BRITAIN'S SEXIEST **NINTENDO** MONTHLY REVIEW!

# SUPER GAMER

SEP '94 #6 £2.50

## DONKEY KONG COUNTRY

FULL DETAILS IN OUR CES REPORT!

## YIPPEE-KAY APE, MONKEY FUNSTER!

## Stunt Race FX

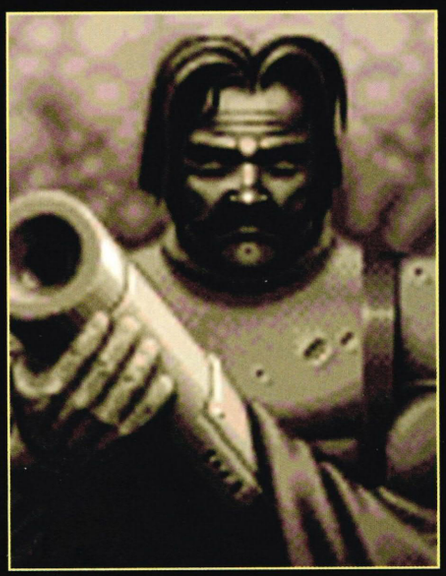
HUGE 6 PAGE REVIEW!

5 GAMER GOLD AWARDS INSIDE!

SUPER NES GAME BOY NES

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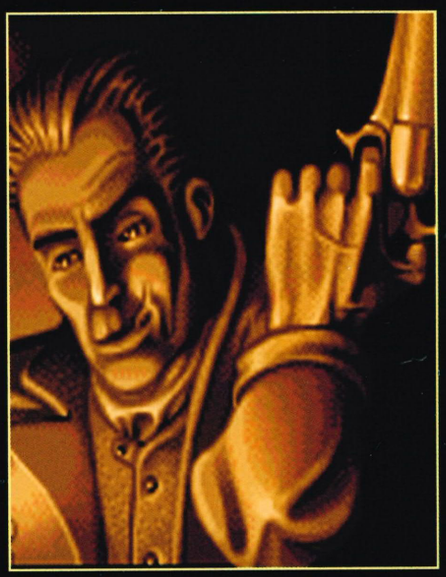
# It's time to



NAVVIE



THUG



GENTLEMAN

take apart monsters



take apart deadly hordes



# To take apart

## THE CHAOS ENGINE

FOR THE SUPER NES

# take a part



○ BRIGAND ○



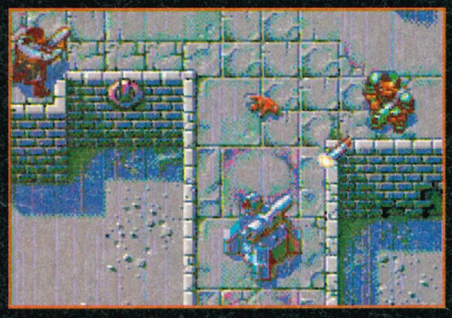
○ SCIENTIST ○



○ MERCENARY ○



take apart ghouls



take apart armour-plated fighting machines

# The Chaos Engine

AND THE MEGADRIVE

MICROPROSE

Renegade

BITMAP BROTHERS

SUPER GAMER
ISSUE 6
SEPTEMBER 1994

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# Stunt Race FX



# SUPER STREET FIGHTER II

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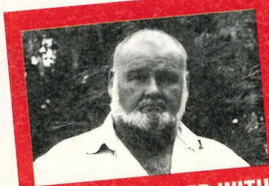
# DONKEY KONG COUNTRY

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# The Nindependent

# MOAN MOAN MOAN MOAN!



THE ONLY PAPER WITH BIG RON POWER!

Why is it whenever games magazines phone up software companies for compos and promotional ideas, all we get back is a sort of strained throaty noise and some fob-offs? It doesn't take a genius to work out that simple things like offering SUPER GAMER readers the chance to win big prizes that are related to their game is a POSITIVE marketing move.

People who buy the mag want to win and so interest level for the game is elevated above the plethora of dross that is simply reviewed and not followed up.

Every company should actively promote their games in whatever way they can, and I'm not talking about a few meaningless garbled seconds on TV inbetween *GamesMaster*, but promotion in the only area that has a guaranteed attentive audience – games magazines (remember them?).

Dominik Diamond recently harped on about how everyone should jam his mailbox with games because he supposedly gets ten million listeners on the Steve Wright show, but, Dom me old mate, the real figure is about four million, and half of them are desperately trying to change the channel and find some decent music, and the rest are bored commuters and reps who barely hear your enthusiastic ravings about *Heimdal 2*.

What I'm saying is that games mags have loyal readers who want to know about new games. They're interested in new innovations and hardware and they have the cash to back it up.

SUPER GAMER readers (who interestingly seem to be much older than the average age of most computer mags) have a vast disposable income and want to see game adverts and competitions in the magazine they read.

They don't want to have to listen to Steve Wright (God knows no-one should have to!), they don't want to go out and drive past a roadside billboard to get the information – they want it all in SUPER GAMER. Why then are companies so against supporting the very medium which helps them the most? Somebody please tell me.

Also, exclusives should be banned – they're utterly pointless and provocative. Hardly anyone gets a real exclusive anyway, but they pretend them do. And what difference does a week or two make anyway? All exclusives do is antagonise all the other magazines who didn't pay enough money or lick enough bottoms. Or maybe that's the point.

Effectively, exclusive deals mean the games get covered earlier and earlier until the magazines are so far ahead of themselves that they have to print a special section saying what's actually coming out each month. Sad.

Right, whinge over, on to SUPER GAMER September which is, like the Bournemouth weather, a scorcher. After a bit of a lame month software-wise, we get back into full swing with 14 reviews including *Stunt Race FX*, *Mechwarrior*, *Donkey Kong '94*, *Super Street Fighter II*, *Itchy & Scratchy* and *Populous II*, plus explosive previews of future classics like *Syndicate*, *Mr Tuff*, *Aladdin* (GB) and a blood-splattered *Mortal Kombat II*!

And, casting our laurels aside we also look closely at the hot contender to *Super Mario Kart*, *Street Racer* from UBI Soft which will be a hit – I guarantee! We also bust open *Jungle Strike* and *Turbo Toons* on the Super NES, the latter being the first five player game! All this as well as top tips, the complete A-Z of games, and more dry humour than Jack Dee (well, almost)!

Remember, SUPER GAMER is the only mag with Big Ron from Eastenders appeal, plus the full endorsement of Andy McDermott's mum! What more do you need? Will £50 do?



**Our esteemed editor in a blatantly posed shot.**

**No doubt this pic will acquire some crap caption along the lines of 'The SUPER GAMER team – they're off their trolley!' Ho ho ho.**



## LUCKY BEGGARS!

The winner of the Pretty in Pink compo in issue #5 is Geoffrey H Dutton from Great Yarmouth. The four runners up are Daniel Wright from West Yorks, Malcom Harris from Salford, Kenny Hill from Cumbria and Christopher Edston from Perth. Well done. Unfortunately we've had so many entries for the Wario competition that we've had to wait until next issue to judge them all.

## TOP OFFICE QUOTES

"Let off some steam, Bennet."
"I'll get you Butler you f****** mook."
"Tarquin fim bin lim tin win bim ftang ftang olé biscuit barrel."
"It's Christmas Theo, it's the time for miracles"
"Ice up a cold one, I'm coming in."
"What a beauty, what a beauty!"
"Now I have a machine gun – ho, ho, ho!"
"Sad arrogant little man!"

## BOURNEMOUTH COMPANY PRODUCES A HOST OF TOP VIDEO GAMES MAGS!

How much longer can that damn headline stay there? It's sad, really sad. Anyway, other Paragon Publishing products include SEGAPRO (with new editor), SEGA XS (with old editor), MEGA POWER (with no editor), PC POR... er, POWER (still packing the shelves in Smiths, thankfully), GAMES WORLD (still packing the shelves in Smiths), CD-32 GAMER (a Wynner) and MPC & CD-ROM USER (for very rich and old people). 'Safe!'

# you'll never REACH THE END



# MONSTER MAX

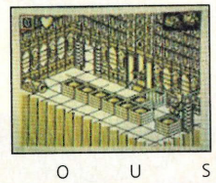
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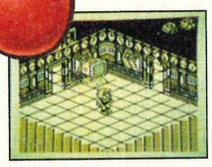
the BEST GAMEBOY GAME EVER

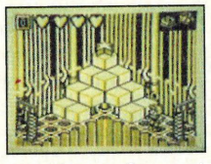


"the most challenging game on the Gameboy ever" – Gamesmaster

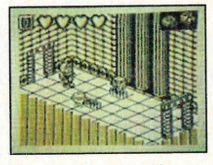


I V E L A R G E E N O R M O U S



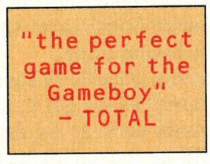


96% Super Gamer

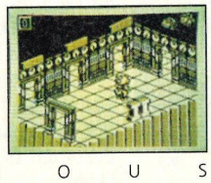


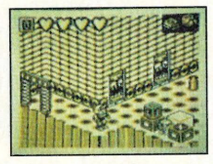
"the greatest game of the year..." – GB Action

C O L O S S A L I M M E N S E H U

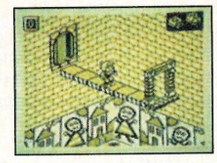


"the perfect game for the Gameboy" – TOTAL

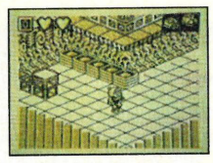


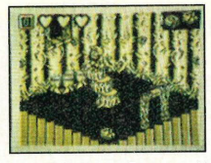


"the most polished piece of Gameboy software..." – Super Gamer

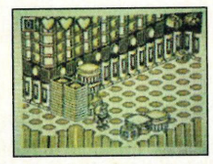


M O N G O U S M A M M O T H H U G



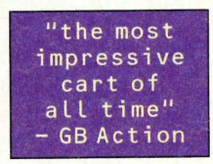


"simply the best Gameboy title ever" – Super Gamer

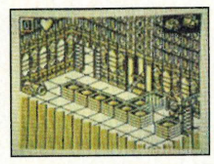


630 ROOMS TO EXPLORE

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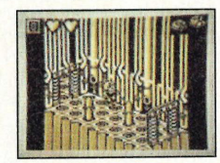


"the most impressive cart of all time" – GB Action

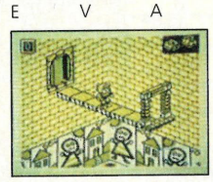




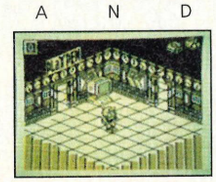
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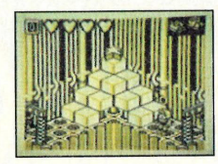


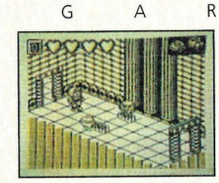
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3D ISOMETRIC ADVENTURE GAME

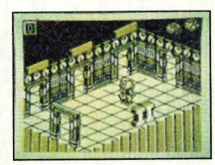




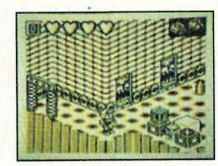


G A N T U A N M O N U M E N T A L

300 hours OF ACTION



90% TOTAL & NMS



ONLY 604 ROOMS TO GO!

# to get this FAR takes AGES

OUT 29TH AUGUST

Original Nintendo Seal of Quality

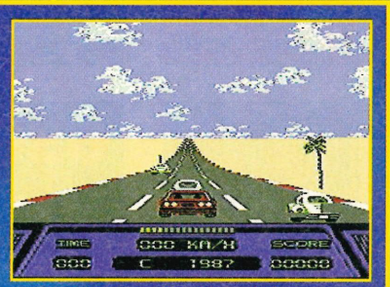
GAME BOY™

telstar fun & games




# 64-BIT NINTENDO GAMES ARRIVE!

As well as the hotly touted *Killer Instinct* game, RARE have also announced they are working on *Cruis'n USA* (another great name guys) which is a cross country race game beginning in San Francisco and then all over America until you reach the finish line outside the White House in Washington DC.




△ Cruis'n USA – *like this, only better!*

Expect this game to be similar to Sega's *Outrunners* and Taito's *Chase HQ*, but with vastly improved graphics and sound (of course).

Meanwhile, *Killer Instinct*, the futuristic 3-D fighting game, is right on track, but alas, no pictures yet – damn them. SUPER GAMER'll keep you informed as soon as we get the news.

# KISEKI ME QUICK

Japanese company Kiseki have just released a new video titled *Gunbuster Volume Three*, presumably the first two are already on the streets. This is the story of a gorgeous Mecha (large robot exoskeleton) pilot who must defend Earth from vast alien forces, while struggling to live up to her father's name, who was a great fighter and killed in the combat.

Expect plenty of over-the-top explosions, semi-naked girls with large Western-style eyes and some of the best animation since *Akira*. *Gunbuster* is out now, (Cert 15) for £10.99!

Also from Kiseki is *Macross: Clash of the Bionoids* which is basically a massive robot free-for-all between huge metal space invaders, the Earth Super Fortress and a race of female bionoids who like a good scrap. Big bangs a-plenty in this full length animated feature for £12.99 (Cert PG).

# Nintendo ULTRA 64

# LOUSY NAME, GREAT MACHINE!

At the CES show in Chicago last month, Nintendo invited a select number of journalists to see the future of Nintendo – Project Reality. However, it was nowhere to be seen, instead what Howard Lincoln, Chairman of Nintendo of America, had on show was the new Ultra 64, 64-bit 3-D video games system to arrive next year.

That's right folks, instead of the rather cool sounding Project Reality, Nintendo are now calling it the Ultra 64 (yeuch!) and promising all kinds of innovations over the next year.

Nintendo boast that Ultra 64 will contain a powerful 64-bit RISC (Reduced Instruction Set Computer – I always wondered what that meant!) microprocessor which will apparently set new standards of speed and realism for its games which are being worked on by many different licencees, most notably RARE and DMA Design in this country.



△ *Ultra 64 – it might look like this! Possibly.*

In addition we will also begin to experience the technology of Ultra 64 when the WMS arcade machines hit the streets at the end of this year. Then, like the Sega 32X system, we will be able to go down to the local arcade, see all the fantastic graphics and sound, and then be totally disappointed when the equivalent home game turns out to be rubbish (only joking Sega).

More news on the Ultra 64 (it's just such a bad name, I'm sorry) as we get it, but look out for arcade news soon as we delve into the heart of WMS for the exclusive inside story.

# IT'S THE PITS!

Activision have announced that they will be releasing *Super Pitfall: The Mayan Adventure* this Christmas. This is a continuation of the *Pitfall* series on the Atari 800 and looks to be a classic game in the *Jungle Book* mould. Full WIP next issue.

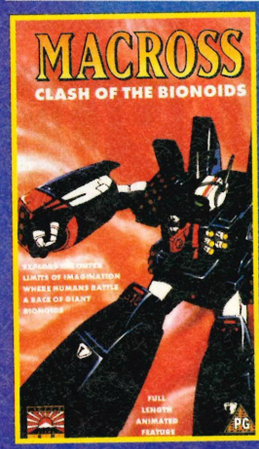





# STREET FIGHTER MANGA

30 August sees the launch of Masaomi Kanzaki's monthly *Street Fighter II* comic from Manga Entertainment, publishers of *Manga Mania* and all those top videos that know-nothing MPs want to ban. At 95p for a month's supply of bone-breaking action, it's a bargain!



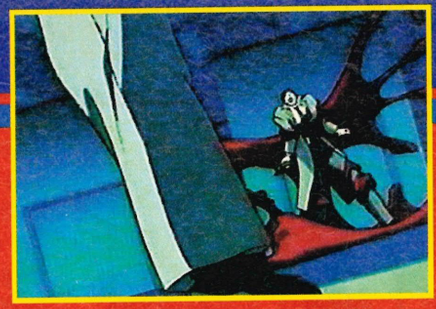




# DIAMONDS ARE FOREVER

Hooray, rejoice and offer thanks to the gods – Dominik Diamond returns to *GamesMaster* this autumn, replacing the inept Fletcher and abolishing any over-eager co-stars. Welcome back, Dom!

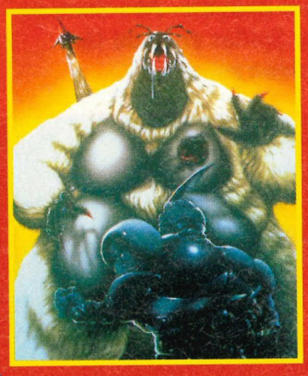


▽ *But will the Domster still be wearing that jacket?*



# MORE MOMENTOUS MANGA

Punctual as ever, Manga Video jammed our mailbox again with two more high quality Japanese cartoon videos – *The Guyver: Data 5* and the cool sounding *Tokyo Babylon*. *Data 5* is actually the death of Guyver and features a massive battle between him and Makishma, the head of Chronos Japan who is armed with an enzyme capable of disintegrating Guyver's armour. Is this the end of Guyver, we ask ourselves? Manga hope not because all the previous Datas have entered the charts in the top five. Data 5 is out now priced £5.99.



*Tokyo Babylon* is set in the city where rape, phone sex and religious sects run riot (nice place) and there have been a series of mysterious murders near the Project 5 construction site, one of which is the company president Mr Mimura. Now only a few suspects survive, and Mimura's sister is tooled up and looking for answers. *Tokyo Babylon* is out now and looking good. For more information call Manga on (081) 747 9080.

# I'M DREAMING OF A KONAMI KRISTMAS!

That Pam at Konami has been desperately bombarding us with press releases for the past few months, so we just had to give in and tell you about all the great games that Konami has to offer. In addition you can also look through our CES report for even more information.

First up on the Super NES is the widely known *Batman: The Animated Series*, which is a platform game with some quite extraordinary graphics which mirror the cartoon's exactly. All your favourite villains are there including the Clown Prince of Crime himself – The Joker! Batman will be out in November, but we can't wait that long so we'll have something for you next issue – promise.

Next up is *Animaniacs*, another platform cartoon adventure, this time using Warner Bros characters running amok in the Warner Bros studio lot. An uncredited source claims the game will be "a sure-fire contender for the number one game this December", but I think *Mortal Kombat II* and *Lion King* might have a few things to say about that. Anyway, why not take a look at the screen shots and you decide.

The last few games from Konami (haven't they been quiet this year?) are *Biker Mice from Mars* (yes, it really is as daft as it sounds), an isometric race game with some excellent graphics for the Super NES; *Probotector* on the Game Boy, which is basically *Super Probotector* in black and white; and finally, there's *Tiny Toons Adventures: Wacky Sports* for the Game Boy which has eight events, three difficulty levels and two bunnies worth of cartoon athletics. Expect to see them all in November.

BATMAN



ANIMANIACS



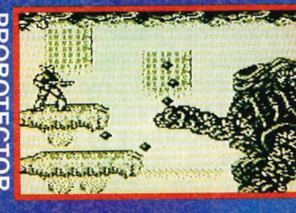
ANIMANIACS



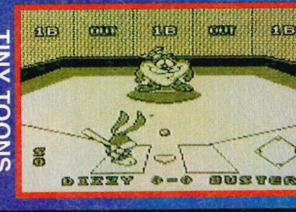
BIKER MICE FROM MARS



PROBOTECTOR



TINY TOONS

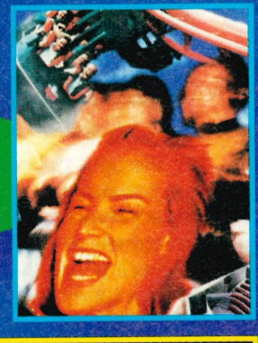


# FERTILE MAGINATION

If you're in London, get down to the Trocadero centre now and grab yourself a slice of the future of video entertainment with the Emaginator! This huge attraction features state-of-the-art graphics and high resolution 70mm film to zap you right to the heart of the action.

You can be hurtling through a space war, courtesy of Industrial Light and Magic's Star Wars-esque *Space Race* ride, or plunging to the centre of the earth in *Devil's Mine*, and even battling it out with crazed road warriors in the Mojave desert in *Desert Duel* – the choice is up to you.

Tickets costs £3 each and each Emaginator machine holds 24 people at a time and should be in place by the time you read this (unless you're already halfway to London after reading the first sentence). For ticket enquiries call (071) 437 5806, and for group bookings ring (071) 734 3271. The Emaginator will be open from 11am to midnight – 7 days a week! Get down there now!



# GAMETEK TAME TARZAN





American company Gametek have announced their new line-up this Christmas. After *Spectre* (reviewed in issue #4) Gametek will be releasing *Tarzan* on the Game Boy and Super NES, plus *Full Throttle Racing* (SNES) and *Brutal* (SNES). Additionally, in the new year they will be letting loose *Carrier Aces* (SNES) and *Valkyrie* (SNES) which are two blast-'em-ups on the PC. For more news on Gametek products take a look at our CES feature on the next page.

# DATEL DOUBLE WHAMMY!




What do they feed the guys at Datel on? Whatever it is, it seems to enable them to bring out the most amazing adaptors and gadgets right when they're needed. First the Action Replay, then the Universal Adaptor, now the Programmable Adaptor with Super Game Boy. This system allows Super NES owners to use import versions of the Super Game Boy on their UK Super NESs for a paltry £24.99. And remember, this adaptor also takes care of all import games as well – so it's two features in one little unit!

Alternatively, if you already have an adaptor, you can send it back to Datel to have it converted for £5, which includes the postage & packing. The big question is whether or not you'll wait for the official release in September?

# CES '94

## FULL REPORT FROM THE YEAR'S BIGGEST SHOW!

**This year's CES in Chicago was one of the biggest ever for Nintendo. Sega had shunned the event, instead taking investors to a huge booze-up in Miami, and so the stage was clear for Nintendo to blast away the competition with its Christmas line-up. And blast away they most certainly did, with a plethora of official titles and hundreds of third party gubbins guaranteed to weld your eyeballs to the back of your sockets. Ace Ventura Jason Spiller entered the forbidden zone...**

This is the last time 'The Windy City' will play host to the summer Computer Electronic Show. The organisers are moving the whole show to Philadelphia, an anonymous, drab and characterless city by comparison. As usual, the exhibition was housed in the gigantic McCormick Centre within earshot of the Chicago Bears' homebase, Soldierfield, which was hosting the first leg of the World Cup finals.

Once again, thousands upon thousands of delegates from all around the globe descended on Chicago, spouting computer/electronic buzzwords for anything ranging from communications to Karaoke.

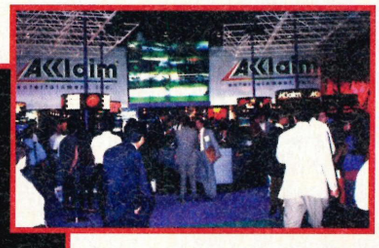
Nintendo dominated of course, with a $3,000,000 display mimicking a dense tropical jungle. Curiously, Nintendo has delved deep into the annals of video gaming history to retrieve and modernise the very game that launched the industry, *Donkey Kong*.

In this new campaign, Mario was conspicuous by his absence in the alien jungle environment, although the games have obvious similarities. Undoubtedly this is a part of Nintendo's 'back to basics' campaign, punctuated by Nintendo Chairman Howard Lincoln's speech, "Gameplay rules, not technology."

Most impressive game was of course *Donkey Kong Country*, but others like *Street Racer*, *Donkey Kong Land* (GB), *Mortal Kombat II* and *Super Punch Out!!* were also stunning.




△ *Intrepid reporter Jason Spiller tries to crush Hulk Hogan's hand, "I can take him" he cries!*






The film and video games industries have had tenuous connections for years. But it has been a one way relationship, with the larger games publishers purchasing movie licences and the movie companies showing little or no interest in the outcome of the game after the cheque had cleared. That may have changed with Virgin's latest Disney tie-in, though. Disney put on a 7.00 am breakfast party for the bleary-eyed hung-over delegates of the world's press, to mark a world-wide multi-format twenty million dollar deal between Disney and Virgin Interactive for the forthcoming Disney blockbuster, *The Lion King*. The million dollar bash was carried out in true Disney style. A breakfast buffet to cater for a thousand, with spectacular ice sculptures dripping into the scrambled egg and bacon trays. Could this be the biggest film/game tie-in ever? I think so, although *True Lies* from Acclaim may be a big rival this Christmas.

◁ *A brainless beefcake Guile and stringy Cammy pose unconvincingly*

▽ *The Nintendo logo heralded a huge tropical jungle stand where Kongs ruled supreme.*



# DONKEY KONG COUNTRY

▷ An early shot from DKC shows Diddy riding the rhino, with Kong behind. Pity all our other shots are so crap...

▽ An impressive piece of art which shows the mine section of the game. Expect to see on mag covers soon.









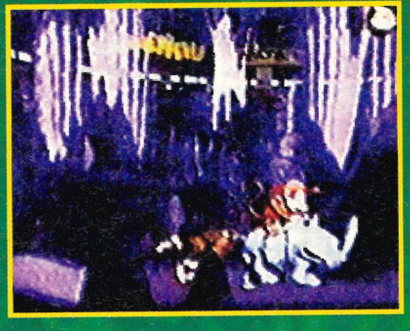
What about this *Donkey Kong* business? What are Nintendo on at the moment? *Donkey Kong Country* is a 32Mbit Super NES cart which features the very latest ACM (Advanced Computer Modeling) Silicon Graphics techniques to create incredible rendered graphics on the humble 16-bit machine.

This means that the usual sprites and coloured backgrounds go out the window and instead are replaced by simulated 3-D rendered graphics created using Alias PowerAnimator on a Silicon Graphics workstation (y'know, those things that cost about half a million quid!) and have been seen in films like *Jurassic Park*, *Flintstones* and *T2*.

*DK* is the first game to use Alias, but after seeing the results, Nintendo have selected it as the graphics development system for the Ultra 64. Rare Software in the UK have been the pioneers of Alias, and Tim Stamper, managing director of Rare said this of the system: "With Alias, we've given the game a unique style and visual quality that has never been experienced with traditional approaches or using competitive 3-D software tools. We never could have achieved this without Alias PowerAnimator."

*Donkey Kong Country* is a side-scrolling platform game where you play Kong, with occasional help from his new sidekick Diddy Kong (a baby monkey, basically). The game is set over many different levels (including loads of secret stuff a la *Super Mario World*) such as snow, underwater, mines and deep jungle, and the object is to defeat the evil Kremlings. The graphics are incredible (our sad screen shots don't do them justice) and the amazing Silicon Graphics 3-D rendered sprites put all previous game characters to shame – and move more realistically too!



Now if you think that *DKC* on the Super NES is amazing – what about the Game Boy version? No way! How can they possible put rendered graphics on the hand-held – it's impossible, isn't it? Apparently not, because *Donkey Kong Land* was at the show and looking superb.

Again, the game has been designed using Alias Research technology, and again has 3-D graphics the like of which you've never seen. Details are scarce on this one, but it will of course be compatible with the Super Game Boy, and just to prove it, we've given you a screen shot (above).

Nintendo have proved that the impossible is possible if you have enough cash and know-how and console owners can at last look forward to one of the best Christmases ever! There are over 80 games coming out for the Super NES alone and that means even more classic games and a clear sign that Nintendo aren't about to dump their old machine just because Ultra 64 is on the horizon.

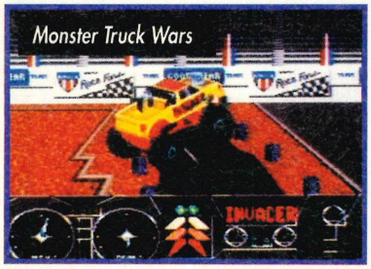


# CES REPORT

Want to get right to the heart of the CES report but are confused by Jason's dazzling repartee? SUPER GAMER presents the 'at-a-glance' guide to every Nintendo game coming out this Christmas.

## ACCLAIM

The biggest game at the show was undoubtedly *Mortal Kombat II*, complete with blood and gore (see page 16 for the full preview), but Acclaim were also showing *USHRA Monster Truck Wars*, *Maximum Carnage*, *Stargate* which is a conversion of the promising film starring Kurt Russell and James Spader, and not forgetting *True Lies* which is from the film starring that little known actor Arnold Schwarzenegger.




Also hot off the press was news that *Turok: Dinosaur Hunter* (like the *Jurassic Park* coin-op) was being developed for the Ultra 64.

## ACCOLADE

Hot on the 'Games with a personality' stand was the beat-'em-up *Fire Team Rogue*, the dire *Speed Racer* and of course, that irrepressible personality – *Bubsy 2: Lost in the Amazatorium*, due for release soon.

## CAPCOM

After the appalling *Knights of the Round* and *Mega Man Soccer*, Capcom look back on form with *Mickey Mouse's Great Circus Mystery* and *Demon's Crest* (platform adventure with loads of dragons). But of course *Super Street Fighter* is not going to see the light of day in the UK and there's no talk of *SSF III* yet. *Captain Commando* and *Soccer Shoot-out* look decidedly dodgy.




## DATA EAST

No news yet on *ShadowRun 2* (Data East say that it has been put on hold until next year), but *Fighter's History* is yet another *SFII/Fatal Fury* clone and therefore destined for the bin. Gamers nationwide are already calling for a sequel to *Shadow-Run* and Data East would be stupid not to capitalise on such a classic game.




## ENIX

The producers of *Actraiser* had a relatively modest stand and were exhibiting *Brain Lord* (an overhead RPG in the Zelda mould), *Robotrek*, and *King Arthur & the Knights of Justice*. None of which will probably officially released.




## GAMETEK

*Spectre* producers GameTek had a packed stand this year, with promising titles such as *Tarzan* on the Super NES and Game Boy which is a standard platformer very much like *Jungle Book* only much, much bigger. *Full Throttle Racing* is an ultra fast racing sim where you ride on bikes and jetskis, and both *Carrier Aces* and *Valkyrie* are complex blast-'em-ups using airplanes and helicopters. Also looking hot was the cartoon beat-'em-up, *Brutal* which looks and plays extremely well and possesses some of the best graphics we've ever seen!

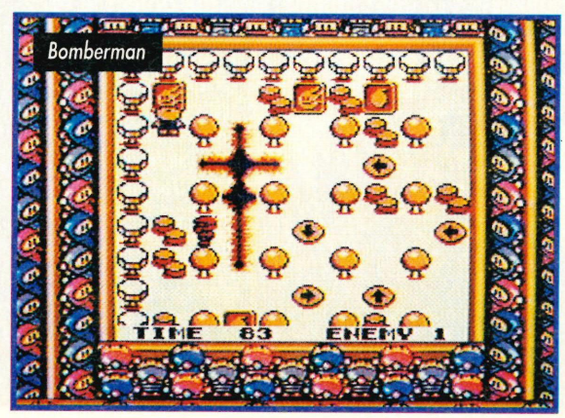



## HI TECH

Oh dear, oh dear. The only software company to see Barbie as a viable European game, Hi Tech had *Barbie's Vacation Adventure* (ooh, will she break her nails?), *Bobby's World* (don't ask), *Baby's Day Out* (from the John Hughes film in cinemas now) and *Mickey's Playtown Adventure*.

## HUDSON SOFT

Fresh with all the titles now licenced by Virgin, HudsonSoft were boasting *Super Bomberman 2* (full review next issue), *Super Adventure Island 2*, *BC Kid* (known as *Bonk's Revenge* in the States – remember the PC Engine *Bonk*?) and of course *Beauty & the Beast*, and *Bomberman* on the Game Boy.

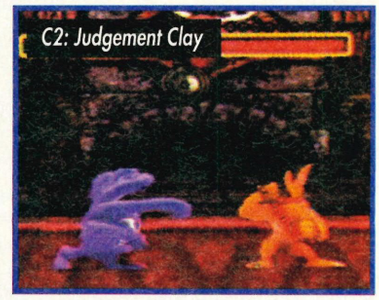


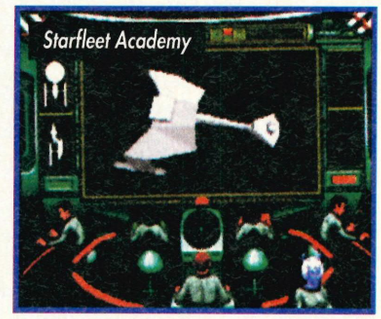

## IMAGINEER

Shock news from the Imagineer corner as they announced that they are converting the smash Macintosh game *Sim City 2000*. This version contains even more politics, hundreds of types of buildings and many more options than ever before! No news of an official release.

## INTERPLAY

Recent phone calls to the Interplay UK HQ yielded nothing, but hey presto – in the USA they had *Blackthorne* which was a platform adventure and flippin' ace, *C2: Judgement Clay* (the excellent sequel to *Clayfighter*), *Lord of the Rings* (yes, it's still coming) and *Star Trek: Starfleet Academy* where you get to pilot the Enterprise in all manner of mock situations and are constantly assessed to see if you are ready to try the real thing.




## JVC

Anyone who liked *Star Wars* and *Empire Strikes Back* will be glad to hear that *Jedi* is on the case and looking damn good, however JVC weren't at the show and so no-one could see *Super Return of the Jedi*, *Indiana Jones' Greatest Adventures* and *World Championship Rally*.

## KEMCO

This American company were showing *Dragon View*, a 16Mbit real time RPG with arcade




battle sequences, *Kidklown in Crazy Chase* featuring loads of *Itchy & Scratchy*-style humour, and *Stone Protectors* which is basically a 16Mbit platform adventure (yawn) featuring five wacky TMNT rip-offs, but has great cartoon graphics.

## KONAMI

A good CES for Konami as they revealed *Biker Mice from Mars* – an isometric racing game which looked great and had some terrific animation on the mice. *Batman: Animated Series*




also played well and featured graphics that are faithful to the hit cartoon including great sprites and detailed Gotham levels. Also in the offing were *Sparkster*, *Tiny Toons Sports* on Super NES and Game Boy, *Probotector* on the Game Boy and finally *Animaniacs* which is a superb cartoon game featuring real Warner Bros characters.

## MICROPROSE

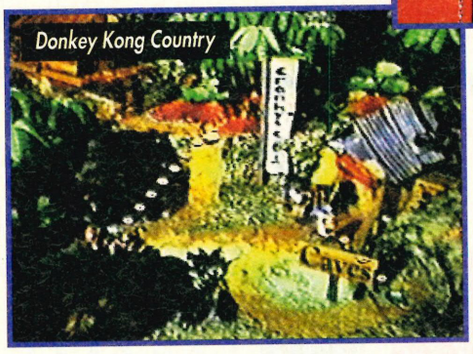
*Impossible Mission 2025: The Special Edition*. Anyone remember the C64 classic? Well, it's back and better than ever. All the usual updates have been made in graphics, sound etc, and they've even included the original game in a secret mode!

## MINDSCAPE

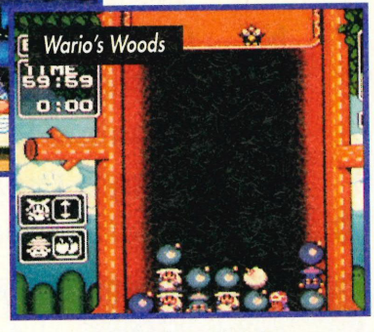
Mindscape were busy promoting *Thunder in Paradise* for the Super NES, which is a conversion of the Hulk Hogan film (and old Hulky was even at the show signing autographs and crushing Jason Spiller's frail hand), and *Mario: Mission Earth* which is another 'Edutainment' game similar to *Mario is Missing*.

## NINTENDO

The big 'N' did of course dominate the show with *Donkey Kong Country* which




was billed as an Ultra 64 game until Howard Lincoln revealed that it was in fact on the Super NES. See previous page for all the news on *DKC*. Also on show were *Wario's Woods* – another *Tetris* variant using the Wario character set and

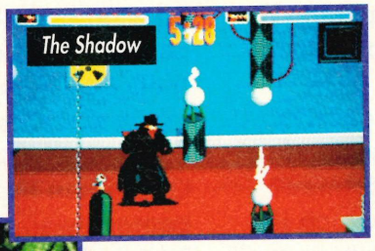



*Illusion of Gaia* which is another highly polished *Zelda* and *Secret of Mana* style game.

*Tinstar* is a wild west *Sunset Riders* type game which actually allows three controllers – the pad, the mouse and the Super Scope to be used throughout the seven levels. *Uniracers* is, surprisingly, a unicycle platform game, and finally *Super Punch Out!!* is a superb coin-op quality boxing sim converted from the NES game. There are 16 comical characters to kick in, plus amazing stereo sound and bone-splintering special moves.

## OCEAN

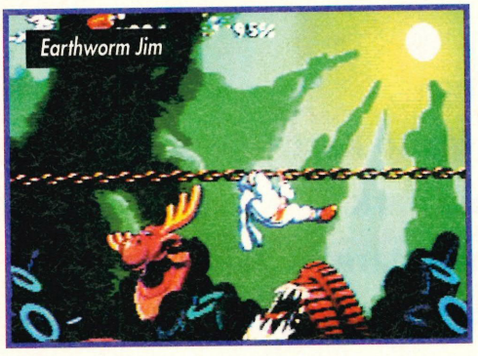
With 30-something titles on the way, Ocean had plenty to shout about, and shout they did. Most notably on show were the *Green Lantern* (beat-'em-up), *The Shadow* (ditto), *Flintstones* (the movie not the Taito game),




*Eek the Cat* (big purple cat, a bit like Garfield), *Addams Family Values* (stonking Zelda-type film conversion) and *Jelly Boy* (morphic teenage capers).

## PLAYMATES

Dave Perry (the famous and likable one) stunned all at the show with *Earthworm Jim*, a cartoon




platform game with some incredible Disney-esque graphics. Plus *Deep Space Nine* (looking better than *Star Trek: TNG*) and *Exosquad* were also promising titles.

## SUNSOFT

These games should be picked up by Marubeni if all goes well and so we should see official releases for *The Death and Return of Superman* (a Superman game, a platformer, draw your own conclusions), *Loony Toons*, *Sylvester & Tweety* (how long have we waited for this one?) and finally the brilliantly titled *Zero the Kamikaze Squirrel*.

## THQ

THQ are still plodding on with *Akira* (some screen shots at last!) and *SeaQuest DSV* (remember you heard it here first guys, er in issue #3), both titles are looking good and we'll have a first look at *Akira* next issue. Meanwhile, THQ have




also announced *The Mask* which is a dodgy looking adaptation of a weird film.

## TITUS

Riding high at the moment, Titus are looking for more hits with *Prehistorik Man* on the Super NES, *SOS – Sink or Swim* (an Amiga conversion), *Ardy Lightfoot* (colourful platformer – arrrghhh!) and *Brainies* which is a grey matter-teasing puzzler.

## TOHO

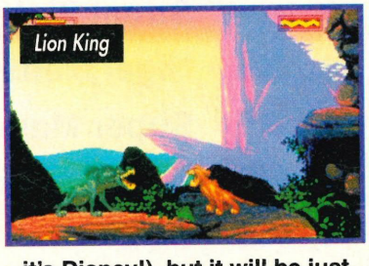
The only two titles on offer here were the disappointing *Super Godzilla* (don't expect too much) and *Ranma 1/2 II* (oh no, not another damn Ranma game!).

## UBISOFT

As reported on page 28, *Street Racer* is THE next big racing game, and it's absolutely fabbo and only 8Mbits, so it will be cheap too! UBI Soft we love you, UBI Soft we do...

## VIRGIN

Virgin announced their biggest game yet – *Lion King*. Based on the tear-jerker film currently doing the rounds in the States. This Disney licence is guaranteed to be on every parent's Christmas list and destined to be top seller. Graphics are amazing (after all




– it's Disney!), but it will be just like *Jungle Book*, unfortunately.

Apologies to anyone we missed, next time don't trust other people with exclusive material, who are more than likely just going to nick it themselves and keep quiet!

# ELSPA CHARTS

Special thanks to Dorien Block.

*FIFA*'s still predictably at number one in the Super NES chart, but now there are a new set of challengers in the form of *Jurassic Park*, *Chaos Engine*, *Cool Spot* and *Alien 3* – all making a belated comeback (er, except *Chaos Engine* which is new – Ed).

Can any game topple the record selling footy game or is it destined to stay in the top slot until Christmas? Well, there's *Stunt Race FX* which is the SUPER GAMER tip for the top, as well as *Bomberman 2* and *Mortal Kombat II*. Curiously, *BOB* is also back in the charts – this is a complete mystery as the game's crap.

Shock, horror probe! The Game Boy chart is now down to only the top ten because Gallup have just changed their operating system. Staying at the top is of course *Warioland*, but expect *Monster Max* to make an impact soon. Other than that it's just Nintendo games swapping places and all very boring. Tune in next month for more exciting tales from the far side...

EUROPEAN LEISURE SOFTWARE PUBLISHERS ASSOCIATION LTD
ELSPA

COMPILED BY GALLUP

# THIS MONTH'S CHARTS

▲: Hot ▼: Not
NE: New Entry –: Same

## SUPER NES

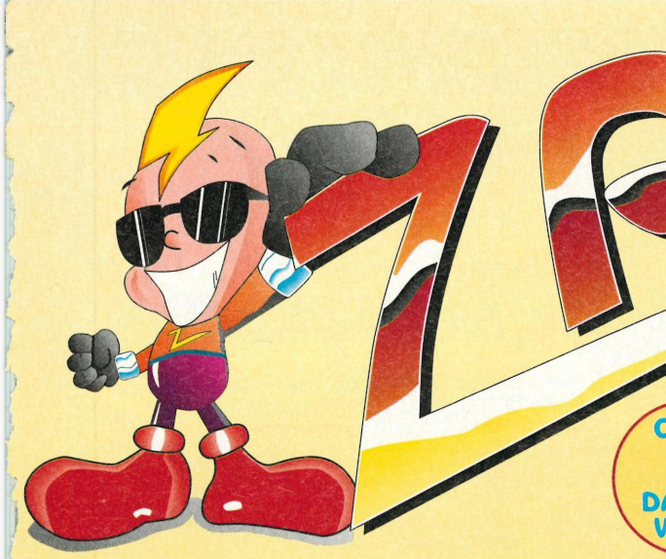
| | | | |
|---|---|---|---|
| 1 | – | FIFA | Ocean |
| 2 | ▲ | Starwing | Nintendo |
| 3 | ▲ | Super Mario Kart | Nintendo |
| 4 | NE | Jurassic Park | Ocean |
| 5 | ▲ | Mario All-stars | Nintendo |
| 6 | – | World Cup USA '94 | US Gold |
| 7 | ▲ | NBA Jam | Acclaim |
| 8 | NE | Cool Spot | Virgin |
| 9 | ▼ | Sim City | Nintendo |
| 10 | NE | Chaos Engine | MicroProse |
| 11 | NE | Alien 3 | Acclaim |
| 12 | – | Street Fighter II | Capcom |
| 13 | NE | Nigel Mansell's | Nintendo |
| 14 | NE | Super Mario World | Nintendo |
| 15 | NE | Total Carnage | THQ |
| 16 | NE | BOB | EA |
| 17 | ▼ | World Cup Striker | Elite |
| 18 | NE | Zombies | Konami |
| 19 | ▼ | Rock 'n Roll Racing | Ocean |
| 20 | NE | John Madden '93 | EA |

## GAME BOY

| | | | |
|---|---|---|---|
| 1 | – | Warioland | Nintendo |
| 2 | ▲ | Super Mario Land | Nintendo |
| 3 | ▼ | Kirby's Pinball Land | Nintendo |
| 4 | – | Link's Awakening | Nintendo |
| 5 | ▼ | Super Mario Land 2 | Nintendo |
| 6 | NE | Castlevania 2 | Konami |
| 7 | NE | F1 Race | Nintendo |
| 8 | – | Sensible Soccer | Sony |
| 9 | ▼ | Kirby's Dreamland | Nintendo |
| 10 | ▲ | Nigel Mansell's | Nintendo |

## NES

| | | | |
|---|---|---|---|
| 1 | NE | Super Turrican | Imagineer |
| 2 | NE | Super Kick Off | Imagineer |
| 3 | NE | Maniac Mansion | Nintendo |
| 4 | NE | Jimmy Connor's | UBI Soft |
| 5 | – | Snake's Revenge | Konami |
| 6 | NE | GOAL! | Nintendo |
| 7 | NE | Battletoads | Nintendo |
| 8 | NE | Mega Man IV | Nintendo |
| 9 | NE | Monster in my Pocket | Konami |
| 10 | NE | Gremlins 2 | Nintendo |



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**BREATH OF FIRE CALL**



**SOUL BLAZER 2 CALL**

## SUPER NES USA

| | |
|---|---|
| SATURDAY NIGHT SLAM MASTERS (CAPCOM) | CALL |
| SUPER STREET FIGHTER (CAPCOM) | CALL |
| STUNT RACE FX (NINTENDO) | CALL |
| BREATH OF FIRE (CAPCOM) | CALL |
| SOUL BLAZER II (ENIX) | CALL |
| JUNGLE BOOK (VIRGIN) | CALL |
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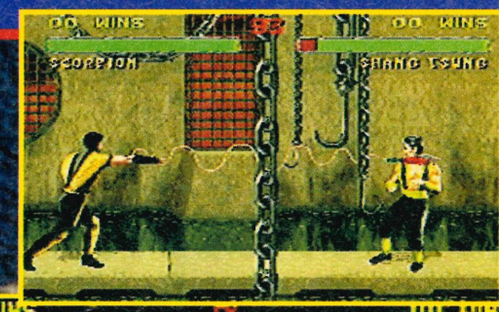
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# 12 CHARACTERS!









△ Slice and dice the Baraka way. I'm sure he wouldn't win any prizes on Master Chef for this culinary delight!

# MORTAL KOMBAT II

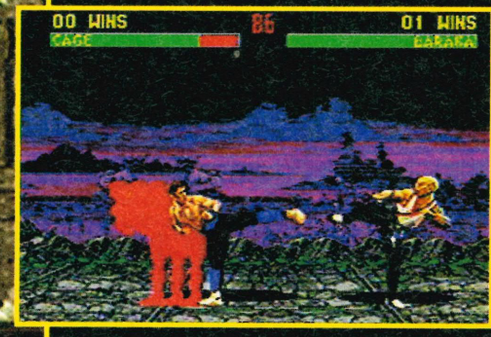



△ Clint Eastwood wannabe, Kung Lao puts his hat to good use against Baraka.




▷ Kung Lao flings the unfortunate Lui Kang to the floor in the outdoor arena.

▽ The 'who can kick their legs up the highest' competition. Note the dark smog in the background, must be LA.

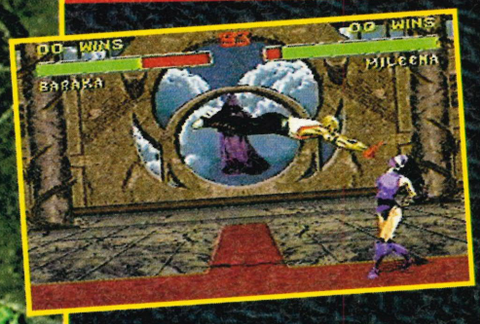



## BURST!






◁ There are now 12 fighters to choose from including seven brand new characters who didn't make an appearance in the first game!




# REND!




△ Sub Zero obviously believes in equal opportunities for women.

▽ To get the Friendship or Babality moves you must use only kicks in the bout.






△ Mileena finishes her 'man eater' death move by spitting out her unfortunate victim's bones. This is after a kiss of death where she sucks in their essence.

# EVISCERATE!




△ Splat! That's no way to treat a lady. As you can see there's no trace of any unconvincing grey substance.



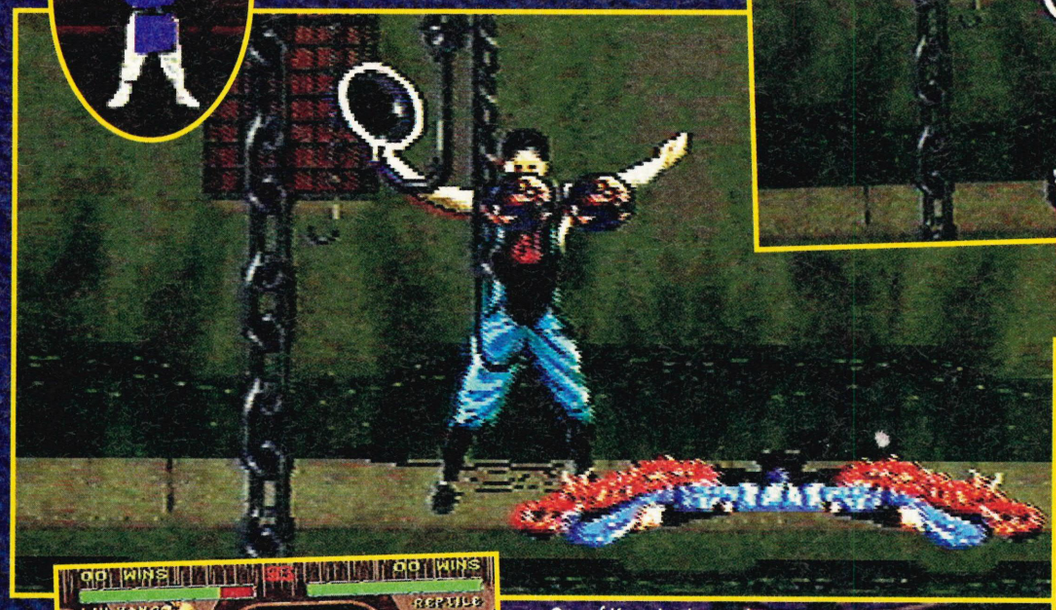


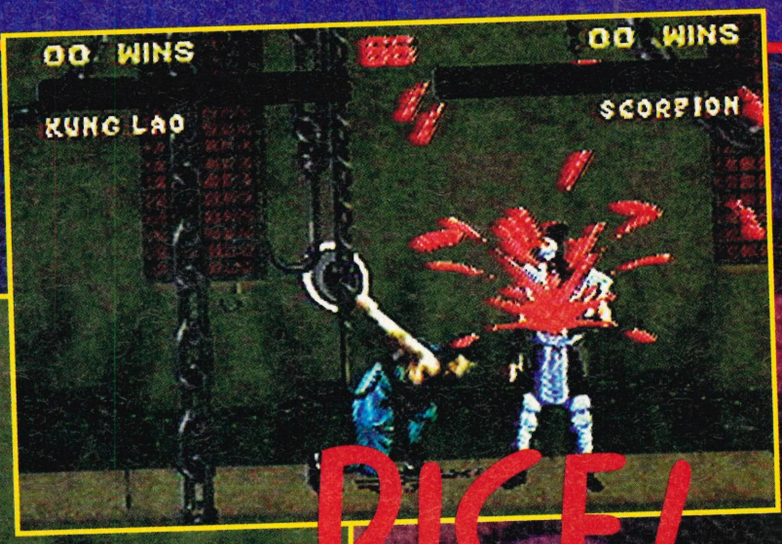


△ Lui Kang's fireball is still in the game, but unfortunately so is Reptile's mucus missile.

# COIN-OP PERFECT!



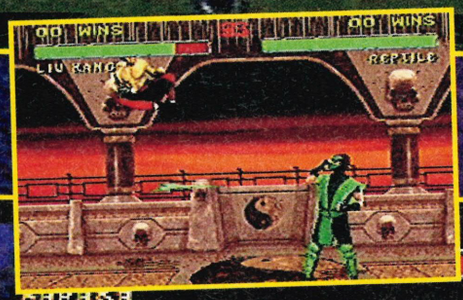





DICE!

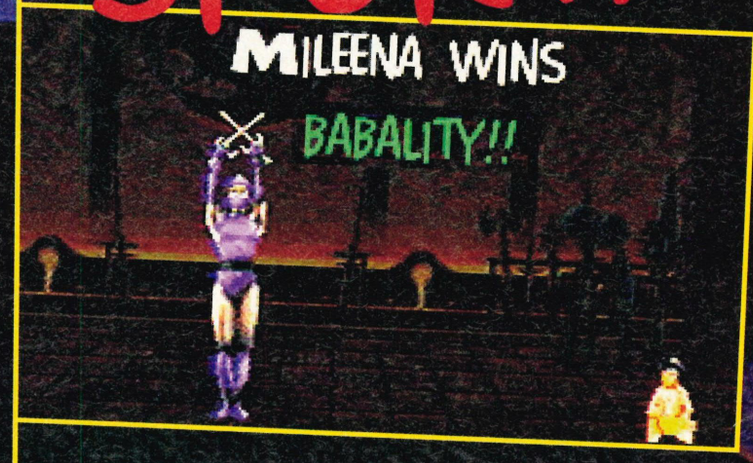



SPURT!

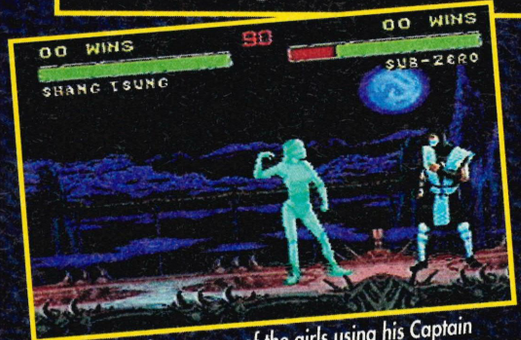



△ One of Kung Lao's amusing death moves is this full body decapitation. Nice.



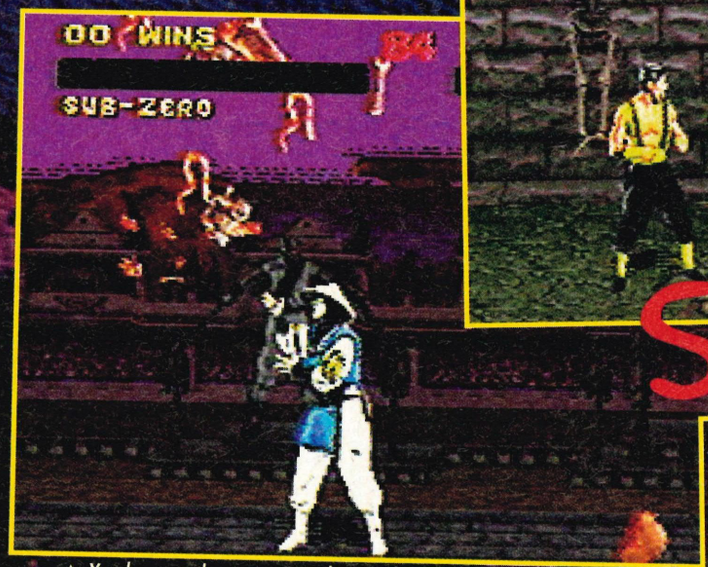

MAIM!




△ Sub Zero freezes one of the girls using his Captain Birdseye special move.






# SEVER!

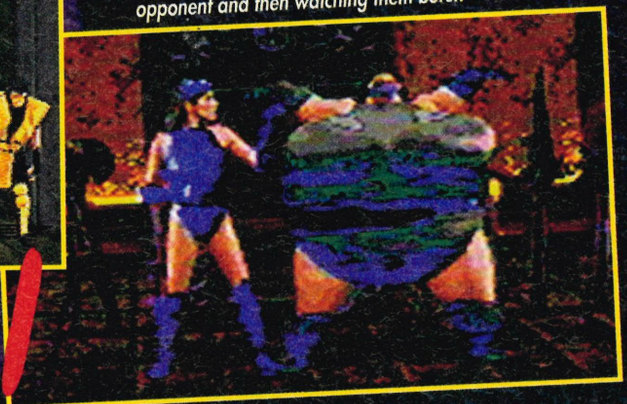
△ *Yeuch – note the extreme explosion of entrails! Any parents reading this should realise that there is absolutely no connection with video game and real violence, especially in* Mortal Kombat II. *Well, not much anyway.*





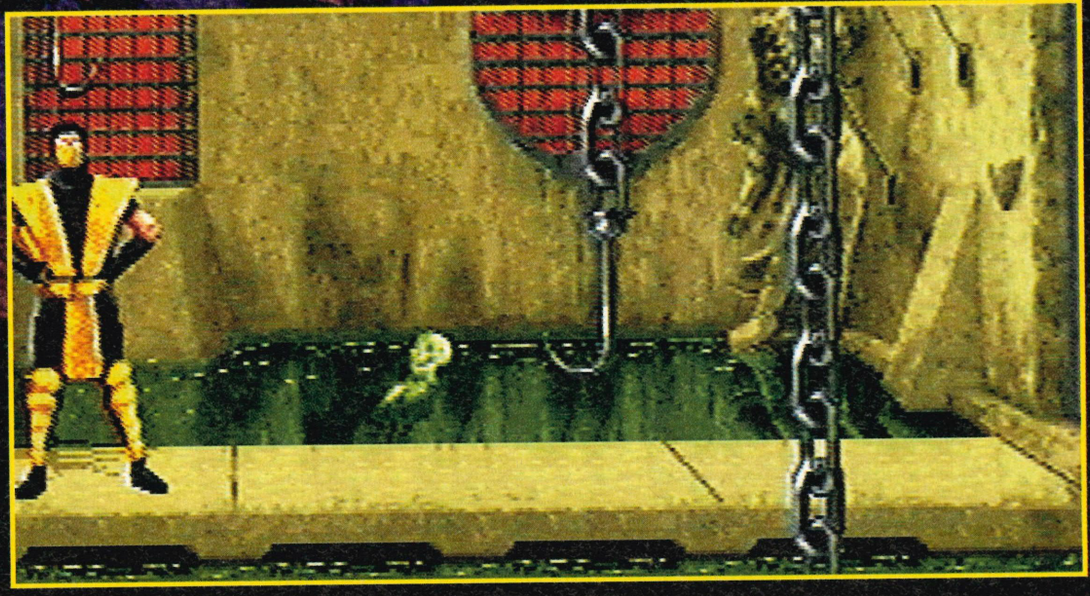


▽ *Kitana's death move involves snogging the opponent and then watching them burst!*



# GORE!

▽ *Fighting in the dungeon is pretty dangerous (so's the whole game – Ed) because you can be thrown into this vat of acid.*



**PRODUCER**
ACCLAIM
(071) 344 5000
**PRICE**
£TBA
**CART SIZE**
24MBits

Prepare yourselves for the ultimate coin-op experience in the comfort of your own sitting room, *Mortal Kombat II* is arriving this September and it promises great things indeed! After wetting your blood-thirsty appetites last month with exclusive news, speculating which shape or form *MKII* would be appearing, SUPER GAMER can now reveal that Acclaim have been given the green light and the good news is that *MKII* will be the full, and we mean FULL, uncut version!

Unfortunately, the bad news is that you have to be 15 and over to buy it – pah!

Still, when you consider the fact that this version contains all 63 finishing moves (including Fatalities, Babalities, Friendships, and Pit deaths) which range from giving your unworthy opponent a present, to ripping their limbs off amidst a torrent of blood, it couldn't have really worked any other way!

For anyone that has veered away from the local arcade in the past year, *MKII*, unlike the *Street Fighter II* games, is a proper sequel as opposed to an upgrade, and features only five of the original characters (six if you count Reptile, the original hidden character who can now be properly controlled).

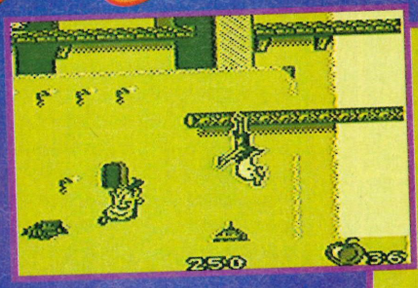
The others are made up of an imaginative and varied posse of grotesque degenerates who each have a plethora of standard special moves, as well as the amazing finishing moves. Your aim, like the first instalment, is to whip the lot of them in succession and then do battle with the ultimate guardians and to reign as the supreme champion.

Goro has given up his life of crime and become a nursery school teacher and Shang Tsung is now in with the contenders, so you'll now have to defeat awesome new forces to take the crown. Hotter than Bournemouth beach, *MK II* will be reviewed next issue (as long as Acclaim haven't made any more 'deals'!)

GAME BOY SUPER NES **PREVIEW**

# Aladdin



▽ Aladdin as viewed through the Super Game Boy, impressive huh?



▽ Hello d'ere sir, you want to buy a synth?

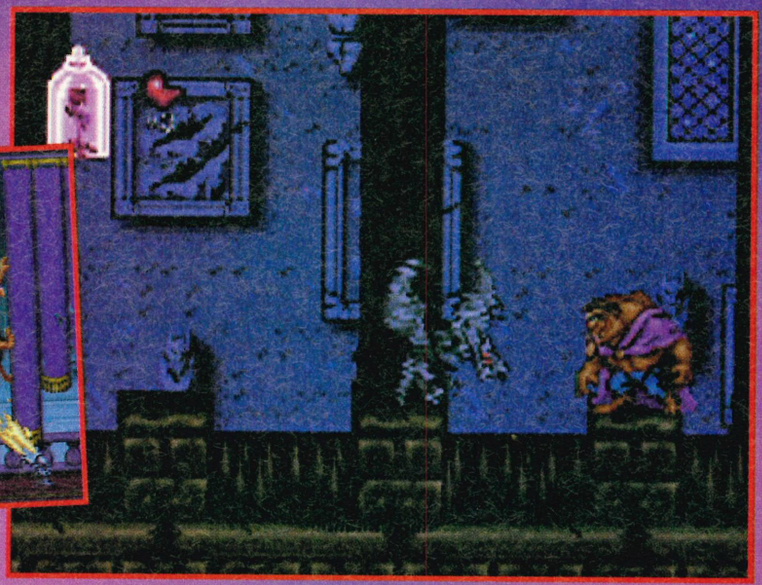




▷ The Beast makes a break for it disguised as an old washer woman.

# Beauty and the BEAST







△ Looks like someone has over done the starch a bit on the curtains.

**PRODUCER**
VIRGIN
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**PRICE**
£TBA
**CART SIZE**
2MBits & 8MBits

Two cracking Disney licences are about to emerge from the Virgin stable. Okay, so they may be a little late (well, a year or so actually!) to tie-in with the respective films, but who cares?

The first is *Aladdin* on the Game Boy, a rampant platform jaunt through ancient Arabia. You play Aladdin, a dashingly handsome young peasant boy who dresses like a cross between MC Hammer and Robbie from Take That (not that we know who he is – Ed).

You must run, jump and swipe your way through ten levels of Turkish delight, ranging from street markets to Arabian palaces. More a replica of the David Perry Mega Drive version than the Super NES in terms of appearance and layout, *Aladdin* will be souring into the shops in September and looks set to be full of eastern promise!

The second helping of fluffy Disney fun comes in the form of *Beauty & The Beast*. This game loosely follows the plot of the Oscar-winning movie (which will probably be on telly by the time this comes out!).

After the selfish Prince refused shelter to an old crone, he must have been kicking himself when she in actual fact turned out to be an Enchantress with magical powers. To repay the Prince for his meanness, the sorceress transforms him into a hairy beast until he realises the error of his ways. Only the love of a good woman can release the spell, but to find her, the Prince must traipse through over 15 platform levels set inside his vast castle, armed with only his immense strength and a powerful roar. The game contains plenty of puzzle aspects as well as the standard platform stuff. Expect to see full reviews of both these exciting games in the near future.

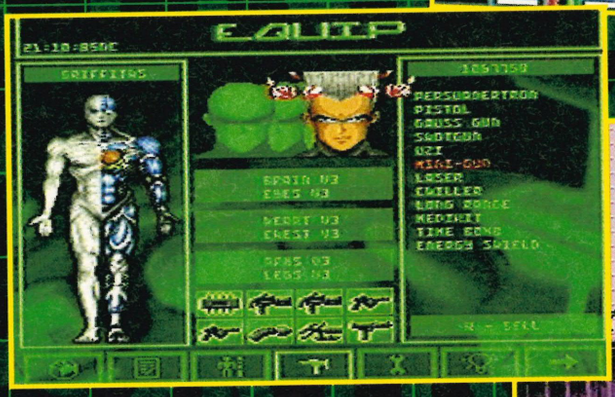
# Syndicate

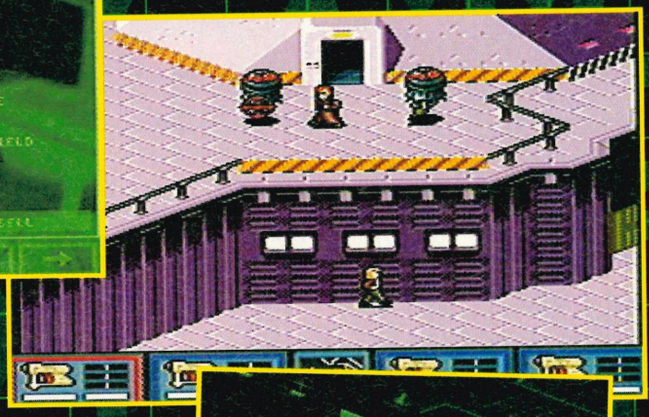


△ An ominous vision of the future, in true Blade Runner style.



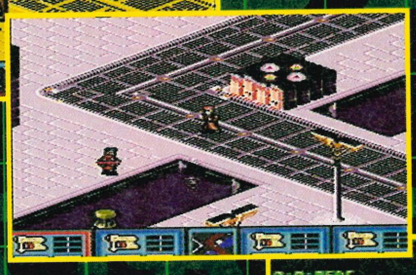
△ When I go down, I take everbody down with me!





△ The streets are littered with vehicles. Most of them need to have the occupants ejected first though.





▽ The different colours represent the Syndicate territories.

▽ Upon completion of a mission, your superiors have their say.






**PRODUCER**
OCEAN/BULLFROG
(0485) 579399

**PRICE**
£TBA

**CART SIZE**
8MBits

In the future, the world will be controlled by the Syndicates. In these dark times it's essential for any successful corporation to employ the services of assassins to ensure the growth of their empire and safety of their secrets. The corporations buy countries, the people are enslaved and bled dry by extortionate taxes, it's a sad fact that the streets are being constantly scrubbed clean of blood, life is unbearable and everyone has their price.

In this Super NES conversion of the Amiga classic you control four assassins from a relatively small corporation. Your aim is to infiltrate rival corporations' territories and conquer them. There are over 50 missions in total, all of them varied and exciting – ranging from terminating droids to persuading rivals to join your worthy cause using drugs.

The assassins themselves can be either man, woman or robot. Each has their own advantages and disadvantages. Robots for example make ferocious killing machines, while women are much more persuasive and are more useful for the subtler missions.

The array of weapons at the disposal of this merciless band is frightening. Gauss guns, Uzis, lasers, pistols, time bombs – the firepower can literally bring a city down! It's not all offence though, adequate armour can be purchased, plus the chance to upgrade your assassins and improve speed and strength.

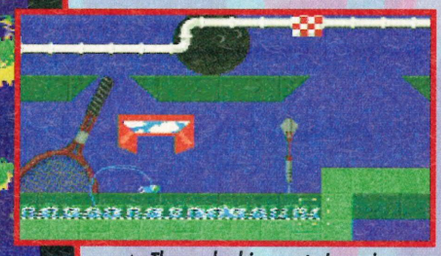
There's also a versus mode which gives to players the chance to control two assassins each and work as a team – a feature which is unique to the console versions.

*Syndicate* is a massive game with plenty of diverse missions to complete in order to rule the world. All crammed onto an 8Mbit cart! Full review soon.

# Lemmings 2 THE TRIBES




△ The beach at Bournemouth looks nothing like this, Ive certainly never seen the top of palm trees floating in mid-air!



△ The packed-in sporty Lemmings go for a bit of escapist pole-vaulting.

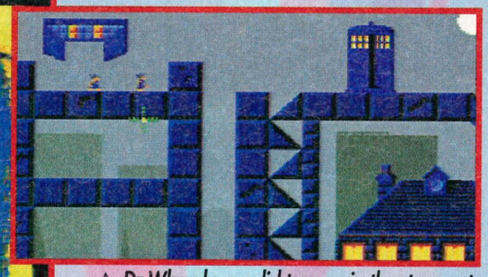







▽ This is the wonderful world of Lemmings, looks like a good place for my hols.



△ Dr Who always did turn up in the strangest of places, this time in shadow land.



**PRODUCER**
PSYGNOSIS
(051) 709 5755

**PRICE**
£TBA

**CART SIZE**
16MBits

Everyone must be aware of the Lemmings' natural tendency to throw themselves recklessly off anything that's higher than a kitchen stool, hence the aim of the game, which is to guide the dozy creatures through more than 100 trap-packed levels in order to reach the safety of an exit. I won't bore you with basics, what you want to know is, what are the new features?

Rather than taking the easy option and just adding extra levels here and there, the whole game has been re-written. Presentation is in the *Super Mario World* mould, with the *Lemmings*' world depicted as a map split into 12 areas, each with an indiginous tribe.

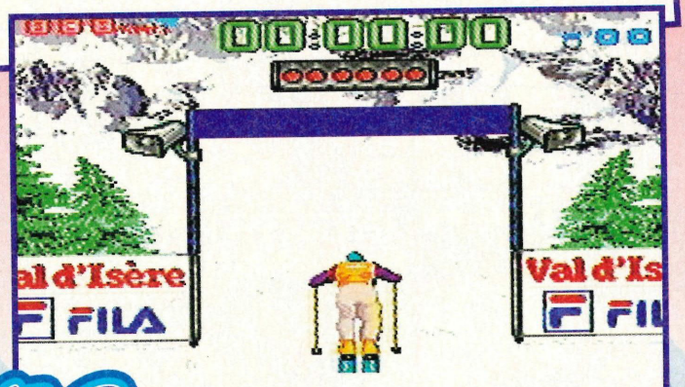
Every tribe specialises in particular skills. The Polar tribe for example are great skiers, and the Sport tribe are incredible pole vaulters, in fact there are over 60 new skills to master! The game has been devised in such a way, so as not to reveal all the skills at once. The further you go, the more skills you can employ.

Another new feature is the fact that you can carry Lemmings over to the next level, so obviously the more Lemmings you waste, the less likely you are to reach the end. The emphasis is on care, and you can replay each level as many times as you want in order to save as many furry critters as possible. The ultimate goal is to lead every Lemming from each of the 12 tribes to safety.

The battery save seems like a smart move, especially as it's going to take some serious playing to complete. *Lemmings 2 – The Tribes* looks like being every bit as good as the original and probably better, keep a very close eye on this, it's going to be a hit for sure!

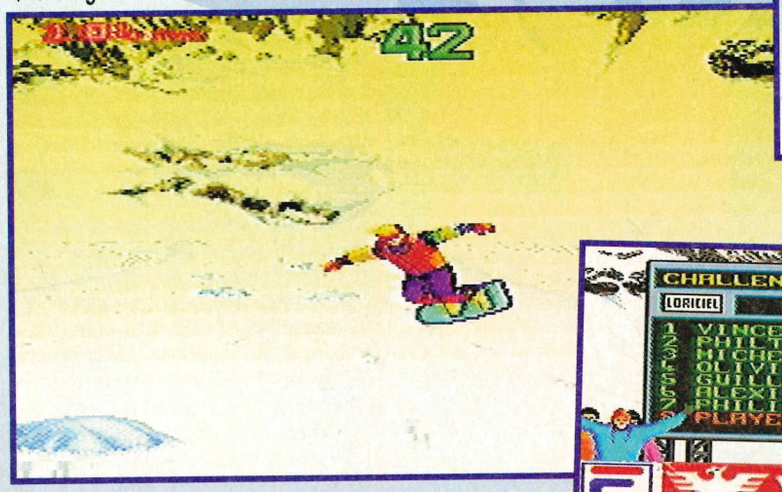


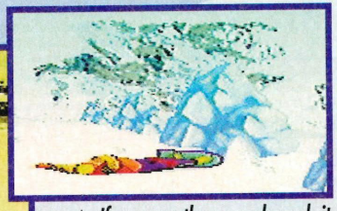

△ Just look at that scenery, it's almost like being in the Alps.




# Val D'Isere CHAMPIONSHIP

▽ Snow glare makes concentration vital for our snowboarding hero.



△ If you use the snow board, it won't be long before you do this.




**PRODUCER**
MINDSCAPE
(0444) 246333

**PRICE**
£49.99

**CART SIZE**
8MBits

*Val D'Isere* is the first completely Mode 7 skiing and snowboarding simulation. Playing is really believing as your skier rockets down the slopes, coping with nasty problems such as snow glare (of all things!) and dodging perilous hazards including rocks, trees, other skiers, ice patches, and mountain streams – all at literally break-neck speeds!

The aim of the game is to reach the bottom of the slope in the fastest time possible and there are checkpoints on the way down which must be crossed within a certain time limit or else it's instant game over.

The stylishly clad skier can perform spins, splits, twists and a few other daring manoeuvres as he winds his way down the course, while all the time on the look out for moguls (small bumps) which throw him way up into the air; enabling the supple daredevil to pose as only snow bums know how.

In true winter holiday style there are quite a few courses to choose, ranging from easy to hard, and these can be chosen from a massive map showing the exact layout of the resort.

Just to add to the excitement you have the option to take your pick from three types of event, and these are: Giant Slalom, Downhill and Special event. Keeping bang up-to-date *Val D'Isere* also includes the new high profile, high risk and highly flashy sport of snow-boarding (cue well known energy restoring drink advert), as well as the more standard approach with two skis.

*Val D'Isere* looks set to bring a new level of excellence to the skiing game genre – its slick graphics and wide appeal should ensure this is one of the surprise hits this autumn. Watch out for the full review which should be snowballing along very soon!

# MR TUFF




◁ A cross between a chocolate sponge and a Keystone Cop attempts to try it's luck against Mr Tuff's wrecking ball.




△ What a left hook! Cheaper than going to a wreckers yard any day!




▽ Battletoads... Oops, sorry, I meant to write battle time, you know how it is.










△ This first boss is set in the lighthouse, look out for the rotating light.




**PRODUCER**
SCI
(071) 585 3308
**PRICE**
£TBA
**CART SIZE**
8MBits

Have you ever had the urge to smash everything you see in front of you into small pieces? Well Mr Tuff gets that all the time, so the only way to put this destructive tendency to good use is to send him off to what was once the bountiful planet Earth, now a derelict wasteland, and level the entire surface!

*Mr Tuff* is a multi-directional scrolling platformer which at first glance is very reminiscent of games such as *Rainbow Bell Adventures* and *Plok!* It's for one or two players although the two player mode is alternate rather than simultaneous.

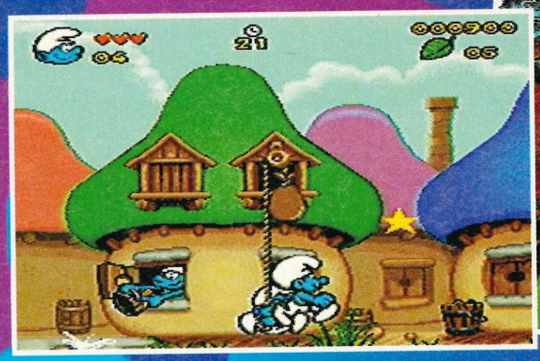
There are 40 stages in all, spread over various levels like the swamp, the mill, the castle and of course everybody's favourite, the ice level.

Each stage involves storming through some well designed, varied and wonderfully colourful levels while attempting to discover a certain amount of specific targets which must be destroyed in order to progress onto the next level.

One of the most exciting aspects of *Mr Tuff* is the vast array of weapons and vehicles at your disposal. For example the flaming fist crunches down onto enemies, sending a line of fire in all directions and leaving a trail of barbecued baddies in its wake! As for the vehicles, you won't believe the mess a quick drive in a wrecking ball can create!

So what's stopping you from creating all this mayhem? Most of the time the opposition comes in the form of skeletons, dogs, home help robots and possessed space hoppers. As progress is made the police also make an appearance, this however poses no problems for Mr Tuff who has the compassion and morals of a lager lout.

*Mr Tuff* promises solid action, gripping gameplay, incredible sound effects and it's here for review next month!





# SMURFS



△ Hefty Smurf takes a bite out of an over-sized mushroom. Magic!



△ Cor blimey, love a duck!



▽ Hurtling through the mines in this Indiana Jones-style section, this Smurf is about to be brained by a pole.



▽ Smurfland, as seen from the Hubble Space Telescope.



**PRODUCER**
INFOGRAMES
(071) 738 8199

**PRICE**
£TBA

**CART SIZE**
8MBits

Gosh! This is a blast from the past. Although they're slightly harder to obtain these days, I'm sure everyone over the age of 16 will remember these little blue pixie dudes!

There used to be a time when you could stop at any petrol station, newsagent, or gift shop and marvel at the legions of assorted Smurfs and Smurfettes available for you to collect (you'd always buy a couple only to have the blasted dog chew their limbs off!).

The trend came and went, but now Infogrames are about to spearhead a revival by launching a splendid new game to be followed by a rather 'ambitious' fashion campaign.

*The Smurfs* will be available on the Super NES and Game Boy in September, and like Infogrames' previous release, *Asterix*, it will be a platform game based heavily on the exploits in petite Smurf Land.

Gargamel, the evil sorcerer has 'Smurfnapped' several of the more renowned characters including Brainy Smurf, Jokey Smurf, Greedy Smurf, and the lovely Smurfette.

You, as Hefty Smurf must roam the land in search of your lost buddies before you can take on Gargamel, and the game comes with three difficulty settings and 20 different stages to explore – each contains hidden rooms, bonus collectibles and plenty of harmful enemies.

Once a new Smurf has been rescued, you'll be given the option to play as that Smurf. Like the Trolls, each Smurf has their own strengths and weaknesses that can come in handy on different levels.

From what we've seen of *The Smurfs*, it looks as though it could be a worthy rival for *Mr Nutz* as the best looking platform game around. Full review next issue.

# BRAINIES

▽ Frantic cerebral puzzle action ahoy in Brainies!









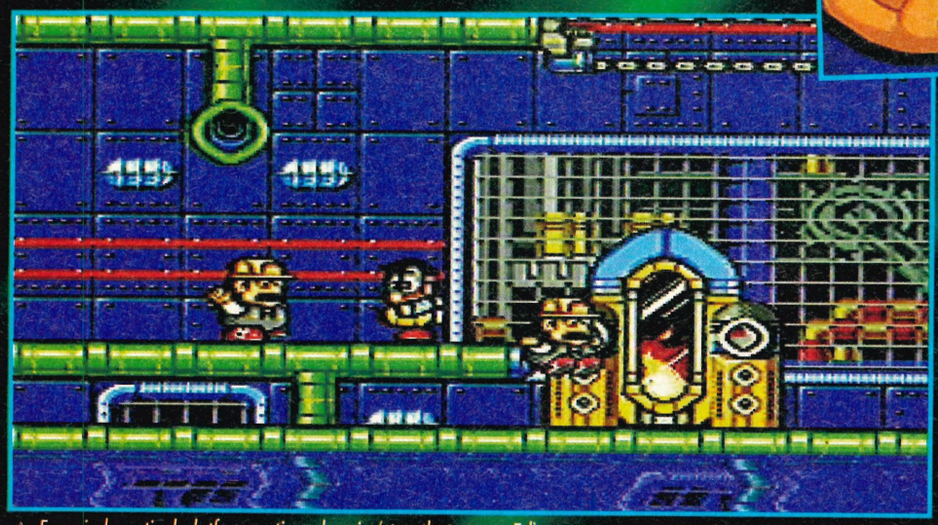


△ Brainies indeed – they look like PO'd wurflegums to me!

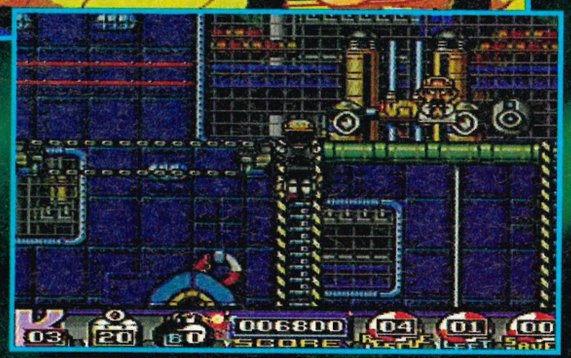
# TITUS PREVIEW

▽ Let's have a big hand for Kevin Codner! (Yep, I'm afraid that's what he's called...)



△ Frenzied nautical platform action ahoy in (stop that now – Ed).

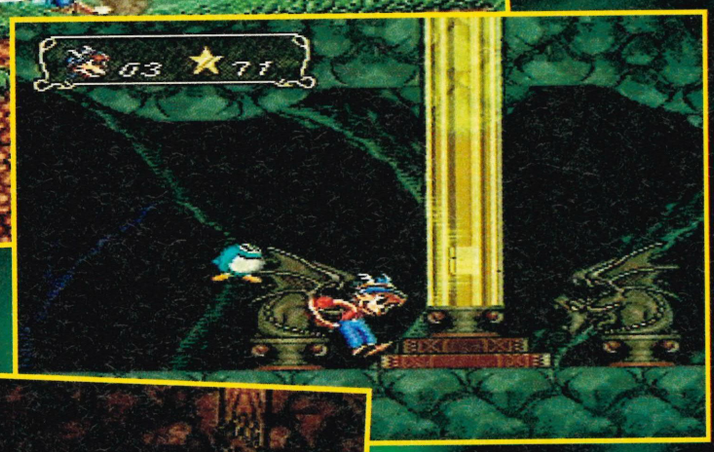


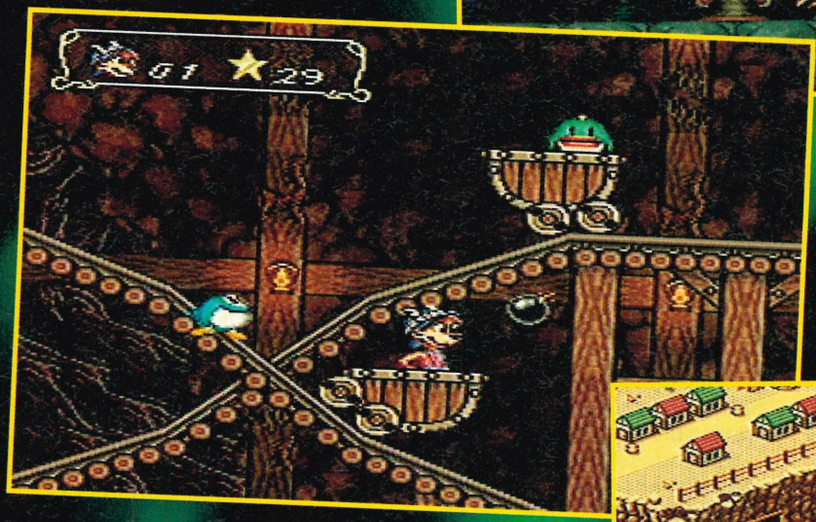

# SINK OR SWIM

# ARDY LIGHTFOOT



◁ Wow, look at the graphics! (As mentally-challenged Saturday morning kids' TV games reviewers like to say.)

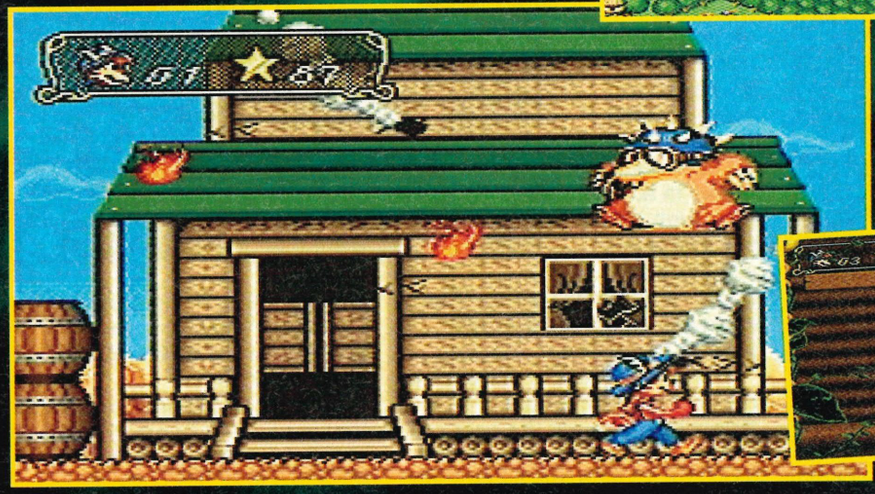




◁ Could it be... oh yes, it's another of those currently stylish mine car sections. If gravity-impelled subterranean undulating steel track action is your bag, you'll love this.

▽ This is the Populous-style subgame. Well, probably not, but it sounds better than saying 'here is a map'.





◁ Ardy Lightfoot – he's big in Japan! Apparently.



**PRODUCER**
TITUS
(071) 700 2119

**PRICE**
BRAINIES/SINK OR SWIM £39.99
ARDY LIGHTFOOT £TBA

**CART SIZE**
BRAINIES/SINK OR SWIM 4MBit
ARDY LIGHTFOOT 8MBit

Titus have certainly gone from strength to strength over the past few months, especially since their brilliant Game Boy title *Monster Max* elevated them to true greatness.

Now, after jamming their foot in the industry door, they're certainly not going to sit back on their laurels just yet, and they've got three groovy games in the pipeline to prove it.

The first is *Brainies*, a novel puzzle game in which a crew of small extra-terrestrial creatures have accidentally landed on our planet. You must help them to get home by guiding them to their sleeping pads before our atmosphere becomes too much for the poor mites!

The puzzle-based action is set in a series of small mazes in which you must guide each Brainie to its corresponding colour pad. You're up against a pretty tight time limit so you can't afford to make too many mistakes.

More Poseidon-esque fun coming soon in *Sink or Swim*, a *Lemmings* clone set onboard a sinking ocean liner. You, as a member of the rescue team, must guide a hapless troop of panicky survivors to safety before the vessel becomes submerged in the drink. There are 100 levels in total, each one represents a different part of the ship with new hazards to overcome and puzzles to solve.

Finally, Titus are also releasing *Ardy Lightfoot*, an enjoyable platform caper originally programmed by Ascii (the pad people), and features beautiful graphics courtesy of Disney animators. From what we've seen, *Ardy Lightfoot* is shaping up to be nothing short of spectacular, with beautiful landscapes, immense depth and loads of secret bonus stages to unearth. Apparently Ardy is somewhat of a cult figure in Japan so it must be good. Full review of all these games soon.

## Soil your pants with UBI Soft's 4-way racing game that could give Mario Kart a run for its money! Featuring new astounding programming technique – ORG!



△ The simultaneous four player divides the screen into strips.

You're pin-wheeling through the chicane in a vintage red Bugatti-type racing car when suddenly Sumo-San, a huge fat Japanese monster pulls alongside, whipping you with his hundred hand slap!

Cool as a cucumber you feather the A button and two razor sharp rotating saw blades spring from your wheels and shred Sumo's tyres instantly sending the fat git into the crash barrier – terminal wipeout!

But as you turn back to the race and slide the car into one of the sweeping corners, you spot a huge wall directly ahead. With clenched teeth and filled underpants you hit the right button on the pad and the car turns into a WW1 Fokker Triplane ready to take to the skies! Hang on... something tells me this isn't a normal racing game.



In fact I'd go so far as to say that UBI Soft's *Street Racer* is not like any other racing game on the Super NES. For a start it has a four player simultaneous mode which essentially cuts the screen into four equal horizontal strips; one for each player. *Street Racer's* main rival is the undisputed king of the genre: *Super Mario Kart*, but only SUPER GAMER can tell you if it's a fair comparison, or a drunken boast, in this exclusive Work In Progress.

Programmed by Chris West with graphics by Tony West for Vivid Image in London, *Street Racer* is UBI Soft's best chance at goal yet. After the 'disappointing' *Hyper V-Ball*, all hopes are on this game for Christmas.

In one player mode you sit just behind the car, the whole screen taken up by the glorious graphics (even more detail than *SMK*!) and then moving in fabbo smooth Mode 7.

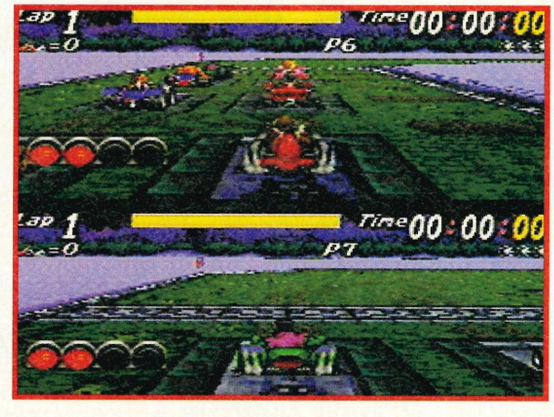
You choose one of eight colourful characters ranging from Frank the Transylvanian monster and Hodja the Turkish magician, to Raph the Italian speed freak and the curvaceous Surf Sister from Oz. Each possesses a different bizarre special move and a weapon to spice up the standard racing.

There are 32 tracks in all (although the programmers say there are some secret ones), so that each character has his/her home ground to race on.

Frank, for example prefers the dark castle walls and slime of Transylvania to get the best out of his car, but Surf Sister can only shine when she's catching rays on the beach. Consequently, anyone who's playing these characters will have a distinct advantage over everyone else and this improves the competitive aspect of the game, as does the inter-car combat. All of the tracks form the Bronze, Silver and Gold champion leagues, but you can visit any at any time.

Apart from the standard punching move which all the racers have, you can also employ a side and front attack and these can be blaring horns, spinning blades, huge balloons, electricity, and even turning into a flying carpet. Check out the character profiles for the different attack styles on offer.

What all this boils down to is that you've got to steer the car at break-neck speeds, look out for short cuts, fight other players in hand-to-hand




▽ Anyone for football? Could you imagine a more bizarre contender for ultimate footy sim!



# STREET RACER







▷ *Cut those corners with ease by transforming into a plane.*

combat, and even use your special abilities to give you the edge and win the race – all at the same time! Michael Schumacher never had it this bad!

*Street Racer* producer Mevlut Dinc was anxious for the game to include as many different playing styles as possible, and also to provide excellent value for money. Mevlut made sure that aside from the normal races, you can also play automobile soccer (punching the ball into the net) and a wrestling game (in cars, of course) where you must push players out of the ring. "I wanted it to be a cross between WWF and dodgems" explains Dinc. "We're also trying to prove that the Super NES is not dated or outmoded, and that it is perfectly capable of producing high quality games."



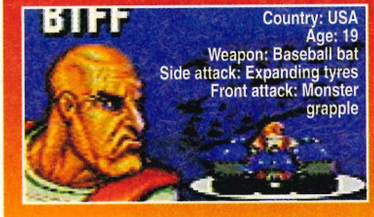

What makes *Street Racer* so amazing is that despite the fact that there are 32 tracks, eight cars and players, a track inspection option, one, two, three and four player modes, a video playback and even a soccer and WWF-style mini game, this has all been crammed onto a mere 8Mbit cart. And that means *Street Racer* will be available for just over £40 on its world-wide release in November!

From what we've seen, *Street Racer* is going to be sizzling the SNES this Christmas, and Nintendo are in for some hot competition for *Stunt Race FX* and the older *Super Mario Kart* (which is due for a sequel). The four player works well and with no slowdown, and the novel characters and larger sprites make it an instant eye-opener. We'll keep you posted as to how the soccer and WWF options work out, but expect a preview next issue and then the full review just in time for Santa. Maybe then we'll tell you just what this ORG business is all about...



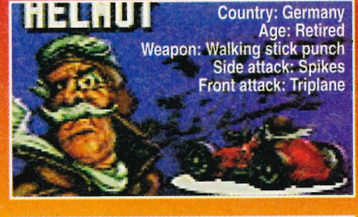
△ *Here are some of Surf Sister's wacky weapons.*

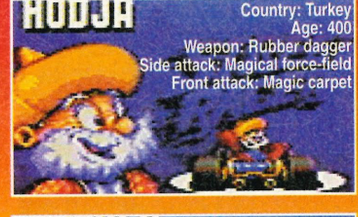
## GO, STREET RACER, GO!







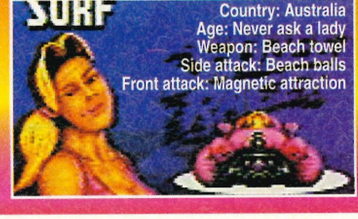






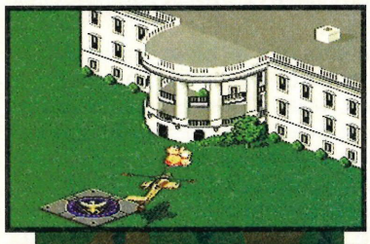





# RUMBLE IN THE JUNGLE

## A behind the scenes look at Jungle Strike!



**1: WASHINGTON, DC**
The object of this mission is to stop all the terrorist acts and save the President!



**2: SUB ATTACK**
Take control of a hovercraft and blast off-shore smugglers loading plutonium.



**3: TRAINING GROUND**
A chance to take out the drug smugglers' troops and supply depots.



**4: NIGHT STRIKE**
A pitch black night level with far too many drug runners around to be healthy.

Following hot in the footsteps of perhaps one of the most successful Mega Drive games ever, *Jungle Strike* looks set for a repeat performance when it makes its stunning Super NES debut later this year. For a sneak look and behind the scenes information on this epic game, Ryan "armed and dangerous" Butt makes a dawn raid on Gremlin's offices to bring you the following report.

Much is expected from Gremlin since they stunned everyone by grabbing the Super NES licence for the second in the EA 'Strike' series. And from the look of the game, they are not going to disappoint.

As you may remember, the original *Desert Strike* (the prequel to *Jungle Strike*) was released on the Mega Drive shortly after the Gulf War, and featured an evil tyrant bearing an uncanny resemblance to Saddam Hussein. The game was converted onto the Super NES last year and featured improved sound, but it was essentially identical.

The sequel follows a less controversial plot line and is set in South America. After eliminating General Kilbaba in *Desert Strike*, his son is after you for revenge. Although lacking the political connections of his father, Kilbaba Jnr has however got access to his late father's nuclear weapons factories.

Now the evil heir has joined forces with Carlos Ortega, the biggest drugs peddler in the southern hemisphere, and together they threaten to launch a nuclear strike against the USA! Uncle Sam, not the kind of superpower who takes threats lightly, decides to send in a tactical strike force. Does this consist of a fleet of gunships, stealth fighters and warships? No it does not, instead they decide to drop a lone Commanche Attack Chopper with some nifty weapons into the danger zone (cue Kenny Loggins).

*Jungle Strike* is an action strategy game with lots of high speed low passes, thumping machine guns, shrapnel, explosions and lots of drug pushers running about saying "theese eese terrible!"

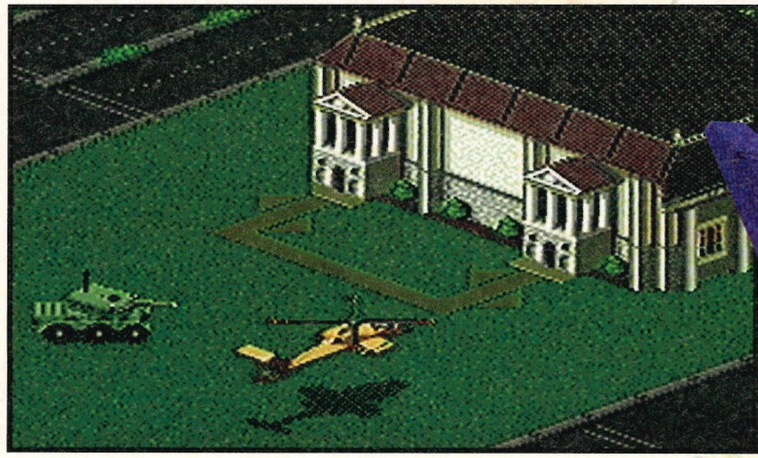
You must fly a series of hair-raising missions in order to crush the madmen's plans and this leads to battles in snow covered mountain tops, a desert, a dark jungle (obviously) and even a climactic scene in Washington DC!

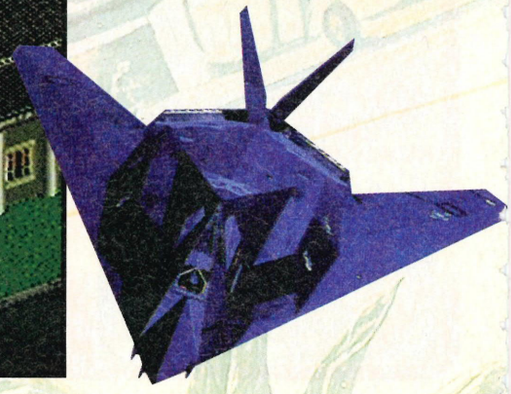
*Jungle Strike* is bigger and better than *Desert Strike* because apart from possessing twice as many levels and enemies, you also get the chance to leap out of your helicopter and have a go with an MX-9 Attack Hovercraft, an F-117A Stealth Fighter and an Assault Motorcycle. Each craft comes equipped with a vast array of weaponry with which to bring the bad guys to heel!

In total there are eight different campaigns to undertake, with over 40 different missions such as stopping plutonium shipments being made, lifting a seige in a city, blowing up missile parts and drug plantations and even stopping car bomb attacks on US embassies. Never a dull moment when you've got a big chopper!

*Jungle Strike* promises to be technically superior to the Mega drive original, with improved sound effects and more polished graphics. However, one element remains unchanged and that's the explosive, addictive and thoroughly compelling gameplay that made the original such a huge success.

Expect the game to hit the streets in October with a stunning preview and review coming soon in Britain's number one Nintendo mag.





# SUPER GAMER TALKS TO
# RICHARD STEVENSON & ANDY CHAPMAN



For more information about *Jungle Strike*, we spoke exclusively to the two men at its helm, Richard Stevenson and Andy Chapman about what Joe Public should be bracing themselves for.

***SG: How long have you been programmers?***
AC: I've been a programmer for about five years, but I've only written games for about 14 months.
RS: I have been a programmer since 1982.
***SG: Have you worked with the Super NES before, if so how does programming Jungle Strike compare to your previous projects?***
RS: *Jungle Strike* is my first Super NES product. Previously I have worked on the Spectrum, Amstrad CPC, MSX, Game Gear, Master System and PC.
***SG: What games have you worked on before and which are your personal favourites?***
RS: My favourites are *Popeye 2*, *Zool*, and *Bombfuzion*.
***SG: After the immense success of the Mega Drive Jungle Strike, was it daunting to take on the development of the Super NES version?***
RS: We were very pleased to be asked to convert *Jungle Strike* to the Super NES, as the game had already proved itself on the Mega Drive. This meant that we had a base to work from and we were able to spend more time on programming the game, rather than rethinking ideas.
***SG: Was there a lot of pressure on you to equal, if not better, the original?***
AC: It was made clear to us that the graphics and sound must make full use of the Super NES's capabilities whilst still retaining the playability of the Mega Drive version.
***SG: How long have you been working on the game now, and how close to completion is it?***
RS: We have been working on *Jungle Strike* since October/November 1993. I would guess around 85% of it is finished. It would have been 98%, but I blame the programmers of *Doom*!
***SG: Have you had any problems in development so far?***
AC: We've had difficulties all the way through, mainly with the large buildings and bridges. We had to devise our own vehicle/building collision routine that uses 3-D models of the buildings and vehicles which is more flexible than the original routines. The other big problem was the size of the game, the levels are massive, coupled with all the improved graphics. We've had trouble squeezing it onto a 16Mbit Cart.
RS: Also, the routines had to be changed because the originals used quite complex arithmetic routines which could be calculated quicker on the Mega Drive than on the Super NES.
***SG: Is Nintendo Jungle Strike basically a replica of the original, or are certain aspects different or enhanced in any way?***
AC: Yes, many, although the Super NES is graphically superior to the Mega Drive, its main processor is a lot slower. So to achieve the same speed of movement present in the Mega Drive we've had to really optimise all our routines.
***SG: Was there anything you particularly wanted to change?***
AC: I was keen to improve the movie-like sections of the game, but we didn't want to change too much of the game itself. Why fix something that's not broken?
***SG: In your opinion, how does this version compare to the Mega Drive?***
AC: Better graphics and sound.
RS: I feel that as a team, we have improved on a game which was very near perfect.
***SG: To fans of Desert Strike, what can they expect from this sequel?***
AC: Compared to *Desert Strike* on the Super NES, *Jungle Strike* has more levels, more depth, more vehicles to control, and faster gameplay.
***SG: What projects do you have lined up in the future?***
AC: Haven't got a clue!
RS: The only project I have is to see if I can score a goal for the Gremlin lads against the Gremlin girls in our annual five-a-side soccer match (I think not!).
***SG: What makes a great game?***
AC: Flash graphics and thumping good music are nice, but when you strip away the trimmings, it's playability that holds your interest.
RS: I prefer multi-player games that are not too in-depth, but addictive.
***SG: How about supplying us with your favourite top five games ever?***
AC: 1. *Doom* (PC) – Brilliant when it's played with four people over a network.
2. *Bomberman* (SNES) – Definitely a party game.
3. *Sensible Soccer* (Amiga) – The only footy game.
4. *Secret of Monkey Island 2* (Amiga) – I laughed so much I cried.
5. *Chaos* (Spectrum) – Another classic party game.




RS: 1. *Doom* (PC) – Fantastic graphics and gameplay, the cause of many an argument over the network.
2. *Bomberman* (SNES) – Addictive multi-player game.
3. *Sensible Soccer* (Amiga) – Brilliant graphics sound and gameplay (brings back memories of Sheff Utd in the premier division!).
4. *Premier Manager 2* (Amiga) – Frustratingly addictive.
5. *Top Gear* (SNES) – A game which does not appear in Andy's top 5, possibly because I keep beating him in our two player challenges (okay, well maybe not every time!).
***SG: Thanks chaps.***



**5: PULOSO CITY**
The city is under siege (call Steven Segal!) so get on that James Bond motorbike!



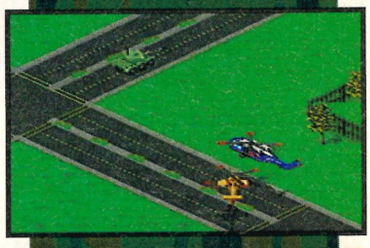
**6: SNOW FORTRESS**
Playing hide and seek in the snow; searching for nuclear missiles and bases.



**7: RIVER RAID**
Amid the ruined ziggurats you take the controls of a US Stealth Fighter (they do exist!)



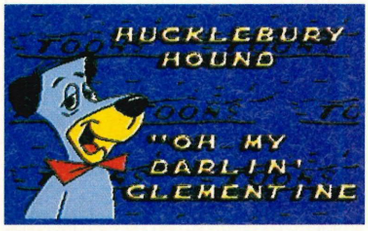
**8: MOUNTAINS**
At last a chance to capture Kilbaba and the drug baron at his villa in the hills.



**9: WASHINGTON, DC**
Kilbaba escapes the court and it's up to you to blow him to kingdom come!

# TURBO TOONS

## We name that Toon in one! Simultaneous five player action!




Based on the hugely successful Hanna Barbera cartoons, *Turbo Toons* from Empire features over 20 popular cartoon characters, such as Snagglepus, Hong Kong Phooey, Top Cat and Huck Hound – six of which can be selected to race, and the others crop up to interfere with the action.

There are over 40 different tracks in total which are divided into different themes such as Jellystone Park, Benny's Alleyway, and the rather dubious sounding Squiddley Diddley's Underwater Cavern.

You must steer your chosen toon around the hazardous terrain, jumping obstacles and collecting certain colour-coded gems which boost different abilities such as acceleration, grip, fitness and speed.






The races are viewed in a similar style to games such as *Super Sprint* and *Super Off Road* in the sense that the entire track is seen from above and each player controls one of the sprites that hastily whiz around it. Just in case you haven't noticed yet, *Turbo Toons* is a FIVE PLAYER GAME!

Obviously, the less skilled you are in these areas, the harder it is to take the gold, unless of course you graduated from Damian's school of blatant cheats!

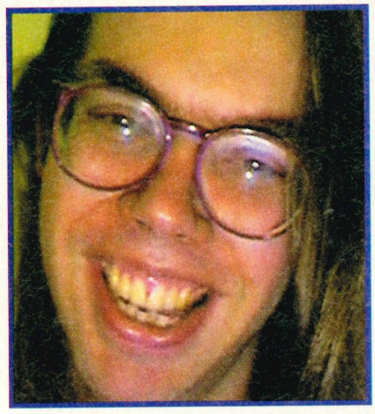
Another spanner in the works comes in the form of a virus. When a character is infected with it, a gloomy rain cloud looms over their head, preventing them from picking-up any gems. There is also a fast-moving challenge mode in which each character must collect 50 gems before the other. This is similar to playground games such as kiss-chase, except instead of snogging your opponents, you must pass on the virus to prevent them from scoring.

Destined to be a classic, *Turbo Toons* will be released in November, so expect the full monty next issue.



△ *They're under starters orders, Captain Caveman prepares to wave them off.*

# SUPER GAMER TALKS TO ADRIAN BARRITT



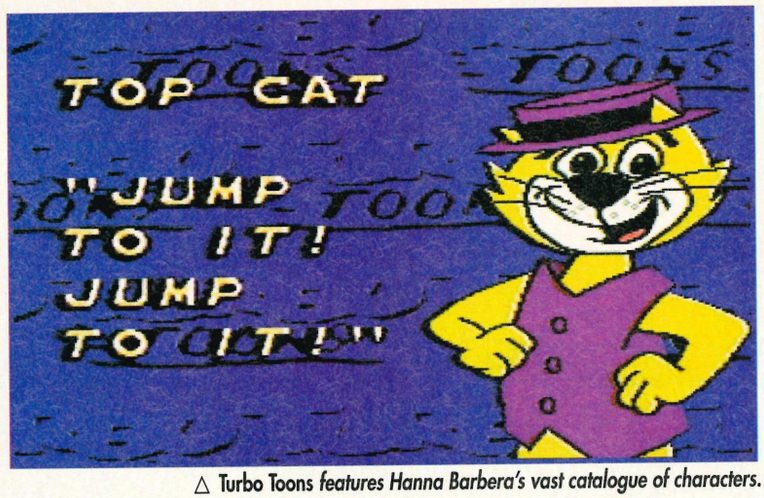
Conjure up an image of what you think a games programmer looks like, and you will almost certainly be picturing Adrian Barritt! He's tall (about 7ft), he's got long hair, he likes heavy metal, and he probably hasn't eaten anything but take-aways since he began work on *Space Ace* (his first project) many months ago! Well now he's here to talk about his latest game, *Turbo Toons*, and very enthusiastic he is too!

***SG: How did you come up with the idea for* Turbo Toons *?***
**AB: My aim was to design a game for five players where the characters could interact easily. The one thing I thought was missing from *Mario Kart* was the ability to barge one another off the track easily. The game design grew out of that aim.**
***SG:* Space Ace *wasn't that long ago, how long has it taken to complete* Turbo Toons *?***
**AB: We began work in February, so it took us about six months of very long days and weekends. We had to complete the game by the end of July to make sure it would go on sale for Christmas.**



△ *Snagglepuss finds his path blocked by an ominous-looking pink squid.*

***SG: How many people were on the team?***
**AB: Just two of us did the vast majority of the work, myself and Graham Rice. Working as a small team enables you to get things done very quickly, if you get on!**
***SG: The format of* Turbo Toons *is reminiscent of* Super Sprint, *how did you know which aspects to include and which to improve on?***
**AB: In its day, *Super Sprint* was a great game, the basic concept still is. It lacked any real interaction between the cars, so we made sure our characters worked differently. Otherwise the only other aspect we 'borrowed' apart from the viewpoint was the ability to collect power-ups as the race takes place. Though the power-ups in *Turbo Toons* are more varied and interesting.**
***SG: Was there anything you would have liked to have included but couldn't?***
**AB: More sound effects in addition to the dozens we already have would have been nice. But you have to draw the line somewhere, there is only so much you can fit onto a single cart!**
***SG: Did you come across any problems in development?***



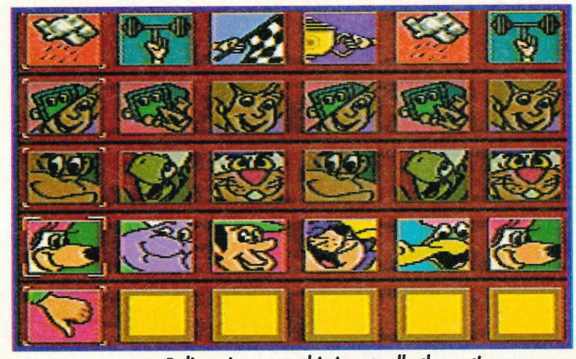

△ *Turbo Toons features Hanna Barbera's vast catalogue of characters.*

**AB: I shouldn't really say this, but Hanna Barbera were a real pain in the **** at times! They were very insistent that the characters in-game looked identical to the originals, which meant we had to make loads of changes to make them look perfect. But it was worth the effort as the graphics are now stunning.**
***SG: Is* Turbo Toons *the sort of game you want to play?***
**AB: Very much so, every game I design and write has to appeal to me, otherwise I'm not likely to give it 100%. Plus everyone I work with loves it, we had to move the project into another area of the office because everyone was playing it all the time!**



△ *The mayhem stretches through many locations, like this alley.*

***SG: What's your favourite bit of the game?***
**AB: The way the characters hop around corners is so funny. Every character hops in their own wacky style. Hong Kong Phooey always cracks me up!**
***SG: How do you feel about the fact that Games World have decided to use* Turbo Toons *as a multi-player challenge game? Does it make you proud?***
**AB: It will obviously be great publicity for *Turbo Toons*, and it is an ideal game for Games World. It makes me proud when anyone loves a game that I wrote.**
***SG: What projects have you got lined up in the future?***
**AB: I can't say very much, but my next project (with Graham) will probably be a 3-D game on the Sony Playstation, where 16 people can play simultaneously! I'm determined that all my future projects will be multi-player games.**
***SG How about supplying us with your top five fave games of all time?***
**AB: *Doom* (PC), *Elite* (PC) *Mario Kart* (SNES), *Dungeon Master* (PC) and *Turbo Toons* (SNES) – honestly!**
***SG: Thank you.***



△ *Believe it or not, this is actually the options screen.*

# Stunt Race FX

It's only fair that a few lucky people should get the chance of winning what will undoubtedly be one of the hottest titles of the year, so to introduce the review of the sublime *Stunt Race FX*, SUPER GAMER and Nintendo have joined forces to give you the chance of winning this incredible new game, along with a racy new Super NES to play it on.

Three runners-up also win a copy of the game and all you have to do is answer the three racing related questions.

**1: How many vehicles can you control in *Stunt Race FX*?**
**A: Forty two** **B: Four** **C: Eight**

**2: What is the fastest vehicle in *Stunt Race FX*?**
**A: Bike** **B: Coupe** **C: Tank**

**3: What is the name of the weekly BBC television show that deals with cars, cars and more cars?**
**A: Top Cat** **B: Top o' the mornin'** **C: Top Gear**

Put your answers on the back of a sealed envelope or postcard with your name and address clearly shown (we've got to say that because some dozey goons still enter without telling us who the hell they are, doh!) and send to *Damian's tree crashing compo, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF* by 10 September. Ed's decision is the only one that counts, so no whining – got it? Good luck!

# REVIEW INTRO

**Despite the fact that SUPER GAMER's review system is the most accurate, comprehensive and accessible in the world (not that we like to hype ourselves up or anything), some odd-bods have still written to us complaining that they can't understand it. So that no more people will waste valuable stamps telling us they don't know who wrote the main review (hint: it's the guy whose head is at the start of the text), here is the complete guide to our reviews!**

The main reviewer. The final ratings are awarded by him, although other reviewers may have different opinions. The main review tells you what the game is about, how it is played, and whether it has any special features that help it stand out above other games of its type.

We use lots of pictures to help you get a look at the game. Remember, though, graphics are only a small part of any game – the important thing is always how well it plays, and to find that out you'll have to read the review!

The other reviewers get to offer their opinions in these comment boxes. They may agree with the main reviewer, or violently disagree! It's up to you to decide which reviewer's opinion you most agree with – after all, it's you who buys the games!




Tells you who produces the game, and their phone number. If the game is an import, we also tell you who supplied it to us.

Pretty obvious, really. In the case of import games, prices may vary, so shop around!

When will the game be on sale? Find out here! (NB: release dates are always subject to change.)

A quick summary of, well, the type of game.

The memory size of the game in megabits (8 mega*bits* equals 1 mega*byte*)

Does the game have any special features, such as a battery save or Multi-tap compatibility?

The game's controls!

Do the game's visuals knock your eyes into your head, or are they as inspiring as a bowl of cold porridge?

Heavenly symphonies – or karaoke classics? Music and sound effects get the once-over.

First of the two most important ratings. Does the game grab you from the start? Is the main character easy to control? Do you die unfairly, or far too frequently?

The second of the 'biggies'. Once you've played the game, is there enough there to keep you coming back for more, or will you complete it in a day? Is it really worth £50?

The final rating! Not an average of the others, as a game can have terrible graphics but amazing playability, this is a game's ultimate rating. Games scoring 90%+ get the coveted Gamer Gold award; these are a must!

# THE OVERALL RATING

**0-29%**
Could any game stoop so low? It most certainly could – see page 68 for the proof! Yeeuck! Any game scoring this low should be burnt and have its ashes mixed with salt.

**30-49%**
Ugh. This band is the wasteland for misconceived, ill-executed or just plain rubbish games. If you get one of these as a present, strike the giver from your Christmas card list immediately.

**50-69%**
The average zone. Games lurking in here might be well-executed, but totally lacking in originality or vitality, or may have playability defects that render them too flawed to be enjoyable.

**70-89%**
This is more like it! Unlike other mags, who award 75% to an 'average' game, SUPER GAMER scores in this range mean a game worth investigating, especially if you're a fan of the genre.

**90%+**
Gamer Gold territory! Any game that we award a gong is one which by all rights belongs in your Nintendo's cart slot. Only the best get this award, so you're sure of a great game.

# THE FANTASTIC FOUR!

## DAMIAN



Damian has gone *Stunt Race* crazy; playing the Nintendo classic to the wee small hours and harping on endlessly about how "it's just so realistic!" Also on the Buttster's play list is *Donkey Kong '94*, *SSFII* and *Speed Racer* – not!

## ANDY



After being quoted in two (count 'em) adverts, Andy has taken to devising quotable one-liners for all his reviews – hence top ratings for *Stunt Race FX* and *Itchy and Scratchy*! He's also been delving into his toybox to play *Axelay* and *Cybernator*.

## RYAN

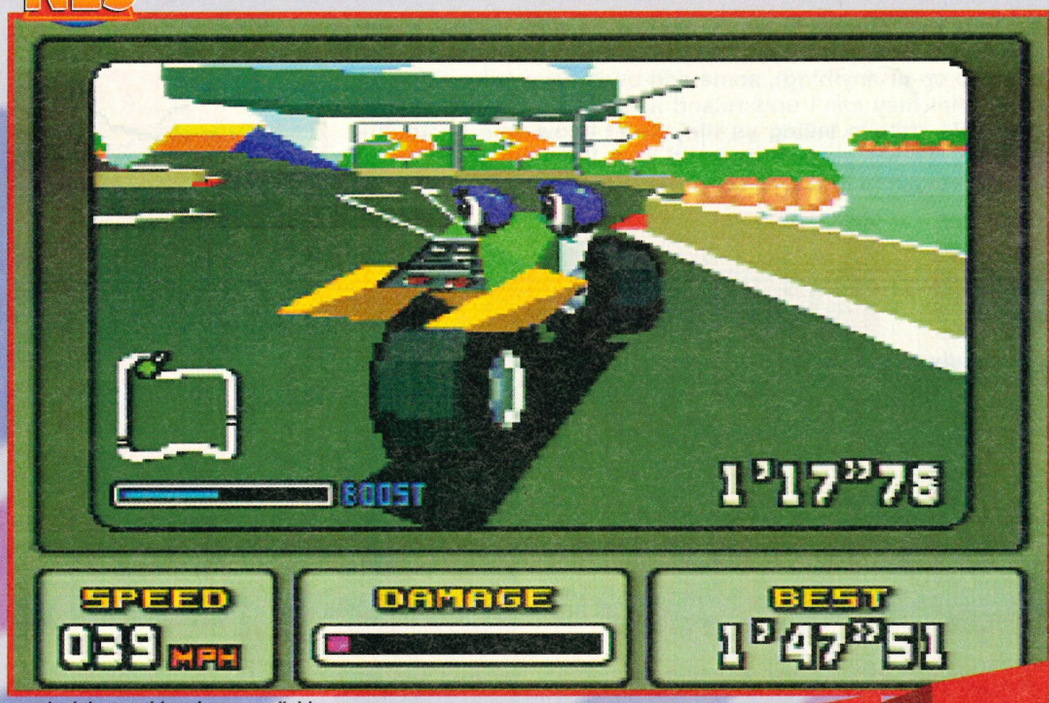


Ryan's highlight of the month was pummelling Keith on *SSFII* for the review and having the privilege to be one of the first UK journalists to play *Mortal Kombat II* with all the blood and guts left in! Ryan is now a confirmed sicko and can't wait for the review.

## KEITH



Seriously into *Populous II* at the moment. Keith was only reminded of his own mortality after sustaining a nasty injury while playing a particularly voilent game of 5-a-side football recently. Maybe he should stick to *ChessMaster*.




△ The bike is wild and uncontrollable as we can see here as it goes into a 360° spin for no reason!

# STUNT

## GAMER GOLD

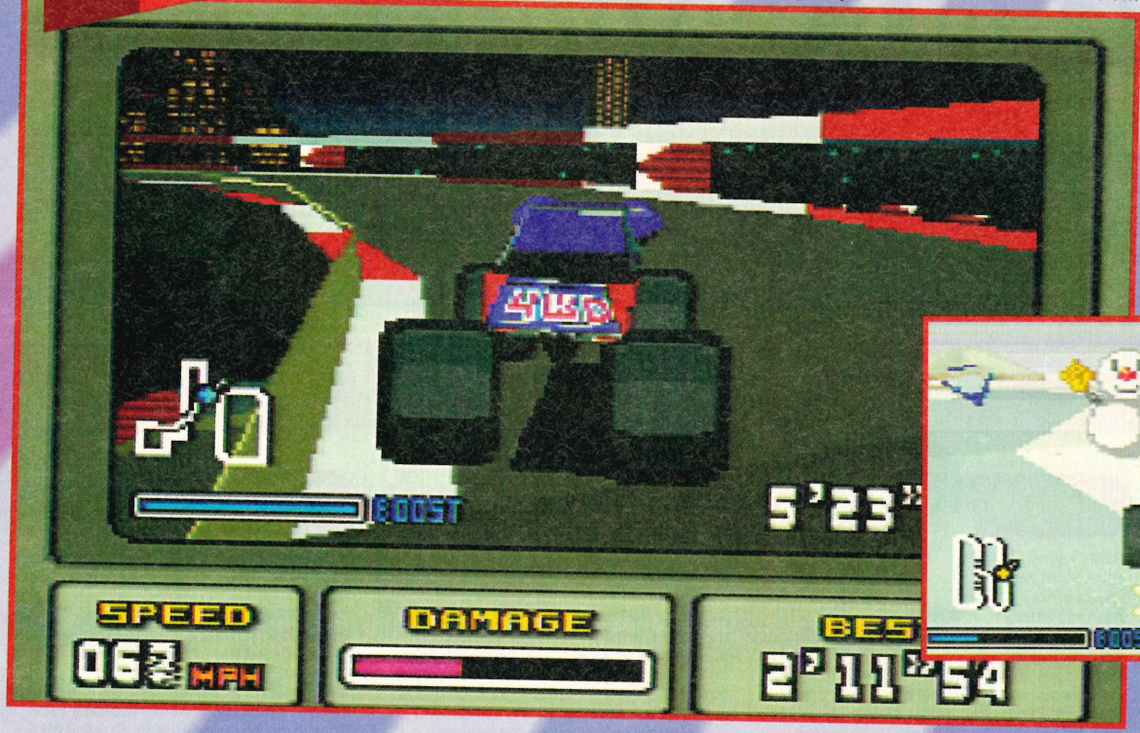


## DAMIAN

To say *Stunt Race FX* (previously known as *FX Trax*) has been eagerly awaited would be an understatement on the magnitude of saying Fred West liked a bit of gardening. This is THE biggest Nintendo release since *Street Fighter II* and *Starwing*, and they are not about to balls it up.

I have to confess that I was one of those doubting Thomases who played the half finished game at the ECTS and came away swearing that it smelt of cows, but now I'm a convert. For anyone who likes a bit of high speed racing with plenty of wheel-spinning and

▽ The terrific amount of detail on all the tracks in Stunt Race FX means you can even lean over the edge of this highway and see the rest of the track below.

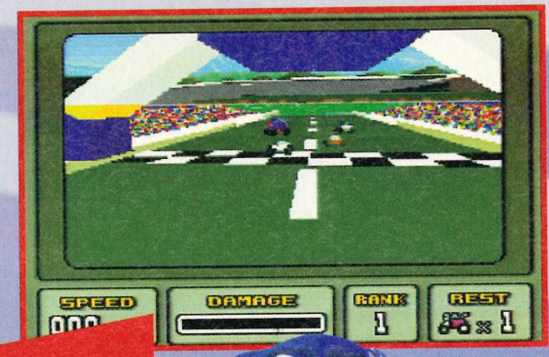



## It's Quentin Wilson-tastic!




△ OK, first I smash this snowman to oblivion, then I start looking for Aled Jones.




# STUNT RACE FX



opposite-locking, *Stunt Race FX* is your Nirvana.

Get past the Fisher Price kiddies horn sound effect and the unashamedly cute title screen with its *Super Mario Kart*-style catchy tune and you're strapped in for the ride of your life.

The options are plentiful, and like *F-Zero*, the onus is on beating record times using the battery back-up, rather than simply completing the game (which is fairly easy I must admit).

You have the choice of the Speed Trax (normal one player race), Stunt Trax, Battle Trax and Free Trax which is basically a chance to rack up the best times on any course in any vehicle. All this is presented in the usual impeckable style first pioneered in *Super Mario World*.




△ *Sliding this huge articulated lorry through the bonus level is tough, but you can always take a short cut.*

There are three jalopies to choose from at the start: F-Type, 4x4 and Coupe, but you can also ride the motorbike if you first complete all the Free Trax courses on it to prove you can handle the speed and power.

Each car has different handling and acceleration characteristics; the 4x4 for example has a slow top speed but can manoeuvre extremely well, whereas the F-Type is a front line F1 car and has blistering acceleration, but corners like an overloaded shopping trolley!

But the real magic of this game is not apparent until you tear away from the line in first gear, with smoke pouring from the back wheels, the engine screaming at 6,000 rpm and the rest of the pack hot on your bumper.

At this point, fluffy haired Jeremey Clarkson usually turns moodily at the camera and says, in deeper voice than usual, something like "but, let's find out what it can




△ Racing through the Aqua Tunnel level you can easily see a sunken galleon, whales and a manta ray beneath the surface.

do" swiftly accompanied by a burst of "Anarchy in the UK" by the Sex Pistols and some sexy shots of the car hitting the horizon at over a 100mph. Oh to be a car journalist.

As you start each race, the camera zooms in over the packed stadium and then slowly circles your car and ends up directly behind but slightly above the roof. Why not try blipping the throttle and listen to those sampled engine noises whine and increase? Not bad, at least it's better than the usual 'washing machine on full cycle' sound effects.

Each car has a completely different sound: the F-Type growls, the coupe purrs, the 4x4 rumbles with all the menace of a big block Chevy V8, and the articulated lorry (found only in the bonus round) chugs along as its huge diesel gasps for breath.

Hurtling round the first course I immediately noticed that the 4x4 was driving just like a real car. As I entered a corner too tight at break-neck speeds I expected the usual Nintendo safety valves to kick in and for the car to be brought around in a safe line, but instead I was catapulted off the track – sideways through a crash barrier; finally coming to rest in a field!

Excellent, I thought, so I fired up the engine, wheel-spun the car onto the tarmac and tried again – yowzer! An even bigger skid, tons of smoke, lots of loud complaints from the engine and another close encounter with the daisies.

Not since *Super Mario Kart* and *Test Drive II* has the driving experience been captured on the screen so vividly. And it doesn't just stop there. You can power round corners and expect to hear the tyres squealing, splashing through water send droplets of spray onto the windscreen, and you are even assaulted on the race tracks by all manner of widelife (horses, dolphins, seagulls, sea monsters!) who really should know better.

Plus there are rock falls, holes in the track, planes taking off nearby and buzzing the road, and there's even the chance to be attacked by the ships from *Starwing* on the penultimate level!

The 12 tracks on offer in the one player GP (four each in three

## ANDY



If you ever need a game to annoy *Virtua Racing*-owning Mega Drive types, here it is – *Stunt Race FX* is, in every respect (save one – more about it later), superior to Sega's wallet-busting DSP drive-a-thon. More tracks, better graphics, better sound, more variety, better control... in short, more playability! These days, a game has to be something really special to spark my enthusiasm, but *Stunt Race* managed that with ease. *Doom*-playing 486 PC types might sneer at the visuals, but those of us without the budget of a third world country to spend on our games machines can be assured that in terms of speed and detail, it's going to be hard to top *Stunt Race*'s Super FX 2 graphics. Like *Mario Kart* before it, it takes some practice before you start to get proficient with the controls, but once you get the hang of them you'll be hurtling round the tracks like Schumacher! The comparison with *Mario Kart* brings up *Stunt Race*'s weak area – the two player mode is a great disappointment, and the easiness of the normal tracks means that lasting appeal isn't as high as it should have been. Despite this... it's still FXcellent!







△ It's always best to use the boost to keep your speed up.

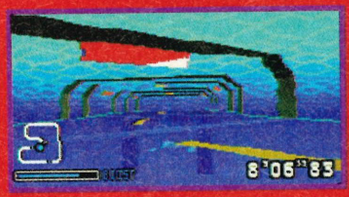
◁ It's the Arwing from Starwing! Hurtling round the tight bends on this night course you can easily smash into the Starwing poster on the first corner. If you do, this ship appears and gives you a boost bonus!

# TIERS OF MY TRACKS

## NOVICE



### EASY RIDE
Simple first course set on a pleasant summer day. Watch out for the truck on lap two.



### AQUA TUNNEL
Set mostly underwater, this is a fast track with tight bends, and plenty of fish.



### SUNSET VALLEY
A tense race through winding canyons, swinging rope bridges and rock falls.



### NIGHT OWL
Brilliant detail on this night scene which features a jet plane taking off overhead!

## EXPERT



### KING'S FOREST
Not an easy track due to excessive fog, but it does clear on the last lap.



### SEA BREEZE
If you like water sports then prepare for monster water slides and tons of H2O!



### WHITE LAND
It is generally not advisable to hit sheet ice at 90mph, but that's what you must do here.



### NIGHT CRUISE
This is the *Starwing* level and it looks just like a multi-storey car park.

## MASTER



### LAKE SIDE
A fairly easy jaunt over water, the only tough bit is this netting over a deep pit.



### BIG RAVINE
As you begin this race the skies open and a huge thunder storm ensues!



### SKY RAMP
Up above the streets and houses... Look out for the buzzing Arwings at the end.



### HABOUR CITY
The last course is riddled with bottomless holes and high ramps to fall from.

difficulty levels) are incredibly diverse and you can be racing through a bustling metropolis at sunset (my favourite), barreling down a tight canyon during a storm, disturbing the peace in a quiet Yellowstone park, or even freewheeling across sheets of ice and down road-sized watershoots like the ones found at swimming pools. You are never short of things to do or try.

All this is brought straight to your home in spectacular Super FX graphics, complete with minute detail shown at any speed and any angle. The best example I can give of this is when you are riding in the 4x4 and bounce around a corner – you can literally look over the edge and see the rest of the track below in full detail and colour.

Having played both I can confidently say that *Stunt Race FX* beats Sega's *Virtua Racing* hands down – in all areas! More tracks, better graphics, faster, and at a much better price too.



### STUNT TRAX
Collect 40 stars from the bizarre obstacle courses in the quickest time.



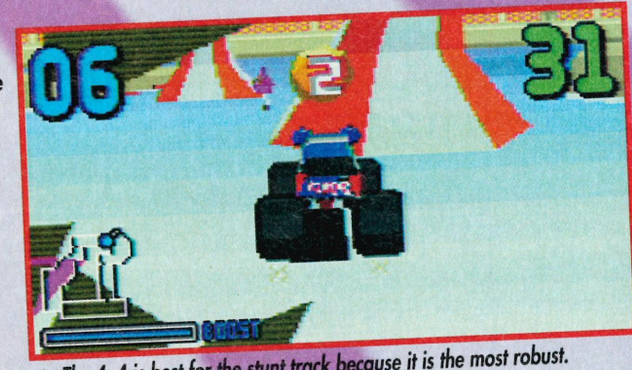
### BATTLE TRAX
Split screen simultaneous two player game across four tracks and using any car.



### RADIO CONTROL
Only accessible if you complete all the Stunt Trax perfectly. A laugh basically.

Like *Virtua Racing*, you can also select one of three views as you race – close behind the cab, long shot, and right inside the car. The latter makes *Stunt Race FX* even faster because it doesn't have to draw the car. I dare anyone to complete the game in full cockpit mode – it's just too wild to control!

The Stunt Trax mode of the game is certainly not as strong as the races. All you have to do is collect 40 stars that are hidden in each of the four off-road courses; consisting of out-sized circus tents, ramps, blocks and huge



△ *The 4x4 is best for the stunt track because it is the most robust.*

## KEITH



*Stunt Race FX* had a massive hill to climb if it was going to turn around the early criticism that was directed at it about the speed. I'm delighted to announce that while still sluggish at times, *Stunt Race FX* – in one player mode – boasts playability of a standard which I haven't encountered in a racing game since *F-Zero* or *Super Mario Kart*. It's not just the imagery which does this, I also put a lot of its incredible quality down to the carefully simulated sound effects. The Stunt tracks are fairly good, if a little unimaginative, but I must mention the two player game which is a grave disappointment – Nintendo obviously forced Argonaut into it, with the poor programmers knowing exactly what was going to happen. I only hope this isn't a sign of what *Starwing 2* is going to be like.






△ *In the cockpit mode you can see more of the road and it's much faster too!*

skateboarding half-pipes. This is not as fun because with any vehicle it is very difficult to control. In fact I had more fun just trying to crash in the most spectacular way.

Like *Super Mario Kart*, you will play this game over and over again, even though you may finish it, because it's always fun going for a spin in the country, and Shigeru Miyamoto's ace team of programmers have made it so realistic.

Fancy a powerslide, a handbrake turn, or a full 360° spin? You got it! Just crank up the power and get crazy with the pad. It is even possible to ride the courses backwards (good fun if you've already completed the game).

But it is not just because the cars are so challenging to control that makes *Stunt Race FX* such a damn fine game. It is a combination of jaw-dropping graphics and the fine detail, like the signs which can be knocked down on the Night Cruise level, and the Nintendo Challenger truck making a surprise appearance on level one. It means that you are constantly surprised, and this enhances the basic gameplay.

Each of the 12 tracks (plus four in Stunt mode) is perfect for testing different driving conditions (snow, ice, rain, sand) and I particularly liked the way that the weather changes during the race just like *Ridge Racer*. One minute you are fighting driving rain, then the storm clears and it's blue skies all the way to the finish line.

All this is brought to life with some really corking sound effects like the thunder and lightning, car horns and some bone-crunching crash noises that had me wincing in pain (or the memory of my own car crash perhaps?).

One thing I should mention to all those who thought that the cute cartoon cars would ruin the game – they don't. I loved the way that you can smash into a wall and the car bounces all over the place; bending and convulsing, before reforming with a chirpy beep and a roll of the comical eyes. I was also relieved to find that Ninteno have speeded up the crash sequences, as they took far too long in the ECTS version.

Before Nintendo get all smug and dish out plenty of 'I told you so's, I have to say that this game is not perfect, in fact there is a distinct flaw in the gem. *Stunt Race FX* is far too easy to complete (especially with the 4x4).

But most of all, the two player game, which is the biggest feature of *Super Mario Kart* and *Virtua Racing*, is terrible – a real kick in the

▽ *The, erm, track select.*




▽ *The two player game is fun, but too jerky and slow to play like Super Mario Kart.*




## GENTLEMEN, START





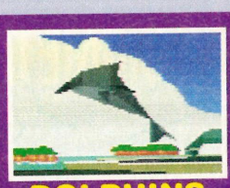
### 4WD

A slow top speed, but highly manoeuvrable and robust. The 4x4 is perfect for the Stunt Trax and the best car for beginners.

### COUPE

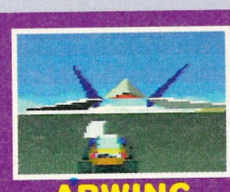
Faster then the 4x4 and fairly nimble, but not as fun to drive. It uses the boost at a much slower rate than any others.

## CUTESY STUFF


DOLPHINS


HORSES


SEAGULLS


ARWING


NESSIE


AIRLINER


CHALLENGER



SUNKEN SHIP

teeth given the capabilities of the Super FX chip 2.

Select Battle Trax and you are faced with two miniscule screens containing a sluggish and jerky view of the track. Sadly, most of the essential screen space is wasted with large amounts of grey dashboard containing non-essential dials and a map. Really, if they could get the one player game so perfect, how could they ruin this essential item?

Even the idea behind the two player mode stinks of the fact that Argonaut knew that they couldn't get it to work properly. All you are faced with are four courses which look tame compared to the terrific detail of the other 16, and the idea is to beat your opponent to the finish line. No missiles, no dirty tricks, just who can reach the line first – and there's not even a winner's ceremony! Hardly a battle is it?



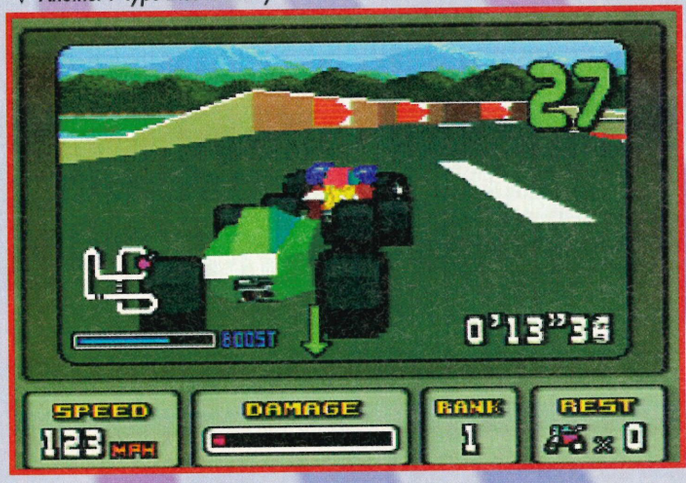

While I'm in the moany section of the review I would also like to say that when you complete *Stunt Race FX* you are greeted with one of the worst game over sequences ever. For all your hard work – they don't even say congratulations, or "here's your trophy mate, well done!"

However, if you don't mind playing the majority of the game on your own, then this game is a triumph for the Super NES. The graphics are the best yet seen and move much faster than even *Crash & Burn* on the 3DO and any other racing game you care to mention (except the *Ridge Racer* coin-op).

I've had more fun playing this than any game in recent memory and it even facilitated the hallowed 'taking home at the weekend' treatement that only the best of the best receive from this cynical Editor.

If you only buy one game this year (and surveys say many of you do), then this is it. An incredible achievment, a great game – Gamer Gold material.

▽ *Another F-Type tries to ram you off the track!*




## YOUR ENGINES!



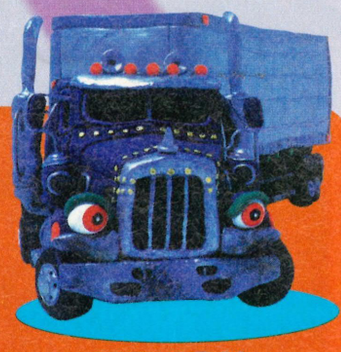

### F-TYPE

Basically this is a full spec F1 car with high G-force acceleration, but less cornering ability than most others.



### BIKE

Woah! This is mega fast, but hard to handle at high speed. The bike will break all records, but is prone to 360° spins.



### TRUCK

You control this in the bonus level, but the large trailer means the back end swings out alarmingly into corners.






**PRODUCER**
NINTENDO
(0703) 652222

**PRICE**
£TBA

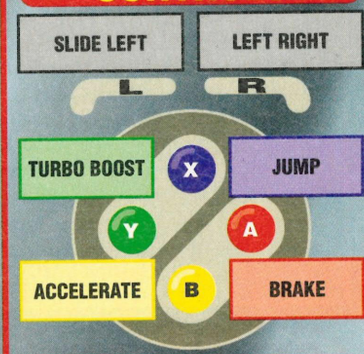
**RELEASED**
SEPTEMBER '94

**GAME TYPE**
RACING

**CART SIZE**
8MBit

**FEATURES**
SUPER FX CHIP
BATTERY BACK-UP

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 95 |
| SOUND | 90 |
| GAMEPLAY | 94 |
| LONGEVITY | 88 |

**OVERALL**

# 94

# BIO METAL

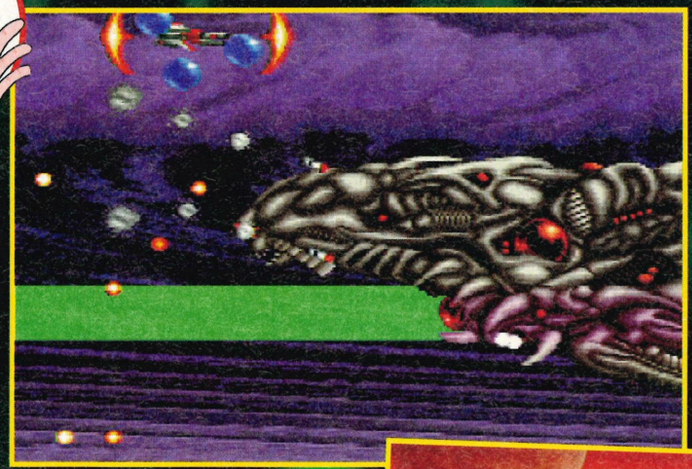
## A bit 2 Limited!



### RYAN

Get ready for this (cue full-on techno bass-kicking ear invasion, otherwise known as a 2 Unlimited track), perhaps the most atmospheric mega-blast since *R-Type III!*

Strap into the cockpit of an MF-92GX Halbard Fighter, an awesome combat craft equipped with plasma rifles and two-way missile launchers. Your mission is to successfully locate and destroy the BioMetal production facility on planet UP457 (Patrick Moore must have neglected to tell us about that one!) before the BioMetals multiply to threatening proportions.



△ *Check out that awesome firepower.*





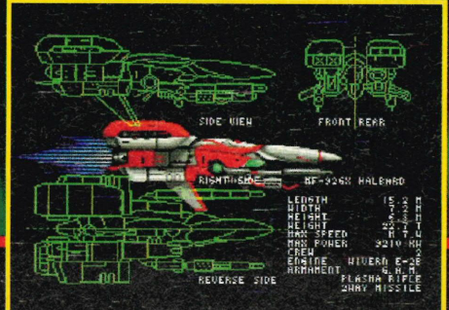
◁ *The enemies are a bit too repetitive, but a bugger to kill nonetheless!*

Whereas games such as *R-Type III* and *Gradius* allowed you to gradually build up your weaponry at a steady pace, *BioMetal* chucks you straight in at the deep end with enemy forces attacking from all angles before you've even had a chance to suss out which button does what. This is where the GAM beam comes in handy. By charging up a power meter, you'll be able to surround your craft with a virtually impenetrable forcefield.

The visual appearance of *BioMetal* is hard to take in at first, mainly because everything happens so fast. The parallax backgrounds zoom by at lightning speed and your vessel is totally engulfed by large impressive looking sprites from square one. Make no mistake, if you want the action thick and fast then this is for you!

By far the best thing about *BioMetal* is the brilliant soundtrack composed by 2 Unlimited (and I'm not just saying that because I fancy Anita, honest!). All their early hits are featured and do wanders to boost the pace and momentum of the action. Most of the time I found myself irresistably tapping the fire button in time with the music, which is not advisable.

Although there are only six (quite long it has to be said) levels on offer, the challenge is balanced by three skill levels with which to determine the men from the boys. Shoot-'em-ups don't come much more polished than this so if you want frantic, non-stop, alien-maiming action with the ultimate techno beat, then choose between *BioMetal* or *R-Type III*.




### ANDY

I have to disagree with Ryan on this one – *BioMetal* is derivative and so hard as to be almost unplayable. I don't mind a tough game, so long as it's also fair, but *BioMetal*'s way of making things difficult for the player is simply to fill the screen with about three thousand bullets, all of them aimed unerringly at your ship! Comprehensively ripping off *R-Type* and *Axelay* (but neglecting to borrow the vital part called playability), this is a real dud; the only outstanding point is the 2 Unlimited soundtrack... but who buys a game for its music? With the genuine article – *R-Type III* – already on sale, there's really no need for anyone to buy this.






**PRODUCER**
ACTIVISION
(081) 742 9400

**PRICE**
£44.99

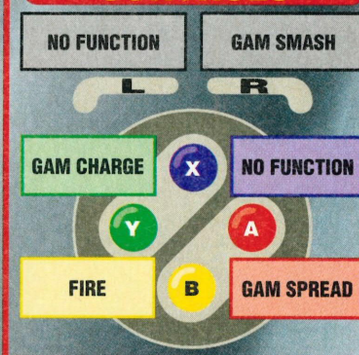
**RELEASED**
AUGUST '94

**GAME TYPE**
SHOOT-'EM-UP

**CART SIZE**
8MBit

**FEATURES**
NONE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 81 |
| SOUND | 92 |
| GAMEPLAY | 85 |
| LONGEVITY | 83 |

**OVERALL**

**80**

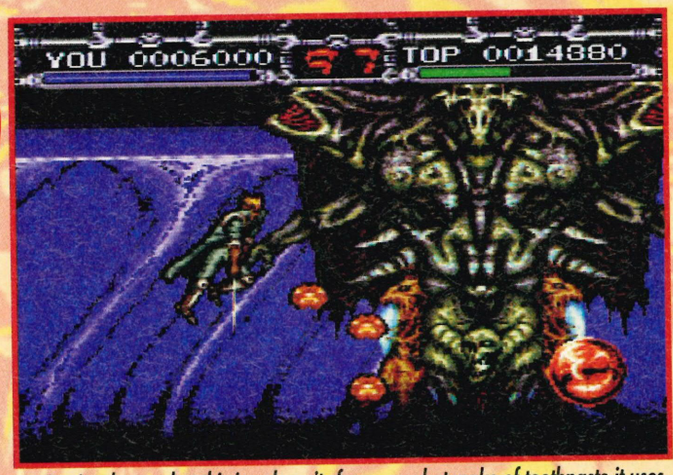
# X-KALIBER 2097



## RYAN

Remember *Highlander*? No, well it was a film featuring an ancient swordsman who liked decapitating other ancient pony-tailed swordsmen in modern day car parks (or something!). *X-Kaliber 2097* is like a futuristic version. You control Slash, no not the crazy-haired axe-bender from *Guns 'n Roses*, but a futuristic vigilante who, along with his trusty blade X-Kaliber (oh that's how they got the title!) must save the world from corrupt warlords.

The action is essentially platform slash-'em-up, but the amount of moves that can be incorporated into your attack endow the game with more depth than say *Final Fight* or *World Heroes*.




△ *Don't ask me what this is, where its from, or what make of toothpaste it uses.*

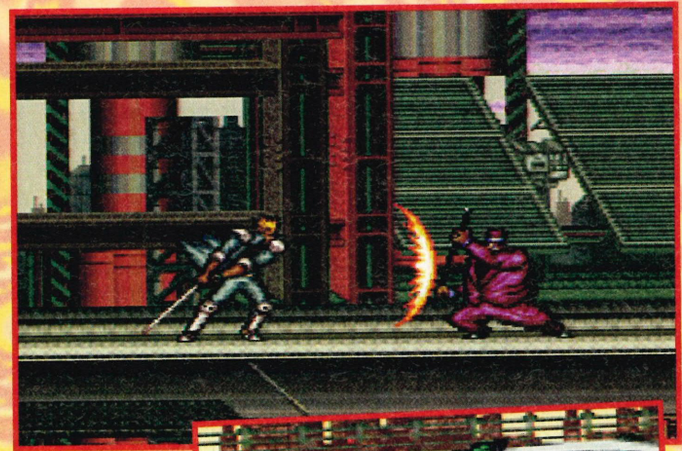
As well as the standard one player game *X-Kaliber 2097* also features a rather nifty two player duel mode in which any two of the main characters from the game can be selected from a choice of seven, and then pitted against each other in a one-on-one beat-'em-up. Not a patch on *SFII*, this does at least provide some fun, but all the characters suffer from a shortage of moves and a lack of real spice. I'd give the duel mode a day's play at most.

The main game is about as original as a Worlds Apart single (ie not), but it's actually made fun by the fact that different fighting styles are needed to beat certain enemies, so it's not a game that you can just breeze through without thinking about.

Whereas *Super Probotector* offered hugely imaginative bosses and playing areas, *X-Kaliber 2097* looks too samey throughout to spark any real thirst for adventure. It's only when you get to the final boss that things start to get interesting, and of course by that time it's too late.

If you don't already own a game of this type and desperately need one, *X-Kaliber 2097* is the best of the bunch by a narrow margin, but I just can't help feeling that this game lacks that certain something to make it a true cream of the crop. Remember, you can get *Super Probotector* from Konami second hand now and that offers a lot more.

## A game of little calibre!



△ *The fat dude in the suit keels at the might of the force.*



▷ *Penalty for being in possession of a crap chest wig: poke in the belly button!*

## KEITH



The superb backgrounds and incredible in-game music give *X-Kaliber* an atmosphere that is hard to beat. The rest of the game, especially the gameplay does little to match those standards though, and I was disappointed with the lack of variety. There are few weapons and the levels are badly designed requiring the player to do little more than walk right and clout an enemy. It's one of those games that seems to promise so much on the first go, but never escalates into anything spectacular. I get the distinct impression the programmers could have gone up a gear and made this special, instead *X-Kaliber* is a slightly above average blast-'em-up.




**PRODUCER**
ACTIVISION
(081) 742 9400

**PRICE**
£44.99

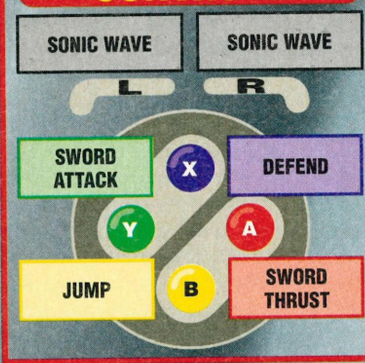
**RELEASED**
AUGUST '94

**GAME TYPE**
SLASH-'EM-UP

**CART SIZE**
8MBit

**FEATURES**
NONE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 78 |
| SOUND | 80 |
| GAMEPLAY | 73 |
| LONGEVITY | 79 |

**OVERALL**

**74**




# MECH WARRIOR

## Multi-megaton heavy metal mayhem!

### KEITH



From the moment *Mechwarrior* begins, with its *T2* style intro sequence, you know you're in for a hard hitting monster of a game. Based on the best selling board games, you play Herras Ragen, a mercenary who along with other hard edged Mechwarrior pilots is out to bring down an organised gang of rebels known as the Dark Wing Lance.

You start your quest on the planet Galatea in possession of a light Mech, a heavy-metal exoskeleton, with very few weapons, but as you battle through the game this can be upgraded with particle cannons, homing missiles and lasers if you have enough cash.

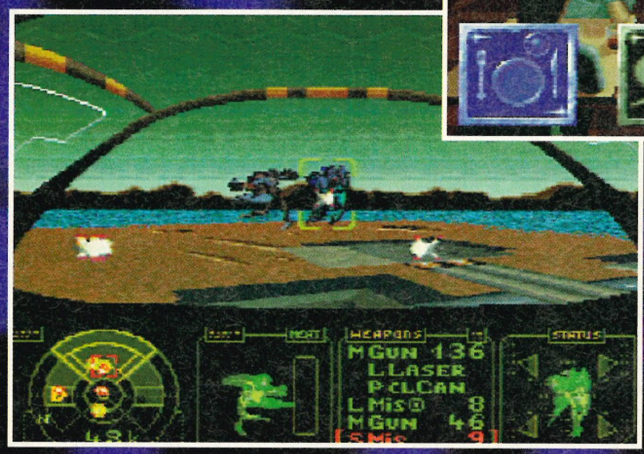
Even better, when you have accumulated enough money, up to eight more Mechs, such as Heavy and Assault can be purchased and added to your fleet. Each one comes with some serious firepower.

Weapons are not the only add-on, in fact most pilots pride themselves on customising their Mechs with extras such as heat sinks (which stop your Mech overheating), armour, and jets which enable your craft to take to the air and catch enemy Mechs napping.

There are dozens of missions to complete, ranging from riot control, to all-out offensive campaigns, but you complete them all by destroying every enemy Mech. Each mission has a price, of course. Generally speaking, the more enemy you destroy, the more money you'll receive upon completion (although don't be afraid to ask for more!). Most of the time the rewards can be bumped up with a bit of careful negotiation, but don't go too overboard or the contract price could be halved!



△ *Nip off down to the bar to catch a bit of gossip and check out the latest brews.*




◁ *A couple of Mechs on the horizon and the computer's locked onto one of them – open fire!*




### RYAN



*Mechwarrior* truly is a stunning piece of software in every sense of the word. It acts as a doorway through to another world where instead of writing about games for a living, you get to pick and choose missions involving hair-raising confrontations with 50 foot killing machines. The graphics, although not breathtaking, are practical and serve their purpose well, but what really steals the show is the gameplay. I particularly liked the bar in which you meet most of your shady customers, and the satisfaction when you save up enough cash to purchase a new and even more effective weapon. *Mech Warrior* is definitely a game for the more tactically minded as opposed to gung-ho 'shoot now ask questions later' types. Get blasting!

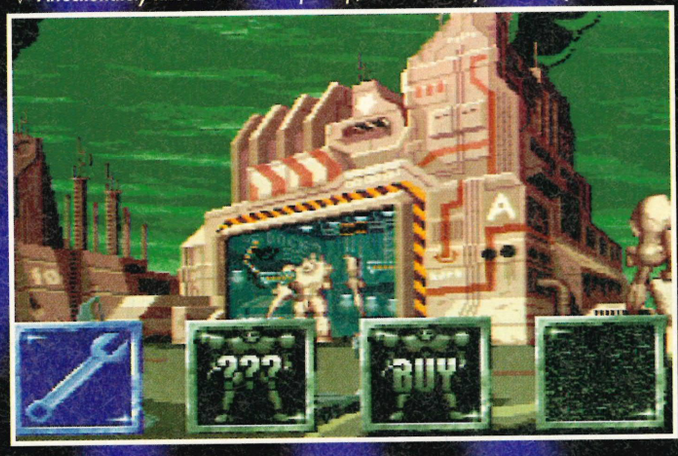
## ANDY



*Mechwarrior* is certainly heavy on the atmosphere and presentation, neither of which can be faulted. Where it falls down badly is variety – there isn't any! Once you've tooled up your Mech with all the usual jolly weapons of mass destruction, you touch down on a landscape as flat as a snooker table and pump away on the fire button at anything that moves until... well, with all that megadeath hardware, you're hardly going to invite them to a private viewing of *Reservoir Dogs*, are you? The story elements may give the game an ongoing plot of sorts, but these only crop up between missions, which never vary from the zap-zap-die-blammo format, rather than involving you in any actual adventuring. If you want some mobile suit mayhem, Konami's *Cybernator* should do nicely – *Mechwarrior*, however, is too repetitive to recommend.




▽ *Affectionately known as the Chop Shop, this is where you kit out your Mechs.*




The battles are fought in glorious Mode 7, with the enemy Mechs chillingly portrayed as huge menacing monsters, their great lumbering torsos drawn perfectly with their guns blazing constantly. Heated battles often produce memorable moments such as shells exploding yards in front of you, producing crimson walls of fire pierced by the ominous silhouette of an assault Mech as it slowly rumbles towards you.

Undeniably, the thrill factor is high and the blast-everything-up theme works well, but I couldn't help thinking that the missions should have been longer, with a bit more to do such as rescuing stricken Mechs, or possibly having the option of prowling the landscape in groups.







It's also a shame that the play area is completely flat – even the buildings! Just imagine how the atmosphere could have been improved as you wander the 3-D landscape, never knowing when an enemy Mech might creep around the corner of a derelict warehouse...

However, one of the great strengths of *Mechwarrior* is the way it immediately throws you straight into the action and keeps you pressed against your seat for the entire game.

As the story unfolds new characters are introduced to you, like the beautiful spy, Lana Mann who is a handful even for the most experienced pilot, and not to mention the sleazy informant known as Roden Wull, who for a few thousand credits will blurt out the most interesting of stories.

*Mechwarrior* is a superb piece of software, in fact I'd be hard pushed to think of a better blend of strategy, tense *Blade Runner* atmosphere and constant nerve-tingling action. It's originally presented and a joy to play, a great game and worth serious consideration.




**PRODUCER**
ACTIVISION
(081) 742 9400

**PRICE**
£49.99

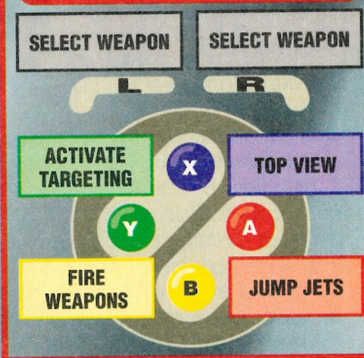
**RELEASED**
AUGUST '94

**GAME TYPE**
STRATEGY/SHOOT-'EM-UP

**CART SIZE**
8MBit

**FEATURES**
BATTERY SAVE

**CONTROLS**




**RATINGS**

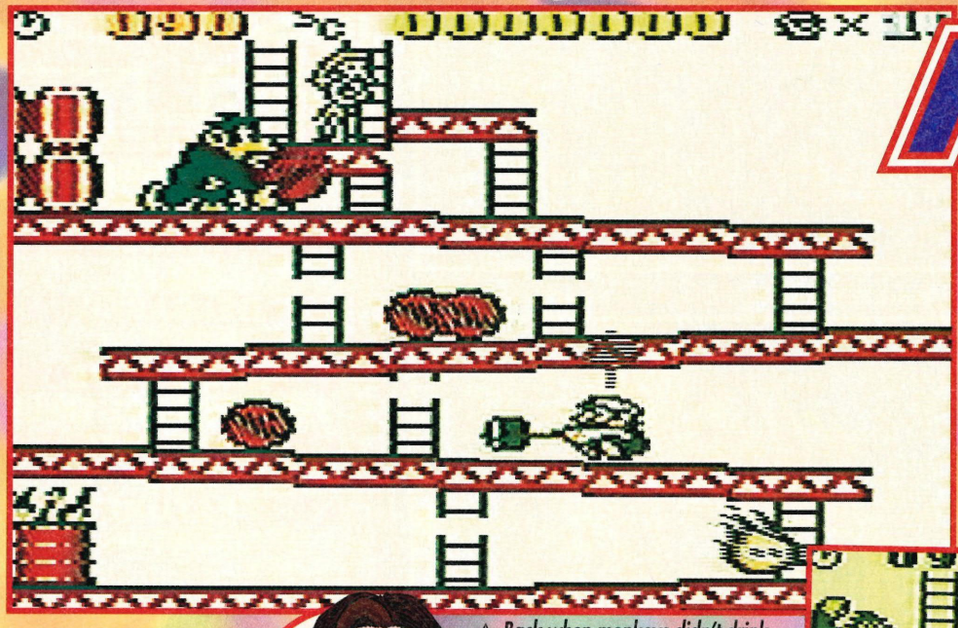
| | |
|---|---|
| GRAPHICS | 88 |
| SOUND | 83 |
| GAMEPLAY | 86 |
| LONGEVITY | 87 |

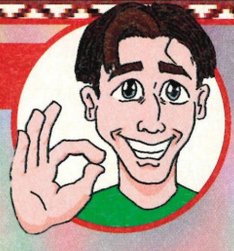
**OVERALL**

**85**

# DONKEY KONG '94

## A barrel load of Gorillas!





**KEITH**

*Donkey Kong '94* is the first Game Boy game to be released which is Super Game Boy compatible. Curiously enough, the original *Donkey Kong* was one of the first ever arcade games to be manufactured by Nintendo way back in 1980. Another point of significant interest is the fact that this is another inspired piece of software by the genius of Japan – Shiguru Miyamoto, creative brain behind classics such as *Super Mario World*, *Wario Land* and the brand new *Stunt Race FX*. You don't get a much better pedigree than that!

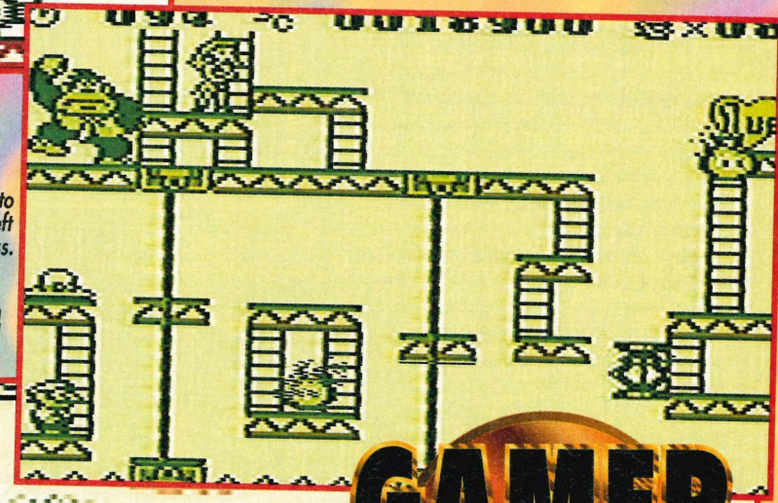
*DK '94* obviously owes a lot to the Super Game Boy in terms of visual appeal (just look at all that colour!), but bright graphics alone do not guarantee good gameplay and I was expecting something really special from this '94 remix of a classic coin-op. Luckily, the raw, addictive qualities of the original are still intact and the whole game is significantly improved!

*DK '94* is best described as a multi-directional, platform-based puzzle game. The first four levels are identical in terms of layout to the original arcade machine, but the majority of the 109 levels revolve

△ *Back when monkeys didn't drink Pepsi, they amused themselves by throwing barrels at Italian plumbers.*

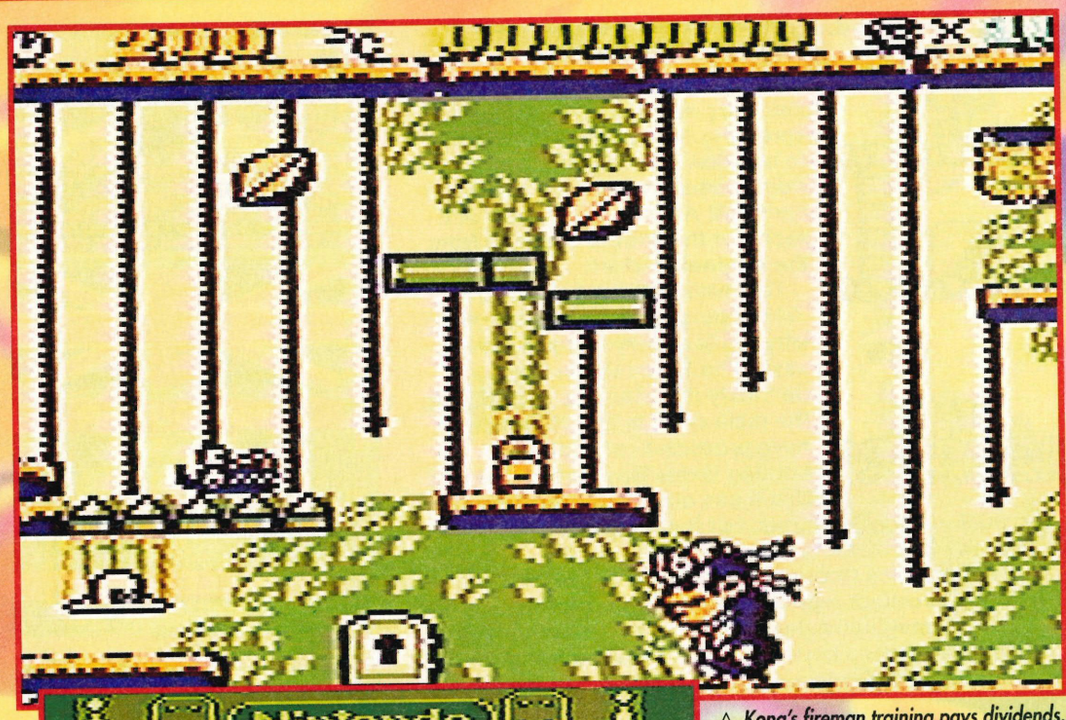
▷ *Use the spring to bounce up to the 1-Up, then run along to the left and rescue the maiden in distress.*

▽ *It looks like your fave gal has been thrown into a dark room. Better go and join her, before the monkey gets there!*






GAMER GOLD



△ *Kong's fireman training pays dividends.*




◁ *Collect the bonus items to stand a chance of winning extra lives.*

around the simple idea of putting the key in the keyhole. Original? Definitely not. Compelling? Remarkably so!

It is exactly because the concept is so simple and the game is so easy to play that *DK '94* is almost impossible to put down, and the battery back-up just serves to increase the addictiveness because you can start right where you left off. With over a hundred levels, this is an essential feature.

Sticking with tradition, Nintendo have included a cascade of bonuses, like the fruit machine and roulette

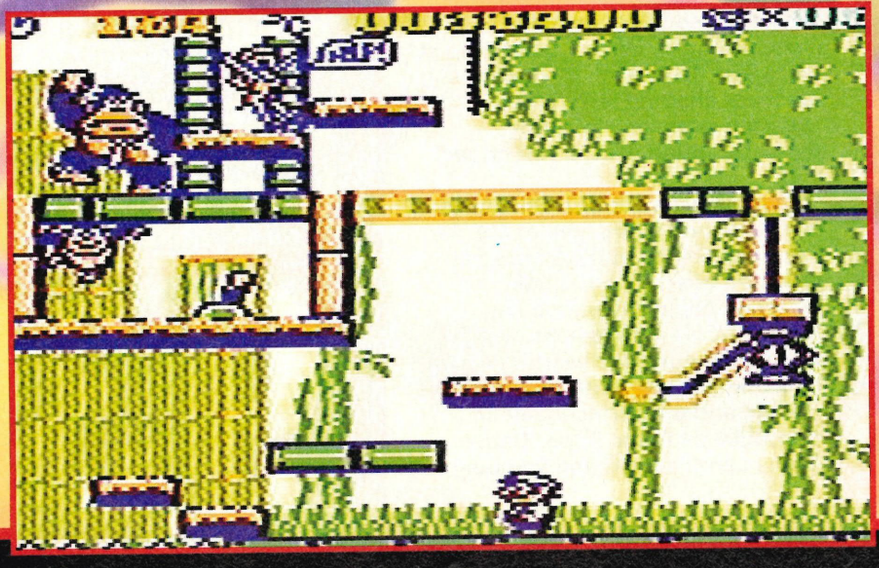



△ *Another bonus game, which always seems to give you just one extra life!*

table which can be reached when all three bonus items have been picked up. Find these and you've almost certainly bagged yourself a couple of extra lives.

Aside from the key finding, there are also numerous switches to pull, that can instantly change the direction of lifts or open doors to allow exploration of the levels. But one of the best features in my opinion is the switch blocks which allow you to place ladders or platforms anywhere on the screen. These are used to bridge gaps or reach out of the way ledges, but I found it adds an intriguing puzzle element to the already teasing levels.

Mario himself is a nimble little fellow and can perform tricks such as super jumps, and by pressing down and jump you flip into a neat handstand (used for trapping barrels) or even launch into an incredible ultra high mid-air somersault – very useful for reaching high platforms.

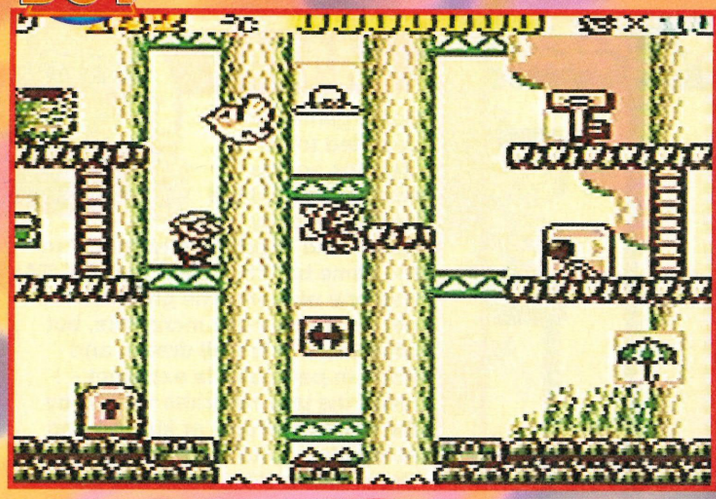


◁ *Kong looks confused, maybe he's blinded by the colours.*

## DAMIAN



Some games are destined to be classics and as soon as I heard the words "Donkey Kong" and "Shigeru Miyamoto" in the same breath, I knew that *DK '94* was one of them. The graphics are not what you'd call incredible, but what there is is well drawn, and Kong in particular is excellent – I loved the way he grabs the girl by the hair and drags 'er kicking and screaming up to the next level. Like *Super Mario World*, this has the mysterious ingredient X – a form of playability that instantly grabs your attention and holds you there until you've completed the game. From the moment you hear that little Game Boy ping you can kiss your social life goodbye. This is as good as *Link's Awakening* and *Monster Max*, and ranks as a contender for game of the year. The best fun I've had in ages.



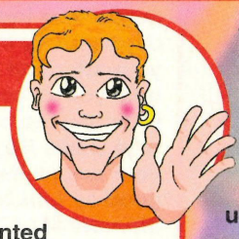
◁ *Switches, keys, lifts there's just so much in this game I can't control my fingers.*

Nintendo's plucky plummer is also very adept at swinging and springing from clothes lines, not to mention climbing vines and riding rodeo style on the backs of enemies! All this, and there's still room for the hammer blitzing from the original. Perfect!

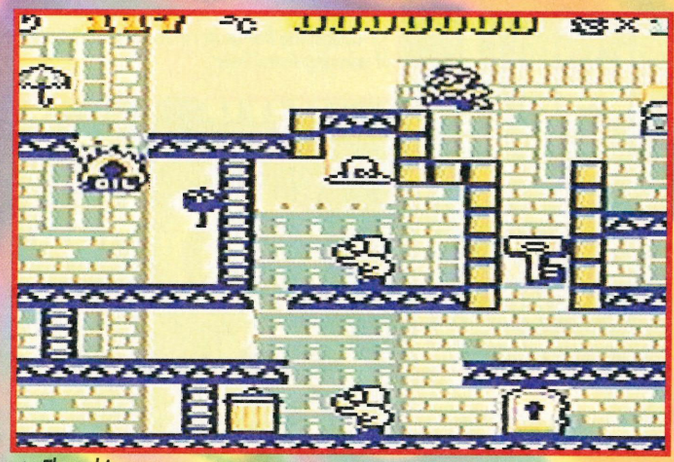
The major talking point of *DK '94* of course is the graphics, and why not (as Barry Norman would say)? The Super Game Boy definitely increases its appeal, but the main point is that Nintendo have produced yet another corking Game Boy game – the fact that it can also be played through the SGB is a terrific bonus, but it should not detract from the fact that it is a great game in itself.

The graphics throughout are some of the best yet, with an excellent representation of the coin-op cabinet, imaginative level designs, and even some filmic sequences between levels showing Kong desperately trying to escape from Mario, but failing as usual.

## RYAN



*Donkey Kong* rubs salt in the wounds of lesser games that have the nerve to stand up and be counted as a platform contender! The funny thing is that *Donkey Kong* is as old as the hills and obviously showing no sign of retirement judging by this Game Boy conversion. The concept behind *Kong* is instantly appealing and simple to grasp, the way in which it combines puzzle and platform action is a match made in heaven. Unlike *Wario*, this game really does require a bit of grey matter to get ahead, and with a level tally to rival that of Mario's other outings, the challenge will continue to enthral and baffle for weeks and maybe months to come. This was the first game I played through the Super Game Boy and I was definitely impressed with what I saw, but with or without colour, *Donkey Kong '94* is one game you've just got to have!



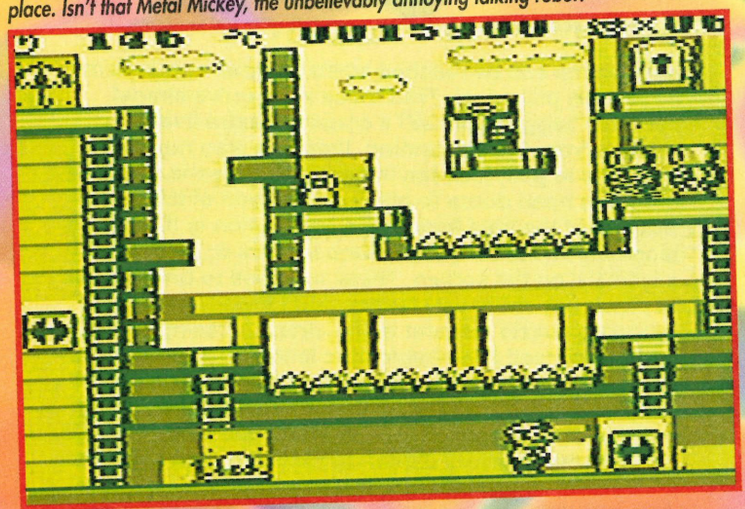
△ *Those bins serve as trampolines as well as waste disposal facilities, but you won't find a grouch.*

All this, plus high quality stage screens showing the game route set against a picture of a pirate ship, a forest or a cityscape to name but a few. This just serves to enhance the value for money that *DK '94* represents. It's cliched I know, but there's just so much in it!

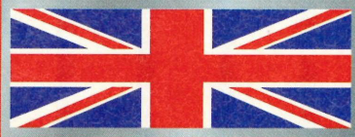
Even the sound is notable, especially the excellent screaming at the beginning of each level, plus a variety of cheerful little ditties designed expressly to annoy someone sitting next to you on the train.

There is not a single weak link in this game and every area of *DK '94* has been refined and perfected to the point where I don't think Nintendo could have done any better. *DK '94* stands head and shoulders above the swirling mass of Game Boy platformers, a faultless classic and the perfect game to introduce us to the Super Game Boy! I can't recommend it enough.

▽ *Considering this is a pirate ship some of the crew members look distinctly out of place. Isn't that Metal Mickey, the unbelievably annoying talking robot?*





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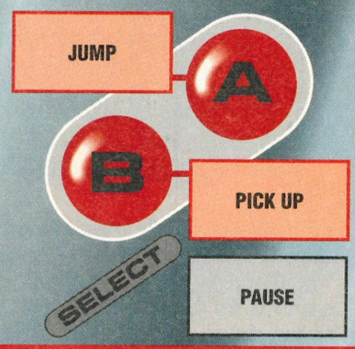
**RELEASED**
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**GAME TYPE**
PUZZLE/PLATFORM

**CART SIZE**
4MBit

**FEATURES**
BATTERY SAVE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 94 |
| SOUND | 90 |
| GAMEPLAY | 96 |
| LONGEVITY | 93 |

**OVERALL**

**93**




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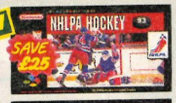


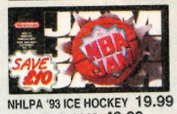




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## The legend takes its final SNES bow...



**RYAN**

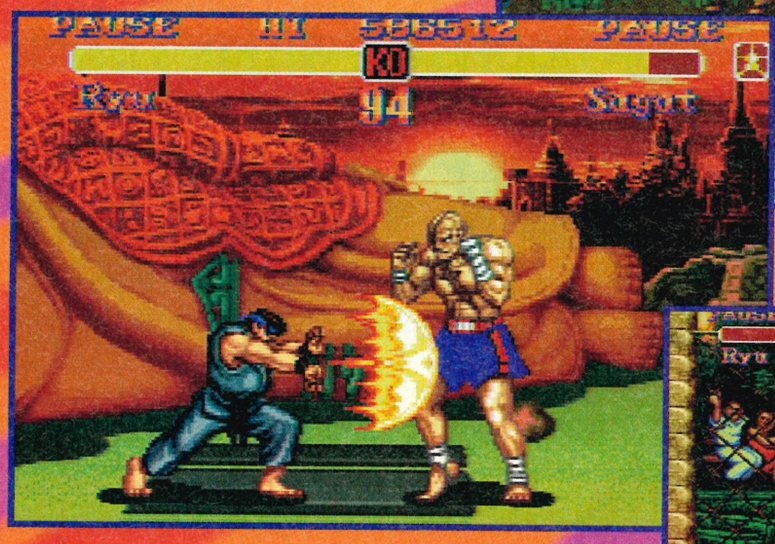
"Hyyyyyaaa, ha-dou-ken, spinning bird kick, flaming dragon punch, yoga fire!" and other assorted phrases – can you believe they've rolled out ANOTHER *Street Fighter II* game? Incredible, just how much money can they make out of this one concept?

Well, if you're reading this review then you must a) not have any Street Fighter games and desperately want one, or b) already own *SF II* and *Turbo* but are just mad about Ryu and Chun-Li. I'm happy to say that despite being almost identical to *Turbo* (apart from the four new characters), *Super Street Fighter II* is the greatest beat-'em-up ever to grace this earth. Now, hopefully Capcom will give the game a Viking funeral and scatter its ashes to the four winds. The next game I want to see from them must have a three in the title.

So, just what exactly do you get for another £100 (on import)? Well for a start there are a couple of additional game modes. Apart from the standard single player and



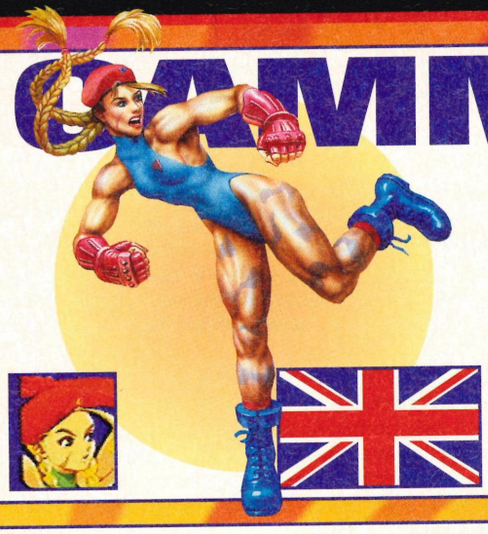

△ *Chun-Li gets cheeky with Dee Jay,, what (c)ass she has!*



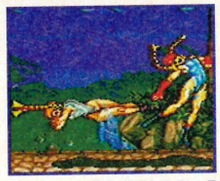

◁ *Ryu faces Sagat for the old grudge match.*



# CAMMY



Her past is shrouded in mystery, her memory is a complete blank, and apart from being well 'ard, this English lass probably hasn't got the faintest idea what she's doing in the tournament. Her victory will fill in the missing link in her secret background.



An awesome ground attack that is hard to block.

**D, DT, T & KICK**

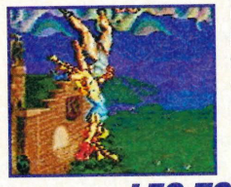
**SPIRAL ARROW**



An awesome vertical kick, not enough hits though.

**T, T, U-T & KICK**

**CANNON DRILL**



Few people bother evading this, know what I mean!

**T & R**

**LEG TOSS**

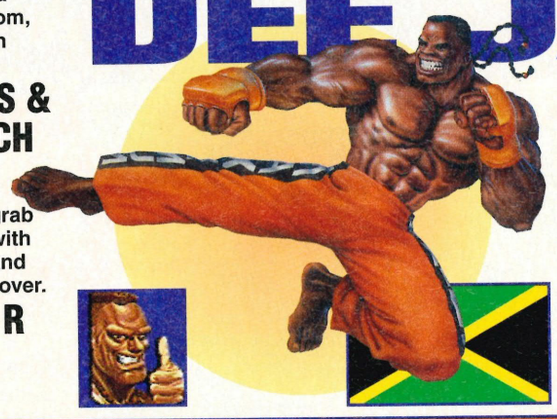


A good combo move, although it is easy to block.

**A, AD, T & PUNCH**

**SPINNING KNUCKLE**

# DEE JAY





This move can inflict multiple hits if timed right.

**D 2 SECS, U & PUNCH**

**MACHINE FIST**



A bit like a Sonic Boom, only much bigger.

**2 SECS & PUNCH**

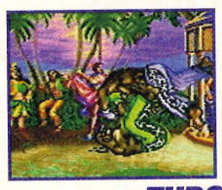
**MAX OUT**



A powerful kick than can inflict two fatal blows.

**2 SECS & KICK**

**DOUBLE DREAD KICK**



Dee will grab his foes with his legs and flip them over.

**T & R**

**THROW**

The Jamaican kickboxer prefers the rythmn of instruments to fighting, but there are no rules to say that you can't incorporate both into the tournament. Dee Jay is a cool character with a wide range of powerful and effective moves.

# FEI LONG



No prizes for guessing who this martial arts wizard bears the characteristics of! A native of Hong Kong, Fei Long has perfected several styles of Shaolin Kung Fu and turned his back on making movies to enter the tournament. Beware!



A devastating throw that will cause major damage.

**T & L**

**HAIR THROW**



A quick jab, use three times quickly for full effect.

**D, DT, T & PUNCH**

**REKKA KEN**



An awesome flaming move that can stop any attack.

**A, D, DA & KICK**

**DRAGON KICK**



This standard throw is always good for some harm.

**T & R**

**THROW**

# T. HAWK



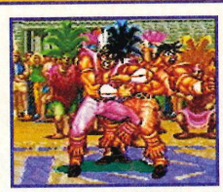
Shadowlaw, Bison's crime syndicate, stole most of the native American Indian's homeland and they were consequently moved to Mexico. Using his wrestling techniques, Thunder Hawk plans to destroy Bison in the tournament and regain his turf.



Like Dhalsim's Spear, only twice as powerful.

**U & ALL 3 PUNCHES**

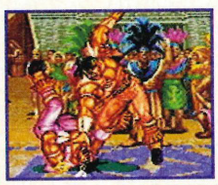
**CONDOR DIVE**



A move guaranteed to knock the wind out of their sails.

**T & L**

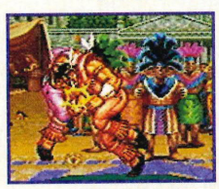
**JUGULAR JAB**



The titan can swing his foe round and bury them in the dirt.

**360° & PUNCH**

**STORM HAMMER**



Like a Dragon Punch except you use your shoulder.

**T, D, DT & PUNCH**

**THUNDERSTRIKE**




◁ *The new-look character select screen. Pressing different buttons on the pad allows you to choose from eight colours for your fighter.*

head-to-head versus modes, there is a Group Battle and Tournament.

The Group Battle was included in the Mega Drive version of *SFII* and allows you to choose several fighters and face them off against your friend's selection, kind of like a mini tournament. This can be played to score the most wins, or with an elimination factor where the winner stays on.

The Tournament mode is a scaled down feature of the coin-op in which up to eight players can compete to become the ultimate champ. However, a loss doesn't automatically put you out of the running for glory because you get to fight other losers to determine your overall rank.

Once again, the graphics have been given a minor facelift and are still some of the finest seen on the Super NES. As well as subtle changes in the characters themselves (E Honda is now even more gross!), the backgrounds have also been tweaked and re-coloured. For example, the tug boat in Ken's stage has been replaced by a spanking new yacht, while Chun-Li's and Sagat's home grounds are now tinted by a picturesque sunset. This is in addition to the four totally new countries that are home to the new challengers.

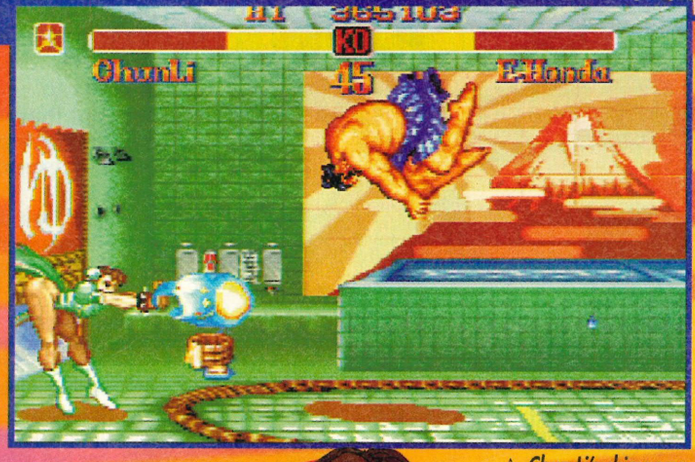
Each of the existing 12 fighters have had their strength and agility beefed up, and their visual appearance also reflects the change as this lot now look more rugged than ever.

Like *Turbo*, new animations, standard attack moves and specials have been added to keep up the interest in the *Street Fighter II* dynasty. For example, Ken's fierce Dragon Punch now causes the unfortunate victim on the receiving end to become engulfed in flames, and whereas in *Turbo* this move could inflict three hits, it can now produce five – yes FIVE crushing blows!

Other notable improvements include Chun-Li's vertical kick, Blanka's beast leap, and Zangief's jaw-dropping Siberian Suplex. Learning the new tricks of each character is one of the main attractions of *SSFII*. In my case, a whole day was dedicated to perfecting each new move and stringing together new and exciting combos in preparation for the real battle with my arch nemesis (ie Keith!).

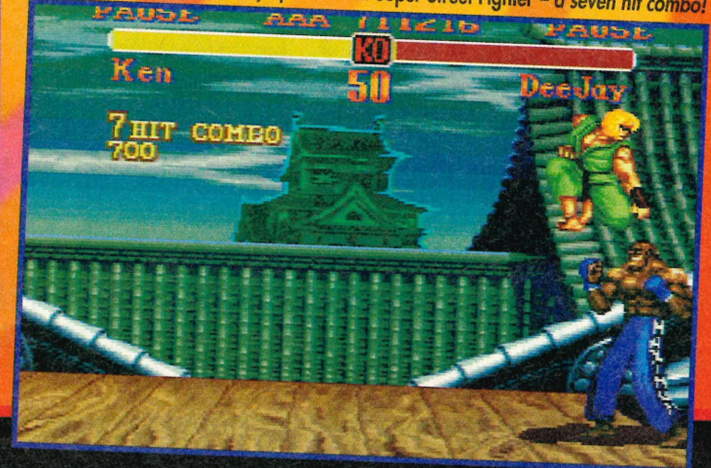
But what of the new challengers? How do Cammy, Dee Jay, Fei Long and T Hawk compare to the old favourites? Well it's a tough choice to decide which is the most popular in the office, as everyone initially went with the new lass in the tight camouflage bikini (admittedly though, this was only to compare hers and Chun-Li's bottoms!).

Cammy's moves prove effective at any range, but her lack of strength is ultimately her downfall. Fei Long and Dee Jay are certainly hot contenders, with ultra-fast special attacks which can be easily incorporated into unstoppable combos. T Hawk on the other hand is crap!




△ *Chun-Li's shiny new fireball heads Honda's way.*

▽ *Another reason why bores who hate losing will always pick Ken in Super Street Fighter – a seven hit combo!*




## KEITH



Once again *Street Fighter* has arrived with its flash cosmetic alterations. Surely these yearly facelifts don't justify asking the consumer for another 100 smackers. This is the third version now and Capcom haven't added anything that really stands out – I'm talking about secret locations, characters or anything that gives the player something to look out for, rather than just belting their way through all the characters, new and old; eventually you become bored because all the new moves have been found and perfected. Those gripes aside, *SSFII* is marginally better than *Turbo*, therefore I have to say that it is the definitive beat-'em-up on the Super NES at the moment. My final comment is dedicated to Ryan, who after days of solid practice has perfected the art of being KO'd in record time! Good fight!

## OUCH!

*Super SFII* lets you see more than stars when you're stunned. Check these out!



STARS BIRDS CHERUBS REAPERS


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BEAST LEAP
BALROG
TURN PUNCH
FIREBALL
CHUN-LI
E. HONDA
SUMO SMASH
YOGA TELEPORT
FLASH KICK
GUILE
DHALSIM
M. BISON
PSYCHO FIST
RYU
GOLDEN FIREBALL
KEN
FLAMING DRAGON PUNCH
VEGA
CLAW THRUST
SAGAT
FLYING TIGER KNEE
ZANGIEF
SIBERIAN SUPLEX

COLOURS, SO MANY COLOURS!









# HOLIDAYS IN HELL

Looking for somewhere quiet to go this summer? Then avoid these places, unless you want to get your head kicked in by a load of multi-coloured maniacs.



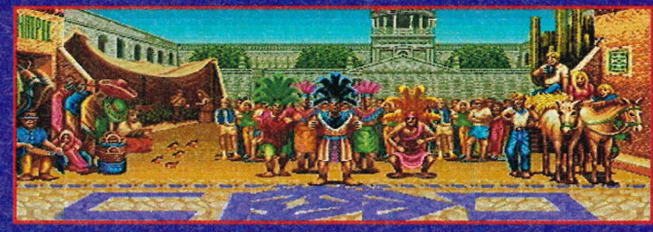
## ENGLAND

**FIGHTER: CAMMY**
Doesn't look much the England we all know and love, but that's the Japanese for you.



## HONG KONG

**FIGHTER: FEI LONG**
Fei's karate academy is the place to be if you're into zappy techno music and dancing statues.



## JAMAICA

**FIGHTER: DEE JAY**
Chill out on the beach with live music and a bar full of Red Stripe. But where's the Lilt Man?

## MEXICO

**FIGHTER: T. HAWK**
The big Indian has a nice sideline going in sombreros and horrid straw donkeys for the tourists.

The new super moves such as Cammy's Spiral Arrow, T Hawk's Storm Hammer and Fei long's Rising Dragon Kick are excellent, and add scope to the game, but this is at the expense of 'greyer' characters such as Zangief, Dhalsim and Balrog, who essentially remain unchanged.

Also, Ken has now become all-powerful with his Flaming Dragon Punch and so many times when I was in the one player mode, I could thrash everyone else with consummate ease, then lose all my lives trying to defeat the American. This is brilliant if you are playing as Ken, but when he is endlessly performing only Dragon Punches it is very frustrating. It would also have been better if the bosses had been improved as well. Sagat definitely needs a multiple hit Tiger Uppercut if he wants to beat some of the better characters.

I could go on and on about what this game contains, but to give you a clearer picture, just go down the nearest arcade and have a blast on the *SSFII* coin-op as there is hardly any real difference between the two at all!




△ *Almost beyond belief, someone's beaten Ken. Keith must have been controlling him!*

▽ *The (almost) all-new Game Over screen.*






Even the earth-shattering sound is improved, with bucket-loads of additional sampled speech, reworked renditions of the original themes and totally excellent new effects to accompany the hard-hitting blows. Sadly though, Guile now seems to have

## DAMIAN



*Turbo* was one of my all-time favourite Super NES games and so I was eagerly awaiting *Super Street Fighter II* with its new characters and special moves. Cammy, T Hawk, Fei Long and Dee Jay are all colourful and well drawn, but only Fei Long is any real challenge and has some excellent combos. The graphics are all superb and I liked the new character colours if you hold down the button for more than two seconds. However, is it just me or do the new challengers look as if they were drawn in a completely different style to the rest of the combatants? Luckily, *SSFII* is still the best beat-'em-up on the market and nothing can diminish its perfect playability; however, I was disappointed by the wimpy Guile sound effects. Still a great game, but nothing new, and not as exotic as *Mortal Kombat II*.

▽ *The bonus sections offer absolutely nothing new over Turbo, unfortunately.*







the voice of Pee Wee Herman and this ruins his tough image.

After playing this for a couple of hours, *Turbo* no longer had any kind of purpose and was promptly banished to cart hell forever. Okay, so *Turbo* was an excellent game in its time (not too long ago actually!), but once you get a taste for something new, the old just doesn't fit the bill anymore, hence the burning question, why buy this game? Why line Capcom's pockets for a third time with a game that was perfectly adequate in the first place?



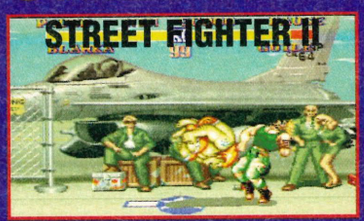

Although *SSFII* had me completely hooked for days, what this all boils down to is when you've played one you've played them all, and it wasn't long before I'd seen all there was to see and fallen back on the two player mode to sustain my interest.

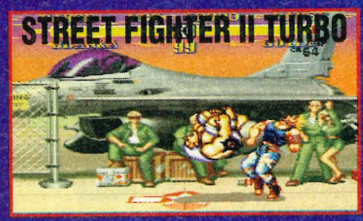
The one player mode is especially lame this third time round, mainly because you're just fighting the same old bosses, trashing the same old bonus stages (yawn!) and ultimately just viewing slightly redrawn variations of the endings you've seen a thousand times before.

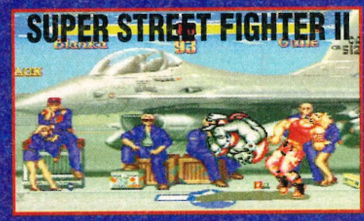
At least *Mortal Kombat II* has hidden fighters and plenty of finishing moves to find, an aspect which Capcom were barmy to overlook, especially has *SSFII: Turbo* has all of this, and they could have quite easily have converted that instead.

A first class conversion of a somewhat dated game. Trade in *Turbo*, get kicking and sleep easy with the thought that you'll never see another *SSFII* conversion on the Super NES. A fine game, but nothing new and only worthy of your cash if you don't own the others.

## STREET FIGHTING THROUGH THE AGES










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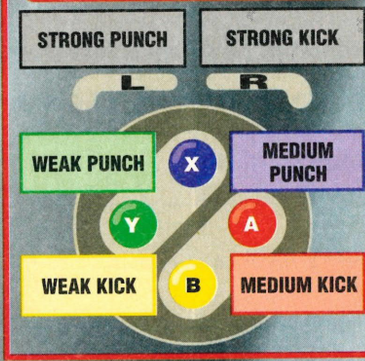
**RELEASED**
JAP IMPORT

**GAME TYPE**
BEAT-'EM-UP

**CART SIZE**
32MBit

**FEATURES**
NONE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 94 |
| SOUND | 93 |
| GAMEPLAY | 94 |
| LONGEVITY | 94 |

**OVERALL**

**93**

# super savers

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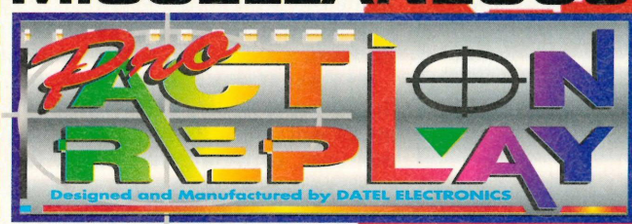
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# YOGI BEAR

## Smarter than your average game!

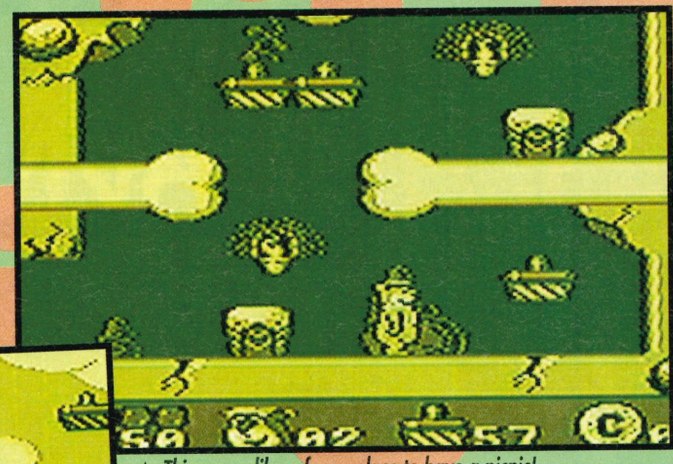


## RYAN

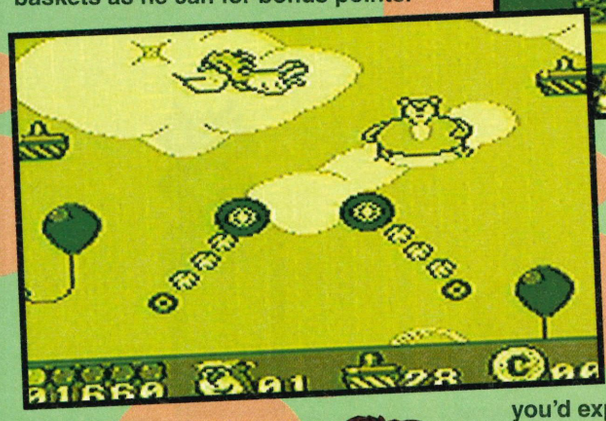
Cue sad patronising 'wacky' accent, "Heeerree's Yogi!", hooray! The world's most famous fat b... er, bear makes his Game Boy debut at long last in *Yogi Bear's Gold Rush* for the Game Boy.

A devious cowboy cloud ghost known as Jake has pinched Ranger Smith's cash and done a runner, and now Jellystone Park is in danger of closing down during the winter if the funds aren't restored pronto. Obviously, no park means no tourists, and no food for Yogi, so naturally old greedy guts will do anything to retrieve the missing loot.

In this platform game, Yogi must explore 32 levels throughout the park itself, including cloud world, wrecked galleons, construction sites, old mines and of course the showdown with Jake in the Ghost Town. Yogi's aim is to find 12 hidden safes which house the cash, and along the way pilfer as many picnic baskets as he can for bonus points.



△ *This seems like a funny place to have a picnic!*

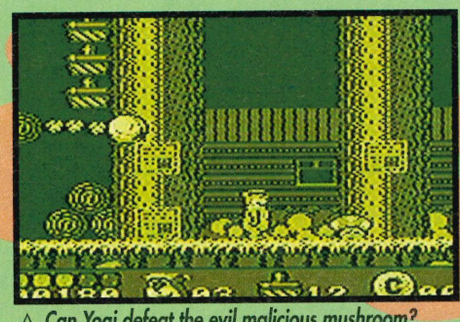


*Yogi Bear* works pretty well as a platform game. There is certainly plenty to explore and find, and the action is fast, yet surprisingly easy to follow on the small screen. I especially liked the graphics which are very nice indeed, particularly the wonderful use of parallax to add depth to the levels.

Yogi himself is instantly recognisable and waddles with the kind of dumpy movements you'd expect from such a bloated bear as he clumsily body-checks innocent looking chipmunks, spiders and sharks.

The enemies are generally a tad on the small side though, and I found them very hard to pick out when coupled with the fast scrolling – you often don't notice them until it's too late.

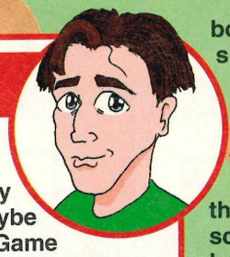
The only other thing noticeably wrong with this game is the fact that it is so damn unoriginal. With the immense scope provided by the highly successful cartoons, I would have expected something a little different, such as the option to play as either Yogi or Boo Boo perhaps? Anything to add a little spark of variety and prevent the endless chore of collecting picnic baskets!



△ *Can Yogi defeat the evil malicious mushroom?*

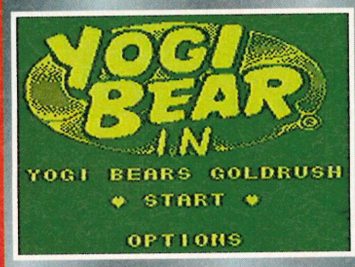
*Yogi Bear* is an enjoyable enough game, but it could have been so much better.

Younger players will love it, older players will loathe it, but then again that has always been the case with Yogi Bear, hasn't it!



## KEITH

I could pick at least ten other Game Boy titles that play exactly the same as this. Maybe it's what the bulk of Game Boy owners want, but it's certainly not what I want and I'm sure there are hordes of other similarly minded gamers out there that are fed up with virtually every cartoon licence being turned into a run of the mill platform game. Why can't a bit of imagination be placed into these games to give them that bit of sparkle that they so desperately need? I know it can be done – look at games like *Link's Awakening* and *Monster Max*. Okay, so if it's a playable platform game that you want, this is one of the better ones, but I'm still deeply miffed!






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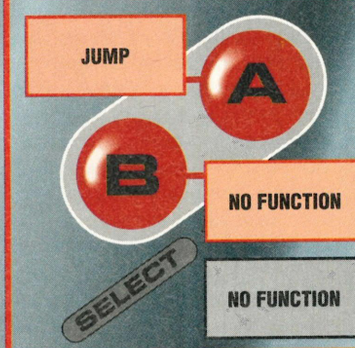
**RELEASED**
SEPTEMBER '94

**GAME TYPE**
PLATFORM

**CART SIZE**
1MBit

**FEATURES**
NONE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 82 |
| SOUND | 78 |
| GAMEPLAY | 80 |
| LONGEVITY | 76 |

**OVERALL**

**80**

# Itchy & Scratchy Miniature Golf Madness

## Crazy Golf at its craziest!



**RYAN**

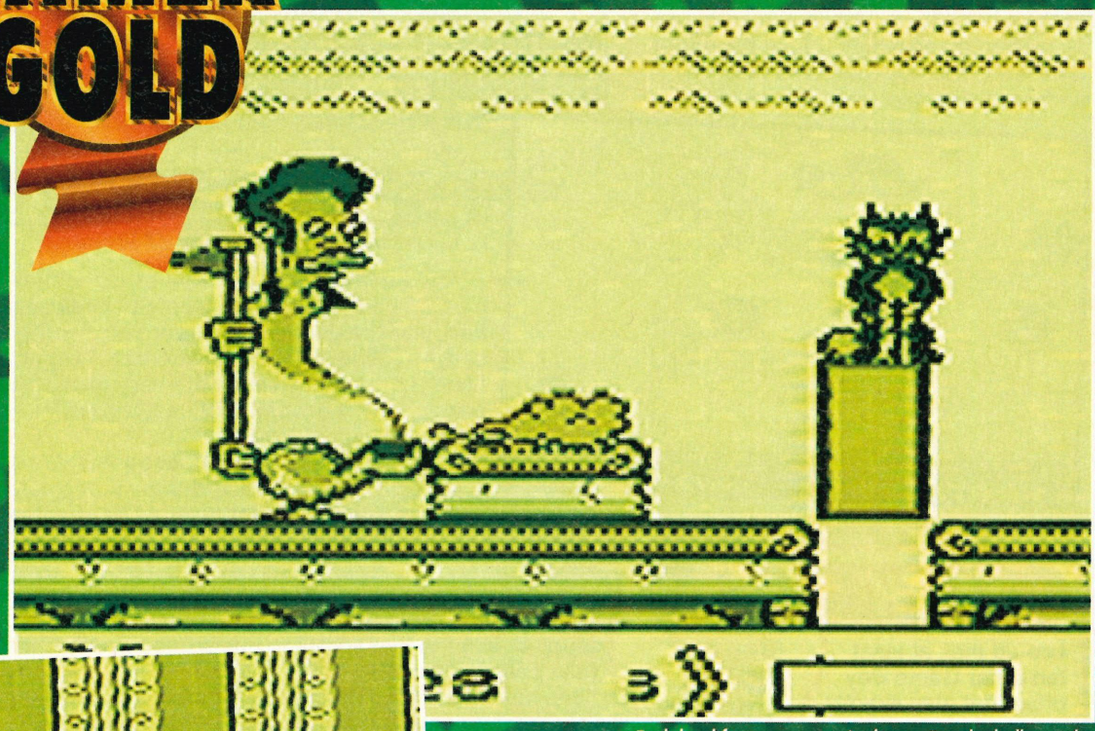
Picture the scene. Nick Faldo lines up the shot, he ponders the exact distance and angle of the hole; draws back his club to sink what could possibly be one of the greatest putts of his career... and then suddenly a homicidal mouse with a two foot machete runs up and slices him in two!

Not a likely scene in the US Open, I know, but change Nick to a cat named Scratchy, bung him in a computer game about golf, and you've got *Miniature Golf Madness* on the Game Boy from Acclaim.

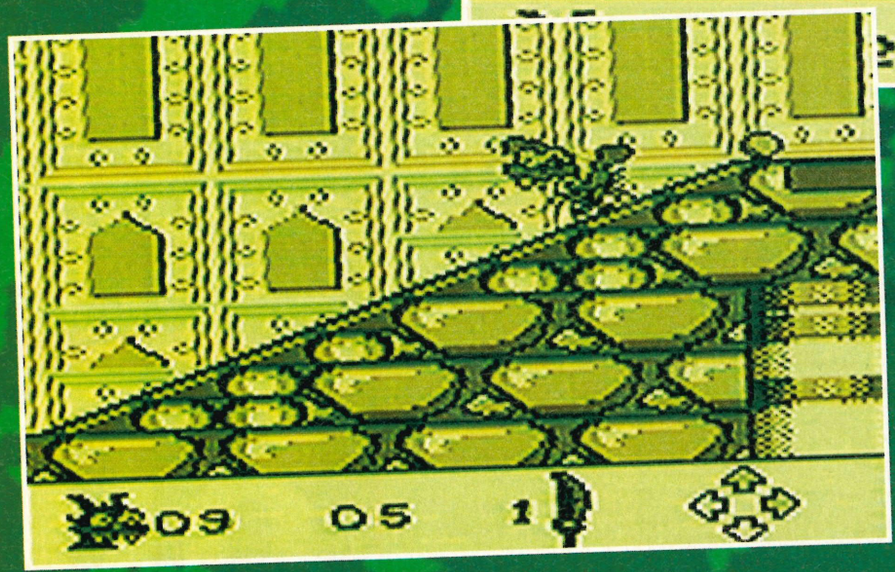
Come to think of it, you could set the gut-wrenching antics of the lovably homicidal Itchy & Scratchy to almost any gaming format and produce a winner. Somehow sick violence is in vogue at the moment and that suits me fine.

*Miniature Golf Madness* is a massively playable and hilarious game from square one. The idea (for Scratchy anyway) is to complete the many different holes in as few strokes as possible. The game is viewed from the side and you must guide the uncooperative ball across platforms and lifts in order to find the hole. But there's just one problem – Itchy's loose, and he's tooled up!

GAMER GOLD



△ *Each level features a certain theme. Putt the ball past the genie to escape Arabia.*



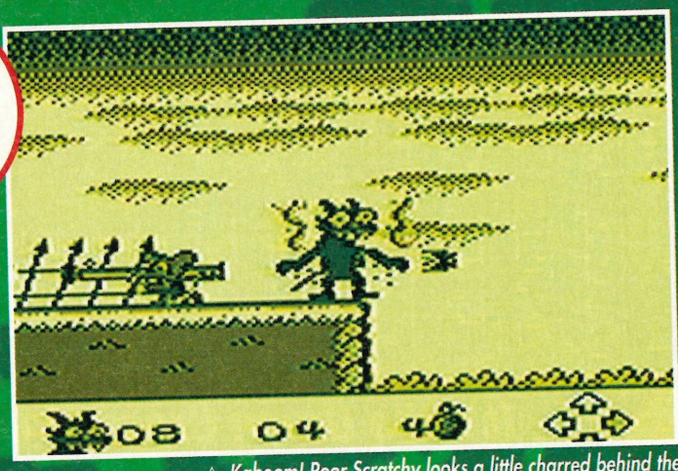

You never know what to expect; as you begin what appears to be a harmless jaunt around a rather bizarre crazy golf course, it becomes a desperate fight for survival with a vindictive and masochistic mouse on your tail (if you pardon the pun).

You can't really pigeon-hole this game – it's a beat-'em-up, puzzle game and even at times, a shoot-'em-up, as the poor puss struggles to find suitable weaponry with which to defend himself from Itchy's endless barrage of knives, rockets, flame-throwers and bombs. Every time you take a shot, one eye is always over your shoulder; anticipating the next attack, and I found this makes a simple round of golf much more fun.

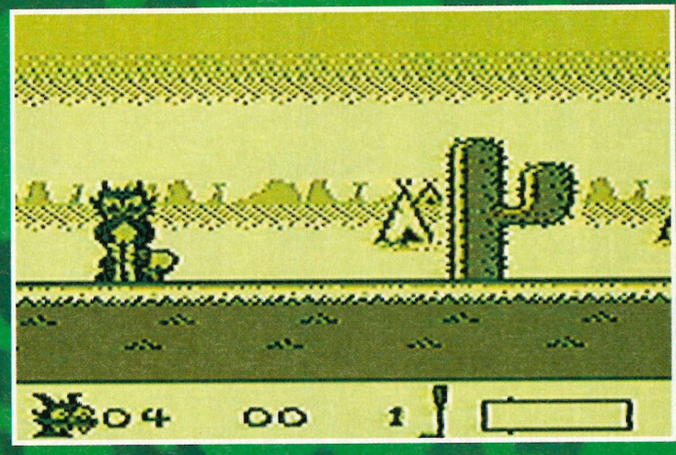
## KEITH



Golf and gore, what a combination! It's good to see a licence of this type being used with a bit of imagination. Placing these two lunatics on a crazy golf course is an inspired piece of originality. The cartoon humour comes across perfectly and there seems to be an endless array of ways to come a cropper. While it is polished and well presented, I can easily fault the gameplay; I am after all not a great fan of games which require continuous double-backing on yourself. Though the first couple of levels can be immensely enjoyable, I eventually found the frustration factor just too much to bear. It's fun for a while, but not a Game Boy classic such as *Link's Awakening* or *Donkey Kong '94*.



△ *Kaboom! Poor Scratchy looks a little charred behind the ears after challenging Itchy!*



Aside from the golf theme (which is a playable game in itself), the real fun is dispatching the mouse in many bizarre and gruesome ways. You can decapitate him, blow him to smithereens or even thwack him into next week with your club, but, I hasten to add, this does not ruin the sport if you are a golf fan.

Let's face it, you can already buy *Konami Golf* and *Mario Golf* on the Game Boy if you want something serious – *Miniature Madness* is for sporting sickos.

The game looks good, with clearly drawn sprites of Itchy & Scratchy, and some excellent level layouts that are guaranteed to draw out the challenge and add long term appeal.

The vast playing areas surrounding the holes are also well worth praise because there's just so much to find, such as secret rooms, short cuts to the hole and, best of all, hidden cheats that can warp your ball straight to the hole!

All this is accompanied with some adequate sound effects, fittingly gruesome effects whenever something nasty happens.

*Miniature Golf Madness* is definitely a game for anybody who likes lashings of fun, challenge and mindless mouse mashing. A great game which may even eclipse the Super NES version.

## ANDY

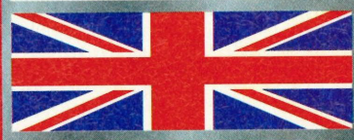


Decapitations, dismemberments, incinerations, impalements, eviscerations... and golf! It's the perfect recipe for an ultra-violent day at the links. *Miniature Golf Madness* adds a refreshing twist to the platform format (and, unlike *Soccer Kid*, doesn't mess it up with a lousy control method), and if it was, say, *Mario's Miniature Golf*, would be an entertaining means to while away an afternoon. However, as this is Itchy and Scratchy you also get chainsaws, dynamite, sharp knives, blunt instruments and severed limbs galore, which for a twistoid like myself is enough to tip it into the realms of greatness! I've got to admit that my par isn't up to much, but who cares when you're crushing small animals with a mallet? Genuine golf fans will cringe at the thought of this game, but I loved it – it's a golf game with balls. And guns. And large axes...

▽ *Scratchy grins insanely as, for once, the Grim Reaper isn't after him!*





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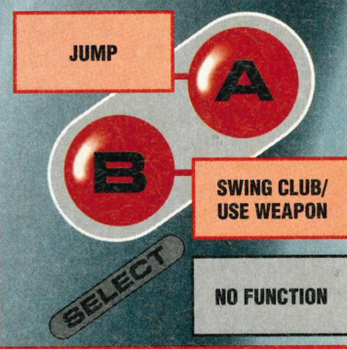
**RELEASED**
SEPTEMBER '94

**GAME TYPE**
VIOLENT SPORT!

**CART SIZE**
2MBit

**FEATURES**
NONE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 89 |
| SOUND | 87 |
| GAMEPLAY | 92 |
| LONGEVITY | 93 |

**OVERALL**

# 90

# THE INCREDIBLE HULK

## It's the Green Cross Man!



## RYAN

US Gold's comic conversion of the Hulk is – surprise, surprise – a platform beat-'em-up, but the real eye-opener is that is actually quite good. It's not original, not particularly good to look at or play, but it does the job, and better than most. In the true Marvel style, you don't fight humans, just boring-looking robots with no brains. At least I didn't enter into a coma whilst playing it.

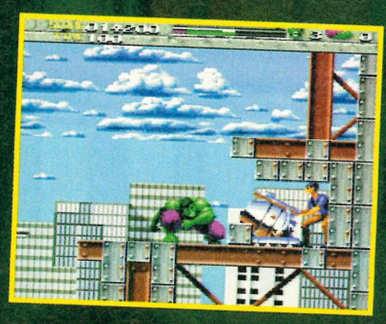
You control Bruce Banner, the man with a penchant for turning into a completely different looking green wrestler called Lou Feregnio whenever he gets mad. And boy, you don't want to be stuck in a cinema with this guy!

A novel touch to the game is the way that if your 'anger' meter reaches zero, Hulky returns to his weedy Banner state, and consequently gets his head kicked in by the droids and the larger guardians who consist of various greasy swamp things and Dr Marvos.

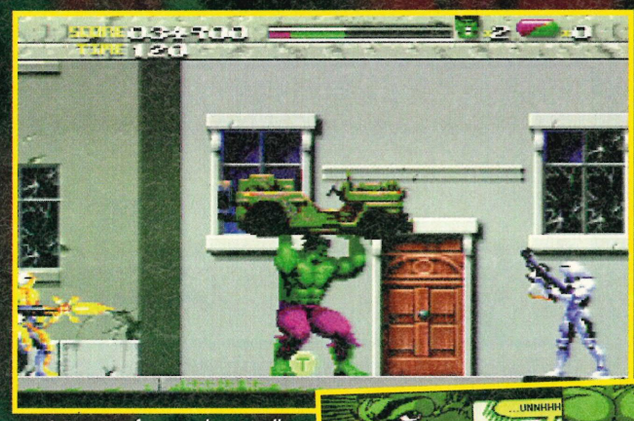
There are five samey samey levels to conquer; consisting of streets, sewers, construction sights and futuristic bases, but generally the action is very repetitive and just knocking seven bells out of some faceless vacuum cleaners is not at all satisfying. Later on though, a certain puzzle element does creep in and this is a bit more playable than the early levels.

One thing that does drag *The Incredible Hulk* kicking and screaming from obscurity is the number of moves you can utilise for mass destruction. You can punch, head-butt, piledrive, throw, ceiling-smash and sonic clap your enemies.

The graphics would have looked good a year or so ago, but now they're a bit plain, except for the Banner/Hulk metamorphosis which is excellent. However there's nothing here that hasn't been done in games like *Batman Returns* – and much better too!



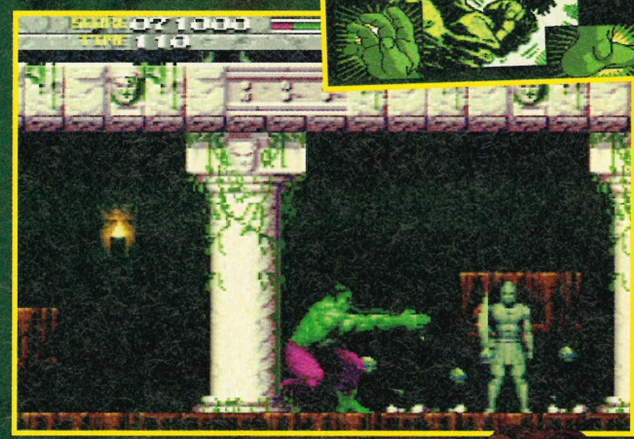
*Incredible Hulk* is a decent effort, but it's too late, too repetitive and not the sort of game I'd want to spend £50 on when games like *Stunt Race FX* and *Donkey Kong '94* are around. If you like the Hulk, you'll enjoy this, but it certainly isn't anything special.



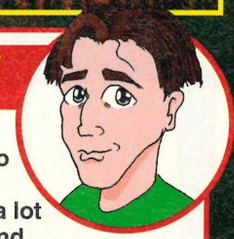
△ *A Jeepster for your love! Hulk solves the problem of parking in Bournemouth city centre.*



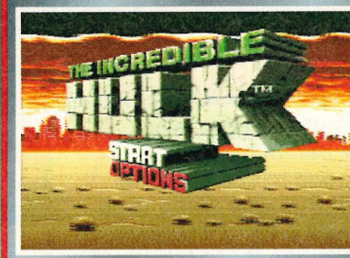

▽ *Sonic boooooooom!*



## KEITH



*Hulk* is unremarkable to say the least. I was expecting a lot more background interaction, aspects such as annihilating cars and trashing the interior decor of buildings. There is a small amount, but certainly nowhere near enough. It's all so bog standard really; run along, hit things, reach the end of the level and then hit something a bit bigger. The selection of moves is good, but I soon found myself longing for variation. A game which could have offered a lot more.




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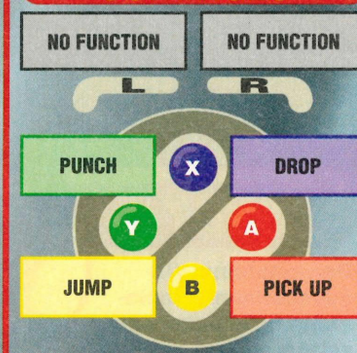
**RELEASED**
SEPTEMBER '94

**GAME TYPE**
PLATFORM BEAT-'EM-UP

**CART SIZE**
16MBit

**FEATURES**
NONE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 82 |
| SOUND | 78 |
| GAMEPLAY | 81 |
| LONGEVITY | 84 |

**OVERALL**

**75**

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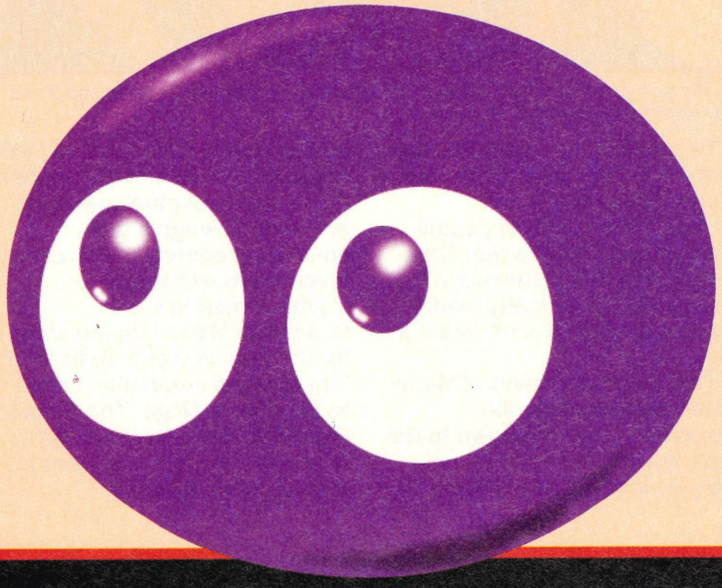

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# Nintendo®

# WHERE'S THE CHALLENGE?

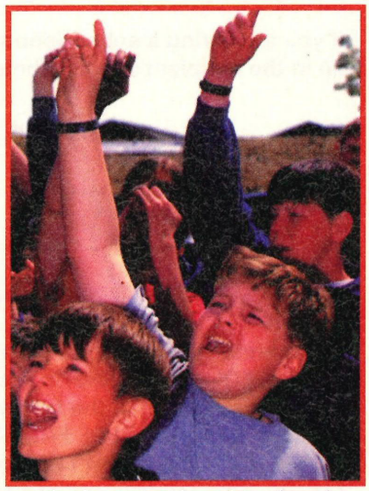
## 21 TONS OF PURE PLAYING POWER (and other assorted Nintendo clichés)

**The SG team weigh anchor in Portsmouth and laze around pretending they're really important and know everything about games, then Keith gets groped by two crazed groupies.**

When Nintendo's gigantic Challenger lorry rumbles into town there's normally a gaggle of swarming, screaming children hot on its exhaust. Not surprising really when you consider Nintendo are offering goes on such classic games as *Streetfighter II Turbo*, *Super Mario Kart*, *Super Mario All-Stars* and virtually every other hit game they've ever had – for absolutely nothing.

The Challenger's recent strategic visit to Portsmouth, coinciding with the second British stage of the Tour de France, proved as popular as ever. Although this may have something to do with the fact that it was carefully positioned right next to a funfair and also an enormous video screen showing live action from the race.

It was a glorious sunny day and as the race departed from Portsmouth most of the fans poured back into the waiting arms of the Challenger, with its huge thumping bass speakers and all the latest Nintendo games. To an outsider it looks like a cross between Top of the Pops and GamesMaster, but is in fact better than both.



△ *Who dares win? These chirpy faces fancy their chances against the mighty Metro.*



△ *The mere presence of the Challenger draws crowds from all over the world and causes new plantlife to spring up in abudance.*

To press gang... er, guide the punters safely onto the mobile mega arcade there's an enthusiastic bunch of people known as the Challenger Crew (original handle). These are the people that have really made the Challenger take off in a big way.

This dedicated band of Mario obsessed travellers tour constantly from one town to the next, month after month, not only in summer, but autumn and winter as well, and they still manage to keep a smile on their faces. Survival must surely be achieved through a diet consisting entirely of Mario's favourite mushrooms!

With Nintendo's UK Champion Metro tagging along for the ride, you can 'Reliant' on him to add a competitive edge to the proceedings. The *Street Fighter II Turbo* tyrant proudly revels in the glory and lives for the day when a worthy

challenger will test him to the full. Will it be you?

My tip is to catch him off guard by playing Zangief (it worked for me!), if that fails and the humiliation is just too much, why not quiz him about any games you're stuck on and try to save face by asking something he doesn't know!

Would-be heroes queue up with visions of grandeur, not to mention dreams of winning some of the many exclusive Nintendo goodies up for grabs, only to be cast aside like a Vauxhall Viva at a vintage car festival by the cruel Metro (popular plus). Each punter gets about ten minutes of playing time and this can be on any of the consoles or in the main challenges. The whole scene is reminiscent of a roll-on, roll-off car ferry!



△ *Nintendo expert Shaun and wannabe teeny bopper Metro exchange old gaming stories!*



## CHALLENGER DATES FOR SEPTEMBER

Anyone wanting to catch the Challenger can stay tuned to SUPER GAMER for all the tour dates, or alternatively phone Nintendo on (0703) 651010.

3 - 4 Sheffield show
10 -11 Farnborough air show
22-26 Live '94

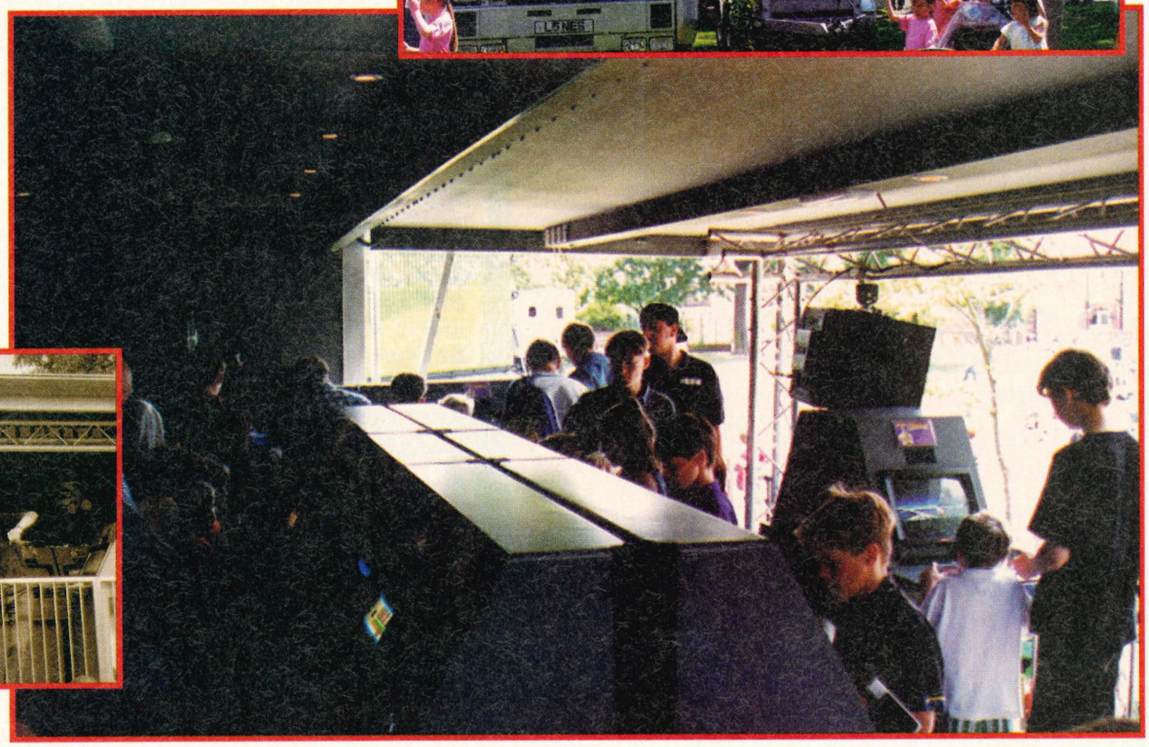
▽ *Mean and moody, the Challenger stands pround amoung the masses.*

Why should you find the closest Challenger site and get down there? Well, for a start it's damn good fun. Play all the latest games (try before you buy?), fight Metro for a chance to come away with a brightly coloured T-shirt, and even quiz all the Nintendo experts on their gamesplaying knowledge.

Then as day turns to twilight an astounding sight can be glimpsed. The Challenger Crew, apparently unaware of the words "Game Over", launch into their own version of Jazzy Jeff and the Fresh Prince's *Boom! Shake the Room!* Suddenly, like a huge migratory mass, the assembled public high-tail it and run for the hills; unable to stand the sound any longer. Who said show business goes to people's heads?







△ *Stand aside Take That! The Challenger crew let rip with their latest tune, and it's all free!*

# GO AHEAD... MECH my Day!

## Win a fleet of Deadly Assault Mechs and rule the world courtesy of Activision!




△ *Ryan's makeshift mech meets its nemesis in the shape of a brick wall round the back of Paragon Towers. Clanky clank eeeyowch!*

Due for release about now, the fabulous *Mechwarrior* game (check out page 44 for the complete review) from Activision has had everybody at SUPER GAMER glued to their Super NESs for a quite a while. In fact the only reason we stopped playing it was because Ryan got carried away and started strapping old car bumpers to his limbs and shouting "exterminate!"

After deciding things were becoming a little too wierd, we grabbed the phone and called bubbly American Janine Johnson at Activision to find out if she knew a cure for Ryan's curious condition.

After a bout of Janine's infectious laughter, she divulged that the only way to turn Ryan back into his normal subdued self is to offer the SUPER GAMER readers a chance to win some ridiculously impressive official Battletech goodies as first prize in a monster Mech compo. You lucky devils.

So there we have it, if you want Ryan to be saved from a fate worse than Mech, and want to win the full Battletech Board Game, a massive Mad Cat vinyl model kit, two sets of Ral Partha Micro-scale lead miniatures (that's eight Mechs in total!), and a copy of *Mechwarrior* for the Super NES, plus the complete set of Penguin's Battletech series with ten books in total, then answer the robot related questions below and send them on the back of a postcard to the address below.

Runners-up aren't forgotten either, and five of them stand a chance of winning a copy of *Mechwarrior* for the Super NES. Good luck!

## QUESTIONS

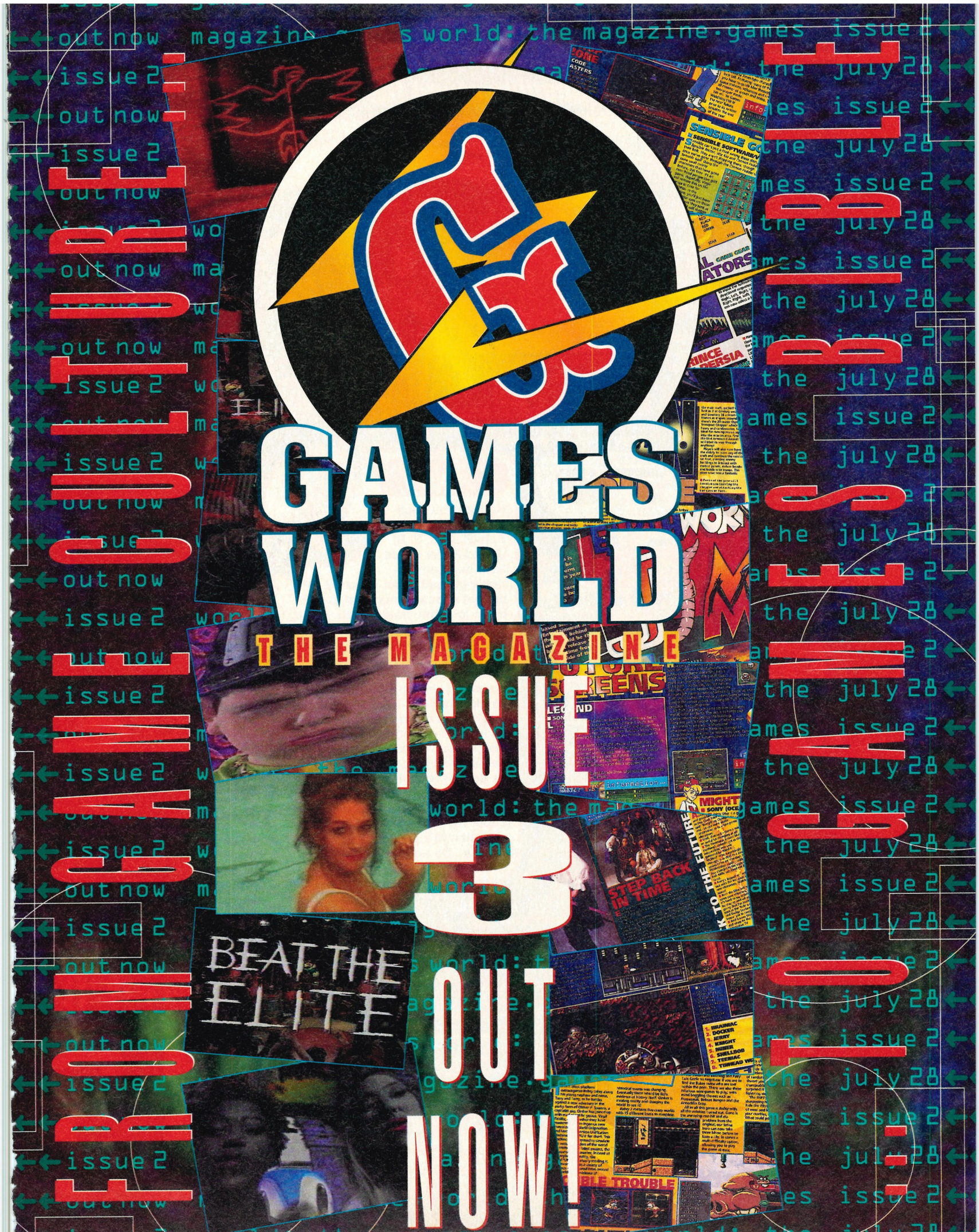
**1: What was the name of the robot in the cult science ficton series *The Hitchhiker's Guide to the Galaxy*?**
**A: Mad Max**
**B: Marvin**
**C: Mark Pilkington**

**2: What was the name of the race of evil robots in *Battlestar Galactica*?**
**A: Cylons**
**B: SyQuests**
**C: Cyclops**

**3: What's the heaviest possible class of Mech?**
**A: Assault**
**B: GBH**
**C: ABH**

Just remember to send your entries on a postcard or sealed bullet cartridge to *Mech My Day! Compo, SUPER GAMER, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF*. Make sure all entries are in by the 10 September, because after that date all entries will be vaporised.



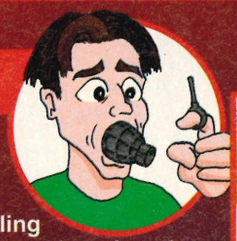

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# SPEED RACER

## Speeding round the U-bend!




△ *Careering along the road out of control, the Mach 5 heads straight towards the rubbish bin!*



## KEITH

When you have the misfortune of coming across a game of such appalling quality as *Speed Racer*, there is only one thing to do – find something worse to compare it to so that the good points stand out. Unfortunately, there is nothing worse than *Speed Racer*.

Based on the popular American cartoon (it won't be after this!), *Speed Racer* is a combination of game styles. There are seven levels of what is apparently a driving game, with platform beat-'em-up sections bolted on for good (er, bad) measure.

The driving section is second only to *Days of Thunder* on the NES as the pits. Jerky tracks, terribly simplistic graphics that would embarrass an Atari VCS, and quite the worst collision detection I have ever witnessed.

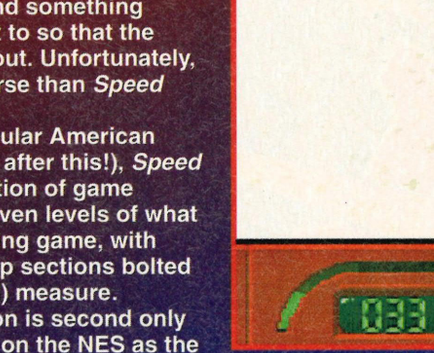
All the other cars are badly drawn and non-existently animated, there is minimal background detail (what there is, is simply re-coloured for sand, grass, water etc) and each course is vastly repetitive to the point where I was making a noose not long after the first lap.

And it doesn't end there. Once you've 'endured' the races, the action switches to a brief cartoon interlude and then a platform game that puts the Super NES to shame. Awful graphics abound as your matchstick man labours to the left and then the right, kicking enemies (who are usually about ten feet away) without conviction. How long did this take to program – five minutes!?

There are no items to use, no power-ups or bonuses and some of the worst drawn enemies I've ever seen (transparent teleporting rats!). As for colour, well it struggles to produce more than four , the sound would make Jonathan King vomit, and there are six levels of this dross – nooooooo! It makes *Home Alone* look positively glorious in comparison!

What makes Accolade's pathetic offering even worse is that they have the gall to put "games with a personality" at the front. Oh yeah, like who – John Major!?

Quite the worst game on the face of this earth. Do not buy, even if you have a gun to your head!



△ *Is this some kind of ancient temple, or is it just another nightmare?*



## ANDY

How do you spell 'dire'? Try S, P, E, E, D, R, A, C, E, R! *Speed Racer* would have been embarrassingly bad as an Amstrad CPC budget release circa 1984, but to try to foist this trash on the public a decade later at full price... not even P T Barnum would have had the nerve! The track lurches around the screen like a drunken unidexter aboard a hurricane-stricken lifeboat – haven't the programmers ever heard of Mode 7? As for the platform sections, they make Ocean's creaky old *Lethal Weapon* seem as polished as *Super Mario All-Stars*! *Speed Racer* is a strong contender for the title of Worst Game Ever on the Super NES, and makes a mockery of Nintendo's alleged 'Seal of Quality'. Do not, under any circumstances, buy this.

▽ *Speed takes a hefty left to the chin on the ship of fools!*









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(081) 788 0200

**PRICE**
£49.99

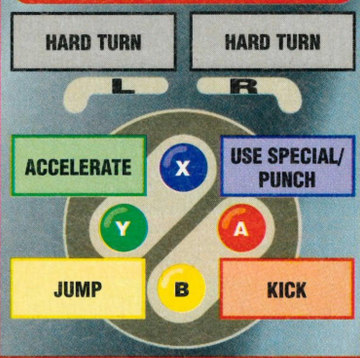
**RELEASED**
SEPTEMBER '94

**GAME TYPE**
DRIVING/PLATFORM

**CART SIZE**
16MBit

**FEATURES**
PASSWORDS

**CONTROLS**



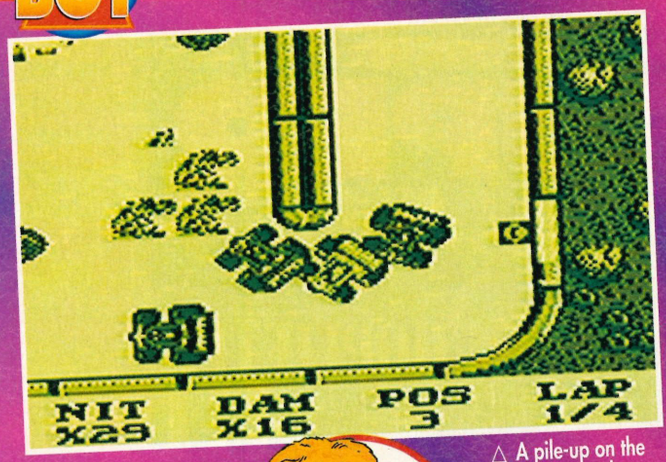

**RATINGS**

| | |
|---|---|
| GRAPHICS | 35 |
| SOUND | 28 |
| GAMEPLAY | 10 |
| LONGEVITY | 01* |

**OVERALL**

# 15

* *And no, that's not a misprint.*




△ A pile-up on the first corner – what a disaster!

# RACE days

## Two games for the price of one!

## RYAN



Let's not beat about the bush, *Race Days* is sheer class! Why? Because it bundles together two of the best hand-held racing games ever on one explosive cart. It won't set you back any more than the price of a normal game and... well, do you really need another reason for buying it? The two games in question are *Dirty Racing* and *4 Wheel Drive* (which is essentially *Jeep Jamboree*).

My particular favourite is *Dirty Racing*, mainly because I like the overhead perspective which is reminiscent of *Micro Machines*. Your aim is simple, zoom around numerous courses in your mini F-1 car, trying to screech in first. There are plenty of 'dirty' tricks to try which can either help or hinder your chances of winning and a shop to unpgrade your car, but I did find the controls a little over-responsive, so that hitting the walls was far too easy and frustrating.

*4 Wheel Drive* is the inferior game of the two, but that's not to say it isn't good – far from it. In this 3-D jeep racing game you must compete against 19 other nutters over a series of taxing dirt-track courses. The graphics are good, but ill-suited to the small screen, and the visuals became quite jumbled and confusing at times. However, this game is much better if you want to experience real driving because it shows the road through the windscreen, and you can even see the controls like the steering wheel and gearstick! With plenty of skill levels and loads of tracks, *4 Wheel Drive* offers a pretty awesome challenge.

As a complete package, *Race Days* represents excellent value for money and although both games aren't without fault, they do well to compliment each other well.

If more companies take a leaf out of Gametek's book then there is a glittering future for Game Boy bi-carts. A great idea, an amazing package, and a scorching bargain. S.

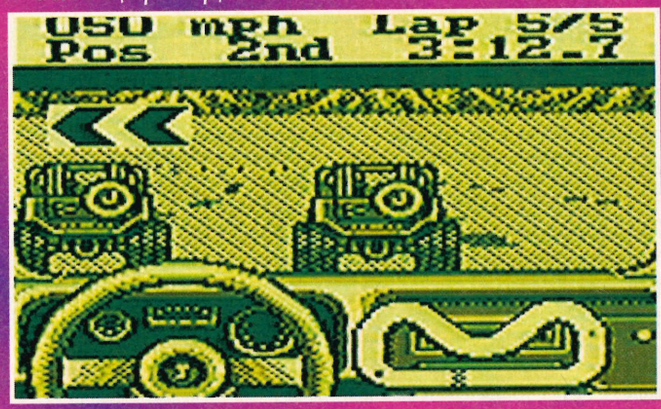


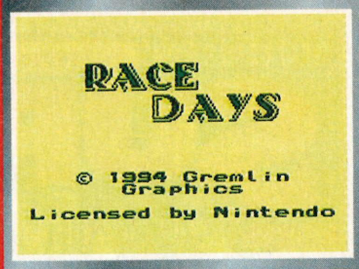

## DAMIAN

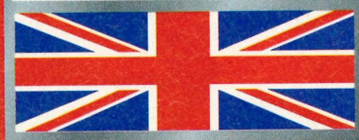


I must say I thought the idea of putting two dated games on one cart would be a mistake for Gametek, but it actually works really well. I agree with Ryan, *Dirty Racing* is a far better game (and a massive challenge in itself), but *Jeep Jamb*... oops, *4 Wheel Drive* is not too bad. At £24.99 this offers astounding value for money, and if you don't own a Game Boy, it is the perfect reason to own a Super Game Boy. Decent race games are few and far between on the Game Boy, but by combining two of the best, Gametek have hit on a winner. More bi-carts please!

▽ The graphics in 4 Wheel Drive are excellent, but it is hard to play on the small screen and there are no trees to crash into (in joke dept).



**PRODUCER**
GAMETEK
(0753) 553445

**PRICE**
£24.99

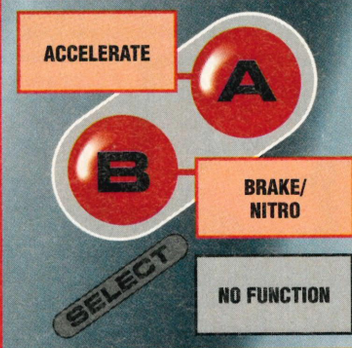
**RELEASED**
SEPTEMBER '94

**GAME TYPE**
RACING

**CART SIZE**
2MBit

**FEATURES**
TWO GAMES ON ONE CART!

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 81 |
| SOUND | 82 |
| GAMEPLAY | 84 |
| LONGEVITY | 87 |

**OVERALL**

**86**




ISSUE 1 £3.00

Explosive launch issue! (© Clichécorp, Inc) Gamer Golds are awarded to *NBA Jam*, *Warioland*, *R-Type III* and *Bugs Bunny*, and we also review *Space Ace*, *Skyblazer*, *Riddick Bowe*, *Humans*, *Equinox*, *Lethal Enforcers*, *Clayfighter*, *Romance of the Three Kingdomzzzzz*, *Kirby's Pinball Land*, *Rainbow Bell Adventures*, *Mega Man X*, *Dragon Ball Z 2*, the infamous "you're in trouble" *Soccer Kid*, *Yoshi's Cookie*, *Pinball Dreams* and, last and indeed least, *Spider-Man: Arcade's Revenge*! Plus solutions for *Super Empire Strikes Back* and *The Lawnmower Man*, and the complete Busters A-Z of every tip ever! All this and a look behind the scenes of the Nintendo Hotline, an interview with Jon '*Monster Max*' Ritman and a peek at an unofficial hand-held NES – it's all too much!




ISSUE 2 £3.00

Budda-budda-budda! A lone Gamer Gold for NES *Jungle Book*, as well as reviews of *Choplifter III*, *Boxing Legends*, the awful *Pink Goes To Hollywood*, *Desert Fighter*, GB *Jungle Book*, *Utopia*, *The Chaos Engine*, *Dungeon Master*, *Prehistorik Man*, *Art of Fighting*, *Sensible Soccer*, *Claymates*, *Jimmy Connors' Tennis*, *Side Pocket*, *Winter Ughlympics* (too horrible to contemplate), *Metal Marines*, *All-American Football*, *Turn and Burn*, *Pac-Man*, *The Peace Keepers* and *Mario's Time Machine*. The solutions bandwagon rumbles on with the conclusions of *Super Empire Strikes Back* and *The Lawnmower Man*, while Loricel, *Time Trax* and Super FX creators Argonaut Software get the old in-depth feature treatment! Yowza!




SOLD OUT

ISSUE 3 £3.00

Third time lu Mr B Hea dias *Monster Max*) graces the front cover and grabs a Gamer Gol to the ha top soccer game *FIFA International Soccer*. Our World Cup Fever spe also orld Cup Striker* on Super NES and Game Boy, *Kick Off 3*, and *Ryan Giggs' Soc ver th ell it's called), and other reviews are *Time Trax*, *The Flintstones*, *Magic Boy*, *Go 2*, *Star Tr TNG*, *Barkley Shut Up and Jam!*, *Super Troll Islands*, *Ninja Warriors*, *Konami Go Ball* and *Speedy Gonzales*. We also delve into the sordid history of soccer games, swim wit Quest DSV* and pick at *Cool Spot 2*. (We also insult various company mascots...) All this and solutions to *The Chaos Engine* and *Warioland* too!




SOLD OUT

ISSUE 4 £3.00

We go green! also ly dish Gamer Golds to *Super Metroid*, Super NES *Jungle Book*, *Super Pu s gre* omebody to bring it out officially!) and the brilliant *Smash Tennis* – n't we Also hanging around looking moody are *Cool Spot*, *Spectre* (we've been Cale *Mega an III*, *Star Trek:TNG*, *World Cup USA '94*, *Dragon*, *King of Dragons*, *SOS*, *Eye of B lder*, *Alie s Predator* and (wakka wakka) *Pac-Attack*! Damian and Andy also get to thrash aroun e cars on the pretext of looking at Archer Maclean's *Super Dropzone*, and Bubsy *eam Rogue* and *Prehistorik Man* also get a look in. *The Chaos Engine* pulls into Kings Cross, and *Warioland* solution just keeps on coming!

# SUPER XS




**The only magazines of their kind in the world, CONSOLE XS and SUPER XS specialise in complete, fully-mapped solutions to all the top Nintendo games. We still have a limited number in stock, so if you're stuck on any Nintendo title, XS is the place to look!**

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Packed to the gunwhales with *Batman Returns* (SNES), *The Lost Vikings* (SNES), *Street Fighter II Turbo* (SNES), *Alien 3* (NES) and too much more to mention!

**SUPER XS 6** **£3.50**
Don't be left in the dark – this issue has fully mapped solutions to *Shadowrun* (SNES), *Jurassic Park* (NES), *Mario All-Stars* (SNES), *Mr Nutz* (SNES) and more!

# SUPER PRO

**SUPER PRO was (until the arrival of SUPER GAMER) the best Super NES magazine around, and we still have a few copies of the following issues lurking in Karen's storeroom. They're even rarer than a trustworthy politician, so order now!**

| | | | | | |
|---|---|---|---|---|---|
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**ISSUE 5 £3.00**

**Robot mayhem a-go-go as we take a first full look at Argonaut's space age shoot-'em-up, *Vortex*! We also get the UK exclusives on Nintendo's Super Game Boy adaptor, and *Mortal Kombat II* on the Super NES and Game Boy. Gamer Golds are more than a little thin on the ground this issue due to the paucity of summer releases, so we make do with *Andre Agassi Tennis*, *Super Adventure Island II*, *Mega Man Soccer*, *Mickey's Ultimate Challenge*, *J League Excite Stage '94*, *Tom & Jerry*, *Knights of the Round* (the lowest rated game we've yet reviewed, fact fans), *Joe & Mac 2*, *Astro Go! Go!*, *Muscle Bomber* and *New Chessmaster*. *Rise of the Robots* undergoes a thorough probing, and solutions to *Warioland* (still) and *Skyblazer* round things off. Wibble!**

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Sorry, but any issues not listed have been sold out.

# I should be so LUCLE!

# LUCLE

## KEITH



It's always amazed me how the most abstract puzzle games seem to save themselves from complete obscurity by introducing a story line that has something to do with spaceships and planets. Take for example *Arkanoid*, a highly simplistic game which was spruced up by some awful story about escaping from a spaceship, and it was simply a *Breakout* clone! *LUCLE* is a story about a stick with a Frisbee stuck to each end, who explores various different planets in search of alien life.

With one of the Frisbees carefully planted on the floor, the other end spins around it at a rate which can be adjusted using Up or Down on the pad.

With some careful practice the entire contraption can be moved around the 3-D landscape consisting of bridges and tricky mountain ranges by pressing the A button to release a Frisbee, followed by another press of the A button to firmly plant the other end on the ground. The end of each level is acheived by reaching the chequered flag.

*LUCLE* must reach the end in an allotted time, otherwise it's game over immediately. That's right there's no second chance here – do or die. You can pick up time bonuses though, and most levels contain short cuts if you look hard enough, so it's not as tough as you first think. A battery back-up ensures that all your best times are saved and there's also a time trial mode which can be selected to improve times.

As puzzle games go this offers something which is rarely seen nowadays – originality. The difficulty level is perfectly pitched, with a learning curve that gently eases you into the game, culminating into some devilishly hard levels. And with 30 to master, you won't be putting this down for a while. *LUCLE* is a smart little game which is well worth the money.

▽ *A Buck Rogers style intro sequence launches you into the game.*

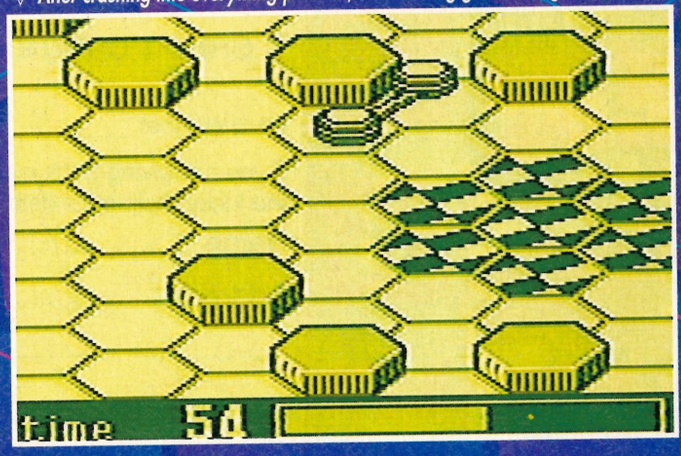


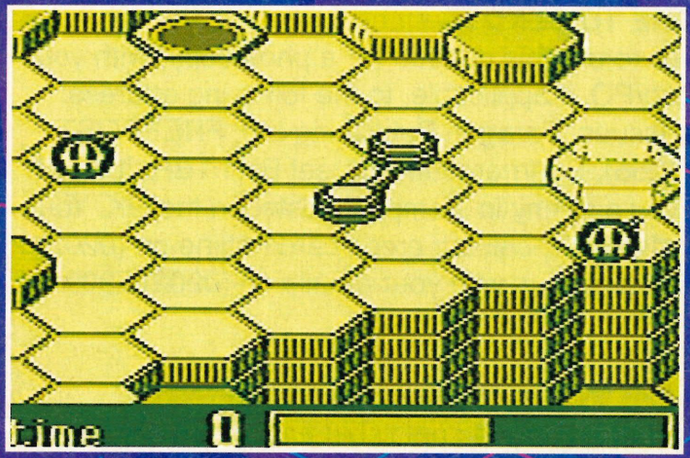
## ANDY



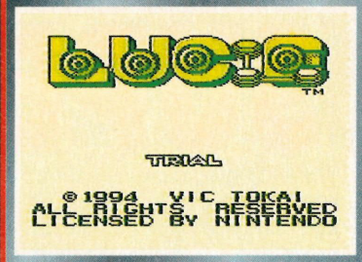
"My name is Lucle, I live on the second floor..." Sorry, got confused there – this game's main character isn't Suzanne Vega, but two dominoes joined by a straw! Not the weirdest hero ever devised, but surely close. 'Weird' is actually a fairly good description of this odd puzzle game, as you send the eponymous double domino pinging about the playfield in search of the elusive exit. There are some tricky puzzles on later levels, but whether you reach them or not will depend on how quickly you get frustrated by the control method, which tends to cause your mouth to fill with ground-up enamel as you continually ricochet back from obstacles. *LUCLE* is an interesting diversion, but hardly an essential buy.

▽ *After crashing into everything possible, the finishing grid is in sight.*




◁ *Avoid the dodgy looking skulls, if you want to live.*






**PRODUCER**
VIC TOKAI
(0604) 671415

**PRICE**
£24.99

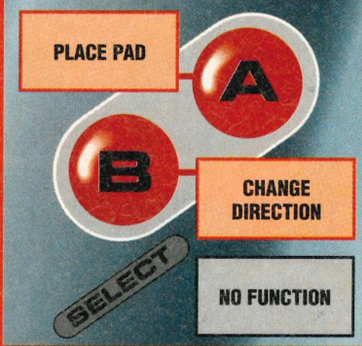
**RELEASED**
SEPTEMBER '94

**GAME TYPE**
PUZZLE

**CART SIZE**
1MBit

**FEATURES**
BATTERY SAVE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 78 |
| SOUND | 74 |
| GAMEPLAY | 83 |
| LONGEVITY | 84 |

**OVERALL**

**81**

# The Future is Selling Out

*Because the Future is Amiga CD32 Gamer, the only magazine dedicated to providing the best monthly guide to all that's hot on the most exciting new console in the world. With more reviews, more tips, more previews and the very best news and demo-packed cover CDs, Amiga CD32 Gamer has already established itself as the fastest growing console magazine in Paragon Publishing's hugely successful stable of videogaming titles. With each issue selling more than the last, and our mail order department flooded with requests for back issues, this is a suggestion from the editor – buy a CD32. Because if you haven't got a CD32, what excuse have you got for buying the very best console magazine there is? Well, here's a few excuses...*







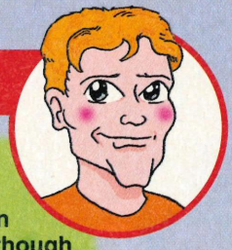
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## SO GOOD, IT'S ALMOST WORTH BUYING A CD32 FOR.

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# AN AMERICAN TAIL
# FIEVEL GOES WEST



## RYAN

*An American Tale*, featuring Fievel the mouse was Steven Spielberg's stab at an animated feature. Although it didn't quite have the crowd-pulling Disney factor, it was a decent enough film. Virgin, continuing their quest for Super NES domination, have secured the rights to release the game based on the sequel: *Fievel Goes West.*

This platform game focuses on young Fievel who embarks on a fantastic adventure to save his gullible family from a scheming cat who conned them all into heading out west to a town where mice and cats live together in perfect harmony (like yeah!).

Fieval's rescue mission begins in a towering metropolis where he must fend-off pesky alley cats and risk life and limb crawling along perilously high washing lines. The rest of the game sees Fievel escaping the city heat via the




## No sting in this tale!




△ *That bird looks mighty hungry, perhaps if Fievel stands completely still it won't notice him!*



## ANDY

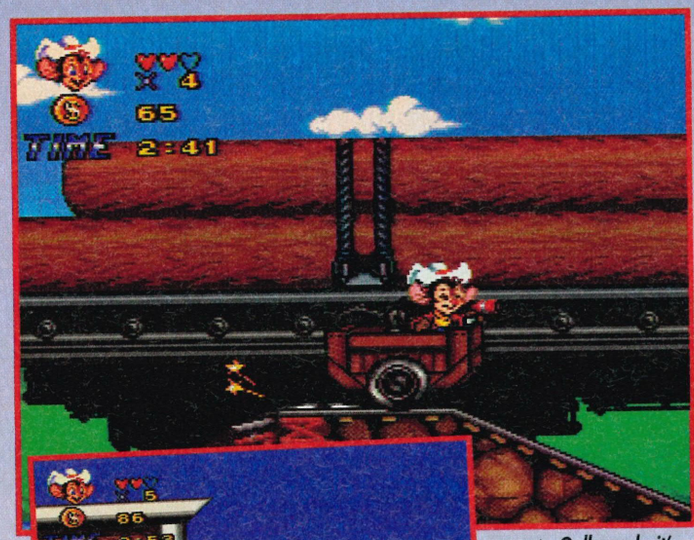
No, no, I can feel my eyes glazing over... (delves into the reviewer's cliché book) "Smooth parallax, cartoon-quality sprites, non-stop jumping action" – aargh! It's no good, I can't keep this up. *Fievel Goes West* is a platform game. You run, you jump onto platforms (some of which move around) and occasionally you fall to your doom. Enemies block your path, and you shoot them. You meet a boss every few levels. You complete the game on about the fifth attempt. You consider slashing your wrists with a rusty blade. *Fievel Goes West* is yet another of those games that is perfectly adequately programmed, but unutterably tedious to play because you've seen it all before a million times. Cut off this (American) tail with a carving knife!

sewers, and then hitching a ride across the desert on an old freight train. All these scenarios come complete with menacing foes and tricky guardians that block your path to the next location.

However, armed only with a poxy spud gun, Fievel must locate the various power-ups, extra lives and force-fields which are scattered around each level if he is to succeed in his quest and get one over on the crafty feline critters!

The action is presented in storybook fashion, with a page being turned and enlarged before each new section of the game, this is very much keeping in with the style of the film. Fievel himself is dwarfed on-screen by his gigantic surroundings, however, judging by the size of his sprite compared to the cats, this puny field mouse sure is big!

*Fievel Goes West* looks pretty smart in terms of graphical appearance, although in my opinion some of the sprites needed smoother animation to make them convey the cartoon appearance of their big screen counterparts.




△ *Golly gosh, it's a train level, I never expected to see that in a platform game!*




◁ *Eat lead feline freak (or words to that effect!).*

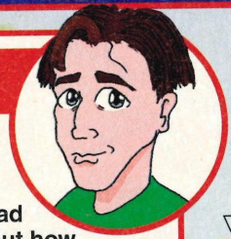



Although this game is based on the film, some of the locations are typically platform, especially the train level which has appeared in more or less every platform game ever released. However, I did like the sewer level, in which Fievel escapes in an old sardine can, and the Mode 7 eagle section later on is also very impressive.

The only thing that really got me down when playing this game surprisingly wasn't the lack of originality, but the sound. The tunes aren't too bad (although they add no substance to the action), it's just the annoying beeps and pips that accompany Fievel's shooting and jumping actions are very dreary!

*Fievel Goes West* is definitely a game for younger players, that's not to say older platform freaks won't enjoy it, but I personally completed it in a very short time and so will anyone who has better than average gaming skills. This game offers nothing new or exiting, just a straightforward platform game with a cute character!

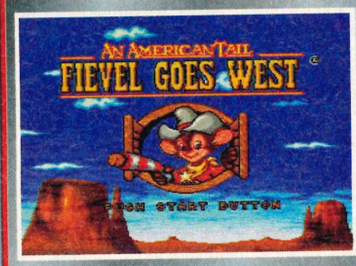
## KEITH

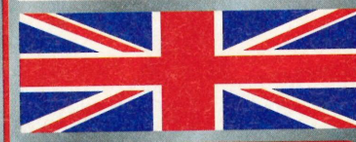


Unfortunately Andy beat me to the first comment and so I can't hurl a barrel-load of clichés at you about how mediocre this platform game really is. Instead, I will point out that yet another film licence has been given the game treatment, and has once again turned out to be light years behind the film in terms of enjoyment. Virgin, who are normally so careful at producing quality games, have surprised everybody with *Fievel Goes West*, but then most software houses produce a turkey at some point! Avoid this, unless you have a bedroom full of cuddly Fievels.

▽ *Can you imagine this sophisticated puss squatting in a cat litter tray?*



**PRODUCER**
VIRGIN
(081) 960 2255

**PRICE**
£TBA

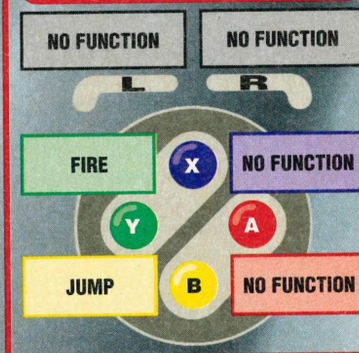
**RELEASED**
SEPTEMBER '94

**GAME TYPE**
PLATFORM

**CART SIZE**
8MBit

**FEATURES**
NONE

**CONTROLS**




**RATINGS**

| | |
|---|---|
| GRAPHICS | 82 |
| SOUND | 78 |
| GAMEPLAY | 83 |
| LONGEVITY | 69 |

**OVERALL**

**74**

# POPULOUS

## TRIALS OF THE OLYMPIAN GODS

### Don't disturb a god at his games!



**KEITH**

Several years ago the highly original and brilliant game *Populous* shot onto the home computer market. After enjoying massive success and pioneering an entirely new genre known as the God-sim, the Super NES version arrived to a less than rapturous welcome. Wrong market? Too complicated for a platform oriented consumer? Well *Populous II* is here and it's improved, longer-lasting and looking very special indeed.

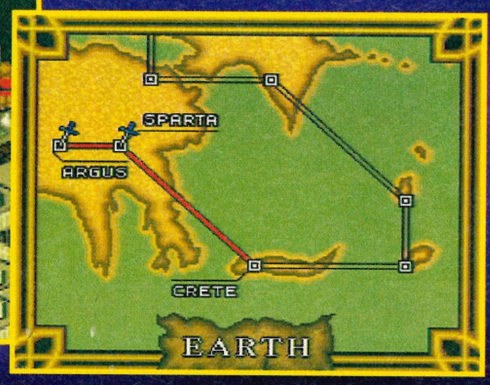
Born to the supreme deity Zeus and raised by your human mother, your aim is to prove yourself to the Gods of Olympus. The only way this can be achieved is by taking on the other Gods and by converting the people of the world to become your devoted worshippers.




△ *Millions die screaming! You will perish in flames! Burn baby burn!*

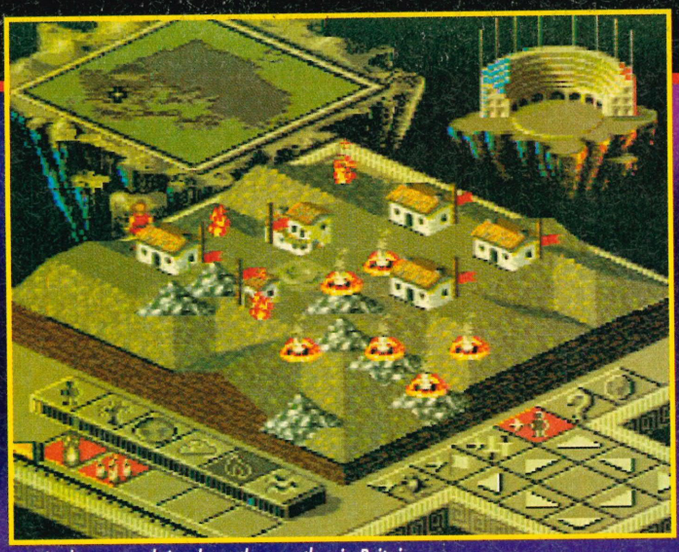
▽ *Off you go Knighty – destroy, desecrate and plunder!*






Each level is played on a 3-D isometric landscape, your followers start on one side while the opposing deity's start on the other. The first thing that must be accomplished is to flatten the land so your people can build settlements which range from small huts to massive castles.

Eventually, settlements will become over-crowded and some inhabitants will move out to start a new home further away. This is one of the most important parts



△ *And we complain about the weather in Britain.*

of the game as the size of your population is directly proportionate to the amount of power you have.

Luckily, you have floods, volcanos, plagues, earthquakes, fire rain – in fact there are 30 'divine interventions' in total which can be used to wreak as much havoc as possible on your opponent.

Your immortal adversary doesn't just sit there and take it though, oh no, he throws as much back at you as possible, after all, every God's power is dependant on the number of worshippers and if it comes to the crunch and Armageddon is declared leading to an all-out battle, the deity with the most followers will wins.

The battle rages on throughout 48 worlds, with 32 Divinities to beat, each one of those tends to specialise in one of the six elements available: people, air, fire, vegetation, fire, earth and water. You can also choose which element you wish to specialise in, and this is done by adding the experience points you gain from winning a battle.

## RYAN



I used to think that *Populous* was a game played by fat commuters on their lap-tops, gee was I wrong. Okay so they probably do play it, but the point is that this game can be easily grasped by anyone despite its rather complex appearance. In *Populous II*, you get to play God once again in a sequel which is a definite improvement over the original. This time around the computer seems to have been spruced up so as to pose more of a threat, and there's also more options which widen the scope of the game. Despite being a truly captivating and enjoyable game, *Populous II* is an acquired taste and will only appeal to gamesplayers of a high tolerance level. My advice is play before you buy, especially if you've never experienced a *Populous* game before. A great strategy game for the creatively minded.



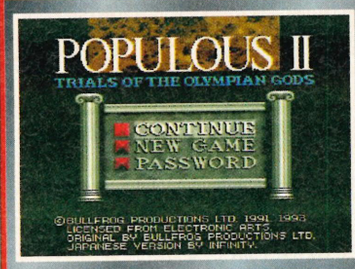
## DAMIAN



I was a fan of the original *Populous* and it was great fun for a while, but then the lack of options made it too limiting and I cast it aside like a used tissue. Now the sequel rides into town and it's a far better game in all respects. The graphics are new and improved and the options are incredible. I particularly liked the new 'divine interventions' such as the plague, tidal wave, fungus and my favourite – Helen of Troy, who leads all the enemy soldiers into the sea where they are drowned – ha, ha! Bullfrog have done a first rate job with *Populous II* and I have no hesitation in agreeing with the Gamer Gold that Keith has awarded. If this is the sort of quality we can expect from Bullfrog Super NES games then I can't wait for *Syndicate* next issue. If you're a strategy fan, buy this without delay. It's the tops!



Initially the amount of icons is somewhat distracting; giving the impression of a game which is boring and over complicated. However it only requires a couple of plays, before you realise what a logical and easy system it is to use. Graphically *Populous II* is excellent, with the special effects looking, not to mention sounding, spectacular. The Gamer Gold award is sealed with the amazing addictive qualities possessed by *Populous II*, a superb strategy game that has sneaked in through the backdoor and caused one of the major surprises of the month. Do yourself a favour and check it out if you like a bit of a challenger.






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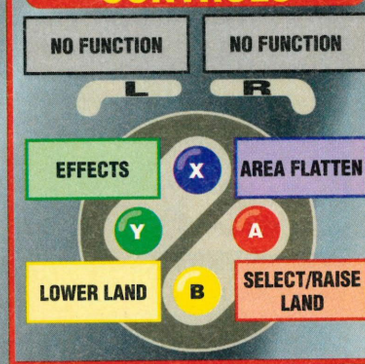
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**RATINGS**

| | |
|---|---|
| GRAPHICS | 91 |
| SOUND | 88 |
| GAMEPLAY | 92 |
| LONGEVITY | 93 |

**OVERALL**

**90**

# 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 for all Nintendo systems. 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.***

## FIFA INTERNATIONAL SOCCER




**World Cup with Germany**
Quarter final **Y3RBQG6DF**
Semi-final **Y3RBQY2RF**
Final **Y3RBQ8119**
Password to see the cup
**Y3RBQ#1sGX**

**World Cup with Italy**
Quarter final **ZTGWSQP7V**
Semi-final **ZTGWS1JCV**
Final **ZTGWS7HJX**
Password to see the cup
**ZTGWS+HX7C**

Well done to Mr Alan and Stephen Smith who receive a T-shirt for their splendiferous efforts.

## SUNSET RIDERS SUPER NES

**Play as the same character**
Choose any player you like and start a one player game. Keep playing until you get killed and then on the continue screen press Start on controller two. Simply pick the same character as player one and then press start on controller one to start the game with both characters the same.




## DOUBLE DRAGON 3 NES

**Level skip**
Hold Start and A at any time to skip onto the next level.

## KING OF DRAGONS




**Infinite credits**
If for some reason you own this game then you'll probably want to get it over with as soon as possible, so enter this to end your misery. Keep playing until you get to the continue screen with only one credit left. Press Start on controller two, then press Start on controller one before the timer runs out. Choose your character with button B on controller two and you should receive 99 credits.

## DRAGON BALL Z 2

**Turbo Speed setting**
Press and hold the R button on the second control pad while resetting the Super NES. When the title screen appears, some Japanese text will appear flashing rapidly and the background music will be different, indicating the cheat has worked.

**Small characters**
Shortly after a fight has begun, press Down five times as the message is scrolling across the screen. This only works on the two player game.

**Hidden characters**
To find the hidden characters, wait until Gohan's hands appear on the screen and press Up, X, Down, B, L, Y, R and A. You will then hear Super Saiyan mumbling some kind of Japanese obscurity just to let you know the cheat has worked.



# RANMA 1/2 2



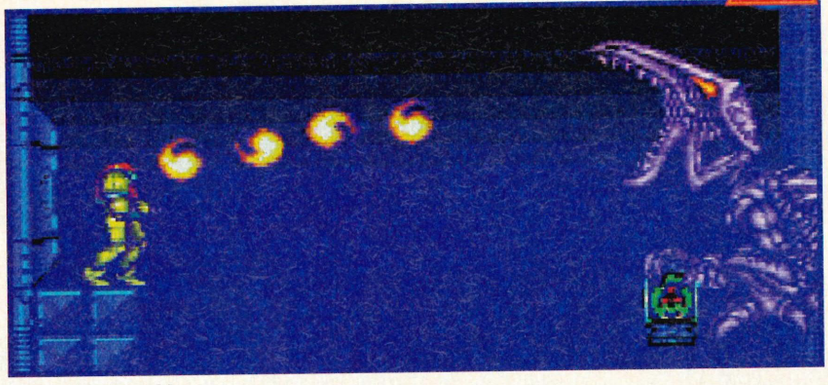
**Play as the bosses**
To control the bosses in one player mode, highlight the one player game on the title screen and press Up, Right, Down, Left, Up and Select. If it has worked you will hear a voice.

# SUPER PUTTY



**Unlimited Putty**
This is a great cheat if you're a window fitter and even better if you keep dying on Super Putty. When you're playing, pause the game and then on controller one press R, A, L, L, Y. If you've put the code in correctly, the screen will shift to the right. An interesting side effect of the cheat is that it also induces a level skip, do this by pressing the Select button.

# SUPER METROID



**Auto fire bug?!**
To climb up high walls, roll into a ball and then flick on your auto fire, you will lay some mines which ill explode sending you flying upwards, hopefully enabling you to reach the point where you wished to go to. It's also an excellent way of finding secret passages hidden in walls.

# ADVENTURES OF LOLO 2

**Passwords**

Level 1.5 – PRPJ
Level 2.4 – PGPG
Level 3.3 – PMPB
Level 4.5 – HVKT
Level 5.2 – HBKM
Level 6.2 – HYKL
Level 7.2 – HKKH
Level 8.2 – QRDJ
Level 9.5 – QJDR
Level 10.2 – QDDQ

# FATAL FURY 2

**Be the Bosses!**
Wait for the Takara logo to appear and then press B, A, X, Y, Up, Left, Down, Right, L and then R before the logo fades away. Play the game and you can now select them, crikey – that's clever!

# MORTAL KOMBAT

**Goro code**
Finish the game as any fighter and watch the end credits scroll past your eyes. When "The End" appears, hold Up, Left, Select and A all at the same time until the title screen appears, then press Start to begin playing as Goro himself.

# TINY TOONS 2

**Access bonus games**
On the title screen, press B and Start to access the bonus stage select. You can also reach an extra hard mode by pressing A and Start on the title screen.

# WOLFENSTEIN 3-D

**Unlimited Ammunition**
Hold the R button and then turn on the power to your Super NES. When the title screen appears, release the R button and start a new game. Pause the game and then press R, Up, B then A. When you return to the game you will have so much ammunition, World War III could be started single handedly!



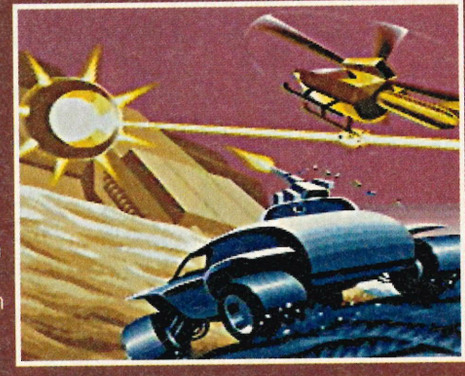

**Reveal the whole map**
I know some of you chappies out there get lost stepping off of your doorstep, so here's a reveal map cheat that will help. Once again hold the R button and then turn the power to your Super NES on. Release the button on the title screen, begin a new game and pause it, then press A, A, Up and B. Return to the game for the cheat to have worked.

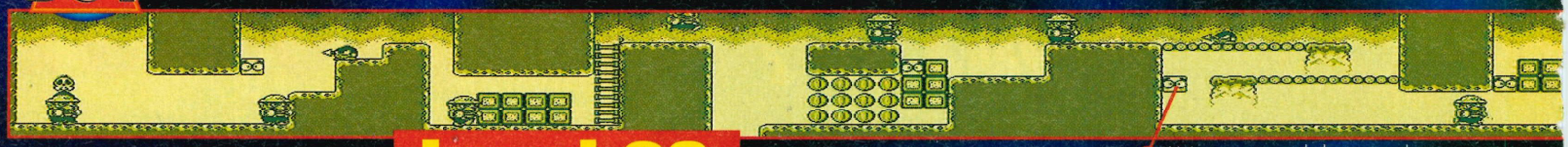
# JURASSIC PARK

**Level skip**
When the title screen appears on controller one, press Down, Right, then Left and then repeat the sequence until you hear an explosion. Once you start a new game you can pause it at any point and then press Select to skip to the next part of the game. If you're really sad you can keep skipping through to the end of the game!

# SUPER SWIV

**Control Jeep and helicopter**
Go to the two player option screen and then press Start and A to control both the helicopter and the Jeep.

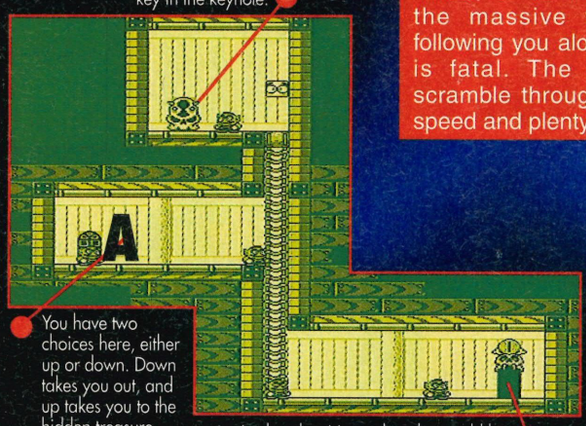




## Level 20

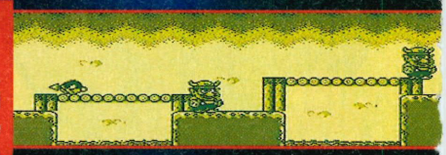
A difficult level at the best of times. You can't help but notice the massive wall of lava following you along so any slip is fatal. The only way to scramble through this level is speed and plenty of it.

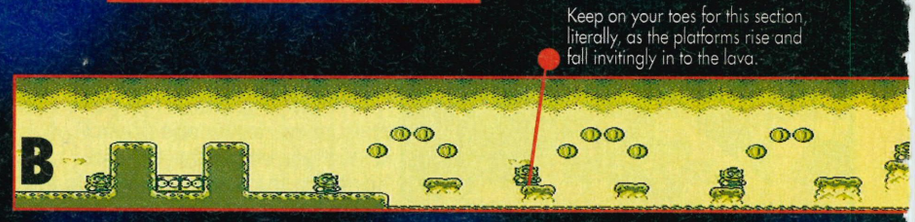
It's important to grab the treasure key out of this block and then run as fast as your stumpy little legs will carry you.

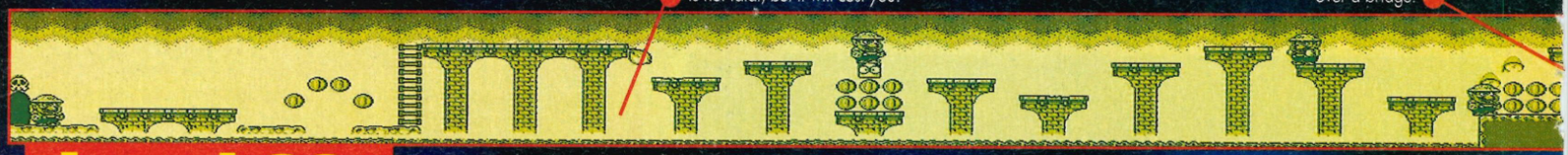



## Level 21

A straight forward level this one. There's lots of lava, but careful jumping and memorization of the level should get you through in a couple of minutes.

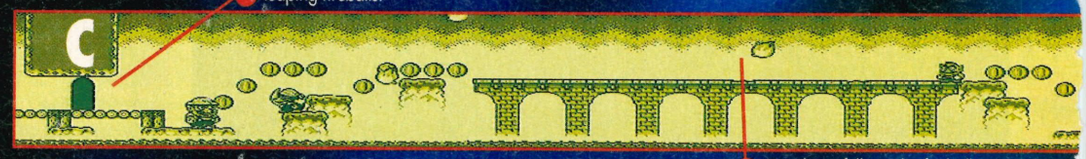


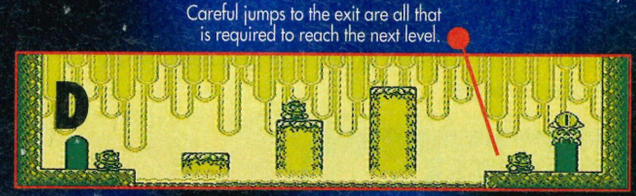



## Level 22

You could say there's a lot of bridges on this level. First of all check your jump button works and secondly prepare yourself for what can be a very frustrating level.

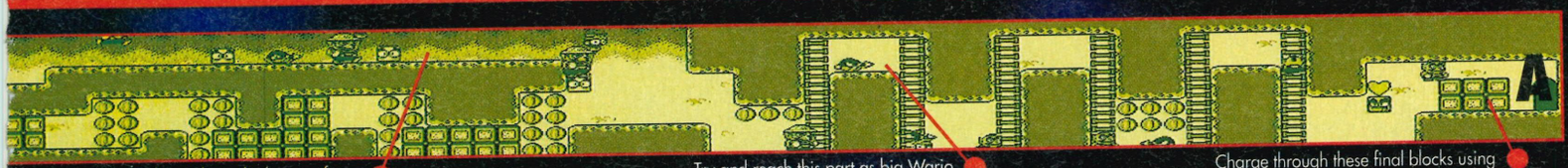





# WARIO LAND PART 4

**Welcome back to Wario Land! Stove Canyon is where we delve into this month and you'll certainly need your wits about you to guide the mine carts through gloomy, lava-soaked passageways. The entire section contains few secret treasures and hardly any secret exits, so the emphasis is on learning the levels well and concentrating on getting through them with as few problems as possible. In fact, it's probably worth going back to Mt. Teapot to stock up on lives.**




Only go down the bottom if you know the level extremely well. Most sane players will want to take the easier and safer top route.

Try and reach this part as big Wario so you can steam straight through the monsters, saving time.

Charge through these final blocks using the Bull cap. In fact, you should have charged through all the previous blocks using that cap. The door leads to safety.

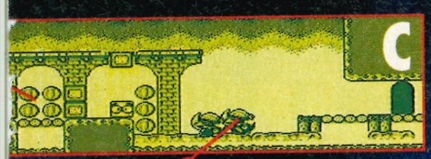



There's a lot of coins to collect here and surprisingly they are quite easy to pick up. Spend some time around this area – it will be worth it.

Smashing! You've reached this far so smash some more and then get a little further through to the halfway point and hit the switch.

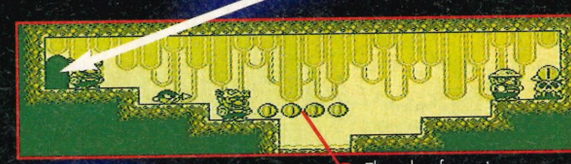


These haven't cropped up for a few levels, so just to wake you up some collapsing platforms have been inserted right here.



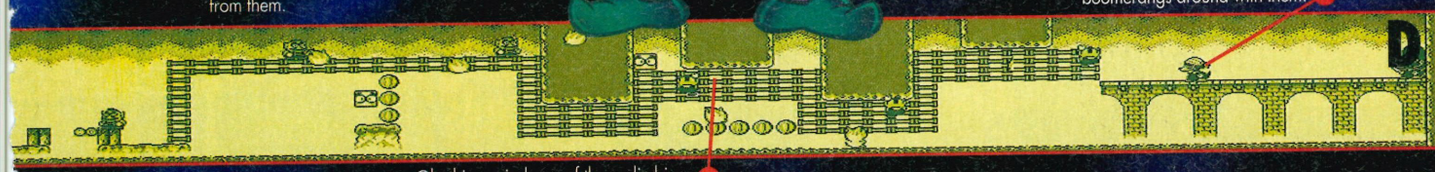

Kick these pathetic monsters around, it's worth it for the money that can be collected from them.





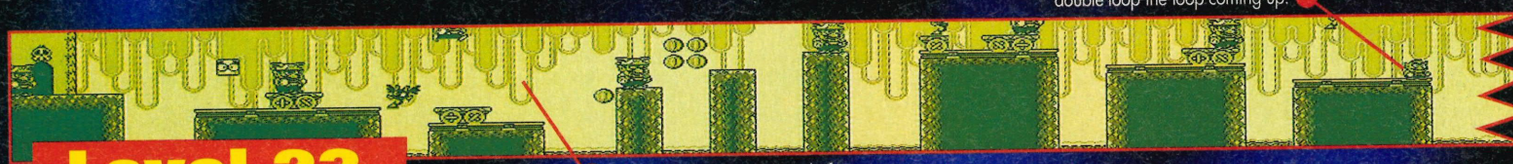
These last few coins can bump your coin total well up into the fifties, so have a go at the bonus games.

Never trust an Australian turtle, they normally drink Fosters and carry lethal boomerangs around with them!




Oh, this reminds me of those climbing frames at school that everyone breaks their heads open on. It happens here too!

Watch out for the 500 foot chasm and double loop-the-loop coming up.

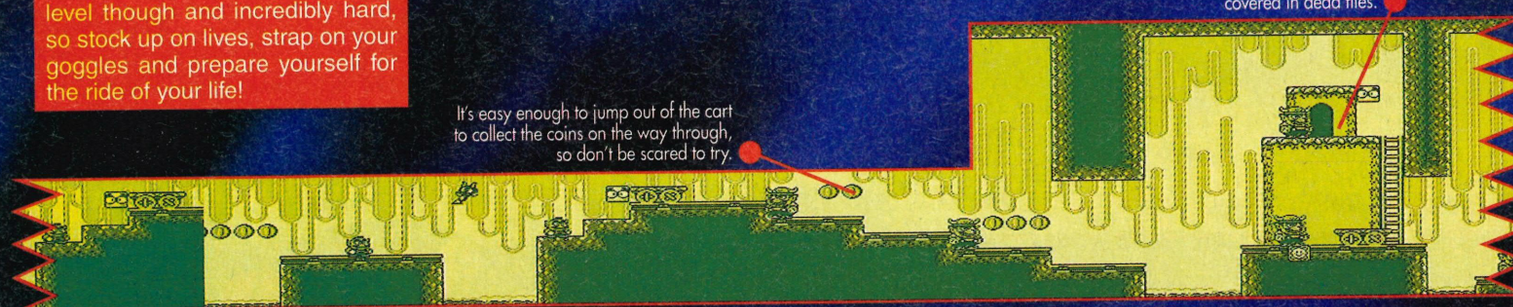


## Level 23

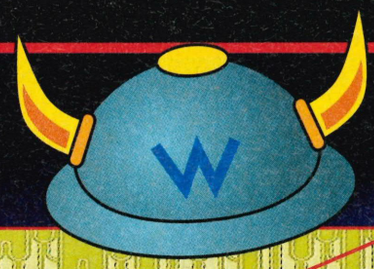
The only driving level in the game, well strictly speaking it's not that at all. It's an excellent level though and incredibly hard, so stock up on lives, strap on your goggles and prepare yourself for the ride of your life!

When bats are near, jump before they swoop down and you should land back on the moving cart.

You're halfway there now, so go for the pit-stop, and maybe change your hat too, as the other one is bound to be covered in dead flies.

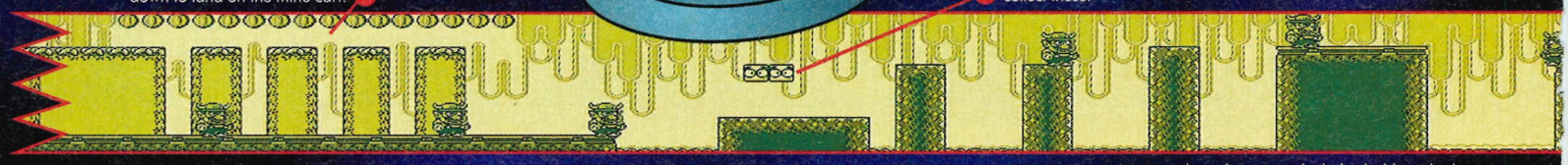


It's easy enough to jump out of the cart to collect the coins on the way through, so don't be scared to try.



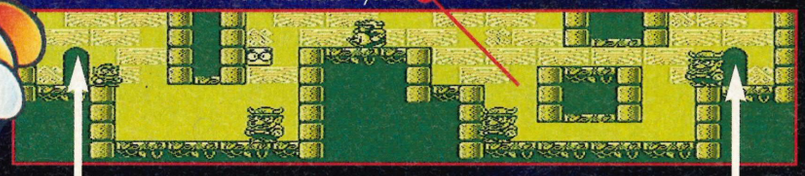
Run along the top to pick up the coins and then fall back down to land on the mine cart.

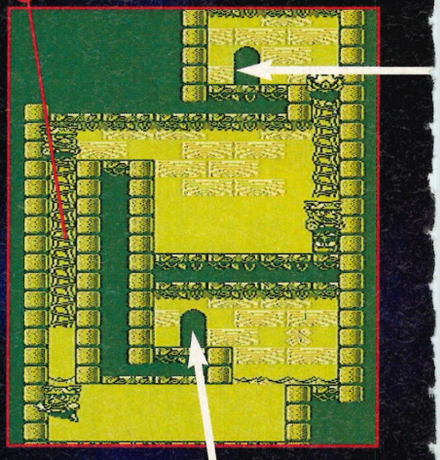
This is about the only chance you have to pick up some power-ups, so collect these.



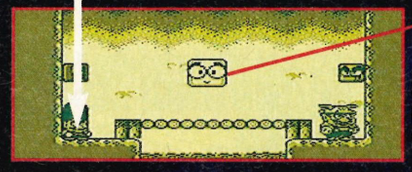
There are two ways to get in here, either as a small Wario or by flicking the switch on the far right of the main section. The choice is yours!

The only way to climb this ladder is by hitting the switch block on the right hand side of the main section.





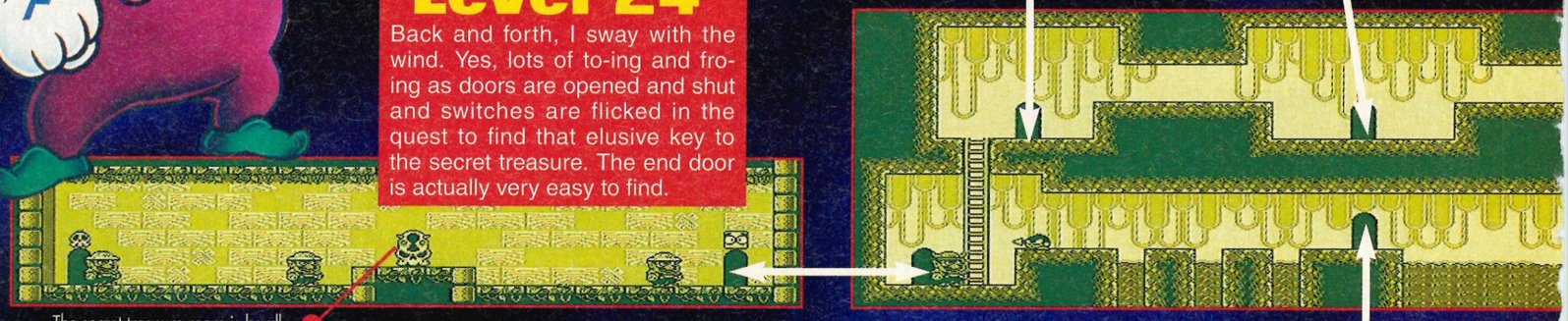




100 coins are available for your ultimate pleasure. Collect these if you wish to have a shot at the most expensive bonus game.

## Level 24

Back and forth, I sway with the wind. Yes, lots of to-ing and fro-ing as doors are opened and shut and switches are flicked in the quest to find that elusive key to the secret treasure. The end door is actually very easy to find.

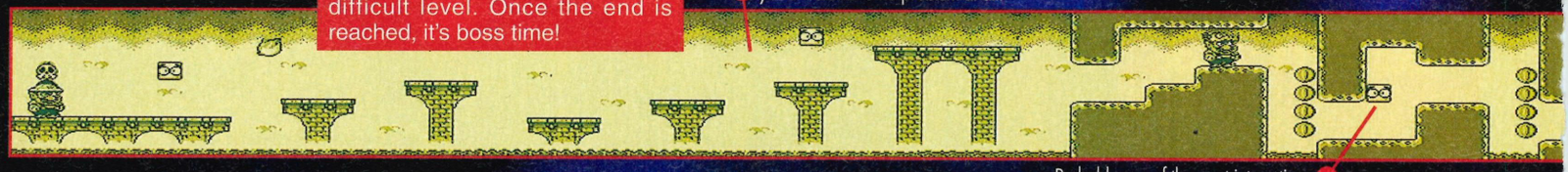


The secret treasure room is hardly inconspicous, but getting the key requires a lot of searching.

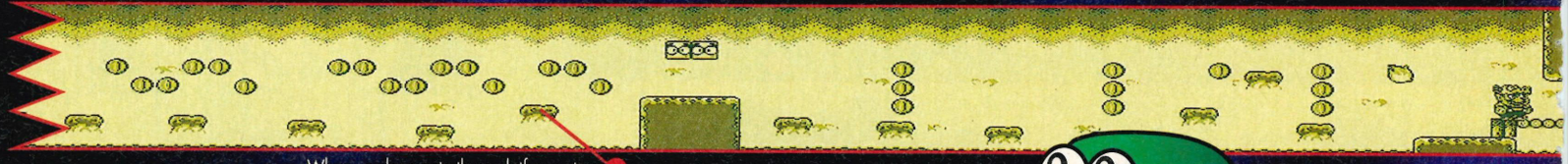
## Level 25

Shocking as it may sound, this is the last course in Stove Canyon – what a way to bow out! Lava, sinking platforms and infuriating jumps are part and parcel of this difficult level. Once the end is reached, it's boss time!

The annoying lava is back! This time it must be avoided while simultaneously jumping onto the next bridge.Time it correctly and you should have no problem at all.

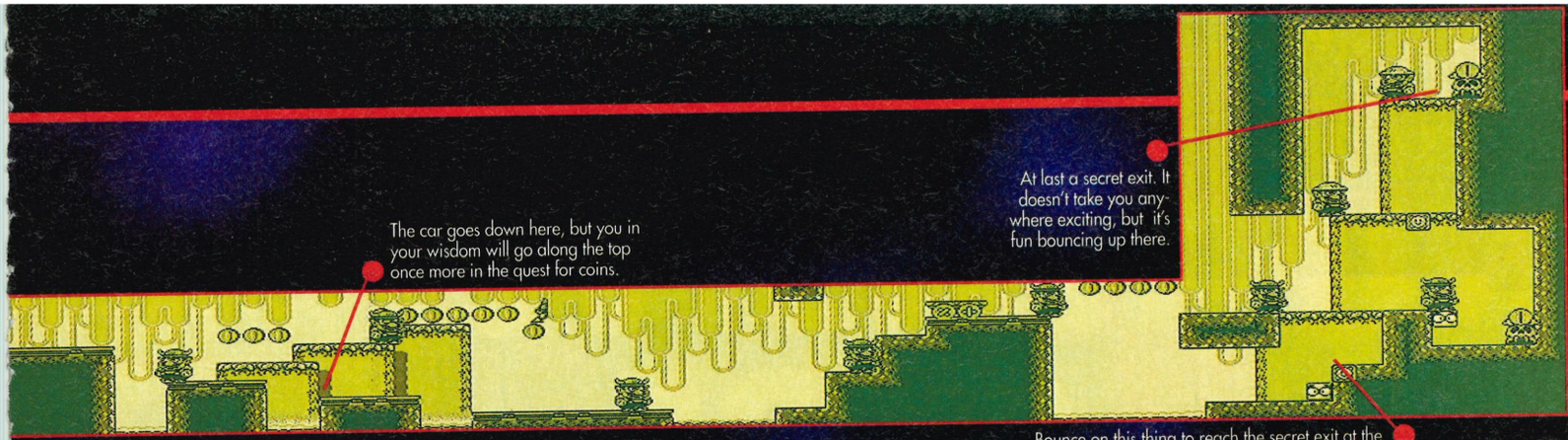


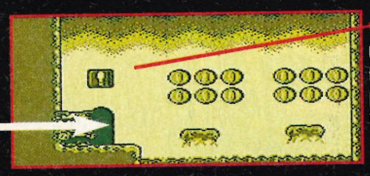
Probably one of the most interesting blocks in the game due to it's complete uselessness.

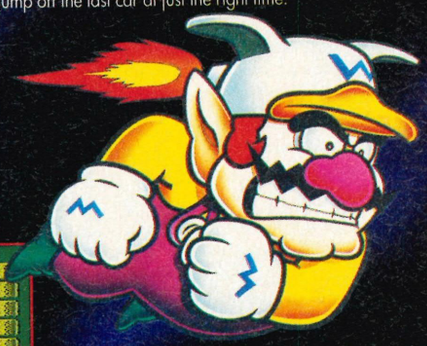


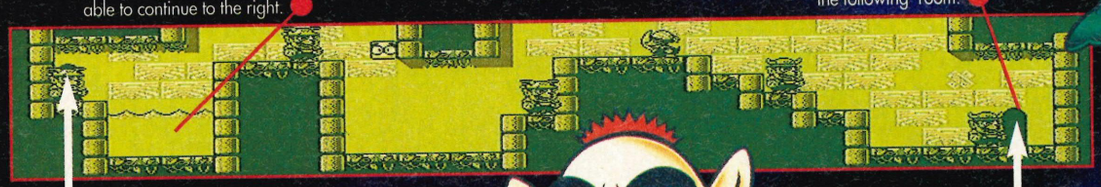
When you leap onto these platforms stay on them for as short a time as possible, otherwise you will be fried.



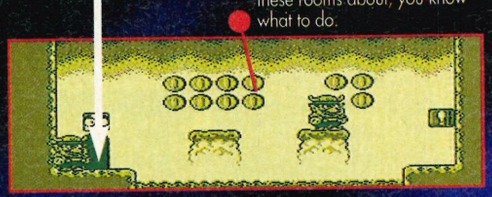


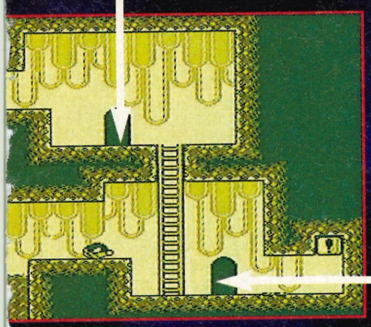



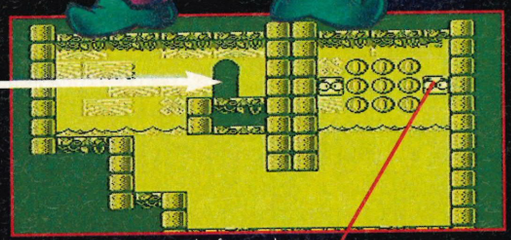





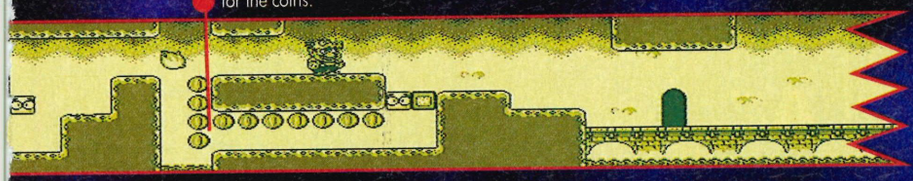




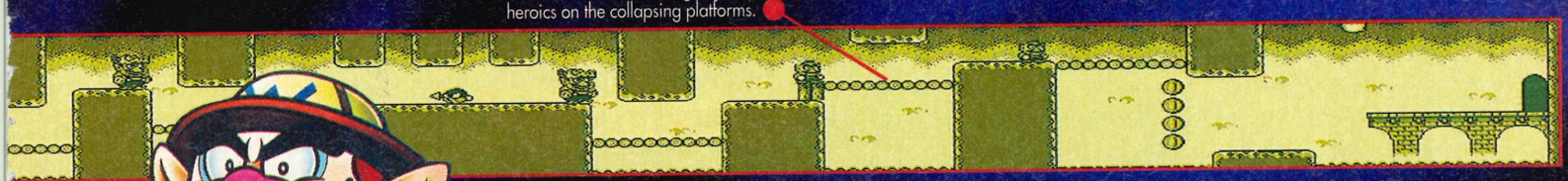



## Rock Smasher




This ugly-looking bloke smashes the floor with his tongue, so you've got to defeat him pretty darn quick! The way you to do this is by waiting until he throws the rocks at you. Catch them after the first bounce, and then throw them back at his eyes. Three hits will wipe him out and victory will be yours, oh bliss!






# Nintendo® NINTENSIVE CARE

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.* Jane Shipperly takes your calls this month...

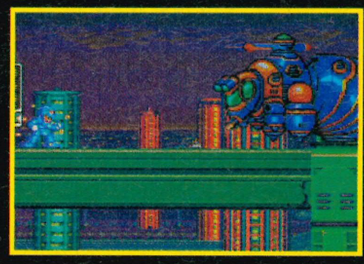
**Q** On *Legend of Zelda* for the Super NES, I'm in the last room on the second palace in Light World and there doesn't seem to be a door anywhere, only four lamps – what do I do?
J Stiles, Wolverhampton.

**A** Light all four lamps with your magic lamp and the door will be revealed.

**Q** On *Super Metroid* for the Super NES, how do I find the fabled Grappling Hook?
Henry Lawson, Great Yarmouth

**A** Go to the very bottom left hand corner of Norfair where you will find a room with a ramp. Run to the left and perform an accelerated leap off the ramp so you land the other side of the Lava. You should discover the Grappling hook there.

**Q** On *Megaman X*, how do I get the sub-tank from the Spark Mandrill stage?
Barry Harrison, Milton Keynes.

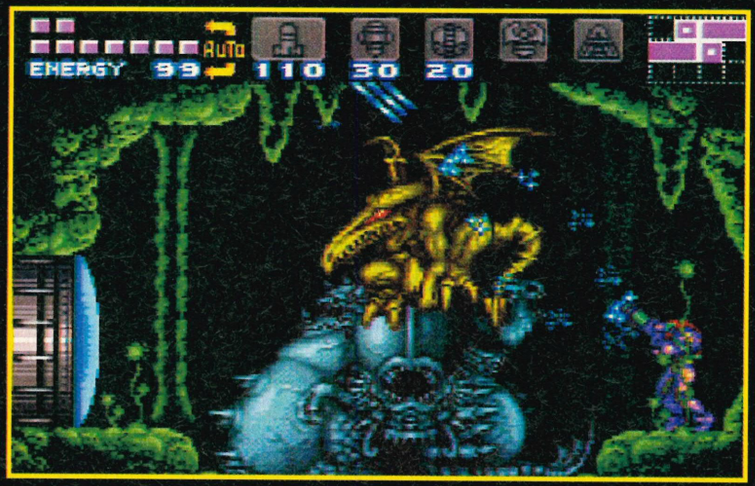


**A** Use the boomerang weapon to get the sub-tank from behind the wall.

**Q** How do I kill the Jester spirit in *Shadowrun*?
Mr A Moon, Burnham-on-sea.




**A** Keep shooting him in the head until he talks and then use his real name on him.




**Q** Where is the Magic Cape on *Zelda – Link to the Past* for the Super NES?
Larry Loposicov, Isle of Man

**A** Go to the top right hand corner of the graveyard in Light World and then dash into the large tombstone with



your Pegasus shoes. You will fall through into a secret cavern where the Cape is to be found.

**Q** Where is the Fire Rod for *Zelda – Link's Awakening* on the Game Boy?
Melissa Skinner, Newcastle.

**A** Go to the very top right hand corner room of level eight and defeat the guardian with the huge fists.

**Q** On *Double Dragon* for the Game Boy, I can reach the very end, but I cannot defeat Willy, how can I do it?
Mary Miller, Micheldever.

**A** Willy is similar to an Abobo, so never approach him head-on. Walk up to him diagonally and then perform a flying kick.

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

## Nintendo® HOTLINER PROFILE



### MARKUS TITHERIDGE

*Name?*
Mark 'Tiny' Titheridge
*How long have you worked on the Hotline?*
Almost a year.
*What are the main changes have you seen in games recently?*
To be honest I'm shocked that the cartridges haven't changed at all.
*What do you class as your best achievement working on the Hotline?*
It has to be when I achieved a new world record in Mexican cat juggling (five new born kittens and a full grown Siamese!).
*Do you think working on the hotline decreases or increases your patience threshold?*
Patience? What patience? Come on then are yer starting trouble?
*What's the fastest time in which you have completed a game?*
I completed *Kung Fu* on the NES in 14 hours... with no hands!
*Do you think there will ever be a Hotline national tour?*
Yes, one's already started.
*Do your family see you as some kind of gamesplaying God?*
No, all they see is a lodger that doesn't pay his way!
*What is your formula for gamesplaying success?*
Going to bed at 8:00pm each night with my teddy called Pinkle and praying to the God of games hoping he will show me favouritism and endow me with large thumb (yes, I think that's the end of the hotliner profiles – Ed).

# Pro Action Replay

Designed and Manufactured by DATEL ELECTRONICS

## ALL THE LATEST CODES STRAIGHT FROM DATEL!

### BUGS BUNNY

7E02DA05: Infinite lives
7E02D610: Infinite energy

### CHOPLIFTER III

7E01D70X: Replace X for level number
7E01D90X: Replace X for sector number

### CLAYMATES (US)

CC835380: Allows you to play the US version on UK machines
CD613EB1: Enter this code to allow the following cheats to work
7EF708FF: Unlimited diamonds
7EF70259: Unlimited time
7EF70605: Unlimited lives

### CRASH DUMMIES

7E03B605: Invincibility
7E03B503: Infinite lives

### EYE OF THE BEHOLDER (US)

008CE880: Enter this code to allow the following cheats to work
7E05F90A: Unlimited health for top right character
7E05270A: Unlimited health for top left character
7E06CB0A: Unlimited health for bottom left character
7E079D0A: Unlimited health for bottom right character

### LETHAL ENFORCERS

7E00B205: Infinite lives for player one
7E1FBC0X: Replace X as follows for special weapons (player one)
7E1FBE0X: Replace X as follows for special weapons (player two)

X Weapon
2 Grenade Gun
4 Magnum
6 Shotgun
8 Assault rifle
A Automatic
C SMG

### MEGAMAN SOCCER

008065000: Use with code below to allow you to play the US version on all machines
00817280: Use with above code

### MEGAMAN X

7E0BD0X: Replace X for weapon select

### METAL MARINES

7E1DA3B9: Infinite energy
7E1DA1B9: Unlimited war funds
7E1DA4B9: Fast clock (flick Action Replay on only when enemy attacks your sectors)

### NIGEL MANSELL

1FA33880: Lets you play the UK version on the Japanese and US machines

### POP 'N' TWINBEE

7E024AF9: Allows different music

### STAR TREK:TNG

00805180: Lets you play the US version on UK and Japanese machines

### SUPER MARIO ALL-STARS

Super Mario 2
7E005500: Kills all enemies

### SUPER STREET FIGHTER II

7E053190: Unlimited energy player one
7E05EA00: Special moves in mid air for player one
7E05d002: Player one only needs to win one round
7E077190: Unlimited energy for player two
7E082A00: Special moves in mid air for player two
7E00BF10: No background

### SUPER TROLL ISLANDS

7E215A03: Infinite energy
7E20F720: Unlimited custard pies
7E207403: Unlimited colour spins

### THE PIRATES OF DARK WATER

7E12EA50: Unlimited time
7E12E206: Infinite lives for player one
7E072158: Unlimited energy for player one
7E076158: Unlimited energy for player two
7E12E406: Infinite lives for player two

### TIME TRAX

7E14c303: Infinite lives
7E14B504: Infinite energy
7E14B930: Infinite time

### WILDTRAX (STUNT RACE FX)

0BAED80: Lets you play the Japanese version on any machine

### WORLD CUP STRIKER

82B70280: Use with code below: allows you to play the PAL version on US and Japanese machines
809B8300: Use with above code
7E138E0X: X is the number of goals for player one


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HINTS N' TIPS N' CHEATS N' POKES

CALL OUR ALL FORMATS CHEATLINES & JUST SAY "YES" FOR NINTENDO ON

0891 101 234

IF YOU MISSED LAST WEEK'S MESSAGE CALL 0891 101 235

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NEW! The Hand Held Hot Line (Gameboy) .....0891 445 990
NEW! The Console Cheat Line (You Name It!) 0891 445 991
NEW! The Mega Line MD & MCD .....0891 445 787
NEW! The Amiga Games Line (CD32).....0891 445 786
All New Lines updated every week of the year

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MORTAL KOMBAT I & II (NEW).....0891 445 987
STREETFIGHTER 2 WORLD WARRIOR, TURBO ....0891 445 940
CHAOS ENGINE .....0891 445 936
SONIC 1, 2, 3,.....0891 445 929

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# the write stuff

What is it that attracts older readers to SUPER GAMER? This is a question that has dogged me for many a restless night, in between waiting for the next World Cup match to come on and Mr Chang to arrive with my take-away Chinese meal.

As the survey results pour into the office, many of them show an alarming percentage of you as over 18 – in some cases, over 40!

There is no conscious effort on our part to attract fellow wrinklies, it just seems to occur – in short we find it impossible to patronise our readers enough to qualify as a kid's computer mag.

Inside SUPER GAMER you will not find huge page wasting pictures designed specifically to save the writers from putting any FACTS into the article, as you will doubtless find elsewhere. We find it impossible to write anything else but authoritative news and comment on the Nintendo world today.

I must confess that treating you like brainless monkeys who need to be spoon-fed *Super Street Fighter* every month is a tad passé, don't you think? Nowadays more and more people are discovering Nintendos and every one needs to know what's coming out, when, and how good it is. These are the basic three needs of a console owner and any mag not fulfilling them is fooling themselves as well as their gullible readers.

The only reason I can see for such a wealth of mature readers is that we at SUPER GAMER actually give a damn what we write. Yes we're flippant, abrasive, sarcastic and occasionally rude about games, but we're equally complementary when something good comes along. We don't mince words, don't trust any PR person who starts a sentence with "I know you're gonna love this..." and we know what we like.

All we offer you is unbiased and incredibly accurate reviews and previews. Features that you actually want to read, in-depth reports on how your favourite games are being created, and then we douse the whole lot in our wicked sense of humour.

Any comments on the style of the mag, what you'd like to see included or dropped, the state of Andy's beard, Keith's lovelife, Damian's Halle Berry infatuation and Ryan's financial accounts should be directed to *Write Stuff, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

On with the show...

Dear SG,
WHAT A WASTE OF MONEY! No I don't mean your magazine, I mean *Double Dribble* on the NES. In your Nintendo Games Index it rated 88%. "The closest thing to *NBA Jam*" it said, what crap! It's slow, stiff and is total rubbish. Already owning the God of games on the Super NES – *NBA Jam*, I decided to buy *Double Dribble* for my son's NES at a cost of £15. I had told him it was as good as my *NBA Jam* and left him and his friend to play. It was three whole minutes before he brought it back saying it was rubbish, which resulted in my letter. Having followed your index to buy my Super NES games which I must say was spot on (*NBA Jam* 94%, *Mario Kart* 94%, *Street Fighter II* 93%, *Super Tennis* 91% and *Mario All-Stars* 91%). I feel as if my son and I have been fooled. *Double Dribble* is nothing like *NBA Jam* and I hope no-one else is fooled by your review.
Dale Kelly, Co. Antrim.

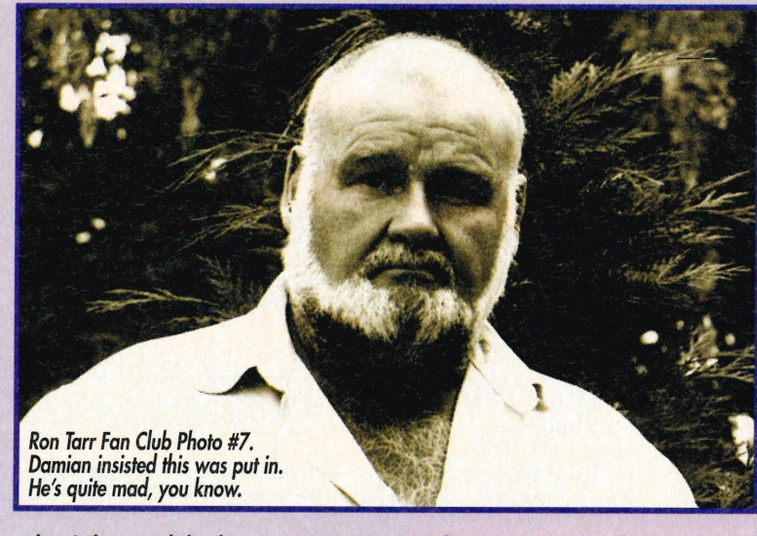
Shed no tears for him SUPER GAMER readers, for this is the fascist who buys himself a new Super NES whilst making his son play on a tatty old NES. Of course *Double Dribble* isn't going to be as good as *NBA Jam* on the Super NES you dolt!

8-bits and many many years separate the two, and you'll notice we said it was the "closest thing to *NBA Jam* on the NES" because it is the only two on two game for that machine. We didn't say it was as good as the Super NES version because that would be impossible.

Honestly, how tight are you anyway? I bet you squeak when you walk don't you? What has your poor son done to deserve being saddled with the NES while you laugh all the way to the game shop; returning with all the classic games you mentioned? What do you do, hide it under the stairs and then quietly get it out when he's gone to bed and craftily play *Mario Kart* into the wee small hours? Don't come the innocent with me Dale, we know the score. Why not let your son play on the Super NES rather than moaning about NES software?

Dear Guys,
I'd like to start my letter by saying how brilliant your mag is. I've got every issue so far and can't wait for the next one.

But to the point of the letter. About a year ago I thought to myself that it would be fun to make a magazine of my own, so I grabbed a pencil, a folder with some lined paper, some games mags to cut pictures out of and got started. Obviously, it would be hard but I took that into consideration.



*Ron Tarr Fan Club Photo #7. Damian insisted this was put in. He's quite mad, you know.*

I sat down, picked up a mag, cut out a couple of screen shots of *Super Mario Land 2* and stuck them onto paper. I then wrote the review in about ten minutes. I devised a rating system and finished the review. I thought great, first review finished, easy, but I had played this game before and I knew what it was like. The next review was *Turtles 2* on the NES, ah problem, I hadn't played this so I finished the review with difficulty and then gave up!

Which brings me to my question. My dad says that mags like yours are sent games by companies so you can review them, but how can I get these games sent to me? And before you say "oh that's just a poor excuse to get free games." It isn't, I sincerely want to start a mag.

Another thing is I need to take screen shots, how much would it be to get a screen grabber and where? It's impossible to pursue this promising hobby if I don't have any of the gear. When I leave school I would like to continue with my hobby and start a mag of my own. I admire Damian greatly and some day I would like to edit a mag as well.
Ross Hill, Moray

Oh, that's just a poor excuse to get free games. No, seriously Ross, it is very difficult to produce a magazine from your bedroom. It can be done, but they usually begin as fanzines and are just a few photocopied pages distributed locally.

Paragon Publishing began with tons of cash and a dedicated team of professionals, it's a lot more complicated than anyone realises – you wouldn't believe the number of people who think they can just start up overnight, but they have no idea...

SUPER GAMER is a national magazine and it takes a truck-

load of money, good contacts and a huge distribution network to get it into the shops every month. The monthly wage bill alone could support many third world countries and then there's the phone bill, electricity, coffee, equipment etc.

It's true that companies do send us all their games (although the hassles it causes you'd think we were removing a tooth!), but that is because they know the huge exposure they will get.

I think it's unlikely that any companies will send you any games no matter how eager you are because they get calls like yours from thousands of would-be reviewers every year.

As for the pictures, well we use programs called SM Camera and Kingfisher, but they both cost thousands of pounds and you need some heavy computers to run them.

By the way Ross, you wouldn't admire me if you knew the hours I work!

Dear SG,
Could you please tell me if back issues of SUPER GAMER are available as I missed issue two and I would like to keep up with them all? Also, could you tell me the price of the issue and if you produce binders to keep them in?
Stuart Wilks, Pontefract

Why is it everyone thinks these letters are written by us to promote the magazine? Well Stuart, if you want a copy of the mag, turn to page 70 and fill in the form for issue two, then send a cheque or postal order (no cash) for £3.00 to Karen and she'll shout at everyone in the office, get a bit ratty, then send out your copy in a cosy brown padded envelope. Isn't that nice?

Dear SG,
I am writing to complain about the prices of Super NES games. Sega are selling two Mega Drive games for £40, but one Super NES game costs about £50, and sometimes Sega are selling them for £15 each, while the lowest Nintendo equivalent is £20 (and they are rubbish!).

Please could you answer my questions:
1. Which do you think I should get out of *FIFA Soccer* and *World Cup Striker*?
2. I have heard of an adaptor that makes the Super NES take NES games, has this been released in the UK yet?
3. Please could you tell me the address of Nintendo UK?
Kenneth I'anson, Dumbarton

1. *FIFA* – at least it's original.
2. No, it sounds dodgy and will probably blow your Super NES up!
3. Certainly, it's *Nintendo UK, Parham Drive, Boyatt Wood, Eastleigh, Hamps SO5 4NU.*

Dear SG,
Firstly, I'd like to mention what a sad game *Nigel Mansell's World Championship* is. The first thing to do when you buy a game is to look at the back cover. Here you see the appalling presentation – they can't even spell "engines" correctly!

Surely a company like Gremlin [Nintendo, actually Daniel] could make the effort to run through the copy with a spellchecker, after all, they advertise it to be some F1 sim on the TV, and who likes Rik Mayall anyway? (We do – Ed)

Another indication that these boys haven't gone to school is that on one screen they spell San Marino the right way, and then they spell it wrong! Also, parts of the car disappear during the game – I'm sure I could have made a better game on my Spectrum!

But the bad collision detection is just the start, it really p✻▲▲✻▲ me off when I've qualified first on the grid; feeling like Michael Schumacher when the green light goes, and then I'm left behind like Johnny Herbert! You are literally left standing in a Williams by ten other cars! Nigel Mansell drove a Williams Renault, not a Pacific Ilmor! Really boys, work on a game that's better than the title screen next time!
Danny Skinner, Wantage
PS Stop wingeing about costs you lot, like a reader said last month, there are swap shops out there. Also could I have a copy of *FIFA Soccer* please.

So you don't like the game then? Many people bought *Nigel Mansell's* and enjoyed it, but I take the point about the standing starts and the bad spelling. All we can assume is that someone in the packaging department at Nintendo wanted to get home early and forget to check the copy. Sloppy, very sloppy...
PS No you can't.

Dear Captain Butt and Crew,
There is a force of some kind drawing me to say that your mag is the most informative, forthright and honest piece of gaming literature on the market, but I'm strong willed so I won't. What I will mention is the following:

Firstly: popped into GAME at the weekend and saw (stands back in amazement) a budget range (as announced by SG).

I quickly snapped up the *Lawnmower Man* at £19.99. Then a couple of days later I saw that some high street electrical shops had also started to do this, with *Starwing*, *Jurassic Park* and *Aladdin* – all under £25! Could tit be that with the imminent emergence of the 32 and 64-bit consoles, that Super NES games will continually be available at these low prices? Which leads me to...

Secondly: Project Reality 64-bit



gaming. I'll be bold and say that this will be the front runner. Why? Well for two reasons. Number one being, apart from one other – it's the only 64-bit console promised in the near future and that means something to the average punter. The second reason is that the only other console is the Atari Jaguar, and I believe that for the most part, people will wait for Nintendo's machine as opposed to Atari which will not be trusted as quickly.
A Alexander
PS A question I hope you can answer for me. I want to buy a 486 PC 170MB hard drive, 4MB RAM and SVGA monitor for gaming and use as a word processor. What machine do you recommend?

SUPER GAMER is here to help Nintendo owners, not hinder them. If there are any budget offers around the country them we will cover them because it's in your interest to know. If you like what we print then you'll buy the mag – pretty simple maths, huh Bob?

I think the high street retailers are now turning to more and more budget ranges because games are selling so slowly at the moment. With huge surplus stocks, they have to shift them somehow, so why not start a trend and create a demand for a game that is much cheaper?I dunno about Project Reality (or Ultra 64 as it's now being known). It promises so much, but no-one's seen anything really and it's still a long way off. My money's on the Sony Playstation, but who can tell at this early stage?

I've had a chat with those ever-so helpful guys at PC POWER and MPC & CD-ROM USER and they tell me the best one to get is the DAN DX-50 which can be yours for a paltry £1500 (approx). This machine will not only give you a decent 486, but also a CD ROM drive and various other multi media bits 'n bobs.

Dear SUPER GAMER,
At last! A Nintendo magazine has arrived which I find to be directed at readers with an IQ over five. Need I say more?

Last month, in issue three I believe, it was mentioned that letters would be welcome from females who played video games. I own a Super NES and a Game Boy and have done so for about 12 months, I prefer RPGs and adventure type games.

Recently I purchased *Might & Magic 2* and *Dungeon Master* on the Super NES which I understand are both conversion. Since I don't seem to be able to obtain strategy guides for these games I was wandering if they are actually the same games as the original *Might & Magic* on the PC and *Dungeon Master* on the Atari? As there appears to be strategy guides available for both of these.

I have also been following, with interest, your debate regarding Nintendo overpricing and piracy and would like to make the following comments.

Firstly, my opinion is that as long as Super Wild Card machines are available, there will be piracy and as I hear it, the poor quality of the game copies in general makes this a pointless exercise anyway!

Secondly, the second hand games market is worth considering and special offers given in some shops – I have bought a few games this way in the last 12 months. Good games outnumber the bad ones at present, but if you shop around you may just get the game you want for the price you are happy to pay.

Finally, the rental of games is a much better solution to decide whether or not a game is worth buying. If you were to rent a game overnight, it may give an indication that the game is the type you like, therefore there is less chance of you buying a game that has been hyped up or scored highly in a review, only to find that when you get it home it is totally unsuitable for you.

If I rent a game and find I like it, I will go out and buy it, and I can see others doing the same. How can Nintendo then complain they

are losing out? What do you think?
Helen Bradley, Manchester

Good to hear from you Helen. As to your question on *Dungeon Master*, I don't think they are identical, but they certainly share some rooms (although not in the same order). *Might & Magic* is a complete unknown I'm afraid.

Super Wild Cards are of course a waste of time and not worth bothering with, especially as you can get many new games for the price (how long as this debate been going on?). Hope you continue to enjoy the mag and we'll continue to write to our readers in an adult and non-patronising manner.

Dear SUPER GAMER,
I bought a Super NES last Christmas thinking that they were far superior to Mega Drives, but now I doubt that statement. Nintendo games are just too easy (most of them anyway). For example, games like *Tiny Toons* and *Mickey's Magical Quest* boast brilliant graphics, sounds and playability, and you feel as if you simply must get the game. Then you go out and give up your savings to get an absolutely brilliant game which you complete in a day!!

It's pathetic! I now feel myself being turned to Mega Drives as they have more games boasting more challenge. Maybe the graphics and sound aren't as good and there's certainly no FX chip, but at least they last longer and it's the playability that counts most.

Nintendo say that they've started to put games on budget, but most of them are yonks old and I mean, who wants ancient games when all your friends are talking about the latest ones? I think the Super NES is losing out to Amigas because you can get wicked games like *Cannon Fodder* for only £25, and *Sim City 2000* on the PC is a mere £23 – and it's one of the best games ever!

The main point of my letter is that Nintendo simply don't care about their customers. It's difficult to accept but it's true. Think about it. Even though there have been endless complaints, Nintendo haven't taken any decent action. The only thing they care about is profit. They push the prices up and up and up until it reaches the maximum limit which no-one can afford.
Sachin Patel, Warwickshire

Many readers have complained of the lack of challenge in Nintendo games and I agree, most games are far too easy. Almost every game we play at SUPER GAMER, we complete – most when we review them! *Stunt Race FX* for example, great game, superb graphics and it even plays well, but I finished it on the second day.

In the pursuit of younger players, games designers are down-scaling their games so that anyone with a rudimentary knowledge of consoles can finish them with ease. Removing enemies so that each level looks like a Tanita Tikaram concert is a common occurrence, but most games are just so simple that it is almost insulting to play them for any length of time.




The exceptions are of course multi-player games like *Mario Kart*, *Bomberman* and *SFII* which can be played until the cows come home if you have enough mates, but this is just not good enough.

NES games are still some of the most challenging around and Nintendo are slowly killing them off in favour of the Super NES. The 16-bit machine may have the looks, but the gameplay is still seriously retarded in many titles.

The games you mention Sachin are of course excellent (and most will be available on the Super NES), but you have to remember that it costs a great deal more to buy an Amiga or a PC and so you have to weigh up the costs against a Super NES and, say five games. In the long run the other machines will win because the software is so much cheaper, but it's unfair to make a direct comparison, especially when you're getting a humble console for under £100.

Dear SUPER GAMER,
During my visit to the UK in the summer of '93, I bought nearly all the video games mags for the Super NES in order to pick out the best one for a subscription.

SUPERPRO was the winner, mainly because of its more accurate reviews (especially the Pros and Cons bit) and the excellent A-Z guide.

When the magazine announced that it was converting to SUPER GAMER I had some doubts that the mag might become lower in quality.

Some of my doubts were right, specifically about the A-Z (it should be more classified in order to help readers compare and decide on the games in the same category). Another bad point is those dark pages which are less clear to read. But in general, SUPER GAMER is a lot better.

I like particularly that more than one reviewers is giving comments, this helps to have different opinions about the game (and I mean accurate comments – thank you SG). The mini reviews are also remarkable.

If you don't mind, I have some ideas that I think will enhance an already top magazine.

The news section should be bigger and should also cover news about the video games industry in general.

The Gamer Gold award winners should have no less than four pages because they are the ones we usually aim for buying and we would like to know every bit about the game before signing the cheque.

Previews should be at the back of the magazine and should state clearly if a game is worth waiting for.

I believe that the ratings are the most important part of the review. The ratings should be accurate and comprehensive (ie give marks for every part of the game), this is because there are individuals who care for a game's challenge more than graphics or sound. I also think the ratings are a bit limited, I suggest the following: graphics, animation, sound, control, variety, challenge, duration, appeal, money value and overall.

The overall rating should be the sum of all the categories divided by the number of categories, this way the rating will be very accurate and it will reflect the game's merits.

One final remark is about the pictures of half naked females (especially in some ads), they are not suitable for children to see!
Mohammed IK Ahmed, UAE

Many thanks for your constructive criticism of the mag Mohammed, but I think your idea for the ratings is completely unworkable. For a start, how would we fit all that stuff into the thin strip down the side of the page? The existing review strap is crammed as it is and I think that so many sections would just confuse anyone who just wants a straight answer.

Also, your arguments concerning the overall rating is fundamentally flawed by the fact that some games have terrible graphics but play like a dream (*Thrust*, *Tempest 2000*, *Missile Command*) and so they would get low marks even when they might be classic games.

Duration? Hmm, an bit close to challenge really, and how can you judge a game on just the animation? If *Aladdin* got a low mark for animation, would that cause people to leave it on the shelves – no. On the whole, I think we've got it just right, because any of the other points will be comprehensively covered in the main review.

I agree about the Gamer Golds; however, because software companies are, at the very least, erratic about when they send us games, we never know what it will be like or how much space we will have left. If we know a game is going to be good (like *Stunt Race FX* or *Super Street Fighter II*) then we will set aside those pages at the start. However, very often games come in at the last minute and if they're especially good, we just have to squeeze them in as best we can. A simple remedy for this is for the companies to get their games to us on time, but that's another kettle of fish.

The sad half-naked girls in the mag are the fault of the advertising department who think that money is a substitute for good taste. Sadly our publisher agreed...

Dear Ed of SG,
I was reading your mag (SUPER GAMER issue Aug '94) when I

# STAR LETTER

Dear All at SUPER GAMER,
I've been reading the on-going debate in your magazine [prices, copying] for some time now and I finally felt compelled to add my comments. The debate has been quite impressive, characterized by an unusual eloquence which leads me to believe that your readership may well have a higher proportion of adults than Nintendo might expect.

I think the first point to make is that Nintendo do not give a damn about the prices of carts. They know full well that each and every time the magazines and the media begin to rave about the latest game, an opinion frequently based on one or two screen shots and a publishing house's blurb, then enough sales will be generated from the Darrens of this world to make it profitable. What's a Darren, you ask?

All video games are designed for a theoretical entity known as Darren. Darren is a spotty 14-year old male who doesn't get on that well with people, so he spends all his time in his bedroom playing games on his console. Darren is easily impressed by graphics and music, and he doesn't really want to learn anything really tricky – as long as it has Ninja Hamsters in, or Mario and Sonic, that's OK. Somehow he can persuade his parents to fork out £50 from time to time for the latest version of *R-Type* with different graphics, don't ask me how.

These are the people the games industry makes most of their money from, the people who will buy whatever they are told. I don't own that many games: *SFII*, *Desert Strike*, *Pilotwings*, *Starwing* and *Sim City* and that's it, all bought second hand, apart from *SFII* which came with the machine.

Even with the high scores they all achieved in reviews, I didn't take any chances. I read the reviews and talked nicely to the guy at the shop and persuaded him to loan me the games overnight for a few quid. He agreed, as long as he had a £50 deposit, so that if I didn't come back he was covered. He was happy, and I was happy because I got to see which the utter clunkers were before I paid out large sums of money.

If Nintendo really want to stop piracy, they could do worse than release the restriction on renting games. Their prime excuse seems to be that people could rent games and then copy them. It's not like computer piracy where you can copy the games for the price of one disk. At £250 a time, few people can afford the Super Wild Card, without which all the copied disks in the world are useless.

Can you imagine a scenario in which any other entertainment media forced you to pay out in full before seeing the product? When you go to the cinema, it's likely you'll have seen a trailer, the same applies to hiring a video. If there's a new book out, you can get it from the library and read it before you decide whether to add it to your collection.

You can hear new songs on the radio or in the clubs before you decide to go and buy the record. If Nintendo are genuinely concerned about people ripping off their games wholesale, how feasible would be the idea of a 'taster' cartridge?

I have some suggestions to make for you to try out while we're waiting for Nintendo to have a brainstorm and actually listen to the people who pay their wages.

Try and get to know the proprietor of your local video games emporium. Forget the chain stores, they won't want to know, they're just box-shifters. My trick of offering the guy a £50 deposit worked magic. But if you're 14 or 15, you may not have £50, so try talking to your parents and see if they can help out.

See if the guy will take a cheque on the understanding that he won't cash it unless you don't bring the game back within a set period of time, say a week. One of the stores near me does game swaps for a fiver if you're back within a week and the game packaging is undamaged.

Try mail order if there's a game you really like, they don't have the overheads that chain stores do. Remember that Nintendo aren't the only ones that profit from these games. My friendly retailer showed me his price list once, he buys games at, on average £31 + VAT, and it goes on the shelves for £45. If you know anyone with a card that allows you to purchase from a Cash & Carry, see if they do console games and check out the price difference.

There are several alternatives to paying exorbitant cart prices besides piracy, the trick is finding them. What have you ever done, besides whinge? Hope the above is suitable for publication. Thanks to Jeff Minter for the bit about Darrens. Thanks for your time, people.
Derek Richardson, Edinborough.

You are quite right that many of the SUPER GAMER readers are at the older end of the console spectrum, but in general we appeal to all ages. It's is only because I have a strict no-patronising editorial policy that the magazine doesn't end up talking down to younger kids in an effort to seem 'cool'.

Given the high prices I can see the reason for your cautious attitude to buying games, and trying them beforehand is the perfect answer (although a SUPER GAMER review should be more than accurate).

I don't think using a trailer for a film as an example is wise because as we all know the film companies fill them with all the best bits and so it is never a fair indication of the film's quality. The same goes for videos, and I hardly think many people rent out a book from the library, read it, then buy it from a shop. Retailers like Boots and WH Smith have always had videos of the games running so you can get an idea of them.

A taster cart has been investigated by the SG promotions department but it would be extremely costly and no-one is prepared to front the cash.

The £50 trick is a great way to play the latest games, but I do wonder how many 'friendly' local video shop owners there are? I think you would have to be pretty sure of the shop before giving them a cheque for a game you know nothing about and trusting them not to cash it. However, if all goes well then I can't see any reason why all Nintendo owners shouldn't try it. The Video Game Centre near us are more than helpful, and so is the local branch of GAME, but that doesn't mean they all are.

Your 'alternatives to buying games' is a great idea and one which I am going to promote. Pretty soon we will be producing the SUPER GAMER guide to buying games and this will include many of your suggestions such as Cash & Carry and using deposits to borrow games overnight.

I look at SUPER GAMER as a service. You read the reviews, decide what's right for you, then buy the game, play it constantly and even use our tips to get even more enjoyment out of it. If we can give you advice on how to buy games with a minimum of risk then we'll do it and in return you'll buy the magazine – that's how it works.

For your comments Derek (and your quotes from Mr Minter) you get this month's Letter of the Month award – a spanking new, SUPER GAMER "Let's Go To Work" T-shirt. Hope you enjoy it.

came across your subscription offer. Usually subscribing to a magazine is a bargain, but on this occasion I think I'll give it a miss. Who in their right mind will pay for 12 mags and only receive ten?

So, is this just an error on your behalf or is somebody somewhere trying to pocket a quick fiver? Yours mathematically confused.
Mrs Y Sutherest, Heywood

Arrrghhhhh! Oh no, how could we have made such a blunder? Well, actually Mrs Sutherest, it was a teensy weensy mistakette on our part, but I can assure you that it should have read 12 issues for the price of ten. Whoops! Mind you, you are the only one to have noticed so maybe everyone else is so impressed with the mag that they are prepared to pay extra? OK, maybe not.

Dear SUPER GAMER,
I would just like to have a go at the simpletons who can't come up with original artwork for your gallery, and so resort to copying out of magazines, or even worse, copy other people's artwork!

The worst I've seen was issue #5, Glenn Davies of Newcastle-under-Lyme sent in a *SFII* pic which was copied from a certain official Nintendo mag a year ago. The original was excellent and the artist, Jamie Egerton, deserves a prize. So if you plan to send drawings in, either make it completely original or don't send it in!
Bob Stowe, Margate

We only noticed the offending picture as the mag was going to press and so it was impossible to remove, but take our word for it Bob, Glenn Davies will be made to drink urine from the last leper in hell (as Richard Curtis would say). This was blatant copying in the worst sense and Andy has already set off to Newcastle-under-Lyme with a baseball bat and some vinegar. No one who copies art will ever receive a SUPER GAMER T-shirt. And by the way if anyone knows Jamie Egerton then I'm sure he is owed royalties by Mr Davis. Please get in touch!

# GALLERY

## It's gonna be hot today...

Under the sweltering heat of the early July sun (yep, that's how far in advance we work), life struggles on. The Crusty occupation of Horseshoe Common continues unabated, Dr Joel and Maggie have finally admitted they fancy each other, Keith has charmed more strange women into doing bizarre things for him, and pictures for the Gallery just keep on truckin'.

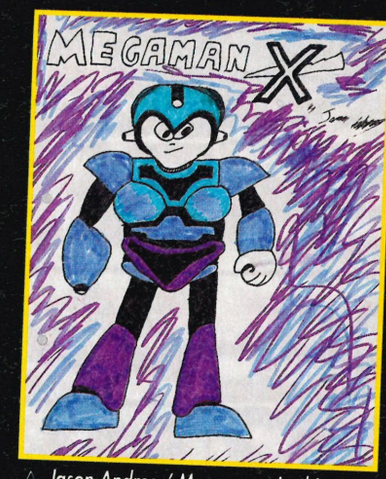
First up, here's a belated bin for one Glenn Davies of Newcastle (see last issue), who I discovered has been busy with the tracing paper. Unfortunately, I discovered this the day *after* issue #5 went to the printers – chah! If anyone reading this knows the miscreant, kindly kick him in the 'nads', as Beavis and Butt-head would say, and tell him not to do it again.



For those of you who aren't into ripping off other peoples' art, the address to send your efforts to is *Gallery, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.* A cottontastic SUPER GAMER T-shirt goes to the month's best picture, and Bins of Shame are awarded to those people living in Unoriginalsville, Arizona. Get yourself an ice cream, sonny!

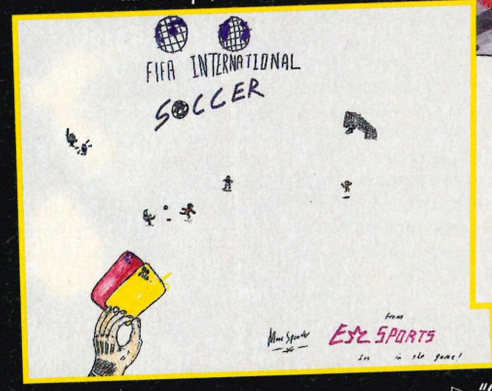



◁ *Now, here's a problem. This luminescent collage is the best bit of artwork this month, but unfortunately it didn't have a name or address attached. Whoever can prove to me that they drew it wins the T-shirt! (Ain't I a stinker?)*




△ *Jason Andreas' Megaman tries his hand at transvestism with the aid of a blue Wonderbra.*

▽ *A masterpiece in miniaturised minimalism from Marc Spender from Ilford. Unfortunately, I carelessly neglected to bring my electron microscope, so I can't tell what's going on.*



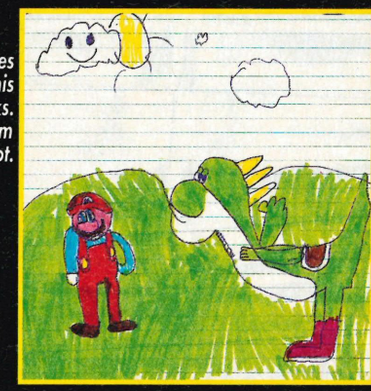




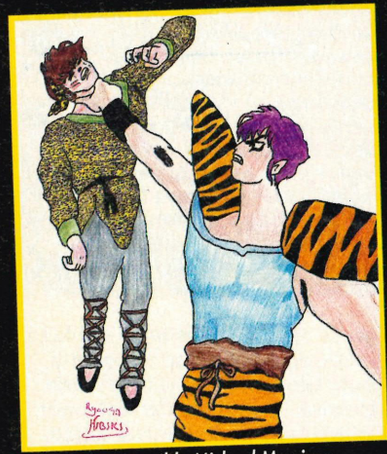
◁ *However, Marc's Street Fighter III is rather more visible. Hooray! Maybe it'll discourage Capcom from churning out yet another remix of the same old game. Well, we can dream.*



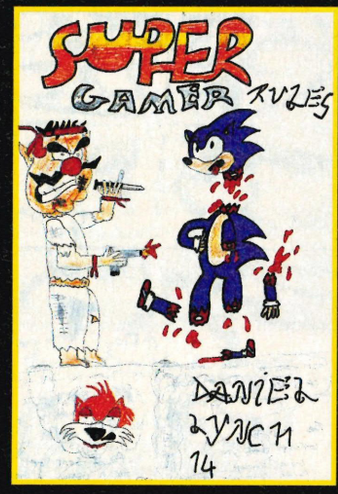

△ *Christopher Hughes of Wormley, you are one sick puppy – and we've seen your Wario's Wacky Hat compo entries, which are just as mad! Have you considered trying medication? And what's so awful about my midriff that it has to be censored? (Probably your beer gut – Ed)*



▷ *"Chinny reck-on!" burbles Yoshi, while Mario props his eyes open with matchsticks. Dreamy summertime fun from Geraint Jones of Port Talbot.*



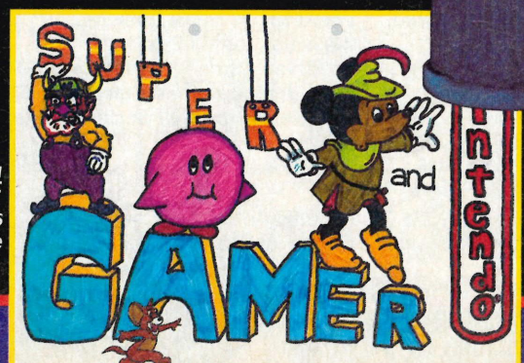
△ *The irrepressible Michael Morrison returns once more with another manga-esque vision, but again the T-shirt slips from his grasp by mere millimetres. Now, if a nice Dirty Pair picture were to arrive for the next issue, then who knows...?*




◁ *Mario and Sonic for the Itchy and Scratchy generation, courtesy of Daniel Lynch of Kennington. Happy birthday, "Dan", and I'm thrilled that you got so much mileage from the Monster Max badge, but I'm afraid it still doesn't get you a T-shirt!*

▽ *'Yo', 'dudes', and other 'safe' and 'sorted' expressions of modern-day youth. Christopher McMahon's 'wicked' and 'def' Mario bears an uncanny resemblance to a little sod I once caught breaking into my car, oddly enough. Groovy and hep, daddio.*




▷ *A first – a Gallery picture arrives from a member of the fairer sex, one Tracey Mills of Billericay. About time too! Sadly, this event is marred by a certain... 'familiarity' about the figures. It grieves me, but... BIN!*

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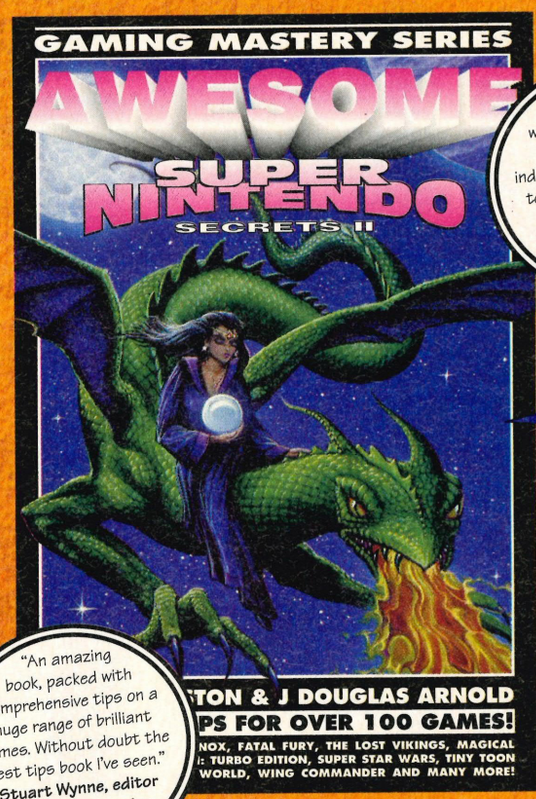
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# NINTENDO GAMES INDEX

## 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%

**ANDRE AGASSI TENNIS**
Barely adequate tennis sim with decent enough graphics, but not as much playability as *Smash* or *Super Tennis*. The practice mode is good, though.
Overall 62%

**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%

**ASTRO GO! GO!**
Remember *F-Zero*? Remember how good it was? Well now imagine the same game with most of its good bits taken out and a stupid new perspective bolted on and you've got *Astro Go! Go!*.
Overall 55%

**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 OF THE RING**
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%

**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**
One of the best beat-'em-ups on the Super NES. This excellent game of the film features a unique three player simultaneous karate option which is worth the price of the cart alone!
Overall 86%

**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%

**EYE OF THE BEHOLDER**
Semi sequel to *Dungeon Master*, this game features more puzzles, a larger maze, but most of the same game mechanics. Strictly for D&D fans only.
Overall 82%

**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%

**J LEAGUE EXCITE STAGE '94**
One of the best football games comes from deep in Japan, but was actually programmed by Probe in England. Intense playability and realism make this the next best thing after *FIFA*.
Overall 89%

**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**
Standard fare platform game with smart graphics and sound, but a bit low in the 'interesting' department. This does prove that not all sequels are absolutely terrible.
Overall 71%

**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%

**JUNGLE BOOK**
**Aladdin took animation and Disney graphics to new limits, but this is simply superb. You almost feel you are in the cartoon, as Mowgli tries to find his parents in one of the best games of the year!**
**Overall 90% GAMER GOLD!**



**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 DRAGONS**
Dire import scrolling beat-'em-up, this reeks of *Golden Axe*, but isn't as playable – we've seen it all before. Yawn.
Overall 53%

**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%

**KNIGHTS OF THE ROUND**
Huuuuuurgfghhh! Umph, excuse me I was just remembering this awful platform slash-'em-up which we consequently hacked to pieces in the review.
Overall 26%

**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 hefty £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 MAN X**
Disappointing Super NES update of the long-running Mega Man series. Tough gameplay is let down by sluggish control response and massive slow-down when the enemies come on screen.,
Overall 75%

**MEGA MAN SOCCER**
Capcom soil their pants with this bad attempt at a footy sim starring the characters from their most successful series after *Street Fighter*. The main faults are a poor control method and dodgy collision detection.
Overall 54%

**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%

**MICKEY'S ULTIMATE CHALLENGE**
Strictly for kids only, this incredibly easy collection of brain-teesing problems is nonetheless well executed and fun. Well placed difficulty levels extend the challenge.
Overall 81%

**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%

**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%

**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!**

**MUSCLE BOMBER**
A huge 24Mbit wrestling game which even gives you the chance to play four characters at once. Good to look at and definitely the best wrestling sim on the market. Will it be released officially?
Overall 86%

**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 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**
Intriguing puzzle game which crosses *Tetris* with *Pac-man* and just about pulls it off. The main difference is that you must eliminate ghosts by sending Paccy in to eat them.
Overall 80%

**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 tough 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 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!**



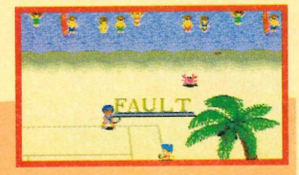
**SIDE POCKET**
With Championship Pool as its main rival, Side Pocket shine as the best pool game on the Super NES. Great graphics, but slightly dodgy cue action
Overall 86%

**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%

**SMASH TENNIS**
**Sorry Nintendo, but *Smash Tennis* is and always will be the BEST tennis game on the Super NES – bar none. Excellent four player multi-tap option, but loads of courts and moves. Unbeatable!**
**Overall 94% GAMER GOLD!**




**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.
Overall 56%

**SOS**
Surprisingly good Super NES remake of the *Posiedon Adventure* film, where you play one of four characters in this platformer, who must rescue as many people from a capsized ocean liner before it sinks. Great atmosphere!
Overall 88%

**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%

**SPECTRE**
Not as good as it could have been – *Spectre* is a conversion of the Apple Mac smash hit, but in the end it's just too repetitive and gets boring after only a few goes.
Overall 64%

# A-Z OF GAMES

**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%

**STAR TREK: TNG**
Glorious looking Trekkie game, with 16Mbits of power, but sadly this has all been used with pretty pictures rather than lasting gameplay. Excellent while it lasts, but we completed it in a day!
Overall 70%

**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 ADVENTURE ISLAND 2**
An impressive start for Hudsonsoft UK, this improves on the first game and includes bags of challenge and special items to find. Highly recommended if you want to rediscover platform games.
Overall 80%

**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 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 METROID**
**A contender for best Super NES game ever. *Super Metroid* is massive, full of originality, crammed with great graphics and sounds – quite simply an essential purchase. Highly recommended.**
**Overall 95% 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 PUYO PUYO**
**Better than any other puzzle game except the original *Tetris*, this game has you connecting cute looking blobs of various colours, forming lines of four to crush your opponent. A cracking game!**
**Overall 93% GAMER GOLD!**




**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%

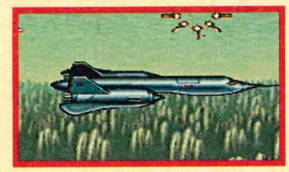
**TURTLES IV: TURTLES IN TIME**
**Highly impressive cartoon platform beat-'em-up.**
**Overall 90% GAMER GOLD!**

**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 CUP USA '94**
Well designed and extremely playable footy sim from the licence masters. Not as good as *FIFA* or *Virtual Soccer*, but a close third, and more suited to those who love loads of options.
Overall 85%

**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 possession of any adventure lover.**
**Overall 93% GAMER GOLD!**



**ADVENTURES OF LOLO 2**
A fiendish puzzle game that will keep you engrossed for hours, providing you get past level three, which seems to be the hardest one.
Overall 77%

**AIRWORF**
Boring flight sim type game, you will not want to find this in your stocking.
Overall 39%

**ALFRED CHICKEN**
Enjoyable, if occasionally frustrating platform game, which boasts some amusing graphics and humorous touches.
Overall 80%

**ALIEN 3**
Badly defined graphics make this an eyesore, but quite playable if you stick with it.
Overall 75%

**BAD DUDES VERSUS DRAGON NINJAS**
Laughable beat-'em-up which can be completed by repeatedly performing the same move over and over again. Far too easy.
Overall 21%

**BALLOON FIGHT**
Two player coin-op conversion where you must pop each other's balloons whilst avoiding the opponent. Great fun, says Keith.
Overall 70%

**BARBIE**
This game is so bad I'd rather play with the doll.
Overall 15%

**BART VS THE WORLD**
Not as good as *Space Mutants* and highly Americanised. Complete various little puzzles and travel across the globe.
Overall 60%

**BATMAN**
**One of the best platform games ever released on the NES, brilliant graphics totally capture the atmosphere and feel of the *Batman* legend.**
**Overall 91% GAMER GOLD!**



**BATMAN II: RETURN OF THE JOKER**
Another good Batman tie-in, not quite as good as the original though.
Overall 78%

**BATMAN RETURNS**
Better than average beat-'em-up which follows

the film closely.
Overall 76%

**BATTLE OF OLYMPUS**
Good brain-bending adventure, watch out for the collision detection though.
Overall 75%

**BATTLETOADS**
Good varied arcade action, colourful graphics and very playable.
Overall 81%

**BATTLETOADS & DOUBLE DRAGON**
More beat-'em-up action from the two groups. A good game, but very similar gameplay to originial *Battletoads* game.
Overall 79%

**BAYOU BILLY**
Terrible beat-'em-up which flickers so badly, the characters disappear!
Overall 35%

**BIONIC COMMANDO**
**Mighty arcade conversion which looks good, plays even better and offers one of the best challenges on the NES.**
**Overall 90% GAMER GOLD!**

**BLACK MANTA**
Average beat-'em-up which boasts a huge amount of special moves, unfortunately it plays very badly indeed.
Overall 48%

**BLADES OF STEEL**
Best Ice hockey game on the NES, very fast, very playable, loads of difficulty levels and a two-player mode. Excellent.
Overall 85%

**BLASTER MASTER**
A mixture of platforms and top-down views encorperated into gameplay comprising of arcade and strategy elements make this a curious game, worth a go.
Overall 66%

**BLUES BROTHERS**
Dire platformer with no appeal, no singing and dancing, and no John Belushi!
Overall 39%

**BLUE SHADOW**
All out platform blast, good graphics but gameplay is a bit bland, a bit more variation on what you can do and it could have been a winner.
Overall 74%

**BOULDER DASH**
A brilliant puzzler which is addictive, incredibly playable and has loads of levels. If you like puzzlers you will worship this!
Overall 83%

**BUBBLE BOBBLE**
**Classic platform coin-op where you play a dragon who uses bubbles to trap the enemies and then pop then for massive points. Utterly compulsive two player action.**
**Overall 91% GAMER GOLD!**

**BUBBLE BOBBLE 2**
More of the same from the bubble-blowing dragons from the planet cute. More levels, more fun?
Overall 82%

**BUCKY O'HARE**
Slick, colourful platformer which plays well, but not quite a classic.
Overall 79%

**BUGS BUNNY'S BIRTHDAY BLOW-OUT**
Well drawn characters and playable. Great fun for a four year old, but so very, very easy.
Overall 45%

**BURAI FIGHTER**
Forgettable shoot-'em-up. Very colourful lots of interesting bosses, but too ordinary.
Overall 65%

**CAPTAIN PLANET**
Very colourful platform blast that is a bit too difficult and fiddly.
Overall 38%

**CAPTAIN SKYHAWK**
Interesting shoot-'em-up viewed from a 3-D angle which works quite well, fairly easy so not much challenge though.
Overall 70%

**CASTLEVANIA III**
A step back in time to the original *Castlevania*, an average platform game which is similar to the Super NES version, but without the frills!
Overall 71%

**CRACKOUT**
Pretty sad *Breakout* clone, it's a shame this type of game can still rear its ugly head.
Overall 38%

**DARKWING DUCK**
Good graphics, fine sound and the playability is right there too. Let down by a lack of originality.
Overall 82%

**DAYS OF THUNDER**
This has to be the worst racing game ever to grace the NES. Awful graphics and sound, coupled with no playability, combine to create a most horrifying experience.
Overall 9%

**DEFENDER OF THE CROWN**
A great strategy game with loads of different sub games. Everything slots into place to create a very worthwhile game.
Overall 80%

**DENNIS**
Similar to *Home Alone* on th Super NES and just as annoying.
Overall 44%

**DIGGER T ROCK**
One of the all-time great NES games with plenty here for everyone. Worth a look at a lower price.
Overall 84%

**DONKEY KONG**
Sad and wasted effort at reviving a long forgotten coin-op that nobody cares about, except that it had Mario in one of his first appearances.
Overall 31%

**DOUBLE DRAGON**
Good graphics, wide range of moves and some really challenging gameplay make this a beat-'em-up with attitude.
Overall 79%

**DOUBLE DRAGON II**
Even more moves and even more levels, but it's slightly easier than the first game. Two player option is a worthy addition.
Overall 75%

**DOUBLE DRAGON III**
This is one helluva tough game. A lot of moves, but some are difficult to pull off. Definately not as playable as *Double Dragon* or *Double Dragon 2*.
Overall 60%

**DOUBLE DRIBBLE**
The closest thing to *NBA Jam* on the NES. Two player game is great fun and it's even worth playing on your own, get this if you want the best Basketball game for your NES.
Overall 88%

**DRAGONS LAIR**
The old arcade classic converted into a platform game. Appalling control method drags it down, but fun for a while.
Overall 63%

**DR MARIO**
A good puzzle game which obviously draws it's inspiration from *Tetris*. Stunning in two player mode.
Overall 76%

**DROPZONE**
Brilliantly converted from the arcade archives. This is immensly playable and totally addictive. A golden oldie.
Overall 89%

**DUCK HUNT**
Shoot the ducks with the zapper gun. It really is as boring as it sounds. This cart is best used to put hot cups on and avoid rings on the furniture.
Overall 49%

**DUCK TALES**
It's got all the characters from the cartoon. The graphics are excellent, but it suits a younger audience.
Overall 81%

**DUCK TALES 2**
Similar to the original, lots of secret rooms, lots of cute characters and just as easy.
Overall 75%

**ELIMINATOR BOAT DUEL**
There aren't many speedboat games around and if this is anything to go by, there should be more. It's full of action, playability and jolly good fun to!
Overall 83%

**ELITE**
**One of the all-time classic game of all time. Space trading adventure with vector graphics and over 8,000 planets to explore!**
**Overall 96% GAMER GOLD!**



**EMPIRE STRIKES BACK, THE**
Good all round game featuring some original flying sections but very difficult platform sections.
Overall 78%

**EXCITEBIKE**
Totally awful racing game. It really does show its age, with jerky graphics, gurgling sound effects and minimal playability. Blergh!
Overall 28%

**FANTASTIC ADVENTURES OF DIZZY**
Early Codemasters game which features an egg with arms and legs as a hero. Collect the objects and rescue your girlfriend!
Overall 88%

**FAXANADU**
Adventure which is well worth playing. Good taxing puzzles, loads of weapons massive play area and a password save system.
Overall 77%

**FELIX THE CAT**
Good platform romp with Felix rescuing his girlfriend Kitty from the clutches of the professor. Not as good as the Game Boy version.
Overall 70%

**FESTER'S QUEST**
Totally crap overhead adventure shoot-'em-up based loosely on the Addams Family. Avoid like the plague.
Overall 34%

**FLINTSTONES**
Standard platform game, but Fred and Co are well drawn and convey a lot of the cartoon's atmosphere. It plays well to and is full of Stoneage mayhem.
Overall 81%

**FOUR PLAYER TENNIS**
Sluggish tennis game which boasts few options apart from the four player game, obvously.
Overall 68%

**GALAXY 5000**
Original space racing game, which boasts some fast-paced, seat of the pants excitement.
Overall 74%

**GARGOYLES QUEST II**
Fiddly platform adventure, good graphics and large play area, but grossly unplayable and hugely dull.
Overall 59%

**GAUNTLET II**
Accurate conversion of the cult arcade game, loads of levels and loads of orcs, pixies and demonic things.
Overall 80%

**GOAL!**
Oh dear, a sad piece of soccer software, enough to reduce Vinny Jones to tears.
Overall 35%

**GODZILLA**
Monster cock-up of a game, the whole game is a mess. The joke is that this may be the forerunner of *Ultraman* on the Super NES.
Overall 19%

**GRADIUS**
An extremely competant blasting game in the R-type mould, fast, playable and damn good fun!
Overall 80%

**GREMLINS II**
This may be old, but as shoot-'em-ups go, this is original, playable, colourful and a fine piece of software. If only it had pictures of Phoebe Cates on the inlay...
Overall 85%

**GUMSHOE**
Dust off the zapper gun and have a go on this – you won't want another.
Overall 41%

**HIGH SPEED**
Sparky little pinball game which probably the best of it's kind on the NES.
Overall 73%

**HOGAN'S ALLEY**
The best zapper gun game out. Shoot the baddies, but don't shoot the civilians. A kind of primitive *Lethal Enorcers*.
Overall 70%

**HOOK**
Follows the film quite well, but lacks the style required to make it a classic.
Overall 71%

**HUNT FOR RED OCTOBER**
Apalling game of the film, which has to be one of the worst shoot-'em-ups ever.
Overall 24%

**HYPER SOCCER**
Miserable soccer game, which offers no lasting appeal.
Overall 51%

**IKARI WARRIORS**
Commado-style game with enough challenge to keep most players happy, but doesn't look that good.
Overall 68%

**IRONSWORD**
Good platform adventure, with loads of levels, spells and other goodies. Worth playing.
Overall 83%

**ISOLATED WARRIOR**
Wierd 3-D shoot-'em-up, which is as boring as *Newsnight*.
Overall 37%

**JACK NICKLAUS GOLF**
Bad golf game, avoid if possible, playing this has a similar feeling to being stuck in a bunker all night.
Overall 55%

**JACKIE CHAN'S KUNG-FU**
Good action packed beat-'em-up which is full of moves, has great playability and clear well drawn graphics.
Overall 83%

**JIMMY CONNORS**
One of the best, if not THE best tennis game on the NES. Fast, playable and the two player is damned addictive. Get it today if you want to win at Wimbledon.
Overall 87%

**JUNGLE BOOK, THE**
**Superbly playable platform romp with faithful Disney cartoon graphics and animation. Definitely one of the best games on the NES.**
**Overall 90% GAMER GOLD!**



**JURASSIC PARK**
Above average film conversion, which offers plenty of playabilty. The T-Rex is best!
Overall 74%

**KABUKI QUANTUM FIGHTER**
Possibly the only game character ever to use his hair as a weapon. Good game though, well worth checking out.
Overall 79%

**KICK OFF**
Playable, but very easy football game. Not the classic it was on other consoles.
Overall 59%

**KID ICARUS**
Boring and repetitive platform game. Not as good as Darkwing Duck.
Overall 61%

**KIRBY'S ADVENTURE**
**The ultimate platform game for your NES. Loads of secret rooms, tons of special abilities, this is hot, this is very hot.**
**Overall 92% GAMER GOLD**




**LEGEND OF ZELDA**
The original adventure for the NES is very challenging and features a huge play area. It has stood the test of time.
Overall 85%

**LEMMINGS**
Not quite as good as on other formats, let down by inaccurate cursor control.
Overall 65%

**LIFE FORCE**
Excellent shoot-'em-up, better than Gradius and with a stonking two player mode.
Overall 81%

**LITTLE NEMO: DREAM MASTER**
Great platform game which gives the player the chance to become a bee, gorilla and a frog. There's not many games that give you that opportunity!
Overall 86%

**LOW G MAN**
Another average platform game, doesn't really hold anything new or appealing, but it is playable.
Overall 72%

**LUNAR POOL**
Abstract pool game which gives the player the chance to play on a frictionless table?!
Overall 71%

**MANIAC MANSION**
Wacky adventure game that needs a chain saw to gain full marks.
Overall 80%

**MARBLE MADNESS**
You must guide the marble through six short levels. A conversion of the coin-op. Good fun, but far too short.
Overall 80%

**MARIO & YOSHI**
Puzzle game which will appeal to kids.
Overall 70%

**MARIO IS MISSING**
Educational game, which is still great fun if your not too hot on geography and are willing to bury your pride.
Overall 75%

**MEGA MAN**
Excellent platform game with loads of weapons and plenty of variety.
Overall 85%

**MEGA MAN II**
Good platform game with loads of weapons and plenty of variety.
Overall 82%

**MEGA MAN III**
Challenging platform game with loads of weapons, a bit unoriginal though.
Overall 78%

**MEGA MAN IV**
Average platform game with loads of weapons and... Oh, it's the same as all the others. 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%

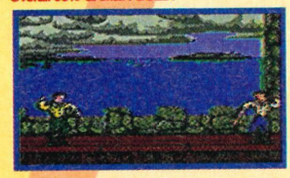
**PAPERBOY**
Lamentable arcade conversion that will appeal only to paperboys, and then only if they're workaholics.
Overall 30%

**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!**



**RAD GRAVITY**
Moody space-age adventure, with some great humour and taxing puzzles. It's a big one too – you won't complete this in a hurry.
Overall 85%

**RAINBOW ISLAND**
Simple arcade game that just keeps you playing and playing. The only game ever to use rainbows as weapons!
Overall 88%

**RC PRO AM**
Excellent conversion of the Game Boy isometric racer. Very fast and great realistic handling of the cars.
Overall 82%

**RC PRO AM 2**
Even better than the real thing! This sequel features a four player mode and even more challenge than before.
Overall 88%

**RESCUE**
Original strategy game; giving you the chance to take on a SAS kind of role and rescue some hostages.
Overall 69%

**RESCUE RANGERS**
This platform game is far too easy. The current record for completing it is about 40 minutes. Strictly for the gamelings.
Overall 64%

**ROAD FIGHTER**
If you buy this you are either certifiable, or your hobby involves collecting horrendously bad games. Hueyuuughhhhhhhhhh!
Overall 5%

# A-Z OF GAMES

**ROBOCOP**
One of the better film licenses, a good job has been made in making this playable and visually pleasing.
Overall 80%

**ROBOCOP 2**
A bad control method lets this down, unfortunately Robocop tends to slide around like he is on ice scates.
Overall 65%

**ROBOCOP VS TERMINATOR**
Appaling platform game, bad collision detection and extreme difficulty make this a definate no no.
Overall 32%

**RODLAND**
An extremely playable arcade game, great with two players.
Overall 85%

**ROLLER GAMES**
This is fairly original I guess. Well it's the only beat-'em-up on roller scates and quite playable too.
Overall 72%

**SHADOWGATE**
An icon driven adventure, which is more like the old graphical adventures originally found on the Spectrum, still it's worth solving.
Overall 63%

**SHADOW WARRIORS**
Platform based action which is enjoyable, but difficult.
Overall 78%

**SILENT SERVICE**
If you play this you will get a sinking feeling. Hopefully the only submarine simulation that will ever be released on the NES.
Overall 33%

**SIMON'S QUEST**
Fine adventure set in Transylvania, you play the part of Simon Belmont, your quest is to kill Dracula. Enthralling game which will appeal to adventure buffs.
Overall 87%

**SIMPSONS**
**What a surprise, the game is as good as the cartoon. Features all the characters and some very challenging gameplay.**
**Overall 91% GAMER GOLD!**




**SKI OR DIE**
Strange game featuring a host of snow-related activities, including snowball fights and leaping over log cabins.
Overall 67%

**SMASH TV**
**Hit coin-op conversion, great graphics, no slow-down and plenty of carnage for all the family.**
**Overall 90% GAMER GOLD!**

**SNAKE, RATTLE 'N ROLL**
**The complex challenges in this isometric insect-'em-up are compelling enough, add great graphics, sound and some fiendish problems and you've got a winner.**
**Overall 92% GAMER GOLD!**



**SNAKE'S REVENGE**
Sequel to Metal Gear which is more platform based and not as good as the original.
Overall 78%

**SOLAR JETMAN**
**Pilot a very controllable spacecraft through barren planet caverns, in the search for the golden spaceship. Original, playable and only £9.99! Bargain of the month!**
**Overall 94% GAMER GOLD!**




**SOLSTICE**
**3-D isometric adventure with over 250 rooms, perspective can be misleading but it's a fine game, great title music also.**
**Overall 90% GAMER GOLD**

**SPIDER-MAN AND THE X-MEN: RETURN OF THE SINISTER SIX**
A worthy Marvel conversion, standard platformaction with few frills.
Overall 71%

**SPY VS SPY**
You play Black or White, and the idea is to kill each other off with bizarre booby traps. Based on the MAD magazines.
Overall 87%

**STAR TREK**
Faithful adaptation of the classic Sixties Sci-Fi series. Good plots, but too short. Needs a bigger sequel. Ask Andy McDermott for ideas, Konami!
Overall 88%

**STAR WARS**
**One of the best platform adventures around. Follows the film plot scene for scene almost and features some great flying sections as well.**
**Overall 91% GAMER GOLD!**



**STEALTH ATF**
An abysmal attempt at a flying game, a real bogey.
Overall 29%

**STREET GANGS**
Average beat-'em-up with interesting weapons and secret routes to the bosses. Not well known.
Overall 69%

**SUPER JAMES POND**
Very cutesy game which is colourful, playable and good fun.
Overall 80%

**SUPER MARIO BROS**
The game which launched Nintendo to stardom, plays like Bryan Cant, graphics are a bit dated though.
Overall 85%

**SUPER MARIO BROS II**
A good game, but doesn't really live up to previous standards, weakest of the Mario series.
Overall 80%

**SUPER MARIO BROS III**
**The best platform game ever on the NES, superb playability, secret rooms galore and loads of levels – the ultimate in entertainment.**
**Overall 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%

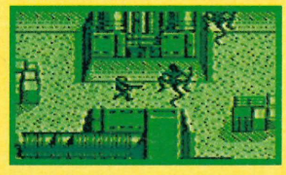
**ALFRED CHICKEN**
Wacky platform/puzzle game involving the only video game character ever to run for Parliament. Addictive gameplay, but it soon becomes annoying.
Overall 78%

**ALIENS VS PREDATOR**
Sad film licence with some of the worst graphics we've ever seen. The predator looks like Bernard Breslaw and moves with all the ancient grace of Bella Emberg! Don't "stick around."
Overall 54%

**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%

**COOL SPOT**
Incredibly proficient platform game from virgin – a conversion of the hit Mega Drive and Super NES games. Animation is fantastic but it does suffer from speed blur.
Overall 86%

**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%

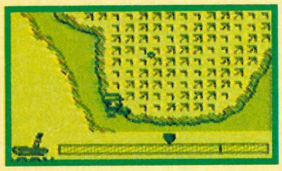
**GARGOYLE'S QUEST**
**Brilliant arcade adventure featuring lots of moves, loads of playability and a massive play area. Absolutely superb, can't be missed.**
**Overall 92% GAMER GOLD!**

**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%

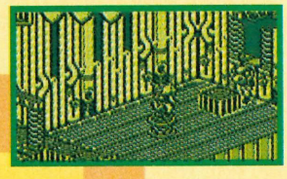
**MEGA MAN 2**
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics and fine playability.
Overall 83%

**MEGA MAN III**
*Mega Man* is the longest running series of any video game character (on the NES anyway), but this is sadly far too formulaic to be worth a look.
Overall 81%

**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%

**NEW CHESSMASTER**
*Chessmaster* was the definitive chess game on the Game Boy and it even featured sampled speech. This is more of the same, but this time the in-game tutor is even better.
Overall 80%

**NEW GHOSTBUSTERS**
Half decent ghostly caper which is adequate is very department, but not especially brilliant in any of them. If you like these guys then you might want to play them for real!
Overall 80%

**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. 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!**

**TETRIS 2 GB**
Good, but not as compelling as *Tetris*, the general feeling is that they are trying to be too clever and adding far too much to what should be a simple, but addictive game.
Overall 87%

**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%

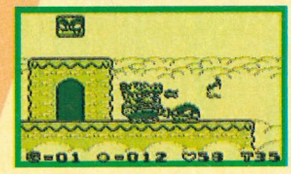
**TOM & JERRY**
More perilous adventures with the famous cat and mouse duo, but this time the two have become friends (yeuch!) to escape the people smashing up their house.
Overall 71%

**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%

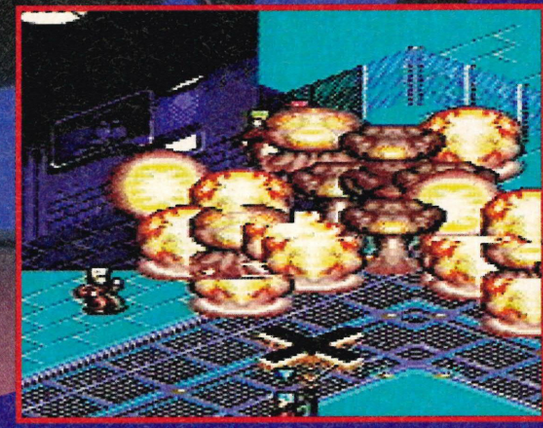
**ZOOL**
If you've seen one *Zool* – you've seen them all! Zany platform game which loses something now that it's in black and white. Still good, though.
Overall 85%

**ZZYARGOZ THE PAGE FILLER**
Does anyone actually read this far? It'd be interesting to see whether anyone does. Send your letters to *I read every last entry in the A-Z, Super Gamer, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF* and you might win half a biro.

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**NEW UNIVERSAL CHEAT SYSTEM**

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