safe again. Basically, shoot anything that moves.



Death Tower



Each of the eight levels is an individual test of your skill and dexterity. Trapdoors, wire bombs, cyborgs and fiendishly placed laser guns are just some of the dangers you must face in the fight to the top of the tower. Every exit is closed off by electronic doors and wires and it is up to you to follow our maps and find the right switches. Sometimes, it is just a case of killing everything on the level to open the gateway to freedom...



To enter the Death Tower game, you must first work for the money to get the forged papers from the guy in America. Then go to Europa and give your papers to the woman at the desk. You will be instantly transported to level eight of the game, with the aim of killing all the other participants in order to win the free tickets to Earth. It's time to start running, man!

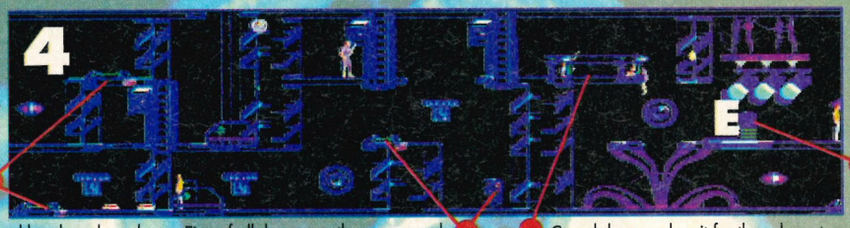




Press this switch first of all and you will see the door open to the right. This is the exit, you must now go all the way through to the left to escape.

Run through the sensors in this room and the floor will literally fall away! Proximity mines are waiting for you below, as well as an instant death.

To get to the energy point above, you must run towards this laser gun and roll underneath as you touch the sensor. Now climb up the platforms and shoot the two cyborgs waiting for you on the other side.

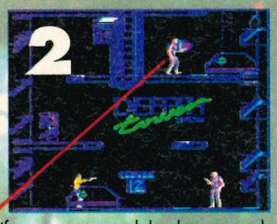


Hit the sensor on the top first, to open the door, then go down the bottom and walk through the bombs; exploding them instantly. Now recharge your energy nearby and enter the third level fully refreshed.

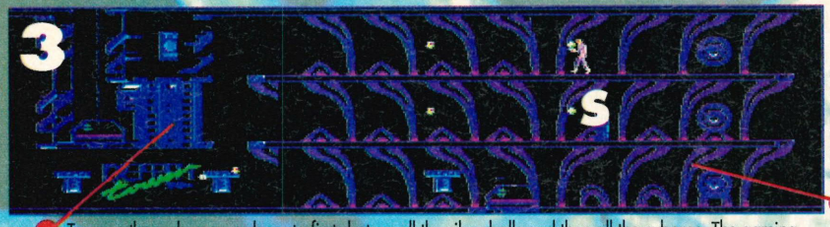
Use this recharge station to get all of your energy back to normal. You can even return from later levels to top up if it looks like you are going to get killed.

This sensor opens the door above and lets the cyborg loose. First of all, leap over the sensor and push the switch on the right to open the top right door. Then open the first door. Shoot the cyborg as soon as he gets near and he will fall into the pit and you can escape to the right.

Crouch here and wait for the cyborg to climb up. Now shoot him and he will explode the bomb and fall to his death.

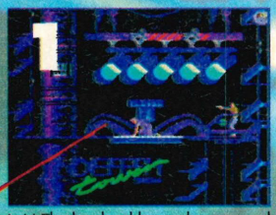


If you want to reach level two, crouch and shoot the first cyborg and then roll left and right until you force him to stand still; this is when to hit him. Use your shield to deflect his shots and after four hits he will explode. You will then have to kill the second cyborg in the same way.



Apart from the cyborgs patrolling the area, silver electro spheres also fly between floors. Climb up, then immediately blast them first, and somersault across the platform and shoot the cyborgs in the usual way.

To open these doors, you have to first destroy all the silver balls and then all the cyborgs. The gaming pros at SUPER GAMER recommend that you shoot as much as possible, and if you get low on energy, go back to level four for a recharge. Use the save point on this level to avoid being sent back to level five.

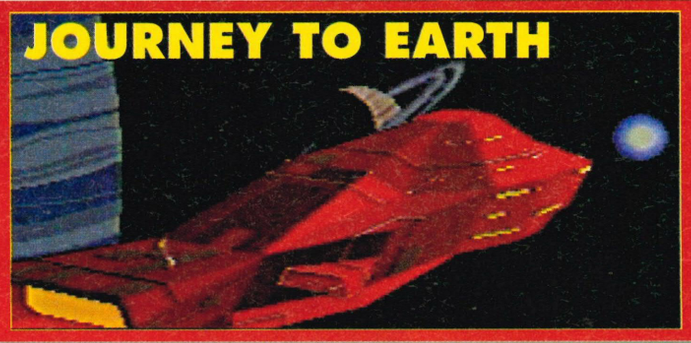


This is it! The last level has only one tough cyborg to defeat before you get that free ticket to Bournemouth. The way to kill this guy, and all the other cyborgs, is to keep rolling left and right until he stands up and tries to shoot you. Activate your shield to deflect the shots and shoot him, before rolling again. Repeat four times.



Defeat all the enemies in the eight levels of the Death Tower game and the flamboyant host gives you the free tickets to Earth. But you still have plenty to do.

JOURNEY TO EARTH







You start off here and are immediately attacked by cyborgs. If you are a good enough shot, you will be able to shoot the cyborg onto the mine and destroy him completely.

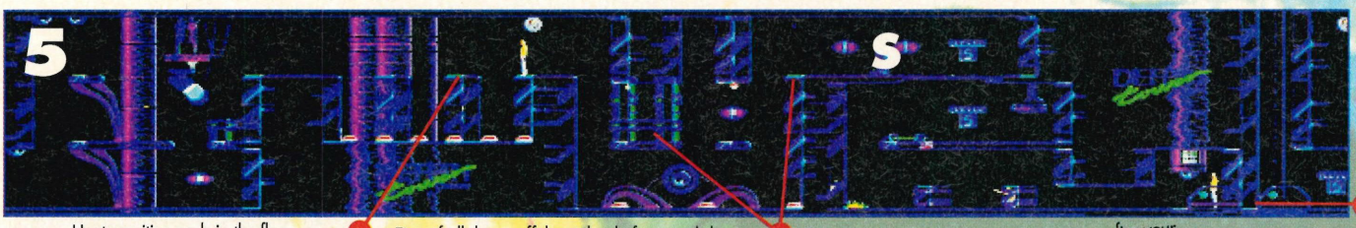
If you touch either one of these buttons, then the opposite door will open; enabling you to escape if you go back around the level and approach from the other side.



Stand on the pressure pads to open these doors, but watch out for the silver electro spheres on the other side. Remember to save your position here.

If you stand on the platforms above, the cyborg will try to climb up. Simply crouch and shoot him on each attempt until he dissolves.

Wait for the cyborg to walk off the screen, then touch this switch to open the floor and run through to the left where you can fight it out with the synthetic.



Roll your way through this gap and then immediately shoot the cyborg on the other side. When you climb up the platforms on the left, watch out for the trip wires, they activate head-height lasers.

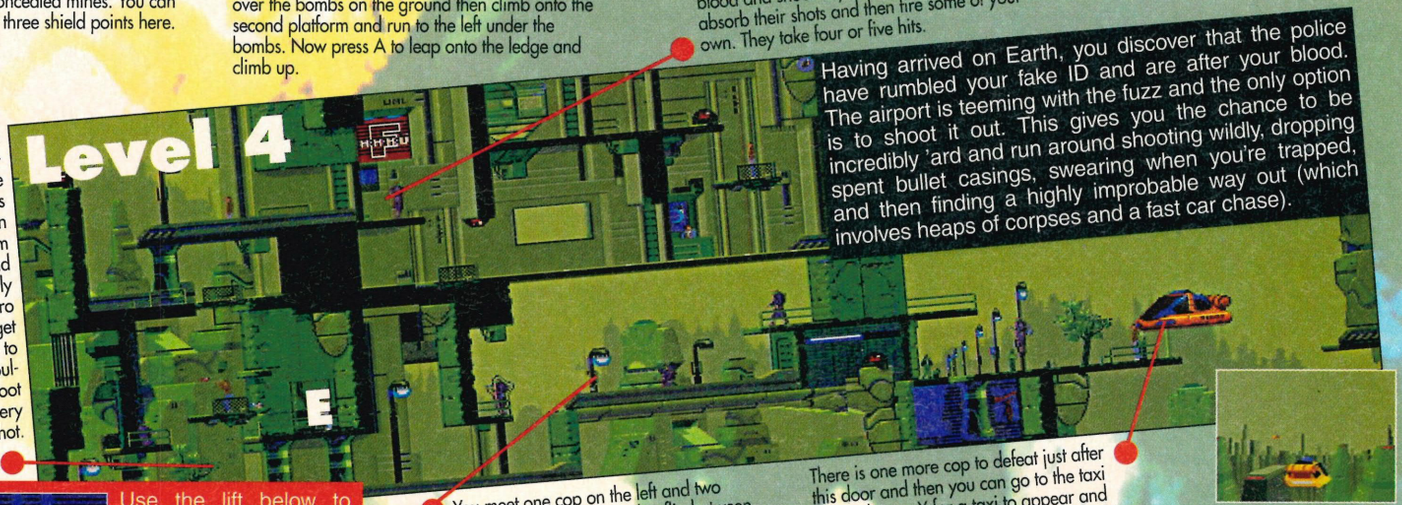
Heat sensitive pads in the floor sense your approach and drop you into a cluster of concealed mines. You can lose two or three shield points here.

First of all, hang off the right platform and drop to the bomb below. This is unavoidable. Now leap over the bombs on the ground then climb onto the second platform and run to the left under the bombs. Now press A to leap onto the ledge and climb up.

The first two cops that you see are after your blood and shoot at you. Use your shield to absorb their shots and then fire some of your own. They take four or five hits.

Level 4

Having arrived on Earth, you discover that the police have rumbled your fake ID and are after your blood. The airport is teeming with the fuzz and the only option is to shoot it out. This gives you the chance to be incredibly 'ard and run around shooting wildly, dropping spent bullet casings, swearing when you're trapped, and then finding a highly improbable way out (which involves heaps of corpses and a fast car chase).



This lift takes you right to the bottom. Shoot the cop on the left as you pass, then roll to the bottom left, turn and shoot continually at the electro sphere. Now get your shield up to stop the cop's bullets and shoot back on every alternate shot.



Use the lift below to climb up on the light fitting (see picture) and shoot the pane of glass with your gun. Now you can get the key to the door on the far right.

You meet one cop on the left and two more here. You may need to flip between screens and get energy halfway through the gun battle, but keep deflecting their bullets with your shield and then shooting back to defeat them.

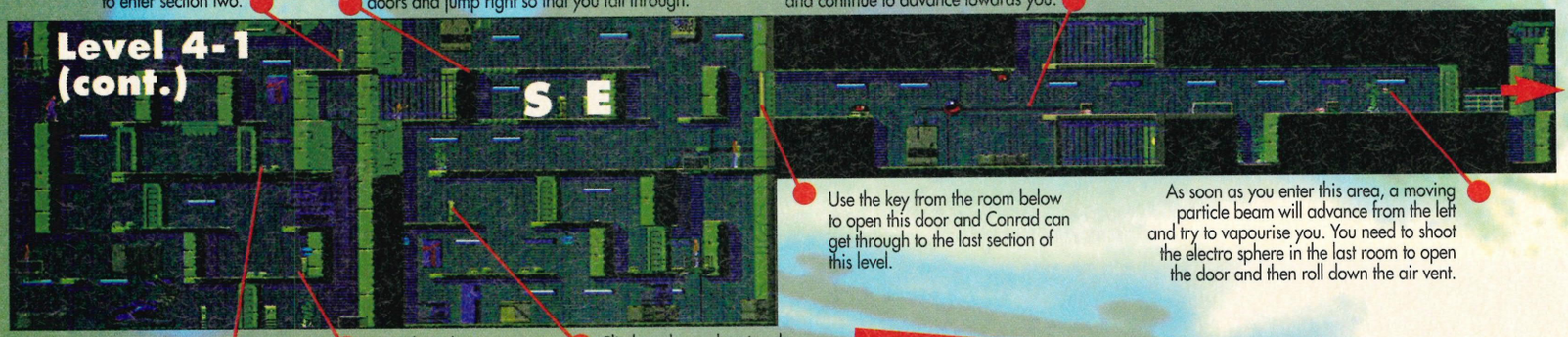
There is one more cop to defeat just after this door and then you can go to the taxi point and press Y for a taxi to appear and take you to the night club hideout.

Use running jumps to leap between these high platforms and then pistol-whip the glass door (above) to break the glass and gain entry to the locked club.

To destroy this security droid, wait until its antennae sticks up, then shoot it off and get clear as it explodes. Now press this switch to shut off the particle beam on the lower level.

Use the key you found on the far left to open this door (above). When you reach the secret passage (below), jump onto the light fitting to touch the switch and the wall will move away and a lift will arrive.

Level 4-1 (cont.)



This switch opens the door directly below and allows you to enter section two.

You *can* actually reach the save and energy points, but you have to be right on the edge of the trap-doors and jump right so that you fall through.

Leap over this ground mine and the particle beam will appear on the left and continue to advance towards you.

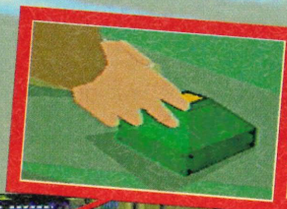
Use the key from the room below to open this door and Conrad can get through to the last section of this level.

As soon as you enter this area, a moving particle beam will advance from the left and try to vapourise you. You need to shoot the electro sphere in the last room to open the door and then roll down the air vent.

When you get to here, two electro spheres pop out and attack. Shoot them, and then kill the morphic blob guard to get the key.

Drop down here, avoiding the laser gun, and touch the sensor in the corner to switch off the particle beam.

Climb up here; shooting the electro sphere, and push this switch to open the door on the right and get the key.



This is the teleport receiver. If you throw this device down deep holes, across chasms or even through particle beams, you can teleport to where ever it lands with the controller.

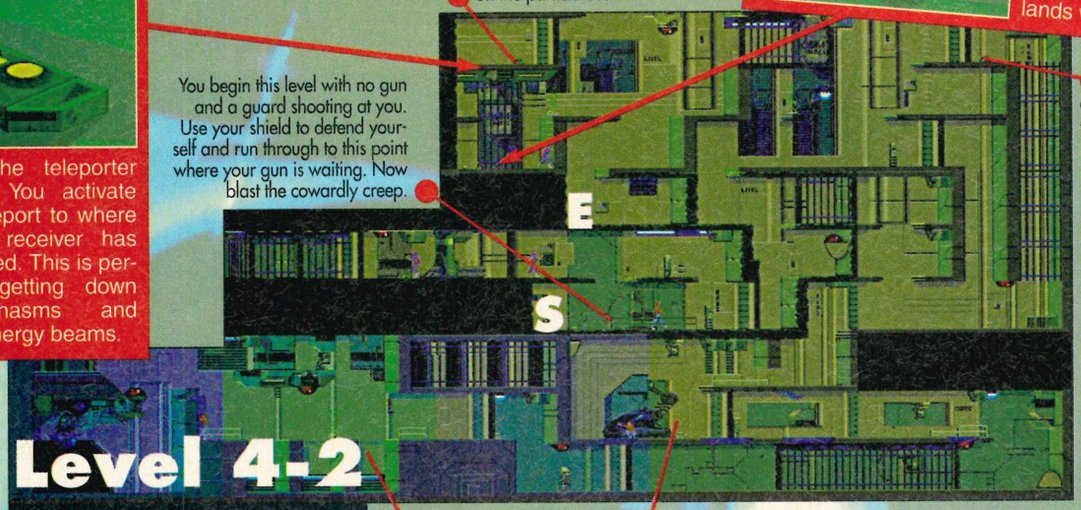
Get the key here for the door on the far right and you can also turn off the particle beam.



This is the teleporter controller. You activate this to teleport to where ever the receiver has been placed. This is perfect for getting down deep chasms and through energy beams.

You begin this level with no gun and a guard shooting at you. Use your shield to defend yourself and run through to this point where your gun is waiting. Now blast the cowardly creep.

Go up in this lift and reach the sensor to activate the door below.



Level 4-2

After you crashed in on the aliens' diabolical plot to destroy mankind, you have been imprisoned. However, one of the guards has decided to execute you personally, without your gun – you're helpless! Luckily you still have your shield to protect yourself.

This room is difficult because not only is there an energy beam tearing across the top (drop into the holes), but there is also an electro sphere waiting in the last pit. The room on the end houses the teleporter to the alien world.

Shoot the alien here to open the door, and then run down the corridor to the right then left and head for the alien teleporter.



Once you have shot the controlling brain on the far right, the door here opens. You can now go down in this lift to the second heart of the planet, and then onto the final guardian.

PASSWORDS

L2 – JWLYX
L3 – RSVP
L4 – DXCPT
L5 – SLLM
L6 – ZTHRK
L7 – CRLQNX



To kill this heart, first of all shoot the two guards, then climb up on the left side. Shoot the heart, drop down, shoot the guards again and then climb up on the right side to take a chunk out of the heart on that side. Repeat three times.

There is a machine here whose sole purpose is to move left and right; dropping bombs on your head. As soon as the lift goes up, run right and drop down to avoid it.



Pick up the exploding mouse here and a morphic guard will appear on the left. Drop down and shoot the guard four times to get the key from him.



Touch the sensor to get into this chamber, then kill the alien guard, grab the key and stand under this teleporter to escape the closed doors.

The doors here will only open when you have defeated the heart (see above). Once you have shot the heart once, the door on the left will close.

Two morphic guards attack you simultaneously! You need to roll to the far left and then shoot any of the guards stupid enough to stand up. Keep rolling left and right; gradually picking off the guards until they are both dead.



Level 5-2

Place the bomb here and then press the switch to drop the bomb into the core of the planet. The ground will shake and you will now have about a minute to get to the hangers and escape before the whole planet explodes.





From your hiding place in the air vent, you overhear the aliens talking about the destruction of Earth. Unfortunately, the grille gives way and you are discovered! Now you have to escape from prison and get to the alien homeworld.

SILLY PUTTY



The alien creatures are amazing! They can change into any shape and stick to any surface. The only thing that will stop them is a bullet in the face!



Use a standing leap or your teleporter to get past these deadly particle beams. Watch the mouse above for the gaps.

To defeat these morphic blob guards, roll left and right until they stop and stand up straight. Now shoot them twice and when they fall, wait for them to approach you and roll out of the way. Repeat this method to destroy the guards. They take four or five hits.



This switch opens the door to the left, but you must shoot the morphic guard on the platform above first. If you try to get past, he will follow you everywhere.

Climb up, get hit by the laser, and throw your teleporter to the left. Now beam past the gun turret.



The sensor (below) opens the door at the bottom, but watch out for the guard who escapes. Get past the laser gun at the top (see above) and then get to the switch guarded by the morphic blob on the left. Use the energy point to recharge and then press the switch to open the door in the top right.

You find the diary of the captured scientist here. It tells you how to destroy the planet with the bomb he just gave you.

Touch this top switch to open the floor, then shoot or pistol-whip open the door on the bottom, quickly kill the guard.

Once you have opened the door and the scientist has been shot, he will give you this bomb.

Pick up the rock in this corner and then roll under the green machine on the left. Now crouch down and press Down and Y to drop the rock on the door sensor and keep it open. Use the teleporter to get past the particle beam.

With the door open, the guard will wait here. Perform a running jump off the screen to avoid him.

To get down from here. Stand in the left corner and face right. Now throw your teleporter down the hole and beam down.

Throw the receiver down here and then teleport to reach this platform.

Use the key you found down below to enter this door. The moment you step through, you will be given a password and this will be your restart point.

This door will open as soon as you drop the bomb into the planet's core. Get to this hanger before time runs out, then press up when you are next to the landing strut to escape.

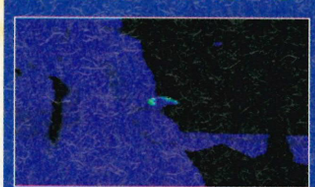


Kill the guard (using your shield to miss his shots), then stand on the right (see picture) and shoot the brain as it is revealed. Duck the laser.

To get back up here and avoid the alien leopard, wait until it has got to the left side, then quickly climb up and blast its head.

This final alien planet level is the toughest yet! Morphic alien guards are swarming all over their mother world and all these bio-mechanical passages look the same. The object of this first section is to get as deep into the planet as possible and find a way to destroy the aliens. Luckily, there is a human scientist who has constructed a bomb.

I'M TOO TIRED FOR THIS...



As Conrad "planet killer" Hart dives aboard the ship, the aliens' mother world begins



to rip itself apart. You escape just in time (as usual), but you find yourself in uncharted



space. Time to hit the sleep chamber and wait for somebody to pick you up.

NEW BUSTERS

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. On these two pages you'll find all the latest cheats and codes, 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.*

SUPER EMPIRE STRIKES BACK

SUPER NES



On all these cheats, if they don't work first time, turn the machine off and on, then try again.

Unlimited thermal bombs
Wait until the title screen appears and press A, X, B, X, X, A, Y then Start.

99 lives
Wait until the title screen appears and press X, Y, B, B, B, X, A, Y, Y, B, A, X, Y then Start.

See game over credits
Wait until the title screen appears and press A, B, A, B, A, B, A, B then Start.

Nutter mode
Wait until the title screen appears and press A, B, Y, X, A, B, Y, X, A, B, A, B, Y, X, X, Y, A, B, Y, X then Start.

Go straight to Vader
Wait until the title screen appears and press A, X, B, A, Y, X, B, A, A, X, B, B, Y, X then Start.

7 continues
Wait until the title screen appears and press X, Y, A, B, X, X then Start.

NBA JAM

SUPER NES

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

Character	Initials	Button
Weasil	SAX	X
P-Funk	DIS	A
Warren Moon	UW	A
Kabuki	QB	X
Scruff	RO	X

Harder game code
To play a team which is a lot more difficult than all the rest, type in the following code: `NPNRDYY PM13JKY`.

SOCCER KID

SUPER NES

Level Codes (with World Cup pieces)
Level 2: `DCBLRFGNPF`
Level 3: `TNLPQCGKPJ`
Level 4: `MMLPTTGKFJ`
Level 5: `HFLPJQHPPF`

MONSTER MAX

GAME BOY



Level codes
Level 2: `-LNRX*49`
Level 3: `V?259JQX`
Level 4: `-8BHMT#1`
Level 5: `*Z!?49KV`

SKYBLAZER

SUPER NES



99 lives
On the third screen you will see a 1-Up in an alcove high up on the left side of the screen near a moving platform. Collect this and carry on to the fourth screen and then double back to the third screen and repeat this until you have 99 lives.

MEGA MAN

SUPER NES



Ryu's fireball!
To gain this you must have first killed all the bosses, have all the armour, sub-tanks and heart containers. Go back through Armoured Armadillo stage and collect the power-up at the top of the cliff before entering the boss door . Enter and exit the weapon select screen five times, and you will see a chamber, go in here to get the ultra powerful fireball which kills enemies in one shot!

SUPER BOMBERMAN

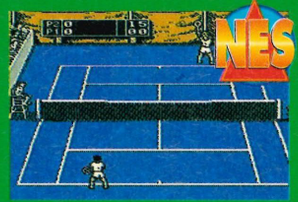
Killing last bosses
Boss five: Evil Bomberman.
This little man is basically a powered-up version of yourself. The best way to defeat him is wait where there is a block below and above you. When he comes towards you he'll drop a bomb next to you walk away immediately and drop a bomb at the same time. This should trap him and blow him to bits. If the evil bomberman kills you, use the trick of standing on your bomb whilst invincible and hammer the A button. The evil bomberman will stand still while your explosions are going off; allowing you to walk up to him and blow him up.

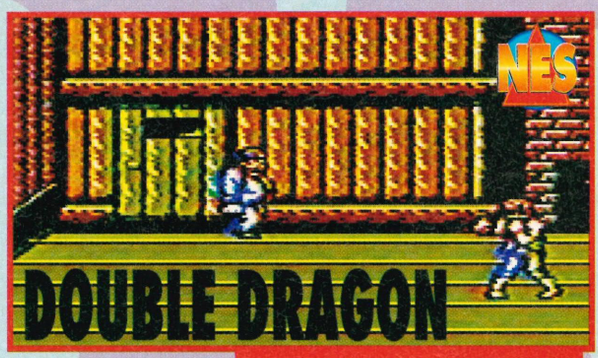
Boss six: The Final Showdown
First of all you will need to take out the spidery robot by dropping bombs directly onto the red eye at the front. Once you've done this simple part of it, another mean-looking boss appears. The trick here is to wait around until he throws the punch power-up icon out, and then use this to catch the bombs which he throws out and then bung them back at him. With any luck they should land in his craft. Eventually six hits should kill him

JIMMY CONNOR'S TENNIS

Passwords
These codes should get you to later tournaments; enter the ball sign as % to get them to work.

```
DM*X T%*W BWB2 *7BQ *VTZ *Q*P *P*T *T*M *WMZ
FZ*V v%*W BWBH B7BV *6*8 *2*% *%*5 *%*T *W3T
%*B1 VRBW B2B3 WKCV *6*C B2*% *%*o *%*T *597
1*B6 VXV9 VDVC X5DV **BC B2*% *%*F B%*T * WFC
2*B6 B6V7 WWW3 DCF% TNBC BBB7 *7*F B7*3 *M2%
```





BATTLETOADS AND DOUBLE DRAGON



Warp Zone
On the character select screen, press the following buttons on controller two: Up, Down, Down, Up, X, B, Y, A then press Start. You should see the warp screen and have an extra ten lives in the bargain.

TOURNAMENT FIGHTERS

Be bosses in Vs battle mode
On the title screen, enter the high speed code on controller two which is: Up, Up, Down, Down, Left, Right, Left, Right, B and A and you will here Aska's voice. Follow that with: X, Up, Y, Left, B, Down, A, Right, X, Up and you should here the voice again. Go into the VS battle mode and to the left of Shredder are Rat King and Karai.

Fight on Karai and Rat King Stages in VS battle mode
On the title screen using controller two press: L, R, L, R, L, R and A.

THE PEACE KEEPERS

Play all characters
When the Jaleco logo appears, hold down the following buttons on controller one: L, R and A. When the title screen appears release them, go to the player select screen and choose different characters.

Mega Warp
After choosing one or two player game, go to the character selection screen and on controller one, press; Down, Up, Up, Down, A, B, B and A. This will give you ten lives and the ability to skip to any level.

Super Warp
This code gives you five lives and the ability to warp. On the title screen on controller one press B, A, Down, B, Up, Down. Once you here a tone press Start to access the warp screen.

Five lives
On the character select screen, hold Up, A, B and then press the Start button.

TAZ-MANIA

Level select
Go into the options screen by pressing Select and then once you've done that, press the following buttons on controller one: A, Y, A, Y, X, Y, B, A, R and L.



COOL SPOT

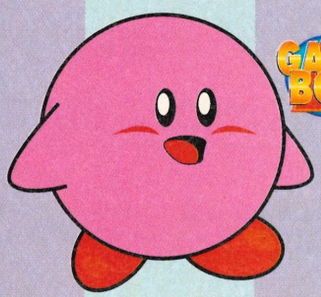
Level select
Hold L and R together and then reset the machine, when the Virgin logo appears press Select 30 times to enter the debug menu.

See end sequence
On the title screen, press the following buttons on controller one: L, Left, R, Right, Up, X, Down and B.

TURN & BURN



Level codes
Mission 2: GZWBFPT
Mission 3: RRHCZJVM
Mission 4: BPYXDLNF
Mission 5: PDTBCZNJ
Mission 6: DKVWGSQK
Mission 7: GKQZBLCT
Mission 8: DCMHRPFJ
Mission 9: WZGNJYZX
Mission 10: JDZFMLFV
Mission 11: SPBCTRRG
Mission 12: SPWVJKDH
Mission 13: LPKQBPFZ
Mission 14: TDLJGSHX



KIRBY'S PINBALL

Play bonus games
On the title screen press Left, B and Select simultaneously, when the high score table appears, a cat will walk across the screen. Begin the game and select any of the stages, but what will happen is that you will start playing immediately on the bonus games.

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

Special play mode
When the title screen appears, hold the Select button then press Start to access the options screen. Hold the R button, then press the following buttons: Up, X at the same time, Right, A at the same time, Down, B at the same time the Left, Y at the same time. If you have entered this correctly, the screen will change to the extra-play mode.

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

BATTLETOADS IN BATTLEMANIACS

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

BEST OF THE BEST

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

BLAZING SKIES

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

THE BLUES BROTHERS

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

BOB

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

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

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

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

BUBSY

Level codes

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

CARL RIPKIN JR

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

CASTLEVANIA IV

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

CYBERNATOR

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

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

D-FORCE

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

DARIUS

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

DEATH VALLEY RALLY

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

DESERT STRIKE

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

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

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

DINOSAURS

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

DRAGON'S LAIR

Passwords (easy level)

Level 1	–	**2A, 4B, 6D, 7C**
Level 2	–	**3B, 5C, 7D, 8A**
Level 3	–	**2C, 3D, 6A, 8B**
Level 4	–	**1C, 2D, 3B, 8A**

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

DRAGON BALL Z

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

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

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

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

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

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

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

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

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

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

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

Breakout style sub-game
X, X, X, X, Y, Y and Start.

FACEBALL 2000
Cyberscape mode
Go to the title screen and hold both L and R buttons at the same time, Choose one or two players while still holding these down and press Start. Let go of L and R and a new option called Cyberscape will appear. This is a completely new game and features loads of new enemies and a split screen mode.

FATAL FURY
More characters
Go to the 'Street Fight' mode. Player one chooses one or two players, now press Down on controller two. This will reveal more characters.

Boss select
Pressing down on player two's joypad will allow him to be the guardians.

FATAL FURY 2
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.

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.

FIRST SAMURAI
Stage select
On the options screen, hold L,R,X and A together, when the doors start shutting, press one of the following directions on the control pad to go to a new level.
Right: stage 1-2
Down: stage 2-1
Left: stage 2-2
Up: stage 3-1

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 – 9025
Level 6 – 1813
Level 7 – 3353

JERRY BOY
Level Select
When the game says "Push Start", press Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start for a level select.

JIM POWER 3-D
Level skip, life increase, more time
On the title screen enter the following code on controller two: X, A, B, Y, A, B, Y, X, B, Y, X, A, Y, X, A and B.

JOE & MAC
Return to last continue point
If you die when taking the last dinosaur, to get to the last continue point, Pause, X then press Select. You will go back to this point.

Extra credits
For up to nine extra credits, rapidly press the X button on the title screen. For every tenth press of the button you will get an extra credit. However, if the title screen disappears, the number will revert back to four. All you have to do now is enter the level again and get the life. Repeat the procedure for as many lives as you can handle.

JOHN MADDEN
Championship finals
Go straight to the championship finals by entering GDRFDDMC.
Super bowl
To get straight to the Super Bowl type in the code BBBB5NZ5C

JOHN MADDEN '93
Passwords
Dallas vs Greenbay – DJGPBBKC
Dallas vs Philadalphia – DJLPBBPC
Dallas vs Cincinnati – DFRNCFVC
Chicago vs Washington – DFGNBBFC
Chicago vs Greenbay – DFLNCBLC
Chicago vs Cincinnati – DFRNCFVC
Houston vs Cincinnati – MNGLBBVC
Houston vs Kansas city – MNLLBBFD
Houston vs Greenbay – MNRLBDMD

KABLOOEY
Passwords
Level 17 – DBVG
Level 18 – DPLL
Level 19 – DJSK
Level 20 – GBTF
Level 21 – JRPN
Level 22 – GBMF
Level 23 – PBSS
Level 24 – WPRG
Level 25 – LFBG
Level 26 – CVFF
Level 27 – LPJC
Level 28 – DBTG
Level 29 – WGGD
Level 30 – TJMG

KRUSTY'S SUPER FUN HOUSE
Start at the last level with 50 lives
Hold down X, then reset four times. You should start at the last level with 50 lives.

Level codes
Level 2 – SKINNER
Level 3 – SCRATCHY
Level 4– BARTDUDE
Level 5– BOUVIER

Open all doors, extra pies
Enter JOSHUA with a space before the first letter and after the last. Now press Start and Krusty will laugh insanely to indicate the cheat has worked. Now you can enter any door in the game and press both L and R buttons for a pie refill.

LEGEND OF THE MYSTICAL NINJA
Password
Level 9 – Z+LHd H

LEMMINGS
Level codes

	FUN	TRICKY
Level 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 – FLOT	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

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.

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

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, R, 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	XX
Chow-Chow	CAR	X

Juice mode
To access the 'juice' (faster) mode, on the "tonight's match-up" screen press any button 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.

Better defence
Choose your game and then pick the team as normal. When the 'Tonights match up' screen appears, press any button five times. On the fifth time, hold the button down until the tip off occurs and you will have a better defence.

NHPLA HOCKEY '93

Codes for the final rounds of the game
H5J3V79RM4ZVHW2P – Minnesota vs Washington
H5L19CY59FPZPT22 – Winnipeg vs New Jersey
BN7Y34ZSP46DIT4R – Buffalo vs Louis
DHYLKFDGB0B402SP – Washington vs Los Angeles
C42Z8MN44Y4YLG39 – Qubec vs Vancouver
HZ2B48N9HY55MK8W – Chicago vs New Jersey
HFPY7KLT9VXYCFV1 – Calgary vs Hartford
C4Z358NMFJG3JMK0 – New Jersey vs Toronto
FZV795XCZ344SNSM – Calgary vs Montreal
B14J9L0YLTCP9LDS – Boston vs Chicago
G75X97V90T0M6MNY – Vancouver vs Qubec
HFNB55PZ9WLTMZSM – Vancouver vs Boston
HL61CRJ3NX49PT3K – Edmonton vs Buffalo
B17F5MF0ZG238V8F – Boston vs Minnesota
HTPTRGHGWB79VHZP – Winnipeg vs New York
FFB1LC1K10YZW0V2 – Detroit vs Buffalo

Final code
To go straight to the final between Los Angeles and Boston, enter the following code on the password screen: C42BWBG00P37LV9J

NIGEL MANSELL'S WORLD RACING

Race passwords
Mexico – LZ9ZN40LJ2541STCVL
Brazil – 6CL732YLZ3H07VNBR9
Spain – PZPP693R91Q7NHQ..2
San Marino – R49RGKFH.JBDSV0T79
Monaco – L0XJ.XVCH3L7GDCFOR
Canada – B7JPR46QRB.RG08HNL
France – LV0ZB206FG0K62K2D7
Britain – TKX.B7G3VTJFS1QSKX
Germany – TQPCLTBTB7X21.JQGT
Hungary – HLL2FWG1Y20FL.1NG5
Belgium – YMGW4BXM3BV61JR565
Italy – 4QX4JKWXT50ZQ..K35
Portugal – 4F3M0TZ507064KGC5D
Japan – R48RR9GT7JB.BZVR4D
Australia – 33DV4B,F1ZZG538GW3
End screen – PV2JTFBK4Y696H4DXY

ON THE BALL

Access codes
Field 2 – MHWYR
Field 3 – HCCWD
Field 4 – WRJMH

OUTLANDER

Infinite energy
Press Up, Left button, Right button, Up, B and A during the game.

PAPERBOY 2

Higher level
Go to the Route Option in the Player Select screen, and enter the code 6479.
Passwords
Route: 5738 – Week 2
Route: 6479 – Week 3

PARODIUS

Use super bombs three times
Pause the game press X, X, X, B, B, B, Y, Y, Y, A, A, A, Left and Right.

Level select
On the ship select screen, choose the Octopus ship which is below Vic Viper and press Up, Left button and X simultaneously. Continue to hold the buttons down until the level select screen appears.

Secret level
Go to the bottom of the water beds on level three to access a secret level.

Full power-up
Pause the game, press B, B, X, X, A, Y, A, Up, Left button and Start. This gives you full power and weapons.

Invincibility
Pause the game, press Left button, Right button, Up, X, Right button, A, Left button, Y, Down, B, A, Y, A, Y, Right button and Start.

Stage select
Move the cursor to the Vic Viper on the player select screen and press Up, Left button and X together. Hold them for 15 seconds and a stage select screen appears.

PILOTWINGS

Extra difficulty
If you're up for a real challenge enter the code 882943 on the passcode screen. You'll be treated to some rather different aerial antics.

Passwords
If you cannot wait to complete the early stages of this excellent aerial game then enter these passwords.

985206 – level 2	394391
– level 3	
520771 – level 4	108048
– helicopter 1	
400718 – level 6	773224
– level 7	
165411 – level 8	760357
– level 9	
882943 – helicopter 2	

PIPE DREAM

Lives code
Start on round D with maximum lives – 3P7DS1WSNDFPPP.

POCKY & ROCKY

Level select
On the controller, hold down X and Y. With these held, press A, A, A, A, B, B, B, B, A, B, A , B, A, B, A and B.

POPULOUS

Energy boost
At any point in the game, press A, B, then hold the Left button and press A and B again. Next hold Left button, Right button, A, B, X and Select. Go to swamp icon and press B.

POWER MOVES

Fight last boss
Simply enter the code – N::XJT& $+7.

PRINCE OF PERSIA

Level skip
Enter the code SPECIAL on the password screen. When this has been rejected, start the game and enter B, Y, Up, Down, Left, Right, Left and Right buttons. If it has worked, you will hear a strange noise. Press Start and Select to enter a secret level skip screen.

Passwords

Level 1 – BRNGBB9	Level 11 – 7F39R1B
Level 2 – MRG5L2X	Level 12 – H9TZD8N
Level 3 – B6+TWNN	Level 13 – 7TXF+9V
Level 4 – 9Z3NRDX	Level 14 – H+KX3L7
Level 5 – LQHWTVR	Level 15 – GZ9MRZJ
Level 6 – CGKDBZ2	Level 16 – 84CPBC6
Level 7 – TH4Q++B	Level 17 – QQNL2PV
Level 8 – VXPNBY2	Level 18 – 4Q7TMHJ
Level 9 – QLL!WHR	Level 19 – QHJG!Q7
Level 10 – HWB93WX	Level 20 – H8J12+Y

PUSH-OVER

Passwords

1 – 00512	26 – 11782	51 – 21534	76 – 21631
2 – 01536	27 – 11270	52 – 23582	77 – 22143
3 – 01024	28 – 09222	53 – 24094	78 – 21247
4 – 03072	29 – 09734	54 – 23070	79 – 20735
5 – 03584	30 – 08718	55 – 22558	80 – 28927
6 – 02560	31 – 08206	56 – 18494	81 – 34939
7 – 02048	32 – 24590	57 – 19006	82 – 30463
8 – 06144	33 – 25614	58 – 20030	83 – 29951
9 – 06656	34 – 26126	59 – 19518	84 – 31999
10 – 07680	35 – 25614	60 – 17470	85 – 32511
11 – 07168	36 – 27662	61 – 17982	86 – 31487
12 – 05122	37 – 28174	62 – 16958	87 – 30975
13 – 05634	38 – 27150	63 – 16510	88 – 26879
14 – 04610	39 – 26638	64 – 16511	89 – 27647
15 – 04098	40 – 30734	65 – 17023	90 – 28671
16 – 12290	41 – 31246	66 – 18047	91 – 28159
17 – 12802	42 – 32270	67 – 17535	92 – 26111
18 – 13826	43 – 31758	68 – 19583	93 – 26623
19 – 13314	44 – 29726	69 – 20095	94 – 25599
20 – 15362	45 – 30238	70 – 19071	95 – 25081
21 – 15878	46 – 29214	71 – 18559	96 – 08703
22 – 14854	47 – 28702	72 – 22655	97 – 09215
23 – 14342	48 – 20510	73 – 23167	98 – 70239
24 – 10246	49 – 21022	74 – 24191	99 – 09727
25 – 10758	50 – 22046	75 – 30975	100 – 44543

Q*BERT 3

Level warp
On the title screen, highlight the Game Options menu and press Start. As soon as you're in the options mode, press the B button eight times. If successful you'll hear a sound. Start a one or two-player game and you'll warp straight to level eleven.

Alter backgrounds
Go to the options screen and press the Left and Right buttons simultaneously. When you release them, a programmer's screen will appear. Press Select to change the background (keep pressing it to flick through all of the different ones). Press Start to return to the options screen.

RAHMA 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

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

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.

Passwords
Drakonis: !B!R T5C3 X5PT
Bogmire: 7JM8 QQCB 9SPS
New Mojave: 1FQ8 R5CL 9KK2
Nho: V2L8 14BV 92K!
Inferno: XWC7 HZB5 5TJ!

ROCKY RODENT

Infinite continues
On the title screen press Start to make Rocky run across the screen and then very quickly press the following buttons: Y, A, R, A, B, A. An options screen will appear, once on this screen, put the cursor on continues and change it to '?' this will give you infinite continues.

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

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!

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

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.

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

Sound test and eventually 7 credits
Go into any level , press and hold Y, B, X, A, Down. While still holding these down press Start. You will go into the sound test where you can change the music to what you want. Press Start to exit the sound test and then keep entering and exiting it until a message comes up telling you to enter Y,Y,Y,Y for title fun. Enter this on the title screen to rotate the logo. Go into the sound test once more and there will be another message telling you to enter X,Y,A,B,X,X. Once again enter this on the title screen to gain 7 credits.

Using the Force
On the title screen press X,B,B,Y,X,A,A,X and you will here a sound. Begin the game by pressing Start, then when you want to use a force power press Select where upon some force options will appear which you can choose by pressing the L and R buttons.

Skip to the man in black!
You can go straight to Darth Vader by entering the following code on the title screen: A,Y,X,B,A,A,X,B,B,Y,X.

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, R, L, L
Level 6 – L, L, L, L, L, R, L, L, L, L, L, L, L, R

SUPER TENNIS

Mega strong player
On select screen, using controller two, press L five times, X, R seven times then X.

Player editing
Press Select during a game to bring up the score. Now press R, R, Left, Down, B, A, L, and L on controller two. You will hear a round of applause. Press A or B on controller one, and four rows of eight characters will appear. These are the stats of players. From left to right, the eight characters stand for (1) Forehand; (2) Lob; (3) Left/right speed; (4) Back/forth volley speed; (5) Volley; (6) Serve; (7) Jump; (8) Backhand. Set each character by pressing X. (The lowest rating is Ø, and the highest is F) Use this to change both yours and the computer's stats.

Super player
For a more skilful player, highlight the one that you want and press the following on the second controller: L, L, L, L, L, X, R, R, R, R, R, R 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.

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`

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, 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	–	`427Ø11`
Stage 3	–	`537Ø71`
Stage 4	–	`43Ø7ØØ`
Stage 5	–	`5ØØ76Ø`
Stage 6	–	`4Ø1637`
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!

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.

WINGS 2

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 29: XLZG
Level 09: NBGW	Level 33: WJQK
Level 13: RFCR	Level 37: BZVG
Level 17: RKYL	Level 41: BRPK
Level 21: PXBG	Level 45: VLHX
Level 25: XYLZ	

ZOOL

Level select

Press Down, Left, Right, Down, Left, Up, Down, Up, Right, Up, Right, Up and A and B. On the "Get Ready" screen, hold down L and R and push Up and Right to select levels.

NES

1943

Codes

Wave 2	–	7G117
Wave 3	–	EGØ13
Wave 5	–	E4113
Wave 6	–	ZDIIX
Wave 7	–	IRIID

ABADOX

Invincibility

On the title screen press A, A, Up, B, B, Down, A, B and Start and hey presto! You're invincible.

ADVENTURE ISLAND 2

Island select

To start off on any island, press the following on the title screen: Right, Left, Right, Left, A, B, A, B.

ADVENTURES OF LINK

The Final Guardian

When fighting your shadow, move to the left-hand side of the screen and continuously press the B button. Your shadow may hit you once or twice, but you should land many more strikes during that time.

Sword skills

To discover the art of the upward attack, go to Darunia and use the jump spell to leap up to the house with a chimney. Drop down this and go right to find the warrior who will teach you the skills. The downward attack is found in Mido town. Use the jump spell to reach the open door at the top of the church, and go through to find the man in the know.

ADVENTURES OF LOLO 2

Extra levels

For a greater challenge, enter any of the following codes at the password screen: PROA, PROB, PROC, PROD.

AMERICAN GLADIATORS

Password

Level 2	–	A, B, A, A, A, A, B, B
Level 3	–	A, B, A, A, B, A, A, A
Level 4	–	A, B, A, B, B, B, B, B

BACK TO THE FUTURE II & III

1875

To start the game in 1875, hold down A and B on the title screen to access the password screen. Now enter FLUXCAPACITOR ISTHEPOWER as the password and press Select, then Start.

BAD DUDES

Extra lives

For 64 Bad Dudes, enter the following button sequence with the second controller on the title screen: B, A, Up, Down, Up, Down. Use the first controller to start the game.

BART VS THE SPACE MUTANTS

Bonus screen

If you go to the theatre between 2:00 and 4:00 you'll find a bonus screen.

BATMAN

Get rid of the killer moth

If you want to get rid of the killer moth. Pause the game then press B, A, B and A. It should then fly the other way.

Infinite continues

On the title screen press, Up, Up, Down, Down, Left, Right, Left, Right then A and B simultaneously. You can now continue the game indefinitely.

Infinite power-ups

When you come across the falling drop claws, crouch next to their landing position and punch repeatedly. Each drop claw that you destroy will turn into a heart, weapon bonus or points bonus. Three normally drop one after the other and then there will be a slight pause, so rush in and grab the loot before returning to the crouching position.

BATMAN: RETURN OF THE JOKER

Passwords

Check out these passwords to later levels:

Stage 4-2	–	KHCN
Stage 5-1	–	QGVN
Stage 5-2	–	WBZT
Stage 6-1	–	FFHG
Stage 6-2	–	CKQG
Stage 7-1	–	GPZT

BATTLE OF OLYMPUS

Extra items

To gain extra items try the following code with each one:
BFFXVNXQNLS8K
CM2FHUX4GW5ZD

BATTLETOADS

Level skip

On level one, there is warp zone at the top of the first rock. Just walk on up there and you will see a Mega Warp screen. The second warp is on the *R-Type*-like shoot-'em-up bit, the third level. It's on the second half at the bottom. Watch out, though, because it's right before the barrier, so you really have to hope you get the right one. The last one is on the second stage of level six.

Ride the dragon

You can get on the dragon that you encounter during the latter half of level one. Take the stick sword from the tool worker by beating him up. Now use the sword to kill the dragon. Now lie on the dragon and press A, and you'll be able to ride it. You can now control the dragon using B for breathing fireballs and continually pressing A to fly.

Extra lives

On the title screen push Down on the joypad and press A, B, Start. You will hear an explosion and when you start you will have six hearts instead of three. You can also do this on the continue mode.

BATTLETOADS AND DOUBLE DRAGON

Extra lives

After you have chosen your character, press up, A, B all at the same time, then press Start to begin the game. You should have five lives instead of three.

BIONIC COMMANDO

Easy way out

If you enter a section that you don't wish to play or cannot continue in, press the A and B buttons simultaneously and you'll return to the map screen.

Infinite continues

Press A when the game over appears for infinite continues.

BLACK BASS FISHING

Password

Enter the following password to get yourself into the wonderful world of class B: TSVWDEDODIBPUYGC.

BLASTER MASTER

Instant death for guardians

Kill the bosses with one hand-grenade on levels two, four, six and seven.
Throw a grenade at the Boss. Just as it explodes, pause the game. After a couple of seconds, start the game again. The boss should be dead.

BLUE SHADOW

Power shot

For a devastating lightning attack, hold the B button down for a few seconds, and you will release a bolt which will subsequently strike most of the enemies onscreen. The only problem is that it will use up about half of your energy, so use it sparingly.

BOULDER DASH

Passwords

Enter the following codes for the required world:

635870 – Ice world
840137 – Sand world
840967 – Ocean world
225378 – Relic world
752053 – Volcano world

BOXXLE

Passwords

Level 1	–	BDBD
Level 2	–	DBBD
Level 3	–	GBBG
Level 4	–	HBBH
Level 5	–	JBBJ
Level 6	–	KBBK
Level 7	–	LBBL
Level 8	–	MBBM
Level 9	–	NBBN
Level 1Ø	–	PBBP
Level 11	–	QBBQ

BUBBLE BOBBLE

Stage select

To be able to select any stage, enter DDFFI on the password selection screen.

BUCKY O'HARE

Passwords

Deadeye Duck	–	67KIJ
Willy	–	M7Lak
Blinky	–	M7KZ3
Final Stage	–	MPW2L
Final Stage 2	–	MPL65

BUGS BUNNY

Passcodes

Here's a selection of codes to get you further into the game.

Level 20	–	ZTPZ

Level 40 – TX9W
Level 60 – YTKW

BURAI FIGHTER

Passwords
Stage 2 – BALL
Stage 3 – JOKE
Stage 4 – DOLL
Stage 5 – PAIL
Stage 6 – GOAL
Stage 7 – GAME

Start with full weapons
To start the game with a full complement of weapons, enter LTBB on the password screen.

CAPTAIN PLANET

Passwords
Use any of the codes here to get to later stages in the game:
763754 – level 1-2
955783 – level 2-1
637511 – level 2-2
148574 – level 3-1
786565 – level 3-2
920272 – level 4-1
799274 – level 4-2
344551 – level 5-1

CAPTAIN SKYHAWK

Level skip
Press A, B and up on the second controller to skip levels.

CASTLEVANIA

Different endings
After you've finished off Dracula, enter these codes for alternative end sequences.
For the second ending enter: CTMV W26K R5KN SIBK.
For the third ending enter: C1DF Ø26D L1KN SWJK.

Defeating Dracula
To kill the first incarnation of Dracula, kneel on the platform on the right-hand side and whip him in the head. When he dies, he will change shape – go to the left-hand side and use your whip in conjunction with any weapon that you may have (the holy water and boomerang are best).

CASTLEVANIA III

Extra power-ups
On the first level collect all of the power-up pods that you can. Use them to increase your speed and missiles. Ensure you collect the extra life near the beginning. Let the time run out, and repeat the manoeuvre – as long as you keep collecting the 1-Up, you won't lose any lives and you'll be able to build up your powers.

COBRA TRIANGLE

Extra lives
Enter Help Me on the name screen and you'll start with ten extra lives.

CRACK OUT

Passwords
Enter the following to get to later stages:
NOBCZ2.CW5103 – stage 4-10
NOBCZ3.DWK503 – stage 4-11

End of game password
Enter the password MERRY CHRISTMAS into the computer at the end of the game.

DIRTY HARRY

Infinite lives
On the password screen, enter CLYDE. Dirty Harry is now immortal!

DOUBLE DRAGON

Defeating Willy
To defeat the end-of-game guardian, evade him until he starts firing. When he starts shooting, position yourself just above or below him, and move in with a jump-kick. Repeat the manoeuvre.

DOUBLE DRAGON II

Extra lives
If you are playing alone, select the two player Game B mode and beat up the other character. Each time you kill the other character, you will be rewarded with an extra life.

Continue mode
Press the following combinations to continue the game at the end of the relevant stage (use the second controller for entering the very last cheat):
Up, Right, Down, Left, A: Stages 1 to 3
Up, Down, Left, Right, B, A, A: Stages 4 to 6
A, A, B, B, Down, Up, Right, Left: Stages 7 to 9

DRAGON'S LAIR

30 Lives
Enter your highest score as BATS. This will give you 30 lives.

The elevator
Take the following exits from the elevators to get to Singe:
After the hallway – second exit
After the mines – third exit
After the reaper – first exit

DUCK TALES

Infinite lives
Go to the African mines and you will be instantly transported to Transylvania. Find the two extra lives. One is found by going right, up the first rope, right to the next rope and up, and it is in the chest on the top-right. The second is one screen down and to the right of the section where you ride in the mine train. Return to the mirror near the beginning of the stage, jump over the chest (so that you don't collect the key), and then return to the African Mines to repeat the procedure.

Bonus stage
If the 10,000 digit of your score is 7 (the fifth digit from the right) when you accept a lift back to Duckberg with Launch pad, you will stop off at a bonus stage on the way.

DYNABLASTER

Go straight to level 50 with one life
Level 50 – FECPIANNMJGGKOIDJABA
Secret Level – BACDIHCLOAFHABDNMOL

THE EMPIRE STRIKES BACK

Full Force powers
Press Start while playing to call up your force powers, then hold Right on the controller, then press Select, Start, A, B, together then B, B, Start, A, B, Start, B, B, Start.

FARIA

Extra options
Enter your name as GAOGAO to receive invincibility, unlimited gold and other great bonuses.

FAXANADU

Extra money
To get an extra 1500 gold pieces at the start of the game, visit the King to get the first lot of money, spend it all so that your money level is zero, then go back to the King and he will find an extra 1500 gold pieces for you.

Password
For just about every conceivable item you could imagine, enter the following code:
k8fPcv?,TwSYzGZQhMIQhCEA

GAUNTLET 2

Exits
To turn all of the walls into exits simply stand completely still for two to three minutes – first the doors will disappear, then the walls themselves.

GHOST BUSTERS

Loads of money
Fancy starting the game with just under $2 million. Enter AA on the first stage, then and 1173468723. Now press A and the dosh is yours!

GHOSTS 'N GOBLINS

Level select
To start on any level, hold Right, press B three times, release B, press and release Up, then B three times, press and release Left, press B three times, press and release Down, and then B three more times, finally press Start.

GI JOE

Passwords
Mission 1 – PSON5XGZ4
Mission 2 – NSPN5DPZ
Mission 3 – N36HN5XGB
Mission 4 – 5369N5XGG
Mission 5 – DRBJ0VD8H
Mission 6 – ZND39N5XF

GOAL

Passwords
Use these codes to play in the various matches leading up to the semi finals and finals:
GTXAREZC
GZHIKUIK – Semi finals, England vs Brazil
HTXAREZC
GZHIKUIL – Final, England vs USSR

GODZILLA

Special passwords
Following are a number of special passwords and their effect:
DESTROY ALL MONSTERS – to fight all the monsters
MONSTER Ø – to fight monster zero
START TO END – to watch the end sequence

GOONIES 2

Password
For all Goonies and necessary equipment, enter the following password: Z4G "!41 40" "KOK

Extra equipement code
SugNY4wT!NUU!!uF

GRADIUS

Full weapons
Pause the game, and push Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. This will give you missiles, options and shield, but you can only use it once per game.

Continue mode
As soon as your last ship is destroyed, press Down, Up, B, A, B, A, B, A, B, A on controller one. You'll need to be on stage two or higher, and you'll also have to enter the code quickly.

GREMLINS 2

Stage codes
No matter what stage you want to get to, there's a code for it:
BVKH – level 1-2
DXNH – level 2-1
CGMW – level 2-2
NJDT – level 3-1
ZFPJ – level 3-2
SHMC – level 4-1
VLBB – level 4-2
NXRD – level 5-1

GUERILLA WAR

Level and Difficulty select
When the title screen appears press A, B and Start. A separate menu will reveal itself allowing you to choose your start level and game difficulty.

GUN*NAC

Level Select
On the title screen, enter the "Config Sys" mode and set the sound test to Ø5. Now you can go to any area in the game.

GUNSMOKE

Unlimited ammo
On the title screen, press Right, Right, Right, Right, Select, Select, Select, Select, Right, Right and then begin the game. You'll be given a machine gun with plenty of ammo to help you rid the townships of pesky bandits.

GUNSMOKE 2

Extra weapon
For a machine gun and 100 bullets, press A, A, A, A, Right and Right.

HOOPS

Final match
Enter LUXLRZTLR on the password screen to play the final match. Win and you'll be treated to the brill end sequence.

THE HUNT FOR RED OCTOBER

Submarine power-up
To power-up your sub during the game, pause the game and then press A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, B, A. You can only use this once per game, so use it wisely!

Jump levels
Another cheat which you can only employ once per game is this level skipping one. Pause the game and press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A.

IKARI 3

Infinite continues
To continue when you've lost all your lives, press Up, Right and A when you die.

IKARI WARRIORS

Extra continues
To continue when you have lost all of your lives, press A, B, B, A before Game Over comes up.

Level select
On the title screen, press Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right, Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left and finally B very quickly. Use A and B.

IRONSWORD

Boost
For a power boost, enter this code: NTTMMNWLPPBDZ

Extra lives
If you have less than two extra lives recorded in your password, alter the fifth character to an N.

ISOLATED WARRIOR

Level codes
Use the following codes to progress further into this infuriatingly demanding game:
5963 – level 2
8920 – level 3
Ø705 – level 4
5826 – level 5
2687 – level 6

JACKIE CHAN'S ACTION KUNG FU

Level select and continues
Allow Jackie to lose all of his energy and when the title screen reappears after the game is over, press Up, Up, Down, Down, Up, Down, B, A and Start, then press the B button on the second controller. A number will appear which you can alter with the Up and Down buttons to select the level you wish to attempt. Finally, press B on the second controller again and you will get 99 continues.

JAMES BOND JR

Passwords
Mission 1 – Ø33481
Mission 2 – 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
2 – HPTZ hNDJ
3 – JnCn hvcb
4 – JQVP LrCH
5 – KqGT hhCC
6 – KRdv LNDV
7 – LrFs LLCb
8 – LSXq hfDG
9 – Mt1d hLCZ
10 – NBqb nQCZ
11 – NBqh hVCh
12 – NVQK Lrcm
13 – PChg nQCZ
14 – PWMG LICH
15 – QDgf nQCZ
16 – QXJC LfCB
17 – RZJH nnBg

KID ICARUS

Hidden continues
Quickly before the title screen appears press B, A, B. Those elusive continues will now be accessible.

Infinite lives
This passcode will not only grace you with infinite lives but also dish out 640 hearts.
Enter 8UUUUU UUUUUU UUUUUU UUUUUU

KING OF THE BEACH

Passwords
Stage 2 – San Diego Side Out
Stage 3 – Waikiki Gekko
Stage 4 – Copacabana Topflite
Stage 5 – Australia Sundevil

THE LAST NINJA

Invincibility
Just go to the password screen and use all H's except for the fourth to last which should be Ø.

LEGEND OF ZELDA

Location of levels
Level 1 – 8E, 4S
Level 2 – 13E, 4S
Level 3 – 5E, 8S

Level 4 – 6E, 5S
Level 5 – 12E, ØS
Level 6 – 3E, 3S
Level 7 – 3E, 5S
Level 8 – 14E, 7S
Level 9 – 6E, ØS

Second quest
To be able to start on the more challenging second quest, enter **ZELDA** as your name on the initial screen.

LEMMINGS

Passwords

	Taxing level	Mayhem level
Level 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, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, B, Start, Start, B, B, Start, B and Start. If you've done it correctly the screen will flash and, the next time you look at the sub-screen, your lives will be at maximum and all of the potions will be full.

STAR TREK

Passwords

Masaba	–	R6XW MLFT ?6XD
Lekythos	–	P?RV !RZH LAQD
Romulan	–	KA55 R?XC LA4D
Shroud	–	J!3L RZX7 M?BD
Lotia	–	JH1L !XX3 K?DD

STAR WARS

Unlimited lives

In Obi-Wan Kenobi's cave you will find two extra lives hidden behind a secret wall. To find them, go right from the start of the cave section, drop down to a long platform near the end of the level, go left to the wall, fall to the platform on the right, and then fall down to the long platform directly below. On the left you will see a small platform; jump from this into the wall, and you'll find that you can walk through the wall to two extra lives. Leave the cavern and repeat the manoeuvre until you have nine extra lives. It's really that easy.

SUPER MARIO BROS

Warp to world 8

In level 4-2, find the invisible blocks just after the first lift by jumping up and down. Use these invisible blocks to punch the otherwise unreachable block. The punched block will reveal a most useful vine which, upon climbing, leads to a bonus level and the wonderful warp.

SUPER MARIO BROS 2

Warp from world 1-3

At the end of the first section of world 1–3, drop a potion next to the large plant pot, go in the door and down the pot to warp to world four.

Warp from world 3-1

When you reach the waterfall, fall into it and land on the platform at the bottom. Go through the door, head right, pick up the potion from under one of the plants, drop it by the pot, go in the door and down the pot to world five.

Warp from world 4-2

On the whale section, run to the right, pick up the potion, and continue until you reach the flower pot. Work your way around to it, drop the potion, do what's required and head off to world six.

Warp from world 5-3

You'll need Luigi to be able to make it to this warp. After climbing the ladder into the level, super leap to the top platform, and use the potion to go in the warp door and down the pot. This leads to world seven.

Warp whistles

The first warp whistle is on world 1–3. Go to the white block surrounded by four other coloured blocks, then crouch down for five seconds on top of it. You will fall through behind the background – run to the right and you'll eventually reach a house. Toad will give you the first whistle. The second is in the first world's fortress. At the end of the first section, fly up to the roof, get on top and run to the right. When you stop, press Up – you will then enter a door leading to the second whistle. To get to world 8, blow one whistle to get to the warp section, then blow it again once there to get to the final stage.

SUPER MARIO BROS 3

Extra lives.

At the end of a stage, do a super run into the black area, when the whistle blows hit the card and you will get a star. Keep repeating this to get extra lives and points.

27 "P" Wings

Complete the game and press Up, Up, Down, Left, Right, Left, Right, A, B, Start. This will give you 27 "P" Wings to use at will.

SWORD MASTER

Infinite continues

On the title screen, hold Down and press Select. Now press Start for infinite continues.

TEENAGE MUTANT HERO TURTLES 2

Level select

At the title screen, press Down five times, Right seven times, B, A then Start.

Extra lives and level select

To begin with ten lives and have the option to choose the start level, press the following when on the title screen: B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start.

TMNT (US)

Energy replenish

When low on energy, pause the game and press Up, Down, Left, Right, A then B.

Stage select

On the title screen press, Down, Down, Down, Down, Down, Right, Right, Right, Right, Right, Right, 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 3 – YBZB
Level 4 – BYPZ
Level 5 – BDYN
Level 6 – YZNS
Level 7 – BDZB
Level 8 – YZPZ
Level 9 – ZYYN
Level 10 – DBNS
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 – 5Ø621Ø

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.

CHOPLIFTER II

Passwords
SKYHPPR – stage 1–2
CHPLFTR – stage 2–1
LKYBYSS – stage 1–3
BYMSFWR – stage 2–2
RGHTHND – stage 2–3
TRYHRDR – stage 3–2
CMPTRWZ – stage 4–1
VRYHPPY – stage 4–3
GDGMPLY – stage 3–1
SPRYSKS – stage 3–3
CHPYBYS – stage 4–2
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
20	PLSTFL	PSDHWJ	DRMLND	LJDJWR
21	JXFCBS	CHTLNX	JSDHSW	KBCVXM
22	SDFGLD	GFTTYQ	RRHRNS	SHSJSG
23	QGHSDF	BSWHTW	QHQJSD	LZTRYW
24	OKZDTS	KSSLSNF	RGHFWX	GXNFPL
25	LZDGQH	JTYRDN	WHGXZL	ZQPLMG

LINK'S AWAKENING

New tune
Enter your name as ZELDA and a slightly different, funkier tune will begin.

Stealing bow
When you have enough money for the bow, go into the shop, buy it and as the money is being deducted, save the game. When you return to the game you will have the bow at no cost!

Stealing bow (method b)
Pick up the bow, run around the shopkeeper a few times to confuse him. When he is not looking at you, run out the door and the bow's yours. The shopkeeper's not to happy about it though and will kill you if you try and go back in!

LOCK 'N CHASE

Stage select
Press A, A, B, B, A, B, B on the title screen to reach all new stages.

MARIO TENNIS

Super service
Press A and B together for a huge rollercoaster of a serve.

MEGA MAN

Battling Dr Wily
To go to Wily's fortress enter the following code:
A2 A3 B4 C2 C3

Codes
Elecman: A2, 4, B3, D1, 2
Iceman: A1, B4, C1, D2, 3
Fireman: A2, 3, C1, D2, 3
Cutma: A2, 3, B4, C2, 3

MEGA MAN 2

Passwords
Air – A2, B1, B3, B4, C3, D2, D4
+ Needle – A1, A3, A4, B3, C1, C4, D1, D2, D4
+ Clash –A2, B1, B3, B4, C3, D1, D2, D4
+ Metal – A2, A3, B1, C3, D1, D2, D4
+ Wood – A2, A3, B1, B4, C3, D1, D2, D4
+ Hard – A1, B3, C1, C2, D1, D4
+ Magnet – A3, A4, B1, B3, C1, C2, C4, D1, D3
+ Top – A1, A3, A4, B3, C1, C2, C4, D1, D3

METAL GEAR

End of game code
Enter: T1111116111111111111111116

MERCENARY FORCE

Level select and extra money
On the title screen, press Up, Select, A and B simultaneously, then press the Start button. You will then have 50,000 yen to spend. Once you have chosen the characters that you want to take on the adventure, the stage number will appear – quickly alter it to the level that you want and get ready for a far easier fight!

MICKEY MOUSE

Level skip cheats
Press Up, Select, A, B and Start to reach the Pirate Ship.
Press Down, Select, A, B and Start to reach the Castle.
Press Right, Select, A, B and Start to reach the Ocean.
Press Left, Select, A, B and Start to reach the Woods.

MYSTERIUM
Super power
When the map appears press A, B, Start and Left to grab a pass key. Drop it into the pool to get the down level then drop that to get the up level. Now drop that to get the super power.

NARC
Extra continues
Before you start your game on the title screen, press and hold Up, Select, A, B, then press Start. When you die, you will be given two continues.

NEMESIS
Extra power-ups
For additional speed and a force field, pause the game and press the buttons B, B, B, B, B, A, A, A, A, A. When you unpause to continue the game you will be equipped with the extra power-ups.

Extra weapons
For complete weapons, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

NINJA BOY
Extra Continue
On losing your last life, press A, B and Start. You can now continue from where you left off.

NINTENDO WORLD CUP
Passwords
Following are all the codes for the various matches you can play:
Ø8645 – semi, England vs Argentina
Ø1645 – final, England vs Germany

Supershots
When playing as England, try running with the ball for five steps and then shooting. If you time it just right you will let loose a supershot which is unstoppable.

OPERATION C
Ten Lives
On the title screen press Up four times, Down four times, Left four times and also Right four times. Follow that with A, B and finally Start to begin the game with ten lives.

PARODIUS
Extra weapons
Pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B and A. This will give you a whole set of extra weapons!

Max power-ups
While you're flying through space press Pause, then Up, Up, Down, Down, Left, Right, Left, Right, B and then A to obtain all of the power-ups.

PENGUIN WARS
Stage select
On the title screen hold down Left, then press B then A. A number will appear in the corner of the screen. Push Up or Down to select your starting level.

PIT-FIGHTER
Continues
Upon being defeated, press Down and A to continue.

PIT-MAN
Level codes
Here's a selection of codes to get further into the game:

Level 50	–	C75X
Level 80	–	LGHQ
Level 95	–	Q2ZH
Level 100	–	RGIH

PIPE DREAM
Passwords
Enter the following codes to get yourself further into this frustrating puzzle game:
HAHA – level 2
GRIN – level 3
REAP – level 4
SEED – level 5
GROW – level 6
TALL – level 7
YALI – level 8

PRINCE OF PERSIA
Passwords
Level 2 – **51798Ø75**
Level 3 – **41698Ø65**
Level 4 – **71198Ø15**
Level 5 – **61098Ø05**
Level 6 – **11398Ø35**
Level 7 – **47769332**
Level 8 – **31998Ø95**
Level 9 – **21498Ø85**
Level 10 – **81498Ø54**
Level 11 – **51798Ø74**
Level 12(a) – **41698Ø64**
Level 12(b) – **71198Ø64**
Level 12(c) – **61098Ø14**

Final level
To reach the level 13, enter **77Ø 27514** on the password screen.

PROBOTECTOR
Level select
On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A then Start. You will now get a music tone, use the arrows to select the level, then press Start.

Extra lives
On the title screen, press Up four times, Down four times, Left four times and Right four times. Now press Start.

PUZZNIC
Level codes
Use these codes to get further into the game. All the full stops and spaces are to be entered for some of the codes to work.

Level 5	–	DON. DOKO
Level 10	–	TAKA MINE
Level 15	–	YUVA NISI
Level 20	–	HORI MOTO
Level 25	–	SEXY ITOM
Level 30	–	SANT O.OB
Level 35	–	GAME BOY.
Level 40	–	HATT ORI.
Level 45	–	TENT SUKI

Q*BERT
Special movie
On the title screen press, Right, Up, B, A, Down, Up and B. Now sit back and watch a special *Q*Bert* movie!

Q BULLION
Passwords

Level 1	–	WALL
Level 2	–	IDEA
Level 3	–	NOON

RAGING FIGHTER
Player vs same player
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A then B. If it has worked, it will say "command on."

ROBOCOP
See the ending
When the title screen appears, simultaneously press A, B, Select and Start. Now to see the ending without playing the game press Left on the control pad.

ROCKETEER
Level codes

Level 2	–	492629312
Level 3	–	435765818
Level 4	–	775545421

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 – **331Ø–7**
Stage 5 – **7Ø57–3**	Stage 6 – **6Ø46–2**

Enterprise warp
Press Down Left and Select to warp the ship when you are in space. You can only do this once per game.

SUPER MARIO LAND
Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

Extra lives
On stage 2-3, you'll find MARIO spelt out in coins. Shortly after that, a 1-up heart will appear in the wall. Collect as many coins as possible, then grab the heart and let yourself be killed by the next enemy. You'll start off just before the coins – collect them all over again, as well as the heart, and repeat the manoeuvre. Since 100 coins grants you an extra life, your reserves will build up in no time!

TECHMO BOWL
Final level
Enter the code **94BFFDAI** on the password screen to reach the last level.

TEENAGE MUTANT HERO TURTLES
Energy replenish
If your turtle is low on energy, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start to join the action again. You can only use this once per game.

Bonus game select
On the stage select screen, press A, B and Select together, and a question mark will appear on the right-hand side. Choose this and you can practise on the bonus games.

TENNIS
Super serve
Press A and B together on a serve to smash the ball at an incredible rate.

Winning serves
When serving, throw the ball into the air, purposely miss it, and move under it so that it goes through your head; you'll win the point.

TERMINATOR 2
Cheat the clocks
As you play a level press and hold Select to slow down the circuit clocks.

TETRIS
Speed
At the title screen, press and hold Down. Now press Start. When the game starts, you will see a heart next to the level number, this means that the speed has increased ten fold.

Finish Quickly
To finish the game quickly, as the blocks fall press Select A and B simultaneously.

TINY TOONS
Passwords
Level 2 – **Space, Carrot, Space, Carrot**
Level 3 – **Melon, Space, Melon, Space**
Level 4 – **Pineapple, Pineapple, Melon, Melon**
Level 5 – **Melon, Melon, Melon, Space**
Level 6 – **Carrot, Carrot, Space, Space**
Level 7 – **Space, Melon, Space, Space**
Level 8 – **Space, Melon, Space, Space**
Running Bonus Game – **Carrot, Carrot, Carrot, Carrot**
Mallet bonus game – **Melon, Melon, Melon, Melon**

TRACK MEET
Passwords

S Pastrami	–	BHCBTWVB
K Ninja	–	GXMBGWNC
I B Cheetin'	–	TBRBNNQM
Jack Strop	–	HHTBSRLR

TURRICAN
Invincibility
Press the following buttons on the title screen and the word "Start" will change to the word "Cheat". If you select it, you will become invincible. The buttons are A, B, B, A, B, A, A, B, A, A, B, A, A.

TURTLES 2
Level select
On the title screen press Up, Down, B, A, Left, Right, B, A, then Start.

WWF SUPERSTARS
Extra energy
Dropkick at the ring, then go back in again and climb up to the top rope. Wait there and your energy bar will be topped up.

WHO FRAMED ROGER RABBIT?
Passwords
Stage 2 – **DLT3QYBY**
Stage 3 – **GPLDMSRC**
Stage 4 – **MMCFGWXJ**
Stage 5 – **BGQTVKJP**
Stage 6 – **RTJBWN34**

WIZARDS AND WARRIORS
Extra lives
When you get on to the high score screen, enter **HEART** as your name and you will start the next game with six extra lives.

Extra power-ups
At the start, go left rather than right to find some useful items.

WORDZAP
Tour of the levels
To see all of the level screens, and go on a world tour press Select, A, Left, A, Down, B, A, Right.

WORLD CUP SOCCER
Passwords

Level 3	–	Ø3313
Level 5	–	36313
Level 6	–	17123
Level 7	–	42913
Level 8	–	56113
Level 9	–	51313
Level 10	–	97113
SEMI	–	Ø8613
FINAL	–	Ø1613

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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: On *Jurassic Park* on the Super NES, I have all the ID cards, got security level two, destroyed all the dinosaur eggs in the 'raptors nest by running over the eggs, but when I go to radio for help on sub level three of the ship, the terminal does not let me in, meaning ! cannot use the lift to get to the computer unless I have level two security. Could you please help me?
Mr C Manser, Chatham.

A: Make sure you have Ray Arnold's ID card from sub level one in the beach utility shed, then go to the ship, sub level two. Use the computer on your right as you come out of the lift, now you have security level two.

Q: I have *Ninja Taro* on the Game Boy and have got to Geko's castle with ladders, bombs, camouflage, flame, throwing stars, throwing swords, murasame swords, herbs and medicine, but I cannot get offerings and water spiders. Where are they?
Verryan Hill, Zimbabwe.

A: You get the offering from the girl in Nayama village, and you get the water spiders from Clodo's daughter after you've rescued Kengi. You then get water spiders by killing enemies.

Q: In *Zelda III* on the Super NES, I am having trouble finding the Pendant of Power,



Wisdom and Moon Pearl. Please can you tell me how to get them?
David Rothall, Australia.

A: Pendant of Power – Desert Palace, Pendant of Wisdom – Tower of Hera, Moon Pearl – Tower of Hera.



Q: How do you kill the Doomplayer in *Lawnmower Man* on the Super NES?
Simon Turner, London.

A: Collect the ring power-up as soon as possible and keep shooting at the top of the screen. Avoid the rocks and watch out for his deadly lasers.

Q: I keep getting killed by the second ED-209 in Robocop on the NES, how do I finish it off?
Asrash Pattel, Bath.

A: Shoot him twice in the arm with the Cobra Gun.

Q: I am being driven mad by the game Metal Gear on the NES. I cannot find the rocket launcher or compass in order to continue.
C Smale, Bromsgrove.

A: The rocket launcher is one room right from Arnold. Call Jennifer and enter the top right door. The compass is in the same place.

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

Nintendo HOTLINER PROFILE



CRAIG RANDALL

Name?
Craig Randall.
Previous occupation?
Computer operator.
How long have you worked on the hotline?
One year.
Is it true that after a while your headphones mould themselves to your head?
No, but wherever I go now, I have a man from Middlesex in my left ear.
What's the best part of the job?
Having the office high score on Kirby's Pinball – 3,250,620!!
What was the last celebrity you met?
Craig (good name) Charles, better know as Lister from Red Dwarf (he does also do other things – Ed).
Have you ever fallen off your seat in shock while speaking to a caller?
Not in shock, only in laughter. Some woman thought that the elephant statues in Zelda were owls with thermometers!
What's the strangest, weirdest, wackiest call you've ever had?
Is there a cheat on Star Wars to make Luke Chewy?!!
Do you really travel to and from work in limousines?
No, Mike's jeep – the only car to rain on the inside!
What's the average weight of a pregnant duck billed platypus?
African or European?
What is your formula for games playing success?
Keeping your eyes open.

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AERO THE ACRO-BAT
7E0CC055: Infinite time
7E0CCABA: Infinite energy
7E0C71BC: Infinite lives

ALADDIN
7E03B703: Infinite hearts
7E03B403: Infinite lives
7E03B909: Infinite apples
7E03BE01: Always have rug
7E03BC01: Bonus every level

ALIEN 3
7E1242B4: Infinite energy

ASTERIX
7E05F003: Infinite energy
7E05F907: Infinite time
7E05FD03: Infinite lives

BATMAN RETURNS
7E057B00: One hit kills clowns, Penguin and Catwoman

BLUES BROTHERS
7E151CB4: Infinite records
7E09B05E: Infinite time
7E178405: Infinite lives
7E148307: Infinite energy

DAFFY DUCK
7E1F0E0C: Infinite energy
7E1F1002: Infinite lives

GOOF TROOP
7E1A5500: PAL versions work on US machines
7E015703: Infinite lives player one
7E01D703: Infinite lives player two
7E011D0B: Infinite energy player one

HUMAN GRAND PRIX
7E0C490F: Infinite tyres
7E0C4D0F: Infinite brakes
7E0C2F0F: Infinite wing

JURASSIC PARK
7E029510: Infinite lives
7E040555: Infinite weapons

LAMBORGHINI AMERICAN
7E19BEFF: No damage

MORTAL KOMBAT
7E1971FF: Every flawless is a double flawless

MR NUTZ
7E009100: Super Jump

NIGEL MANSELL
1F01C180: PAL version works on Japanese machines
7E02DB07: Infinite tyres

POP 'N' TWINBEE
7E00A003: Infinite chibis player one
7E00A203: Infinite chibis player two
7E009C10: Infinite energy player one
7E009E1D: Infinite energy player two

ROBOCOP VS TERMINATOR
7E10C50A: Infinite energy

SUNSET RIDERS
7E1FBA04: Infinite lives

SUPER BOMBERMAN
7E0D7D04: Infinite lives player one
7E0DBD04: Infinite lives player two
7E0D6F00: Player one invincible to enemies (not explosions!)
7E0DAF00: As above, player two

TERMINATOR 2
7E1470C8: Infinite energy

WRESTLEMANIA
7E06EC30: Infinite energy

ZOMBIES
7E1D1B04: Infinite grey potions
7E1D1809: Infinite orange potions
7E1D2209: Gives you radio

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the write stuff

Renting. Should we? Should Nintendo? What's the harm? These and other vital questions are discussed in this month's Write Stuff. The section of the magazine where you, the SUPER GAMER readers, have the chance to thrash out ideas and arguments with our esteemed Ed, and other readers. SUPER GAMER is also not afraid to ask top officials for their comments, so if you want to know the truth behind the world of Nintendo – SUPER GAMER will find it out for you.

Currently hot gossip is the console price debate, should Capcom release *Super Street Fighter*, and whether or not games are far too unoriginal for their own good. If you've got any strong views on these or any other topics, send your carefully written letters to *Write Stuff, Super Gamer, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF*. All letters are read, and there's a SUPER GAMER T-shirt for the best letter each month.

What do I think of cart rental? A touchy subject apparently, especially when Nintendo who won't allow any NCL games to be added to the growing numbers in places like BlockBuster and Ritz Video. Do they have a valid case? Well, no, not in my opinion. What is wrong with allowing prospective buyers the chance to test games that cost in excess of £50? If I was going to buy something costing that much, I'd like to know if it's worth the money.

Renting games (for perhaps £2 a night) is a perfectly legitimate and justified way of sorting out games that you might want to buy. If you enjoy it in a night, chances are you'll want to play it again and again, or at least you can get a feel for the game; more than a few screen shots in a magazine.

Yes, you may believe the enthusiastic ravings of the reviewer, but is this your sort of game? Only a road test can decide this, and surely it is in our interests to find out that a game is rubbish for £2, rather than waste a fortune. Being lumbered with a turkey not only discourages you from buying games in the future, but you are also more likely to only buy games that you've seen before via renting.

By not allowing their games in the rental system, Nintendo are giving the impression that nobody will buy their games if they can see them first. Does this mean they would rather con people into buying their games blind, or is it for another reason?

Would renting tarnish the Nintendo Seal of Quality? Nope – on the contrary, it means more people are exposed to the Mario culture; people who simply cannot afford to buy many games a year and would otherwise miss out on all the promotion associated with new releases.

Let's take a step back and view it from a different perspective. Console games aren't selling as well as they should be because the price is so high that gamesplayers can only afford 2-3 titles per year – fact. Consequently, profits are down for most games producers and this seems to them to be a sign to release fewer and fewer games.

But it doesn't have to be like this (as Professor Steven Hawking would say!). Third party licensees such as Acclaim, US Gold and Sales Curve are leading the way in Nintendo rental and are definitely benefiting from it. For a start, you sell the games to the video chain, and this means no matter what happens – you get sales for that game. Surely this is safer than chucking it on the shelves and hoping for sales? Also, people who rent games to see what they are like, for example *NBA Jam*, will realise how good it is and then go out and buy it. You know what this means Nintendo – even more sales. Yowzer, is it that simple? Yep! I'd like to hear your views.

Dear SG,
When I heard that the computer companies were putting ratings on their software I was really annoyed, because if you ban something you just make people want to buy the game even more. If the rating is, say 18 and the person is ten, he/she will want the game. For example: *Terminator* (18) is a film that people of 8-11 want to watch and think that it is cool. But the more mature age group do not think that *Terminator* is suitable, and they think that *Jungle Book* is much better.

I hope that this will not happen to computer games. For example, *Mortal Kombat* is an average beat-'em-up with guts being flung all over the screen. If it were to be rated, the computer companies would find that they would profit because younger children would think that it was cool to play a game which has a high rating. Unfortunately, many companies have started adding ratings to their games. I have one thing to say to them... please do not do this to Super NES games. Think of the consequences!
John Hamilton, Crieff

You are perfectly right about the 'lure' of game ratings, John. Many think that as soon as the scheme is introduced on all formats, software developers will chuck in a bit of gore or nudity just to get a higher certificate and make it more risqué for young people to buy (no-one wants to watch a 'U' film for example). As far as software companies are concerned, ratings mean they get a good rep with the parents, *and* increase sales on games with contraversial certificates.

Although many Nintendo owners are over 18 (more than you think) and so this doesn't affect them, younger players will bend over backwards to get the next *Death Killer 3* game. As with videos, it is also more 'cool' to watch something you're not supposed to when your parents are out, and I can see why the *Jungle Book* substitute is frowned upon.

It is interesting to note that despite wanting to watch tough films, many Nintendo gamers buy 'cute' games in their droves. There is obviously not as much stigma involved when playing *Jungle Book* on the Super NES than watching the film. A good game is a good game.

On the other hand, John, with more and more violence on the streets, the highly paid people who get to watch all this stuff on our behalf obviously think that if they spare us from video game horrors, it will somehow make the world a safer place to live – utter tosh! Ask yourself, what's more traumatic – Sub Zero's death move, or watching someone getting mugged outside your own home? Luckily, the age group guides on the back of games are only advisory and not law, but surely more time and money could be spent on enforcing the real laws?

Dear SG,
Firstly, I would like to congratulate you on your great merger magazine, which in my opinion is by far the most informative, well presented magazine for Nintendo owners everywhere (believe me, I've seen some pretty dreadful mags – no NaMeS given!).

Your review of *NBA Jam* was excellent; objectively written, with a good style and the reviews layout is a graphical masterpiece (aw, shucks – Andy).

I know you hate letters filled with questions so I have decided to raise a point I feel strongly about instead.

It's the hype about games which really gets to me. Take *Bubsy* the bobble hat or whatever it's called.



So, you've worn the T-shirt, got the exclusive preview, seen the cartoon and when you get a copy of the game, you give it 93 b***** %; blinded by the hype of Accolade (when I say "you", I don't mean SG, I mean it as a figure of speech).

The actual game is a pile of cack, with bad graphics, godawful sound (the chromatic scale as you descend the water-chutes really gets to me!) and is terribly easy.

I'm sure many-a-gamesplayer has seen the advert or review as the game comes out and has bought the game; soon discovering what a waste of money it was, namely my friend James Cunnington.

It's not that I don't like platformers, four of my games are platform related – *Mr Nutz*, *Tiny Toon Adventures*, *Alien 3* and *Castlevania IV*. It's just that I think hype is a shortcut to making successful games, as opposed to great gameplay, as any game really should possess if it wants to sell.

I hope to hear your views on the subjects mentioned above. Sorry about the length of the letter.
Harry Morphakis, London.

Thank you for your kind comments on the magazine, Harry, I hope you enjoy SUPER GAMER for the rest of your gamesplaying years. Now, to business.

Yes, games like *Bubsy* are hyped to the nines by companies like Accolade and Acclaim, but why not? They are entitled to put faith and money in their own products and to profit by them if it pays off. This is the right of any company, surely.

What you and the mysterious James Cunnington are peeved about is that you were caught up in the hype and bought the game, but as to whether you like it or not – that is personal opinion. Thousands of people bought the game and loved it, so for them it was not a deception or a disappointment.

At the time, *Bubsy* was a superb looking platform game which offered plenty of challenge – it was one of the best games of its genre. The fact that it has now been surpassed by the likes of *Mario All-Stars*, *Bugs Bunny* and *Mr Nutz* does not detract from that achievement. Criticising it now is like looking back over a review from five years ago; comparing it with this month's and saying "cor, that game is rubbish – I can't believe they gave it that mark!"

Yes, games are often hyped by software companies that have more money than programming ability, but reviewers are (hopefully) trained to see through this. *NBA Jam* has been hyped as much as *Mortal Kombat*, but it is still a cracking game and so it deserves astronomical sales.

In my opinion, *MK* was definitely not as good as the reviews at the time were saying, and had SUPER GAMER been around then we would have said so. The main problem is that many Nintendo owners still do not consult magazines when deciding on games. *Winter Olympics* has jumped to number four in the Super NES Gallup charts – this would not have happened if all those people had read SUPER GAMER #2, as the game is a total cowpat.

The best advice I can give is that if you are beginning to be swayed by the hype of a game, buy SUPER GAMER, read the review – then decide.

Dear SG,
I have purchased a US Super NES for connection with my 21" Toshiba TV via the scart socket. The problem is that I do not get a full screen picture on any of my carts (inc US carts, ie *Contra III*, *Super Empire Strikes Back* and *Cybernator*).

I have been told that some scart TVs do not run at 60Mhz, is this true? Also, I am looking for a 24 or 26" Teletext Nicam TV with twin scart input that will run the US Super NES in its full screen mode of 60Mhz, can you recommend a model of either Sony or Hitachi that will achieve this?! Thanks.

PS Get rid of the poncy covers, ie Bugs Bunny!
Gary Bailey, Blackpool

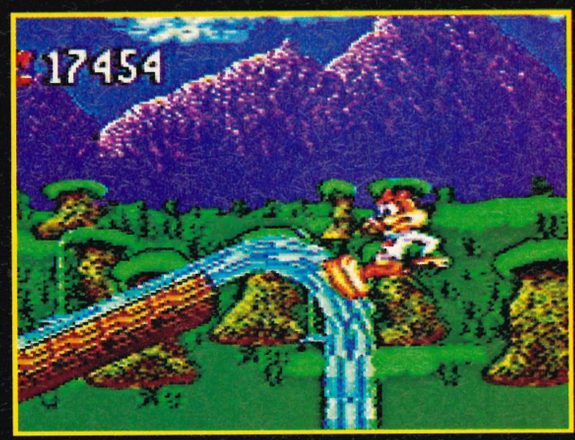
It sounds to me that you have bought a US Super NES that has been converted to run on a UK power supply and is thus down to 50Mhz. If this is the case then it would be impossible to run 60Mhz in its present form. The guys at Nintendo have not heard of this problem in any great numbers and this is the only reason they could come up with.

If you really wanted 60Mhz then you would have to get a proper US Super NES (with a different power supply to the UK one!) and also a multi system TV that is capable of running the same number of lines (525) as the US ones. I recommend the Sony KVA2132 – 29" TV from your local Sony centre. And if anyone at Sony wants to give me a free TV for this plug then go ahead!

You may also have a dodgy scart lead, so check with your local dealer that the one you have is correct. Remember, UK Super NES consoles lose some picture at the top and bottom so maybe this is what you are experiencing?

PS How about the superb *Choplifter III* artwork on the cover of issue two?

Dear SG,
Great first issue, keep up the good work! Can you tell me why Nintendo think they can get away with the price of Super NES games? When I go to get a game in the shops, the average Super NES games are £45-50, when Sega's are about £40-45.



Come on Nintendo, this is not on, especially for a run-of-the-mill platform game.

Why don't Nintendo drop their prices by at least £10 for a start, and why don't publishers get it into their heads that we don't want constant platform games? We want football, car sims, plane and tank games. More games like *Starwing*, *Prince of Persia*, *Secret of Mana* and *Sim Earth*.

Oh by the way, if there are any of you out there who are copying Super NES games – it's thanks to you that we're paying more money for our games!
S Barratt, Brighton

I agree about the first two points, but don't you think that football, car, plane and tank sims is a bit restricted? Many women play console games too, and this seems to be a very male orientated view you are giving. I'm not saying that girls should only play the *Barbie* game (no-one should be forced to go through that ordeal!), but many of the games that are being released, platform or otherwise, appeal to all sorts of people.

I am only just reeling from being beaten at *FIFA Soccer* by a woman, but like every proud new man, I blamed the joypad, threw a wobbly and chucked the Super NES in the bin; vowing never to play her again. While we're on the subject, why don't we get many letters from female gamesplayers. A fresh perspective would be appreciated, anyone?

Dear SG,
As I have been a Super NES owner for two years I have bought a lot of games and mags. All the games I own have really impressed me, but the mags have not, at least until I saw your first issue. Please could you settle some matters for me?
1. I have bet 40p with my friends that there is going to be a *Mortal Kombat 2*, so could you please give me an answer so I can have some more money towards a game?
2. I have a choice between *Home Alone* or *Pit-Fighter* for my birthday, what should I take, or should I get a different present?
D McLaughlin, N Ireland

1. *Mortal Kombat 2* will be released later this year (probably September) by Acclaim, but no-one can confirm if all the extreme gore of the coin-op will be in the Super NES version (doubtful).
2. Which ever game you get, you'll have a miserable birthday, Dualta. Your parents could not have picked two worst games for the Super NES, and I suspect that they are going very cheap. I would give *Home Alone* about 30%, and *Pit-Fighter*, well I'll be generous and give it 9%! I'd suggest getting either a different game, or something completely new. Both games are a fate worse than death!

Dear SG,
First of all I would like to congratulate you on successfully making a very good magazine. Please answer my questions.
1. When is *Super Street Fighter II* coming out on the Super NES and how much will it cost?
2. Should I wait for the prices to go down before buying it?
3. I plan to buy *Total Carnage*, *Rainbow Bell Adventure* and *Super Street Fighter II*. Do you think this is wise? I have already got *SF II*, *Top Gear*, *Alien 3* and *Starwing*.
4. Is it true that Nintendo are planning to launch a 64-bit machines in 1995?
Zaw Lin Moe, Wirral.

Isn't is strange how readers always try to butter you up before asking questions?
1. There are doubts about *SSF* coming out at the moment because it is supposedly 32Mbits and consequently very expensive. If they do release it, it will be sometime near the end of September, so that *Mortal Kombat 2* doesn't steal all its thunder.
2. Depends on how patient you are.
3. *Total Carnage* (not bad shoot-'em-up), *Rainbow Bell* (highly cute, but good platformer), *SSF* (who knows, but probably damn amazing!).
4. Yes, called Project Reality, this will be a massive jump in technology, but will it kill off the Super NES? We'd like to hear your views on Project Reality.

Dear SG,
Just a couple of lines to congratulate you on an excellent first issue – I like your lively style and the way the two comment boxes show a positive and negative

point of view for each game. Keep it up!

Secondly, arigato goneaimaso (thanks very much) for a very full and good answer to my letter (SG#1). Incidentally, what has Damian got against cuteness?!

I look forward to future issues.

Bye!

Michael Morrison, London

I've nothing against cute as a rule, but when you've seen as many games as I have, all with the same damn fluffy clouds and colourful rainbow backgrounds – YOU GET INCREDIBLY ANGRY! I like the Japanese style Anime-type cartoons, but the ones I read tend to have plenty of adolescent shower scenes with an abundance of strategically positioned plumes of steam. Still, that's just me...

Dear SG,

I am writing as the enemy to the star letter in issue #2 of SUPER GAMER. I don't really think that cart copying is a bad idea, when you consider that you have to pay over £40 for just one game. Also, why should copying a cart be illegal, but copying a disk is not – it doesn't make sense?!

I do agree with the part about lowering the price of games however and I love the magazine, keep up the good work.

Mathew Grantham, Tamworth

Er, Mathew – who told you that copying disks with games on them was legal? Last time I looked, you could only copy your own software to make back-ups and also if you didn't have to pay for the program in the first place (ie your own program, or Shareware). This is the same as with carts, so what are you on about?

The next guy has some stronger views on the same subject...

Dear SG,

In response to Adrian McHugh's letter (April '94) and your reply regarding games copiers. I would like to put my views forward in favour of these 'Dastardly machines.'

As an owner of a games copier, I have quite a collection of Super NES games on disk. If it were not for this copier, then I would not own a Super NES. Why?

Well, the answer is simple! Price and affordability. The average price of a Super NES game is £50, come on SUPER GAMER and games companies, is this really a reasonable price for a cart? I think not.

You talk about having sympathy for the losses gaming companies make, but what about sympathy for Joe Public who shells out £50 or more for their games?

If the companies weren't so greedy and reduced their skyrocket prices, then there wouldn't be a need for copiers, as games would be within the affordable bracket of the general public. But as long as these software companies keep reaping the fat profits from hyped games, then I can't see an end to games pirating.

If we are to be charged these ridiculous prices (*Lethal Enforcers* – £75!), then isn't it about time we got value for money. The Super NES is a 16-bit machine. Not all games can boast to being 16-bit games, using all of the Super NES' capabilities to its full potential. Believe me, I know. Having owned over 200 titles, only a fraction of those deserved to be on the Super NES: *Zelda III*, *Alien 3*, *Super Castlevania IV*, and the *Star Wars* games for example.

Take *Dropzone*; previewed in your mag with a price tag of £29.99. This game is only 2Mbit for God's sake, and was crap on the Spectrum. How they can release it on a 16-bit machine is just bare-faced cheek! Instead of censoring games (a ridiculous concept), they should have price bands on them; according to how many Mbits the game uses.

As long as companies can get away with this over pricing they will never change. I think the folk hoisting the jolly Roger are not us cart copiers, but the companies who charge £50 for a game.

Okay, I know what you are going to say. If it wasn't for us pirates then the companies might be able to afford to bring down the prices. Wake up and smell the coffee (Mrs Bueller), this is the Nineties, the decade of high finance and 1000% profits. Money talks and you know what walks.

So, instead of starting a campaign to ban copiers, why not march up to number ten and demand that these game cartels are broken up with a new legislation; forcing them to reduce their prices? A more worthy cause I think.

Okay, so I haven't signed my name, but let's face it, if I did, I'm sure I would be getting a call from the old Bill regards of SUPER GAMER!

I look forward to reading my letter in your mag.

Anon, cart copying land

Are you the sort of person who thinks that if anything is more expensive than you think it should be, you have the right to try to obtain it illegally? "I fancy that stereo, but it's far too expensive – I know, I'll smash the window and nick it!" Oh yes, very sensible.

Theft is theft, Mr Anonymous, and that is what you are doing. Cart copying devices are highly illegal, and you can face massive fines if you're caught.

You talk about dropping your Magicoms as soon as the price goes down – what tosh! Do you really expect us to believe that as soon as Super NES games become £30 say, you will stop getting them for free!? Why don't *you* wake up and smell the coffee if you think we're buying that!

You may feel rebellious and get some sort of 'street cred' from evading the law and copying games, but you are part of the disease, not part of the cure. If you really think that Nintendo are going to say "Blimey, there's a lot of piracy about, let's drop our prices and make even less money", then you're sorely mistaken.

As long as people like you exist, Nintendo will want to keep the prices high so that they cover the costs of lost sales. It's an ever decreasing circle, but console owners lose every time!

Coincidentally, I was taking to Nintendo about this matter in-depth, and it was clear to me that they think stopping piracy is far more important than lowering the prices, and this is definitely the wrong approach. Piracy is not as widespread as industry officials think – but it could be, especially if the Monopolies and Mergers Commission (MMC) don't force Nintendo and Sega to drop the high prices now!

Just to clarify our position, SUPER GAMER DOES NOT condone the use of Magicoms and Super Wild Cards because they hurt the industry that we represent. Yes, prices are high and we are hoarse from telling Nintendo the problem, but you would do far better to buy games cheaper second hand, and send letters of protest to Nintendo themselves. One day they will listen...

Also, I am bemused by the *Dropzone* reference because SUPER GAMER has never made any reference to the Super NES version of *Dropzone* in any issue, and if you are talking about the review in SUPER XS – that was for the NES, and therefore an 8-bit game, not 16-bit.

If any other pirates want to join in the debate, get your letters to Write Stuff now!

STAR LETTER

Dear SG,

As one of the "older" gamesplayers (I am 29 and still playing *Super Mario World*!) I appreciate the enormous cost of the carts, so I tried to find out if any Nintendo games could be rented. Alas, no such luck! Everywhere I went, all the outlets I found were renting Sega games. Sonic the b****y hedgehog everywhere!

I later found out that Nintendo would sue anyone who tries to rent such games, but Sega felt it was okay to rent, after reviewing the situation.

So, when are Nintendo going to rent? Or maybe as long as people pay £60 a game, they know a good thing when they see it?! If Nintendo ever did allow rental of their games, who knows – it might encourage people to buy them (try before you buy!!)

Anyway, keep up the good work, it's so refreshing to see a grown-up mag (ooer missus!) for more serious gamers.

G Chapman, Kettering

Quite right. Renting is the only way to make sure you like a game before you shell out the money, and there is no harm in that. The only people who profit in any big way are the illegal cart copiers, but how many of them are there? They certainly wouldn't buy the games anyway, so at least you get the price of the rental out of them, and if the prices weren't so high, people wouldn't want to copy games anyway.

My friends regularly rent out Sega games for a weekend and this helps promote the Sega name, and it makes them more likely to buy the console because they know what it can do and what sort of games are available.

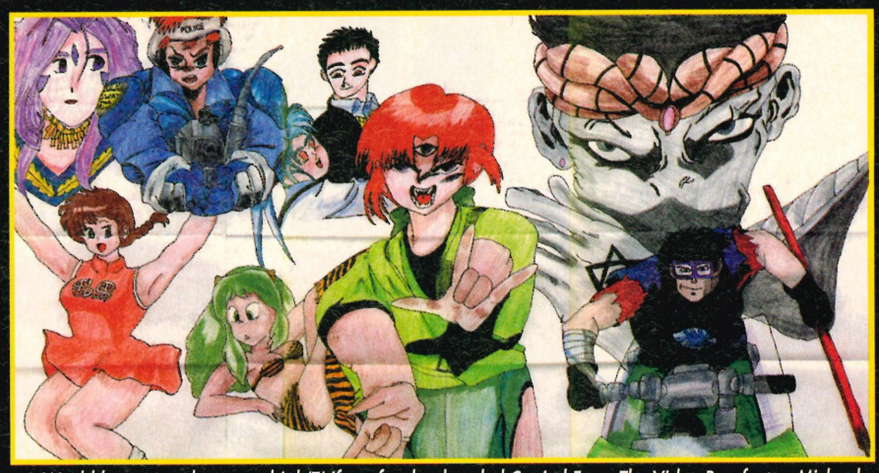
As usual, Nintendo are slow to react to this market trend, just as they have been with budget releases. Maybe one day it will sink in...

For your comments Mr Chapman, you win this month's Letter of the Month award: a shiny new limited edition SUPER GAMER T-shirt.

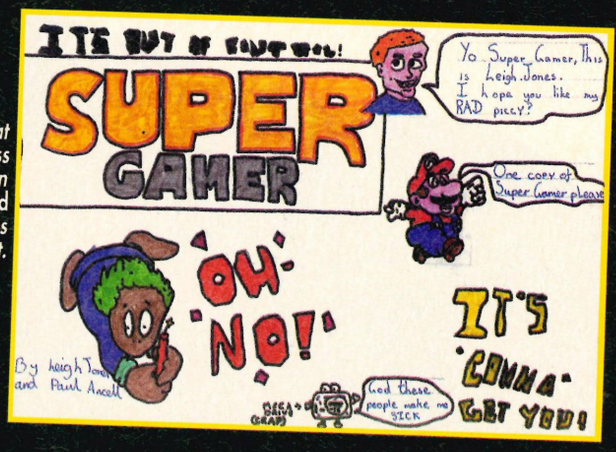
STUCK ON A GAME? WRITE TO SUPER GAMER'S NINTENSIVE CARE (PAGE 114)!

Pencils at the ready!

Yes, it's that page again – where Andy gets the chance to remove all that dangerous excess bile and sarcasm from his system by spitting it at any picture he happens not to like very much. Things are looking bad for the hirsute Northerner's health this month, though, as the quality of your art has taken a definite step upwards – so much so that the introduction of the 'Bin of Shame' has had to be delayed. Hardly any tracings, no pictures of Mario eviscerating Sonic with rusty gardening implements, originality actually making an appearance and, most amazing of all, people have started getting the name of the magazine right! Lawks a lordy, what's the world coming to, beer used to be tuppence ha'penny a pint, etc. For your chance at fame, fortune and an exclusive SUPER GAMER T-shirt (which are so exclusive even *we* don't have any yet!), send your NON-COPIED AND VERY ORIGINAL art to *Gallery, SUPER GAMER, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* As Clint Eastwood might say, "draw!" (That joke was *very* sad, Andy – Ed)



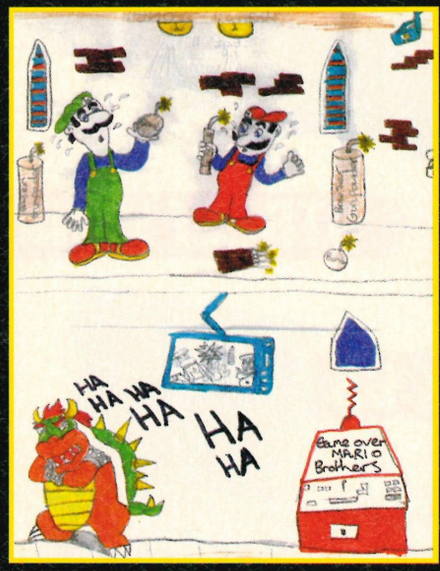
△ *Would have won the proverbial 'T' if not for the dreaded Copied From The Video Box factor. Michael Morrison misses out on the prize for a second time – third time lucky?*



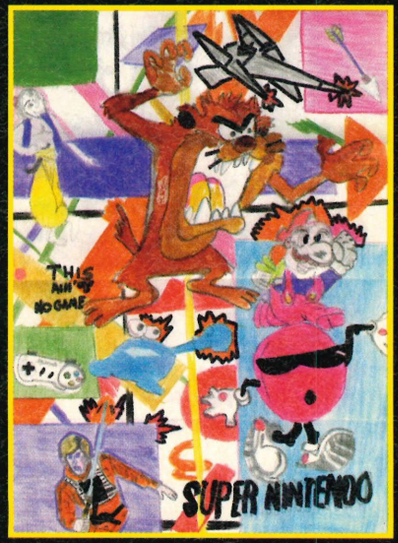
▷ *With a self-portrait that makes him look like a cross between our very own Ryan and Beavis from Beavis and Butt-head, Leigh Jones crashes into print.*



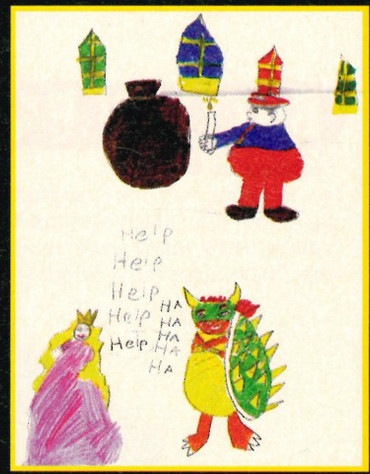
△ *This month's T-shirt "Michael" is one E Conway from Wakefield, West Yorkshire (not too far from my old stomping ground of Halifax, although that didn't influence my decision one iota, honest). Yes, 'E', you can tell 'you know who' that people really do win these things, and you'll get a SUPER GAMER T-shirt as soon as... well, as soon as we get the damn things back from the printers!*



◁ *Mario and Luigi – blasted to atoms! How often have I imagined that day? I'll tell you – on the rare occasions when I haven't been imagining myself and Janine Turner in (that's quite enough of that, Andy – Ed). Um, anyway, one Andrew Jones of Newington is the Guy Fawkes of the Nineties responsible.*



◁ *A crazy collage of colourful characters from S Barratt of Brighton. Pity it wasn't by someone like Clive Cork, which would have made the alliteration worthwhile.*



△ *In the words on the back of my Sheriff Fatman T-shirt... what, can't we use them in a family magazine? Oh, well. Suffice it to say that this portly Mario is going to have a job rescuing the Princess in Lucy Oliver's interpretation of Miyamoto's finest.*



◁ *Arrghh, indeed. Zaw Lin Moe does the business with a very smug-looking Ryu.*

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!



FIGHTER STICK SN

Ascii ● £TBA

Highly well made and robust stick, the Fighter is great for *Street Fighter II*, but it works fine with most games. One of the best on the market.

SG ★★★★

STREET WINNER II



Inter Euro Trading ● £38.99

This Far East pad is sturdy and tough, perfect for coin-op bashing! Contact (081) 5212707 for a copy.

SG ★★★

BATTERY PACK GB

Technoplus ● £TBA

Not reviewed yet, this is a great battery pack for the Game Boy, which extends its already long battery life for many more hours. Coming soon from Technoplus, so look out for it.





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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% GAMER GOLD!

ALIENS VS PREDATOR
Great graphics, but the scrolling beat-'em-up action is repetitive and unimaginative.
Overall 57%

ALL-AMERICAN FOOTBALL
Competent gridiron simulation with plenty of plays and options, but not as comprehensive or graphically pleasing as John Maddens.
Overall 81%

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%

ART OF FIGHTING
Another Takara effort to beat Street Fighter – guess what? It fails! Tediously slow animation and uninteresting moves make this one to avoid when there are so many that are better.
Overall 68%

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% GAMER GOLD!

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% GAMER GOLD!

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
All the blood, missing from Riddick Bowe, with huge boxers and plenty of realistic effects like the girls in bikinis and the training feature.
Overall 84%

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% GAMER GOLD!

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%

CHAOS ENGINE, THE
Playable Amiga conversion of the popular shoot-'em-up set in Victorian times. Great Bitmap-style metallic graphics, but gets frustrating because of repetition.
Overall 80%

CHESTER CHEETAH
Colourful, humorous cartoon-style graphics make this one instantly appealing, especially to younger players who won't mind easiness.
Overall 75%

CHOPLIFTER III
Incredibly addictive chopper and rescue-'em-up with detailed graphics and simple playability, but a bit too short.
Overall 85%

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%

CLAYMATES
More claymation action from the people who brought you Clay Fighter. This horizontal platformer is cheeky, colourful and fun. Nuff said.
Overall 84%

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%

NINTENDO GAMES INDEX

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
Fast and frantic desert shoot-'em-up in the Desert Striker mould. Realism and close to the knuckle action are the name of the day. Excellent.
Overall 89%

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% GAMER GOLD!

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%

DUNGEON MASTER
Playing this slow moving dirge of a game is indeed and ordeal in itself, but it's a good conversion of the Atari ST classic with very few frills.
Overall 79%

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

MARIO'S TIME MACHINE
Educational history lesson with Mario in the hot seat. Find the clues, answer the problems and return famous characters' artifacts.
Overall 78%

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% GAMER GOLD!

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%

METAL MARINES
Futuristic strategy war game with you attacking the enemy on various islands. Plenty of hard thinking and energy management, but repetitive and slightly biased towards the computer player.
Overall 74%

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% GAMER GOLD!

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% GAMER GOLD!

NBA JAM
Boomshakalaka! This is THE basketball game, superb graphics playability and a stonking four player game. Awesome!
Overall 94% GAMER GOLD!

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%

PEACE KEEPERS, THE
Average scrolling beat-'em-up with morose graphics, poor sound and a general lack of enthusiasm in the programming. Also called Rushing Beat 3.
Overall 50%

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%

PINK GOES TO HOLLYWOOD
Great idea – bad game. Pink Panther is bright colourful and funny, and so's the game, but it plays so badly that I doubt you'll ever want to get past the title screen.
Overall 56%

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

SIDE POCKET
With Championship Pool as its main rival, Side Pocket shine as the best pool game on the Super NES. Great graphics, but slightly dodgy cue action
Overall 86%

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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 sage, in fact. Presentation is excellent with brilliantly reworked graphics and sonics. One of the best games ever!
Overall 91% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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%

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 the two-player modes.
Overall 71%

TURN & BURN
Beautifully presented and realistic Top Gun fantasy, but marred by the old Absolute Bugbear – a lack of challenge and originality. Good for a while though...
Overall 75%

TURTLES IV: TURTLES IN TIME
Highly impressive cartoon platform beat-em-up.
Overall 90% GAMER GOLD!

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% GAMER GOLD!

A-Z OF GAMES

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% GAMER GOLD!

UTOPIA
Play God in this futuristic version of Populous. Space ports, energy stations and sports centres are all you need to keep the people happy. Enjoyable only to Sim City freaks.
Overall 85%

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% GAMER GOLD!

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%

WINTER OLYMPICS
Dire sport game based on the events in Lillehammer. Sad graphics, sound and dodgy collision detection on the events mean you won't ever want to play this again.
Overall 46%

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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%

JIMMY CONNORS
One of the best, if not THE best tennis game on the NES. Fast, playable and the two player is damned addictive. Get it today if you want to win at Wimbledon.
Overall 87%

JUNGLE BOOK, THE
Superbly playable platform romp with faithful Disney cartoon graphics and animation. Definitely one of the best games on the NES.
Overall 90% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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%

PAC-MAN (NES)
What a good idea, convert an ancient 'classic' onto the NES and charge £25 for a 14 year old game. You could practically buy the coin-op for that price.
Overall 60%

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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 98% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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%

A-Z OF GAMES

DROPZONE
If briefly glanced at, the graphics would shock; if briefly played the playability would enthral. A brilliantly executed arcade conversion.
Overall 91% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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%

JUNGLE BOOK, THE
Very much the same as the great NES version, this is one of the Game Boy's best platform games, with one of the funkiest tunes around!
Overall 83%

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% GAMER GOLD!

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 panaché. Very playable and very addictive, great fun.
Overall 81%

PAPERBOY
As much fun as getting up at Six O'clock on a Sunday morning and dragging a sack load of supplements around town.
Overall 47%

PAPERBOY 2
With playability, graphics and sound this bad it's hard to see why this was released at all. Another sequel which doesn't improve on the original.
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%

PREHISTORIK MAN
Three years in the making, this French designed Jurassic platformer is highly addictive and plays just like the old Wonderboy coin-op. Saucy tunes as well!
Overall 80%

PRINCE OF PERSIA
Superb adventure/puzzle game with very impressive animation and challenging gameplay.
Overall 90% GAMER GOLD!

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% GAMER GOLD!

SENSIBLE SOCCER
Utterly crap conversion of the Amiga classic, well, that's what I think anyway. Keith begged to differ and gave it...
Overall 80%

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

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% GAMER GOLD!

TINY TOONS
Superb platform game that features original bosses and smooth playability. Pure style.
Overall 90% GAMER GOLD!

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% GAMER GOLD !

WINTER OLYMPICS (GB)
Even worse than the Super NES version (a feat indeed!), this is atrocious, nightmare stuff – Huuuuuuurrrghhhhhh!
Overall 35%

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% GAMER GOLD!

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%

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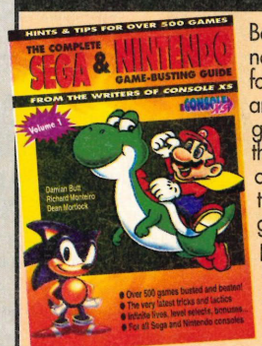
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THEY SHOULD CONVERT IT...

After Damian's inspired editorials about the 'old ideas are always the best' theory of games – hey presto! Every other magazine is suddenly printing "I remember when..." articles about old Speccy and Commodore 64 games like *Paradroid*, *Uridium*, *Great Escape* and *Knightlore*. Now we wouldn't dream of trying to take the credit for this wave of nostalgia... but we started it, OKAY!

They Should Convert It... **is a new section of the magazine where we look at age-old games of fond memory that would make smashing conversions and highly playable games in their own right. It is set at the back of the magazine so that you can first reflect on the current state of the software industry and then compare games today, with those of yester-year.**

This month we have two corkers – *Quazatron* and *Back to Skool*, both previously on the Spectrum 48K in the mid Eighties.

If any Super Gamer readers are old enough to remember the golden age of computers, then don't hesitate to flood us with your ideas for original games. Who knows, software companies today may think that there *is* an alternative to countless SF II clones after all?

QUAZATRON

Programmed by Steve Turner (who now runs Graftgold, the programmers of *Empire Soccer*), this classic isometric robot rampage was an instant hit in 1986 for Hewsons because it combined many different sub-games and styles, in a futuristic action adventure. You played R-9, a robot capable of grappling with other droids, taking over their programs, then nicking all their useful body parts.

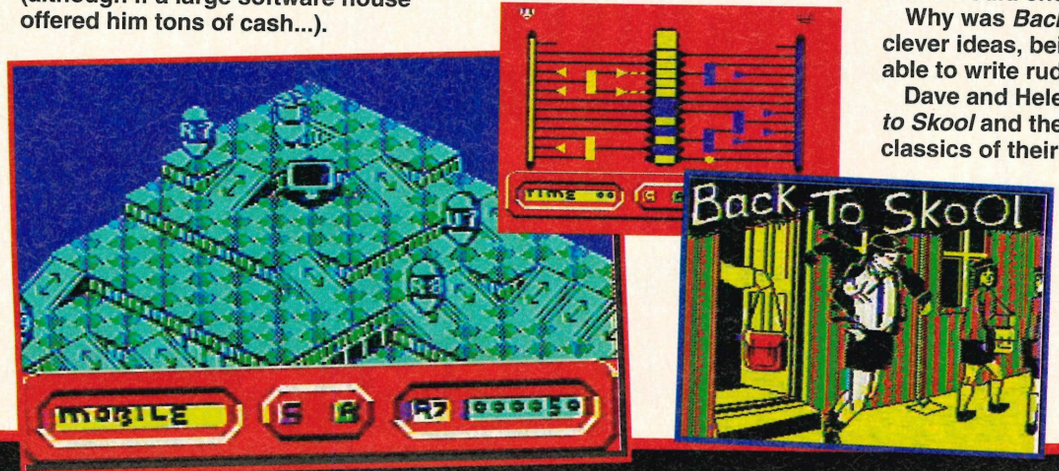


Each level was a huge sprawling series of ramps and lifts, as you would expect in a world full of robots on wheels, and you had to negotiate this tricky geometrical terrain, whilst looking for baddies to grapple with and lifts to take you to lower levels.

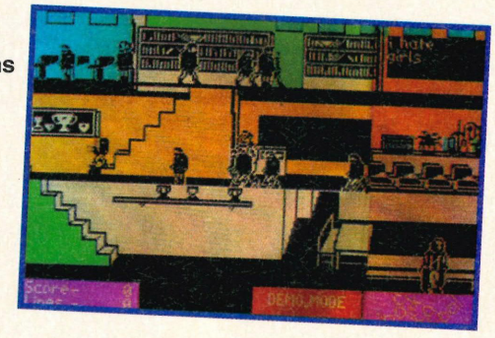
The whole game was an ingenious concept from start to finish, with the grappling sequence consisting of you trying to stem your opponent's energy streams by firing off your own before the time ran out. The one with the most lines in their colour won, and the loser could be rapidly dismantled.

This was a great idea in itself, but strategy came into play as you had to equip yourself with better equipment to defeat the well 'ard droids in the deeper depths. Also, if you had a great shield, but a weak powerplant – your energy could be quickly drained; leaving you defenceless!

Overall, then, a classic that would could be perfectly suited to the Super NES, especially given Steve's recent experience with *Empire Soccer*. However, at the moment, Steve has no plans to convert it (although if a large software house offered him tons of cash...).



BACK TO SKOOL



Nowadays games are on the whole produced by teams of programmers working for multinational companies with seven figure budgets. In the days of the Spectrum however, it was the age of the bedroom programmer; using private savings and sheer determination to get their games in the shops.

In 1984, the game *Skool Daze* appeared from fledgling company Microsphere, whose staff consisted of just two people – Dave Reedy and his wife Helen. *Back to Skool* was the much bigger and better sequel that appeared at the end of 1985, and was an instant success.

The basic idea of both games was to cause as much teacher-anguish as possible, whilst attending lessons, snogging your girlfriend Haley, and using all the means at your disposal to either steal your school report, or return a forged one.

The perspective of the game was unique because you viewed a cross section of the classrooms and you could keep an eye on what other pupils were doing, and where the dreaded headmaster, Mr Whacker was patrolling. If you got caught perpetrating a dastardly deed, one of the stereotyped teachers would give you lines; ten thousand of these would end the game.

Why was *Back to Skool* so good? A combination of clever ideas, being naughty, punishing teachers and being able to write rude words on the blackboards before class.

Dave and Helen – where are you now? *School Daze*, *Back to Skool* and the detective game *Contact Sam Cruise* were classics of their time, and should be converted onto consoles at all costs! If an Ocean or an Acclaim are reading this, contact SUPER GAMER for more original game ideas, instead of producing countless game clones.

More timeless classics next month!

NEXT MONTH

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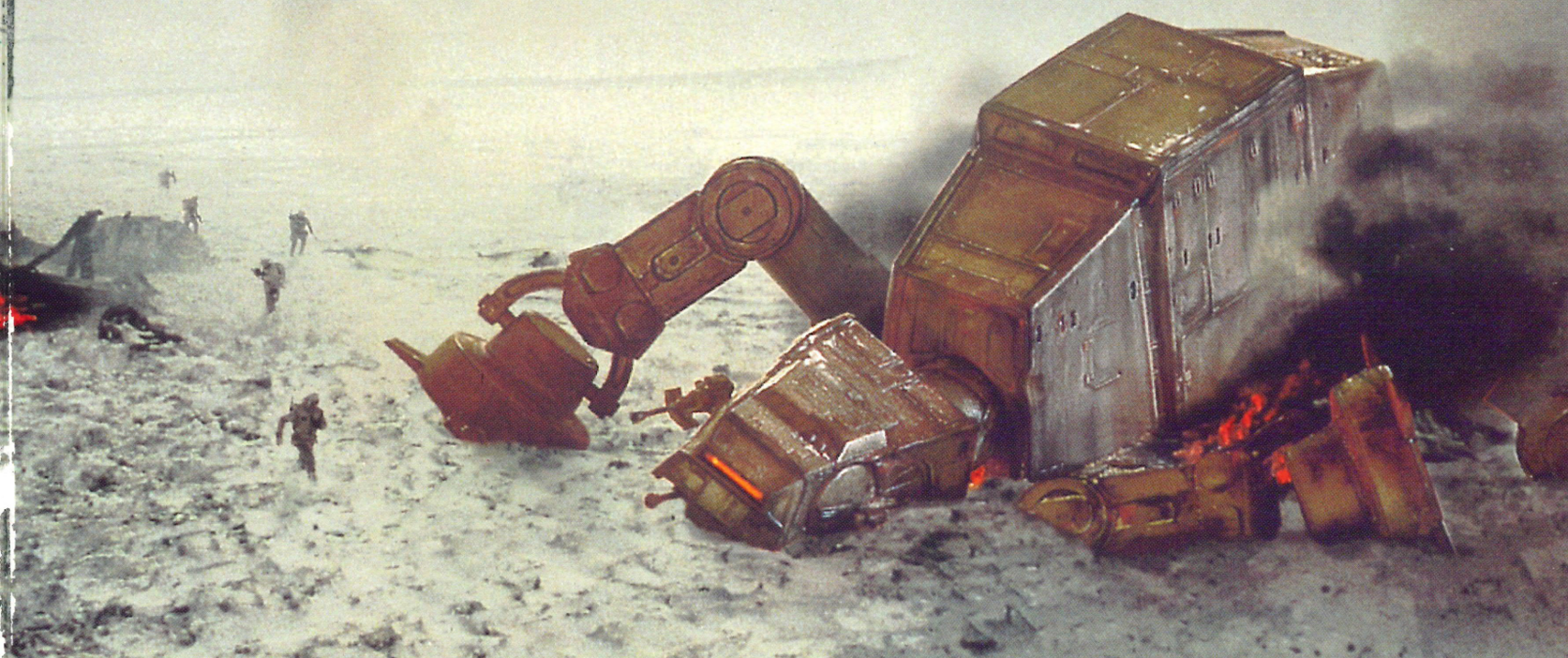


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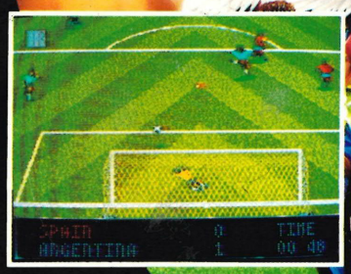
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