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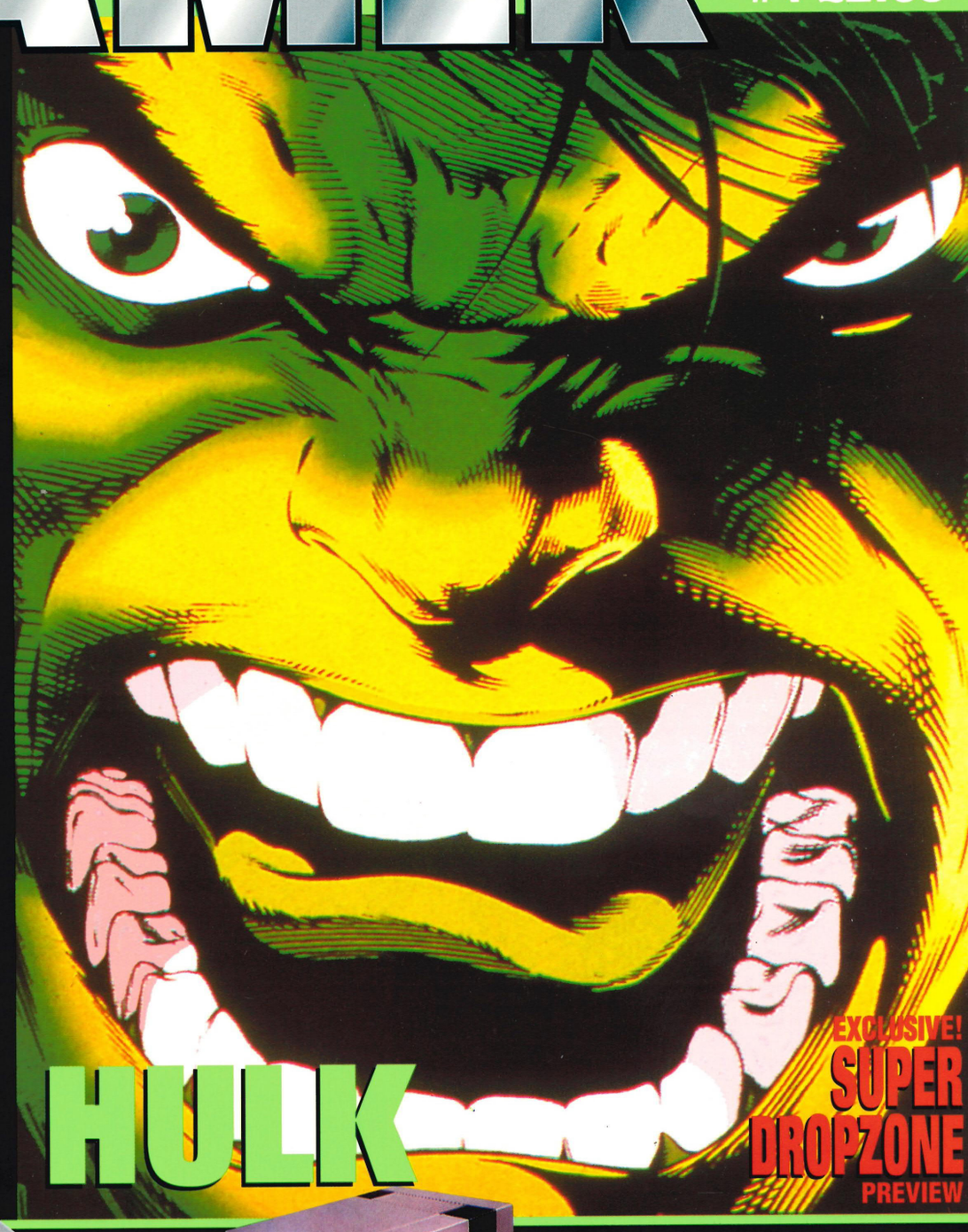
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NINTENDO'S 32-BIT VR CONSOLE

SEE PAGE 8 FOR ALL THE DETAILS!

SUPER METROID

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PREVIEW







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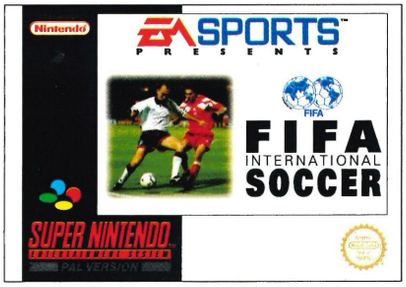




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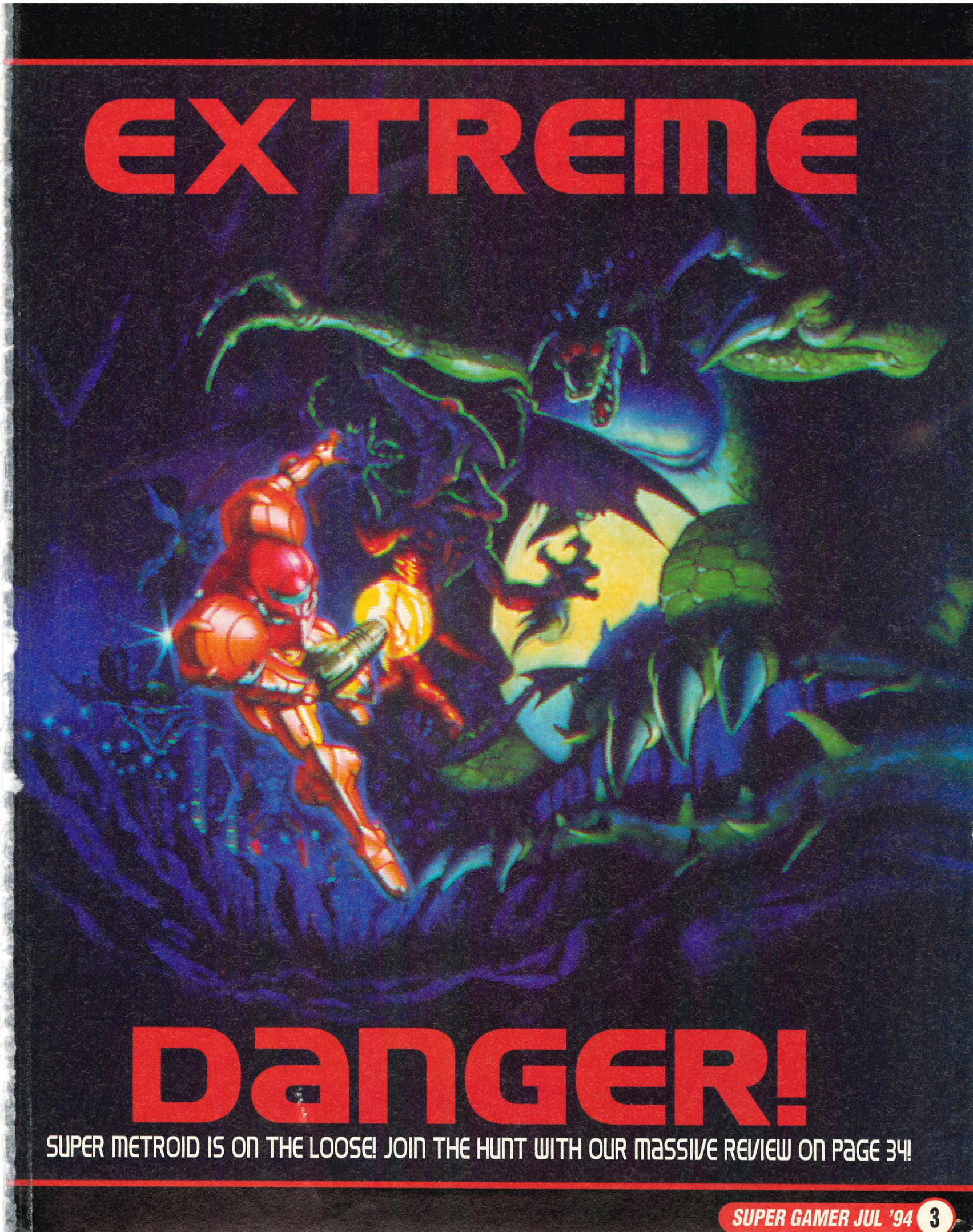
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EXTREME



DANGER!

SUPER METROID IS ON THE LOOSE! JOIN THE HUNT WITH OUR MASSIVE REVIEW ON PAGE 34!

SUPER GAMER

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HOT GAMES THIS MONTH



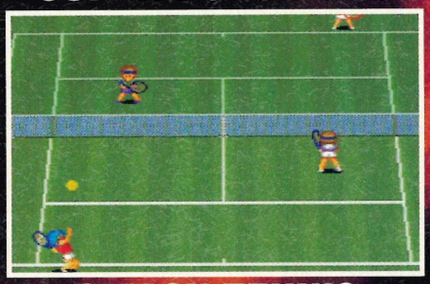
SUPER METROID



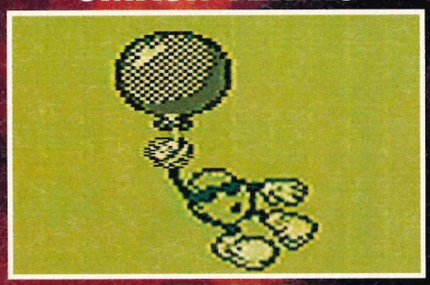
JUNGLE BOOK



SUPER PUYO PUYO



SMASH TENNIS



COOL SPOT

REVIEWS

SUPER METROID	34
COOL SPOT (GB)	40
SPECTRE	42
TETRIS 2 (GB)	44
JUNGLE BOOK	46
SUPER PUYO PUYO	48
MEGA MAN III (GB)	50
STAR TREK: TNG	52
WORLD CUP '94	54
DRAGON	58
KING OF DRAGONS	62
SOS	64
SMASH TENNIS	68
EYE OF THE BEHOLDER	70
ALIEN VS PREDATOR (GB)	72
PAC-ATTACK	74

PREVIEWS

MINI PREVIEWS	12
INCREDIBLE HULK	14
VIRTUAL BART	16
AMERICAN TAIL	20
MEGA MAN SOCCER	22

FEATURES

CENTRAL NINTELLIGENCE AGENCY	8
ELSPA CHARTS	10
SUPER DROPZONE WIP	24
BUBSY 2 WIP	28
PREHISTORIK MAN WIP	30
WARIO'S WACKY HAT COMPO	32
LASER QUEST SPECIAL OFFER	66
WARIOLAND SOLUTION	76
THE CHAOS ENGINE SOLUTION	80
BUSTERS	84
Q+A/DATEL CODES	98
LETTERS/GALLERY	100
PINK PANTHER COMPO	104
GAMES A-Z	106
THEY SHOULD CONVERT IT...	113

THIS TIME IT'S MORE!



HARD-ASSED SPACE MARINE: Hey, what the f◆✳✳ is that?
GOONISH ANDROID: Looks like Ripley's story was true! It's a Nintendo magazine so dangerous that it devoured all competition.
HARD-ASSED SPACE MARINE: Well, s✳❊▼.
OUT-OF-HIS-DEPTH COMMANDER: I... erm...
HARD-ASSED SPACE MARINE: God, you're a w❊■✳❐.
OUT-OF-HIS DEPTH COMMANDER: You... um... ah...
ANACHRONISTIC YUPPIE: Well, now we've found it, what are we going to do with it?
HARD-ASSED SPACE MARINE: I say we grease this r❊▼◿❊◆✳✳ ▲❑■ ❑❊ ❊ ❁❊▼✳✳ right now, q◆✳■▼❊■.
OUT-OF-HIS-DEPTH COMMANDER: Q◆✳■▼❊■? You made that up!
HARD-ASSED SPACE MARINE: Oh poop, rumbled.
GOONISH ANDROID: If we release it, there'll be no hope for any other Nintendo magazines – they'll just be torn apart in a frenzied orgy of blood and intestines! (Ick.) I don't think any of us want that, do we? Hello? Where've you all gone? Who took that lid off?
Somewhere, a dog barked.

SUPER DROPZONE P24



ARCHER MACLEAN INTERVIEWED!





P32

WARIO'S WACKY HAT COMPO!

BUBSY 2 P28



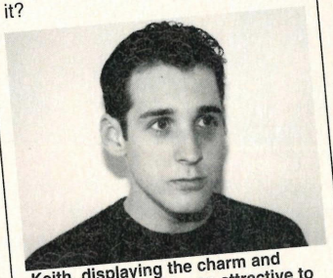
The Nindependent

CAR-LESS ED SEEKS ANSWERS

Where were you when Nintendo announced their next big machine? Well, who can keep track these days – it seems like someone is launching a new games platform every month at the moment and I'm frankly getting sick of it. Sony PSX, Jaguar, 3DO, Project Reality, Saturn, Mars Jupiter Uranus (ho, ho) – they all claim to be the "next big step" but is the future so bright we're all gonna be wearing shades? I think not.

What futurists fail to take into account is that we live in the present, and all these promises of 5000k of RAM, millions of polygons per second, trillions of colours per pixel (well, not quite) are still quite a way off. Project Reality for example, is now looking like being delayed until 1996, but does that stop Nintendo issuing press releases and organising conferences now? Of course not, and why? Because Sega, and all the other large conglomerates are doing the same, and Nintendo cannot be seen to be losing the multi-media war before it has begun.

An interesting word "multi-media." It implies so much, but reveals very little. Does this mean that future consoles will be just a part of a huge stacking system comprising of VCR, TV, stereo and games machine, or will it in fact be a sad black box which is incompatible with everything just over a month after you've bought it?



Keith, displaying the charm and poise that make him so attractive to the opposite sex.

Nintendo have just revealed their latest wonderwagon – a 32-bit self-contained Virtual Reality console, to arrive within eight months, and cost about the same as a fully loaded Super NES. Who are they trying to kid? Distributors, magazines – the public? Haven't people got enough things to spend their money on without introducing loads of plateau products before we see the real super consoles? Don't games still cost £50 a throw?

Unless I'm missing something vital, isn't the games market dying at the moment due to high prices and a lack of interest and quality? Why on earth would gamers waiting to buy Project Reality want to spend another hefty sum on a machine that will be immediately made obsolete by its big brother? OK, so they've added the magic words – VR – but that isn't enough to attract an already cynical console owner. And what about the specs of the machine itself... "will not use a TV or helmet of any kind", now does that sound like any VR machine you've ever heard of? What are they going to do, project the images directly onto the back of your eye in some bizarre William Gibson-esque fashion?

So many questions that need to be answered and yet no-one is willing to put anybody's minds at rest. The Super NES is a great little machine. Games producers are now only just touching what it can do, and games like *Super Metroid*, *Vortex* and *Super Elite* are just the beginning. Surely Nintendo should be rewarding Super NES owners with lower prices and high quality games, rather than trying to supersede what they are already happy with – and making them pay for the privilege!

The Super NES still has a good few years to go and we'll make sure you get the most out of them, but why do Nintendo constantly dangle carrots in front of us, saying "the next generation will be bigger, cheaper and faster", but then delivering an overweight octogenarian with no decent software and every chance that it'll be replaced in six month's time? Mad.

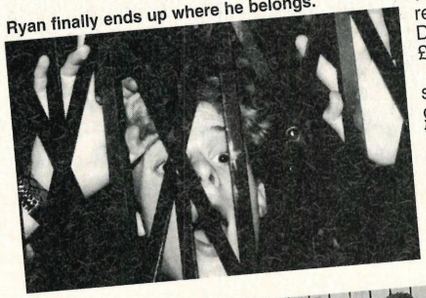
If all we can look forward to when the next generation of 'super' consoles arrive are some beautiful graphical demos with not a shred of fun or playability then long live the Super NES!

Damian Butt

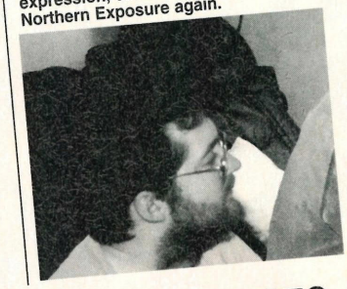


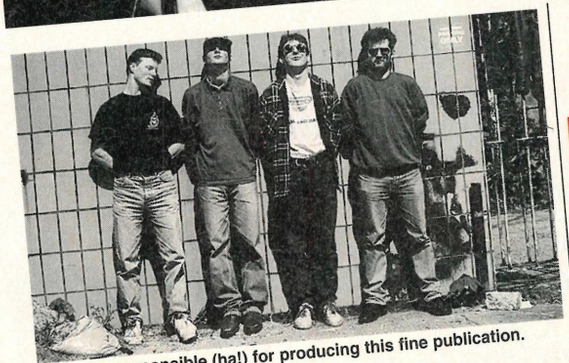
Archer Maclean takes appropriate action after Damian does to his Ferrari what he did to his own car.

Ryan finally ends up where he belongs.



Judging by Andy's glazed, drooling expression, Janine Turner's on Northern Exposure again.





The team responsible (ha!) for producing this fine publication.

BOURNEMOUTH COMPANY PRODUCES YET MORE TOP VIDEO GAMES MAGS!

Magazines, magazines, everywhere! SUPER GAMER is, of course, the best, but here are Paragon's 'rest'. For sad Sega owners, SEGA PRO, SEGA XS, MEGA POWER and SEGA SOLUTIONS are lurking ominously in the newsagents' racks. PC types are catered for by PC POWER and MPC & CD ROM USER (whatever that stands for), while those demented few with a CD-32 from the now-dead Commodore can take solace in the pages of CD-32 USER. Finally, GAMES WORLD should be out by the time you read this, so wrap those bandanas tightly around your head!

LATE NEWS

Hitler invades Poland, Kennedy assassinated and Thatcher becomes PM.

IN-JOKE CORNER

A woman's bottom and a soggy potato. Who is it?

CLASH OF STEEL!



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CENTRAL NINTELLIGENCE AGEN

FIFA FO FUM



Sensational news for anyone thinking about upgrading to a Super NES. Ocean and Nintendo are releasing a *FIFA International Soccer* Super NES pack for £129.99! This is perfect timing for the World Cup and will guarantee thousands of prospective Super NES owners hours of gaming excellence. *FIFA Soccer* was reviewed last issue where it got 92% and is one of the best games on the Super NES, so that means unbeatable value for money.

It's the first time Ocean have joined forces with Nintendo and it is also the first time a company outside Japan has been approached concerning Nintendo hardware bundles.

According to Nintendo, packs of this type have been incredible successes in the past, with reported sales of the *Super Mario All-Stars*, *Starwing* and *Turbo* packages going through the roof last Christmas. At the moment, this pack looks like the perfect way to get into Nintendo gaming this summer, and with a truck load of excellent titles, plus the Super Game Boy, plus the 32-bit Nintendo system – the future has never looked brighter.

LATEST NEWS ON NINTENDO'S NEW 32-BIT VR SYSTEM!

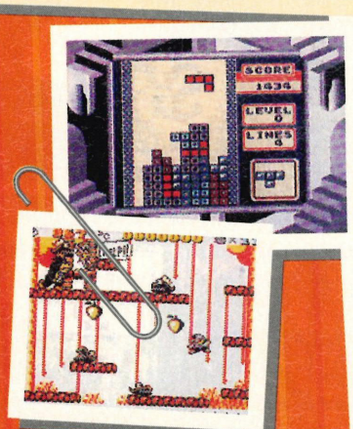
Nintendo have made the shock announcement that they will be releasing a new Virtual Reality 32-bit console in Japan next Spring. The machine that is being jointly developed with an anonymous US company is scheduled for unveiling at a show in Tokyo this November.

It differs from conventional VR machines that can be found in arcades due to the fact that it will operate without the use of any kind of eye piece, goggles or head set. The industry was further baffled when Nintendo proclaimed "we are going to open up a new field for entertainment which does not require a home television set." By all accounts Nintendo are hyping it up as some kind of Super VR machine. One fact that's certain, is that they will be the first company to explore the commercial possibilities of Virtual Reality in the home.

The system, which is in the final stages of development (so they say) is aiming for a retail price of 20,000 yen, which translates to around £140. Sound plausible? Nope, didn't think so. The software will be cheaper than Super NES games (that's what they always say) in an attempt to be competitive with the likes of machines such as the 3DO and Jaguar.

Meanwhile the official successor to the Super NES, Project Reality, is still going ahead as planned with a current release date of Autumn 1995, although many people believe that early '96 is more realistic. News on titles for the system is scarce, but it is known that a couple of games are due to be displayed at the aforementioned show in Tokyo, one of them being *Killer Instinct* by RARE.





More news on the Super Game Boy as SUPER GAMER gets exclusive shots of it in action. Yes, that's right – not only do we have the same old sad pictures that everyone else has got, of *Donkey Kong* and *Tetris* in colour, which have been scanned from an American leaflet, we have also had an exclusive go on Nintendo's remarkable little gizmo. What was the first game that SUPER GAMER plugged into our preview copy? Why, none other than Damian's favourite – *Monster Max*.

We can reveal that the Super Game Boy does have custom backgrounds while you play the games, and it also has a neat draw program, which means you can scribble all over the screen, then keep on playing – pointless but fun! Basically, when you slot in the Super Game Boy, it presents you with a menu of icons that let you perform different functions. One, for example, lets you edit the four different shades that the normal Game Boy has. By clicking on the paint palette, you can create a vast number of weird combinations, and then re-use them later on with a long password. No firm dates on the release, but it's got to be August or September.

News has just reached the SUPER GAMER news desks that Nintendo has just announced that it will be following the example set by other publishers such as Electronic Arts, Virgin and Gametek (UK), by adopting the recently introduced age classification system.

The move comes after worries expressed by parents who are unfamiliar with the video games industry and often unaware of the contents of some games. The rating system includes four categories of games: 3-10, 11-14, 15-17 and 18 plus. The development is seen as a welcome move by Nintendo and has been highly praised by parents and consumers alike. While Managing Director of Nintendo UK, Stephen Green is pleased with the progression into the ratings system introduced by ELSPA, he is also keen to see the introduction of an International classification system.

Since the introduction of the scheme in February, 62 games have been classified, and a growing number of companies have expressed an interest in the scheme. Does this mean that Nintendo will start putting blood into games they classify over 18, or is it just a scam to cosset parents by putting PG certs on every game from now on? One thing's for certain, when Project Reality comes on the scene, Nintendo gamers are going to want more and more realistic games and that certainly means adult themes for some titles. With Sega already stealing most of the 'adult' market with their clever use of ratings, will Nintendo follow suit, or are they destined to be the console equivalent of Mickey Mouse? SUPER GAMER will keep you informed.

Dear Acclaim,

Thank you very much for the plaster you kindly attached to one of the three million press releases you've sent us over the last month. I think I can safely say that I am now aware that *Itchy and Scratchy* is going to be released on the Super NES later this year and I am also currently enjoying the Itchy and Scratchy comic which I believe can be obtained from most newsagents now.

I'm looking forward to their decapitating and dissecting antics with the utmost anticipation and hope you will kindly refrain from jamming our mailbags with these humorous little snippets for a while!

Itchingly yours, SUPER GAMER.

BATMAN RETURNS AGAIN!

Warner Bros. Consumer products have revealed that a new deal has been signed whereby Acclaim have the rights to develop their material for the home video game market. The new Batman film to be released next year titled *Batman Forever* has already been signed up by Acclaim and will be released for the Nintendo, hopefully on Project Reality, owing to the release date of the movie. The highly anticipated movie starring Michael Keaton is also going to be one of the first games developed for the arcade, a sector of the industry which Acclaim have only recently moved into.



Skyblazer, the recent blockbuster game from Sony Imagesoft reviewed in the first issue of SUPER GAMER (receiving a very credible 85%), has now taken on cult status and been included as a 16-page pull-out supplement in Manga Mania. Billed as a 'collector's edition', Skyblazer: the comic is only a one-off so far, but who knows? The comic features some not bad black and white art, drawn by Dark Horse's Simon Fraser, and also an exclusive competition to win the artwork itself. Lawks-a-lordy, there's also a software review of four hot Super NES games – but, surprise, surprise – they are all Sony products. Worth a look, if only because someone at Manga Mania has printed the word "nipples" in large letters on one of the pages.

KICK OFF KICKED OFF

Imagineer's stunning football game *Kick Off 3* has now been delayed until September. Funnily enough it is the Mega Drive version which is to blame, after Anco found that it wasn't up to scratch. Unfortunately, the Nintendo version has been held back anyway, as the programmers have decided to spend the time enhancing and generally tweaking the game as much as possible. It's a shame that the game is now going to miss the World Cup, but it's also refreshing to see programmers using the 'extra time' to their advantage.

SUPER GAMER has just heard that if you're after some console bargains, then a major new all-formats computer show, held on 22-24 July could be just the thing you've been waiting for. Computer Deals '94 will be held at the Olympia Exhibition Centre and promises the cheapest admission prices since shows of this type began, plus massive savings on software including exclusive show special offers. Sounds like a warp back to the good old days of Sinclair Spectrums and Commodore 64s, when you could go to a show and buy half a dozen games for £20! Also at the show will be a professionally organised and supervised section known as GameXchange which will be the world's largest arena for swapping Nintendo cartridges. With a projected attendance of over 50,000 people, the chances are there could be a few doubles knocking around! Check out the facts below if you want to be in the know.

Name: Computer Deals '94 (featuring GameXchange).
Location: The National Hall, Olympia Exhibition Centre.
Dates: July 22-24, 1994.
Admission fees: £7 Adults, £5 Children, £20 Family: 2 adults, 3 children.
Ticket Hotline: (0369) 5335
Opening times: Fri 9:30am-5:30pm, Sat 9:30am-5:30pm, Sun 9:30am-4:30pm.
Estimated floor space: 8,500 sq.m.
Estimated no. Exhibitors: 100

Congratulations to Lee Adler of Atherstone who has won our JVC Galactic Give Away competition. A Super NES, copy of Empire Strikes Back and an incredibly cool, not to be missed in T-shirt should be winging their way towards you right now! The lucky runners-up are Peter A King from Henley on Thames, Brian Shaw from Leeds, Stephen Young from Edinburgh and finally Kevin Sanders from Farnborough all receive a copy of the game and a T-shirt. Thank you for entering, and remember to be kind to animals (especially Ewoks and mice).

BUDGET BONANZA

After SUPER GAMER's news piece on Nintendo's unofficial budget label we've discovered that just about all of the lower priced titles are available from your local Game shop. Here is a list of many of the titles at £19.99, although many more are becoming available every month – we'll keep you informed.

Starwing – Excellent Super FX space shoot-'em-up.
R-Type – Early, but still competent blaster, not as good as *R-Type III*.
Sim City – An excellent conversion and one of the most involved games on the Super NES.
Ghouls 'n Ghosts – Highly playable coin-op conversion with stunning graphics.
Battletoads – A good adaptation of the NES game, but not as playable.
Kevin Keegan's – One of the best footy management games around.
Road Runner – Sad and unplayable cartoon game. Avoid.
Prince of Persia – Smooth animation and fiendish far eastern puzzles.
Lawnmower Man – An inspired platform game derived from the two films.
Silly Putty – Slapstick morphing action from the putty squad.
Lagoon – long-lasting and atmospheric RPG.
Captain America – Arrrrrrrrghhhhhh! A terrible beat-'em-up.
Super Pang – Enjoyable puzzler, but not as good as *Super Pyu Pyu*.
Super Double Dragon – Not a very good scrolling fighting game.
Kick Off – Awful football game, not worthy of the name, thankfully *Kick Off III* is much better.

MONSTER TRUCK EXTRAVAGANZA

Nintendo's own monster truck 'The Challenger' is on the move again with a massive list of venues to visit throughout July. The truck, which looks like something from Knight Rider, is basically an arcade on wheels and carries all the latest releases from the big N itself. Anyone wanting to check out all the latest coin-op action can also indulge in all the latest games.

Metro, the UK's Nintendo Champion, will also be onboard and he's more than willing to challenge anybody to a game of *Street Fighter II Turbo*, and there will be a host of other activities going on around the constantly buzzing vehicle. With loads of prizes up for grabs it's definitely worth looking out for, check out the list of venues below.

CHALLENGER DATES FOR JULY
2-3: Adidas Streetball – Coventry
4-7: Royal Agricultural Show – Kenilworth
8-10: Norwich Show – Norwich
16-17: Birmingham Show – Birmingham
19-21: East of England Show – Peterborough
23-24: Adidas Streetball – London
26-28: New Forest Show – Brockenhurst
30-31: International Air Tattoo – Fairford

1994 WORLD BLOCKBUSTER VIDEO GAME CHAMPIONSHIP

Blockbuster video have organised one of the biggest ever world-wide gamesplaying competitions. The event, which involves countries from all over the world including America, Australia, Chile and of course the UK, involves both Sega and Nintendo games such as *Sonic 3*, *Virtua Fighters*, *Turtles Tournament fighters* and *Clayfighters*. The extravaganza culminates into a final which will be held on 30 August in Fort Lauderdale, Florida. Now just imagine what that could be like at that time of the year.

Hopefully we will see contestants from all over the world fighting it out to see who is the ultimate gamesplaying monster. If you fancy the challenge, get yourself along to your nearest Blockbuster Video store between 3 June and 3 July to sign up. The qualifying rounds will be held from 2-17 July, with the respective National finals being held simultaneously on 30 July. Among some of the many sponsors are Pizza Hut and GamesMaster, so together with numerous other incredible prizes is a possible appearance on the Channel 4 show!

ELSPA CHARTS

Special thanks to Dorien Block.

Ocean secure the top two slots this month with *Rock 'n Roll Racing* and *Clayfighters*, both licenced from Interplay and both superb games. This really does prove that Ocean are back on form, and with all the EA titles, plus the new deal with Nintendo and *FIFA*, they look set to have a major Super NES presence this winter. Also in the Super NES chart this month, many of the most popular games (*NBA Jam*, *Mario Kart*, *Aladdin* etc) are moving down to make way for the six new entries. A mixed bag this month, but proof that the Super NES games scene is never stagnated!

Hot news on the Game Boy front however, with *Warioland*, which has only been on sale since 13 May, has stormed the chart, shooting straight to number one; fending off *Kirby's Pinball* and *Super Mario Land 2*. Meanwhile, the *Simpsons: Escape from Camp Deadly* makes a belated comeback, and *Road Rash* slips every further into the depths of obscurity (and rightfully so!).

COMPILED BY GALLUP

THIS MONTH'S CHARTS

▲: Hot ▼: Not

NE: New Entry –: Same

SUPER NES

1	NE	**Rock 'n Roll Racing**	Ocean
2	NE	**Clayfighters**	Ocean
3	▼	**NBA Jam**	Acclaim
4	▼	**Sensible Soccer**	Sony
5	▼	**Super Mario Kart**	Nintendo
6	▼	**Sim City**	Nintendo
7	▼	**Aladdin**	Capcom
8	▼	**Mario All-stars**	Nintendo
9	NE	**Player Manager**	Imagineer
10	NE	**Starwing**	Nintendo
11	▼	**Empire Strikes Back, The**	JVC
12	▲	**Super Bomberman**	Hudson Soft
13	▲	**Batman Returns**	Konami
14	▼	**Mortal Kombat**	Acclaim
15	NE	**Tournament Fighters**	Konami
16	NE	**Nigel Mansell's**	Nintendo
17	▼	**Battletoads in Battlemaniacs**	Nintendo
18	▼	**Virtual Soccer**	Hudson Soft/Virgin
19	▼	**Zelda III**	Nintendo
20	▼	**Jurassic Park**	Ocean

GAME BOY

1	NE	**Warioland**	Nintendo
2	▼	**Kirby's Pinball**	Nintendo
3	▼	**Super Mario Land 2**	Nintendo
4	▲	**Kirby's Dreamland**	Nintendo
5	–	**Super Mario Land**	Nintendo
6	▼	**Link's Awakening**	Nintendo
7	▼	**Sensible Soccer**	Sony
8	–	**Kid Dracula**	Konami
9	▲	**Tiny Toons: Montana's Movie**	Konami
10	–	**Mortal Kombat**	Acclaim
11	NE	**Nigel Mansell's**	Nintendo
12	▲	**Konami Golf**	Konami
13	▼	**Lemmings**	Ocean
14	▼	**Raging Fighter**	Konami
15	▼	**Zen Intergalactic Ninja**	Konami
16	▼	**Jurassic Park**	Ocean
17	NE	**Simpsons – Camp Deadly**	Acclaim
18	▲	**R-Type**	Nintendo
19	▼	**Road Rash**	Ocean
20	NE	**Super RC Pro AM**	Nintendo

NINTENDO ENTERTAINMENT SYSTEM

1	NE	Super Mario Bros 2	Nintendo
2	–	TMHT	Konami
3	▲	Adventure Island 2	Nintendo
4	▼	New Zealand Story	Ocean
5	NE	Donkey Kong Classics	Nintendo
6	▲	Battletoads	Nintendo
7	▼	Mario is Missing!	Mindscape
8	NE	Swords and Serpents	Nintendo
9	NE	Super Sports Challenge	Codemasters
10	NE	Talespin	Capcom

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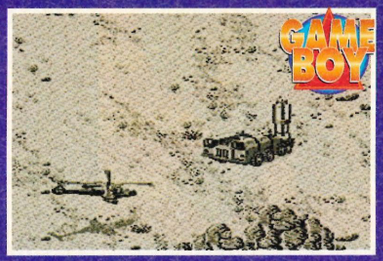
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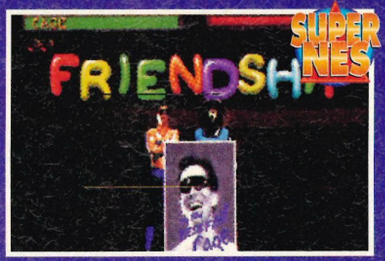
MINI PREVIEWS

DESRT STRIKE



Promising all the thrills and features which made the 16-bit versions such classics, it looks like this is the game for all warmongering Game Boy owners who like nothing better than taking chunks out of the Middle East, whilst travelling on the 17:32 from London Waterloo! Ocean: Late '94

MORTAL KOMBAT II



More bloody mayhem from Kano and Co. More moves, more gore and more characters should guarantee all-out blood pumping action. With the arcade version all ready established as one of THE best beat-'em-ups around, the Super NES version (written by Sculptured Software) promisesto be just as good. Acclaim: September '94

STARWING 2



The sequel to one of the best Super NES games ever should include full freedom of movement, in other words you can fly wherever you want and not just in a straight line. It should also include a split screen two player option. Not out for a while yet, but still worth waiting for! Nintendo: Xmas '94

EARTHWORM JIM



Jim was just a lowly earthworm until an alien power suit falls from the sky and turns him into a super worm with incredible intelligence. The object of the game is to defeat Psy-Crow, who is after the suit for the evil queen. You have enhanced abilities, a massive gun, and everyone is out to get you. Shiny Ent: Sept '94

NEW BREED



Developed in a labratory in the United States using a new method of animation featuring high-tech computer systems and real martial arts experts performing a variety of destructive moves, this could be one of the best beat-'em-ups ever! Watch out for this one, it's going to be huge! Accolade: Sept '94

SUPER ELITE



One of the greatest games of all time, *Elite* is a full 3-D space trading game in which you must buy and sell commodities to earn enough money to equip your ship and eventually reach the rank of Elite. Pure unadulterated genius – a Gamer Gold if ever I saw one! Sony: Sept '94

FLINTSTONES THE MOVIE



This follows the plot of the forthcoming film very closely and features all your favourite characters including Bam-Bam, Pebbles and their completely stupid pet dinosaur called Dino. The game should have incredible digitised graphics and sampled speech from the film! Sony: Nov '94

POWER RANGERS



The Power Rangers' aim is to defeat Rita Repulsa and her band of evil space aliens. Featuring five characters who can merge together to form super beings with names like Dragonzord Megazord and Titanos. If these monsters can't kill Rita then there's Ultrazord who is a combination of all of them! Bandai: Oct '94

SYNDICATE



You control four agents owned by one particular corporation and guide them on a mission of destruction through the world in an attempt to undermine and destroy every other corporation. The game is often violent, so not one for the faint hearted, but it's damn good fun! Ocean: Oct '94

GREEN LANTERN



As a comic book hero, Green Lantern has been fighting crime since the 1940s. In this game your task is to battle through various mode 7 flying sections, with the ultimate goal of killing the old Green Lantern who's gone a bit nutty. A special power ring with over 30 special moves helps you along the way. Ocean: Late '94

PREHISTORIK MAN



Featuring incredible Mode 7 flying sections. The idea of the game is to go through various landscapes; collecting as much food as possible for your starving village. This should give *Joe & Mac* and other caveman related platformers some serious competition. Titus: Oct '94

THEME PARK



Oh, how I've enjoyed myself on those fairground rides as my dinner appears before my eyes. Well you can enjoy all the thrill and excitement of the theme park when this *Sim City*-type game is released this summer. First of all build the entire park; containing all your favourite rides, and then try them out! Ocean: Sept '94

JUNGLE STRIKE



Along the same lines as the original *Desert Strike*, the sequel is set in a jungle. This time however there are more types of aircraft to find including a Stealth Bomber which takes off from a hidden runway. Gremlin promise this is going to be a great conversion so save your pennies for this one. Gremlin: Oct '94

SMURFS



This platformer has intricate animation and beautiful cartoon graphics. The aim of the game is to rescue the Smurfs from Gargamel and make the Smurf village a happy place once again. Mode 7 galore and plenty of special features should ensure it's more than just another platform game! Infogrammes Sept'94

TIME COP



The film, starring Jean (midget) Claude Van Damme, is coming out in September, with the game following hot on its heels. A multi-level platform extravaganza, the game boasts incredible kick-boxing type animation and an awesome array of weapons. Sounds kicking! JVC: Oct '94

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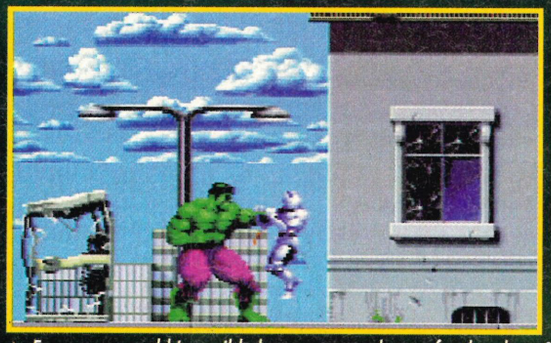
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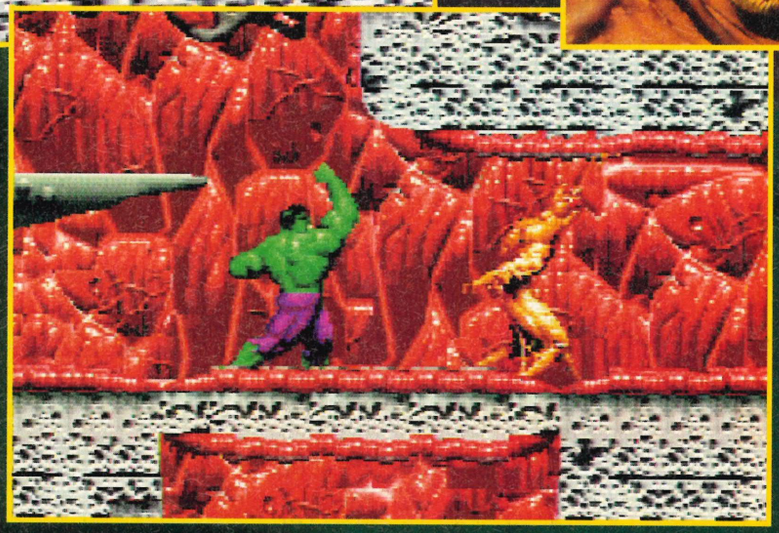


△ The Hulk discovers the secret of what's under Dave Perry's bandana. Obviously, he was unimpressed by what he found!

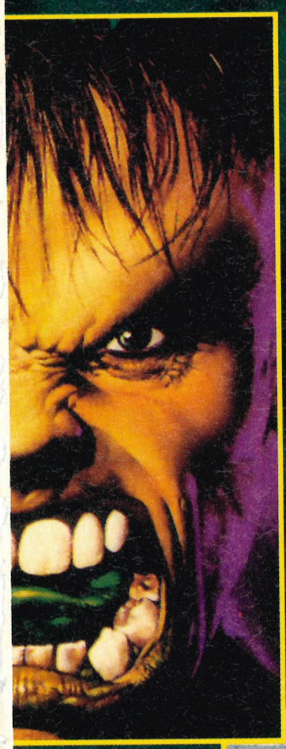


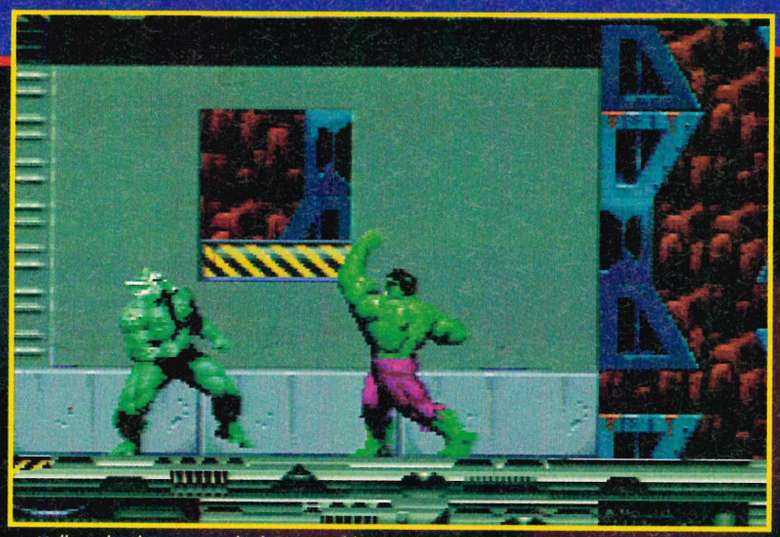


△ Excuse me, could I possibly borrow some change for the phone?



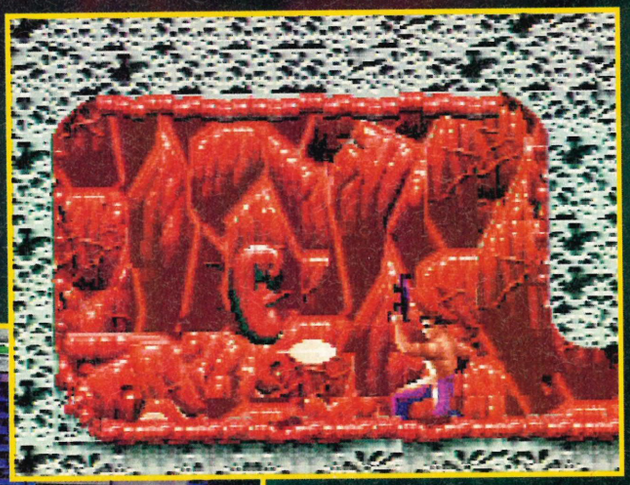
THE INCREDIBLE HULK





△ Hulk and pal groove to the latest Worlds Apart single!

▷ Having calmed down enough to revert back to his considerably less-'ard guise, Bruce Banner attempts to hold-up the local abattoir!





◁ If Bruce Banner was caught in the rays of an atomic bomb, what the hell happened to this guy?



△ I am a mime, my body is my tool! I bet Lionel Blair is quaking in his boots!

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"Don't make me angry, you wouldn't like me when I'm angry!" – so went that immortal line that began every episode of the smash hit Seventies TV show, *The Incredible Hulk*. The reason for this nostalgic trip down memory lane is that US Gold are about to release a game, not so much based upon the flappy-flares and severe hair-cut series, but on the Marvel comic strip that spawned it.

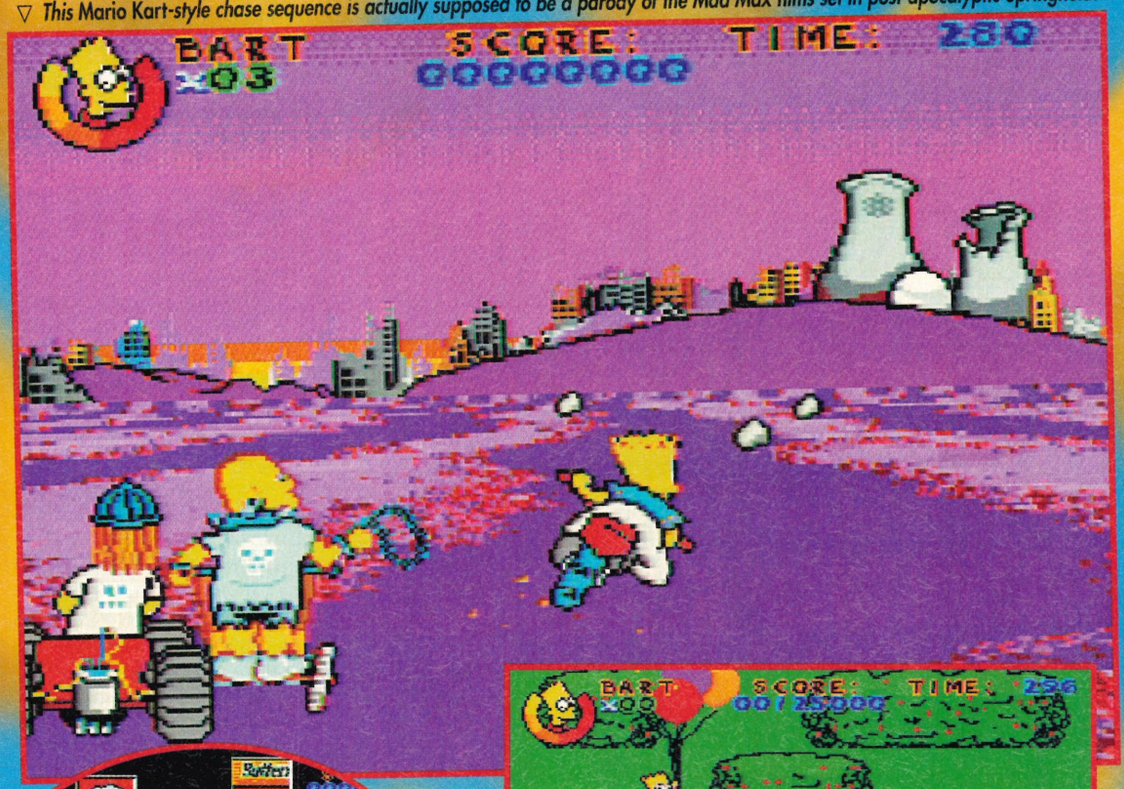
After being caught in the gamma ray blast of an atomic bomb, physicist Dr Bruce Banner (or David, to lovers of the show!) undergoes a process of intense mutation whenever his temper flares up (not unlike our editor!). The result is a huge green mega-being, who is capable of immense feats of strength, not to mention ruining a perfectly good set of clothes in the process!

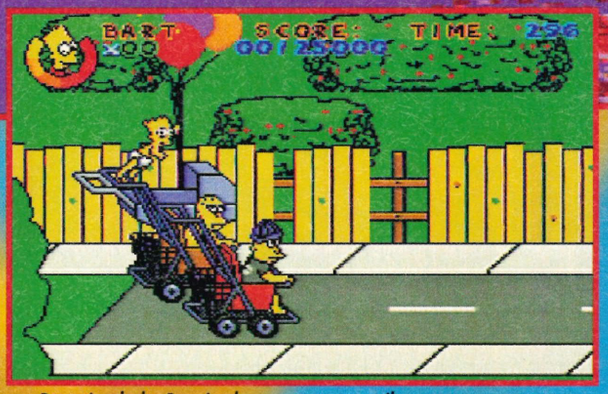
In the Super NES game, Bruce's (or the Hulk's, depending on which way you look at it!) arch enemy, The Leader, has plans to take over the Earth using his army of gun-toting robots. However, well aware that the Hulk is ready to thwart his plans, The Leader has enlisted the help of the Hulk's deadliest foes to help his quest for world domination.

You, as the Hulk, must use your combat skills to battle through five different scenarios; consisting of frantic platform action and enemy forces, and then defeat the vile mutant lurking at the end. Some sections of the levels can only be completed with Bruce in his frail, mortal state, so the big guy will have to control his temper if he is to be successful in his mission, and with hordes of robots constantly on your case... it sure ain't easy!

The Incredible Hulk will be released in July, so expect a full review next issue.

▽ This Mario Kart-style chase sequence is actually supposed to be a parody of the Mad Max films set in post-apocalyptic Springfield!





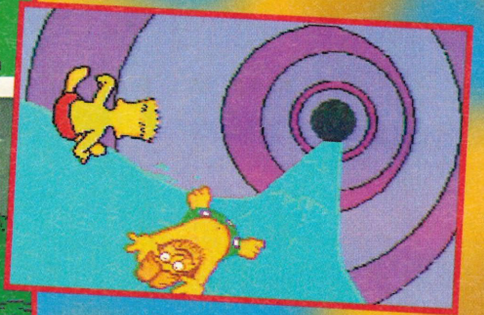
△ Bouncing baby Bart is about to enter a perilous pram race.



VIRTUAL BART



◁ This novel sub-game has our favourite delinquent chucking tomatoes at passers-by!





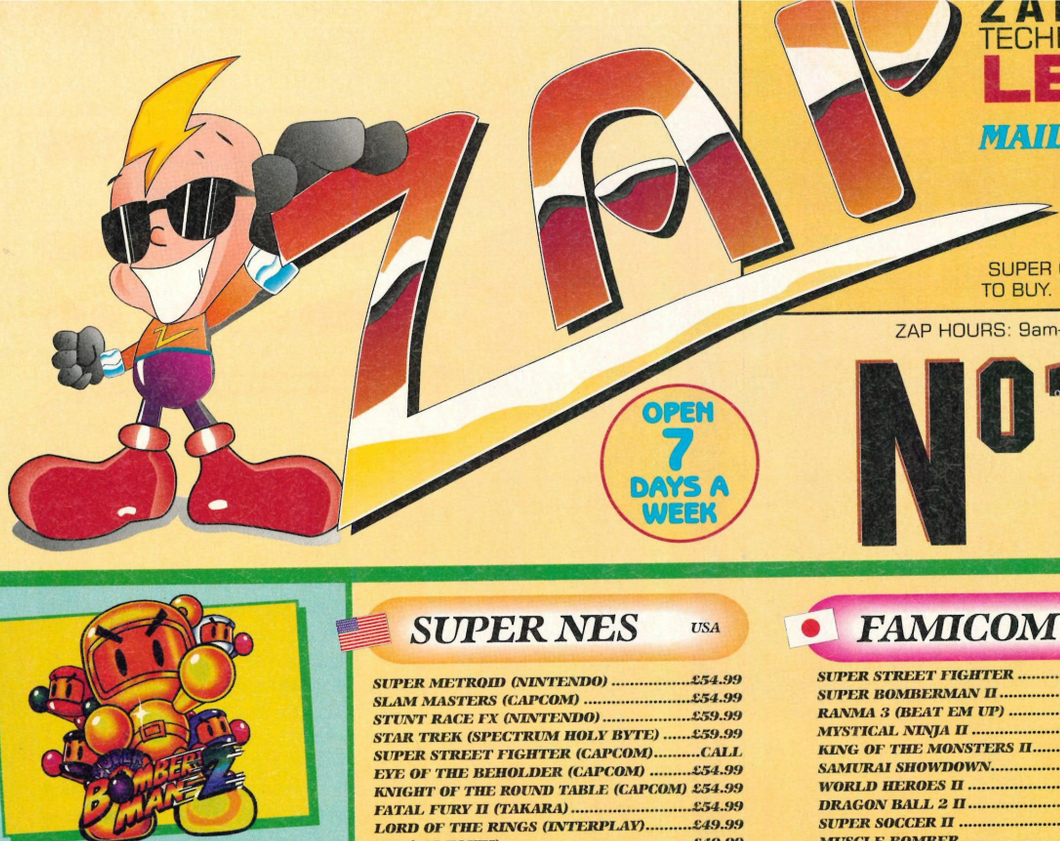
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Remember *Bart's Nightmare*? It was the first Super NES title to feature that super delinquent, Bart Simpson in a starring role. The game featured some utterly strange sub-games which involved young Bart turning into monsters, amoebas and that caped fighter of crime – Bartman!

Acclaim's latest Simpsons outing follows along the same sort of lines. Whilst attending the school science fair, Bart accidentally becomes trapped inside a makeshift Virtual Reality machine and is thus transported into a most bizarre world of mayhem. Throughout his wacky journey, Bart takes on the personas of such characters as Jurassic Bart, in which he is transformed into a lanky-looking velociraptor, Road Warrior Bart, in which he enters a post apocalyptic Mad Max world, and must race *Mario Kart*-style through the crumbled Springfield roads. Other weird guises include Baby Bart and Piggy Bart. Each of these sub-games requires a certain task to be completed before Bart is allowed onto the next. If he fails in his quest, Bart will remain trapped in virtual limbo for the rest of his natural life!

Virtual Bart features graphics lifted straight from the hugely popular cartoon series and some of the most amazing Homer samples imaginable. Like *Bart's Nightmare*, the sub games usually consist of several parts to prolong the challenge. One level consists of Bart lobbing tomatoes at his unsuspecting classmates in order to sabotage the class photo. This isn't as easy as it sounds though, for you must aim your throws and hurtle the fruit over great distances in order to hit the target. This is an indication as to what each level is like, and believe me it's no picnic!

You'll be able to become entwined in Bart's virtual world in August, stay tuned next issue for the full review.



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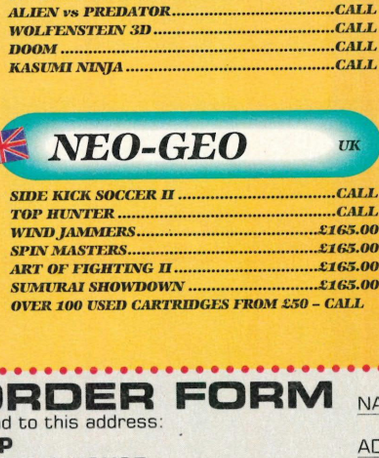
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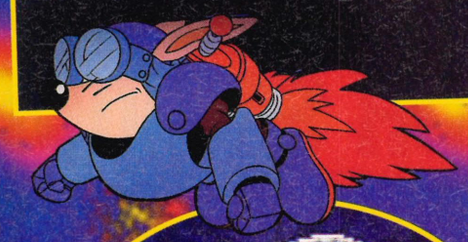
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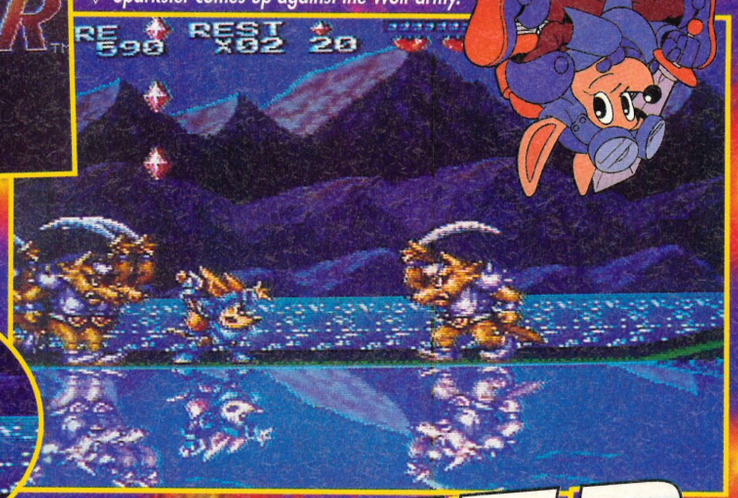
SPARKSTER

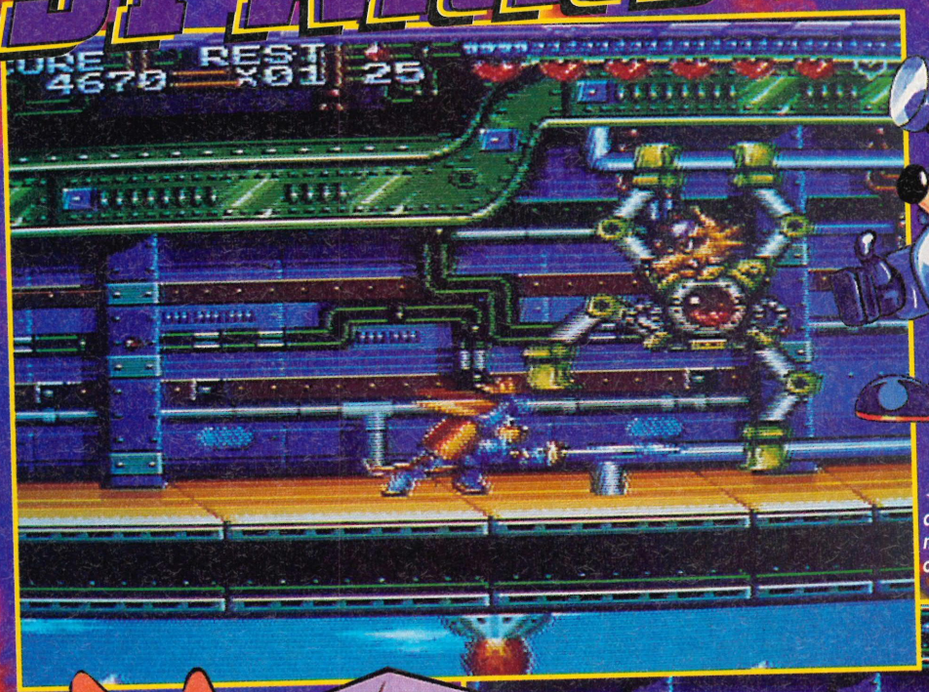






▽ *Sparkster comes up against the Wolf army.*



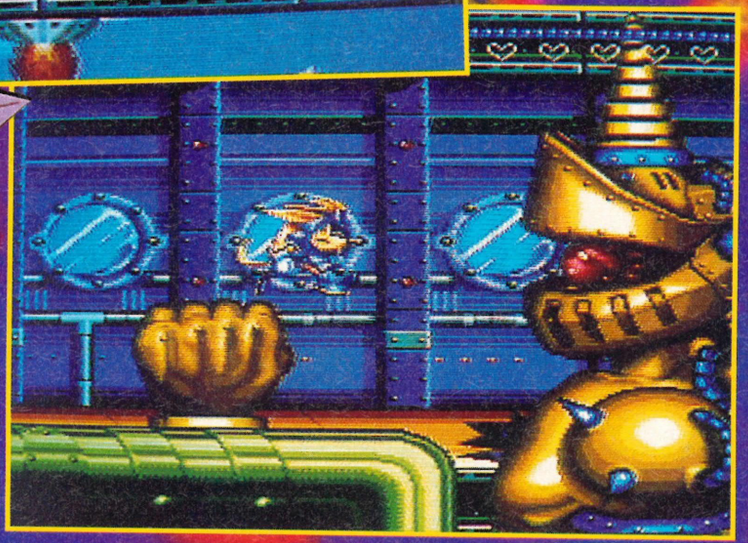




◁ *Sparkster confronts what appears to be some sort of mechanical monkey. This is just one of the wacky bosses.*



▷ *Could this be the dreaded rocket knight... sure looks like it!*



PRODUCER
KONAMI
(0895) 853000

PRICE
£TBA

CART SIZE
8MBit

Meet Sparkster, the possum with attitude and a burning desire to be the next big super hero. Sparkster first made a name for himself on the Mega Drive starring in *Rocket Knight Adventures*, a frantic platformer crammed with gorgeous graphics and gameplay you could take home to meet your mum!

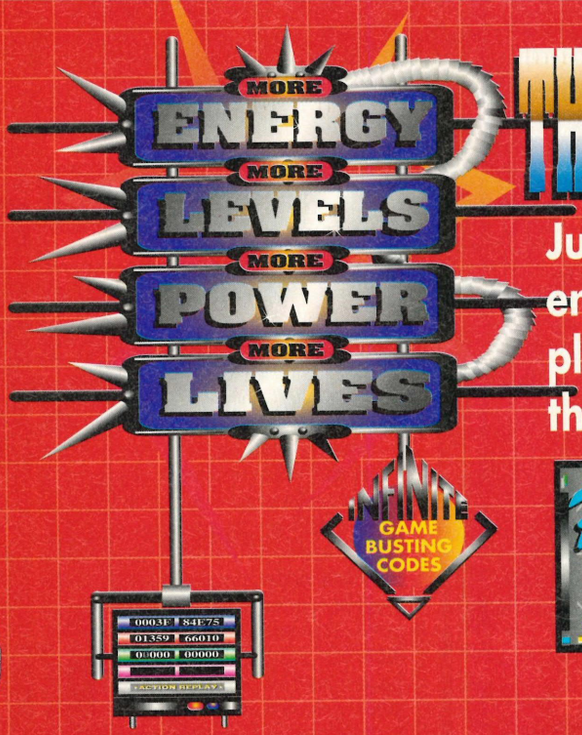
Continuing where *Rocket Knight Adventures* left off (well, five years later to be honest!), Sparkster now faces an awesome challenge for his Super NES debut. A huge rocket threatens the world's fate, and it would appear that Sparkster is the only super hero on hand to deal with it. Like most heroes however, Sparky has an ulterior motive for dismantling the man-made killing machine, in the form of the curvaceous Princess who is being held captive by dark forces.

Sparkster's mission isn't helped by the Wolf army that stands in his path, and Axle Gear, a deranged Rocket Knight with the sole intention of destroying our cuddly hero!

Sparkster has been busy developing new skills and attack techniques including the devastating fire somersault and an improved rocket burst, both feature prominently in this game.

The 8Mbits are crammed with 11 different levels and four difficulty settings which alter the enemy attack patterns as well as limit the amount of levels that can be played. To see the game in full you'll have to attempt the hardest setting. Konami also promise that the game will feature dazzling Mode 7 effects, horizontal and vertical scrolling levels, various brain-taxing puzzles, and a skip-load of suitably wacky bosses.

Expect to see the jet-setting possum gracing a fabulous SUPER GAMER review soon, until then, marvel at these action pics. Who said we don't need another hero (er... Tina Turner wasn't it)?



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SUPER NES **PREVIEW**

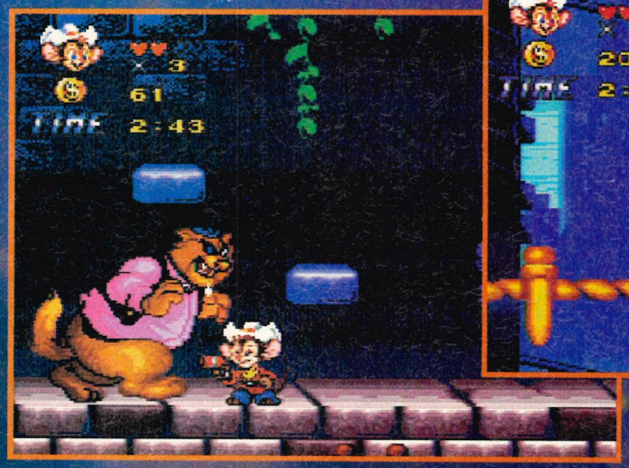
AN AMERICAN TAIL FIEVEL GOES WEST

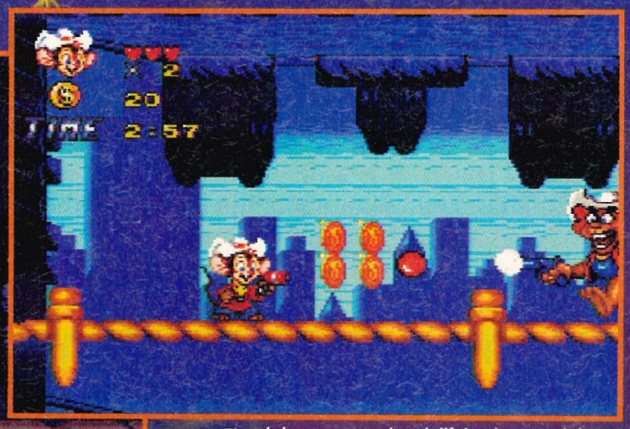
PRODUCER
VIRGIN
(081) 960 2255

PRICE
£TBA

CART SIZE
8MBit

▽ *Fievel threatens the... er, cat-hood of the bloated tom!*

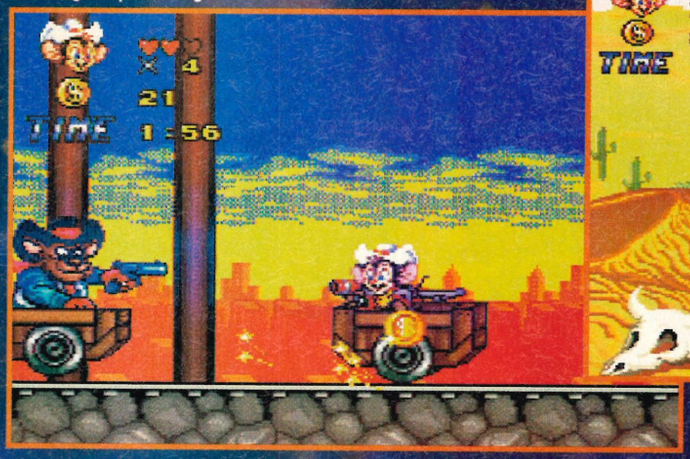


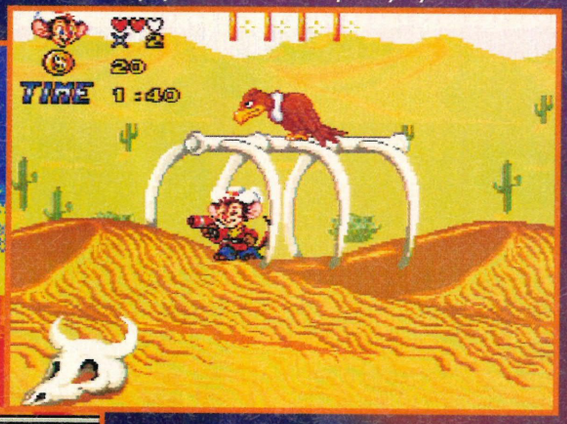


△ *Fievel demonstrates his skillful tightrope abilities.*

▽ *Never speak to strangers with huge beaks and beady eyes in the desert... especially if you're a mouse!*

▽ *No good platform game should be without the old rail-chase!*





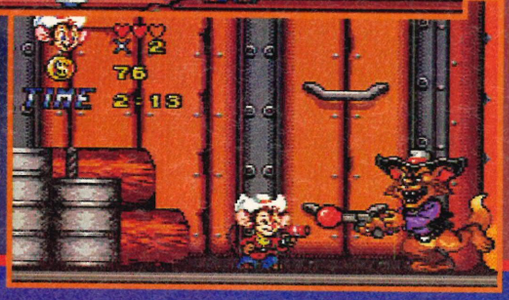
▽ *Excuse me mister, is this the way to the advanced needle-work class?*

▽ *Pinnochio and Sandy Shaw eat your heart out!*





▷ *Didn't your momma ever teach you not to play with firearms!*



As we all know, America is the land of opportunity, home of the free etc, but who would have guessed that the animal kingdom shares the same philosophy?!

The Mousekewitz family emigrated to the golden island in the hopes of fulfilling their wildest dreams, young Fievel in particular, had great expectations of becoming a great lawdog like his hero, Wylie Burp.

However, his dreams are shattered when out of the gutter comes a shady character by the name of Cat R Waul. This feline con artist preaches images of opportunity and unity out west, where mice and cats live together in perfect harmony. Being the sort of gullible family that they are, the Mousekewitz's promptly head out west for a taste of the good life.

Fievel later learns of the scheming cat's evil plans to serve-up the poor Mousekewitzs with barbecue sauce, but can he save them in time?

Fievel Goes West is one of the Hudson Soft games which have been snapped-up, along with *Bomberman 2*, by Virgin, to feature in their summer line-up of exciting products.

Like just about every animated film licence ever programmed, *Fievel Goes West* is a platform caper stretched over five different and varied scenarios. The game features all of the key locations from the film, including a run-down Bronx ghetto where the tale begins, to fast-moving railroad chase sequences set out in the wild west itself!

Fievel will encounter all kinds of strange creatures along his perilous journey, including ravenous alley cats, peckish spiders, and also the malicious tyrant Cat R Waul himself.

As you can see from the screen shots, every aspect of the classic animated Spielberg movie has been beautifully recreated to encapsulate the player in Fievel's adventures, but you'll have to wait until next month for the full review.

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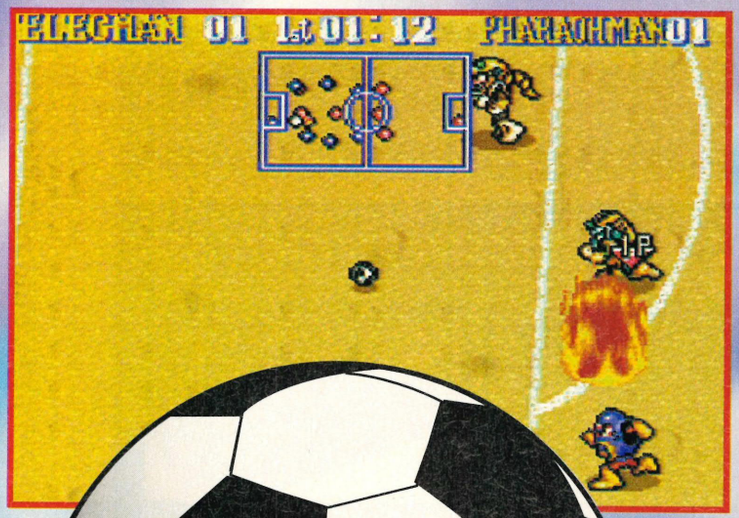
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▷ *All of Mega Man's old foes are just itching to kick a few balls... and play some soccer, too!*



△ *The last time such a collection of bizarre mutants was seen in one place was the Paragon Christmas party.*

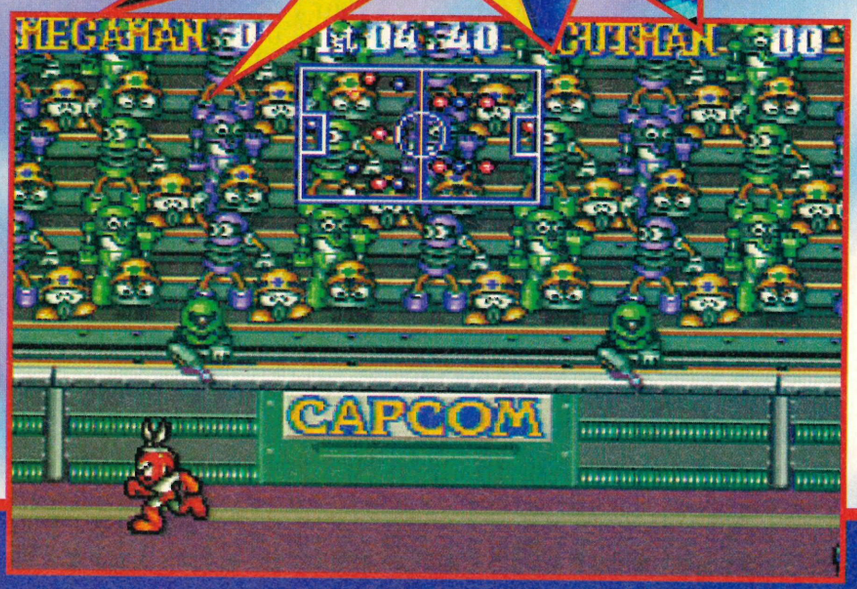




MEGA MAN SOCCER

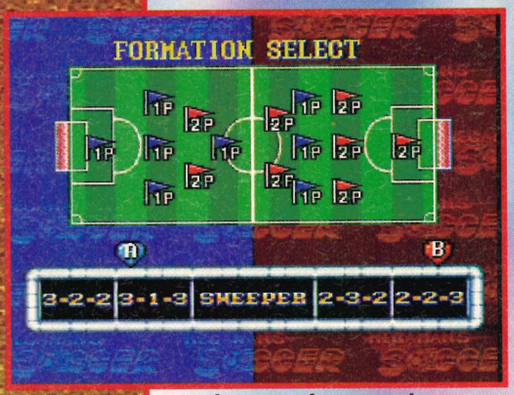


△ *Should be quite easy to chip it in above the keeper's head with a goal that size!*



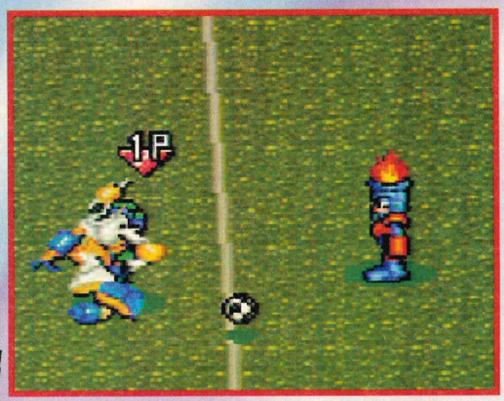


◁ *If he's really a dustman, how come he isn't waking everyone up by whistling loudly and tunelessly, and dropping rubbish in their front gardens?*



△ *The exciting formation select screen!*



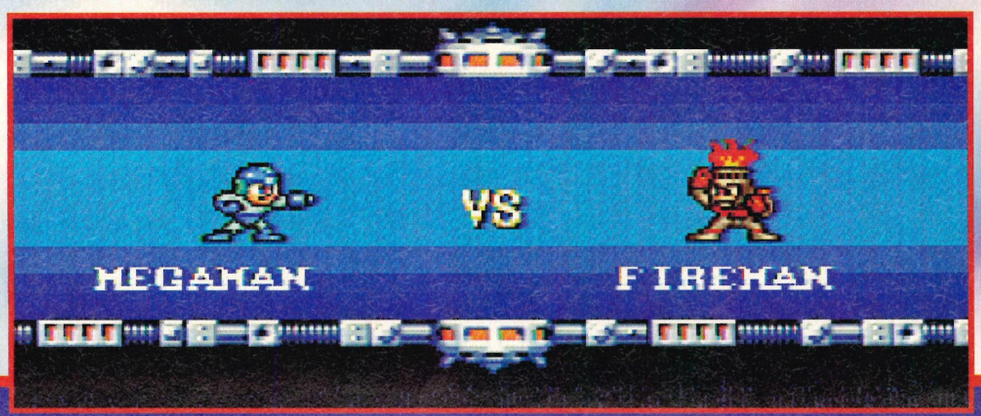


▷ *Looks like Michael Jackson's making another Pepsi commercial!*





▷ *Someone's lobbed a plasma ball onto the pitch! Makes a change from coins and toilet rolls, I suppose.*



PRODUCER
CAPCOM
SUPPLIED BY VIDEO GAME CENTRE
(0202) 527314

PRICE
£49.99

CART SIZE
8MBit

Everybody seems to be releasing footy games at the moment, a good move really considering the greatest show on Earth is about to commence. So I guess it's no surprise that Mega Man should come along and merge together two totally different game genres to produce *Mega Man Soccer*.

From what we've seen of the game here at SUPER GAMER, it looks as though every character that has ever appeared in a Mega Man game has donned their shin pads and boots to stroll out on to various perilous pitches such as Wood Field (home of Woodman Wanderers)!

You can choose which team you want to control, and even select a team of Mega Men if you feel like a bit of a goody goody, or you can elect to be a team of say, Elecmen if you feel like doing some serious damage. Dr Wily's robots seem to have much higher level of skill, for instance some of the larger robots have incredible tackling abilities, not to mention shooting powers.

I guarantee you will never see a more brutal way of scoring than in this game. Each team has a certain amount of special moves per match, this typically involves smashing the ball goalward and watching as it changes into some kind of lethal weapon which inflicts devastating wounds on your keeper before creeping over the goal line.

Graphics are well up to scratch and look every bit as good as *Mega Man X* (reviewed in SUPER GAMER #1). You will find all your favourite enemies from the NES games.

With the added bonus of options such as leagues, cup competitions, exhibition matches and a brilliant two player game, this could even be the best Mega Man game yet. A full spectacular review is due soon, you can guarantee SUPER GAMER will give it the full going over, don't miss it!

SUPER DR

EXCLUSIVE LOOK AT THE FASTEST SHOOT-'EM-UP EVER!

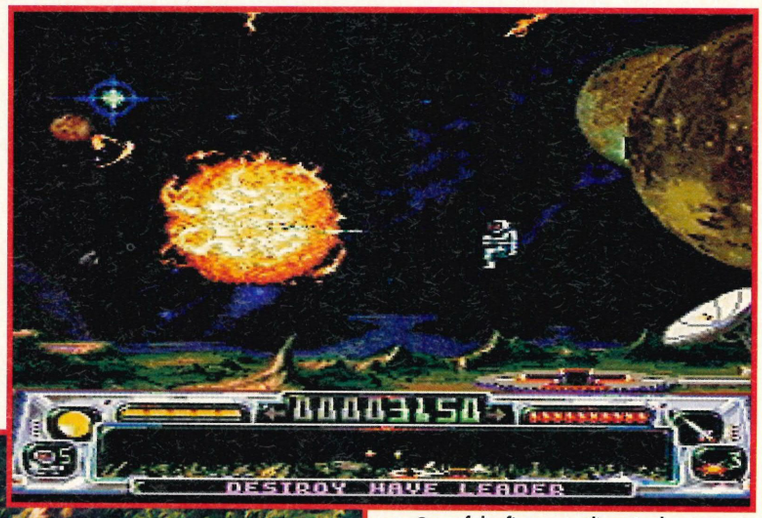
Think super fast mindless blasting games and the name Archer Maclean instantly springs to mind. *Dropzone* was one of the most instantly accessible shoot-'em-ups of the last decade and now it's set to make a comeback – 16-bit style!

Archer Maclean is one of the few programmers who have made it big, and when I say big, I mean huge. No other programmer can claim to be as well known or influential on today's games market as Archer Maclean, and it is for this reason that he is fast approaching (if not already) millionaire status.

***Dropzone* for the Commodore 64 was the first ground-breaking game from the Maclean stable, but it was followed by the memorable *International Karate* and *Archer Maclean's Pool*.**

Not as prolific as many programmers such as David Jones or Dave Brabem, nevertheless Archer has already cast in stone his individual style of gameplay and quality for a whole generation. Super NES owners will soon experience his magic when *Super Dropzone* is released later this year.

The game is ludicrously simple, yet fiendishly addictive (as the old reviewers' cliché goes). You control an astronaut with a jet pack, in realistic gravity, floating above the moon's surface. The object of the game is to rescue scientists from the surface of the rock and transport them to the base, whilst blasting everything to hell in a mishmash of metallic destruction. There's no strategy, no plan – not even a proper idea of what you are facing – you



△ *One of the firey guardians in the game.*

Damian Butt and snapper Andy McDermott talk to one of Britain's finest games writers, and get a jammy blast through Warwickshire in his Ferrari!



◁ *Archer Maclean poses next to his Ferrari GTO, one of the six highly expensive supercars he owns (damn him).*

ROPZONE

just power up the jet pack, tilt forward the controls and nuke the entire area with extreme prejudice!

Super Dropzone has taken the basic game to new limits; incorporating the new technology and larger memory. Now you've got a variety of weapons and lasers to do the job, such as homing missiles, pulse bombs, formation guns and a super cloak that means the enemy can't see you.

Archer's team have also managed to squeeze in four entirely new planet landscapes – Callisto, Io, Europa and Ganymede – plus the last level, Jupiter, which promises to provide the ultimate blasting fix.

Whereas the original game had 99 levels (all the same, just getting more and more difficult), *Super Dropzone* alternates between planets, with your astronaut flying to each new level in a brief mode 7 section. Each planet has characteristic terrain (will Archer's name be hidden in the ground as it was in the original?), and even more enemies than before!

Now you get five times as many killers on your tail, including NMEyes, Planters, Nemesites, Androids, Pods, Blunderstorms, Magmabombs and Anti-Matter. All you have to do is blast anything that moves, dodge the rapid red mutants (caused when a planter reaches the ground) and get those scientists before the spiders, (dropped by the aliens), kill them.

Are we all clear on the rules? Playing such a maddingly violent game, it is somewhat of a culture shock to meet the cool and laid-back man behind the myth. Archer Maclean is incredibly sane and well composed for a man with a thirst for supercars and a penchant for games in which many things die per second. Do we have the right address?

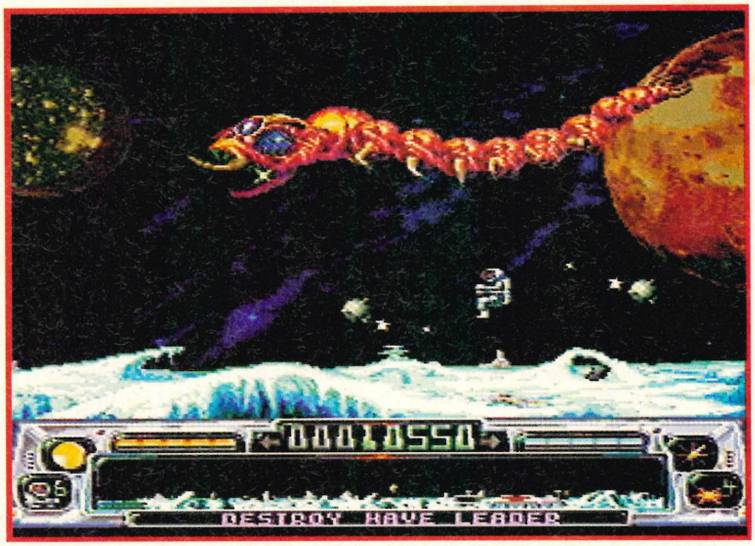
Nope, this is definitely it, so why is the guy who has answered the door wearing no shoes, offering to carry all our equipment into the house, and then making us a coffee – us. We are not worthy, oh great one!

It only takes a minute to realise that despite being a superb games designer, Archer Maclean is just an ordinary Joe. He listens to classical music, watches videos, reads magazines (hopefully now SUPER GAMER, eh Archer?), and more importantly takes journalists out for blistering burns in his varied and expensive collection of supercar exotica.

So what else can we say about *Super Dropzone*? Well, before I let Archer tell you himself, in our exclusive interview, I'd like to say that this game is going to do the Super NES a lot of good. It only took a few seconds for Andy and myself to realise that this is everything the original was and much, much more.

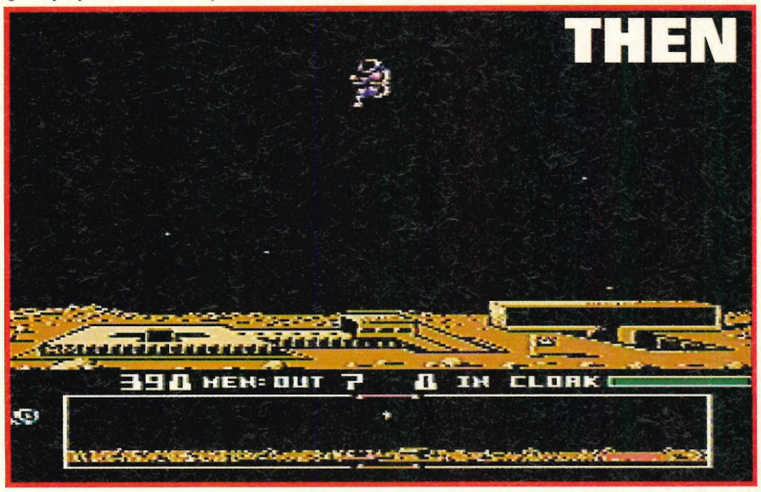
The graphics and sound (a full rendition of the Mars track from Holst's The Planets, plus sampled speech of the Psygnosis receptionist!) are all amazing, and if it's released for under £50 (as Archer hopes), Super NES owners should be in for a real bargin!

But don't just take our word for it, listen to the programmer, dive into the many screen shots from the game, and then read the SUPER GAMER review soon. There, is that enough praise to justify the trips in your GTO and RS 200, Archer? Take it away...



△ *Fighting a writhing mega-centipede at the end of the ice moon of Europa.*

▽ *As you can see, the basic graphics are nothing special, but it was always the core gameplay that made* Dropzone *such a hit in 1984.*





▽ *Super improved* Super Dropzone, *with its special nanosphere complex is crammed with superb 16-bit graphics and synthesized sounds. Awesome !*

SUPER GAMER SPEAKS TO ARCHER MACLEAN



△ Games designer, submariner, F1 driver, novelist and top guy – Archer Maclean.

SG: How did you get into programming in the first place and when?

AM: The first time I saw a computer game was something called *Pong* in 1973, it was a tennis flip flop thing that went ding, ding, ding. I remember one time I typed in a program called *MasterMind* from a magazine, and it was about 150 lines long, and whilst I was doing it I was learning all about how it worked, and what did what – eventually I got the whole game down to 11 lines!

In 1980 I finished my A levels and decided to join a college course in computer and control systems, engineering, instrumentation and electronics, which was more or less cybernetics. Then I bought an Atari 800 and saw *Star Raiders* which completely did my head in and made me determined to write a shoot-'em-up that was at least as good as all the *Scrambles* and *Defenders* that were in the arcades.

I was basically messing around with the computer for a few years until I vaguely decided on *Dropzone*. One night I had a flash of inspiration whilst I was watching the last 30 seconds of this Fifties Sci-Fi film, which I cannot for the life of me remember the name of. It had this moonscape on it with loads of aliens dying all over the place, and I suddenly thought – yeah, that would be a good to have the moonscape with a shoot-'em-up idea (because they were all the rage then), and I stayed up for a week with hardly any sleep drawing the *Dropzone* landscape. Until about six months later, *Dropzone* was the only thing in my life.

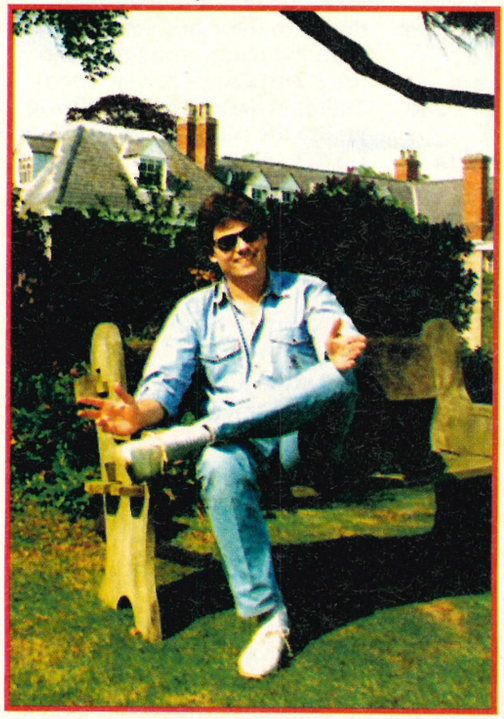
I finished *Dropzone* in 1984 where it went straight to number one in all the charts, so I sat back and thought "this is great, now I can retire on the royalties", but it didn't quite work out like that.

SG: What sort of games do you like?

AM: Every now and again a game comes along, but I don't actually play that many games. I can see why many games are good, but the ones that really struck me as something special were *Paradroid*, *Gribbly's Day Out* (another Andrew Braybrook game), then there's was a game in about 1986 called *Sentinel* which was Geoff Crammond's first game (has since gone on to *Stunt Car Racer*, *Revs* and *F1* on the Amiga and other formats). It was one of the few games that conjure up the feelings of indestructible things after you that you cannot escape from, no matter where you run – it was great, I really loved it.

More recently, I suppose something like *Lemmings*. I remember getting a sample copy with only about five levels on it, and I got up particularly early that day – about nine o'clock when I loaded it up, and I was still playing the sodding thing at three in the afternoon, wearing my dressing gown, without even having had any breakfast!

▽ Archer reclines in his garden, Maclean Mansions are behind.



Other games that I enjoyed were things like *Robotron*, *Defender*, *Stargate* and *Joust* – all those were written by the same bloke, and the way they felt and played was perfect for their time.

SG: That was Eugene Jarvis, wasn't it?

AM: That's the guy, I'd love to meet him. I don't know what I'd say, but I'd like to know what he's doing now, and how on earth did he write *Robotron* and all the others, in 1980? Was the hardware designed to his spec? I dunno. It was a very classy piece of programming for the age.

SG: How do you view the current state of software?

AM: Fairly bad news. Dare I say it, looking at *Dropzone* – it's re-hashes of old games, and the market isn't doing too well at the moment. Games are coming out at £50 plus, and 90% of the time they're terrible, so people buy them once and say "right, that's the last time I buy one of those."

Good games shouldn't be £50. Generally what's going to happen is that the normal 16-bit consoles will totter along for a year or two, then the mega-unbelievable consoles will come around the corner and I think there will be another games boom.

One of the biggest problems at the moment is that there is a shortage of new talent – console don't have keyboards, so you need development kits and you need to learn it all. Plus if you get in with a software house, they'll ask what your previous experience is, but if you can't get the kit, how can you write games? It's catch 22! When I started I just needed an Atari 800 and I was away. These days you just don't have the time to create original games.

The only way in nowadays is to join a team as a specialised on graphics or sound, and that's a sad state of affairs because where are the guys like myself, David Brabem, David Jones or Jez San – where are they going to go? Where are the individuals going to come from?

SG: Whose decision was it to convert Dropzone to the Super NES?

AM: *Super Dropzone* came about because I was doing the NES and Mega Drive versions for Eurocom, and Psygnosis took an interest in something on the Super NES – it took a while to get going, but now it's nearly finished.

SG: What differences are there between the Super NES and the Commodore 64 version?

AM: The playability should be the same, the basic control core and accelerations are the same. Whereas the original *Dropzone*, the game was 30K, one man, eight enemies and one planet – it was very simple, the Super NES version has a great SGI intro sequence, you can warp to Jupiter, you play the original game on level one only, then there are four planets and at least five times as many enemies. Firepower is also improved, instead of the standard laser, you now have homing missiles, special cloaks, special boost, multiple fire – everything. We've also included male and female speech and the some music from Holst's The Planets.

At the end of the day, it is just one gigantic blast-'em-up in the old fashioned way. Addictive, but mindless fun.

SG: How many people are working on Super Dropzone at the moment?

AM: About seven, maybe more. There's one guy at Psygnosis, but another six or seven at Eurocom.



SG: Have you any plans to convert International Karate or Pool for the Super NES?

AM: Oh god, that would cause a serious argument with certain other interested parties. I think I could probably do a karate fighting game with the same



△ *Archer relaxing by getting a worryingly high score on the arcade classic* Robotron 2084.

playability, feel, animation and attention to detail that *IK+* had, on these machines that is just a million miles away from anything else. It will make everyone think why *Street Fighter* was any good. If anyone wanted to back me up on that, I'm quite willing to do it.

There are 24 hours in a day, I need about 28, it's like, bad news. I'm involved with Mega Drive *Jimmy White's Snooker*, and various other versions of it, then I'm executive producer of *Super Dropzone*, with a possibility of a Mega Drive version. Last year there was the NES and Game Boy versions. If you add up all the little things it gets quite ridiculous (and we won't mention anything about dragging the local girls into your den of iniquity Archer – your secret's safe with us!).

SG: With all that work, will you go the way of Jez San and set up a team yourself?

AM: Yeah, I think what's going to happen now is that I'll fall into the same position as David Brabem and Jez San, I'm hopefully going to set myself up as a team which I've been threatening to do for a year or two now. I'll employ various 'star' people who are good at doing their relevant bits and somehow play an active part in doing things, but a lot of my time will be taken up just managing and getting contracts in. Quite a challenge I should think. But I don't know what to call it yet. Maybe "Awesome", which is what my friends call me (we believe you Archer, maybe that's what they call your car!).

SG: Who do you think Dropzone is aimed at, will console owners like it?

AM: Aliens (laughs). It is just to prove that we can beat up the aliens. Essentially, we're preparing our ten year old kids to be space cadets so that when the aliens do come, and all the adults are running around in a panic, the kids will say "we know how to tackle them!"



I think it's aimed at quite a wide range, I mean younger males primarily, but I still play it (so do we Archer). It's one of those games you can pick up, press the fire button and it's mindless good fun – addiction, pure and simple. I think it would be an awesome challenge to complete this game.

SG: Do you have any plans to write games for new systems like the Atari Jaguar or Sony's PS-X, given the fact that Tempest 2000 by Jeff Minter has just appeared?

AM: I am very interested in one of them, but I'm not allowed to say (probably the Sony – Ed).

SG: Are the old games still the best or are we just getting sentimental in our old age?

AM: Whose, mine? Oh, generally. Yes I think some are sentimental, but many are still very good. These were the days when you didn't have awesome graphics hardware, or sound technology – you had to make a game that was good and playable. All you could do was plonk things on the screen and then concentrate on the gameplay.

SG: Do you think we'll all look back on games today and think the same thing?

AM: No, I think we're in a transition period. There are a few landmark games that have appeared in the last year or two – *7th Guest* for example, but I think a year from now there will be some pretty amazing CD games. *Doom* is great – it made me laugh because here you are with all these monster weapons in a sort of Arnie 2 blast-the-hell out of everything that moves sort of stuff. Why do people like it?

SG: Do you think there are any new game formats left, or are we destined to be inundated with beat-'em-ups and platform games?

AM: Well obviously there are karate games that could be done (what about *Dragon*, though), but I do have one idea which could be THE next big thing, but it needs serious hardware power. I can't tell you about it now though.

I remember after writing *IK+*, I had this great idea for a dinosaur game, with little cavemen running



around bashing the hell out of each other, and then I did an interview about the 16-bit version of *IK+*, and the guy said "one day, someone will make a lot of money from dinosaurs" and hey presto – *Jurassic Park*. That really annoyed me, but you can't do everything.

SG: Is writing games still enjoyable, or is it tiresome now?

AM: Well I haven't had a holiday for about five years, although people who know me say my whole life's a holiday, but I do work quite hard. Mega Drive *Snooker* is definitely the most difficult piece of programming I've ever done. You can spend days and days without a single result, but now I'm near the end of it, I'm quite chuffed about it. Ideally now, I would like a team of about a hundred people to work on all the ideas I get for games. I still get a kick out of proving that machines can be forced to do things that no-one thought they could.

Ten years ago I didn't have to worry about tax, I didn't have a car and it was like, I didn't have anything to do, but work. These days I've got various cars, a nice village to live in; pub to go to, loads of gadgets to play with, and so on. It's actually quite difficult to motivate yourself to work. It's usually best on really awful rainy days when you are stuck inside.

SG: What makes a great game?

AM: Mindless, addictive fun!

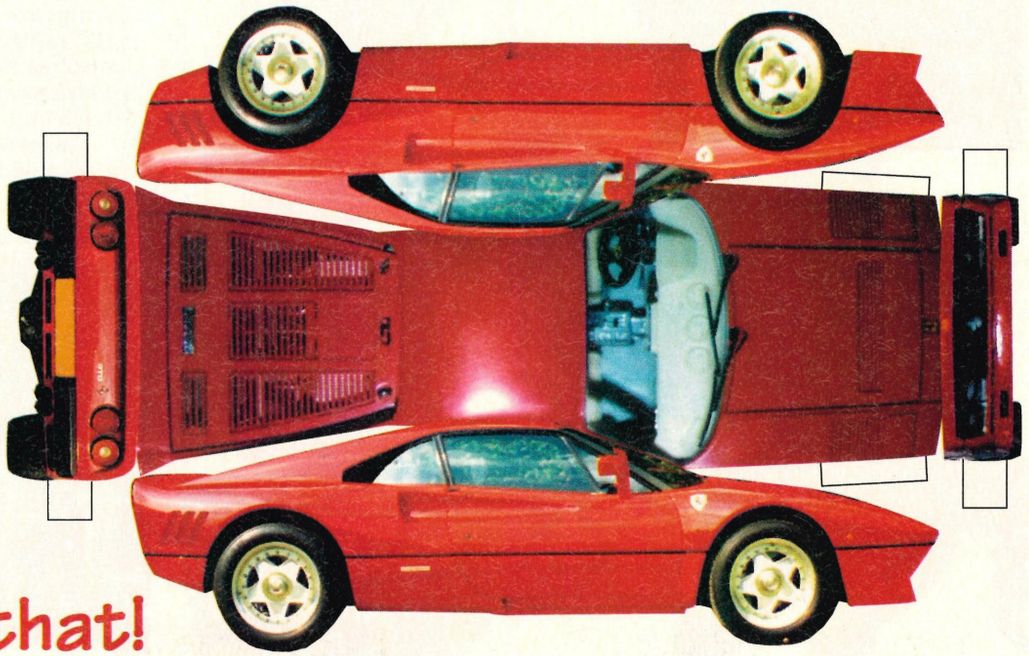
SG: Thank you.

Yes! Now you can have a Ferrari GTO like Archer Maclean!

Just follow these eight easy stages!

1: Carefully cut around outline of car and tabs.
2: Fold inner edges inwards to meet.
3: Fold and glue tabs.
4: Wonder why bits don't fit properly.
5: Unglue tabs and try again.
6: Swear.
7: Leave lopsided and now crumpled car on edge of desk.
8: Become programmer, write top-selling games and buy real one.

It's as easy as that!



BUBSY 2

It's a cat's life! Bubsy 2 – live and unleashed!



After the huge success of *Bubsy the Bobcat,* some clever bod over at Accolade decided to cash in and inflict another instalment of rollercoaster platform action on an unsuspecting public. Well, perhaps "unsuspecting" is the wrong word, because after being left shuddering in the aisles after Bubsy's first crazy adventure, a sequel was probably the most anticipated software project since someone said "Blimey, those kids really lapped-up that small blue spiky mammal, let's see if we can churn out a follow-up!"

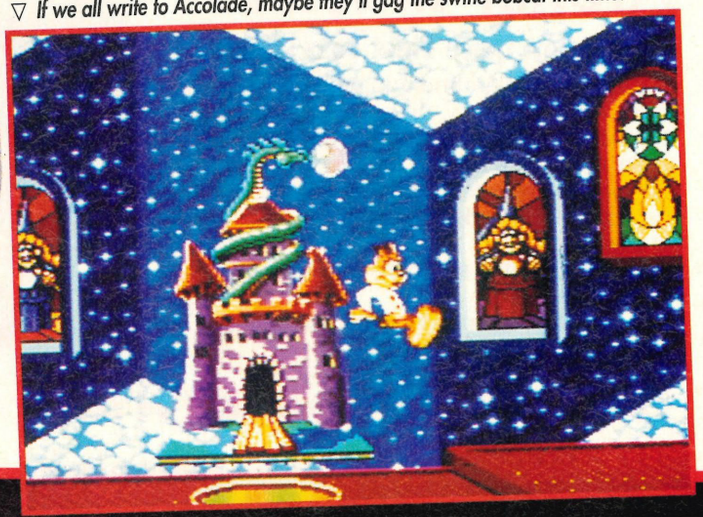
Bubsy's second outing pits the wise-cracking feline against unspeakable odds as he becomes caught-up inside a Virtual Reality amusement park (how original!) called the Amazatorium. The theme park in question, was developed by a corrupt hog by the name of Oinker P Spamm, and a crazed inventor called Virgil Reality, using his World Origination and Matter Projection Unification Machine (WOMPUM). There are 15 levels split into five worlds such as an Egyption pyramid, fairytale castle, bi-plane barnstorming, musical madness and pirate swash-buckling!

This device can recreate all the wanders of world and give a park visitor the actual feeling that they're in the

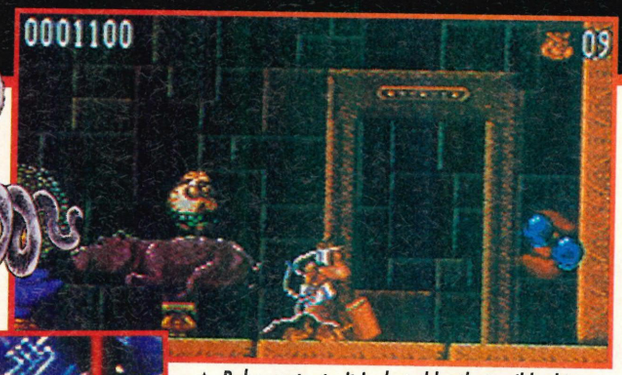
▽ *Yes, it's the obligatory ice level – let's hope Bubsy drops down that hole!*



▽ *If we all write to Accolade, maybe they'll gag the swine bobcat this time!*







△ *Bubsy gets strait-jacketed by that evil looking eyeball creature on the left.*



location simulated around them. Sound complicated? It gets worse!

Bubsy's mischievous nephew and niece, yes you guessed it, two pint-sized versions of Bubsy, except twice as irritating (groan!), have gone and got themselves lost inside the park's many attractions.

But that's not all! After reports of various ancient artefacts vanishing from history, it becomes obvious that something is definitely wrong with Virgil's machine. Only Bubsy the polo-necked smart-ass dares to enter the machine and rescue his close relations and restore the space/time continuum.

Bubsy II isn't a radically original concept by any means. The programmers have basically built on the main elements of the first game and included a load of new features. Among these are a two player mode, more usable objects such as a portable hole, diving suit, bazooka gun, even a bi-plane, and also multiple endings which are awarded depending on how well you complete the game.

Another inclusion is three different sub-games; including the Bobcat Bungee Jump which promises to be hair-raising! Oh, and there is also more speech for those of you that can't get enough of Bubsy's mindless drivel!

Bubsy II is being developed by a dedicated team of 12 skilled professionals, including programmer Paul Kwinn who was responsible for such past arcade classics as *720°*, *Cyberball* and *Pit-Fighter*.



△ *Bubsy has loads more moves and animations this time.*



RYAN



Having had the privilege of playing *Bubsy II* at the recent ECTS show, I can honestly say that Bubsy's second adventure is out of this world! If you thought the original was huge, then you'd better brace yourself because this game boasts more depth, more interactive elements, and the graphics have been greatly improved. Although the version I played was far from complete, it still kept me rooted to Accolade's stand for what seemed like hours (it had nothing to do with the free beer... honest!). Expect to see *Bubsy II* previewed in full soon.

FIRETEAM ROGUE



Also coming soon from Accolade is *Fireteam Rogue*, a futuristic adventure/flight sim/beat-'em-up. This novel concept features a team of four outcasts who must stop evil forces corrupting the galaxy.

The game is broken down into different styles of play. The first is a *Zelda*-like adventure in which the player must guide all four party members through different hostile worlds. Then the action takes on more of a *Street Fighter II* scenario, as players embark in single combat against enemy fighters using a vast array of punches, kicks and throws, as well as multiple sword moves.

Meanwhile, there are also flight sections which resemble *Starwing*, in which you must guide a Kirion Battle Wing through action-packed terrains, shooting down enemy crafts and dodging missiles.

Fireteam Rogue sounds like a very intriguing concept and promises a lot in terms of in-depth gameplay. With so many gaming styles included, this could well be a huge title to look out for.







PREHISTORIK MAN



TITUS A DRUM! WE LOOK EXCLUSIVELY AT THIS YEAR'S HOTTEST PLATFORM GAME!



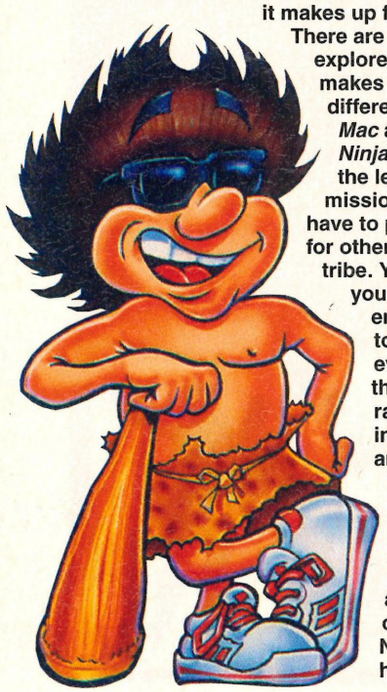
You should all know Titus Software by now because of the highly impressive *Monster Max* on the Game Boy reviewed last issue. But did you know that they are also set to storm the Super NES as well? Now you do. Together with shaggy-haired Mancunian PR person Steve Daraugh, Damian Butt set off to Titus HQ in Paris, France, for an exclusive in-depth look at *Prehistorik Man* on the Super NES, a chat with the programming team and head programmer Rob Stevens, plus plenty of beer and hammer bashing at EuroDisney. It's a hard life being an editor!

Titus are not known as one of the biggest software publishers, but in the many years since it was founded by the owner Hervé Caen, it has grown out of all proportion. From the modest warehouse base in Gangy, Paris, among the electric pylons, comes a source of programming talent that has rarely disappointed us reviewers. *Crazy Cars* was a massive seller on the Amiga and other formats, but with *Monster Max*, and *Prehistorik Man* on the Game Boy and Super NES, Titus hopes to finally make it big.



The basic plot of the game is that you play a caveman who has been elected (unanimously) to gather the tribe's food for the winter, then find the dinosaurs' graveyard to supply the village with enough bones (stone age money, you see) to last until next spring. Yes, you've guessed it – sad plotlines ahoy!

But what *Prehistorik Man* lacks in authenticity, it makes up for gameplay. There are 26 levels to explore, and what makes this game different from *Joe & Mac* and *Mystical Ninja* is that many of the levels are mini-missions where you have to perform tasks for other members of the tribe. You may find yourself hunting for enough diamonds to pay a fine, or even picking up the trail of the rare spotted lion, in order to skin it and use the hide to make the hang-glider you use later on.



Let's face it, platform games are ten-a-penny on the Super NES and so Titus have to come up with something special in order to get noticed. What makes *Prehistorik Man* so different is the many missions and secret bonuses that must be found. Each level is teeming with stone age dangers such as killer spiders, bears, monkeys and even the odd huge dinosaur, or ten!

The graphics are some of the best on the Super NES and then even put *Super Probotector* and *Castlevania IV* to shame, with multi-parallax backgrounds and superb animation on the main character.

We've tried to include as many of the sprite sheets for the game as possible within this Work in Progress, but they simply don't do justice to the number of frames.

The hero bashes enemies over the head with his club, parries, stabs and finally flings away the unfortunate minion. You can also break into a run; where he lollops across the ground, monkey-style, to get the speed up.



At the moment, *Prehistorik Man* is being tested, and some of the later levels are undergoing collision detection tests and final tweaks.

Like all platform games, the secret is variety and surprise – *Prehistorik Man* has both.



Included in the 26 levels are slimeville, crystal caverns, snow mountain (with a groovy snowboarding section), ice wastes (dancing on moving icebergs!), jungles and even a section set near an erupting volcano!

So, when will *Prehistorik Man* appear on the shelves? Well hopefully for Christmas, but one thing's for sure – SUPER GAMER will be right there for the full review.

SUPER GAMER TALKS TO ROB STEVENS



SG: How long has* Prehistorik Man *taken to produce?

RS: I think we started in August '92, so that's just under two years, but there have been so many re-designs to get it just right. Almost every two weeks it was re-adjusted. For example, the levels with the vines were never meant to be climbed, but someone said "oh I think they should be able to climb up those" – so we had to add them and it takes a few more days/ weeks. There have been many times where we've had to do that.

SG: How many people has it taken, is it difficult working with an all-French team?

RS: At the moment, we have only four – there used to be a lot more. Since we started there has been one programmer – that's me, then Eric who does things like the presentation and the game menus, he also comes in and says "ooh, there's a bug in there" as

▽ *This is the impressive guardian of the volcano level.*



▽ *Watch out for the plethora of Jurassic insects!*



▽ *The jungle level: you must attack mad monkeys with nuts!*



▽ Prehistorik Man *also features a snowboarding section.*



often as possible. We've got through a lot of graphic artists. Most of the work on the graphics was done by people who are not here anymore – that's *why* they're not here anymore!

When we started on *Prehistorik Man* it was just going to be a straight conversion of the PC, but we soon realised that we had to do a lot more and come up with something really special. I remember when we first saw *Legend* (Sony) for the first time, we said "oh my god" and went back to change some of the features in our game to make it better.

Working with the French is not that different. Some of the ways they do things are very strange, especially the food motif in this game which they thought was very important. Graphics artists are the same the world over – they always draw things the wrong size!

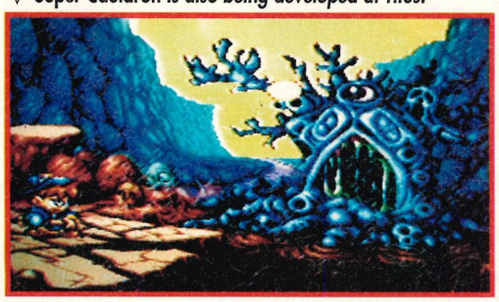
SG: How was the game designed?

RS: It was never really designed as such, we just started out with an idea, and then every time we came up with something we'd send it off to the Japanese and they'd send it back and say change this, change that. The game has evolved from constant re-writes and tweaks. I'm fairly happy with it at the moment, although there were times when I got really fed up with some of the problems that had to be solved.

SG: Did you have to learn Super NES code from scratch for this game, or did you already know it?

RS: This is the first Super NES game I've programmed. The language is basically the same as the Commodore 64 (luckily), this Emulator (points to it) allows you to do away with burning

▽ Super Cauldron *is also being developed at Titus.*



EPROMS (Erasable Programmble Read Only Memory) and so you can do all the alteration in the game directly. It also lets you hack into and modify the game, pretty much like an Action Replay.

The main problems with programming is running out of memory – you only have a certain amount of space and if you exceed that with graphics for example, you have to take some out, or change them.

SG: What was the most difficult part to get right?

RS: Memory was the biggest problem, but it's under control now, hopefully. Music is the biggest headache at the moment, because we haven't got any. We are trying with one guy, but we're not getting anything we can use and time's getting short.

I've got some samples in there at the moment; for the shrieking and cries, but I don't know if it will get into the final version of the game. Basically, I sat at home with a load of my cartoon videos and knocked something up in a weekend, just to get the mood right.

We're looking for really crisp strong samples, Capcom quality basically. Good clear samples are very hard to obtain because you need a high frequency sampler to do it, but then how do they get so many sprites on-screen without running into trouble? Generally, music is always left to last, but it is one of the most important aspects of the game. We want the guy who did *Mr Nutz*, but who knows?

SG: What is it like living as a Brit programmer abroad, compared to life in old Blighty?

RS: There's not half as much drinking going on here because all the bars seem to shut at seven o'clock!

SG: Tell us about was the first game you ever wrote

RS: I tried doing a budget game, just as a learning experience – it was a really simple game, but it let me learn all the tricks and it was better than being on the dole. In the end I looked through all the magazines, saw an advert for Palace Software and then joined them a week later on a game for the Commodore 64 called *Barbarian 2* (a scrolling beat-'em-up, with a free semi-naked Maria Whittaker poster!).



It was good because everyone there was straight from college so I fitted right in. *Barbarian 2* only took about eight months to do, but the complex loader took another three months. All the people who started out working for Palace are still around in various guises.

SG: Does working in a larger team on a game have any advantages over the old 'bedroom programmer' style of writing?

RS: You can still work individually theoretically, but it's just so much work. In a team you can delegate all the tough bits and then concentrate on something you really like doing. I'm a bit of purist, and so when you have to work with a load of artists, I tend to get annoyed because if they are really good they are totally ego-ridden, and so it's very difficult to get exactly what you want when you want. It causes a few conflicts, but the way I see it is that the more people who work on a project, the more imagination is crammed into it.

One of the best things about the Amiga (and the only thing as far as I'm concerned) is that you can still sit at home and create games that are deeply personal and you don't need massive costing development kits.

SG: Any plans for a Super Barbarian?

RS: Not any more no. When I first came over it was to do that, but I don't really want to get involved in it because Nintendo won't allow

▽ *Rob shows off his Emulator and the half finished EPROMS of* Prehistorik Man.



heads being chopped off or bare-breasted women in any of their games. There are far too many fighting games on the Super NES anyway.

SG:* Prehistorik Man *is a platform game, but is it that simple? Why should someone buy this game?

RS: The best thing I can say about this game is that it is written by someone who absolutely hates platform games and is no good at playing them. Not surprisingly, this means that I have spent ages getting the playability just right, so that even *I* can enjoy it. I think the graphics and in particular the animation are really nice, with some really big sprites later on in the game. I also like the fact that you meet all the other members of your tribe along the way. Most of all – it's fun to play and also very challenging, so that you won't waste your money by completing it in a day.

SG: Thank you.



NINCREDIBLE WARIO

WIN A WARIO JACKET AND LIMITED EDITION

Nintendo®



Nintendo's latest smash Game Boy game, *Warioland*: the sequel to *Super Mario Land 1 & 2* hit the streets on 13 May – that was Friday the thirteenth – unlucky for some, but definitely not Game Boy owners! *Warioland* scored a massive 91% in SUPER GAMER because it offered players even more than the ultra successful first two games.

The twist in the plot is that Wario was the enemy in the last game, but now you play him in this high action platform caper. The object of the game is to collect as much money as possible (hey mate, hey mate!) in order to buy the biggest, baddest castle ever seen.

Wario is one mean dude, and so he deserves a massive Gothic mansion, with a moat, portcullis and plenty of soldiers to guard him. Only by successfully using the various magic hats, plus Wario's own athletic ability can he win the day and get that all-important mortgage.

Why are we telling you all this now? Well, apart from Wario hitting the streets, this issue SUPER GAMER is offering all its readers the chance to win a very special Wario-related prize. In association with Nintendo themselves, we are proud to offer one lucky winner the chance to walk away with a completely limited edition and flippin' good Wario collectors bag.

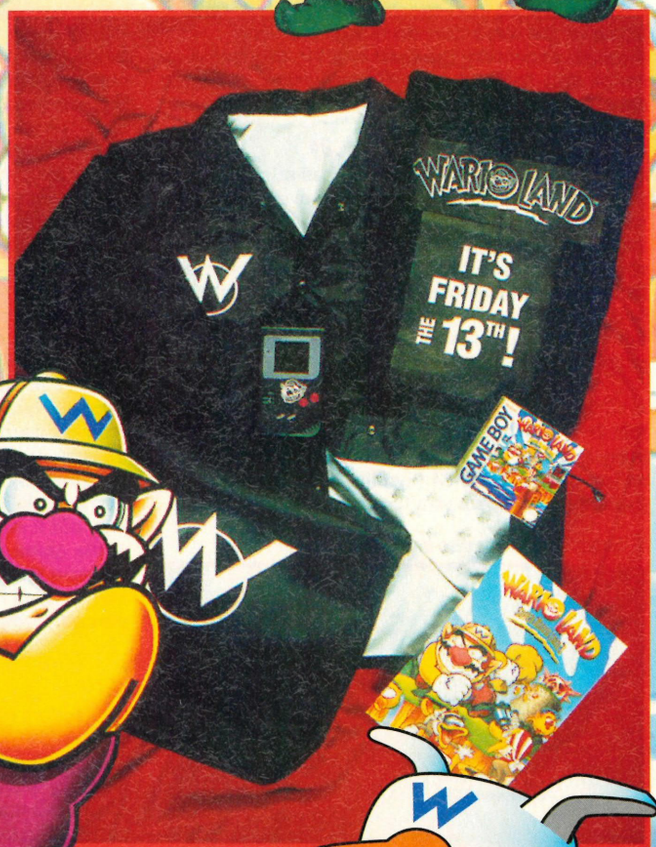
Inside you will find a high quality Wario fly jacket with the logo printed on the back and little Wario heads decorate the inside lining, plus a Wario T-shirt, stickers and also a totally priceless special black Wario Game Boy, with a copy of the game. Two runners up will win a copy of the game each.

This mega-tastic prize, and another clichéd competition phrases, will set you apart from all other Game Boy owners. Mothers with small babies will point you out in the street, Mario will regularly come to tea, your attraction to the opposite sex will increase a thousand fold, and you will quickly find that you cannot even go to the shop for a pint of milk in your Wario jacket without being swamped by dozens of adoring and envious fans.

Is this the way you would like to live? If so, then all you have to do is win this creative compo. It's as changing the "M" in Mario to a "W" and creating a new video villain!







DESIGN COMPO!

BLACK GAME BOY!



What devious questions have the SUPER GAMER team devised for you to answer then? Well, in keeping with the originality and unpredictability of the magazine itself, we thought it would be more fun for you to design a wacky new hat for Wario to wear in his next adventure.

Who knows, if Nintendo like it, maybe they will include it in the game? So, we want you to send us a piece of paper (no bigger than A4 please) with the best hat you can think of. It can be technical, Sci-Fi, Western, stupid, self-abusing or comical – we want to see them in full colour. The final decision will be made by the Editor, but only the most original entries will win the coveted prize.

To kick things off, the SUPER GAMER team have all submitted their own designs for Wario's new hat, but we want everyone to come up with the most outlandish and downright stupid alternatives. Remember, if you want to win, send your entries to the *Wario's Wacky Hat compo, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF*. All entries must be in by 10 July or else you simply won't be considered.

ART ATTACK

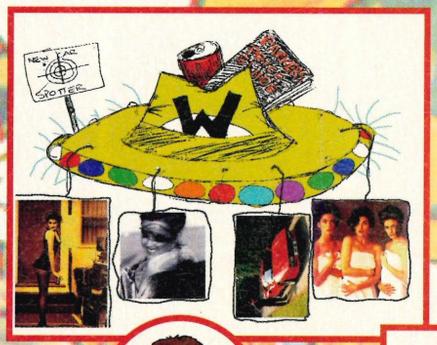
Just to get you started, here are the sad efforts of the Super Gamer team. Can you do better? (Yes!)



◁ *Huh, you wouldn't know Andy used to be a comic artist, would you? Some people always have to show off.*



▽ *Damian's party sombrero displays its creator's obsessions – namely cars and women. Could we soon see a new-look Wario chasing Princess Daisy in a Ferrari?*



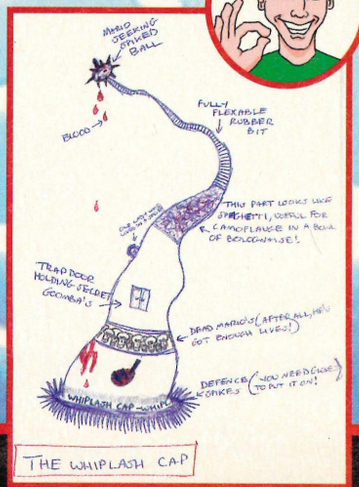




△ *Ryan's effort shows its artist's innate laid-backness, with that all-important 'afternoon at the beach' feel. and drink, Game Boy and cigarettes. Well, we hope they're cigarettes.*

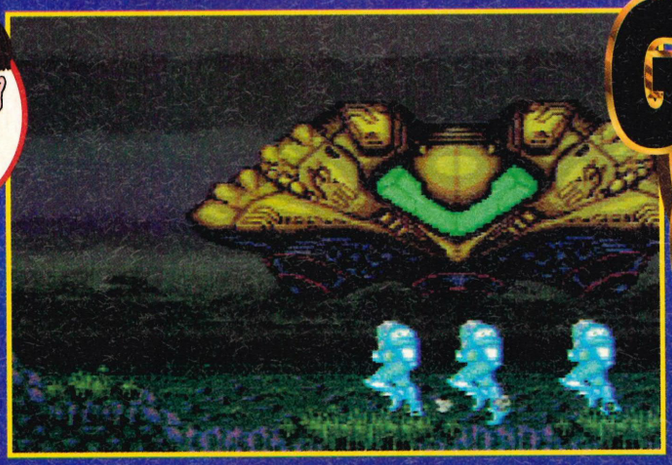
▽ *From the depths of Keith's psyche comes this rather sadistic affair. He's so normal to look at, too...*







KEITH



GAMER GOLD

SUPER METROID

Many years ago, before the Super NES was even a twinkle in Nintendo's eye, a game called *Metroid* stormed onto the NES, starring Samus, a fully-armoured, combat-based bounty hunter. Grabbing the imagination of avid adventure fanatics, the game became an instant cult classic and inspired a sequel which, surprisingly was only released last year on the Game Boy. Now the Super NES plays host to the third instalment, uninspiringly titled *Super Metroid – Metroid 3*, in a unique trilogy which has spanned every format Nintendo has to offer.

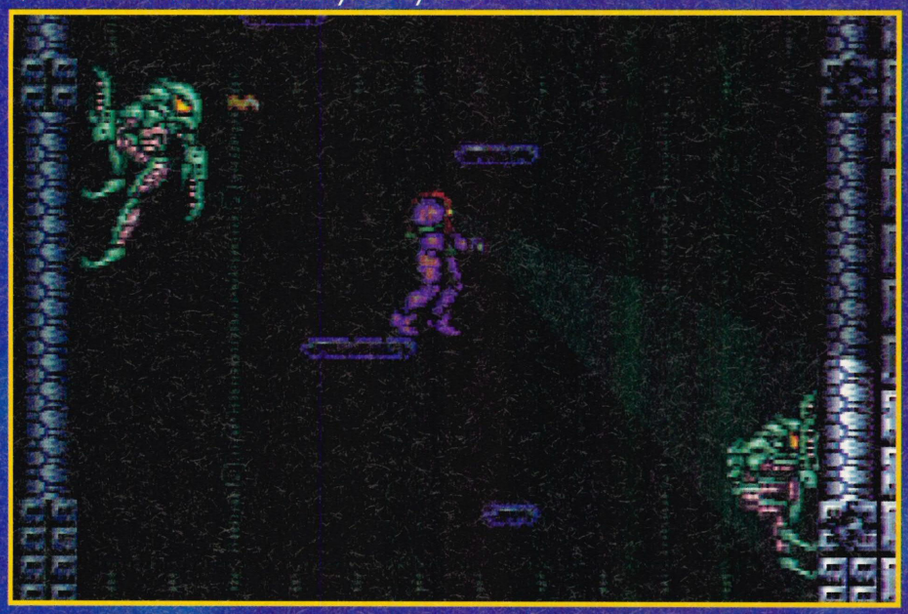
A Metroid is basically an evil, squishy alien which looks more like a jellyfish rather than any of the hellish images of aliens that H R Giger might create. The finale of the second game saw the complete annihilation of the species, all except one baby Metroid which apparently believed Samus was its mother. With minimal maternal instincts at the best of times, Samus dumped the miniature Metroid at a nearby research station and slid off for a bit of a rest.

This was a stupid idea really, as the moment any heroine decides to take it easy, another crisis instantly occurs – in this case, the research station is utterly trashed and the sprog is stolen by a winged horror. All this is covered in a film-like intro sequence, which gets the player involved and includes some fine-looking animated cartoons.



△ *Turn all these gruesome monsters into stone to reveal the route through to the Tourian command center.*

▽ *Zeeeow! Give that alien cancer with your X-ray vision!*



METROID

Video game character fools editor in sex-change scandal!

It has to said that *Super Metroid* has one of the best thought-out and organised storylines ever! I was shocked to discover that the cartridge is a massive 24Mbit, which means only one thing – an absolutely enormous play area. *Super Metroid* is going to appeal to anyone that is fed up with completing platform based adventures in a blink of the eye, because this is going to take some serious playing.

One of the great gameplay aspects of *Super Metroid* is that it's not just a straightforward blast. There are numerous weapons, suits and other add-ons which must be found by exploring the gargantuan playing area to the full. The map is made up of several different types of rooms, all of which are drawn using graphics which you immediately recognise as being alien.

There are horizontal corridors, massive caverns, wrecked spaceships and annoying vertical corridors which take absolutely ages to ascend, but no time at all to get hit by an alien which sends you plummeting straight back down to the bottom.

The good points of exploring, far out-weigh the bad ones though, and one of the thrills of playing *Super Metroid* is using a new weapon for the first time, or to enter a part of the map that has had you baffled and bemused for half a day or more.



△ *On the menu for Bonehead is baby Metroid in a jar.*



◁ *This little chap's the eponymous Metroid. Cute, eh?*

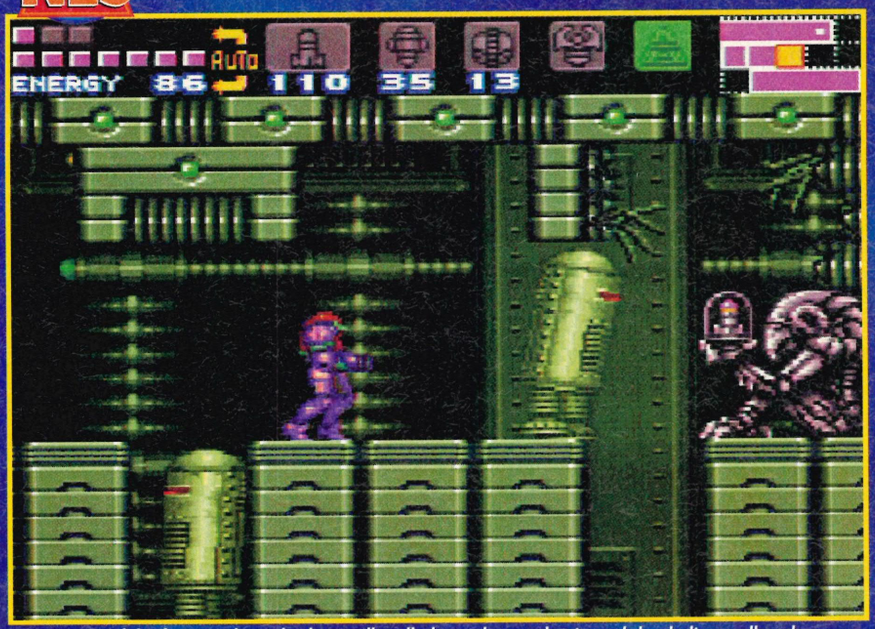
The designers have also shown a generous amount of humanity by including an in-game map which you can call up at any time.

This basically forms a rough outline, with blue sections indicating places Samus hasn't explored, and the pink parts mark your path. You can also find computer terminals which reveal more of the map to you, and this is especially useful when every area appears to have been explored and there's nowhere else to go.

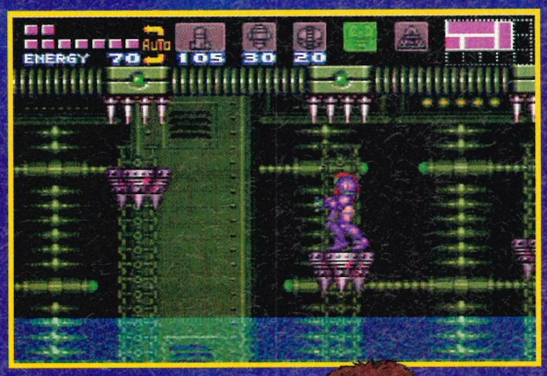
When I first started playing *Super Metroid*, Samus seemed to be a fairly dull character, unable to perform many moves, however that soon changes. The first item you pick up is the morph ball which enables you to roll into small badger-sized holes. These tiny passageways tend to lead the player towards missiles which can wipe out most enemies in one shot, and energy tanks which increase the player's energy – items which are not a necessity, but which certainly make life a lot easier if you can find all 14 of them.

Some people might be put off by the fact that there is a distinct lack of enemies populating the miles of dank corridors, but in many cases this is the calm before the storm. Before long you'll be begging for a quiet life as your power suit is blasted to atoms and constant laser fire drives you off into a deep chasm!

Sound has been used excellently and every area you explore is accompanied by eerie effects; ready to burst into a rousing chorus



△ *A vision of the future, where dustbins will walk themselves to the tip and dead aliens collect those clocks that live in glass bell-jars. Yowza!*



DAMIAN



With 24Mbits of pure power, *Super Metroid* is a monster of game! I've never played a game that has taken so long to get anywhere and it will take anyone absolutely ages to complete. The graphics are stunning, truly pushing the Super NES to its limits, and are some of the best I've ever seen. What really impressed me though, is the complete mood of the game. The storyline, playable demo and actual adventure are all superbly crafted to make you feel as if you are actually there. Thunderous cacophonies of noise accompany the platform action, and I found it takes real courage and endurance to get anywhere near the end. Add to this, the fabulous bosses, the huge challenge, and the sheer quality of the game, and you have a recipe for one of the best Super NES games ever!

of shrieks and squeals at the merest glimpse of an alien. End of level guardians also tend to encourage a burst of music, frantic enough to match the on-screen mayhem. Never once did I become irritated by the in-game music, and wiring it up to a decent stereo system seals the atmosphere. Wonderful!

Patience, of course is richly rewarded, after a while you will soon locate one of the many bosses found in the game. Even after collecting numerous power-ups and pumping hundreds of missiles into them, these mutant atrocities come at you with such a fervour – it's nigh-on impossible to defeat them on the first encounter, and I guarantee the battle will be won with only drips of energy remaining (as well as your palms dripping with sweat!). One of the end of level guardians is even three screens high! We're talking fire-breathing dragons like you've never fought before!

Super Metroid, while still being a great game, has obviously borrowed ideas from quite a lot of other games. The grappling hook found on later levels is from *Castlevania IV*, while the morph ball was used in *Super Turrican*. To its credit though, *Super Metroid* also boasts some incredibly original ideas; take, for starters, the speed booster. This nifty piece of kit allows you to scream down corridors as a blur, totally blitzing anything in your path, including

BOSS LOG

Fire your normal gun into Kraid's face, and when his mouth opens, pump some missiles in there. Shoot the flying claws to find extra missiles and more energy. Patience is a virtue!





To destroy this ugly mutant, fire into his heart with the gun or missiles. When he gets near, jump over him and do the same from the opposite side of the screen.





Keep pumping missiles into this mutant plant every time it opens its outer shell to reveal the weaker interior. Shoot the floating buds for extra power-ups.

solid brick walls. Only when you've seen this in action can you appreciate how spectacular it looks, and no screen shot in this review can possibly do it justice.

The X-ray specs are another inspired addition to your arsenal. Though not actually capable of destroying anything, this Superman-like gimmick creates a stunning graphical effect; allowing you to scan walls, floors and ceilings for secret passages.

There are other surreal additions to the game which must reflect upon the strange alien world which Samus finds herself in. At one point, Samus becomes trapped in a pit with what appears to be a giant green chicken sat on an egg. The chicken then runs off; leaving the egg nestling on the floor. Close examination of the egg reveals that nothing can be done with it, and the chicken promptly returns and repeats the process endlessly – mad!

In another situation later in the game, Samus discovers three mutated rabbits

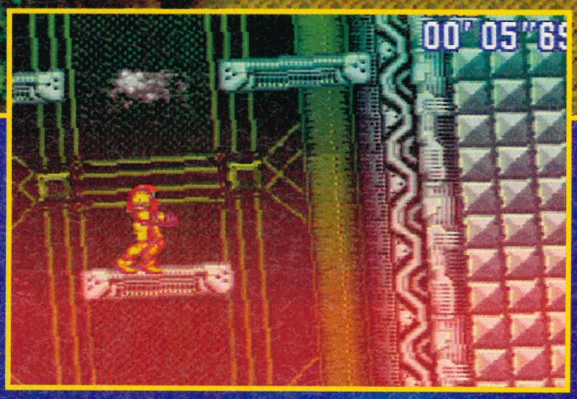


▷ *The lady herself, stripped of her armour!*



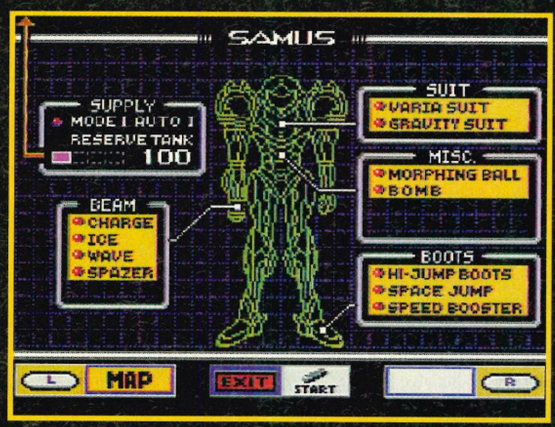


◁ *Part of Samus's daily duties include capturing escaped wigs.*



▷ *What would you do if you had five seconds to live?*

SAMUS IT EVER WAS



Now, if Samus was exploring this hostile alien hell hole without any weapons, she would get slaughtered within seconds. Luckily these aliens like a challenge or two and they've left plenty of goodies to find.



STANDARD GUN
This is the weapon Samus climbs off the ship with.



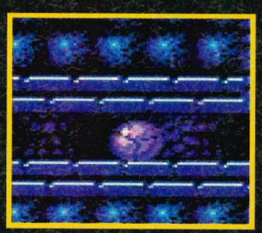
ICE BEAM
Freezes monsters so you can use them as platforms.



SPAZER
Makes any weapon you have three times as powerful.



WAVE BEAM
Makes shots spiral through the air and cover a wider area.



MORPHING BALL
Curl up into a ball and explore tiny hidden passageways.



NORMAL SUIT
Starting suit, fairly robust but not up to much really.



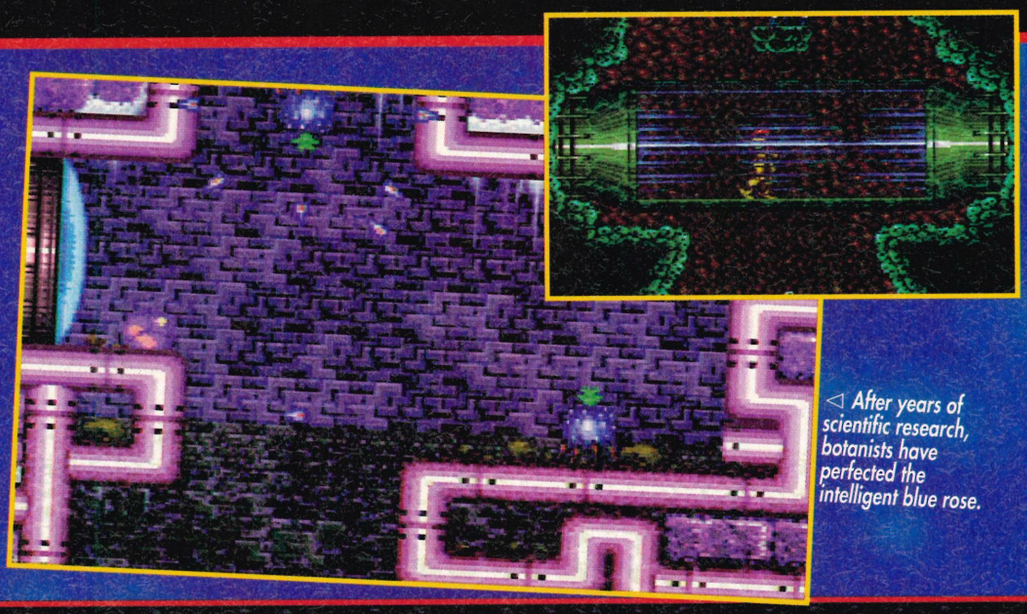
GRAVITY SUIT
Samus can leap miles into the air, even from underwater.



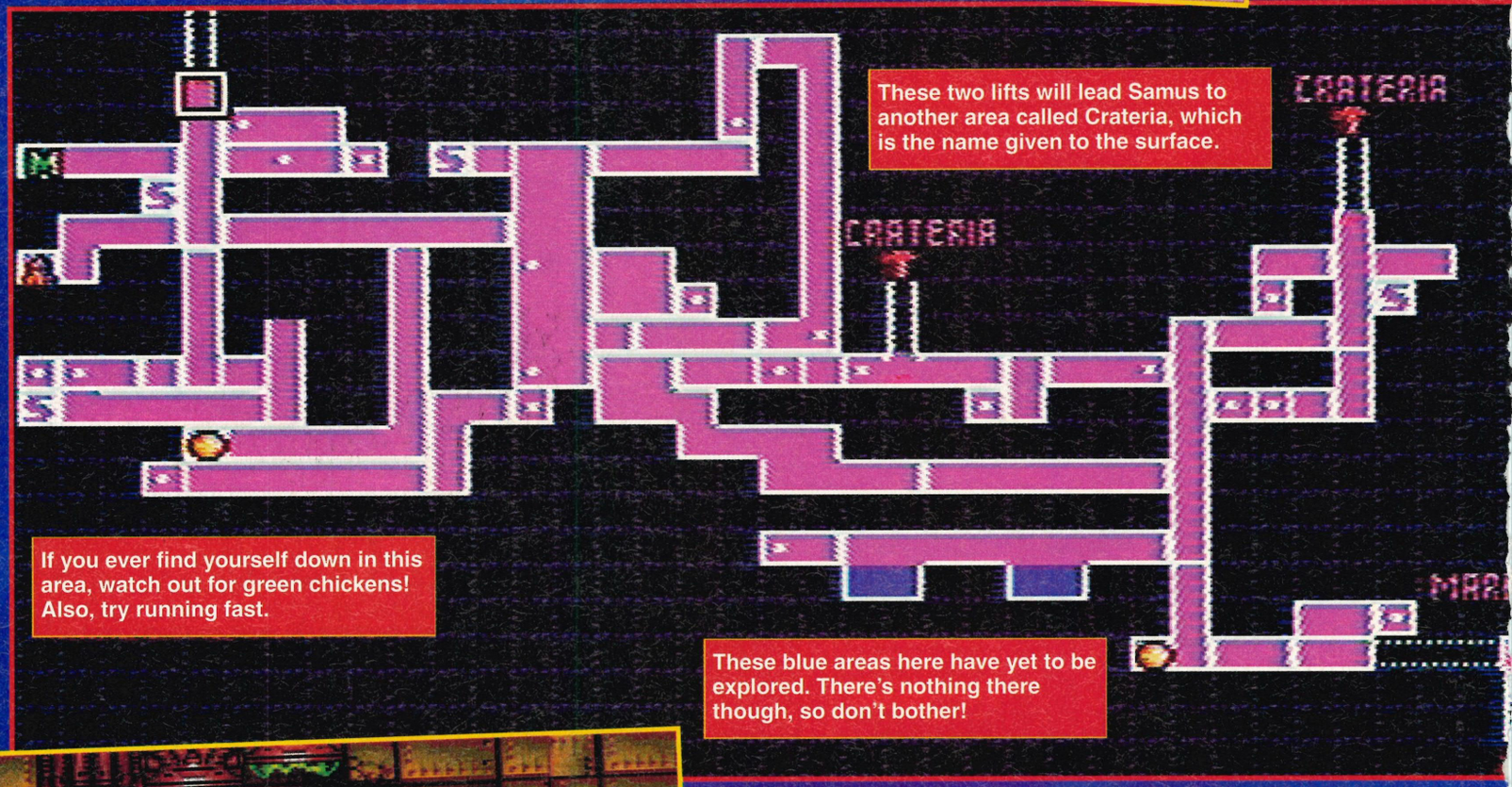
VARIA SUIT
Allows Samus to withstand extremely hostile environments.

bouncing around in an uncontrollable state of euphoria. To this day I haven't the foggiest idea why they're so excited, or why the giant green chicken sits on the egg? What it does do is create a tantalisingly atmospheric feeling of confusion and awe which no doubt is what Samus must be feeling while searching the inhospitable lump of rock. It also gives *Super Metroid* a touch humour, a dimension which is very welcome considering the vast majority of the game is very moody.

Sharp-eyed readers will have noticed earlier on, Samus was referred to as a female, well this wasn't a mistake. Yes, this walking, talking missile rack is a woman; decked out in an outfit which looks as though it has been made to order from NASA.



◁ *After years of scientific research, botanists have perfected the intelligent blue rose.*



These two lifts will lead Samus to another area called Crateria, which is the name given to the surface.

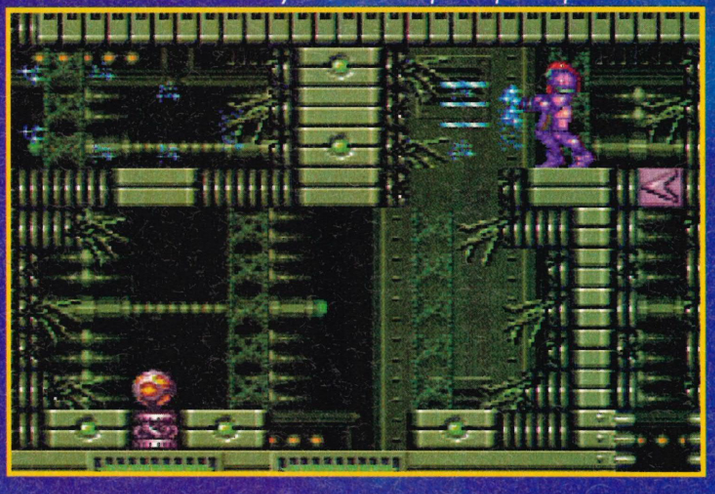
If you ever find yourself down in this area, watch out for green chickens! Also, try running fast.

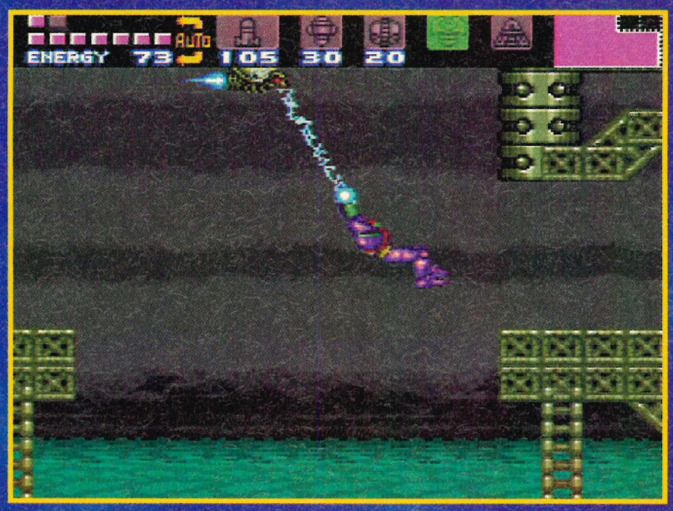
These blue areas here have yet to be explored. There's nothing there though, so don't bother!



△ *Step into my office and all your worries will be soothed away.*

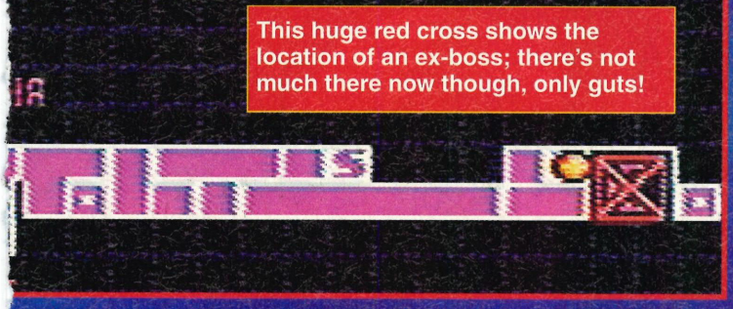
▽ *Looks like Samus is on her way to another all-important power-up.*





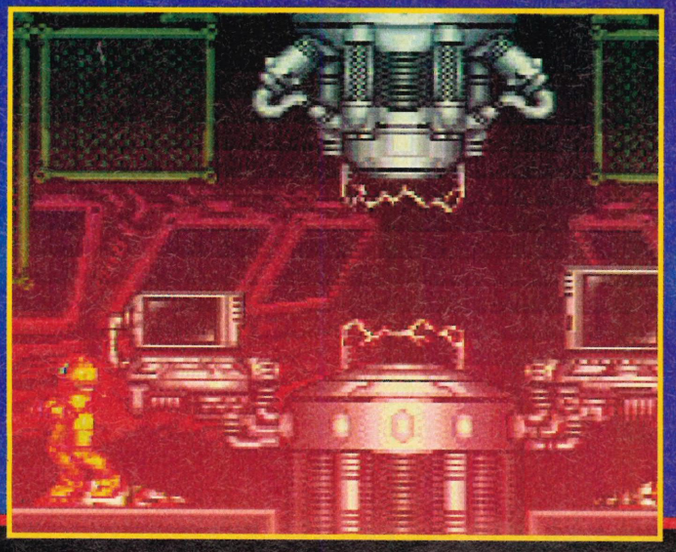
BRINSTAR MAP

The entire play area of *Super Metroid* is made up of about seven different sections, and this is just one of them! One of the good things about the game is that whenever you pause it, the map appears on-screen, so theoretically you should never find yourself lost. If you look closely you will see several dots, these show where an item is hidden. An 'S' represents a save point, and the blue areas mean that you haven't explored there yet. Always look out for secrets sections, because the map doesn't reveal all!



This huge red cross shows the location of an ex-boss; there's not much there now though, only guts!

▽ *Ere! Who's nicked me bleedin' Metroid?*



The battery back-up save game option has been incorporated into the game brilliantly. Every now and then you will come across a small chamber, which if you step into it, will give you the chance to store your position. It is also worth mentioning that there is a time recorded at each save point,and this can be used to prove that you completed the game in record-beating times. Nintendo have also announced that if you complete the game in a very quick time, the game over sequence completely changes. This is going to take some serious dedication and a new pair of thumbs!

Super Metroid also includes a 72-page instruction manual, giving the player a complete run-down of the first section of the game, with numerous hints and tips to help the player further on. It's good to see Nintendo thinking of the consumer and doing something to try and justify their prices, thankfully I can safely say this package offers value for money.

Not since the release of *Zelda III – A Link to the Past* have I been so utterly involved and engrossed in a game. *Super Metroid* is jam packed full of enthralling gameplay, subtle puzzles, enormous monsters and striking alien landscapes. If you want to shut yourself away from the real world, then this is for you. *Super Metroid* will grab you, absorb you, and not let you go for a very long time. Quite simply, it's one of the best Super NES games ever! Stop reading this review and BUY IT!

RYAN



Super Metroid has got to be one of the most gripping pieces of software ever programmed. By gripping I mean that once you start playing, you're encapsulated in a completely different world, and this world sure ain't a pretty one! To say *Super Metroid* was atmospheric would sell the game considerably short. The sound track sounds as though it's lifted from Ridley Scott's *Alien*, the graphics, although not ground-breakingly new, offer fantastic scenarios and absolutely stunning guardians (the multi-screen dragon being my firm favourite!). What really sets *Super Metroid* aside from its inferior competition is the immense scope for exploration which is aided by a vast complex of tunnels, caverns and hidden passages. A stunningly innovative piece of software and well worthy of the GAMER GOLD award!





PRODUCER
NINTENDO
(0703) 651010

PRICE
£49.99

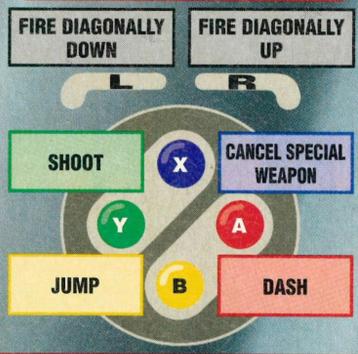
RELEASED
JULY '94

GAME TYPE
PLATFORM ADVENTURE

CART SIZE
24MBit!

FEATURES
BATTERY SAVE

CONTROLS



RATINGS

GRAPHICS	93
SOUND	92
GAMEPLAY	97
LONGEVITY	95

OVERALL

95

COOL SPOT

Trouble with spots?

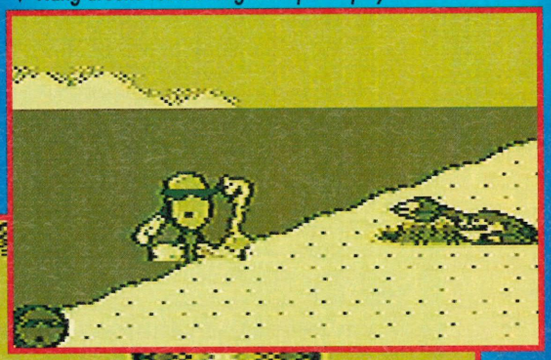
KEITH

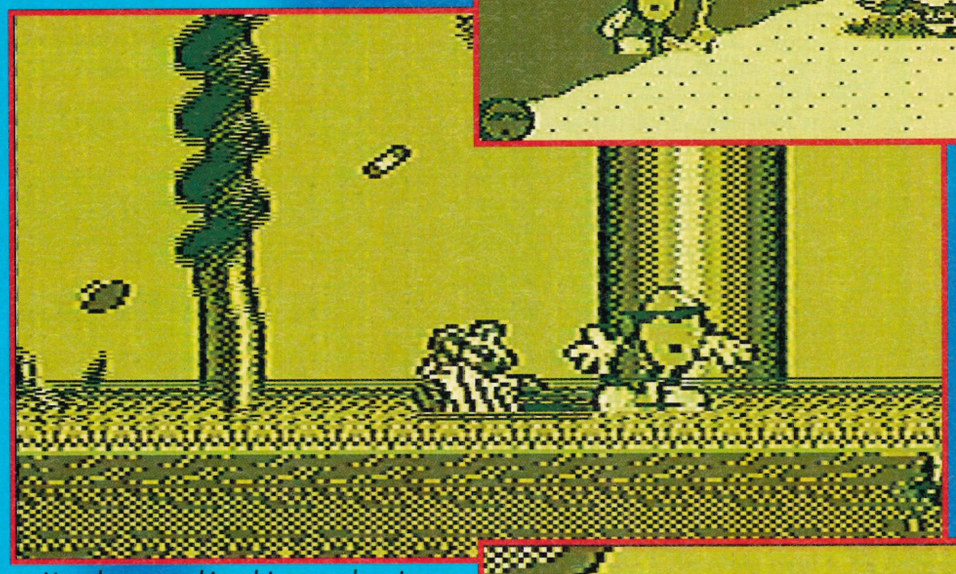


At last one of my favourite Super NES platformers of all time arrives on the Game Boy.
What we have here is an almost identical conversion, in terms of map layout and gameplay. Obviously there's not quite so much colour on the screen, or stunning sound effects, but then what do you expect – the Game Boy is a machine which promotes quality gameplay, not flashy graphics.

The story is as follows: Cool Spot's friends have all been kidnapped and imprisoned in cages lying around several levels including a beach and a pier. Your task is to rescue them, what could be simpler?

▽ *Hang around for too long and Spot displays his other talent!*





△ *Never leave screwdrivers lying around on piers.*

The first thing which struck me about the game (well, in fact it repeatedly battered me around the head with a large club!) is the incredibly smooth animation. According to the people who know at Virgin, there are over 100 frames of animation on Spot alone – and it certainly shows! Spot strolls through the levels with an arrogance and, er, well coolness that seems to make the tiny Game Boy screen burst into life. His non-stop swaying and bopping, not forgetting his yo-yo playing, make every other game's main character look as dull as Graham Rogers on Nightime (Southern late night TV).

One thing that tickled my taste buds about *Cool Spot* on the Super NES, was the fact that it was extremely challenging, without being frustrating, but at the same time it was totally compelling.

The Game Boy version seems to have the same level of addictiveness as the



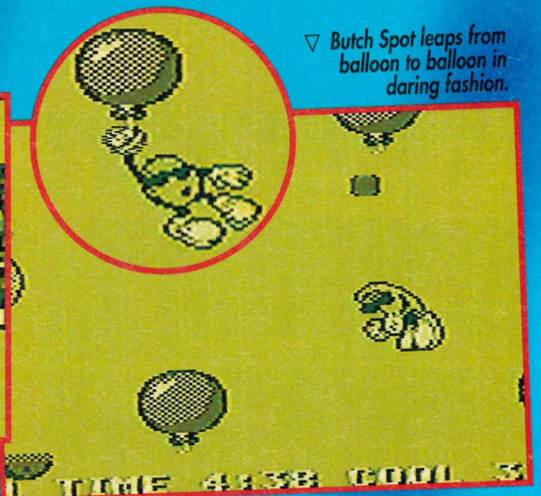
△ *Shoot the cage to release your imprisoned buddy.*

RYAN

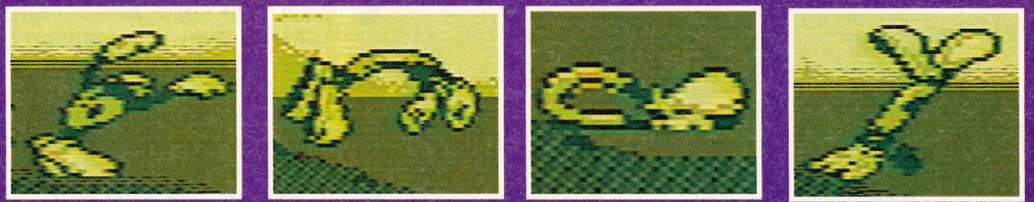


Virgin certainly seem to be on a hot streak at the moment by releasing a flurry of top class software. *Cool Spot* is no exception – it's simply brilliant! I was so surprised at just how well this game suits the hand-held. The graphics are absolutely superb, the sound is funking great and the gameplay is amazingly absorbing! What really blew me away about *Cool Spot* was the excellent animation, with so many different frames, this dude sure is life-like. After *Jungle Book*, I thought that Game Boy platforms games couldn't get much better, well *Cool Spot* certainly messers up that theory. The game your hand-held was built for!

▽ *Butch Spot leaps from balloon to balloon in daring fashion.*

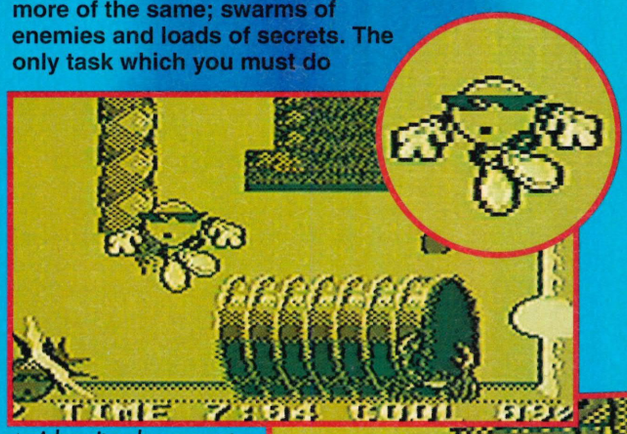


ZIT'S THE WAY I TELL 'EM

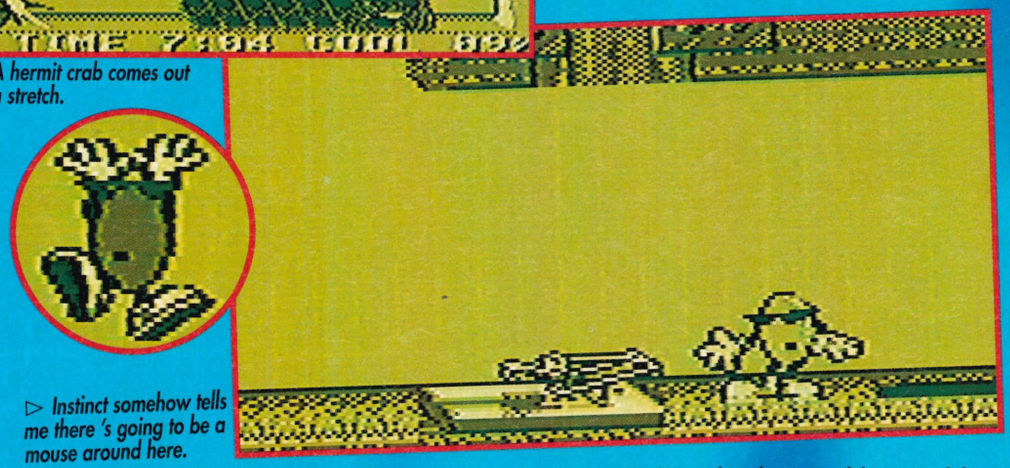


Super NES version and also has three difficulty levels, so if you complete the easy level, which in itself is worth the price of the cart, you can then attempt the harder levels.

Like any good platform game there are various ways through many of the levels, on the first stage for example, you can jump into the sky and leap from balloon to balloon (which is the easy method), or attempt to negotiate the perils of the dunes; containing all sorts of dangers including crabs, insects and killer whelks! The rest of the levels are more of the same; swarms of enemies and loads of secrets. The only task which you must do every level is collect enough coins to give you the chance to shoot the lock off the cage at the end.

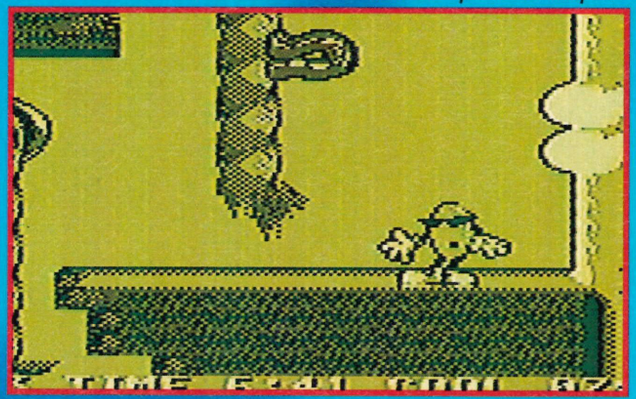


△ *A hermit crab comes out for a stretch.*



▷ *Instinct somehow tells me there's going to be a mouse around here.*

▽ *Since when do worms slither up and down ropes?*

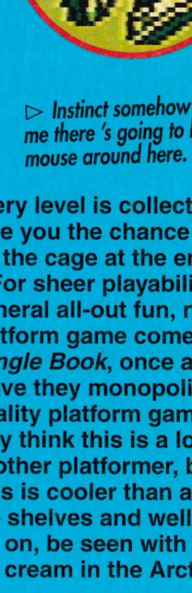


For sheer playability, humour and general all-out fun, no Game Boy platform game comes close, apart from *Jungle Book*, once again by Virgin (have they monopolised the market for quality platform games?). At £27.99 you may think this is a lot to pay for just another platformer, but think again. This is cooler than any thing else on the shelves and well worth the money. Go on, be seen with it – it's cooler than ice cream in the Arctic!

ANDY



Yes, *Cool Spot* is just as playable on the Game Boy as it is on the Super NES. Yes, it does have more frames of animation than Walt Disney's cryogenic storage vaults. But Game Boy *Cool Spot* also has a big problem – it suffers from the most appalling screen blur of any Game Boy game in history! Playing it on that little yellow screen is guaranteed to make you go cross-eyed within seconds. This is obviously a cunning ploy to boost the sales of the Super Game Boy convertor! A good game, but (ho hum) not as good as *Warioland*, and Nintendo's instant classic doesn't leave you looking like Marty Feldman.



If you ever have trouble looking cool as you walk down the street, then watch and learn from this dude's swagger (Dave 'bandana' Perry has obviously paid close attention); he's so smooth you could spread him on apple crumble!



PRODUCER
VIRGIN
(081) 960 2255

PRICE
£27.99

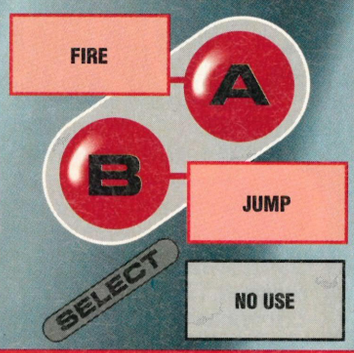
RELEASED
JUNE '94

GAME TYPE
PLATFORM

CART SIZE
1MBit

FEATURES
NONE

CONTROLS



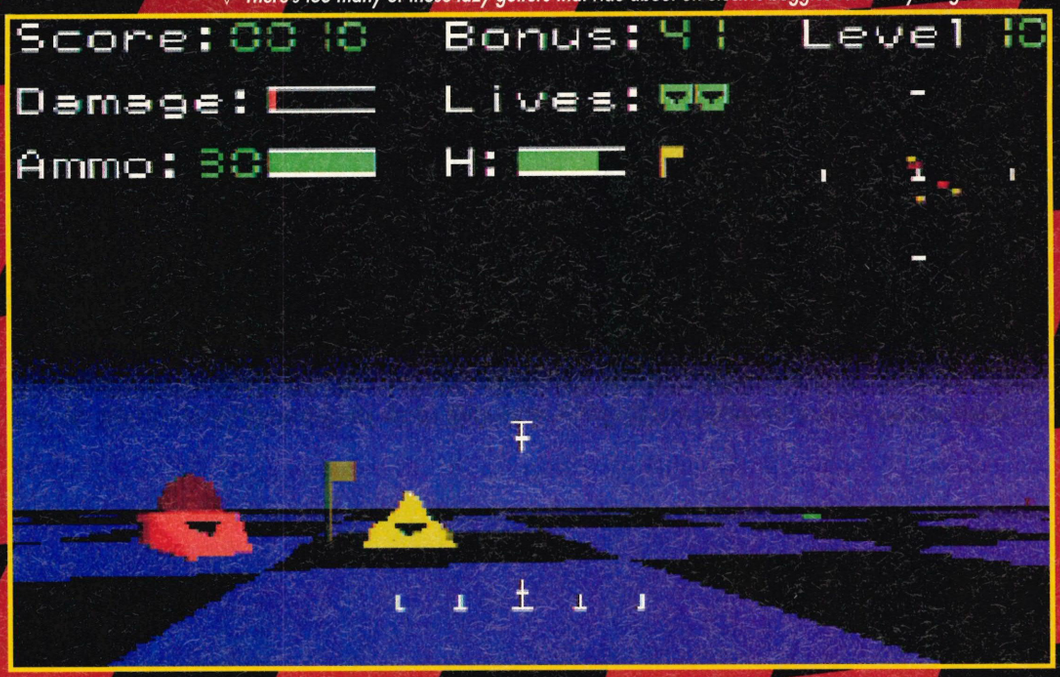
RATINGS

GRAPHICS	89
SOUND	84
GAMEPLAY	83
LONGEVITY	85

OVERALL

86

▽ *There's too many of those lazy golfers that ride about on electric buggies for this cyber-golf course!*



KEITH



A classic on the Mac, *Spectre* took up many a lunch time break, with its awesome two player game, but unfortunately it doesn't have the same aura about it on the Super NES.

The in-game blurb proclaims it as taking place in a virtual world, but let's face it – it's exactly the same kind of view as *Battlezone* was all those years ago in the arcades. Even the graphics haven't changed much. A couple of years ago people may have been impressed by filled vector graphics, but nowadays anybody can achieve it.

The sound suits the game well, a dull tune whines throughout, with standard explosion samples and a few other beeps. The speech samples are fairly clear though, and probably the most notable effect is the "tank destroyed" message that you'll hear all-too frequently.

SPECTRE

Non-Spectacular!

ANDY



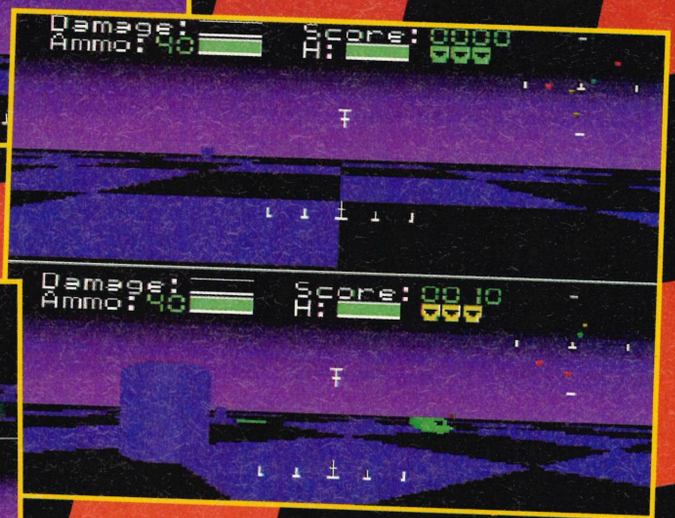
Battlezone in the arcades, I loved. *Encounter* on the C64, I loved. *Spectre* on the Mac, I loved. *Spectre* on the Super NES... gaa-aaa-aaack! Somehow, the mysterious 'Ingredient X' that made the aforementioned tanksome trio so much fun to play has been syphoned out of this version of *Spectre*, resulting in a real steam pudding of a game. Obviously, the Mac version's huge multi-player network facility has had to be sacrificed, but even the two player mode on this basket case doesn't come close to the fun you can have on Apple's finest. Controller response is so numb you'd think the pad had been injected with Novocaine, and there's no sense of enjoyment or achievement at the end of each level. Potential tank girls and boys should look elsewhere for their armoured action.



△ *Yes, well, this is a tank and it's got a big gun and it's not afraid to use it.*

▽ *Two player split screen action at its worst!*





If only there was some kind of deep, well thought-out gameplay to give *Spectre* an extra boost... but no, all you have to do, time and time again, is move around in your little spaceship or hover craft (or could it be an ordinary household iron?) and shoot all other moving vehicles.

To give that extra twist to the story line, you must collect some flags, and once you've collected four, it's on to the next level and you begin all over again.



△ *I don't believe it, you mean you can actually choose between three ships that are basically exactly the same, oh yes! What a scorcher!*

The enemy soon take on a more aggressive stance, they even roll out the multi coloured tanks who are well 'ard and take more hits.

If your ship takes damage, then glide over to the green squares to stock up ammo and reduce your damage. Other objects lying around include mines, warp zones, and pointless large blocks which don't even seem to protect you if used as cover from other ships!

The two-player option is quite amusing for a short while and includes four modes of play which are: Arena – first player to reach 1,000 points wins, Flag Rally – First player to collect 10 flags, Base Raid – with a drone each, players try and capture the opponent's flag, and Allied Attack – players join up to capture flags.

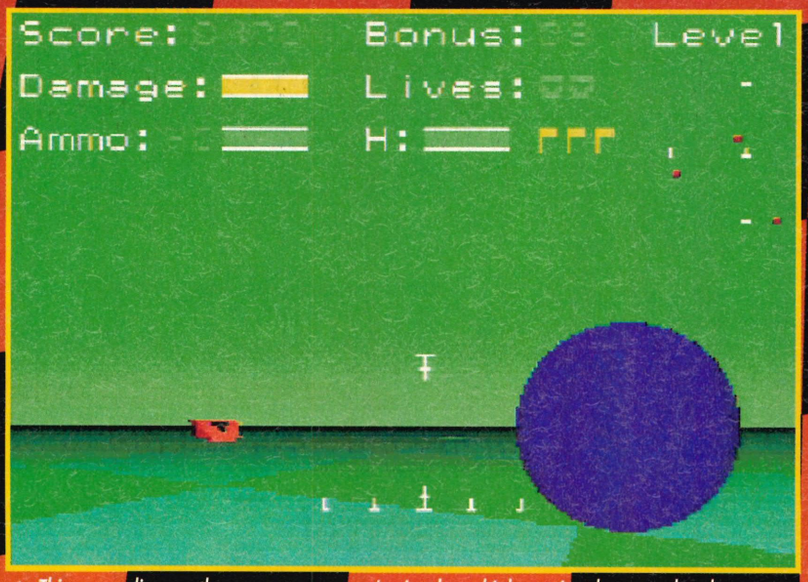
Spectre also contains a fair number of options to keep two players amused. It's a shame there couldn't be the same kind of options for the one player game.

Customising the ship is a thoughtful extra and one which a lot of players would appreciate. Unfortunately, it's a total let down as there are only three attributes that can be changed: shields, speed and ammo – not exactly spotlights, spoilers and go-faster stripes!

Spectre is a great disappointment, basically what we have here is a very old game idea, which hasn't been taken any further. It has absolutely no lasting appeal and is a sad, boring slog through a bland landscape. The only new feature of any note is the jump option – whoah – stand back in amazement! Don't buy this, save your money for *Vortex*.

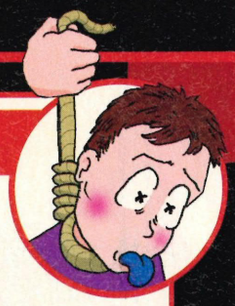


△ *After the most deadliest battles in history, player one bites the dust, while player two looks as though he's about to explode fairly soon.*



△ *This green slime on the screen means you've just been hit by a giant bog... er, bomb.*

DAMIAN



Oh dear me no. *Spectre* is an unmitigated disaster. Designed for the Macintosh as a minor distraction while nobody's looking, the gameplay just doesn't live up to expectations. The worst thing Gametek could have done is remove the two exterior views from the original – but they have! Now you get blasted to hell without even knowing where the enemy lies, and by the time you turn around – you're dead! The two player games are a real joke – just jet across yet another shaded chequerboard and get a flag, big deal, you don't even need to attack your opponent to win! When I first played *Spectre* I liked it, but that feeling only lasted microseconds, as it will if *you* buy it. My advice – avoid.





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GAMETEK
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£44.99

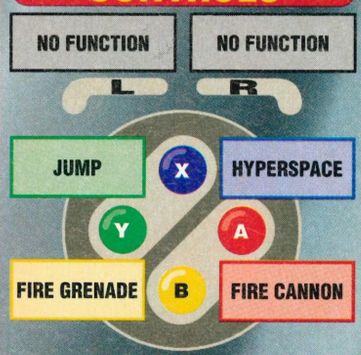
RELEASED
OUT NOW

GAME TYPE
SHOOT-'EM-UP

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

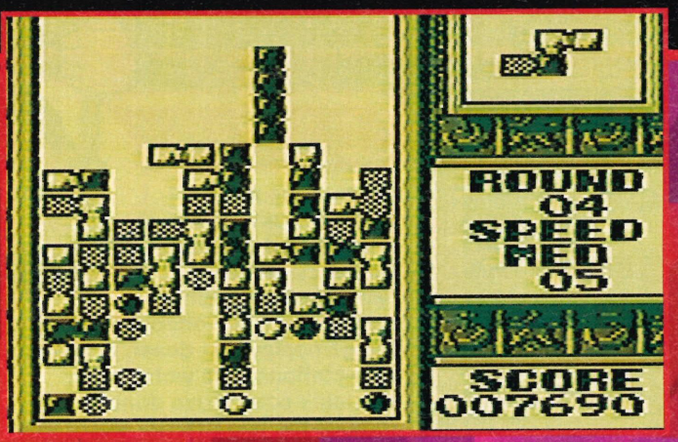
GRAPHICS	73
SOUND	71
GAMEPLAY	60
LONGEVITY	51

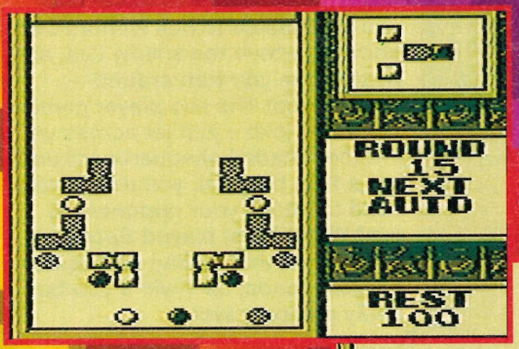
OVERALL

64

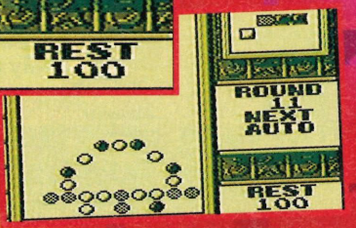
TETRIS 2

The easy way to see blobs before your eyes!





◁ *Look at the squares, look at the blobs, now close your eyes. Now open them go to an opticians and demand a pair of glasses.*



KEITH



When it's announced that the most playable and addictive game known to Game Boy owners is to be followed up by a sequel, then expectations are undoubtedly high. While excited at the prospect I also found myself wondering how on earth *Tetris 2* could be significantly different from the original?

The answer lies in colours, granted this is quite a feat to perform on the Game Boy, so the various shapes which fall from the top of the screen have been filled in with various shades of grey. What must be done with these blocks is similar to *Tetris*. Firstly, see if you can get rid of lines by arranging them neatly at the bottom of the screen, secondly, and this is the new bit, you must see if you can line up various shades next to each other; with the aim of lining up four in a straight line to destroy that line and receive bonus points.

Also worked into the game is a *Dr Mario* angle, where small dots that are on the screen to start with, must be destroyed by placing a falling block of the same shade of grey on top of them, if the offending dot is included in a line of four then the whole line is vaporised.

This aspect of the game is the basic formula for the puzzle option, basically a screen with dots appears and you will have to destroy the dots with a certain amount of shapes. There are 100 screens in total.

If playing with yourself is not enough for you, then try challenging the computer with its three levels of intelligence. What happens here is that you and the computer have the same amount of dots to destroy, so you must try and wipe out your dots first. Whenever the computer destroys a dot, then the top of your screen will lower itself by one line; making life a little bit more difficult.

The graphics are boring by anyone's standards and the sound is barely worth a mention, the main point of the game is that the gameplay, which made *Tetris* such a hit, has not been overcomplicated. Which obviously would have detracted somewhat from the instant pick-up-and-play appeal of that type of game. More of a cross between *Dr Mario* and *Tetris* than a continuation of the *Tetris* theme, but *Tetris 2* is still addictive beyond belief, and a must for *Tetris* fanatics.



▷ *These ancient wall paintings determine the computer's intelligence level.*

RYAN



For me, *Tetris* was the definitive puzzle game. It was just so easy to play, you could pick it up and be hooked in an instant. *Tetris 2* complicates things somewhat, I'm not saying that the well-worn *Tetris* theme couldn't use some spicing-up, but *Tetris 2* lacks the same instant appeal. In terms of value for money, you certainly get more for your dosh, especially with a new puzzle mode included to add a bit of variety. This is a brave attempt at taking the legendary *Tetris* one step further, but in my opinion the original is still the best. One for puzzle freaks who like their brain to be well and truly taxed!



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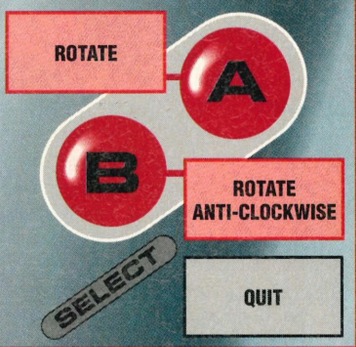
RELEASED
JUNE '94

GAME TYPE
PUZZLE

CART SIZE
1MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	54
SOUND	74
GAMEPLAY	90
LONGEVITY	91

OVERALL

87

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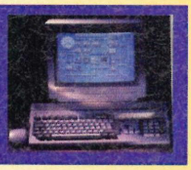
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JUNGLE BOOK

More fun than a night with Cindy Crawford... nearly!



GAMER GOLD

△ This mean looking chimp looks as though he's about to deck poor Mowgli!

▷ The jungle at night is no place for a youngster to wander. This snake is just one of many hostile foes.





RYAN

After being impressed with excellent NES and Game Boy versions of Disney's classic animated feature, we on the SUPER GAMER team (myself especially), were looking forward to *Jungle Book's* stunning 16-Bit arrival.

Like Mowgli's 8-Bit adventures, your aim is to guide the mop-topped kiddie through various jungle terrains collecting gems, fruit and other assorted bonus items, before finding the exits located deep within each stretch of forest.

The vast multitude of wacky characters featured in the film make suitably amusing cameos amidst the action, to either hinder our pint-sized hero, or give him assistance. For example, Baloo, the wise-cracking bear with the colossal beer-gut pops his head out of the bushes to chuck useful banana smart bombs out to you. Sleeping snakes who lay dozing on the ground even act as great springs to propel Mowgli to new heights!

Mowgli's plight to find his natural parents takes him through villages, wastelands, and waterfalls – each scenario comes complete with hordes of imaginative jungle creatures who try to vanquish Mowgli in amusing ways. I particularly liked the aardvarks that protrude their tongues to give the brat a good pasting!

Although I thought that *Aladdin* couldn't be bettered in terms of recreating that authentic Disney feel, *Jungle Book* completely blasts *Aladdin* to oblivion with its graphical brilliance. In fact it's true to say that *Jungle Book* boasts some of the best graphics ever! It has all the smooth animation of *Another World*, excellently drawn sprites to rival *Mickey's Magical Quest*, and pixel-perfect scenarios and backdrops that would pale *Mr Nutz* into insignificance!

Just to watch Mowgli swing on vines, transform his pants into a makeshift parachute, and balance a banana on his nose when you leave the joypad alone is a pleasure in itself, and controlling him is simple.

The controls are highly responsive, so there's none of that awkward jumping that has to be absolutely perfect to land on a platform that dogs the gameplay of many a platformer.

And yes, *Jungle Book* is indeed a platformer, but it's a damn classy one. It excels in playability without being sickeningly cute, and it is immensely challenging without being tediously difficult. In fact the only fault I could find (and believe me I looked long and hard!) was in the musical accompaniment. That's not to say it isn't marvellous (it is), but it only consists of one tune playing throughout and this gets a bit repetitive.

Jungle Book is a must for platform freaks, it will satisfy and provide a reasonable challenge for younger players without baffling them too much, and is a great reminder to us experienced players as to what a top-class platform game should be. A magical and highly polished piece of software that will undoubtedly remain as timeless as the film.



◁ How uncouth, King Louie demonstrates how not to run a monarchy! Shoot the monkey orchestra to score bonus points.



△ Don't try this at home folks. I fear that your mother's caged parrot won't take to kindly to Mowgli's method of travelling!

DAMIAN

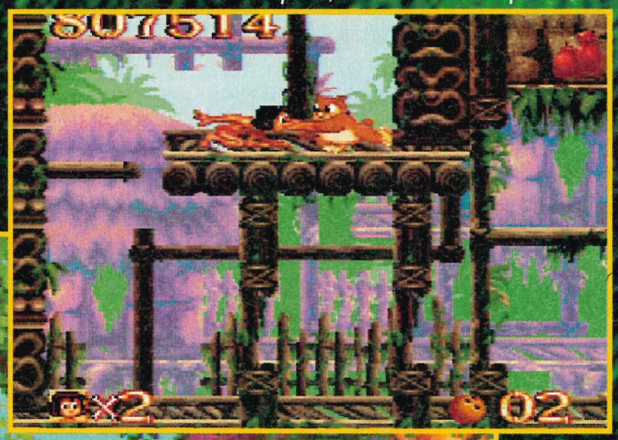


Ryan is absolutely right, *Jungle Book* is one of the best games on the Super NES. Not because it's original mind you, but for the simple reason that it excells in every area. Graphics as smooth as the silky sheets of Steve Sheen and Chevons, a bopping rendition of the instantly catchy theme tune that everyone can sing the chorus of, but hum the rest of it, and most of all – the sheer fun of the entire game. Animation is faultless, the backgrounds (especially the tropical storm) are beautiful to behold, and the whole game exudes quality. Great for younger players, but a magnificent game in its own right. Virgin have set a great record so far – keep it up!



△ Run away, run away! I knew it was a mistake for Mowgli to shove that fire-cracker up the tiger's bottom. We live and learn I suppose!

▽ Oof! Shoot the owls for extra points, and then avoid their punches!





△ Look into my eye little boy! Come back Paul McKenna, all is forgiven!

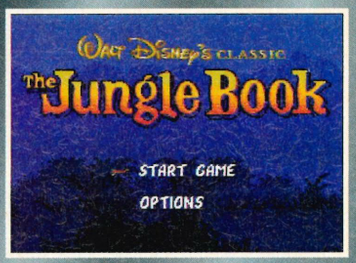
▽ Mowgli's pants of Bernard Manning proportions save the day!



KEITH



The first thing that strikes you about *Jungle Book* is the gorgeous backgrounds; they give the game a real jungly feel. The next aspect which leaps out at you is the splendid animation, little Mowgli moves around with ease and proves easy to control, even in the most awkward situations. The bosses are all superb as well, especially Kaa, whose eyes really are totally mesmerising! As for the sound well, just think of the film and there you go – it isn't that much different, honestly guv! This is one of my favourite platform games of all time, it's great fun without being too cute. Virgin have done an excellent job on this and it can only bode well for their future Disney products. I wait with bated breath for *Beauty and the Beast*!





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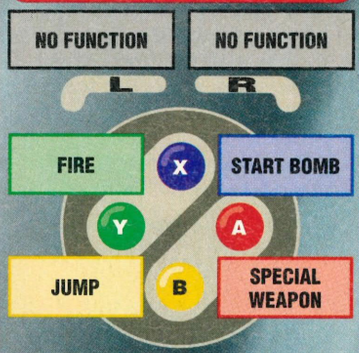
RELEASED
JULY '94

GAME TYPE
PLATFORM

CART SIZE
16MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	95
SOUND	83
GAMEPLAY	89
LONGEVITY	91

OVERALL

90

SUPER PUYO PUYO

Blob's your uncle!



▷ Those green wurflegums on the left are about to set off a huge chain reaction...

▽ Yes! Yes! Yes! In your face, sucker!



ANDY



I have a terrible confession to make. I own a Mega Drive as well as various Nintendo machines... and the only new game I've bought in the last year was for the spawn of Sega. The game? *Dr Robotnik's Mean Bean Machine*, a fast and frighteningly playable *Tetris*-esque action puzzler. Now, Super NES owners can experience the same insanity – *Super Puyo Puyo* is here!

Super what? I don't have a clue what a Puyo is – presumably they're the coloured blobs, which I'll call wurflegums for in-joke reasons, that the game revolves around.

Said wurflegums drop in pairs from the top of the screen and can be rotated as they fall, in order to guide them into the best positions at the bottom. Once four or more wurflegums of the same colour are touching, they disappear, and any 'gums above them drop down.

The twist over *Tetris* is that once you free 'gums from your screen, dead ones drop onto your opponent's stack, where they can only be removed by creating a group of four next to them. Of course, the other player, whether human or computer, is doing the same to you, and the first player to have their stack reach the top of the screen suffers a humiliating defeat...

▽ "Hi! My parents moved to Japan from Sellafield!"





▷ All dead. Aw!

GAMER GOLD

Sounds simple? It is; after about three seconds you should have got the hang of the controls. The meat of the game is in the tactics – do you concentrate on keeping your screen clear by creating groups as they occur, or construct intricate wurflegum sequences in the hope of starting a devastating chain reaction? It's the striking of a balance that makes this game so incredibly playable, especially in two player mode. Crushing your friends' egos has never been such fun.

Super Puyo Puyo is right up there with *Mario Kart*, *Turbo* and *Bomberman* for two player action, and it's very nearly as good for a single player. This is the first import game to get the Gamer Gold, and it thoroughly deserves it! Let's hope it gets an official release soon. *Wario's Mean Wurflegum Machine*, anybody?

DAMIAN



Dubious of Andy's over-enthusiastic ravings for this game, I had to sit and play *Super Puyo Puyo* for quite a time to get the joke. Now, I'm a certifiable addict – I just can't get enough! Lining up the slurpable, malleable jelly tots is superb fun and easily as addictive as *Tetris*. The cute Jap voices only serve to spur you on, if only to wipe the smile off the one-footed baby! Easy to get into and impossible (well, very hard anyway) to leave, *Super Puyo Puyo* is a prize catch for any companies looking for a game to convert. One of the best puzzle games ever, and a firm SUPER GAMER fave!

▷ You'll be seeing a lot of this screen.





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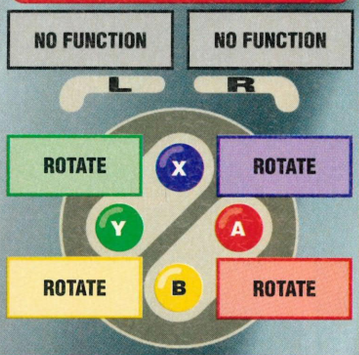
RELEASED
JAP IMPORT

GAME TYPE
ARCADE PUZZLE

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	66
SOUND	62
GAMEPLAY	96
LONGEVITY	92

OVERALL
93

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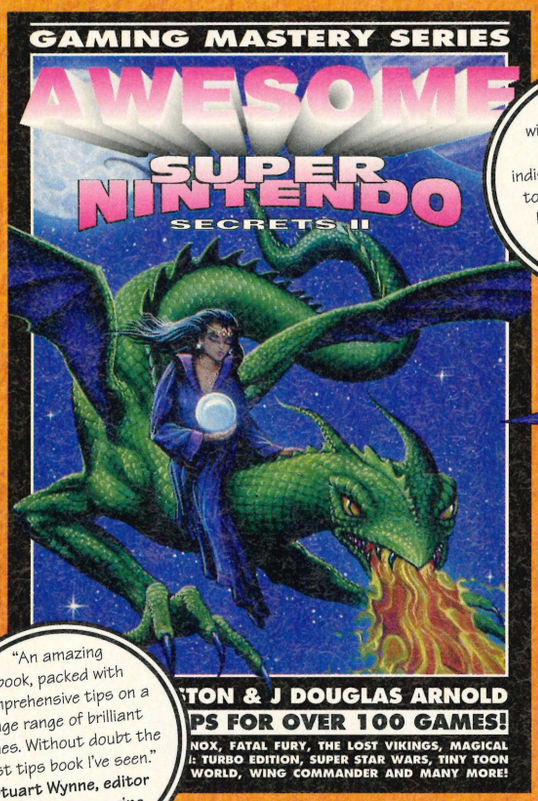
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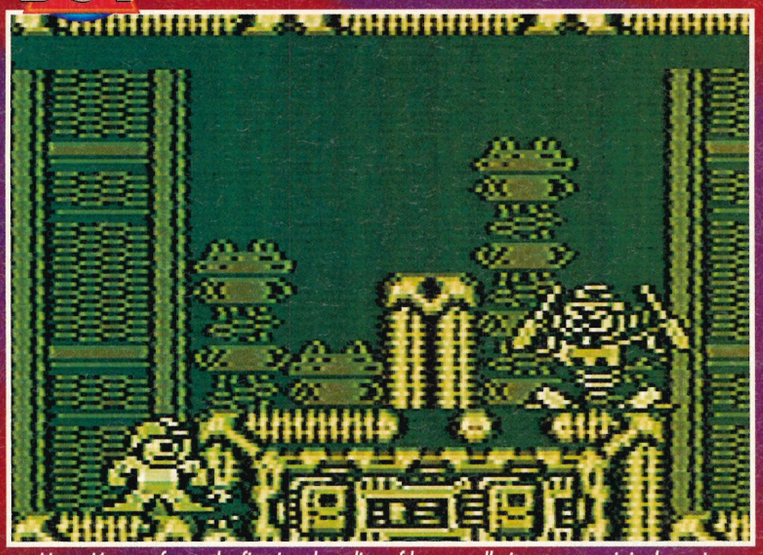
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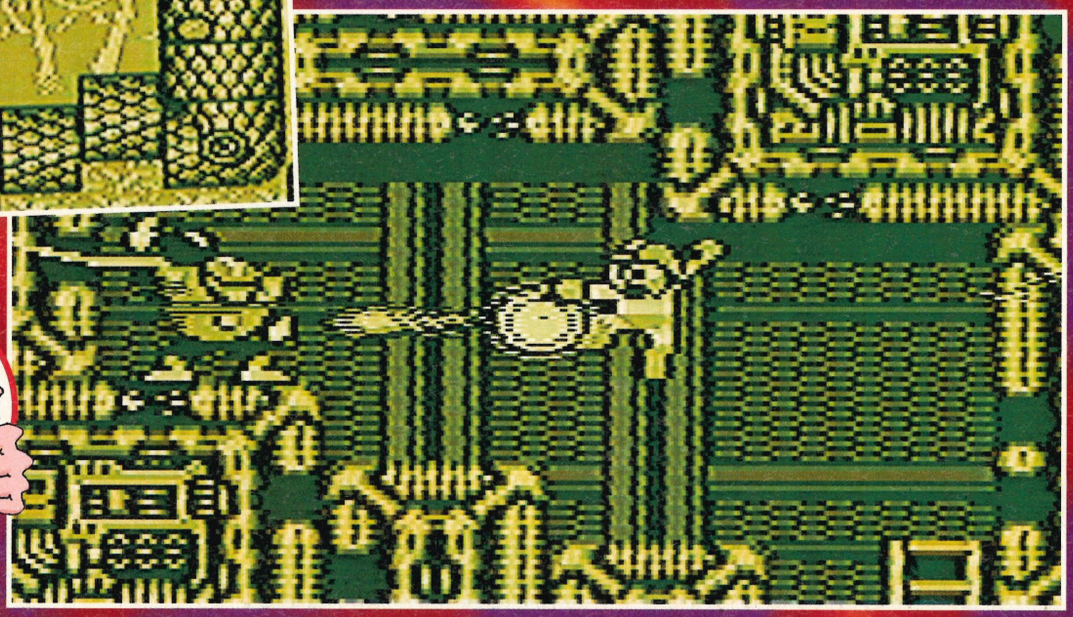
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△ Mega Man confronts the first in a long line of bosses, albeit not very original ones!



△ I'm sure I've seen this particular snake hazard before, and it wasn't particularly challenging then!



MEGA MAN III

A mega return for the Metal Moron!

RYAN



Nintendo's latest instalment follows the hugely successful series of both NES and Game Boy adventures, featuring that renowned cosmic space-head, Mega Man!

Mega Man's mission in this third Game Boy tie-in is to locate and defeat the evil Dr Wily, who has commandeered an oil platform. The crafty Wily is using the platform to drill into the Earth's crust and sap energy from the magma; using it to power his awesome new robotic creation.

To get to Dr Wily, Mega Man must first battle his way past eight of his previous arch enemies, who have been reassembled for a warped reunion party!

Once the familiar likes of Skull Man, Snake Man, and Gemini Man to name but a few, have been pounded into a pile of scrap metal, the path will be clear for Mega Man to confront Dr Wily and hopefully save the world from his hideous creation. Are you up to it?

Well, here it is at last, the second sequel to a series which has been rather neglected in the originality department. Although I have to say, despite the rather repetitive theme of his previous Game Boy outings, *Mega Man* has never looked, or played better in my books!

The man with the tin-head and a sawn-off shot... er, arm, certainly looks bolder, brighter, and dare I say beefier than ever. And this has got to be his toughest mission yet!

The levels are plentiful, and their immense size certainly caused me to fly off the handle on one or two occasions! Okay, so they've got the odd restart point (well, one to be precise – and that's positioned in the most unhelpful space possible!), and there are loads

DAMIAN

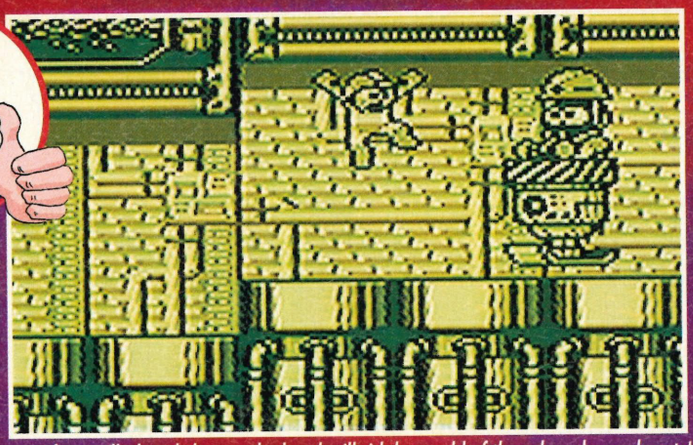


I have played the whole *MM* series (now on number six on the NES!), and so *Mega Man III* was no surprise. The graphics are hardly improved over all the others, but it was always the core gameplay that shone through. This game is no different, and it also features the brain-bustin' difficulty level that makes each game a real challenge, but a pleasure to complete. Yes, it may be too hard for many people, but hey – no wimps need apply! If you are patient, meticulous and most of all enjoy a good scrap, then *Mega Man III* is for you! However, if you've already got all the other *MM* games, then I fear you may be disappointed. This is more of the same, with very few new frills. Time for some new ideas methinks.

ANDY



Ryan and Damian are certainly right about *Mega Man III* being hard – it's tougher than a Berni Inn steak! With only a passing familiarity of the other *Mega Man* games, however, I wasn't prepared for quite *how* tough. This is definitely a game where practise and persistence are just as important as joypad dexterity. The main problem I have with it is the unfairness of some of the traps – there is no way to avoid them the first time you run into them. Once you know they're there, sure, they're no problem, but by then your already limited stock of lives has gone down by one and – aargh! – you've got to go through the level again. This difficulty might well be what you're after, as there are far too many over-easy games on the market, but if you want something that offers challenge *and* fairness, might I recommend *Warioland*? *Mega Man III*, though good, seems better suited for people who want to cure a case of low blood pressure.

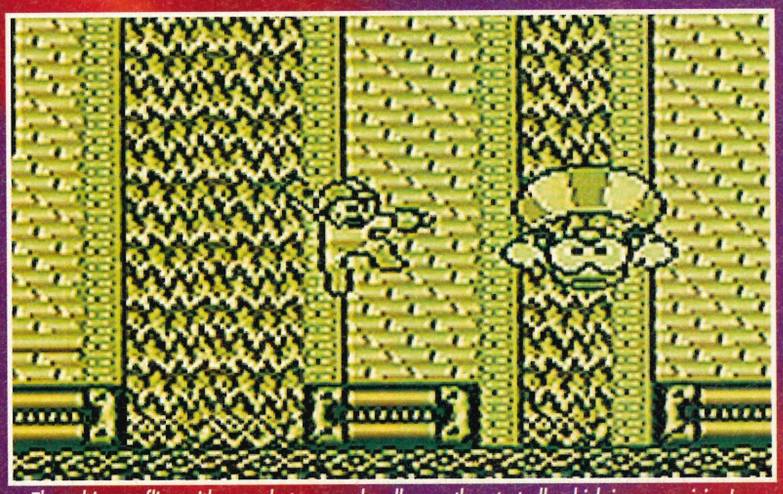


△ *A few well-placed shots to the head will rid the world of these boggle-eyed pests!*

of opportunities to power-up, but this is still a mightily tough game.

However, what really got my blood boiling was the sheer tight-fistedness of the number of lives dished-out in one stretch! Let's face it, you'd have to be pretty damn special to get through the many scenarios with only three attempts! Thankfully, there is a password system to prevent too much hair loss. Realistically speaking though if, like myself, you spend ages getting to the bosses, only to be pummelled beyond belief as soon as the door closes behind you, the last thing you're going to want to do when invited to continue, is to start the whole cursed level again!

You'd have probably guessed that this game poses quite an immense challenge when compared to the likes of say *Warioland* which is fairly straightforward, but certainly not in *Mega Man*'s league when it comes to challenge.



△ *These bizarre flies with parachutes pose hardly any threat at all, which is unsurprising!*

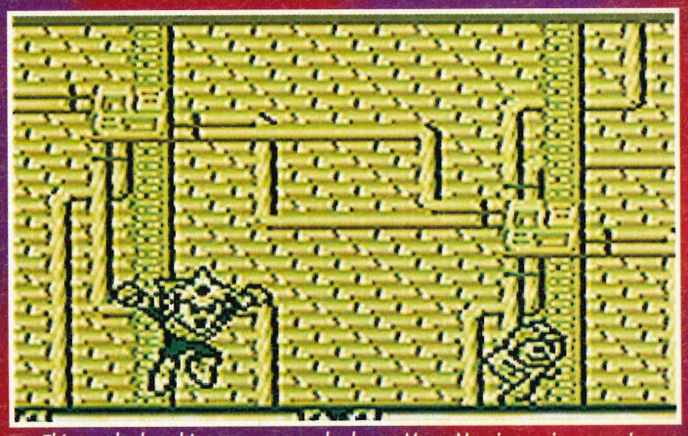
Graphically, *Mega Man III* is very impressive, it may bear more than a passing resemblance to his previous outings, but the sprites are well defined and move with convincing grace, and the scenarios are incredibly varied and adventurous in their structure.

In fact my only real criticism in the visual department is the slow down which plagues the game when the screen is cluttered with foes, an all-too regular occurrence in these games, unfortunately!

Like the graphics, the sound is also exceptional. The high-paced tunes and effects certainly add a real sense of urgency and suspense to the frantic gameplay in a way I'd never before imagined possible!

If you've got any other games in this series then I can't really see *Mega Man III* offering anything you haven't already seen before, although it will keep you trundling along quite happily until the next sequel!

Unfortunately, *Mega Man III* is let down by unoriginal gameplay and a high level of difficulty. *Warioland* is a classic example of how sequels can totally overshadow their predecessors, and with more time spent upgrading the gameplay, this could have followed suit!



△ *This guy looks a bit scary, no wonder brave Mega Man is running away!*





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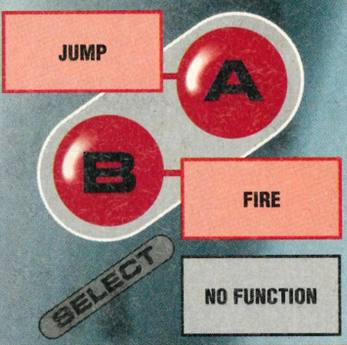
RELEASED
JUNE '94

GAME TYPE
PLATFORM SHOOT-'EM-UP

CART SIZE
2MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	83
SOUND	89
GAMEPLAY	78
LONGEVITY	77

OVERALL

81

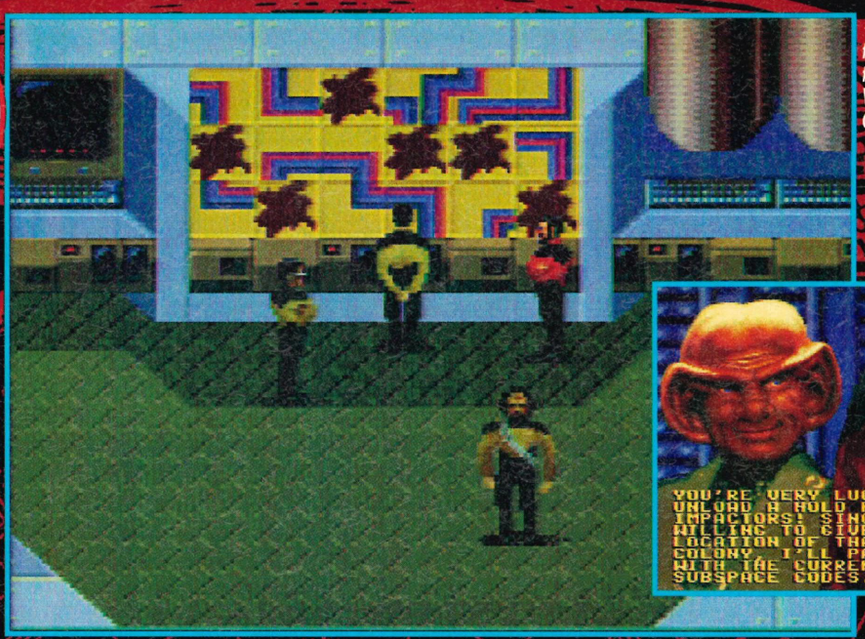
Star Trek
The Next Generation
Make it so-so!



ANDY

After the ghastly spectacle of *Star Trek: TNG* on the Game Boy, I was understandably worried about the potential horrors that could be inflicted on my favourite TV show in its Super NES incarnation. Fortunately, *Star Trek: TNG – "Future's Past"* is far better than the shoot-'em-up excrescence I had the misfortune to review last month... but it has a huge flaw.

The flaw isn't in the presentation; the graphics, while more functional than eye-popping, perfectly capture the TV series. Even on the adventure sections, the little characters strolling around the various planets are instantly recognisable as their live-action counterparts.



◁ *The away team try to work out the quickest tube route from Waterloo to Tottenham Court Road.*

▽ *One of the many amazing 'coincidences' that litter the game.*

The sound, too, is faithful to the original, with accurate recreations of all the little blips, pings and zaps of the Enterprise. Less perfect, unfortunately, is the music. The orchestral rendition of the series' theme tune seems to have been reduced to two kazoos and a goose, and the boppy music accompanying each bit of planetary exploration sounds more like *Magnum* than *Star Trek*!

Nor is the flaw to be found in the actual gameplay, which is divided into two sections. The majority of the game takes place on various planets and ships, and is represented in a top-down perspective similar to *Zombies*. Up to four members of the Enterprise crew beam down to each location, and from there they can complete each mission through a mixture of puzzle-solving and phaser fire. Unfortunately,

▽ *The crew select screen. Yes, you can 'be' such well-known Star Trek characters as Scott Pelland (in-joke fever) and Leanne McDermott (no relation).*





▷ *This is one of the game's more taxing puzzles. Each of the switches on the left causes a particular pattern of tiles to appear; you have to push the switches in the correct sequence to create a path to the exit on the far right.*



KEITH

TNG is a good, well-polished game, but sadly just doesn't have the scope, depth or size to make it memorable, I was expecting a little bit more flair to say the least. The sound is a bit naff and the planetary exploration music is totally inappropriate. However, after saying that, the sections where you explore the planet are engrossing and include numerous phaser battles. The major flaw in *TNG* is that you must follow the story line; in a game of this type you expect the freedom to choose where you wish to go in space, but you can't do that. A real shame, because that would have kept me hooked for weeks, rather than days.

Obviously, when you're producing a show a week, every week, for over six months at a time, not every episode of *TNG* is going to be up to the standards of "Yesterday's Enterprise", "The Best of Both Worlds" or "Frame of Mind". When the stock of original scripts runs low, *Star Trek*'s writers delve into their cliché box for inspiration. SUPER GAMER is irreverently proud to present...

THOSE CORNY STAR TREK PLOTS IN FULL!

1: THE ALL-POWERFUL ALIEN
Whether they look like Greek gods or orange whirly things in space, these omnipotent meddlers always seem to have it in for the crew of the Enterprise. Strangely, they're always outsmarted by the puny humans they despise, so they're obviously not *that* omnipotent.

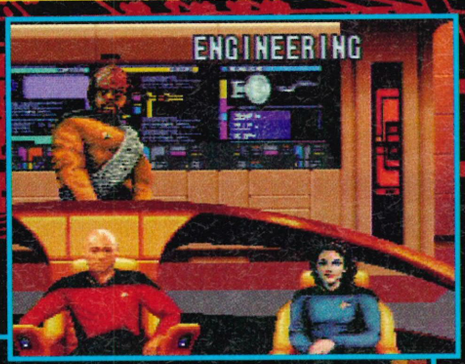
2: THE MYSTERY DISEASE
Stuck for a threat this week? Never fear, Mr Virus is here!

3: THE CURIOUSLY EARTH-LIKE CIVILIZATION
Planet of the Nazis/Romans/Irish Tinkers/LA Gangs/People Who Like Jeremy Beadle. Do you have a heavy-handed comment to make on modern society? Here's your chance to hammer it home!

4: THE HOLODECK MALFUNCTION
Trapped in there *again*? You'd think they'd have learned after the fifteenth time.

5: HE'S DEAD, JIM JEAN-LUC
One of our heroes is killed! Only he isn't really! Yawn!

6: DATA TRIES TO BE MORE HUMAN
And usually ends up looking a total pratt while everyone ridicules him mercilessly.



▷ *Come on, Worf, smile for the camera. Smile! Smile, damn you!*

▽ *Now he smiles! Typical. Anyway, this is Worf's tactical screen, where a Romulan ship is currently eating photon death.*



this often means hours of exploring miles of featureless corridors! You might argue that featureless corridors are an essential part of *Star Trek*, but it doesn't make for the most thrilling game possible.

The other part of the game consists of space battles, which are played out in 2-D on Worf's tactical station while the enemy ships hurtle around in Mode 7 on the main viewscreen. It's not quite as simplistic as the Game Boy battle section, but it's close, and after a little practise – it's also way too easy.

Which, quite neatly, brings me to the huge flaw I mentioned earlier. The entire *game* is too easy! Despite all the aimless wandering through corridors (the penultimate planet, an ice world, is a particularly bad example), despite all the time spent looking up Trek-tastic facts in the Enterprise data banks, despite having to repeat levels from scratch whenever one of the crew got hurt... I finished the game in less than one day. One day!

Every step of the game is signposted in neon letters 20 feet high, so you're never in any doubt as to what to do next. Even the trickiest puzzles shouldn't take you more than half an hour to crack. Had the programmers dispensed with the interesting but irrelevant library computer data and the dozens of planets that play no actual part in the game, more adventures could have been squeezed in, but they chose style over content. Trekkies will love the attention to detail, but they'll be gutted by the game's lack of depth.

DAMIAN



The last *Star Trek* game I played with any enthusiasm was the NES version. It was excellent, but far too easy because the programmers gave you too many clues so that you could see the next missions. *Star Trek: TNG* on the Super NES is the same. The graphics are superb, and there is more Trekkie trivia than most people (me included) can stand, but this game is very easy to complete. As long as you keep your head, then the unlikely series of coincidences that string each mission together will see you through to the end. What there is of it is a Trekkie dream, but value for money is definitely not the five year mission of *TNG*.

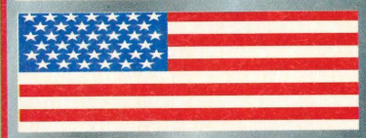
▽ *These Ferengi are more willing to co-operate if Deanna Troi is in the away team, and who can blame them?*



▷ *Picard, about three seconds away from completing the game...*

STOP PRESS
Microprose will be releasing Star Trek:TNG officially in September.





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RELEASED
US IMPORT

GAME TYPE
ADVENTURE

CART SIZE
16MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	82
SOUND	70
GAMEPLAY	74
LONGEVITY	40

OVERALL
70

WORLD CUP USA '94

RYAN



As the World Cup finals in America loom ever closer, US Gold have leapt-in once again with the official tie-in game. Although *World Cup USA '94* was in too early a stage to feature in last month's football round-up, the finished result will certainly give the *FIFAs* and the *Kick Offs* a run for their money!

Out of all the football games that have passed through our offices in recent weeks, *World Cup USA '94* is the only one that gives the player a truly authentic feel of playing in the actual World Cup. It isn't just because the canine mascot crops-up everywhere, but the game is obviously designed to give the player as much control over the action as possible.

Graphically, this game is basically a re-vamp of the old *Kick-Off* format, although the pitch is slightly more angled to present a clearer picture of the players. The sprites are small, yet nicely drawn with great animations to highlight their repertoire of fancy kicks and headers.



△ *He shoots... he scores! The goalie looks back in disbelief at a costly mistake that could end his team's World Cup hopes.*

The ball control is good (almost stuck to the foot), and US Gold have included an extremely useful pass button, which means you can happily string together set plays with consumate ease. This system also has the benefit of allowing less experienced players to simply bash the B button and actually have a chance of scoring, rather than constantly booting the ball out of play.

I was also pleased to see a powerful header which can be used to hammer home many-a-goal, but

Looks good and plays well, but is it FIFA?



◁ *The man in black dishes out the cards like it's some sort of trend!*



KEITH



As a self-confessed *Sensible Soccer* addict, I was looking forward to playing this, due to the fact that it has an overhead view. I wasn't disappointed, yet I wasn't overwhelmed either. The graphics are excellent and have by far the most detail and frames of animation than any other football game of its kind. The sound is OK, if a little plain, and could it definitely have done with a few more loud cheers and chants to beef it up. In terms of gameplay it doesn't match *Sensible* for fluidity and ease and the players have an annoying tendency to hang onto the ball when you press the shoot button. If you're into options though, then this has them all, including a World Cup option which even includes England! This is not as good as *Sensible* or *FIFA* but not far off, a good substitute.

▽ *This referee looks exactly like US Gold's very own Tony Bickley, who happened to work on the game. Spooky, eh?*





many of the actual shots can be a bit weedy at times, and it wasn't long before I discovered that shooting at a 45° angle was the easiest way to score. When will someone create Artificial Intelligence for goalkeepers?

World Cup USA '94 is simply crammed with options to keep even the most hardened of football enthusiasts happy for ages. For example, you can experiment playing with the infamous back-pass rule, or those infuriating off-side decisions, alter the weather, and even change the speed of the game entirely.

These are all very well presented and laid-out, although perhaps some of the icons aren't as easy to understand as others, but I did get bored of flipping through hundreds of similar-looking



△ *The poor goalie almost has to bend over double in order to save the huge beachball-sized football!*

◁ *The replay shows that it definitely was a goal Brian, and a corker at that!*

▷ *As the German player prepares to take a free-kick, his fellow team mates call enthusiastically for the ball!*



OPTIONS 1-2-3



This screen allows you to radically alter certain aspects of the game. For example...



...you can edit-in your own favourite national teams that didn't qualify (no names given!).



Or perhaps you'd opt to alter the strategy and formation of your team...



...or even the kit off the players' backs! A novel touch that is completely useless...but fun!



How about practising those set-pieces in preparation for those tense situations?



And finally, how about a spot of management? Try experimenting with different players.



▽ *England in the World Cup? I don't think so!*



DAMIAN



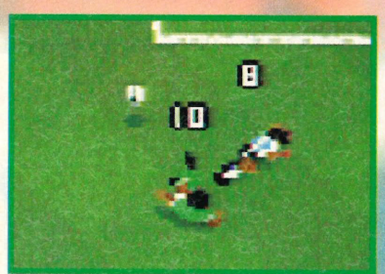
World Cup USA '94 arrived far too late to be included in the World Cup Fever feature last issue, but I must say that this has only served to highlight the good points of the game. Long term play reveals subtle touches like the excellent passing system, and the ability to mark chosen players in the run-up to a goal. The wealth of options is astounding, but I found the all-icon method confusing because not every drawing was recognisable. The on-the-pitch action is easily as good as *Kick-Off*, but I still think *FIFA* is top of the heap in terms of a complete footballing package. *USA '94* is a great game – at last US Gold have got an official licence right!

menus, and cries of "get on with it" were never far from other players' lips.

After playing through *World Cup USA '94* for several hours, the only area in which the game falls flat on its back is the awful penalty shoot-out stage. This is laughably bad, with large, badly drawn sprites and a ball that doesn't seem to reduce in size as it heads towards the goal, creating the illusion that the goalie is trying to save some oversized beach ball!

Another annoying factor is the way in which the goalie is only allowed to move once during this period. If you accidentally tap a button before the kick has been taken, that's it – you won't be allowed to move again, meaning that the player can effortlessly power the ball into the net. A major blunder!

On the whole though, *World Cup USA '94* is a very well presented and thought-out game, which is a worthwhile purchase if you prefer in-depth realism as opposed to arcade action.



△ *That was a particularly nasty tackle!*

US GOLD presents WorldCupUSA94



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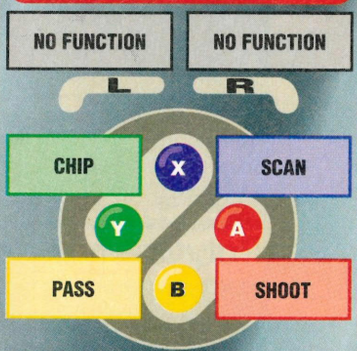
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JUNE '94

GAME TYPE
SPORTS SIM

CART SIZE
12MBit

FEATURES
BATTERY SAVE

CONTROLS



RATINGS

GRAPHICS	85
SOUND	84
GAMEPLAY	86
LONGEVITY	83

OVERALL

85

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DRAGON

THE BRUCE LEE STORY



DAMIAN

There have been many Lee imitators over the years, but none has ever touched the master in terms of style and speed. Steven Seagal quakes at the mention of his name, Jean Claude Van Damme is not fit to polish his boots, Chuck Noris is just an old fat git with a stupid hat and a big gun to Bruce Lee's superfast panther.

Bruce Lee was a martial arts legend back in the Seventies, but after a mysterious death (said to be a blood clot on the brain caused by painkillers), he instantly became the personification of Kung-Fu and all things painful. This is his story.

Dragon is a beat-'em-up, pure and simple. No pretensions, no 'hidden strategy element' or vast alien invasion plots, just blood, sweat and a load of tortured oriental screaming. Except there's no blood, is there Nintendo?

My first impressions were uncharacteristically good. I'm not usually an optimist, but the title screen and flashback story screens at the beginning of the game are excellent, and this is a good indication of the overall quality of *Dragon*.



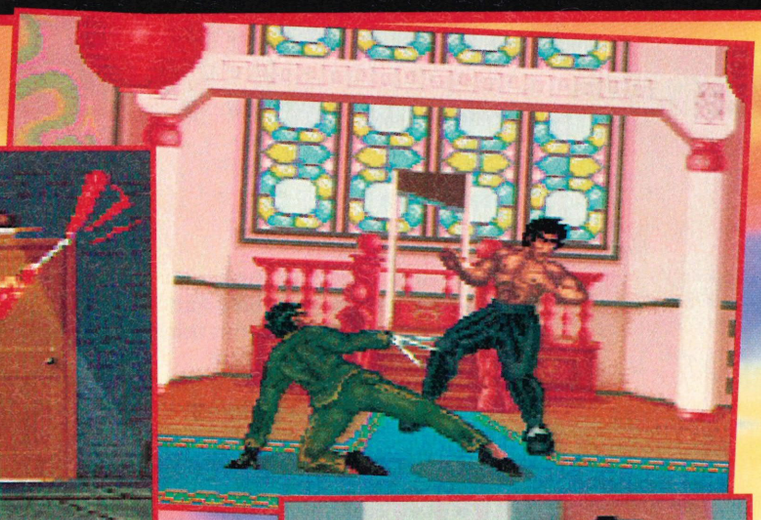
△ *One man's perversion is another's nightmare! Bruce gets physical with two Olivia Newton-Johns on the film set.*

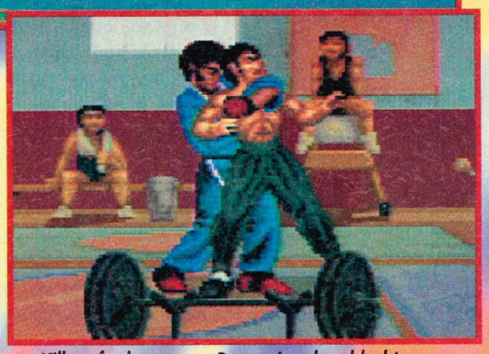
The options are impressive and they'll definitely give *Street Fighter II* a run for its money. Prospective Bruces can choose from one, two and three (more of that later) player modes, plus the game (fighting opponents as they appear in your life) or match (anyone, anytime) bouts. And there are also more game options such as varying speeds and difficulty levels. I advise no-one to attempt *Dragon* on the hard level without years of practise – otherwise you'll get creamed everytime.

The main sprites are extremely large and well detailed, and Bruce is instantly recognisable as the wiry dude with his legs about ten feet apart. You face mad chefs with meat cleavers, stick-toting tom boys, Wolferine-clawed octogenarians and even with the demon himself, who appears after you die and challenges you to a fight for the chance to return.

▽ *To really get the best out of these nunchakus, tap the top two buttons and then fling them out!*







△ *Killer afro boxer gets Brucey in a head-lock!*

Each level is preceded by some digitised pics from the film, which help to explain the plot and add credibility to your surroundings. One minute you're chatting up the local waitress, the next her dad and his mates assault you with various kitchen implements.

Dragon is an extremely fast and playable beat-'em-up, which tests your reflexes to the max. Bruce moves like greased lightning, giving little "whops", and yelps as his foot connects with the villain's jaw. The number of moves open to you are enough to get well into the action, but not enough to give *Street Fighter* nightmares. You can perform somersaults, hard and soft punches and kicks, plus a fabulously brutal move; where you leap on an unconscious player and unceremoniously snap their neck with an eye-watering "crack".

I think that *Dragon* could have benefitted from more moves. The 'flaming dragon punch' brigade are going to be disappointed, because apart from enhanced speed, nunchakus and the curiously titled Mantis – there aren't any! Is this a good thing? Sure – it's authentic (I can't imagine Bruce performing a Ryu fireball!), but after a while, the same old repertoire gets deeply repetitive, especially in one player mode.

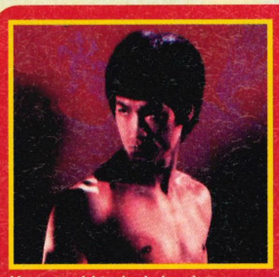
What really makes *Dragon* one of the best beat-'em-ups since *Way of the Exploding Fist* is the awesome simultaneous three player mode. A three on three free-for-all where only rapid kicking and dirty low punches can win the day. The SUPER GAMER team were screaming for each other's blood as we all frantically

KEITH



After watching a few Bruce Lee films recently, I have to say that *Dragon* conveys all the action and violence of the movies. The sound is absolutely perfect and includes numerous squeals and blood-curdling cries which must have been sampled from the film. At first it doesn't seem as though you can do many moves, however lengthy play reveals a host of stunning combos and weapons that can be used in a devastating manner. The one player game is pretty tough going, especially when another enemy joins in the fracas halfway through a fight, although the mere fact that this happens is ground-breaking in itself. The three player game is also superb, unless you're the player who starts in the middle (like I always seemed to!), in which case you immediately get pummelled into oblivion! A real Brucey bonus.

WHO'S AFRAID OF BRUCE LEE?



How would today's hard-men react if faced with a reincarnated Brucey? SUPER GAMER's exclusive Pant-O-Meter reveals all! On a scale of one to three, we show how many underwear changes these eight screen heroes would require in a spot of one-on-one with the Dragon himself!

CLINT EASTWOOD



No worries for Clint – old Dirty Harry would just pull out the .44 and blow him away!

SLY STALLONE



Didn't even get off with Janine Turner or Sandra Bullock, so obviously a bit of a wet.

ARNIEEEEE



Gone all soft recently, so the mere sight of the Dragon would have him quaking.

CHUCK NORRIS



The 3,000 year-old star of Delta Force would snap like a dry twig under Bruce's *breath*

STEVEN SEAGAL



Far too fat-bottomed and pony-tailed to threaten the late martial arts master.

JEAN-CLAUDE VAN DAMME



The world's only famous Belgian. No great shakes as an actor, but still pretty hard.

DOLPH LUNDGREN



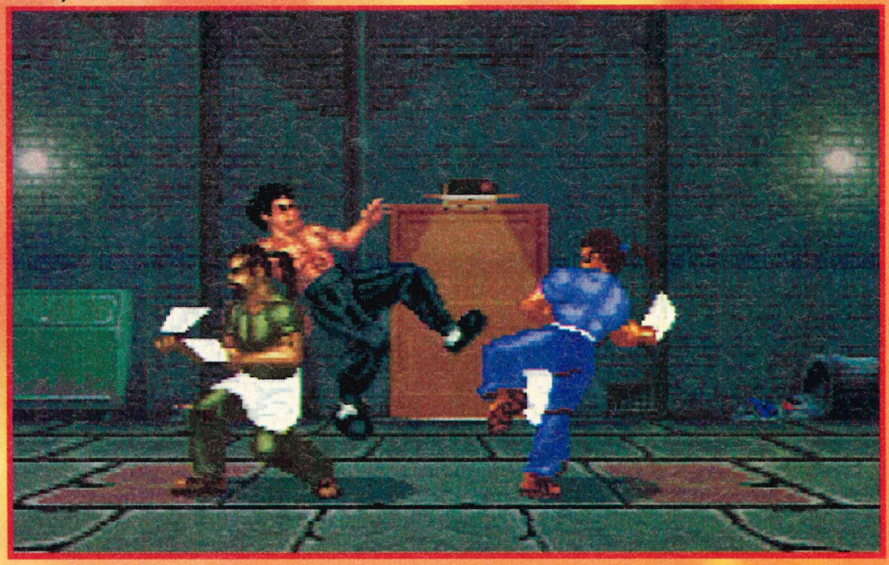
He played He-Man and couldn't even beat Stallone in Rocky 4. Need we say more?

JOHN INMAN



Nobody and we mean nobody comes close to the hardness of 'Inners'

▽ *Guy! All I said was that the rice was a bit cold!*





△ *"Ah, there there Arthur, mummy kiss it better and you shall have a story."*

pummeled our Bruces into the dirt; howling with dismay as someone's spine gives way.

Truly, not since *International Karate +* has this feature been available, and it makes the one and two player games seem tame by comparison. Even *Street Fighter II* fans will find this new combat more appealing – I for one couldn't put *Dragon* down for days.

As good as *Street Fighter*? Well, no, but then I always say that, don't I? *Dragon* is a highly playable beat-'em-up, with excellent graphics and moves, plus plenty of natty extras, but it should be bought purely on the basis of the three player mode because it is superb. The one player may not last long (except that damn long-haired guy in the ring), but you *will* want to come back and play it again and again. What more reasons do you need?

RYAN

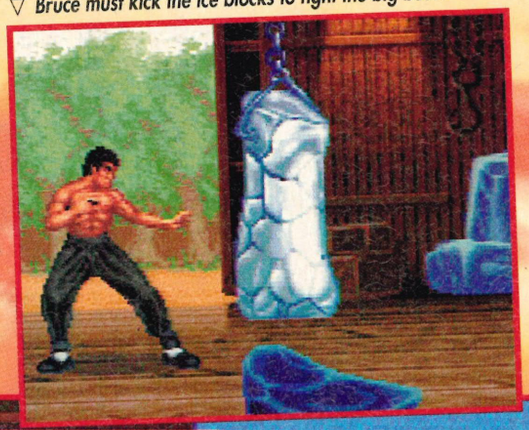


Dragon is a soaring roller-coaster of a game, and as beat-'em-ups go, is certainly worthy of the great man's name! The graphics and sound are great, the action thick and fast, and the challenge awesome. However, what really makes *Dragon* such a raging success is the unbeatable three-player mode. Not since the golden era of *IK+* has such a concept been attempted, and the result is truly breathtaking! Although I was completely hooked on *Dragon* for ages, it is ultimately let down in the long run by the lack of moves. There are plenty of kicks and punches available, but I think that *SFII* fans will find the absence of super moves a tad disappointing. If you like simple, straightforward martial arts action, I wouldn't hesitate in recommending this game.

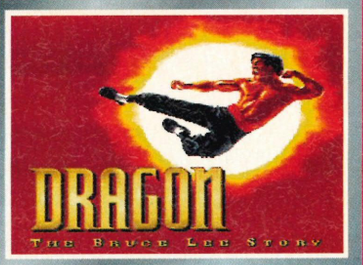


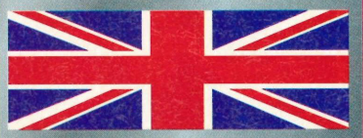
△ *Tense, nervous headache? Take Kickinhead for extra strong pain.*

▽ *Bruce must kick the ice blocks to fight the big boss.*









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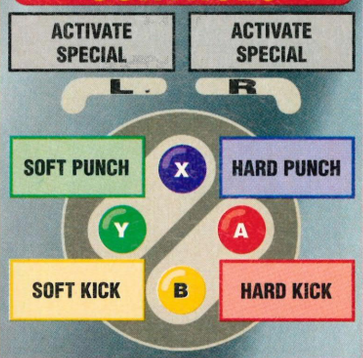
RELEASED
JULY '94

GAME TYPE
BEAT-'EM-UP

CART SIZE
12MBit

FEATURES
THREE-PLAYER MULTI-TAP

CONTROLS

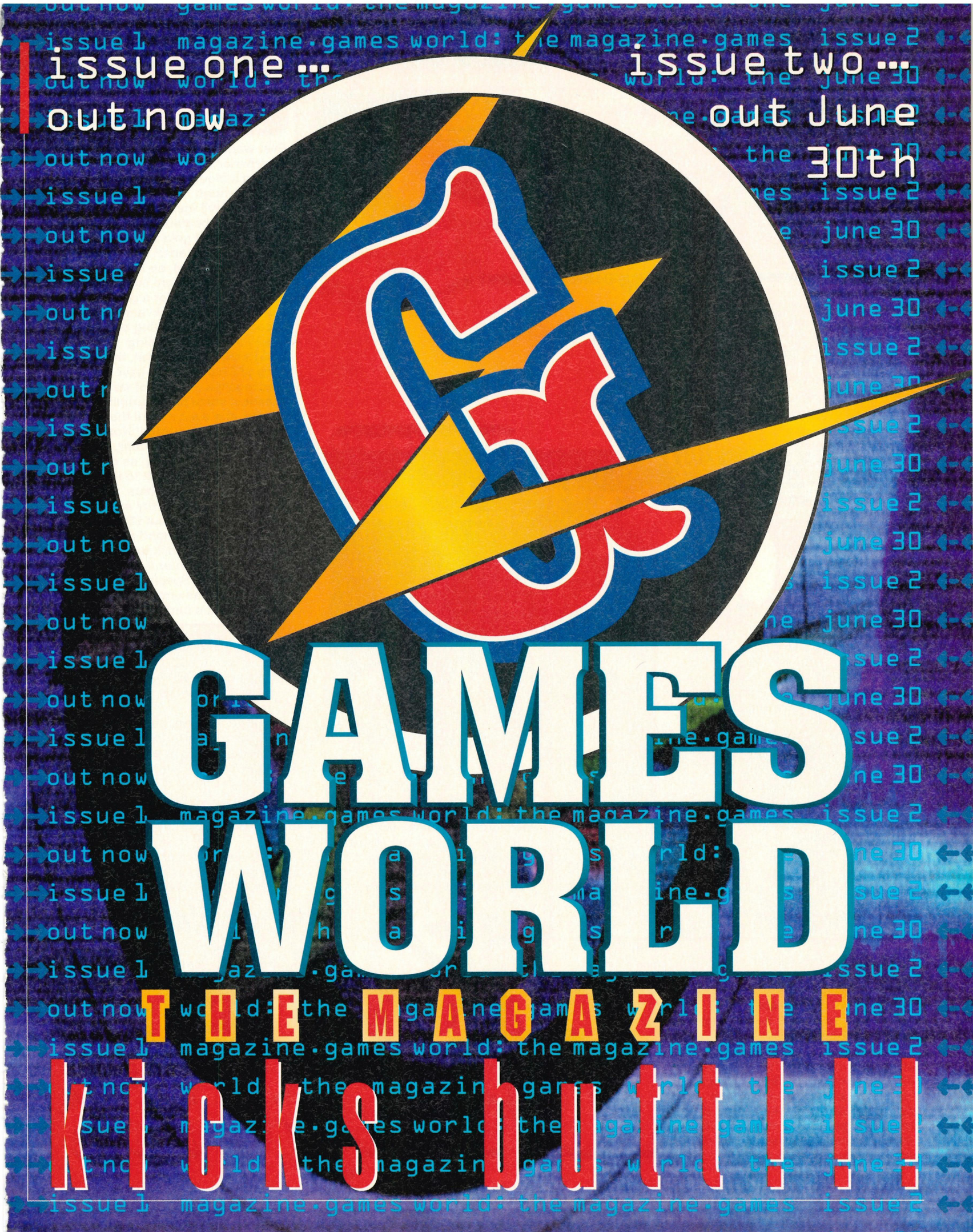


RATINGS

GRAPHICS	89
SOUND	86
GAMEPLAY	91
LONGEVITY	80

OVERALL

86


issue one ...
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kicks butt!!!

Pete wouldn't befriend this one!

King of Dragons



ANDY



Ever wanted to be a barbarian, cutting a bloody swath through hordes of evil foes and enduring unbearable hardships for the promise of gold and women? No, me neither (apart from the bit about the women), so *King of Dragons* didn't score highly on the 'what a great idea for a game'-o-meter. Scrolling hack-'em-ups are second only to scrolling beat-'em-ups in the mind-numbing unoriginality stakes, but, that said, *King of Dragons* does have some nice touches – plenty of well-drawn enemies, some flashy graphical effects, and even a spell that turns the bad guys into frogs! However, this kind of game inevitably falls down on the gameplay, as once you've hacked through to the end and seen all the graphics, you'll never play it again. Why anyone would want to fork out £50 on this kind of game is beyond me. Capcom should stick to *Super Hyper Street Fighter II Turbo X Championship Special Edition* – it might be just as unoriginal as this, but at least it's fun!

RYAN



Set in a very Tolkein-esque era of dragons, cyclopes, minotaurs and wyverns, Capcom's latest slash-'em-up caper is more a step back in time than a noble quest into uncharted territory. It would appear that until their next *Street Fighter* instalment hits the streets, they're quite content to sit back and regurgitate the same old format used in their *Final Fight* and *Magic Sword* games; stealing the best bits from that arcade classic *Golden Axe* for a really nostalgic trip through Eighties arcade!

After terrorising the peaceful land of Malus for over a century, the mighty red dragon known as Gildiss was put into a deep sleep by Guindon the wizard. Although this was a only a temporary measure to buy time after countless armies of brave soldiers sacrificed their lives in vain to rid the world of this turbulent beast, it was inevitable that one day Gildiss would awake from his deep slumber, so more drastic measures had to be taken.

King of Dragons can be played singularly or simultaneously with another player. The action basically consists of endless levels of side scrolling slash-'em-up action, in which your chosen fighters must dispatch all kinds of terrifying creatures that crop-up en route to Gildiss' hideaway.

Although the gameplay can be best described as dated, *King of Dragons* does contain some aspects of RPGs in the sense that your fighter must acquire experience points in order to boost the power of their weapon and magic. This doesn't add much to the tired format I know, but every little bit helps!

Graphically, *King of Dragons* is great, the medieval atmosphere is put across beautifully by the scenic backgrounds





△ *This is the medieval equivalent of a Hell's Angel. I don't think much of his wheels!*

FIVE GO MAD IN DUNGEONS



CLERIC

This bloke's a bit religious, so no jokes about crosses or fornication.



DWARF

This bloke's a bit short, so no jokes about stilts or the Procrustean bed.



ELF

This bloke's a bit of a fag, so no jokes about tights or "so long as you've got your elf".



FIGHTER

This bloke's a bit big, so no jokes about him having a very small... er, sword.



WIZARD

This bloke's a bit magical, so no jokes about wigs or Debbie McGee.

and the nicely drawn map that shows the stages. Virtually every mythological creature appears at some stage; be it a huge cyclops, or a flock of harpies – they all look as though they've just been lifted straight from a Sinbad film. Capcom have even nicked that eerie scene from *Jason and the Argonauts*, where the skeletons rise up from the ground!

The animation is a bit ropy in places, but in my opinion this is more than compensated for by the lavish sprites, some of which are absolutely huge!

The sound that accompanies the action is very mediocre, with instantly forgettable tunes and annoying effects.



△ *This boss is called the Wrath, which is funny because it looks like a bunch of beggars.*

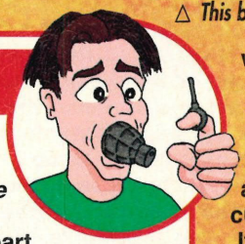
Although the ideas used in *King of Dragons* are nearly as old as the dragon itself, I found it to be very playable. Whereas in *Final Fight* you got bored very quickly by seeing the same old baddies popping up time and time again, in *King of Dragons* there is always a sense of curiosity as to what you're going to face next.

If you've got money to burn and a fondness for dated arcade games, then *King of Dragons* is the cart for you, however, in the real world this game is hideously shamed by the likes of *Super Metroid* and *Dragon* this issue. It would have been great a couple of years ago, but if this was a film it would go straight to video!



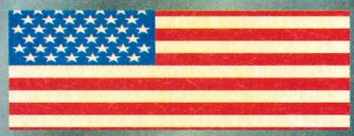
△ *Too many beans for dinner again!*

KEITH



I hated *Golden Axe*, I hated every other clone of *Golden Axe* and I hate this. The graphics are fine apart from the animation where the player burns, which looks like it has been ripped straight from *Street Fighter*. The thing I disliked most was the utter mind numbing boredom of wandering along performing the same move every time – where's the thrill in that? It wouldn't have been quite so bad if there were different moves, various weapons to use, or any variety at all, come to think of it. Even the bosses are easy to defeat and offer no real surprises when it comes to fighting them. The sound's dire as well and reminds me of a till, with all the chinking of coins. No, this is really sad and you must be mad if you find any kind of enjoyment while playing this. Now excuse me while I feed the cart to my dog – no, I wouldn't even do that!





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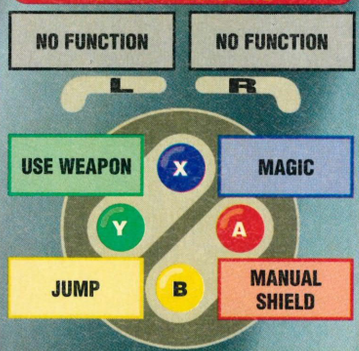
RELEASED
US IMPORT

GAME TYPE
SLASH-'EM-UP

CART SIZE
16MBit

FEATURES
NONE

CONTROLS



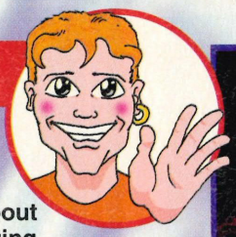
RATINGS

GRAPHICS	78
SOUND	62
GAMEPLAY	65
LONGEVITY	47

OVERALL

53

RYAN



Remember that classic disaster flick *The Poseidon Adventure?* It was about an ocean liner capsizing amidst a fierce storm, and the crew of neurotic bankers and suchlike; being gallantly led around its topsey-turvey innards by a sweat-stained Gene Hackman. If you admired this great film for the piece of celluloid genius that it was (ahem – Ed), then you're going to love this little gem of a game.

After setting sail in fine weather for an around the world trip on 13 September 1921, the luxury liner Lady Crithania ran into a terrible storm at sea and was tragically capsized by a 100ft tidal wave. Those that weren't killed outright were either seriously injured or miraculously left untouched (that's Hollywood for you!). Amongst the lucky ones were the four unlikely heroes you play.

▽ *The ship has rolled over – and if you think things look bad now, you ain't seen nothing yet!*



S.O.S

You must select one of these gentleman and search the ship for survivors to accompany your escape to the top hatch. However, in 60 minutes, the ship is destined to join Davy Jones's locker on the seabed so speed is the order of the day unless you want to become fish bait!

When the game commences, you find yourself amidst upturned rooms and stairways, however the trouble isn't over yet, as the ship constantly rocks and sways using effective Mode 7. It's not all bad though, because as the ship moves, certain areas that were previously out of bounds become accessible, thus adding strategic

All at sea with the high-rollers!



CAPRIS WISHER

Capris the architect joined the cruise with his step-sister who is grieving after the death of their father and her natural mother. His personality is rather guarded, so opening up to fellow passengers can be a problem. His strong will to live and self motivation is a plus.



REDWIN GARDNER

Redwin the counsellor is well-respected amongst his fellow passengers. He joined the cruise with his wife to get away from the pressures of work, a decision he would later come to regret. His strong will is his greatest asset.



LUKE HAINES

Luke is the second class navigation officer onboard the ship. His razor-like personality often clashes with authority and can cause his phrasing with shirty passengers to be blunt. He lacks cunning, but his strong sense of duty is a bonus. Luke holds the map to the ship.



JEFFREY HOWELL

Jeffrey is an experienced doctor which is important, as his reassuring manner and softly spoken personality is a great comfort to injured passengers. His age is a problem as it limits his strength, however, his persuasive nature is an important part of this game.

DAMIAN



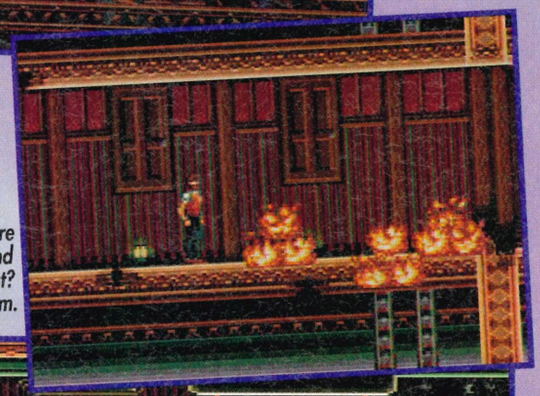
SOS is brilliant. The novel way of having a normal platform exploration game set within the recognisable surroundings of an ocean liner is good enough, but to also have the ship constantly revolving and breaking apart is superb! I loved the way that you can be leading a party of weaklings through a corridor, then the hand of fate intervenes and the whole area shifts; sending your companions plunging to their deaths – just when you think you're home free! The sheer random effect of the landscape means you are constantly challenged and the fact that only some areas are accessible when the ship is at 90° is extremely realistic. The only fault I found is it would have been better to colour different people's speech so that I could tell who is talking.



△ Where's Sylvester Stallone when you need him?



△ Down in the engine room with some old boiler.



▷ Now, where am I going to find water on a boat? Hmmm.



△ You wouldn't say that if you knew disaster movie veterans like Gene Hackman, Michael Caine and Charlton Heston were aboard, mate.

elements to the normal explorational action.

The attention to detail is exceptional throughout your perilous journey. You'll come across corpses, people trapped in lifts, and each location is scattered with debris, flooded with water, or even worse – on fire! Although the sprites aren't that great to look at, they are animated rather like *Prince of Persia*, but there's definitely no rotoscoping involved here.

KEITH



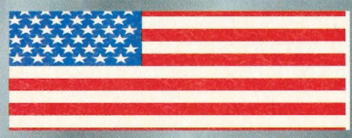
There haven't been many disaster games really and if this is anything to go by then there should be more. I love the way the music matches the game style and the way all the characters act in different ways depending on their personality, for example the token panicky woman is standard for any film of this type, and fits into the game superbly. There is so much atmosphere and gameplay that you can't help but become totally absorbed by the whole thing. There's always loads going on, plenty to see and a surprise in every part of the ship. Everything from presentation to controlling the characters oozes class, freshness and originality.

What really steals the show about *SOS* however is the gameplay. You become totally encapsulated in what you're doing, avidly scanning the ship for new locations and possible survivors, not quite knowing which direction the ship will topple next!

The sound is lifted straight out of the movie *SOS* emulates, which can only be described as typical disaster music. It's not bad, but doesn't really add to the atmosphere in the way that it should. I think it would have improve the game if the music changed when you encountered dangers or dead passengers. The sound effects however are much more plausible and I especially liked the blood-curdling scream when you fall from a great height.

SOS is a truly original game for a change. The format (a platformer) is not anything new, but it is the way that it interacts with the seafaring scenario that makes it enjoyable to play. I just hope that *SOS* gets the recognition it so rightly deserves. This improves on the *Prince of Persia* theme and is crammed with enough action and adventure to keep any gamesplayer enthralled. A top class title that is well worth a look.





PRODUCER
VIC TOKAI
SUPPLIED BY: VIDEO GAMES CENTRE
(0202) 527314

PRICE
£49.99

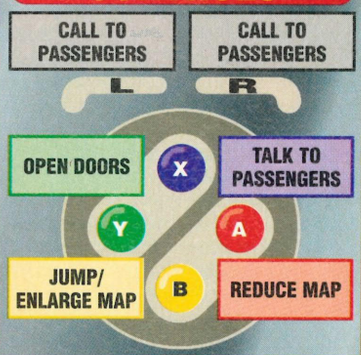
RELEASED
US IMPORT

GAME TYPE
ADVENTURE

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	80
SOUND	79
GAMEPLAY	90
LONGEVITY	91

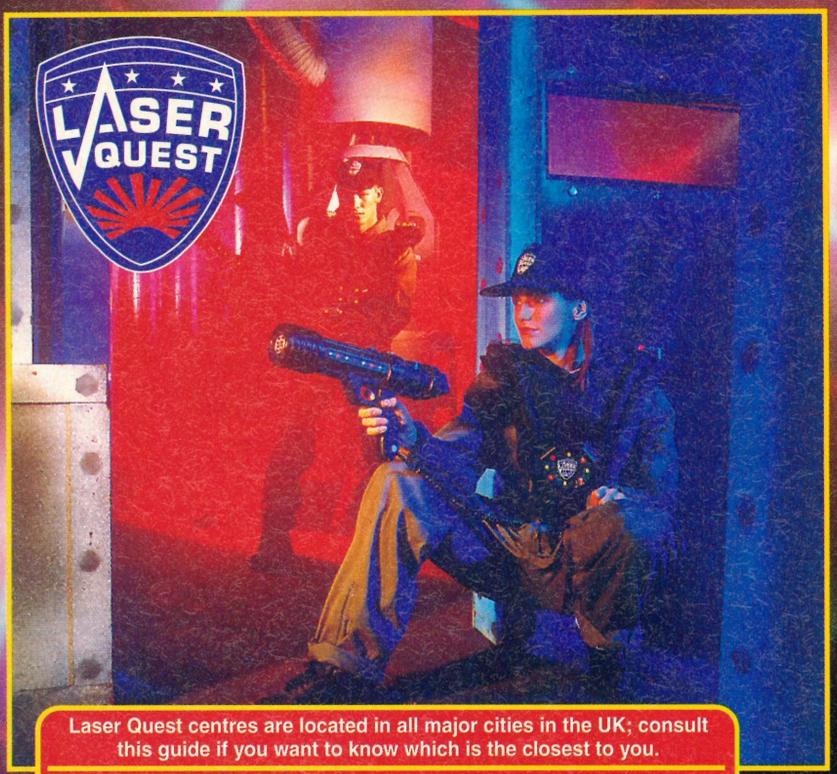
OVERALL

88

SPECIAL OFFER

ONE FREE GAME OF LASER QUEST!

PLAY TWO GAMES – GET ONE FREE!



At this precise moment, all around the country, people are chasing each other around darkened warehouses with small laser guns. Why are they doing this? Because they're playing Laser Quest. This is basically a modern day cops and robbers game for all ages, involving running yourself into the ground and shooting people with a laser pistol – it's completely harmless, so you don't worry about having your arm shot off!

Typically there are about 20 people per game, arranged into two teams; one red and the other green. The mission starts when you are lead into a briefing chamber, containing two walls lined with sparkling laser guns and battered battery-packs. As in Quasar, you get a strap on an infra red gun to club people to death with (only joking) and you must aim at your opponents' sensors to score points. They are located on the body and sides of the gun.

After the briefing, one team enters the play area first and runs off to find themselves a suitable crate or wall to hide behind. About 30 seconds later the other team pours out of the briefing room and the hunt is on! Each team now has 20 minutes to take out as many of the opposing 'soldiers' as they can.

As you dart around looking for cover, the scene is spectacular, laser shots are pretty much the only thing you can see – it resembles a fight scene from Star Wars rather than a warehouse full of people running scared. The feeling you experience when you're pinned down at the end of a corridor with shots flying past you is incredible.

If you are unlucky enough to get shot, then your back pack emits a strange humming sound and your gun is disabled for ten seconds, so you're not actually taken out of the game completely. The more times you are hit though, the less time you have to shoot other people.

Most Laser Quests around the country have excellent refreshment facilities so as you sit around afterwards waiting for your score to be printed out on the computer system you can enjoy a cola and some chips. They also have plenty of the latest arcade machines to waste the remainder of your money on if you still feel the urge for a bit of action.

Once the scores comes through, you can see exactly who you hit, how many times you hit them and of course how many times you were nailed. There's nothing worse than glancing at your printout and noticing you were hit five times by player eight, only to glance around and realise that person is a seven year old psychopath with coke-bottle glasses who keeps running round and shouting "I beat the that bloke over there – he works for a computer magazine!"

Laser Quest is superb fun and thoroughly recommended to anyone that likes a game with a competitive edge – there's nothing like it, and after you've played it once you're guaranteed to return!

So, now we've given you reason enough to get down to your local Laser Quest centre, how would you like a free game? You would, well step this way. SUPER GAMER, in association with Laser Quest UK are offering you a free game if you play two games first. Yes – that's right – play two games and get the third FREE!

All you have to do is take your voucher to one of the Laser Quest centres listed below.

Laser Quest centres are located in all major cities in the UK; consult this guide if you want to know which is the closest to you.

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LASER QUEST

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Only original copies of this voucher will be accepted – NO PHOTOCOPIES! – and only at those centres listed on page 66 of SUPER GAMER #4.

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EXCLUSIVE

ALIEN BREED II

The Full Story!



BUMPER 16 PAGE TIPS SECTION INSIDE

BUBBA 'N' STIX MAP, *CHUCK II* MAP, *SENSI SOCCER* TIPS, READERS TIPS

SMASH TENNIS

GAMER GOLD



△ The player with the blue afro and the red specs certainly had to stretch to reach that one!

RYAN



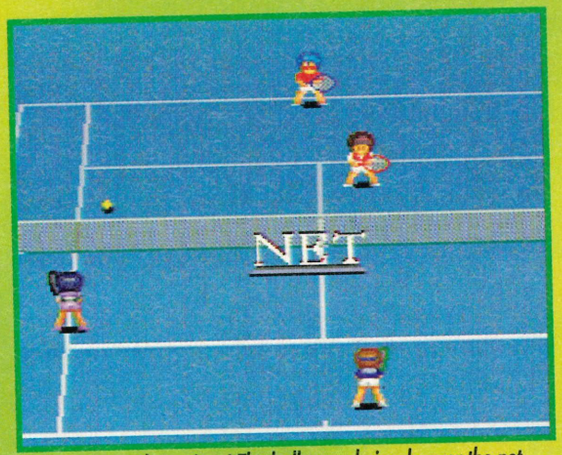
When this game arrived on import many months ago, it upset many a deadline due to the fact that we just couldn't put it down. In fact myself, along with my SUPERPRO comrades liked it so much, we all chipped-in to buy our own copy, and it's not very often that we part with our hard-earned cash!

Whereas most tennis games tend to be quite conservative and... well, dull, *Smash Tennis* goes against the tide and boasts some of the most far-out courts and effects imaginable. For example, can you ever contemplate playing a serious game of tennis on a crowded beach, or perhaps on top of a mountain, with the wind getting perilously close to gale force? No? Well you're about to!

Smash Tennis can be played in Exhibition or Tournament mode, in the latter you can go it alone in singles, or perhaps pair-up with a friend or the computer in an attempt to win the many cups available. Exhibition mode is basically just a single match which can be played over one, three, or five gruelling sets, with up to four players (with the computer filling in any absence of human competitors) using the multi-tap. This is one of *Smash Tennis'* best features.

You can pick your player from an extensive list of both male and female characters, each has their own individual strengths and weaknesses, although you'll have to try them all before deciding on which one is best suited to your style of play. Once everyone is happy with their choice of player, you can argue as to which surface to play on, normal grass and clay surfaces are available as well as the more off-beat courts mentioned earlier.

Anime-tennis proves to be a Smash hit!



△ You cannot be serious! The ball was obviously over the net... sort of!

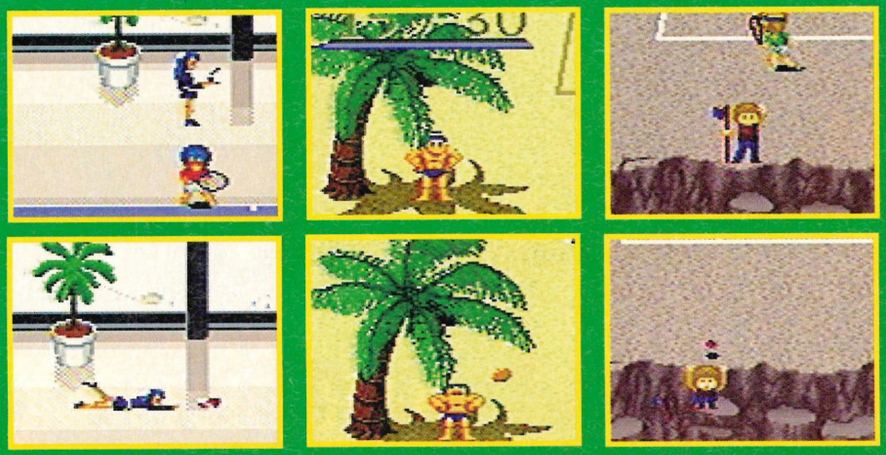
ANDY



I thought the import version, *Super Family Tennis*, was excellent, and *Smash Tennis* is even better, as you don't have to puzzle out the Japanese text any more! In real life, I find tennis about as interesting as clipping my toenails, but *Smash Tennis* manages to make hitting a ball back and forth over a net a life or death battle! As with most games, this is at its best when played against human opponents, and with four players *Smash Tennis* is right up there with *Bomberman* and *Mario Kart* in the teeth-gnashing abuse of your friends stakes. Buy this and a Multi-tap – it's the most fun you can have with a ball!

WATCH OUT FOR THE... OOPS!

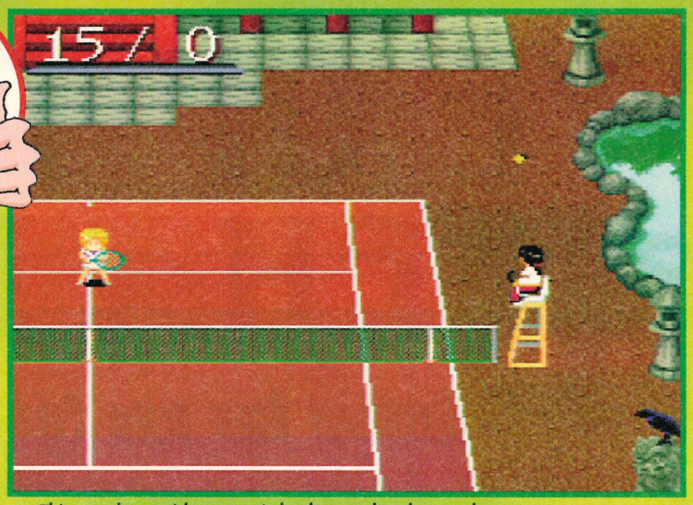
Smash Tennis is packed with background animations – here are just a few!



DAMIAN

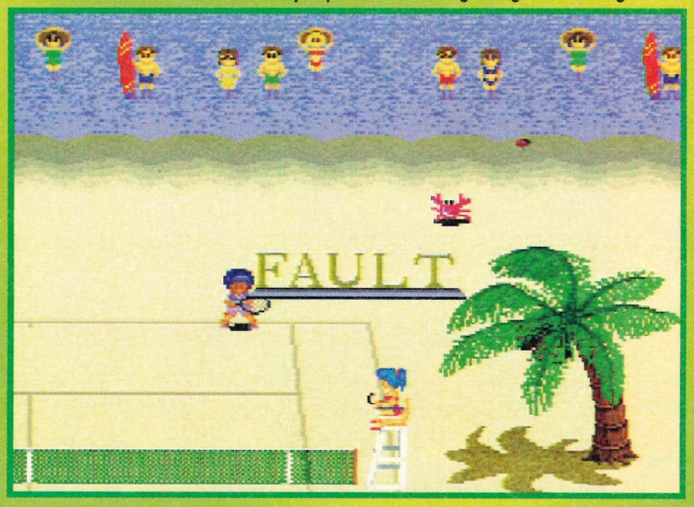


For a while *Super Tennis* was king, but then Namco released this in Japan and we all went nuts. *Smash Tennis* beats Nintendo's effort in every area. More courts, excellent moves, humour, animation, sound – you name it – *Smash Tennis* excels in it! On four player, this game is one of the best you can buy, and that's high praise indeed, coming from the man who hates tennis in all its shapes and forms. The graphics are great, sound is unforgettable, and you'll be instantly hooked the moment you see the cat leap out of the bushes as the ball hits it! Other clever touches such as the clear speech, realistic terrain and pools of water that you can actually lose your ball in, as opposed to just skimming over the surface, make *Smash Tennis* the number one seed. The only Tennis game you should treat your Super NES to.



△ *This temple provides a scenic background to the match.*

▽ *The tanned beach-bums look on in awe as yet another fault is served. Also note the Disney-reject crab crawling along in the background!*



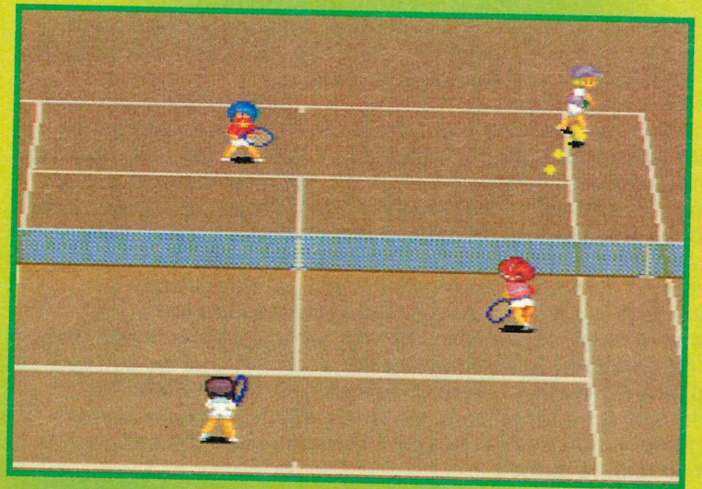
For me, *Smash Tennis* is the ultimate tennis game, and I came to this conclusion after only a couple of hours play. The various strokes that are available to each player are simple to master and can be performed easily and accurately to devastating effect.

Other tricks such as utilising the spin and directing each shot, come with further practise. The super-fast smashes are arguably the hardest shots to pull-off, but once perfected, they are virtually unstoppable – especially when aimed directly at an opposing player!

At first, *Smash Tennis* can be considered as graphically unimpressive, okay the anime-style sprites aren't huge and lack fine detail, but they move smoothly and have their amusing quirks such as when they bop their team-mate on the back of the head with a serve, or the way in which they squeak in pain when the ball hits them in a sensitive area!

What really makes *Smash Tennis* stand out is the variety in the courts, and the little distractions that crop-up such as leggy waitresses tripping over and spilling their trays, beefy beach bums being hit on the head by falling coconuts, or perhaps conquering mountaineers being knocked off the mountain by a stray ball! I could go on and on, but you'll just have to find the others for yourself!

The sound that accompanies the game is highly appropriate and excellently executed. The initial title track is simply explosive, and the various tunes and commentary that crop-up throughout the matches are also excellent. What really takes the crown however is the hilarious rap track that is belted-out after the match, brilliant!



Forget *Super Tennis*, this is definitely the one to buy, it boasts everything a true tennis freak could ever desire – nice graphics, great sound, realistic gameplay, loads of shots, and you simply can't put it down! If you don't believe me, or just need convincing, get *Smash Tennis* and a multi-tap, add three mates, and the result is endless hours of non-stop action and laughs a-plenty. Get it!





PRODUCER
VIRGIN
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PRICE
£TBA

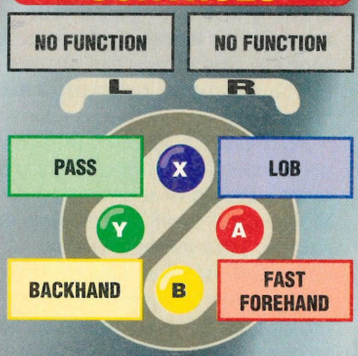
RELEASED
JULY '94

GAME TYPE
SPORTS SIM

CART SIZE
8MBit

FEATURES
MULTI-TAP COMPATIBLE
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	86
SOUND	89
GAMEPLAY	96
LONGEVITY	94

OVERALL

94

EYE OF THE BEHOLDER

One in the eye for Dungeon Master!



KEITH

Once again it's time for us deprived Super NES owners to accept another Amiga hand-me-down, but what a game to hand down. *Eye of the Beholder* on the Amiga captivated thousands of players with its near perfect implementation of the Advanced Dungeons and Dragons role playing game system. Now four years on, the big question is, will it capture the imagination of the Nintendo gamesplayer?

The action is viewed in 3-D, identical to that of *Dungeon Master*, and takes place in the sewers and catacombs under the city of Waterdeep. The aim of the game is to guide four adventures through the expansive tunnels and locate the source of evil which has been wreaking havoc in the city above.

Your party's actions and movements are controlled by clicking a pointer over a series of icons such as Move, Cast Spell, Wear, Use or Attack. This system was simplicity itself to use on the Amiga with its user friendly mouse, and it's surprisingly easy to get to grips with on the Super NES, apart from the fight scenes which seem to send the pointer whizzing all over the place!

One of the options that has been included in *Eye of the Beholder* is a very commendable character generation screen. Here you can determine your characters' class (thief, fighter etc), alignment (good, neutral or evil), what they look like, and their vital statistics such as strength, intelligence and wisdom.

Ideally a party should be made up of a fighter, thief, mage and cleric, however the beauty of this game is that you can merge certain classes together. For example if you wanted a fighter that can not only hack someone's head off, but also fry them with a fireball – no problem – just create a fighter/mage, and if you want him to be a healer too, then just add a cleric for good measure! This system is totally versatile and ultimately means you can have about eight different classes, with only four characters.

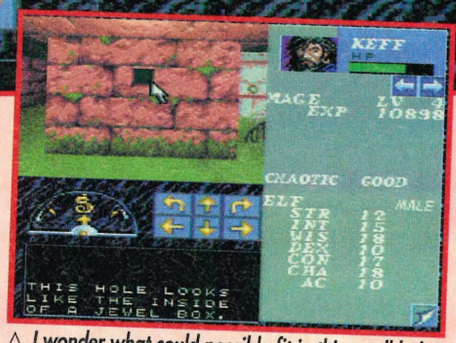
Upon entering the dungeon the first sight to behold is the remains of an ex-adventurer who managed to get no further than the first door. You will also notice the sound of your party's feet on damp, sweaty earth, and you definitely won't fail to hear the horrendous tune which sent me diving into the options screen looking for an off button. But isn't chronic sound the hallmark of a great adventure game?

▽ *If there's one thing you don't need when adventuring through deadly territory, it's dancing frogs!*

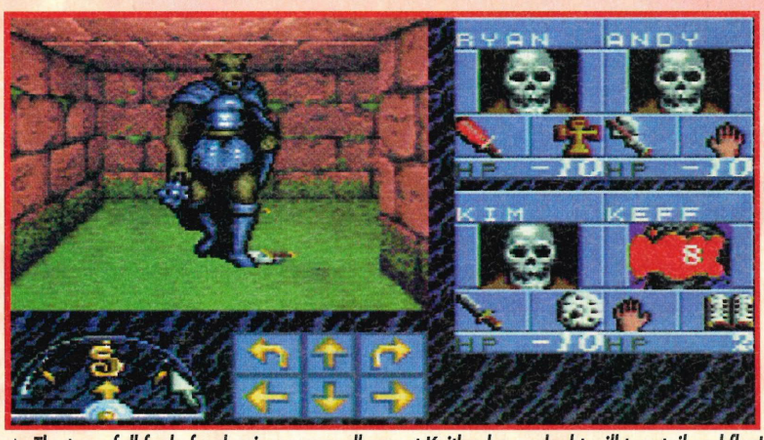




◁ *He's dead Jim – classic Bones.*



△ *I wonder what could possibly fit in this small hole?*



△ *The team fall foul of a dog in armour, all except Keith who no doubt will turn tail and flee!*

Prolonged exploring reveals that the graphics are a lot more polished than *Dungeon Master*'s, and that's not just the monsters and objects; even the walls, floors and ceilings contain more texture and have a much more realistic feel, which is good as you tend to see a lot of them!

As to whether *Eye of the Beholder* is as big as *Dungeon Master* – I'm not sure, but I do know that the Amiga version had ten enormous levels and as far as I can see this version is identical in most respects. It even matches the Amiga version in terms of speed.

The puzzles however aren't as difficult as in *Dungeon Master* which as far as I'm concerned is a good point, because it was too challenging, in my opinion, and this often led to frustration. Completing *Eye of the Beholder* is a daunting prospect, but it is still a much more realistic possibility.

Although undoubtedly dull and boring for arcade or action game fanatics, this must be one of the best adventures around for the Super NES. *Eye of the Beholder* is graphically good, the atmosphere is dark, dank and foreboding and the puzzles are taxing, not impossible. You certainly get your money's worth with this one, so go and grab your wad and shove it right in the shopkeeper's eye, and behold the results! SG







◁ *Some of Keith's friends spring a surprise party.*



▷ *Damn builders are in again.*

DAMIAN

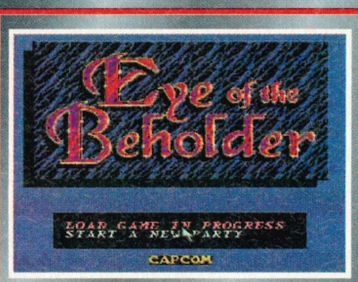


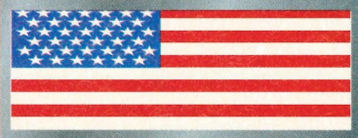
Yes, it was me who played *Dungeon Master* 'till three in the morning – I admit I' m a saddo, but it was just so absorbing. Now I'm faced with the semi-sequel and it's going to happen all over again! *Eye of the Beholder* is the best first person perspective game on the Super NES without a doubt, and the entire game is well programmed and thought-out. Graphics are clear and suitably dungeon-esque, with some really horrible monsters to face. I particularly liked the bits when you discover secret passages and rooms, as this opens up the game, and enhances the realism. A classic RPG romp!

RYAN



Okay, I admit that I haven't played many games of this type, not as many as our resident Hobbit, Keith anyway. After playing *Eye of the Beholder* for what seemed like an eternity, I began to realise what I had been missing out on! In fact, by the end I felt as if I had actually been warped inside the game with the rest of the lads, as you just become totally emersed in the tense, atmospheric gameplay. Graphically, it's nothing special I know, but there is just so much to take in you hardly notice. I felt that more could have been made of the music, but overall this is one exploration cart that's a must!





PRODUCER
CAPCOM
SUPPLIERS: ZAP GAMES (0532) 590077
TORC SOFTWARE (081) 893 2100

PRICE
£54.99

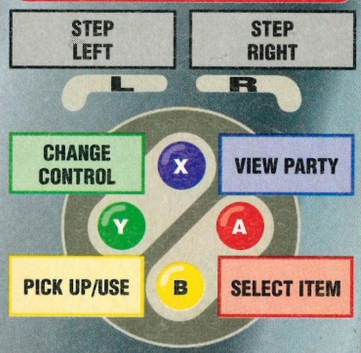
RELEASED
US IMPORT

GAME TYPE
ADVENTURE/RPG

CART SIZE
12MBit

FEATURES
BATTERY SAVE

CONTROLS

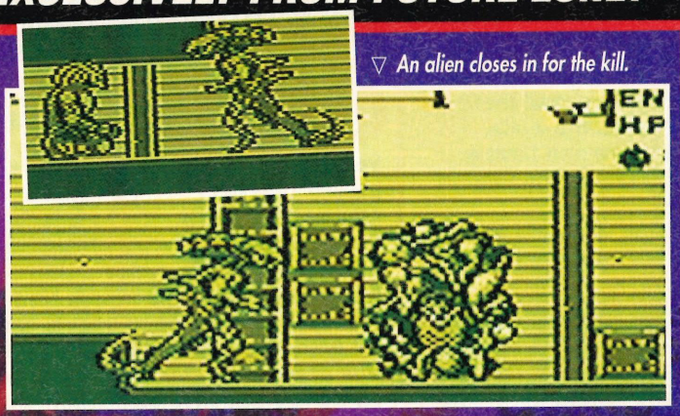


RATINGS

GRAPHICS	78
SOUND	65
GAMEPLAY	84
LONGEVITY	83

OVERALL

82



▽ An alien closes in for the kill.

ALIEN vs PREDATOR

Prey you never play it!

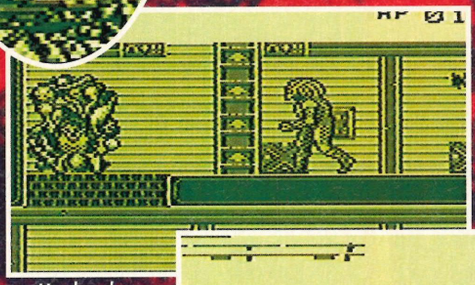


KEITH

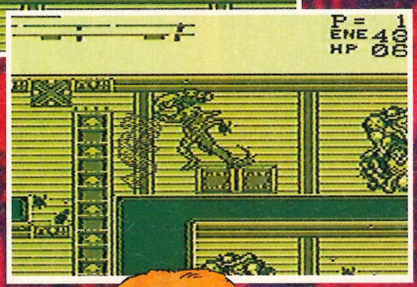
Predators are a race of hunters. They live for the thrill of the chase and they yearn for that final killing moment. So what do you do when you've totally depleted all indigenous life on your native planet? Answer – drop hundreds of Alien eggs onto the surface of a planet which was once an Earth mining colony and wait for them to hatch. You play the lone survivor of a Predator party who were wiped out by more Aliens than you can possibly imagine. Can you survive?

I was hoping for some kind of blood-curdling beat-'em-up when I whacked this into my Game Boy, well it certainly wasn't that. What appeared before me was a dull platform game with the main sprite looking like a school caretaker with a mop on his head!





△ Use bombs to blow up the weak floor underneath the cocoon.



▷ The cloaking device is activated as another alien roars!

There are seven levels in all which must be completed, on each level the only aim is to collect a key and then wander around bland looking corridors; leaping and fighting your way along until you reach the door to the end. The Predator can even climb ladders, although I wish he couldn't – you can't take the game seriously after you've seen the size of his buttocks!

Judging by the story line, you would imagine the place to be crawling with scummy Aliens, strangely enough the Aliens rarely appear, but when they do they can be in the guise of either a face-hugger, a chestburster and of course Alien Warriors.

To help you out is a formidable arsenal including bombs, a laser cannon, cutting disks, wrist blades and the legendary cloaking device. Whenever an Alien is defeated it emits a tiny squeal and then disappears, there's no acid, no steaming carcass and definitely no excitement.

What a shoddy licence this is, but with seven levels you shouldn't have to put up with it for too long if you're actually sad enough to buy it. The only scary part of *Aliens vs Predator* is that people might just do that, because at £14.99, it's quite a reasonable price, but please don't succumb, go and buy one of the films instead.

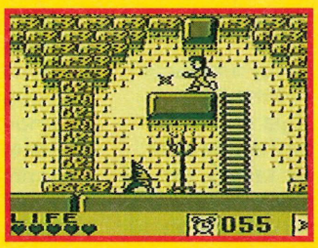


RYAN

Despite the heavy criticism of the Super NES version, it would appear that someone still firmly believes that coupling these two futuristic horror figures was a good idea. The problem with *Aliens vs Predator* is that nothing particularly interesting happens. Occasionally you'll encounter a few face-huggers or full-blown alien creatures, but these offer no challenge whatsoever. On the plus side, the graphics are okay, and I liked the weapon select option. However, with only seven levels, long-term enjoyment is scarce!

THE REAL GHOSTBUSTERS

The other exclusive release by Future Zone is a puzzle game, where basically you have to get your 'buster to the end of each level. This is done by drilling into blocks to find various useful items such as keys for opening doors and bombs to kill enemies. The whole concept is very simple and *Ghostbusters* is easy to get into and enjoyable to play. The main problem is that it's a bit too easy, even with 51 levels to complete, so it's going to appeal to kids more than adults. At £14.99 this is quite a bargain and well worth shelling out for. Overall: 80%



ALIEN™ vs PREDATOR
The Last of His Clan

PRODUCER
ACTIVISION
AVAILABLE FROM: FUTURE ZONE (0932) 356060

PRICE
£14.99

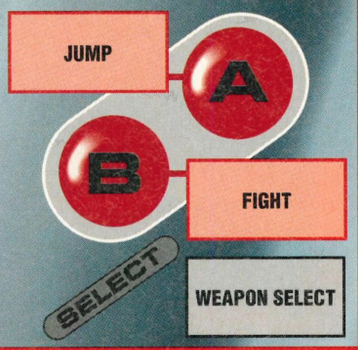
RELEASED
MAY '94

GAME TYPE
PLATFORM

CART SIZE
1MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	64
SOUND	64
GAMEPLAY	58
LONGEVITY	51

OVERALL

54

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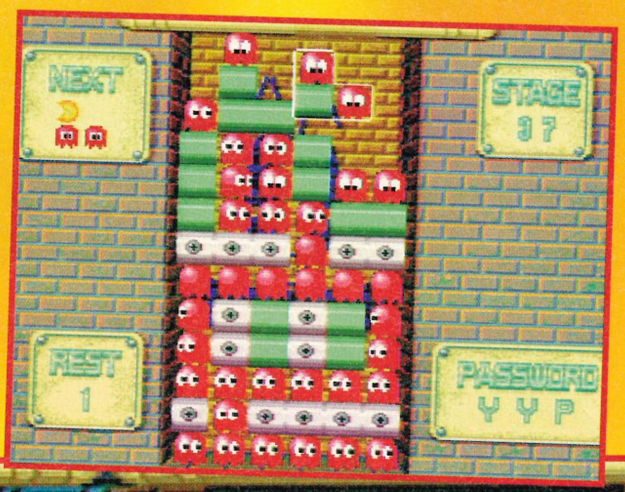


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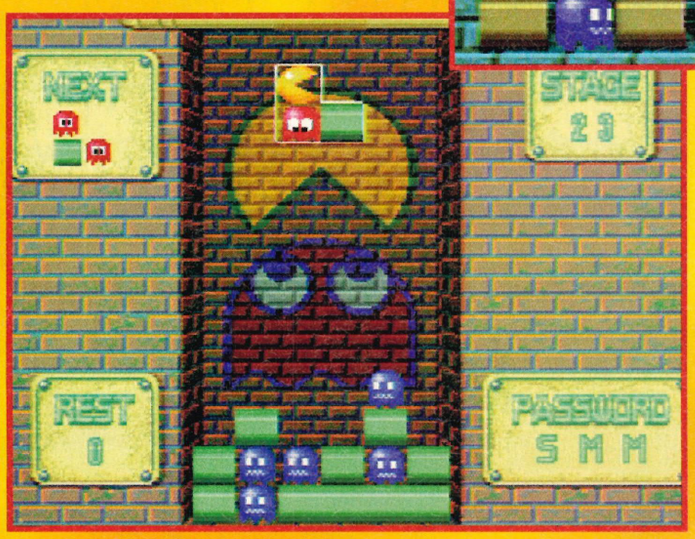




RYAN

What happens when you merge two classic games together? And no I'm not talking about *Battletoads* and *Double Dragon!* What you're left with in this case is a rather interesting puzzle game that is a combination of the brain-taxing challenge of *Tetris*, and the simplicity and addictiveness of *Pac-Man.*

The aim of *Pac-Attack* is quite simple, you must manoeuvre the blocks that come tumbling down from the top of the screen into neat strips at the bottom to score points. However, with this being *Pac-Attack* and not *Tetris*, the programmers have cunningly combined an additional method of preventing the blocks from becoming perilously high. As well as carefully slotting the blocks together, some tumbling blocks contain ghosts which, if not cleared by the various Pac-Men that follow, will pose more of a threat in the long-run than a few blocks ever could!



△ *The simultaneous two player mode boasts endless hours of head-to-head action. If you can survive longer than your opponent, one of the three lights in the centre will be lit.*

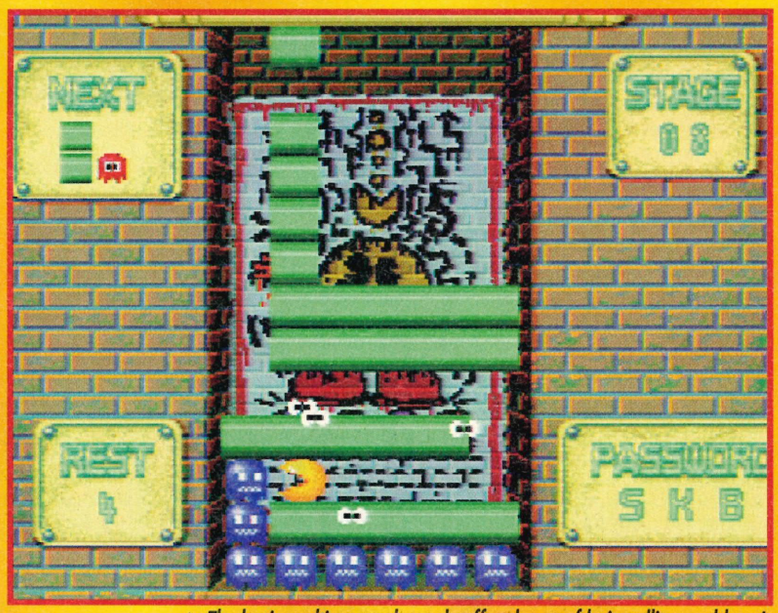
***Pac-Attack* consists of three different modes of play: Normal, Puzzle, and Versus. Normal mode is basically just a one player game in which you must score as many points as possible. The longer you last however, the faster those blocks will fall, so you'll need a keen eye, and the ability to plan moves in advance. Puzzle mode is rather more interesting, because the screen is filled with blocks and ghosts and your aim is to totally clear the screen of ghosts using only a limited number of Pac-Men. This sounds easy, but like *Yoshi's Cookie*, things start to get very tricky very early!**

***Pac-Attack* takes the whole *Tetris* format to an entirely new audience – it's simply bursting with humour, style and enough addictive qualities to entice even the most reluctant of puzzle players!**

The first noticeable difference between this and *Tetris* is the way

in which falling blocks always seem to slot together, without having to be carefully rotated and aligned. All of the falling blocks are basically exactly the same shape, and if only a small section of this block is placed over a gap, it will break off and fill the space. This factor certainly reduces the amount of skill required to form lines, but then again *Pac-Attack* comes with the added task of eliminating ghosts as well as forming lines.

The graphics are very bold and colourful, with nicely drawn and animated ghosts that roll their eyes, yawn with boredom, and wriggle their toes when a large section of wall comes crashing down on top of them! Pac, unfortunately doesn't share the same graphical upgrade over his coin-op counterpart, and is still the same yellow blob he always was (complete with "wakka wakka" sound FX!).



△ *The brain-melting puzzle mode offers hours of hair-pulling problems!*

The action is accompanied by some very jolly tunes (including the Can-Can!) and neat sound effects which rise in tempo as the action hots up. I personally found this a hindrance, but some may find the subtle change in tones an inspiration!

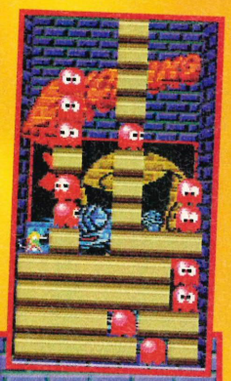
The three modes of play offer long-term enjoyment, especially the Puzzle mode which boasts 100 levels of brain-taxing problems – unbeatable if you've got a couple of hours to spare – and the password system enables you to switch off and continue whenever the fancy takes you.

Whether or not you're a puzzle fan, I guarantee you'll derive plenty of amusement and satisfaction from this cart. The *Pac-Man* element injects a double-helping of strategy (or another thing to worry about, depending on which way you look at it!) and gives a much-needed facelift to a format that was in desperate need of a new direction!

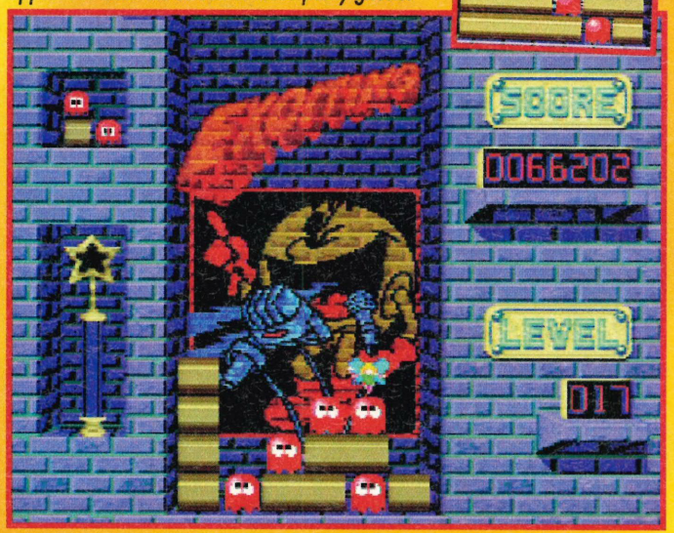
DAMIAN



You either love them, or vomit intensely when faced with these sort of games. *Pac-Man* is getting very stale now, but this game turns everything on its head; revealing a fun and highly compelling puzzler to rival *Tetris*. The graphics are colourful, but it is the chirpy tunes that really make *Pac-Attack* come alive. Realistically, this game couldn't survive in just one form, and so the programmers have included a terrific Versus option, and the nail-biting Puzzle section where you really have to get your thinking cap on! A great game from Nintendo – and cheap as well!



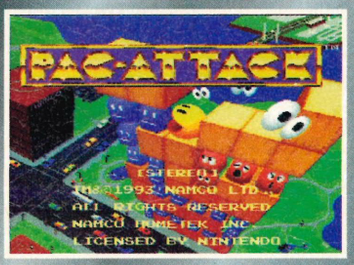
▽ *In the one player mode, a fairy sometimes appears to clear the screen of those pesky ghosts!*



ANDY



Another day, another *Tetris* clone. Not that there's anything wrong with that – one of my favourite games on any system is *Dr Robotnik's Mean Bean Machine* on the Mega Drive (boo, hiss, roll on the official release of *Super Puyo Puyo*), and *Pac-Attack* comes very close to *MBM* in playability. Having to use two different methods simultaneously to clear the screen is a real brain-twister, the puzzle mode is infuriatingly taxing, and the two-player mode is easily as addictive as the one in *Tetris* – it turns your friends into blood enemies in mere minutes! Excellent stuff.



PRODUCER
NINTENDO
(0703) 651010

PRICE
£39.99

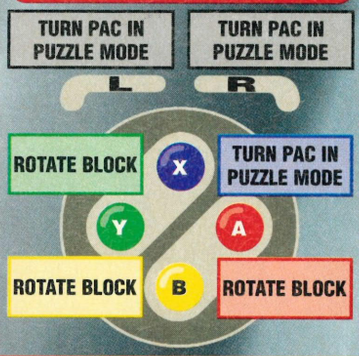
RELEASED
JULY '94

GAME TYPE
PUZZLE

CART SIZE
4MBit

FEATURES
NONE

CONTROLS



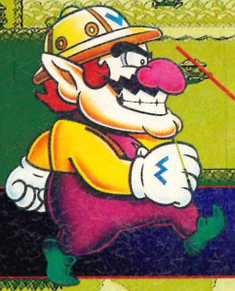
RATINGS

GRAPHICS	79
SOUND	78
GAMEPLAY	84
LONGEVITY	82

OVERALL

80

WARIO LAND PART 2

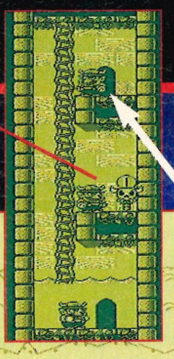


Level 7

This watery wonderland is full of annoying fish and mines. Collect as many coins as you can and go straight to the end, go on now.

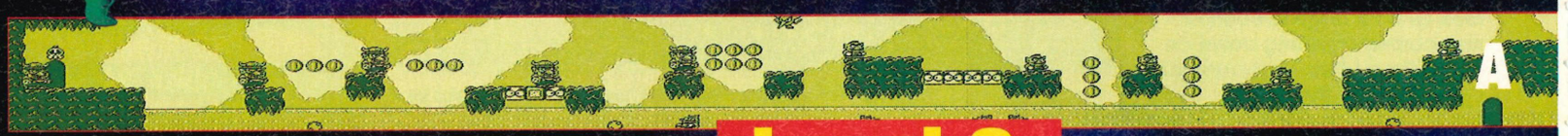
If you can pick up a jet hat, then there is a chance you may be able to fly onto the tower where the halfway point is.

It's probably not worth activating this halfway point, as it's quite awkward to reach.



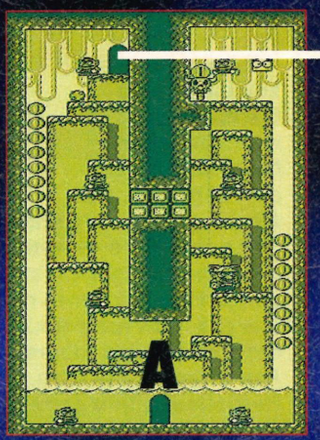
Pick up the bomb at the beginning and throw it into the water to destroy the pesky fish swimming around.

Destroy as many of these blocks as you can, they contain hidden coins which are useful for accessing bonus games.



Level 8

This is a very long level so it's imperative that you activate the halfway point. Hearts are readily available, so take advantage.



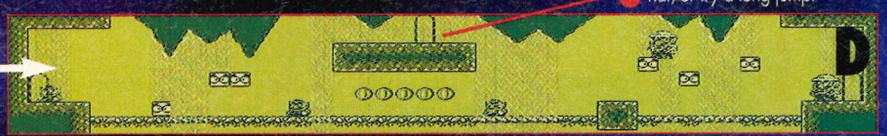
Level 9

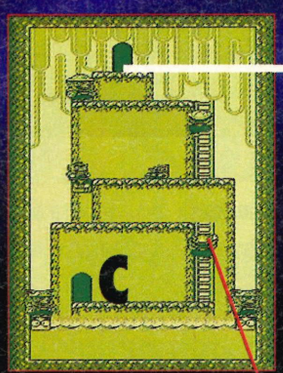
Contained deep within the bowels of this level is a hidden treasure room. Its another long level though, so wear a hat!

The only problem here is the spiky shells floating about. Apart from those, there's loads to collect and waterfalls to frolic in.



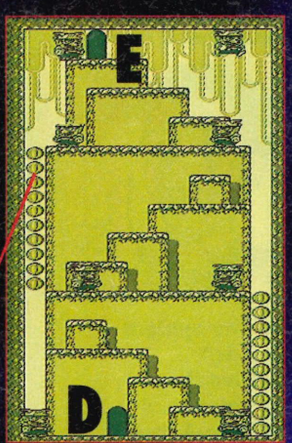
Enter this partially hidden door to reach the halfway point. You may need a jet hat, or try a long jump.





Climb up a ladder and nudge an enemy from underneath, they shouldn't give you any trouble then.

The same method applies here. Just jump from the platform below to obliterate any marauding monsters.





Hit this block to receive an extra 100 coins. I'm too kind aren't I, yes I know!



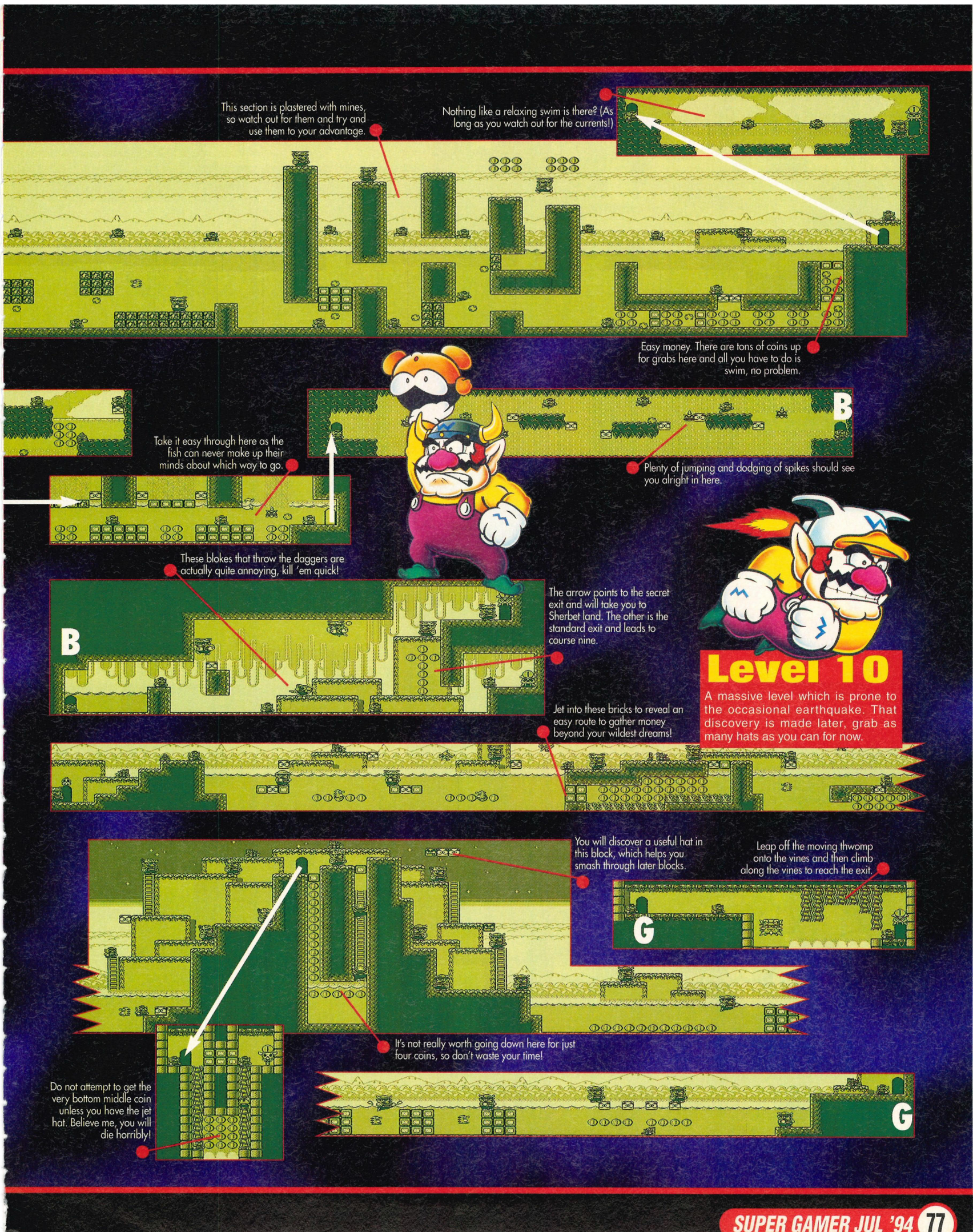
Smash this single brick to access the treasure room. You will find the key in the last block of this section.

The end is nigh, but make sure you don't fall down the stairs!

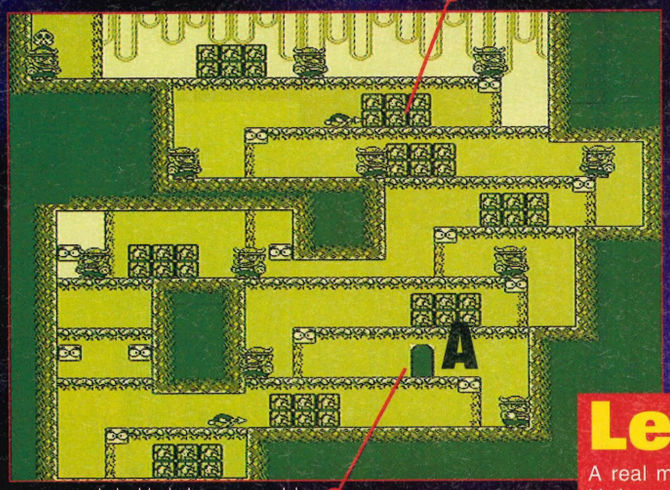




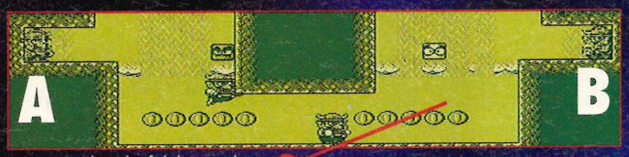
Hello and welcome to the second part of our fantastic solution to Wario Land. The last month has been spent scouring the game for all it's top secrets especially for you. Just to get you totally into Wario fever mode, turn to page 32 right now and get an eyefull of our fabulous Wario compo!


This section is plastered with mines, so watch out for them and try and use them to your advantage.
Nothing like a relaxing swim is there? (As long as you watch out for the currents!)
Easy money. There are tons of coins up for grabs here and all you have to do is swim, no problem.
B
Take it easy through here as the fish can never make up their minds about which way to go.
Plenty of jumping and dodging of spikes should see you alright in here.
These blokes that throw the daggers are actually quite annoying, kill 'em quick!
B
The arrow points to the secret exit and will take you to Sherbet land. The other is the standard exit and leads to course nine.
Level 10
A massive level which is prone to the occasional earthquake. That discovery is made later, grab as many hats as you can for now.
Jet into these bricks to reveal an easy route to gather money beyond your wildest dreams!
You will discover a useful hat in this block, which helps you smash through later blocks.
Leap off the moving thwomp onto the vines and then climb along the vines to reach the exit.
G
It's not really worth going down here for just four coins, so don't waste your time!
Do not attempt to get the very bottom middle coin unless you have the jet hat. Believe me, you will die horribly!
G

If you smash all the blocks in this section, a few bonus coins can be found, not to mention the hearts which can be discovered.

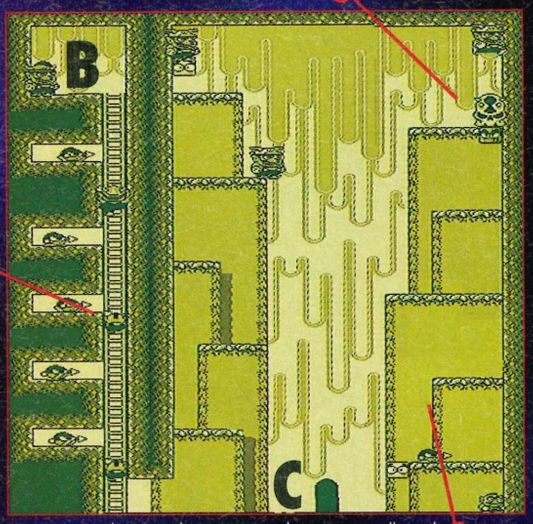


Smash the blocks here to reveal the secret door which takes you to the next section on this level.



Try avoiding the fish by watching the path they take. Once you have figured out their route you should have no problem swimming past.

Throw the key over to this ledge to enter the treasure room.



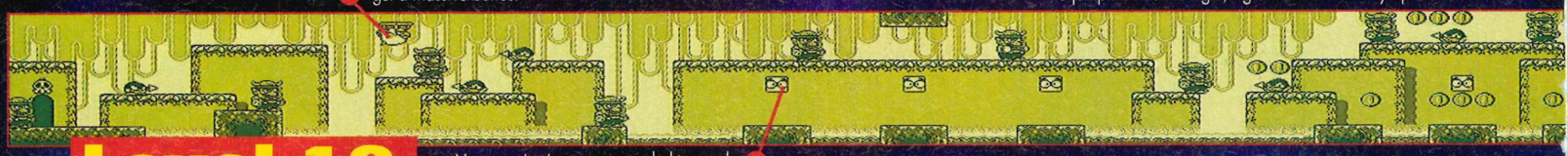
Don't rush past these spear-wielding Goombas – take it easy and wait until they are walking back towards the wall.

Level 11

A real mixture of styles this level, it's important to be patient and keep your hat on, as it's also a very long level containing many sections.

In order to work your way to the top, you will need to jump from left to right, right to left all the way up.

Throw an enemy into this monster and you will get a bonus of 30 coins. Then keep repeating it to get a massive bonus.



Level 12

This long level contains many blocks which are hard to access. A lot of lives can be lost if you are careless, so try and take your time.

Very precise jumps are needed to reach this and other blocks. The best way to reach them is to run past them first of all and then try to access them from the right.



Keep performing small jumps on the conveyor belts; you should have more control and be less likely to fall off.

Level 13

This massive level is the final in the land and contains another fearsome foe known as the Minotaur. It's tricky, but with practise, passable.

If one of these bats stick to you, run the opposite way and they explode harmlessly. Whatever you do don't stand still.

This heart cannot be seen normally. In order to reach it, jump up from underneath and the screen will scroll.

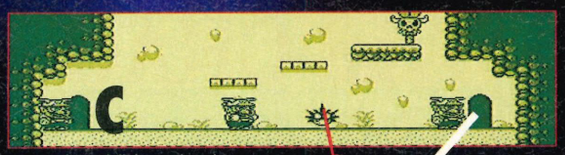




Smash this block to reveal a load of coins which lead you down to a door which takes you through to the final section.

Try and get a bull hat for this section, as there are a lot of places where you will need to dash to receive the best bonuses.

It's not worth going down here as there's not much to see apart from this heart here.



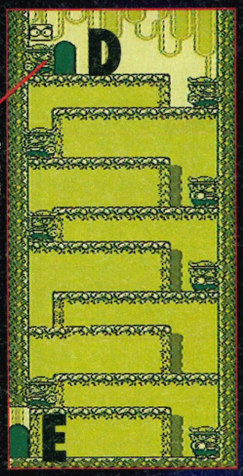
In order to kill this spikey thing, jump up from underneath. Whatever you do, don't jump on it or you'll die!

Watch out for the spikes along the roof. One jump too many on the moving platform could spell disaster.



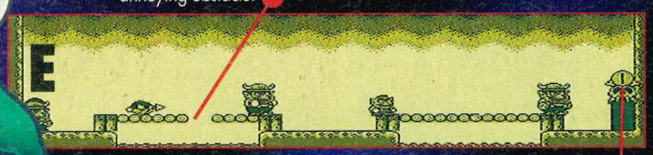
If you jump on this platform it will change direction. You can collect all the coins using this method, it's hard to do though, so beware.

Hit the block to pick up the invincibility star and then run to the bottom obliterating everything in your way.



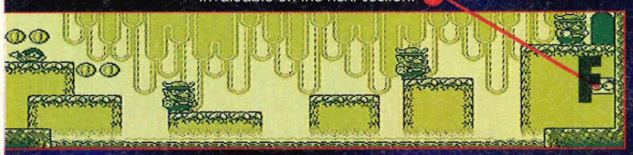


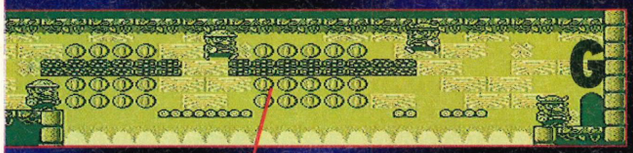
Yes, it's the classic disappearing platform trick. Just run and jump to get past this annoying obstacle.



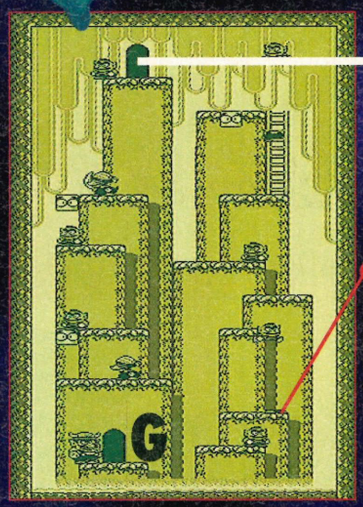
You should have a chance to take part in one of the bonus games considering how many coins were on offer.

Hit this block to get a very useful dragon hat which you will find invaluable on the next section.





Choose your route. There are more coins along the bottom, but the top route is much easier.



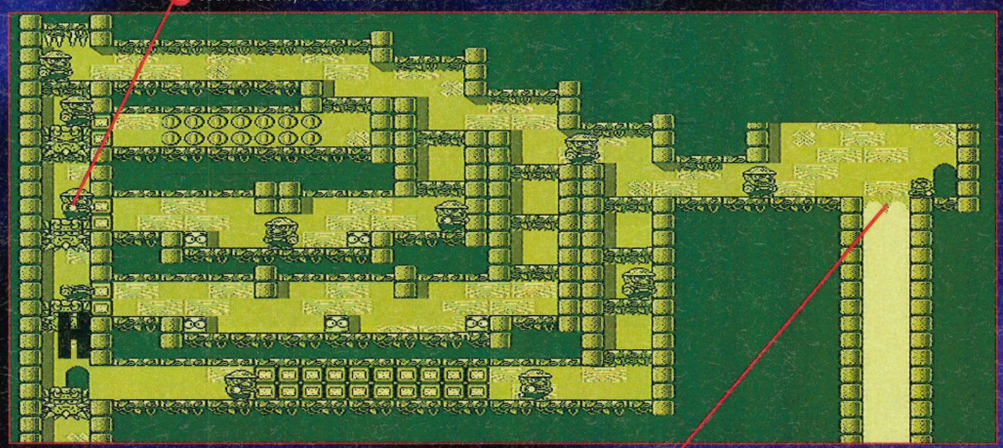
This is another one of those sections which just needs a bit of care to navigate; just take your time and marvel at the results!



Hit this block to cause a major earthquake at the top of the teapot, and to complete the level. What a strange ending!



Stand on this thwomp to go to four secret passages containing all types of goodies such as coins, hearts and hats.



Whatever you do, don't jump down this hole! I know it sounds obvious, but I tried and I wasn't happy.

Minotaur



This has to be one of the easiest bosses to grace the Game Boy. All you need to do is run into him and stun him first of all. Then once you have achieved this, pick the blighter up and chuck him over the edge of the platform. Easier than getting sunburn in the Bahamas!

THE CHAOS ENGINE

Well, we didn't think we would make it, but here it is, the final part of our spectacular *Chaos Engine* solution. I'm sure you'll agree that the tough slog through the early sections was certainly worth it to see these picturesque dungeons!



When you reach the section of hovering platforms, grab the key indicated by the top arrow (you must approach it from below), and then get the key indicated by the bottom arrow. This will allow you to grab the goodies shown by the middle arrow.Simple!

After carrying out the instructions in the box above, you'll be warped to the centre of the platforms where you can choose to take two different routes. Each leads to different treasures and monsters. Once you've bagged the gear, scarper to the exit!

Shoot the middle statue that is different from the others, this will clear a pathway out of this room.

If you collected the keys in the order stated in the level box, go left at the top of the stairs and go into this room. It is literally bursting with money, power-ups and other useful bits and pieces.

Shoot this node to form a bridge over the chasm in the previous room.

If you fail to get the sufficient keys needed to get to the left-hand side of the level, fret not. Go to this room and shoot the middle statue at the top, this will reveal some bonuses.

Level 3-1

When you begin this level, you'll see a row of keys in front of you. These unlock two different routes through the level. To get the most goodies, walk to the right corner and walk left collecting each key you reach. However, don't get the one on the far-left. Now walk over the bridge that appears.

PASSWORDS

The moment you've all been waiting for! Below are the passwords (for one player) for each world.

World 2: Workshops
CZW1852ZXZM5

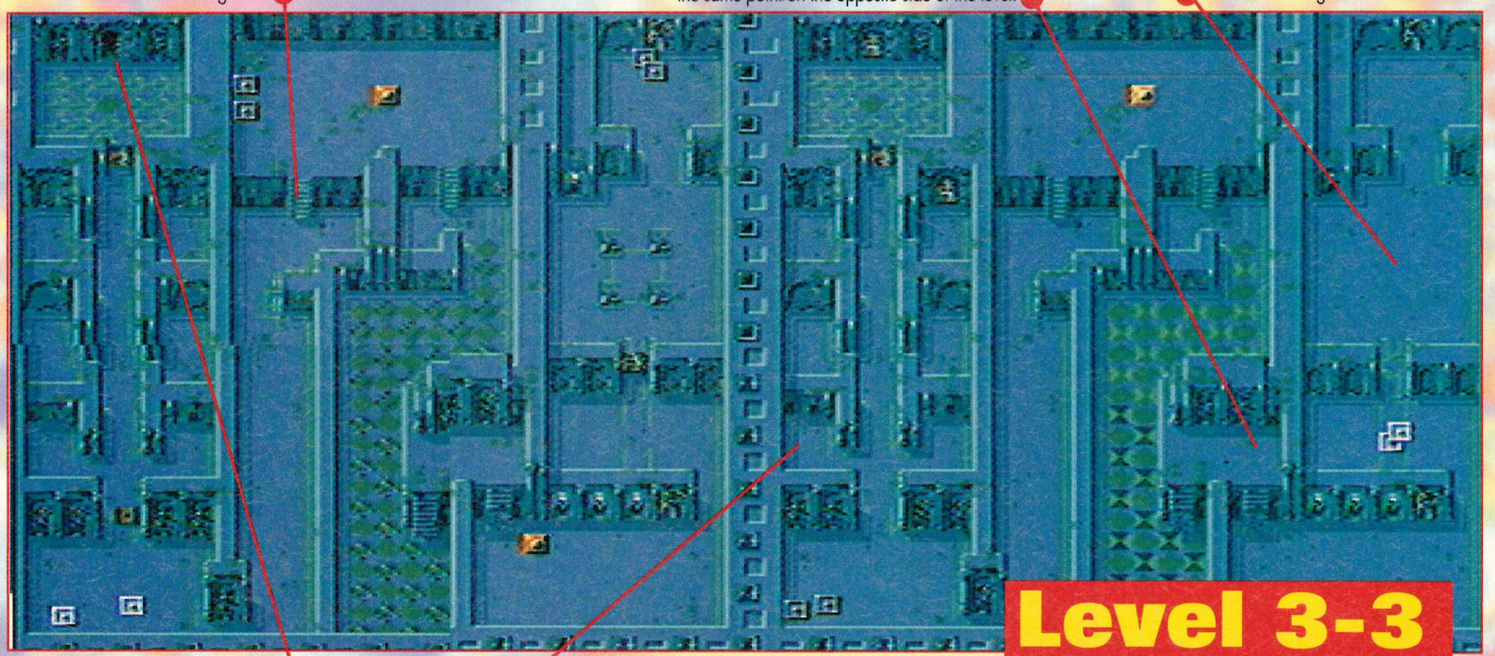
World 3: Fortesque Mansion
RZY14C2P81WK

World 4: Cellars
MZY2K4W2TWWP

At this point, you'll be warped back to your original route on the other side of the level. Confusing stuff!

If you collected the silver key on the right as you go up these steps, the second one will disappear. Collect the third and you'll be warped to the same point on the opposite side of the level.

This set of keys is surrounded by a force-field, to get them, shoot the statues surrounding them in a clockwise direction starting from the bottom-left.

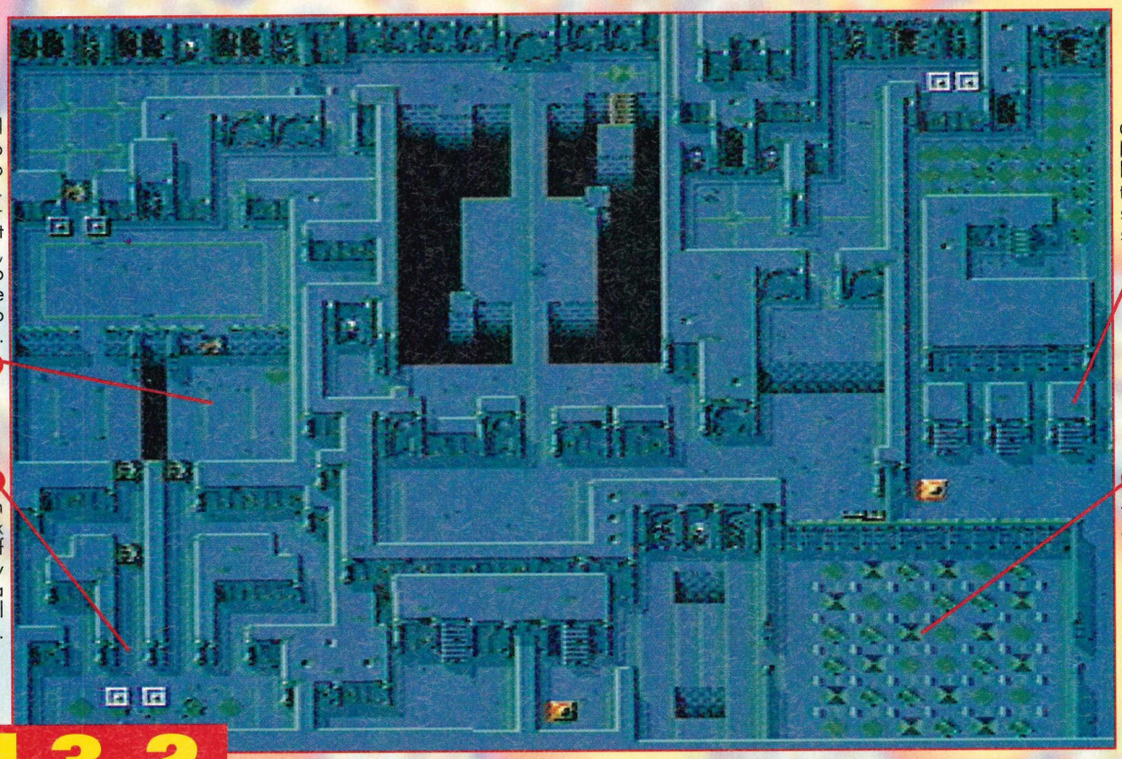


Depending on which side of the level you're on, the exit will take you to a different place on the next level.

As you go through this corridor, the keys in the first rooms you come across open the next set of doors upwards. Keep doing this until you finally open the door leading to the exit.

Level 3-3

This level is rather strange; it consists of two halves which are virtually identical. Depending on which exit you used on the previous level, this will determine which side of the level you have to tackle. If you took the route highlighted in this solution, you'll start on the right-hand side.



After being teleported, you'll appear in this room here. Go into the room above and go to the statue at the top wall. You'll notice that it keeps disappearing. If you walk into it when it has disappeared, you'll be transported back to the start of the level once again. However, the wall to the right will now be open.

Grab this set of keys to form a bridge to the next area – these keys in particular, because they'll give you the most treasure when you cross it. Now simply head to the exit.

Take corridor two, then when you eventually wind-up back at the start, grab the set of keys that have mysteriously appeared. By doing this, a small section of the floor will rise up and teleport you.

To get past this room, you must follow this sequence of tiles: circle, square, plain. If you don't follow this then you'll be transported back to the start. Also by doing this, the amount of treasure you'll acquire at the end is reduced.

Level 3-2

When you emerge, you'll be faced with a series of corridors. From the left, corridors one and three will take you to the two rooms just north of the start, and corridors two and four loop back around to the start. The best route to take is either two or four, as there is more treasure to be found.

Level 3-4

If you emerge at the centre of this level, collect the two silver keys to be warped to the other start pint in the top left-hand corner. This level is one of the hardest, especially as the enemies prowl in their droves. You'll be able to power-up once again after this level, so be careful!

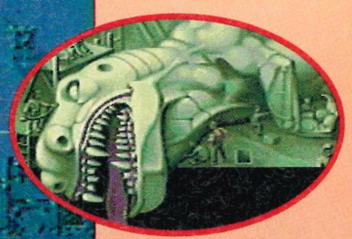


Step into this alcove and be warped to a secret area at the bottom of the level.

This is the exit to aim for, shoot the nodes located at either side to open it. Now it is on to the final world!

Shoot the statue here to reveal a set of steps leading up to the golden key to the right of the starting point. This will open a small treasure room to the left.



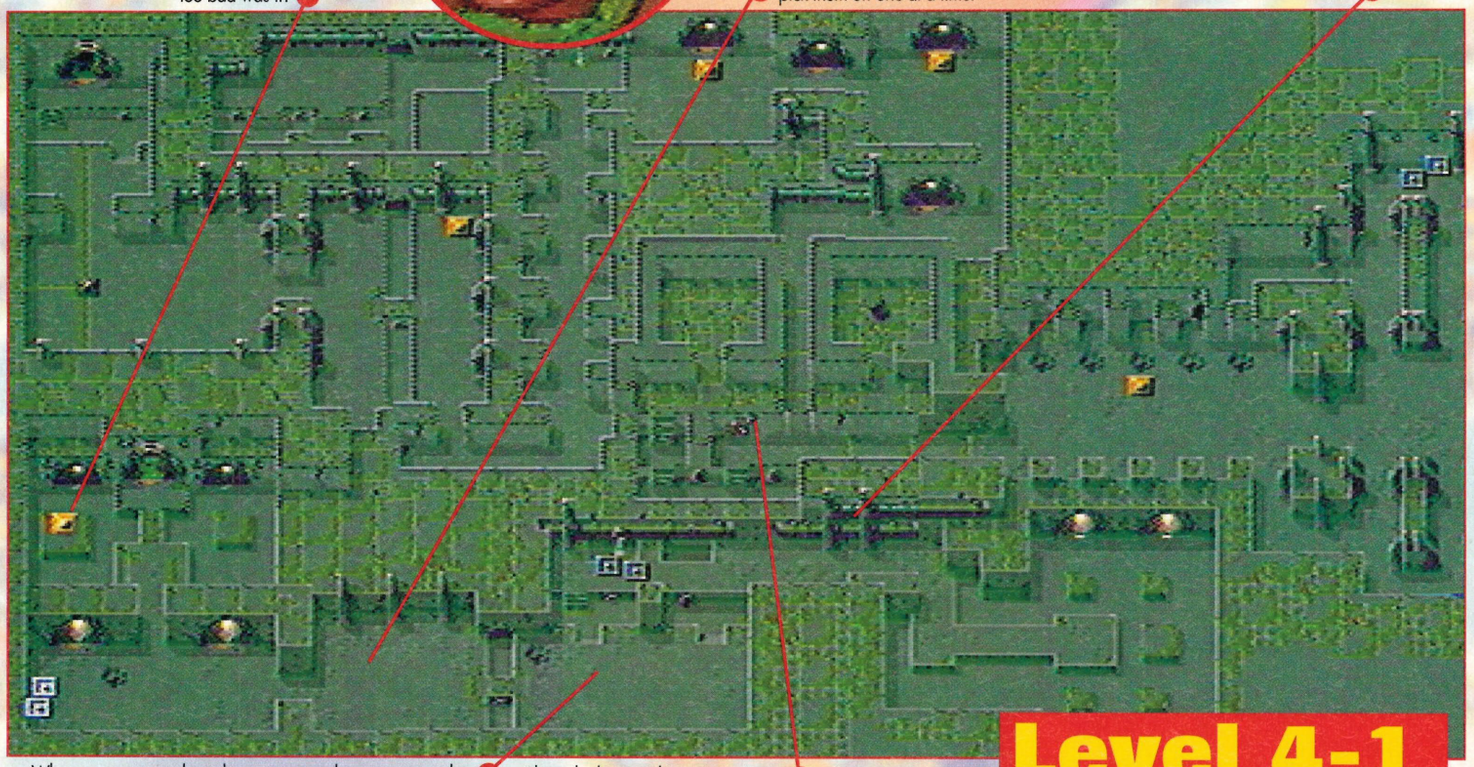




Finally, blast this node and open up the exit. There, that wasn't too bad was it?

The following rooms will be filled with enemies. Take your time and pick them off one at a time.

Shoot this pipe to clear the way for you to progress. Then drap down into the huge treasure room.



When you emerge, shoot the cannons as they appear on the platforms around you, then go left. Shoot the pipe to drain the water from the following room and then go down. At this point you'll have to be quick and drain the room of treasure before your partner has the chance to get in on the action.

Shoot the lever at this point to open the room containing a gold key. This key will block the corridor to the right, thus sealing off the alternative route. Go into the adjoining room and walk into the manhole.

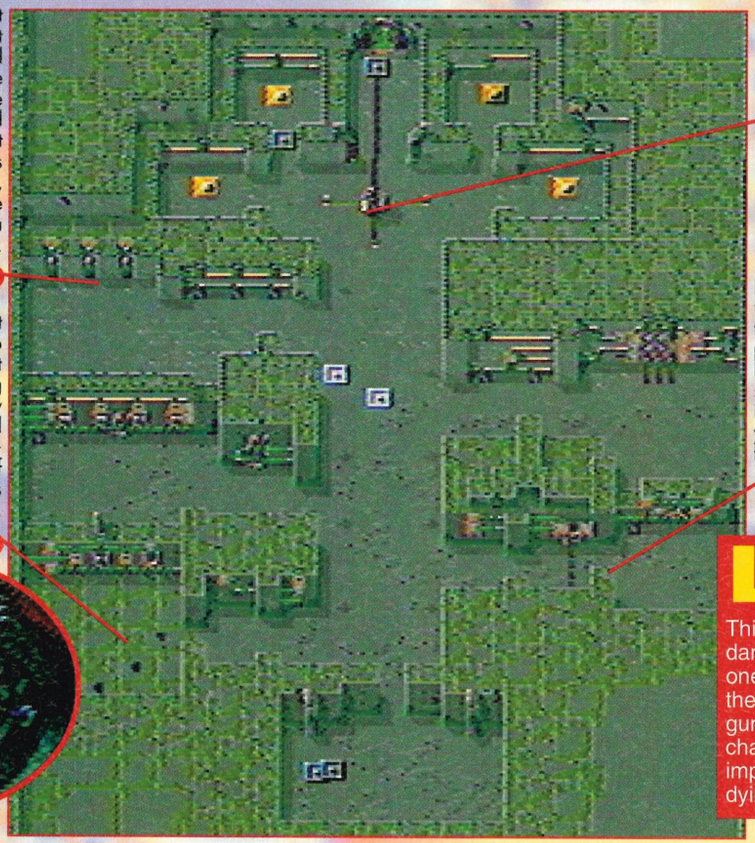
Level 4-1

When you emerge fresh and powered-up, collect the two golden keys located above and below you. These will reduce the amount of invincible creatures located in the next room. This level has two exits, so experiment with both routes and decide which one is best for you. The one highlighted is my own choice.

Think back to the first room; if you shot the digit on the wall it would changed to four, and the flashing number on the wall would have changed to one. Now, if you shoot the corresponding numbers on the wall in this room, you'll not only deactivate the nodes, but also clear a path to the fifth room.

To get to the exit, shoot the base of this generator. It will explode and open the gates to the final level.

In this first room, you must collect the golden keys to activate a set of stones that form a circle. Keep shooting any one stone repeatedly until it's destroyed. This will cause the others to disappear and in turn switch off the first node that blocks your path.



In this second room, you'll find a spinning wheel. Note that it sparks whenever it passes a contact on its frame. If you stop this wheel by shooting it at the exact point in which the two points meet, you'll open a short cut to the fourth room.





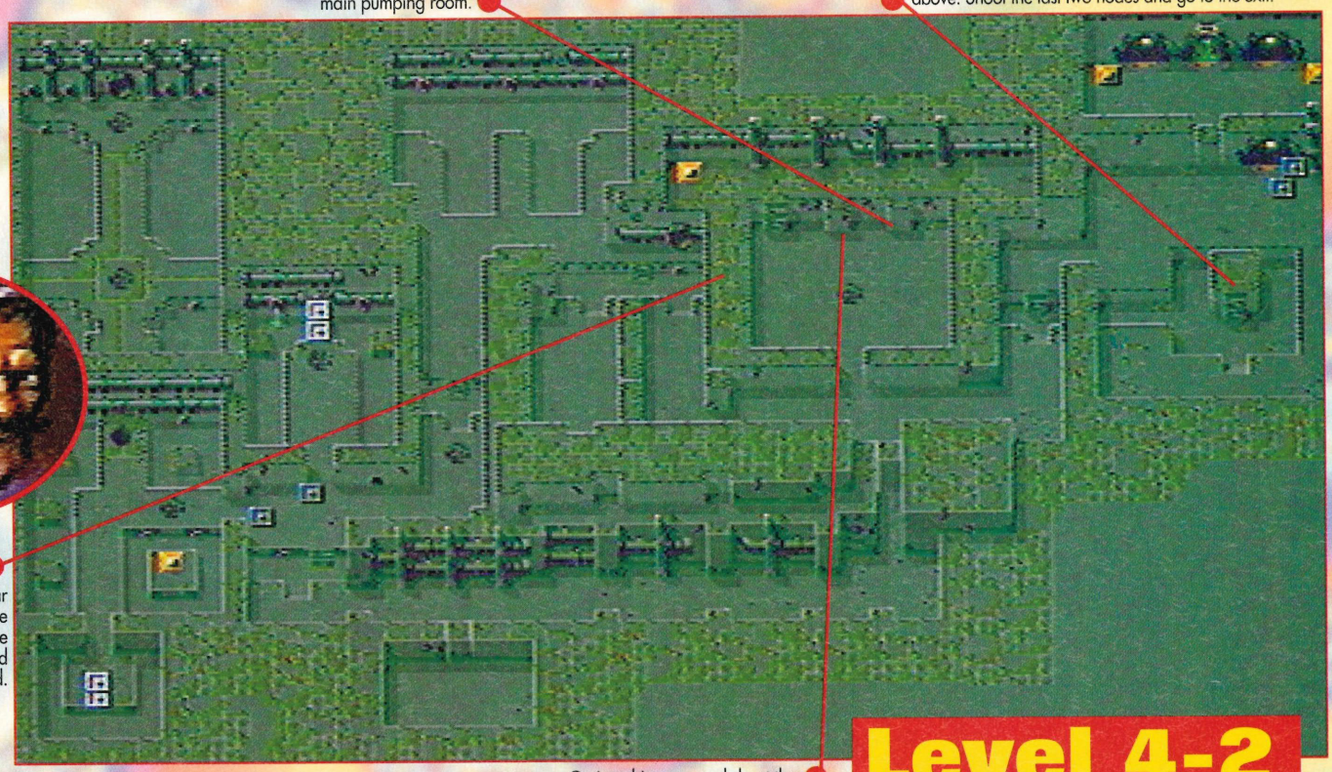
Level 4-3

This level is very simple in structure, yet damned difficult to complete! It is basically one long corridor leading up to the exit at the top. However, the path is blocked by gun turrets and activated nodes with a force channelling between them that makes it impossible for you to walk through without dying.

Once you've explored the outside ledge of the room, shoot the final switch on the right to drain the water from inside the main pumping room.

Shoot the guns that appear and then grab the silver keys at this point. More guns will more appear along with more rats. Blow them all away and then go to the room above. Shoot the last two nodes and go to the exit.





Shoot the guns that appear around the edge of the room, and then grab the goodies that lay scattered around.

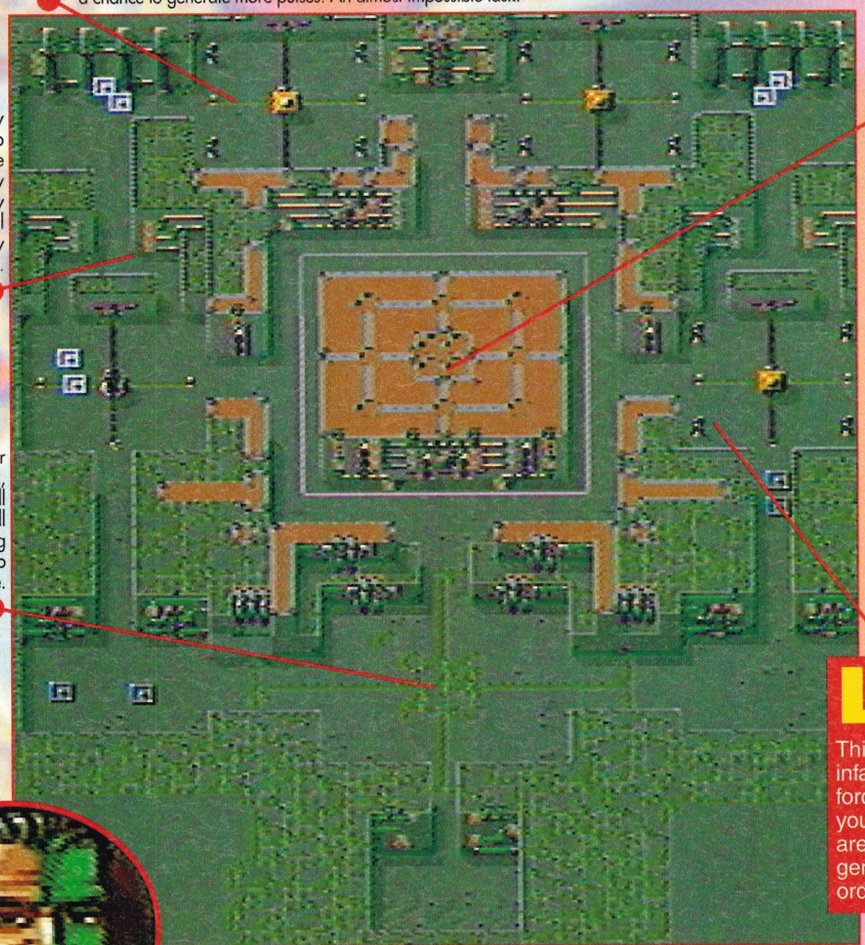
Level 4-2

If you followed the route marked out on the previous level, you'll begin this one in a small room. Grab the key to open the door and then go right down the corridor. You'll be attacked by ravenous rats along the way who take a surprising amount of hits before they bite the dust. You'll find a useful extra life at the end.

Go into this room and shoot the middle switch on the wall, followed by the left one. This will give you access to a set of steps.

The two generators at the top are perhaps the hardest to destroy. You must destroy the electric pulses that come towards you and then get around the corner underneath the generator and destroy it before it has a chance to generate more pulses. An almost impossible task!

The action really begins to hot-up when you become confronted by hordes of nasty creatures and well as homing energy pulses.



When every generator has been destroyed, the force field surrounding the Chaos Engine will be deactivating. Walk into the ring in front of it to be warped away for the final battle. To start with, the Chaos Engine is surrounded by a protective shell; you must shoot through this to expose its innards. Once the engine is vulnerable, it will increase its firepower in one last attempt to vanquish you. Keep piling on the bullets until it explodes, and then sit back and watch the ending!



After each generator has been destroyed, a restart token will appear here. You'll now be able to bring your partner back to life when they die.

You must be quick in approaching and destroying the generators, otherwise they will emit small pulses of energy that home in on you.

Level 4-4

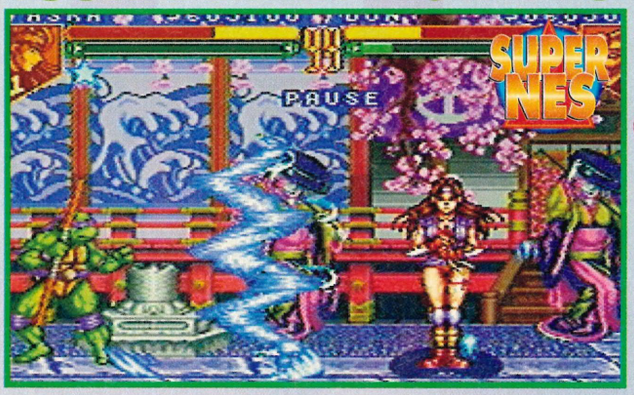
This is the final level, if you note, the infamous Chaos Engine is located inside a force field in the centre. To deactivate this, you must first destroy four generators which are dotted around the level. Each of these generators must be shot at the base in order to be destroyed. Now get to work!



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 juciest 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 to us now. The address to write to is *Busters, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

TURTLES V TOURNAMENT FIGHTERS



Extra speed
Enter the following code on the title screen using controller two: Up, Up, Down, Down, Left, Right, Left, Right, B, and A. Also, to use your special attacks in the story mode, enter this code: Up, Left, Down, Right, X, Y, B, A, X, Y, B, A and X.

WOLFENSTEIN 3-D



Cheat codes
Hold R on controller two until the title appears. Pick up controller one and then start the game in Normal Mode. Press Start to access the map screen. From here you may enter any one or all of these codes with the first controller:
R, Up, B and A: Free ammo, weapons, etc.
B, Up, B and A: Invincible mode.
A, A, Up and B: Entire level map.
Up, B, R and B: Exit the level.

SUPER NES

WOLFENSTEIN 3-D

MORTAL KOMBAT

GAME BOY

Play as Goro
Complete the game and then watch the end credits. When 'The End' appears hold diagonal Up/Left, A, Select. Keep holding these until you have to enter your initials. Enter them and then press the A button. When the high score table appears press Start and you will see a screen informing you that Goro lives. You can now play as Goro and all the other characters have strange new names!

Finishing moves

Liu Kang	Right, Right, Left, B
Rayden	Left, Right, Down, A and B.
Kano	Down, Right, Right, A.
Sub Zero	Right, Down, Right, B.
Sonya	Left, Left, Right, A and B.

SUPER NES ALFRED CHICKEN

Warp Zone
On the first level of the game you will see a balloon with a sunflower on it. Jump past this balloon so you hit the right hand wall, if this is done correctly then a block on the wall should appear. Use this block to jump up on to the top of the screen and then walk left. When you can't walk any further, press Up on the control pad and you will be taken into a room with a door. Go through this door to enter the warp-matic screen which gives you the chance to go to levels two to five.



NBA JAM

SUPER NES

Shot percentage
At the 'tonight's match-up' screen, press any button once. Then press and hold Down, A and B together until the tip off occurs. You will see the % sign at the bottom left hand corner of the screen.

DRAGONBALL Z 2

Select characters
Thanks to Sebastian Thoo for this cheat. To select every character, press Down, X, Up, B, L, Y, R, and A on the title screen. If the cheat has worked you'll here a short chime.



mega man X



Passwords for import version

Strom Eaglead
4426 8712 7536

Icy Penguigo
4661 5248 1287

Spark Mandrill
4123 1846 7128

Sting Chameleon
4423 1842 7164

Armour Armage
1561 8817 1176

Launcher Octopuld
1426 2456 3444

Burning Noomander
1467 2457 1431

Boomer
6417 3138 4551

All Villains+Sub-T
1147 2247 1451

2 Sub-T
4141 6427 8126

3 Sub-T
5556 2242 7580



VIRTUAL SOCCER

Three or four player mode

Lurking deep within this stunning football game is a cheat to access a three or four player mode. However, finding it is rather complicated. You must enter certain words using the following method: for every letter of the alphabet entered, tap L once (so if your were entering the letter F, you'd press L six times). Then once you've entered your desired letter, you must then press the R button to end the command (so for the letter F, you'd press L six times and then R. For A you'd press L and then R – got it?).

By entering the word "Four", you'll access the four player mode. This must be entered on the menu screen, with a multi-tap plugged into port two. According to Probe, this four player mode isn't perfect and so was left out of the original game. However, they do say that there are plenty more cheats to be found, go get hacking!

MANIAC MANSION

Get past nurse Edna

Thanks to Michale Ellis for providing us with this little cheat. To freeze Nurse Edna in her room, wait until she says "Oh, an unwelcome intruder" and then select "New Kid". Leave the room for about 15 seconds and then return to her room, by which time she should be frozen; allowing you to get across the room. Note that there is a safe behind the picture with some scrawled letters inside.

AERO THE ACRO-BAT



Level skip

At the start/options screen, press the following buttons: Down, A, Down, Y, Down, A, Down, Y. You should then hear a jingle, now go to the first level and when Aero appears press Start. Then press Up, X, Down, B, Left, Y, Right, A, L and R. Press Start to pause the game and then Select to skip levels.

LINK'S AWAKENING

Go through walls

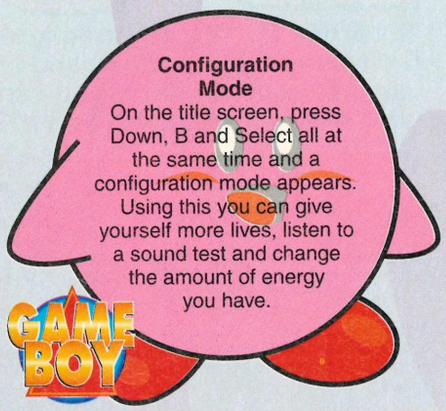
While very useful this cheat is also very dangerous as you can end up stuck in a wall or in the middle of some bushes, so it's adviseable to save the game before you try it. What you must do is, just as you're walking onto the next screen, hit select and you will reappear on the next screen in exactly the same place as what you left the previous one. This is extremely useful for passing places where you need objects like the power glove to pick up rocks.



ROBOCOP VS TERMINATOR

Level codes			
Stage 2	DLTC	Stage 7	HKFL
Stage 3	MWSX	Stage 8	SKTR
Stage 4	TPST	Stage 9	SKMD
Stage 5	JFDN	Stage 10	DRFT
Stage 6	B5HK	Stage 11	SKNN
		Stage 12	MWFX

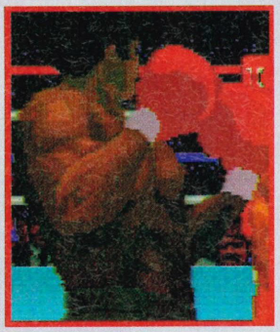
KIRBY'S DREAMLAND



Configuration Mode

On the title screen, press Down, B and Select all at the same time and a configuration mode appears. Using this you can give yourself more lives, listen to a sound test and change the amount of energy you have.

BOXING LEGENDS OF THE RING



Level codes reverse order

Fight 1	BRBVFHNNBBGL1NF
Fight 2	HCFBVFNKKBBGL1N6
Fight 3	HDKBSFMKKBBGL1N6
Fight 4	2FCBQFHLLBBGL1N5
Fight 5	22GVBQFKDNBBGL1NN
Fight 6	2HQBNFNGGBBGL1NV
Fight 7	HJNBLFNGGBBGL1NF
Fight 8	WKGBGLNFDCCBD1NJ
Fight 9	BLDBDLNDDBGDWLN1
Fight 10	No code needed.

SUPER STRIKE EAGLE

Code

According to Matthew Rampton, by entering the code G6CH4228, you'll be able to fly a secret mission.

ACTRAISER 2

New boss

To enter a stage which has a boss from the first game enter the following code: XxxxYyyyZzzz You will then start the game and be faced with a familiar monstrosity.



Lamborghini American Challenge

Bonuses

If you complete a race without hitting any other cars you get a massive $100,00 bonus. Collect 70% of the roadside objects for $50,000.

More money

When entering a level code, stop the second to last letter on F, and press Select, B and Up. When the letter X appears you will get loads more money!

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 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.

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.

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.

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 – 9Ø25
Level 6 – 1813
Level 7 – 3353

JERRY BOY
Level Select
When the game says "Push Start", press Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start for a level select.

JIM POWER 3-D
Level skip, life increase, more time
On the title screen enter the following code on controller two: X, A, B, Y, A, B, Y, X, B, Y, X, A, Y, X, A and B.

JOE & MAC
Return to last continue point
If you die when taking the last dinosaur, to get to the last continue point, Pause, X then press Select. You will go back to this point.

Extra credits
For up to nine extra credits, rapidly press the X button on the title screen. For every tenth press of the button you will get an extra credit. However, if the title screen disappears, the number will revert back to four. All you have to do now is enter the level again and get the life. Repeat the procedure for as many lives as you can handle.

JOHN MADDEN
Championship finals
Go straight to the championship finals by entering GDRFDDMC.
Super bowl
To get straight to the Super Bowl type in the code BBBB5NZ5C

JOHN MADDEN '93
Passwords
Dallas vs Greenbay – DJGPBBKC
Dallas vs Philadalphia – DJLPBBPC
Dallas vs Cincinnati – DFRNCFVC
Chicago vs Washington – DFGNBBFC
Chicago vs Greenbay – DFLNCBLC
Chicago vs Cincinnati – DFRNCFVC
Houston vs Cincinnati – MNGLBBVC
Houston vs Kansas city – MNLLBBFD
Houston vs Greenbay – MNRLBDMD

KABLOOEY
Passwords
Level 17 – DBVG
Level 18 – DPLL
Level 19 – DJSK
Level 20 – GBTF
Level 21 – JRPN
Level 22 – GBMF
Level 23 – PBSS
Level 24 – WPRG
Level 25 – LFBG
Level 26 – CVFF
Level 27 – LPJC
Level 28 – DBTG
Level 29 – WGGD
Level 30 – TJMG

KRUSTY'S SUPER FUN HOUSE
Start at the last level with 50 lives
Hold down X, then reset four times. You should start at the last level with 50 lives.

Level codes
Level 2 – SKINNER
Level 3 – SCRATCHY
Level 4 – BARTDUDE
Level 5 – BOUVIER

Open all doors, extra pies
Enter JOSHUA with a space before the first letter and after the last. Now press Start and Krusty will laugh insanely to indicate the cheat has worked. Now you can enter any door in the game and press both L and R buttons for a pie refill.

LEGEND OF THE MYSTICAL NINJA
Password
Level 9 – Z+LHd H

LEMMINGS
Level codes

	FUN	TRICKY
Level 20	RMHOGBX	XTMWFLP
Level 21	ZXBLWZK	FLMTVPM
Level 22	HTLDXLB	KSGVVWK
Level 23	ZDGHTWD	ZBPBXCT
Level 24	CFHXPSM	WHCHBQW
Level 25	PZBXCXB	LHDPGNN
Level 26	CWLGDBC	HVLXXTH
Level 27	WDNLSMJ	STVNDPK
Level 28	WDZWWCB	JFTQVSX
Level 29	WXBRTMV	SKKWSZZ

Hidden options
On the title screen, press and hold Select and press Start. A hidden options screen will appear, allowing you to adjust the controls.

Sunsoft passwords
1 – GNNBJWV
2 – RCQRFPZ
3 – FBJJKJB
4 – RMQMZDC
5 – DTCZVMQ

LOCK-ON
Increase lives and level select
On the title screen press the following buttons: Y, B, A, B, Y, Y, B, A, B, Y and B.

THE LOST VIKINGS
Level select
Hold X, Y, A and B simultaneously.

Level codes

2 – GR8T	11 – VLCN	20 – BTRY	29 – 8BLL
3 – TLPT	12 – QCKS	21 – JNKR	30 – TRDR
4 – GRND	13 – PHRO	22 – CBLT	31 – FNTM
5 – LLM0	14 – C1R0	23 – H0PP	32 – WRLR
6 – FL0T	15 – SPKS	24 – SMRT	33 – TRPD
7 – TRSS	16 – JMNN	25 – V8TR	34 – TFFF
8 – PRHS	17 – TTRS	26 – NFL8	35 – FRGT
9 – CVRN	18 – JLLY	27 – WKYY	36 – 4RN4
10 – BBLS	19 – PLNG	28 – CMBO	37 – MSTR

MAGIC BOY
Passwords
Wet World 1: LKLK LKLK
Plastic Place 1: GGGG HHHH
Future Zone 1: FTBC FTBC
Sand land 2: JLKD JLKD
Wet World 2: SQTH SQTH
Plastic Place 2: RPBC CBPR
Future Zone 2: JLNM RQDB

MAGIC SWORD
Secret warp
On floor 34, destroy the two blocks and watch the pillars closely. Hit the fourth pair of pillars on the left to flick a switch and open a door straight to Hydra!

BUSTERS

MARIO IS MISSING!

Passwords

First room
Door 1 – PVV23CZ
Door 2 – FCBSB6W
Door 3 – YHYAMLZ
Door 4 – Y4MOPFW
Door 5 – G5F96CX

Second room
Door 1 – CX746YF
Door 2 – NBGR6CF
Door 4 – X42KLDK
Door 5 – S48O5N4

Third room
Door 1 – DWV6P78
Door 2 – PCD1384
Door 3 – DJ49LZ3
Door 4 – D9FKPTR
Door 5 – TTMGMQM

Code for last boss
ZPF*M86

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.

MEGAMAN X

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!

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	X
Chow-Chow	CAR	X
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.

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.

Invinicibility
Pause the game, press Left button, Right button, Up, X, Right button, A, Left button, Y, Down, B, A, Y, A, Y, Right button and Start.

Stage select
Move the cursor to the Vic Viper on the player select screen and press Up, Left button and X together. Hold them for 15 seconds and a stage select screen appears.

THE PEACEKEEPERS

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.

PILOTWINGS

Extra difficulty
If you're up for a real challenge enter the code 882943 on the passcode screen. You'll be treated to some rather different aerial antics.

Passwords
If you cannot wait to complete the early stages of this excellent aerial game then enter these passwords.
985206 – level 2
394391 – level 3
520771 – level 4
108048 – helicopter 1
400718 – level 6
773224 – level 7
165411 – level 8
760357 – level 9
882943 – helicopter 2

PIPE DREAM

Lives code
Start on round D with maximum lives – 3P7DS1WSNDFPPP.

POCKY & ROCKY

Level select
On the controller, hold down X and Y. With these held, press A, A, A, A, B, B, B, B, A, B, A , B, A, B, A and B.

POPULOUS

Energy boost
At any point in the game, press A, B, then hold the Left button and press A and B again. Next hold Left button, Right button, A, B, X and Select. Go to swamp icon and press B.

POWER MOVES

Fight last boss
Simply enter the code – N::XJT& $+7.

PRINCE OF PERSIA

Level skip
Enter the code SPECIAL on the password screen. When this has been rejected, start the game and enter B, Y, Up, Down, Left, Right, Left and Right buttons. If it has worked, you will hear a strange noise. Press Start and Select to enter a secret level skip screen.

Passwords

Level 1 – BRNGBB9	Level 11 – 7F39R1B
Level 2 – MRG5L2X	Level 12 – H9TZD8N
Level 3 – B6+TWNN	Level 13 – 7TXF+9V
Level 4 – 9Z3NRDX	Level 14 – H+KX3L7
Level 5 – LQHWTVR	Level 15 – GZ9MRZJ
Level 6 – CGKDBZ2	Level 16 – 84CPBC6
Level 7 – TH4Q++B	Level 17 – QQNL2PV
Level 8 – VXPNBY2	Level 18 – 4Q7TMHJ
Level 9 – QLL!WHR	Level 19 – QHJG!Q7
Level 10 – HWB93WX	Level 20 – H8J12+Y

PUSH-OVER

Passwords

1 – 00512	26 – 11782	51 – 21534	76 – 21631
2 – 01536	27 – 11270	52 – 23582	77 – 22143
3 – 01024	28 – 09222	53 – 24094	78 – 21247
4 – 03072	29 – 09734	54 – 23070	79 – 20735
5 – 03584	30 – 08718	55 – 22558	80 – 28927
6 – 02560	31 – 08206	56 – 18494	81 – 34939
7 – 02048	32 – 24590	57 – 19006	82 – 30463
8 – 06144	33 – 25614	58 – 20030	83 – 29951
9 – 06656	34 – 26126	59 – 19518	84 – 31999
10 – 07680	35 – 25614	60 – 17470	85 – 32511
11 – 07168	36 – 27662	61 – 17982	86 – 31487
12 – 05122	37 – 28174	62 – 16958	87 – 30975
13 – 05634	38 – 27150	63 – 16510	88 – 26879
14 – 04610	39 – 26638	64 – 16511	89 – 27647
15 – 04098	40 – 30734	65 – 17023	90 – 28671
16 – 12290	41 – 31246	66 – 18047	91 – 28159
17 – 12802	42 – 32270	67 – 17535	92 – 26111
18 – 13826	43 – 31758	68 – 19583	93 – 26623
19 – 13314	44 – 29726	69 – 20095	94 – 25599
20 – 15362	45 – 30238	70 – 19071	95 – 25081
21 – 15878	46 – 29214	71 – 18559	96 – 08703
22 – 14854	47 – 28702	72 – 22655	97 – 09215
23 – 14342	48 – 20510	73 – 23167	98 – 70239
24 – 10246	49 – 21022	74 – 24191	99 – 09727
25 – 10758	50 – 22046	75 – 30975	100 – 44543

Q*BERT 3

Level warp
On the title screen, highlight the Game Options menu and press Start. As soon as you're in the options mode, press the B button eight times. If successful you'll hear a sound. Start a one or two-player game and you'll warp straight to level eleven.

Alter backgrounds
Go to the options screen and press the Left and Right buttons simultaneously. When you release them, a programmer's screen will appear. Press Select to change the background (keep pressing it to flick through all of the different ones). Press Start to return to the options screen.

RANMA 1/2

Fight with the same characters
To fight with the same characters, hold Left button, Right button and Up then press Start.

Select all characters
Hold down the Left and Right buttons, then select a two-player game. A second menu will appear allowing you to select all characters as well as the two bonus level fighters. Also press Select to alter the backgrounds.

Extra characters
On a one-player game, hold down the Left and Right buttons during the character select screen. You'll now have more characters at your disposal.

THE REN AND STIMPY SHOW

Level select
Just as the 'Veediots' logo starts to appear enter the following code on controller one: Left button, Right button, A, Left button, Right button, Left button, B, Right button and X. Make sure the entire code is in before the logo has fully formed, otherwise it won't work.

ROBOCOP 3

Restore power
At any point in the game, press Start and then Select three times. This will restore your energy bar to the maximum and can be repeated any time your energy is low, which will probably be most of the time!

THE ROCKETEER

Player/round select
On the title screen, press Left button, Right button, Left button, Right button and Down, then press Start on the credits screen to reach a player select screen. Select the number you want and you'll access a strange round select screen!

ROCK N' ROLL RACING

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.

SKYBLAZER

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.

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.

SOCCER KID

Level Codes
Level 2: `DCBLRFGNPF`
Level 3: `TNLPQCGKPJ`
Level 4: `MMLPTTGKFJ`
Level 5: `HFLPJQHPPF`

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

Unlimited thermal bombs
Wait until the title screen appears and press A, X, B, X, X, A, Y then Start. If it doesn't work turn the machine on and off, then try again.

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. If it doesn't work turn the machine on and off, then try again.

See game over credits
Wait until the title screen appears and press A, B, A, B, A, B, A, B then Start. If it doesn't work turn the machine on and off, then try again.

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. If it doesn't work turn the machine on and off, then try again.

7 continues
Wait until the title screen appears and press X, Y, A, B, X, X then Start. If it doesn't work turn the machine on and off, then try again.

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.

BUSTERS

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, 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`

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

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.

TMNT 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, 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.

TOM AND JERRY

Extra lives
On the title screen press Right, Right, Up, Left, Up, Right, Down, B, A, Select, Start and Start.

Infinite continues
Enter: X, Y, B, A, A, A, A, A, A, X, Y, B, A, A, A, A and A

TOP GEAR

Passwords

PRO	CHAMP	
FOUR MEG	EDUCATED	S. America
LEGEND	OILCLOTH	Japan
THEWORLD	WRECKAGE	Germany
LETSRACE	CARACOLE	Scandinavia
ALCHEMY	EPYLLION	France
A LOOPER	GLUCAGON	Italy
SEASONAL	KEELSON	UK

TOP RACER

Double placement
To get two positions on the score board, simply crash head on at high speed into one of the posts as you pass the finish line. You must hit it square on. You'll now have two placings on the results chart.

TUFF E NUFF

Play as the Bosses.
To play any character (including the bosses) against any character, start your game from the title screen. When the Select mode screen appears push the D-pad in the following order: Left, Left, Left, Right, Right, Right, Left, Left, Left, Left, Left, Left, Left and Start.

You will hear an explosion and addional characters will appear on the screen. For a two player game with bosses, do the same code and reset the Super NES. When the Select mode appears again press the following:-Right, Right, Right, Left, Left, Left, Right, Right, Right, Right, Right, Right, Right and Start.

Stage codes

Stage 2	–	427011
Stage 3	–	537071
Stage 4	–	430700
Stage 5	–	500760
Stage 6	–	401637
Stage 7	–	511617
Stage 8	–	412526
Stage 9	–	562506
Final	–	463455

TURN 'N' 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

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 LVF
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	sZG70wW6HBF
Dogfight	!4!FIGCwPQk8Y
Bombing run	hVY09Gs4BG!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 – 01633.

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 10 – 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.

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.

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
`Ø7Ø5` – level 4
`5826` – level 5
`2687` – level 6

JACKIE CHAN'S ACTION KUNG FU

Level select and continues
Allow Jackie to lose all of his energy and when the title screen reappears after the game is over, press Up, Up, Down, Down, Up, Down, B, A and Start, then press the B button on the second controller. A number will appear which you can alter with the Up and Down buttons to select the level you wish to attempt. Finally, press B on the second controller again and you will get 99 continues.

JAMES BOND JR

Passwords
Mission 1 – `Ø33481`
Mission 2 – `2586Ø0`
Mission 3 – `32Ø37Ø`

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%
```

KABUKI QUANTUM FIGHTER

Energy increase
When you are fighting an end-level guardian, pause the game then use the Up and Down buttons to transfer chip points to your energy level or vice versa.

KENDO RAGE

Stage select
On the title screen, press the following: X, Y, A, B, X, Y, A, B then Start.

KICKLE CUBICLE

Special game passwords

1 – `HmnM LhBg`	10 – `NBqb nQCZ`
2 – `HPTZ hNDJ`	11 – `NBqh hVCh`
3 – `JnCn hvcb`	12 – `NVQK Lrcm`
4 – `JQVP LrCH`	13 – `PChg nQCZ`
5 – `KqGT hhCC`	14 – `PWMG LICH`
6 – `KRdv LNDV`	15 – `QDgf nQCZ`
7 – `LrFs LLCb`	16 – `QXJC LfCB`
8 – `LSXq hfDG`	17 – `RZJH nnBg`
9 – `Mt1d hLCZ`	

KID ICARUS

Hidden continues
Quickly before the title screen appears press B, A, B. Those elusive continues will now be accessible.

Infinite lives
This passcode will not only grace you with infinite lives but also dish out 640 hearts. Enter `8UUUUU UUUUUU UUUUUU UUUUUU`

KING OF THE BEACH

Passwords

Stage 2	– `San Diego Side Out`
Stage 3	– `Waikiki Gekko`
Stage 4	– `Copacabana Topflite`
Stage 5	– `Australia Sundevil`

THE LAST NINJA

Invincibility
Just go to the password screen and use all H's except for the fourth to last which should be Ø.

LEGEND OF ZELDA

Location of levels
Level 1 – 8E, 4S
Level 2 – 13E, 4S
Level 3 – 5E, 8S
Level 4 – 6E, 5S
Level 5 – 12E, ØS
Level 6 – 3E, 3S
Level 7 – 3E, 5S
Level 8 – 14E, 7S
Level 9 – 6E, ØS

Second quest
To be able to start on the more challenging second quest, enter `ZELDA` as your name on the initial screen.

LEMMINGS

Passwords

	Taxing level	Mayhem level
Level 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 the following 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
`22Ø07` – 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 – `6426Ø99`
Story 1, area 5 – `1450Ø64`
Story 2, area 7 – `6Ø6Ø98Ø9`
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 – `6916Ø79`
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
`LLLLLLLLLLL` – $555,555
`PPPPPPPPPPP` – $888,888
`QQQQQQQQQQQ` – $999,999

Secret level

Enter the following code to enter a secret level: `BKKBKKHMBHMB`

Extra lives

On the password screen, enter every letter as `Q`. You will start off in a bonus cyberzone with ten extra lives.

SOLSTICE

Infinite lives and magic

During the game, get the sub-screen up with the Select button. Press B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, 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 12 – DBPZ
Level 7 – BDZB
Level 8 – YZPZ
Level 9 – ZYYN
Level 10 – DBNS
Level 11 – ZYZB

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 – XH02

BURAI FIGHTER DELUXE
Passwords
Following are all the level codes you'll ever need to complete this massive game:

Eagle
HGKM – level 2
CPFG – level 3
JJCM – level 4
DKLF – level 5

Albatross
HGNC – level 2
BMHB – level 3
DGBF – level 4
JGJH – level 5

Ace
GBHC – level 2
MHCB – level 3
CDMN – level 4
KDPG – level 5

Ultimate
GDCP – level 1
LMCJ – level 2
CCHL – level 3
HFKP – level 4
BNGN – level 5

Password
Enter this password for 100 lives: HGDM

BURGER TIME DELUXE
Level codes
2-1 – EEHB
3-1 – HBBP
4-1 – PEEP
5-1 – TTPB
6-1 – PTTH

CAPTAIN PLANET
Level code
Game end – 506210

CAPTAIN SKYHAWK
Level skip
When playing, press Up and B together.

To become Indestructible
Push pad Up, Right, Down, Left, then Up four times.

CASTLEVANIA
Extra lives
Don't destroy the first candle in stage one, but do whip all subsequent ones and the 11th will reward you with an extra life.

Bonus stage
On stage one, keep climbing one of the last ropes despite the fact that there's a ceiling in your way – you'll come to a bonus room.

CASTLEVANIA II
Extra lives
Enter two candles then two hearts as your password and you will have nine extra lives.

Passwords
Crystal Castle – BLANK, CANDLE, HEART, HEART
Rock Castle – CANDLE, HEART, HEART, CRYSTAL BALL
Plant Castle – CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL
Cloud Castle – HEART, HEART, CRYSTAL BALL, BLANK
Final Showdown – BALL, HEART, CANDLE, HEART

CAT TRAP
Level skip
This cheat will complete any level you're playing and is in effect a level skip. Press Start, Select, A and B at any point in any level to activate the cheat.

CHOPLIFTER II
Passwords
SKYHPPR – stage 1–2
CHPLFTR – stage 2–1
RGHTHND – stage 2–3
TRYHRDR – stage 3–2
CMPTRWZ – stage 4–1
VRYHPPY – stage 4–3
LKYBYSS – stage 1–3
BYMSFWR – stage 2–2
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
2: VCSB
3: TRFF
4: ZFRG
5: NGSF
6: QDCZ
7: KCNG
8: TRBD
9: LGCK
10: WGRD
11: TCMF
12: RBCN
13: NBNF
14: GPBL
15: RBCT
16: RCNG
17: FCRF
18: YBRB
19: SGNG
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.

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.

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.

MONSTER MAX

Level codes
Level 2: -LNRX*49
Level 3: V?259JQX
Level 4: -8BHMT#1
Level 5: *Z!?49KV

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, 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 – 51798075
Level 3 – 41698065
Level 4 – 71198015
Level 5 – 61098005
Level 6 – 11398035
Level 7 – 47769332
Level 8 – 31998095
Level 9 – 21498085
Level 10 – 81498054
Level 11 – 51798074
Level 12(a) – 41698064
Level 12(b) – 71198064
Level 12(c) – 61098014

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 – 3310-7
Stage 5 – 7Ø57-3 Stage 6 – 6Ø46-2

Enterprise warp
Press Down Left and Select to warp the ship when you are in space. You can only do this once per game.

SUPER MARIO LAND

Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

Extra lives
On stage 2-3, you'll find MARIO spelt out in coins. Shortly after that, a 1-up heart will appear in the wall. Collect as many coins as possible, then grab the heart and let yourself be killed by the next enemy. You'll start off just before the coins – collect them all over again, as well as the heart, and repeat the manoeuvre. Since 100 coins grants you an extra life, your reserves will build up in no time!

TECHMO BOWL

Final level
Enter the code 94BFFDAI on the password screen to reach the last level.

TEENAGE MUTANT HERO TURTLES

Energy replenish
If your turtle is low on energy, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start to join the action again. You can only use this once per game.

Bonus game select
On the stage select screen, press A, B and Select together, and a question mark will appear on the right-hand side. Choose this and you can practise on the bonus games.

TENNIS

Super serve
Press A and B together on a serve to smash the ball at an incredible rate.

Winning serves
When serving, throw the ball into the air, purposely miss it, and move under it so that it goes through your head; you'll win the point.

TERMINATOR 2

Cheat the clocks
As you play a level press and hold Select to slow down the circuit clocks.

TETRIS

Speed
At the title screen, press and hold Down. Now press Start. When the game starts, you will see a heart next to the level number, this means that the speed has increased ten fold.

Finish Quickly
To finish the game quickly, as the blocks fall press Select A and B simultaneously.

TINY TOONS

Passwords
Level 2 – Space, Carrot, Space, Carrot
Level 3 – Melon, Space, Melon, Space
Level 4 – Pineapple, Pineapple, Melon, Melon
Level 5 – Melon, Melon, Melon, Space
Level 6 – Carrot, Carrot, Space, Space
Level 7 – Space, Melon, Space, Space
Level 8 – Space, Melon, Space, Space
Running Bonus Game – Carrot, Carrot, Carrot, Carrot
Mallet bonus game – Melon, Melon, Melon, Melon

TRACK MEET

Passwords

S Pastrami	–	BHCBTWVB
K Ninja	–	GXMBGWNC
I B Cheetin'	–	TBRBNNQM
Jack Strop	–	HHTBSRLR

TURRICAN

Invincibility
Press the following buttons on the title screen and the word "Start" will change to the word "Cheat". If you select it, you will become invincible. The buttons are A, B, B, A, B, A, A, B, A, B, A, A.

TURTLES 2

Level select
On the title screen press Up, Down, B, A, Left, Right, B, A, then Start.

WWF SUPERSTARS

Extra energy
Dropkick at the ring, then go back in again and climb up to the top rope. Wait there and your energy bar will be topped up.

WHO FRAMED ROGER RABBIT?

Passwords
Stage 2 – DLT3QYBY Stage 5 – BGQTVKJP
Stage 3 – GPLDMSRC Stage 6 – RTJBWN34
Stage 4 – MMCFGWXJ

WIZARDS AND WARRIORS

Extra lives
When you get on to the high score screen, enter HEART as your name and you will start the next game with six extra lives.

Extra power-ups
At the start, go left rather than right to find some useful items.

WORDZAP

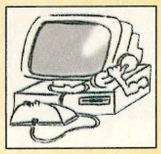
Tour of the levels
To see all of the level screens, and go on a world tour press Select, A, Left, A, Down, B, A, Right.

WORLD CUP SOCCER

Passwords

Level 3	–	Ø3313
Level 5	–	36313
Level 6	–	17123
Level 7	–	42913
Level 8	–	56113
Level 9	–	51313
Level 10	–	97113
SEMI	–	Ø8613
FINAL	–	Ø1613

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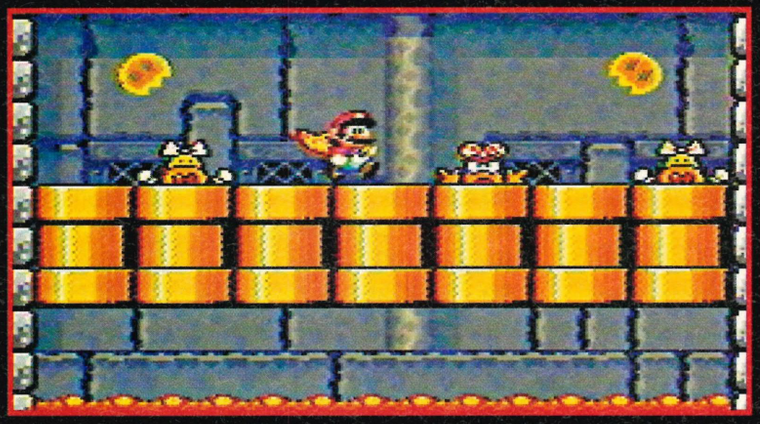
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That's right – this is your chance to test the Pros at the Nintendo Hotline with your gaming problems. Stuck on *Zelda*, flummoxed by *Mario* – the Nintensive Care helpline page can help you win! Send your problems to *Nintensive Care, SUPER GAMER,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

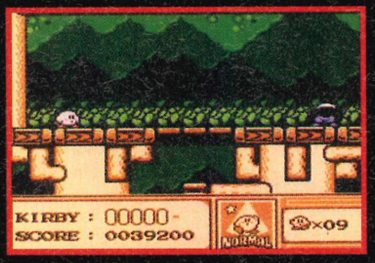
Q I am playing *Super Mario World* and have reached Chocolate Island, but I cannot get to the castle. I just keep going round in circles, please help me.
Mr S Martin, Partington.



A Go to Chocolate Island two and run through to the third section with more than 250 seconds remaining on the timer, the area will then change; revealing a new room which has the key to the castle.

Q On *Legend of Zelda – Links Awakening* I cannot get the fifth golden leaf in the castle, where is it?
Patrick Yitting, Whonoswhereville

A Go into the castle and throw a pot at the knight statue, he should come alive – kill him to reveal the fifth leaf.



Q Could you tell me to kill King Dedede in *Kirby's Dream Land* for the Game Boy?
David Wilson, Perthshire.

A When King Dedede does a really high jump, a star will appear. Suck on this and blow it back at him. Repeat until dead.

Q I've been locked up in the dungeon on *Maniac Mansion* for the NES, how do I get out of this. I hear there is a loose brick, but I can't find it, please save me!
N Mandela, RSA

A You must have two people locked in the dungeon at the same time. Put one person next to the loose brick which is to the right of the left door. Then, put the other character by the loose brick and push the brick. The door on the right will then open. You must immediately swap characters and the right door will open for just enough time to get the character out!

Q I'm fed up with the big red thing at the end of *Adventures of Link* on the NES. Whatever I try I just keep dying, there must be a way to defeat him, please help.
D Caroll, Windsor



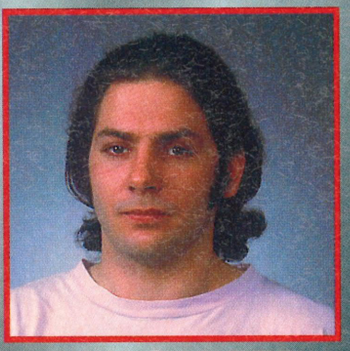
A When he first appears on the screen, use the Thunder spell. This means that his face will appear. Link can only damage this guardian when he stabs his face. Link must also dodge many fireballs. Obviously, the Shield spell is advisable, as this halves the damage, and a lot will be taken. A good overall strategy is to wait near the bottom right of the screen until the guardian gets near, then run up the stairs, quickly turn and do a jump attack. This will take a lot of practise, don't expect to kill him immediately.

Q Is it true that once you complete *Super Tennis* for the Super NES, an alien comes down with amazing powers and you must play him?
E S Stephenson, Barnsley

A Yes!

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

Nintendo HOTLINER PROFILE



DAN CARTER

Name?
Dan Carter.
How long have you worked on the Hotline?
1-2 years, I think.
If you were not a professional gamesplayer, what would you be?
A professional frothy coffee maker!
What's the best part of the job?
Talking to so many interesting and intelligent people all day (we believe you Dan).
What do you class as your best achievement working on the Hotline?
Being on time two Sundays in a row.
What type of games will people be playing in the year 2020?
Full real time immersion tanks with VR real time scaling and two billion colours. These are played directly onto the back of your eye, and muscle movement is relayed in real time.
What's the strangest, weirdest, wackiest call you've ever had?
Can you help me, my eyeballs are swollen?!!!
What would be your classic game licence?
Super Whine Fighter that you can't do cheese moves on!
If you could have a pet on the Hotline, what would it be?
A large gorilla.
What is your formula for gamesplaying success?
If you can't do it – have a tantrum, throw the game around and come back ten minutes later to try again (don't try this at home kids, remember – we're pros!).

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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 AC
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

Price, price, price, price, price, price and finally price. The mailbags of SUPER GAMER are currently screaming this one message over and over again. Nintendo, if you are listening – your customers are very unhappy with you.

The way I see it is this (and please if any Nintendo bigwigs are reading this, pick up the phone and correct me), by keeping the price artificially high, Nintendo and Sega are choking the market and as a result, more and more companies (like EA) are turning away from the Super NES as a viable games format.

More than a few software publishers are already reporting that sales are drastically down, and that in some cases they are making a loss. Can you blame them if they leave consoles for more profitable shores? It is the opinion of all of us at SUPER GAMER, and indeed most of Britain's computer journalists, that the only way for Nintendo to be great again, is to do the decent thing and drop the RRPs of all their games. So they make a little less profit – it's worth it to keep the Super NES afloat.

Project Reality and the new 32-bit console may be technically capable, but who wants to fork out even more money for a machine with no software, that will just end up costing you £50 for every new game. The tax increases in April (thanks a lot Major!) mean people in Britain have even less money than ever before. Even our illustrious Ed barely gets into six figures every month, so things must be bad!

Gamesplayers have always moaned about prices, but this is something much more serious – it's no joke anymore. Second hand swaps are going through the roof and sales are down because everyone waits for the rich to buy the games, then they get them at bargain prices, like *Mario Kart* for £15.

Have Nintendo got cloth ears? Are they not making as much money as they say they are (unlikely)? Will Jon Boy ever make it to college in the *Waltons*? The public have a right to know. If you don't lower your prices Nintendo, your customers will simply disappear. Sega will get them, or Commodore, or Atari. Wise up before you are wiped out.

As for SUPER GAMER readers, we urge you to write to us, write to Nintendo, write to anybody who matters. Campaign voraciously and maybe, just maybe, the big "N" will surprise us for Christmas.

If you have any issues to raise or comments to make, please send all your correspondance to *Write Stuff, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

Matthew Woods starts the ball rolling...

Dear SG,
I've written in to complain about the price of Super NES games. I've had my system since March '94, and I have *Starwing* (which came with it), and *Super Mario Kart* (which my brother bought me).

But I can't save up enough money to buy another game for myself because they are over £50 (yes, I know there are cheaper games, but no amazing ones). So please, please, please could you have a little talk with Nintendo about cheaper games, or ask them to send me a copy of *NBA Jam* or *Clayfighters*!
PS Congratulations on a great mag.
Matthew Woods, Abergavenny

Dear SG,
I got my Super NES last August for my birthday. I had owned a Game Boy before, and I would like to comment on one major difference – THE PRICE!

I agree that Nintendo is ripping us off. The Game Boy had games priced between £5-30. These were great prices and were very acceptable. You would have thought games costing £10 are rubbish, but some are not. Don't be fooled. The prices of Game Boy games were great because if you didn't like a game, you could always pop down to your local Woolworths and grab another.

But on the other hand... Super NES carts are far too expensive. Right, I know that the games cost under £10 to make, and the marketing, packaging, instruction etc, all add to the sale price, but surely it would be around £25? Then Nintendo want to make a profit, so let's say £30 in total. But *they* go and bump up the price to £50! Take *Lethal Enforcers*. Not many people have £75 to splash around, even though it's great fun, but I wouldn't pay that much. It's as if they plate the carts with gold!

Nintendo should put down the price, otherwise we will swiftly swap to Sega, their main competitor. Do any other SUPER GAMER readers agree with me?
PS I reckon your magazine is super. You reviews are better than ever, and your tips are mega. I have already subscribed and I think your mag will storm the place!
Yew-Ming, Harrow

Dear SG,
I enjoy reading the magazine and have even got some of my friends reading it. It is excellent and I loathe the wait for the next month. So far, I have every issue (all two of them), and I have noticed that in the Write Stuff, the subject of video game prices keeps popping up. I wrote to Nintendo themselves about the matter and in their reply, they explained why games are so expensive.

It made everything clearer, but I am still confused. The point of all this is that I think instead of all the readers writing to you about it, we should all write to Nintendo, and then if they get enough letters they might do something about it. Now, if you wouldn't mind I would like to ask a couple of questions.
1. On the Game Boy, to do a two player you need two Game Boys and carts. Will you still need the two carts to play a two player game on the Super Game Boy?
2. Do you think Ocean will convert *Robocop* 1 & 2 for the Super NES?
3. Are there any Action Replay codes for infinite energy on *Starwing*?
4. One of my friends owns *Street Fighter 2 Turbo* and would like to know how to execute the flaming Dragon Punch, as he can't do it?
Jonny Ratchford, Fleet

Your letter is just one of many complaining about the price, Jonny.
1. According to Nintendo you will NOT be able to have two player link-up games on the Super Game Boy.
2. There is already a *Robocop* game on the Super NES, but it's pretty sad, and there are no plans to release a sequel.
3. Phone Datel on (0782) 745990.
4. That move is in *Super Street Fighter*, dummy!

Dear SG,
I have an NES, and with the prices recently going very silly, it is hard for me to work out which games are worth buying. To start with, I thought the more expensive the game, the better it would be, but this is not true because I bought *Battletoads* for £9.99, and *Kick Off* for £35.99. I prefer *Battletoads*, so please could you tell me the best games (in your opinion) I could get for my NES.

In my opinion, SUPER GAMER has some good features in it, for example the Elspa charts, the hotline, the competitions, comments and reviews, and the section called Busters. But there was one thing I did not like and that was that there were 17 reviews for the Super NES and four for the Game Boy, plus 13 previews for the Super NES, but there was no previews or reviews for the NES! Please could you alter this and review some NES games in your next issue.
Simon Charnock, Bedworth

You are quite right about the prices not meaning anything as far as games are concerned. Many of the classic NES games came out when it was in its infancy, but are now retailing for only £5! I think the NES is the best value for money console on the market today.

If you want a better idea of what games to buy Simon, turn to page 106 for reviews of every NES game produced for the UK. The games in red are those awarded with the coveted Gamer Gold Medal award (over 90%), and these are the ones you should definitely own.

As for NES coverage, well as soon as companies release games for it, SUPER GAMER will review them. The main problem is that almost everyone is leaving the NES market for dead and this is a shame. The absence of NES reviews is not unfair bias, but a fair reflection of the games that are being released. My advice is buy up as many cheap games as possible and enjoy them while you can!

Dear SG,
SUPER GAMER magazine is one of the best value mags I have found so far. Keep up the good work.

Since I am only just getting into the world of computer games, I have a few things to say on the topic of copying games. This is about the idiots who like to break the law to their own satisfaction by copying

games from carts onto disks.

Most of us feel angry about the subject matter because the criminals can't be bothered to go out and pay for a genuine game, instead they rent or borrow off some friend and do the dirty work.

The copied material is never as good as a complete game cart; leaving the idiot with something no more than a copied load of worthless rubbish, and wasted time.

The cost of Super Nintendo games is the main reason for illegal copying, because the prices are far too high. I think you should have a form questionnaire put into every magazine that goes on the shelves. People who feel strongly about the subject will act by sending the form back to you, then the total number of questionnaires returned can be used to make things happen. If the prices of games were cut, then more people would buy them, and the profits from the games would soar beyond present levels.
Dan the Man, whoknowswhereville

Dear SG,
In issue two of your totally excellent mag, you had an article about the Super Game Boy; saying it lets you play Game Boy games in colour on the Super NES. I have a few questions about this:
1. Does this adaptor let you play all the Game Boy games in colour, or just games being released from now on?
2. Can you play two player Game Boy games on one Super NES, eg *Tetris*?

Keep up the excellent work!
Anthony Fairweather, Ower

1. Existing games will still be in the four grey shades, but the latest games will be able to display 256 colours. If Nintendo are sensible, they will also release older classic Game Boy games in the new colour mode.
2. No.

Hello Write Stuff,
Ages ago I heard of a keyboard/organiser type thing for the Game Boy (it would slot into a case which you fix to the back of your machine!) called the Work Boy, does it exist? How much does it cost, and where can I get one?

Also, which is the best, *Zelda III* or *Secret of Mana*? Thanks very much, your mag is great!
Paul Batchelor, Watford

The Work Boy was only ever sold in the US, and we assume that poor sales or a lack of interest has meant that it will never be released in the UK. We think *Zelda III* is better, although you should buy both.

Dear SG,
I have just become a proud owner of a Super NES and I was thinking of getting a Super Scope. Could you please tell me if they're any good, and what games come with them. Also, how about a readers' ads page for swaps and sales?
Adrian Sharp, Whitehaven

Ah, the old drainpipe eh? Our advice, Adrian, is to forget the idea.



The Super Scope 6 is one of Nintendo's dumb ideas, and so far only a few games like *Yoshi's Safari*, and the six games you get free with it are available. It's quite well made, but guaranteed to give you a deformed, slanted neck and a worrying perverted squint. Prolonged use of the Super Scope leads you to look like Patrick Moore, so our advice is to skip it, or buy *Lethal Enforcers* with the Justifier light gun instead.

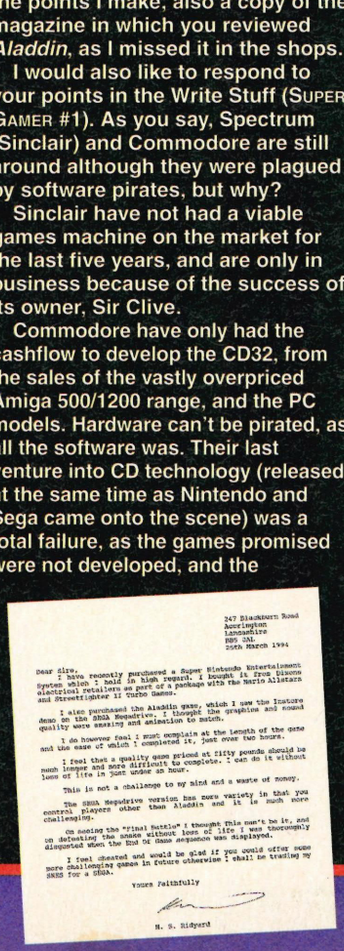
Dear Sirs,
Please find enclosed a copy of a letter I sent to Nintendo UK. As an independent Nintendo reviewer and a publication I trust for advice, could you send me your views on the points I make, also a copy of the magazine in which you reviewed *Aladdin*, as I missed it in the shops.

I would also like to respond to your points in the Write Stuff (Super Gamer #1). As you say, Spectrum (Sinclair) and Commodore are still around although they were plagued by software pirates, but why?

Sinclair have not had a viable games machine on the market for the last five years, and are only in business because of the success of its owner, Sir Clive.

Commodore have only had the cashflow to develop the CD32, from the sales of the vastly overpriced Amiga 500/1200 range, and the PC models. Hardware can't be pirated, as all the software was. Their last venture into CD technology (released at the same time as Nintendo and Sega came onto the scene) was a total failure, as the games promised were not developed, and the machines, like their predecessors, were too expensive.

If piracy had not been as widespread five years ago, what would they be doing now? Fully realistic virtual, artificially intelligent games on CD for £20, with the machines priced at £100!? Who knows.
M Ridyard, Accrington (Stanley)



247 Blackburn Road
Accrington
Lancashire
BB5 0AL
26th March 1994

Dear Sirs,
I have recently purchased a Super Nintendo Entertainment System which I hold in high regard. I bought it from Dixons electrical retailers as part of a package with the Mario Allstars and Streetfighter II Turbo Games.

I also purchased the Aladdin game, which I saw the feature demo on the SEGA Megadrive. I thought the graphics and sound quality were amazing and animation to match.

I do however feel I must complain at the length of the game and the ease of which I completed it, just over two hours.

I feel that a quality game priced at fifty pounds should be much longer and more difficult to complete. I can do it without loss of life in just under an hour.

This is not a challenge to my mind and a waste of money.

The SNES Megadrive version has more variety in that you control players other than Aladdin and it is much more challenging.

On seeing the "Final Battle" I thought this can't be it, and on defeating the snake without loss of life I was thoroughly disgusted when the End Of Game sequences was displayed.

I feel cheated and would be glad if you would offer some more challenging games in future otherwise I shall be trading my SNES for a SEGA.

Yours Faithfully

M. S. Ridyard

We need more people like you, Mr Ridyard. Regarding your letter, there are many games that are far too easy on the Super NES (less so on the NES and Game Boy). Publishers seem to think that graphics and sound are more important than extra levels, so they clutter up the memory of the carts with trivial things. By the way, *Aladdin* would have scored in the 80s if we had reviewed it, but the challenge would have definitely been in the 30s!

I don't think piracy was the sole reason for the decline of Sinclair and Commodore since home computers. As far as Sinclair were concerned, it was the increasing technology of Atari and Commodore that made the Spectrum seem outdated. After that, it was the instant access and superior graphics of the consoles that finally sealed the fate of the Speccy and CBM64.

Dear SG,
In 1987 I got an NES, in 1992 I got a Super NES, will I have to change again in 1995/6? As more advanced technology is brought to light, new and more powerful computers follow, eg 3DO, Jaguar. Will this continue indefinitely, or will one 'super' computer eventually appear (or at least one standard of computer)?

If you buy a computer tomorrow, you can be pretty sure in a few month's time there will be a better one out, in other words the longer you wait, the better the computer you can get.

Another thing is games like *Striker* (which I own), now there is a *World Cup Striker* which is looking much better than the original. If I had waited, I would have a better game instead of having to decide whether it's worth buying the updated version. This is also true of a series of games like *Street Fighter II*, *Turbo* and now *Super Street Fighter Turbo*.

Companies seem to be increasing the appeal of games by releasing a much better sequel after everyone's bought the original. Why not spend more time and produce a MUCH better game, rather than producing two similar games?

Now a few comments on your excellent mag:
1. The mini preview section is a brill idea – it really whets your appetite.
2. The index at the back looks so dull compared to SuperPro. Colour-coding really makes it look good.
3. I noticed in the index that some of the games have been removed since SuperPro – why?
4. A lot of good games come out on import, but only a few seem to be reviewed in your magazine, is this because they are difficult to come by, or is it by choice?

I think charts for different kinds of game eg football, adventure, tennis etc would be helpful for people wanting to buy a game. Sometimes a game with a higher percentage is not always better than ones with a lower score.

As you have probably realised, I live in Belgium which is quite unfortunate, as I have to pay £50-£80 for games, and £4.50 for Super Gamer! But it's worth every penny of it.

Thank you for your time, may your magazine live long and prosper!
Alex Reynolds, Belgium

Sequels are always a pain if you bought the original, but almost always, the sequel has improved features that make it worth buying. Certainly, it means that anyone who did not buy the first one(s), will think twice about trying it. The main thing to remember is that if you're perfectly happy with the original, then don't bother buying essentially the same game, which may only have battery back-up as an improvment.
1. That's the idea.
2. Take a look at the index now Alex – improved? We think so.
3. Many of SuperPro's games were obscure imports that are no longer available and wouldn't be of interest to anyone. We try to cover only official games, and imports of special interest.
4. Import sales are very weak on most titles, with only things like *Street Fighter II* as an example of a really big import game. Generally, Nintendo owners would much rather buy games officially, especially as lead times get shorter and there is not such a big delay internationally. We review important import games, and those which will never be released over here (*Goeman 2*), but are still great games. Reviewing imported versions of games which may be coming out officially only a month

later, only antagonises software companies – we're all on the same side!

Dear SG,
I'm not going to say something like "congratulations on a superb mag" just to suck up. I have a few points to make, that's it!
1. People should stop writing in; complaining about the price of games. Let's face it, Nintendo aren't going to reduce the prices. People should go to swap shops (Noel Edmunds!) where you can trade and buy old/new games. Recently, I bought *Super Mario Kart* for only £18 (second hand obviously). Soon I will be purchasing *NBA Jam* for under £30!
2. Gamesplayers should also stop complaining about piracy – there's virtually no way you can stop it. The only way it'll be stopped, is if Nintendo reduce their prices. While prices stay high, some people make a few quid – what a life! It's a vicious circle.
3. I'd love to live in sunny Bournemouth, instead I live in rainy Scotland.
Robert Hugh, Glasgow

1. Second hand is one of the best ways to get old Super NES games, but there will always be those who can't wait for the latest titles.
2. You could stop piracy immediately if you imposed the death penalty on offenders, and then offered £5,000 to anyone who grassed on them. But that's enough of Nintendo's views. We agree with you, Robert.
3. All that clear Scottish air, those empty roads where you can blast along at 100MPH. Bliss. Bournemouth may be the sex capital of the World (after all, Keith lives there!), but there's nothing wrong with bonnie Scotland.

STAR LETTER

Dear SG,
I have been inspired to write my first letter to a magazine following the introduction of your constructive forum of debate à la ZZAP 64. After buying Super A***** during your break, I now value your dedication to excellence even more.

However, I was surprised by your apparent child-like delight as you reminisced about your organised manipulation in home computer piracy. What a cunning cur you were! Even more was my surprise when you then went on to remonstrate vociferously against all piracy in your letter replies.

Is this incongruity a consequence of greater maturity and/or social conditioning by received codes from your milieu's morés? If a sense of hypocrisy is misplaced, then your double standards would not be the consequence of you now being employed in the very industry you used to plunder with your calculated ruthlesSNESs.

Obviously, a flourishing games industry is important for its continuation, but also, now, for you to personally; motivated by career concerns. I admired your principles in categorically slamming piracy as "wrong", although perhaps a feeling it slightly naive to deny fundamental, subversive human impulses – the fact that piracy is underground and outlawed may add to the incentive.

Research trends show most users buy two or three games a year, so a pirateer does not subsequently deprive each software house he or she copies from of the financial rewards they deserve for extensive research and programming.

If someone has, say, a hundred copied disks, it would be sensible to assume only a few of the actual carts would have been bought if copying devices were unavailable. Probably, over 90 of the games would not have been purchased at RRP, so we must be careful not to exaggerate profit losses. Since purchases are statistically far less on console per person, the loss per company must be reciprocally less.

Also, accessibility is another area to be examined in any discourse on console piracy. New Super Wild Cards retailing at around £250 – fortunately put them out of the economic reach of many dependents.

Accordingly, it will be a more hardcore minority crew of pirates riding those illegal waves which your 'kiddy' consortium had free access to with a household twin cassette recorder.

Another point I'd like to make concerns second hand sales and swaps. Since grants are pitiful and being cut, my main source of acquiring games is to make a couple of exchanges every few months. Surely, if your laudable moral stance is to be fully consistent you should also initiate a campaign against these two forms of economic exchange.

Do these not have exactly the same effect on denying companies their due recompense? Do these not allow middlemen to cream profits at much more extortionate rates than a head pirateer charging perhaps £2 per disk?!

If copyright laws are not comprehensive enough to prohibit re-sale or swapping, should a console owner who opposes the damaging repercussions of copying negotiate such exchanges, which amount to little more than oblique piracy?

A software house devoted to providing entertainment must be able to expect full financial reward for their work so they can continue to fund quality products. This must be the hope for all faithful Nintendo owners, and my own hope is that you will be able to give me considered guidance on some of the questions I have raised and remain uncertain on.
Mathew Elliot, Gravesend

Where do I start Mathew? First of, many thanks for 'discovering' the Write Stuff, and for expressing your views in such a meticulous and probing manner. For perhaps the first time since this column began, I was forced to look much harder at the piracy issue and I have to say that your comments on the incongruity of my reminiscence were always going to be a problem. When I wrote the piece, I knew it would provoke a reaction from the more astute readers, but I felt it was important to use my previous activities as an example of how copying could be widespread, but not as damaging as it is today.

You are quite right that pirates these days require a huge initial outlay to buy the Super Wild Card device, and so only a handful of individuals actually make a living out of it and potentially harm the image of the industry. Obviously, as a spokesperson for the computer industry as a whole, it would be stupid, not to mention libellous to say that copying carts was every console owners' right (due to high prices), but two wrongs don't make a right.

The "kiddie cartel" as you called it, showed that despite the fact that copying was wrong, at least kids used to buy a substantial number of games a year (20-30), and this is sadly not the case today.

Nowadays, only a couple of games are bought by each console owner a year, and so it takes only a small number of pirateers copiously ripping off games to tip the balance. Games were also cheaper in the mid Eighties, and so many people bought extra games even when they had a system like mine. There was also an extensive budget range of games retailing for £1.99 or £2.99 that were never copied – always bought. I get the impression these days, that pirates would copy games for the sake of it, no matter if they were £50 or £5! This is why it is such a bigger threat.

Copying is wrong – definitely, and we were wrong to do it back then, but compared to today's problems, we were a tiny flea on a dog's back. Another reason for the change in attitudes is that margins for profit are so much lower with carts. Due to Nintendo charging so much for chips, each company needs to sell a huge number to make money. In the ye olde days, tapes were cheap, games were created by one or two guys in their bedroom, and generally overheads were a lot less.

Yes, piracy is risqué, and so enticing to console owners wishing to seem more romantic and dangerous than they really are, but let's face it – you'd be a pretty big mug to spend £250 on an illegal system, rather than spending the money wisely on original games. Nintendo and the rest of the third party posse believe that piracy is one of the biggest threats to the industry – not true! High costs, not enough sales, and lost interest are the real killers.

Swapping and second hand. Ah, that old chestnut! In theory you are not allowed to sell your games to anyone else, or buy old games from other unregistered dealers, but the industry allows this to go on because it gets the games in peoples' consoles, and because someone must have bought copies of the games in the first place, for other players to buy them. Would console owners, intent on getting *NBA Jam* for £18, buy the full price version? No, of course not. If I had to buy all my software, then only a select few would be bona fide full priced originals. Like the majority of Nintendo owners, I would wait for cheaper games to arrive, or buy second hand. It makes sense, because games are still bought by those that can afford them, then everyone else benefits, and Nintendo might get the message. A fully publicised budget range is essential, especially as the back catalogue of Super NES games is now so vast.

Swapping is technically against the law, but no-one is trying to outlaw that because then you would have to ban car boot sales, markets, village fates and even most computer shops. Without the thriving second hand market, the Super NES's high prices would have put off most owners by now, but copying is seen as taking personal protests about price a bit too far.

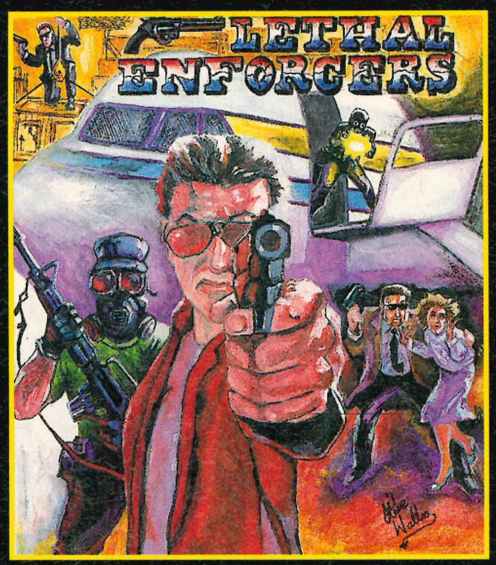
Are you surprised that, as a Nintendo magazine, promoting Nintendo games and products, SUPER GAMER would condemn pirating? It's my job, Mathew, and no magazine supporting Super Wild Cards can ever survive.

The basic message is that cart copying is a mug's game, and second hand swapping is keeping the Super NES alive. Prices need to come down, but trying to force Nintendo by using disks will only mean BIG fines and even prison sentences. Is Mario worth going to the clink for?

Finally Mr Elliot, I take it you're a student, by the reference to grants, but I have to say that your letter was getting a tad sarcastic at the end. To say that you could not act unless you had my guidance was pushing it a bit too far, but despite that, I'm going to give you a SUPER GAMER T-Shirt because your letter, above all this month, made me think the hardest.

Who's in the bin?

The trickle of artwork tumbling onto Andy's desk has become... well, not exactly a flood, but certainly a burst pipe like the one he had under his bath. Unfortunately, most of them are tracings and copies from game adverts! Hence, "Like a Virgin". Sorry, hence the oft-threatened introduction of the Bin of Shame, into which all non-original artwork will be cruelly crushed. Those who display originality are in the running for the ultra-stylish "Let's Go To Work" SUPER GAMER T-shirt (they do exist, honest!); those guilty of advertesque plagiarism (or, worse still, copying pictures out of other magazines – we do read them, you know) will be cast mercilessly into the rubbish receptacle. Who are the winners and who are the sinners? Which are you? The only way to find out is to send your artwork to *Gallery, SUPER GAMER, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* Let's go to work!

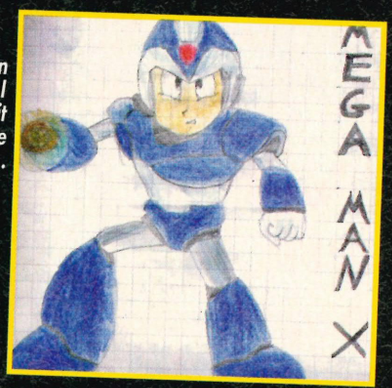


◁ *Aaargh! A moral dilemma! Steve Wallis' Lethal Enforcers art was the best we got this month, but it's also copied from the ad! So, for the first (and last) time, the T-shirt winner is also binward bound for the heinous crime of unoriginality. Shirt sent Stockport-wards, Steve.*

▷ *Chuck Rock? Chuck In Bin, I'm afraid. Sorry, Alison Griffin of Loughborough.*

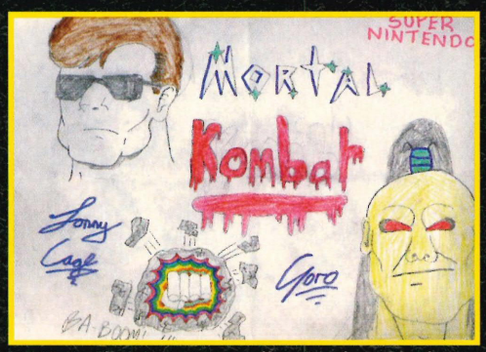


▷ *Mark Griffin's Mega Man looks hauntingly familiar, but I can't put my finger on it (as it were), so it's saved from the bin. Lucky, lucky, lucky...*



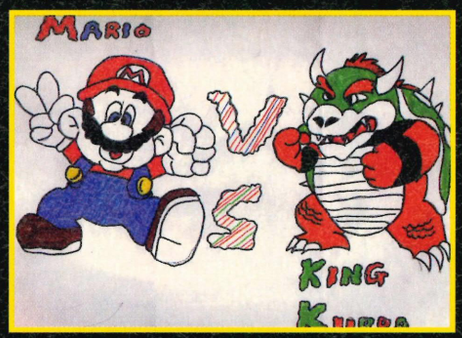


▷ *Another Mega Man, this one from Alastair Ross of Enniskillen. Looks like that Ex-Lax has taken effect!*



△ *"Is it safe?" Jonny Cage suffers the aftermath of a major root canal operation. Craig Sharp of Fife is the dentist responsible.*

▽ *King Kuppa? Is that like a Kuppa Soup? The names may change, but the pictures are all too familiar, Gareth Douce of London. File under 'Bin'.*



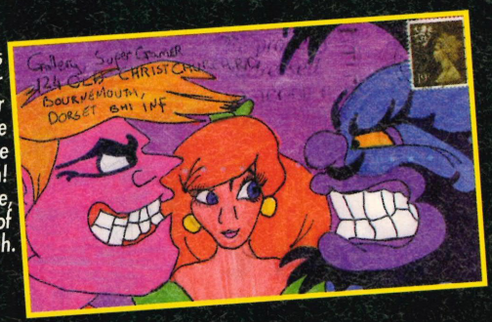


△ *We can see the family resemblance, Donald Nicholson of Fort William! Is that drool or a joint in your dad's mouth?*

▽ *Well, it had to happen eventually. The battle of the mascots ends with the extremely prejudicial termination of the spiky one, thanks to psychotic Ocker Jayson Allan. We like your lager, by the way.*



▷ *Either Ace is apoplectic with rage or he's been drinking far too much port. He'll be even madder when he finds himself in the bin! We're on your case, Craig Buchan of Fraserburgh.*





◁ *Every one a winner! No, every one a tracing. You know where this is going, Simon Charnock of Bedworth.*



◁ *Flame-throwing, super stompi'n (sic), hard drivi'n (sic), high flyi'n (sic!) and not merely copied, but out of date too! Stuart Elmore of Kettering, check your calendar! (Check your grammar, too.)*

PRETTY IN PINK COMPETITION



WIN A SIGNED PIECE OF PINK ANIMATION! SUPER NES UP FOR GRABS, PLUS COPIES OF THE GAME!









Although *Pink Goes to Hollywood* didn't set the games world alight in terms of originality, it will both amuse and enthral fans of that ultra cool feline and his bumbling nemesis Inspector Clouseau!

To celebrate the the Pink Panther's Super NES debut, SUPER GAMER, in association with Bandai UK, have got a stack load of suitably cool prizes to give away.

First up, we're offering an incredible Pink Panther animation Cell, signed by the creator himself, Friz Freleng and valued at an incredible £500! But that is by no means all. The lucky winner will also receive a copy of *Pink Goes to Hollywood* plus a brand spanking new Super NES to play it on. And if that wasn't enough, those generous people at Bandai are also chucking in a 36" Pink Panther cuddly toy (and they don't come cheap!).

The first runner-up will blag themselves a Super NES console and a copy of the game, and finally (do we spoil you lot or what?), there are a further four copies of the game up for grabs to the next four correct entrants out of the hat.

All you have to do to win is to glance at the three Pink Panther related questions below, ring the correct letter, and send them without delay to the following address: *Pretty in Pink competition, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

1. Who created the Pink Panther?
a. Gerrald Durrel. b. Friz Freleng. C. Tony Hart.

2. Who starred as Inspector Clouseau in the series of hit comedy films?
a. Peter Sellers. b. Peter Sallis. c. Jon the Hom.

3. Okay, you must admit it has been pretty simple up until now, so for the final question, name three other animated felines except for the Pink Panther himself. Ooh, there must be hundreds to choose from.

All entries must arrive by 10 July, and editor Kato's decision is final.

ANSWERS

1 a b c 2 a b c 3 a b c

Name .....

Address .....

.....

Postcode .....

Console Owned .....

SUPER SAVERS

ORDER FORM

I would like to order the following:

ITEM	MACHINE	PRICE

Enclose a total of £

Please add £1 p&p for games & £1.50 for accessories

Please Allow up to 28 Days for delivery

Method of payment (please circle)

Cheque • Postal Order • Access •Visa

Credit Card No

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Or telephone our Mail Order Hotline on

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Please make all cheques payable in pounds Sterling to Paragon Publishing Limited.

JOYPADS



SN PRO PAD.....16.99

See-through casing, six independent auto-fire buttons, dual auto-fire mode and slow motion. Yowzer!



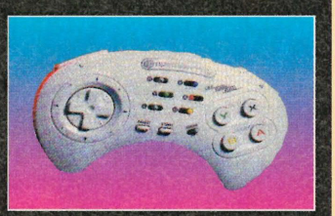
TRAILBLAZER 29.99

Joystick Includes auto-fire, arcade buttons, slow motion and turbo speed. Triangutastic!



SUPER JO JO 42.99

Fully compatible with SNES, Super FAMICOM & Sega Mega Drive System. Woopy do!

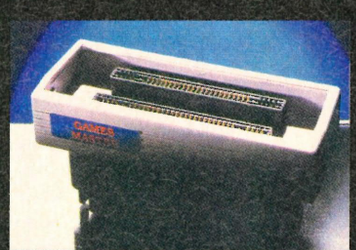


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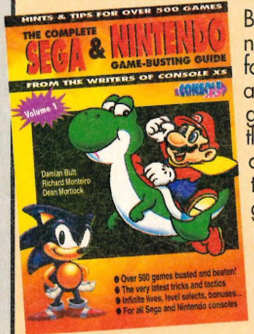


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NINTENDO GAMES INDEX

SUPER NES

ACROBAT MISSION
A dated and simplistic shoot-'em-up with just five levels providing minimal challenge.
Overall 36%

ACTRAISER
A brilliant mix of a strategic gods game and a great looking platforming slash-'em-up.
Overall 84%

ACTRAISER 2
No strategy this time, just pure arcade action with great graphics. Learning to fly is a little fiddly though!
Overall 88%

ADDAMS FAMILY, THE
A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master.
Overall 84%

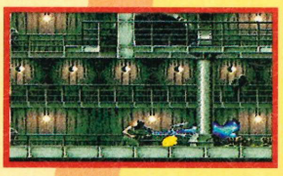
AEROBIZ
This puts you in charge of an airline, buying aircraft, routes, hotels, advertising, and even choosing whether to skimp on repairs!
Overall 81%

AERO THE ACRO-BAT
One of the most imaginative and varied platformers about, but not enough in-game action to sustain interest.
Overall 76%

ALADDIN
A beautifully presented 12Mbit cart with great graphics and sonics. However, there's not much gameplay variety and a password save makes it a bit easy.
Overall 88%

ALFRED CHICKEN
A cute and very playable platformer with lots of challenge, but not much originality.
Overall 69%

ALIEN 3
All the movie's stunning atmosphere, with several hundred more aliens
Overall 92% 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%

CHAMPION WORLD CLASS SOCCER
A competent football game endorsed by Ryan Giggs, but shallow in both gameplay and long term challenge. The player selection is especially awful. There are much better soccer games on the market.
Overall 65%

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%

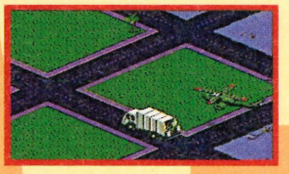
CYBERNATOR
You're in a giant armoured suit stompin' and shootin' and flyin' through seven tough levels. Great graphics, good gameplay and brilliant atmosphere.
Overall 86%

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%

FIFA SOCCER
Apart from Virtual Soccer, this is the best footy game on the Super NES. Produced by EA Sports, FIFA looks and sounds the part, with great player movement and animation, plus a comprehensive list of options. Superb.
Overall 92% GAMER GOLD!



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%

FLINTSTONES
Enjoyable cartoon adaptation with bright and colourful graphics, but uninspired and repetitive gameplay. The board game is an original idea, but the racing sections are by far the worst.
Overall 81%

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%

GOEMAN 2
Incredibly playable Japanese platformer, that is in fact the sequel to Mystical Ninja. Unfortunately, due to a high price tag, Mystical Ninja 2 will never be available over here. Shame.
Overall 89%

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%

HYPER V BALL
A neat idea, but not such a hot game, unfortunately. You control a team of men, women or fanatical droids in this horizontally viewed futuristic volleyball sim.
Overall 69%

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%

KICK OFF 3
At first we thought this was going to be the biggest turkey of the year, however, hours of play soon showed that it had more depth than any other football game. Perfect for enthusiasts.
Overall 87%

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%

KONAMI GOLF
Excellent golf game, which almost beats Nintendo's Golf to the top of the showbiz golfing tree. Highly playable and graphically perfect, what more could anyone ask?
Overall 87%

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!



MAGIC BOY
A surprise release from JVC, but luckily, a happy one. Magic Boy may not be original by any means, but it's damned good fun – and that's all that matters in this game!
Overall 88%

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%

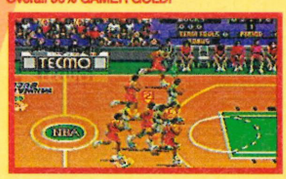
MR NUTZ
It's not that original, but the graphics, sonics and sheer playability are among the best yet seen on Super NES.
Overall 93% GAMER GOLD!



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%

NINJA WARRIORS
An above average coin-op-style platform beat-'em-up, with crisp graphics and some of the most ingenious bosses we've ever seen!
Overall 57%

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.
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

A-Z OF GAMES

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!



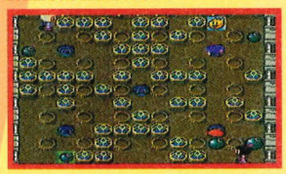
SUNSET RIDERS
A typically slick Konami conversion of their Wild West coin-op. Imaginative, funny and great fun to play it's marred only by being slightly easy.
Overall 82%

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%

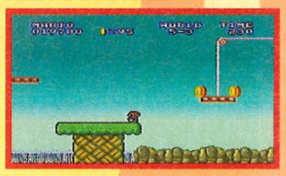
SUPER FAMILY TENNIS
This has the lot. Eight courts, 20 different players, a tournament mode, plenty of humour and, best of all, an excellent four-player Multi-tap option. Supremely playable this is the best tennis game yet.
Overall 93% GAMER GOLD!

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 saga, 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!



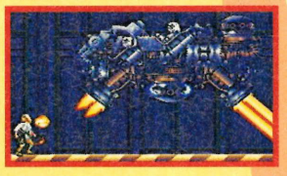
SUPER PUTTY
An imaginative platformer with some great puzzle elements and impressive claymation graphics.
Overall 84%

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%

TIME TRAX
What a surprise – a platform game that is actually quite good as well! *Time Trax* borrows heavily from *Super Probotector*, but still remains original. Definitely worth a look.
Overall 81%

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%

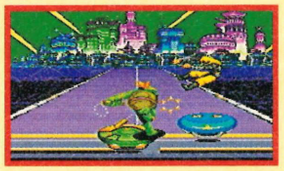
TOYS
A duff movie and a worse game.
Overall 52%

TRODDLERS
Neither as cute nor addictive as *Lemmings*, this game is still fun, scoring particularly well with the two-player modes.
Overall 71%

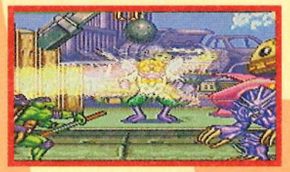
TROLLS
Yes, it's cute, but does that make it a good game? The answer is undeniably... yes! *Trolls* is fast and fun, but older players may find it is appealing to a much younger age group.
Overall 85%

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!

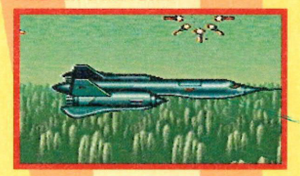


TURTLES V: TOURNAMENT FIGHTERS
An *SFII* clone with funnier characters, a story mode and great playability. Not quite as sophisticated as *SFII*, but close.
Overall 92% GAMER GOLD!



ULTRAMAN
A below average one-on-one beat-'em-up. Graphics are mediocre and the enemies hold no surprises.
Overall 31%

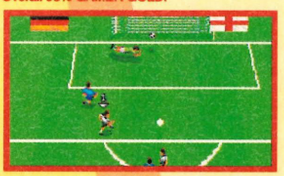
UN SQUADRON
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans.
Overall 93% GAMER GOLD!



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%

WORLD CUP STRIKER
Technically brilliant, but strangely similar to the original *Striker*, the World Cup version has battery back-up and more options. Only worth a look if you haven't got *Striker*.
Overall 82%

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 far too easyto be worth buying.
Overall 47%

ADVENTURES OF LINK
Timeless adventuring masterpiece that should be a valued posession 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 original *Battletoads* game.
Overall 79%

BAYOU BILLY
Terrible beat-'em-up which flickers so badly, the characters disappear!
Overall 35%

BIONIC COMMANDO
Mighty arcade conversion which looks good, plays even better and offers one of the best challenges on the NES.
Overall 90% 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 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 85%

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%

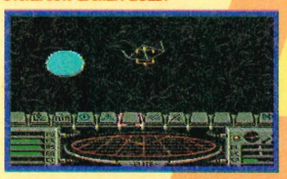
DUCK HUNT
Shoot the ducks with the zapper gun. It really is as boring as it sounds. This cart is best used to put hot cups on and avoid rings on the furniture.
Overall 49%

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!



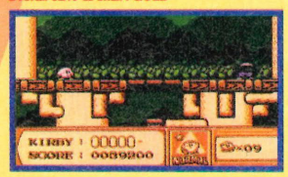
JURASSIC PARK
Above average film conversion, which offers plenty of playabilty. The T-Rex is best!
Overall 74%

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. Well, whaddya know?
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, but only 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
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. Needs to eat a lot more spinach!
Overall 35%

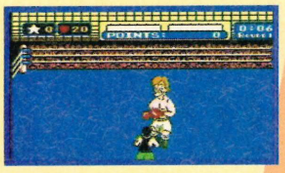
POWERBLADE
In this platform waltz, you have to kill things, then run along a bit more and kill something else – it's unoriginal, but it has got style.
Overall 77%

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!

A-Z OF GAMES



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%

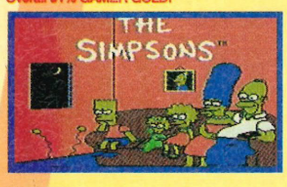
SHADOWGATE
An icon driven adventure, which is more like the old graphical adventures originally found on the Spectrum, still it's worth solving.
Overall 63%

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%

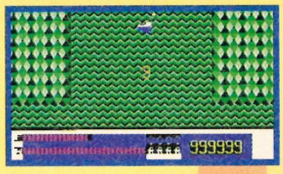
SMASH TV
Hit coin-op conversion, great graphics, no slow-down and plenty of carnage for all the family.
Overall 90% GAMER GOLD!

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 barran 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 96% 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

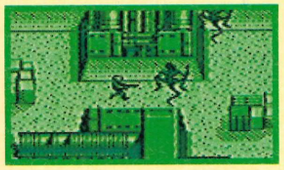
ADVENTURE ISLAND
Standard platformer which fails to shine, dull graphics and duller gameplay make this one to avoid
Overall 67%

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%

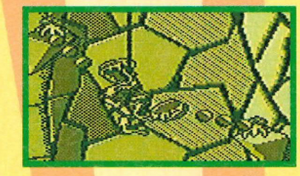
BATMAN
A mix of platform and shoot-'em-up action which ties together very nicely for an all-round entertaining product.
Overall 80%

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%

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%

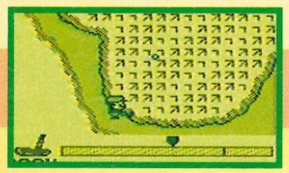
GARGOYLE'S QUEST
Brilliant arcade adventure featuring lots of moves, loads of playability and a massive play area. Absolutely superb, can't be missed.
Overall 92% GAMER GOLD!

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%

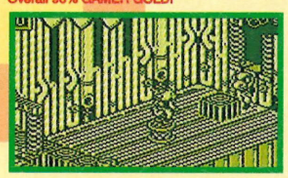
MEGA MAN
Playable platformer with loads of bosses and weapons which isn't quite original enough to be considered a classic.
Overall 86%

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%

MONSTER MAX
Game Boy games don't come better than this. Fitman's return is a triumph, with marvellous graphics, a funky rockin' soundtrack – and some of the most fiendish puzzles ever encountered in any game. Simply the best.
Overall 96% GAMER GOLD!



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
Sonic-style platform whizz; containing a fair amount of challenge, but hardly any variation. Dull is the only word left to describe it.
Overall 77%

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%

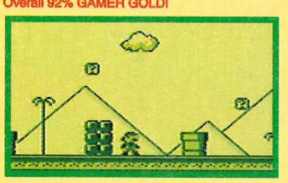
STAR TREK: TNG
Technically accurate, but intensely boring and lacking in any kind of 'zing' whatsoever. Trekkie fans will abhor this sad attempt at a conversion.
Overall 62%

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%

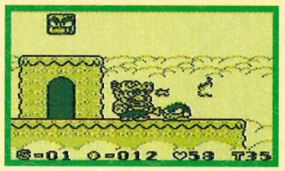
TMHT 2
More of the same, but even better. One of the rare sequels which has learnt from the original and used that knowledge to produce a better game.
Overall 83%

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 !



WC STRIKER
Could have been great – sadly it isn't! Fiddly control system, badly shaded graphics and not much fun to play. A duffer.
Overall 54%

WINTER OLYMPICS
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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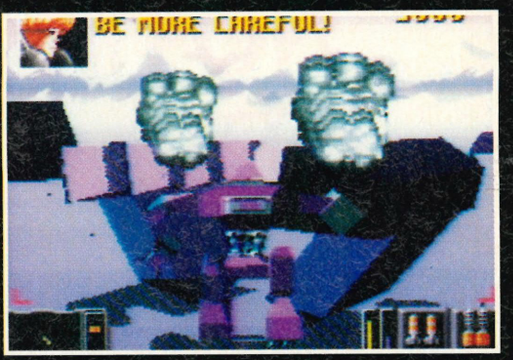
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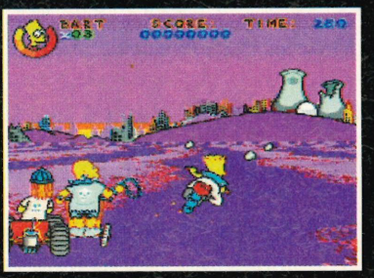
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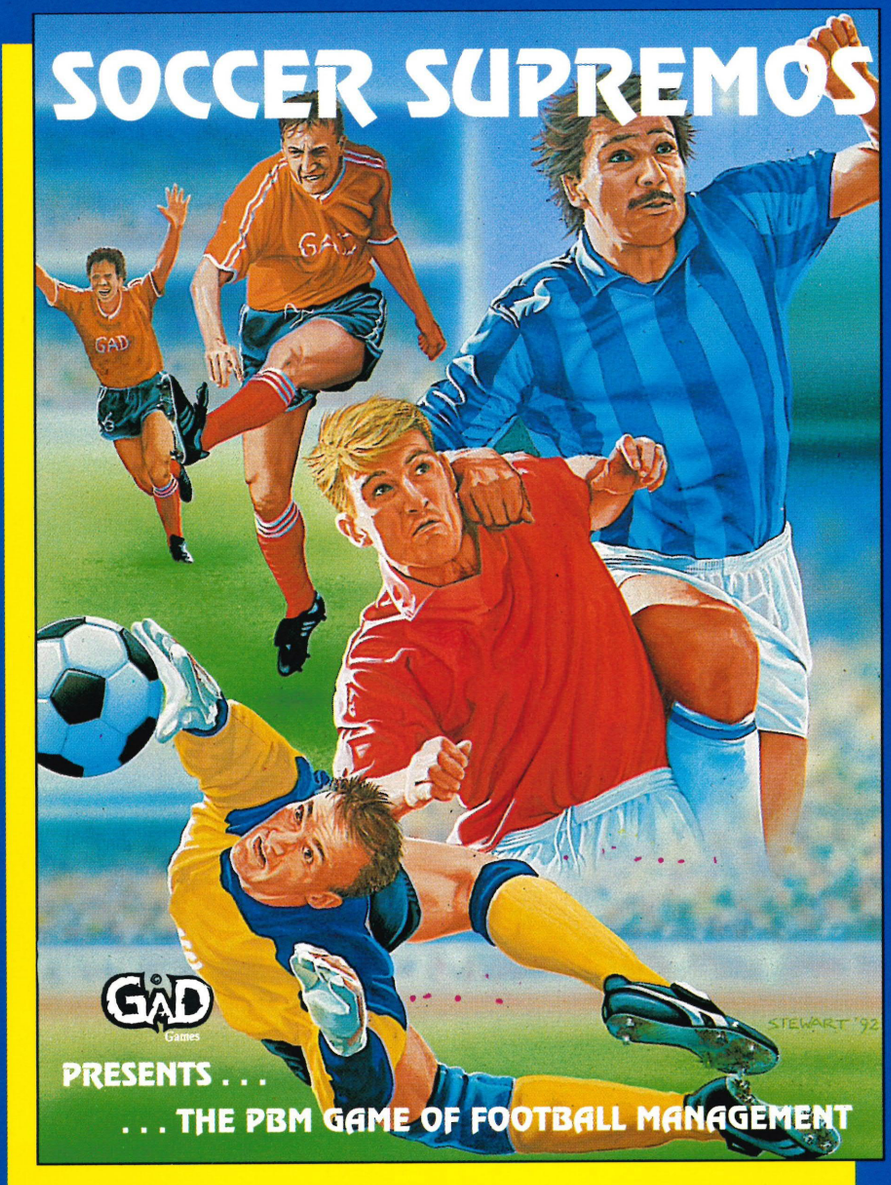


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