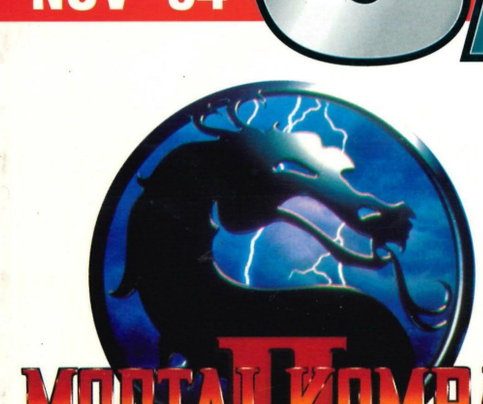
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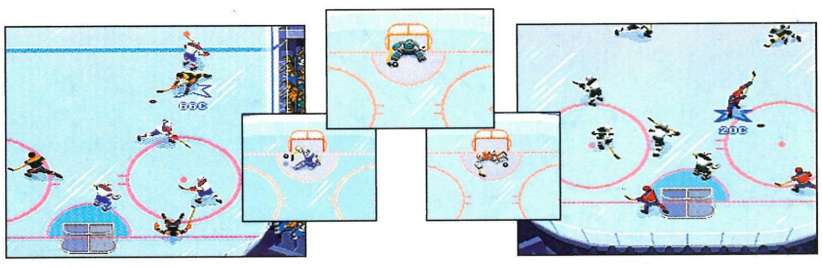
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ISSUE 8
NOVEMBER 1994

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MIGHTY MORPHIN' GAMER RANGERS



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EARTHWORM JIM

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THE BEST PLATFORM GAME EVER!

PLAYERS' GUIDE

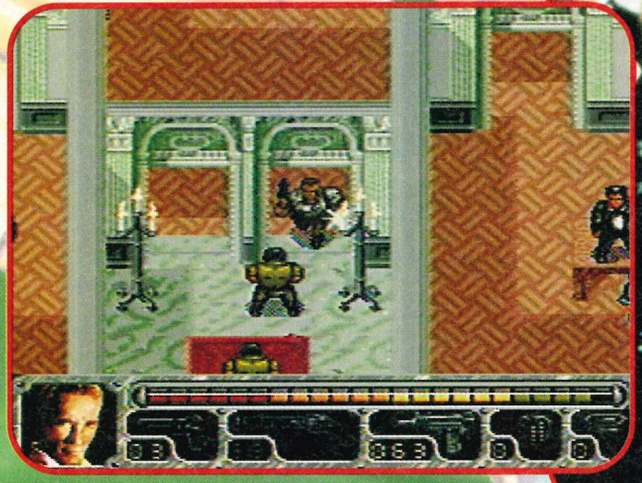
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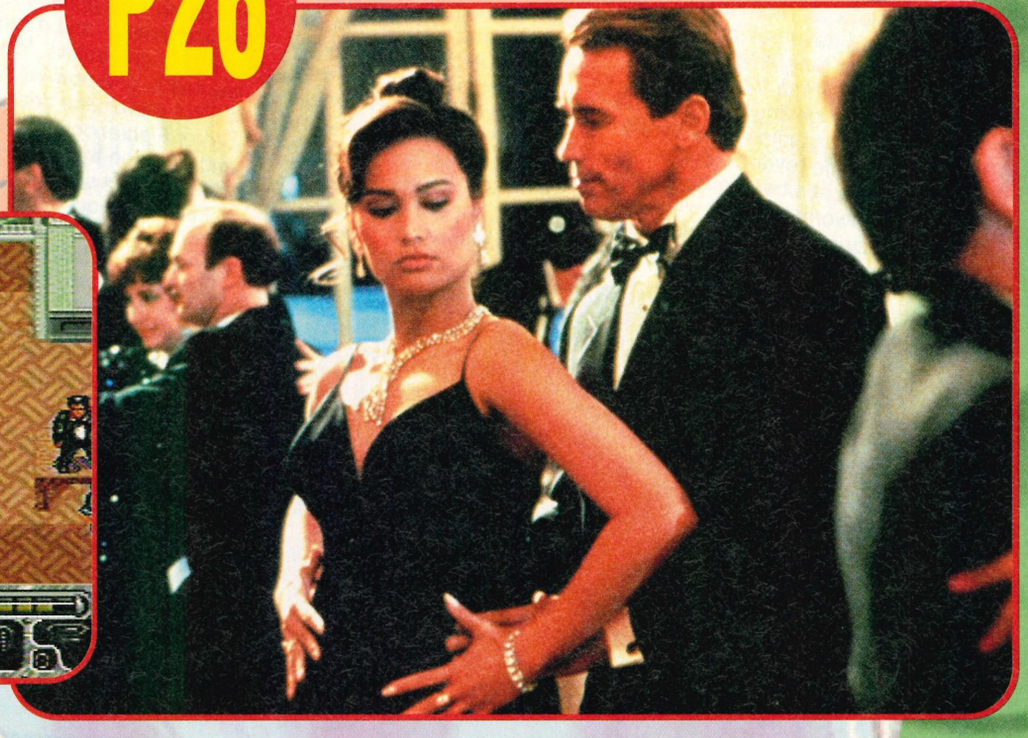
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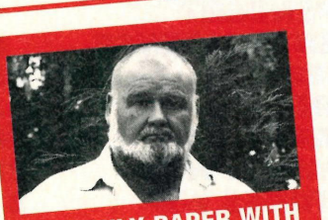
THE YEAR'S MOST EXPLOSIVE MOVIE – WILL IT MAKE THE YEAR'S MOST EXCITING GAME?





The Nindependent

IT COMES EARLIER EVERY YEAR...



THE ONLY PAPER WITH BIG RON POWER!

Damian mixes up the phaser and the phone for the last time.

As Christmas approaches, the multitude of games arrive in a deluge at SUPER GAMER towers – a pearly white bastion of reputable reporting. This issue we've got an incredible 15 reviews for the Super NES and Game Boy and next month will be even better!

Already the Xmas heavyweights are emerging from their shrouds of secrecy, as *Lion King*, *Jurassic Park II*, *Mortal Kombat II*, *Earthworm Jim* and *Donkey Kong Country* take the stage. Who will win?

This issue we've previewed a massive ten new games, including *Vortex*, *Pitfall*, *Mansell's Indy Car*, *Lion King*, *SeaQuest DSV* and *Mickey Mania*, and you can be sure that all these games will be with us for review next issue – a mouth-watering prospect.

Also, intrepid reporters Ryan and Keith went to Acclaim to get an exclusive first look at *True Lies*, and at last we have our interview with the programmers of *Jurassic Park II* by Sony.

Not forgetting the main bulk of the magazine – our staple diet – the reviews. SUPER GAMER has been gripped with earthworm fever as we go crazy-ape-bonkers over Shiny Entertainment's first game:



Earthworm Jim.

Plus there's the mind-boiling FREE 16-page *EWJ* supplement that not only includes exclusive chats with programmers Nick Jones and David Perry, but we've got the full low-down on Jim himself, and a full print of the stunning "Genesis of Earthworm Jim" comic.

This is available ONLY to SUPER GAMER readers and we're proud to give you something extra – despite the many late nights it caused! Many thanks to Nick and all the guys at Shiny for their invaluable help and patience.

Also on the review front-line we bring you *Secret of Mana*: the game that took Nintendo over a year to bring out officially, *Super Return of the Jedi* (a high score for a great game, Gavin), *Sparkster*, *The Adventures of Batman & Robin*, *Super Bomberman 2*, *NBA Live '95*, *Desert Strike* (GB) and the laughable *Mighty Morphin' Power Rangers* for the Super NES and Game Boy – to name but a few.

And before you dive into this issue's sea of bliss, remember that if you turn to page 72 now, you'll find our 8-page solution to *Mortal Kombat II*. This features all the current cheats, every single death, friendship and fatality move – and a profile of all the characters. You wanted it, and now you've got it! Plus there's the final *Super Street Fighter* combo guide and more on the fabulous *Monster Max* solution. Enjoy.

Finally, a word to software companies nationwide – it's only a game! Just because Christmas is around the corner, it's no reason to suddenly take everything so seriously.

There are good games, there are bad ones, there are even average ones (believe it or not), but you cannot make a silk purse out of a sow's ear – accept it, live with it, don't sulk, it's never going to change.

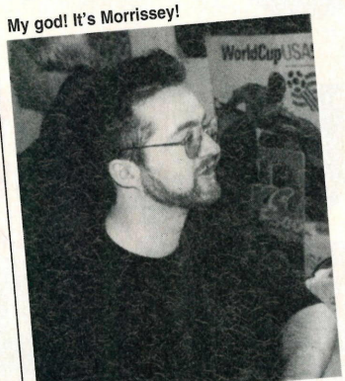
If you're going to release ten games in a year, two will be brilliant Gamer Golds, four will be 75-89%, two will be average and two will be cack.

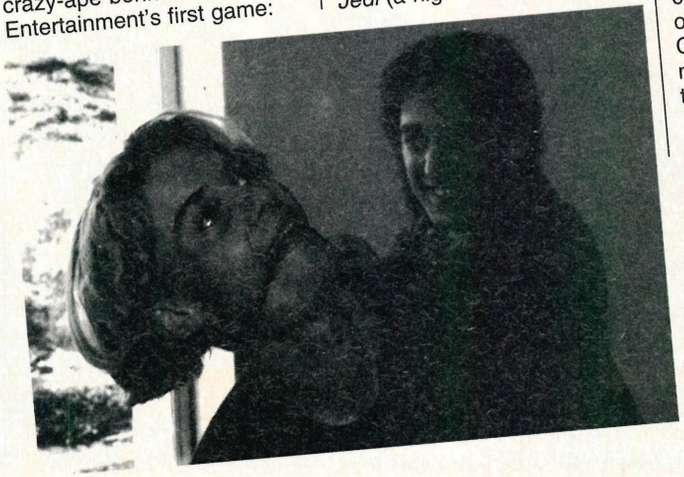
There is nothing you can do, and even the world's best PR person cannot fool the public for long. My advice is to take the ups and the downs, enjoy the coverage magazines give you and never, never take it personally.

There's nothing more off-putting than trying to talk to a games company who are angry because you gave them 2% less than they think their game deserves. Lighten up, it's almost Christmas and the fun's about to begin.

Damian Butt

My god! It's Morrissey!





EH?

What the hell are Keith and Ryan doing? More to the point, do we want to know? Best suggestion to the office wins the remains of one of Andy's chip lunches. Ugh!

A PROLIFERATION OF PANDEMONIOUS PARAGON PUBLICATIONS!

Do you have any idea how many people are swanning around Paragon Towers during the day? Nor do we, because new people seem to turn up every day and never introduce themselves. But all these people are involved in the production of the following top mags: SEGAPRO, SEGA XS, MEGA POWER, PC POWER, CD-32 GAMER, GAMES WORLD, MPC & CD-ROM USER, INTERNET & COMMS TODAY and... well, us. Amazing, eh?

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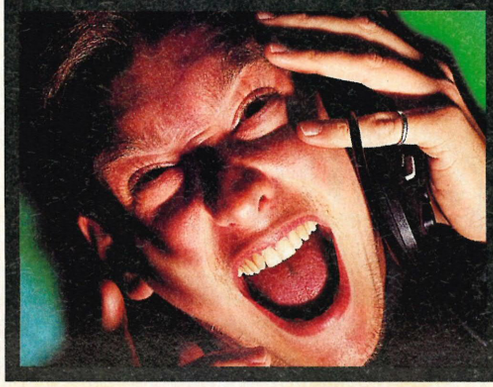


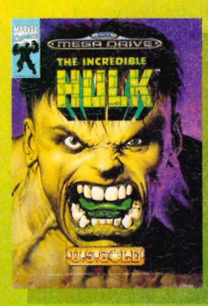
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DONKEY KONG COUNTRY IMMINENT!



Unfortunately, *Donkey Kong Country* arrived too late for this issue, but we will be featuring a massive preview next issue. In the mean time, here's another gratuitous picture of the hairy ape and the news that Nintendo are offering a "Reserve me a copy" scheme in SUPER GAMER.

If you want to one of the first Super NES owners to have a pristine copy, you will be able to contact Nintendo directly and reserve your game.

Nintendo confidently expect that *DKC* will sell out immediately and so it has introduced this scheme so that no-one will be disappointed this Christmas. Full details and a special "Reservation Coupon" will be in next issue of SUPER GAMER. Don't miss it.

COMMANCHE WILL BE SUPER FX!





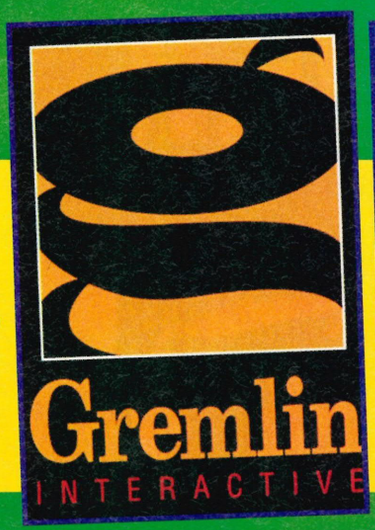
Shock news from Novalogic. *Commanche*, the massive helicopter blast-'em-up on the PC WILL be coming to a Super NES near you courtesy of the Super FX chip!

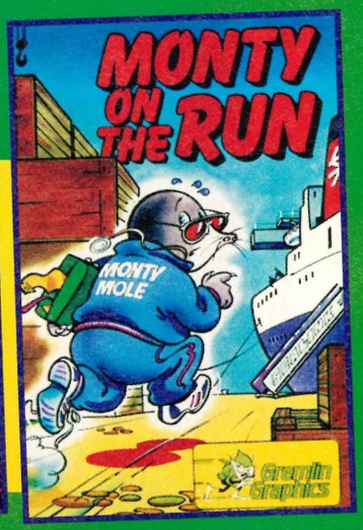
The game, which is a bit like *Thunderhawk* on the Mega-CD and *Super Battletank* on the Super NES, features the RAH-66 Commanche Attack Helicopter, as well as digitised pictures of ground targets such as SCUD missile launchers and tanks. The PC has three versions of *Commanche*, with the Power Pack, Mission Disk 1 and Over the Edge, but details are not clear on what the Super NES game will be based on. It must also be stressed that this game is not going to see the light until well into '95.

A GREMLIN BY ANY OTHER NAME

Many happy returns to Gremlin Graphics who are celebrating ten years in the business by treating themselves to a face-lift. From this day forth the company responsible for classic computer hits such as *Monty on the Run* and *Jack the Nipper* on the Speccy, and more recently *Zool* on the consoles, will be known as Gremlin Interactive (gosh).

To firmly establish themselves in the Nintendo market, Gremlin Interactive will be releasing *Jungle Strike* and the impressive four player simultaneous *Top Gear 3000*, although we won't see either of those until next year now.





ECTS-HAUSTED



Whilst the CES in America is the showcase for all the latest games and hardware; the place where all the 'big boys' go to talk numbers and where Nintendo like to unveil their next big titles, the ECTS is sad a seen-it-all-before scenario, bereft of excitement and surprises.

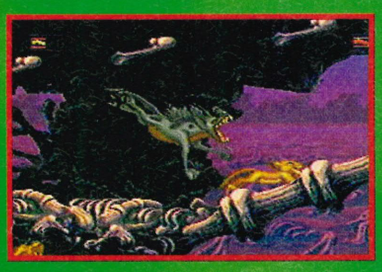
Oh sure, you get the occasional game that still raises your heckles. But on the whole, for us magazine types, it's just a sad excuse to get drunk, flirt with pretty PR girlies and then grab all sorts of leaflets on games we've already played, and in most cases, printed in the magazine.

This year, the Autumn ECTS promised much. Rumours were abound that *Donkey Kong Country* and *Super Punch Out* would be raising the rafters from Nintendo UK, and then there's all that sizzling third party stuff guaranteed to drain our wallets during the Santa silly season. For the most part however, the show was as flat as Bernie the bouncing ball on holiday at a cactus ranch.

Held at the Business Design Centre in Islington, the bi-annual ECTS is the best place to meet all the programmers (they're easy to spot – wild hair, staring eyes, bleached skin etc), have a chat about future projects, and of course, get up to speed on all the new releases, and plan features for SUPER GAMER.

The loudest stand seemed to be Ocean, and with so many games coming out this Christmas, they've certainly got something to shout about, but Sega were also trumpeting their 32X add-on for the Mega Drive, with playable versions of the *Star Wars* coin-op, *Doom* and *Virtua Racing Deluxe* – all were dodgy. But where was Nintendo?





Well, if you followed the barely trodden path underneath the show stands, you might be lucky enough to spot the lesser-spotted games company skulking in the shadows. *Donkey Kong*? Not a chance, not a dicky bird.

Instead we got Super Game Boy – in spades. Nintendo's colour marvel was busily making *Duck Tales 2*, *Tetris 2*, *Soccer* (previously *WC Striker*), *Space Invaders*, *Pac-Man* and of course *DK '94* look better than ever, but no-one seemed to playing any of them...

Also on show was *Stunt Race FX*, *Secret of Mana*, *Super Metroid* and the promising *Krazy Klown's Cartoon Chase*, a sort of *Paperboy*-style bomb chasing game with great graphics and animation. Not sure how long it will last, though.

Finally, the big 'N' had *Gallery 5*, which is a collection of five insultingly simple digital watch type LCD games on one Game Boy cart. Destined for the scrap heap, probably.

Thankfully, while Nintendo languished in the past with no sign of Ultra 64 or a convincing '95 line-up, the third party companies were simply bursting with new ideas, re-hashes and unexpected shocks and surprises.

UBI Soft's *Street Racer* was winning hearts and minds down on the main floor, with several of the characters from the game popping up in real life and making fools of themselves.

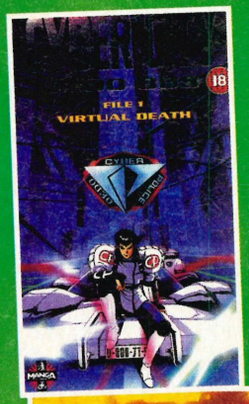
Gametek were also sporting a '*Brutal*' stand (ho, ho) and a working version of *Full Throttle Racing*. Plus Titus had *Monster Max*, *Prehistorik Man* (GB), and *Blues Bros* at the Telstar stand. Telstar promised that the two games in one pack for £40 that have been so popular on the Mega Drive WILL come out on the Super NES. *Flashback* is rumoured to be one of the games, but that could be a complete lie. The disproportionate time we spent with Titus had nothing to do with the free bar or anything.

But the big fish at the show were once again Virgin and Ocean. Virgin seemed to have about ten stands, but the main area featured *Lion King*, *Dragon* and the stunning *Earthworm Jim*. PR person Doug Johns was doing his omnipresent impression and talking to 50 people simultaneously, while we played *Dark Forces* on the PC (*Doom* meets *Star Wars*) and talked to Dave Perry, President of Shiny Entertainment and creator of *Earthworm Jim*. Archer Maclean was also showing off *Jimmy White's Snooker* and promising great things for the *Super Dropzone* review (if only Psygnosis would get a move on).

Elsewhere Ocean, never a shrinking violet, were booming out the Pixies to accompany *Shaq-Fu*, *Jordan Adventure*, *NHL '95* and *Syndicate*, as well as *Iron Eagle* and *Inferno* on the PC. Very tasty.

Other highlights included *Pitfall* from Activision, 3DO *Road Rash*, *Wing Commander 3* on the PC and of course *Super Return of the Jedi* and *Indy Jones* which were both the centre piece of the JVC stand, complemented by the exclusive SUPER GAMER WIP.

CAN YOU BELIEVE THOSE MANGA PEOPLE?

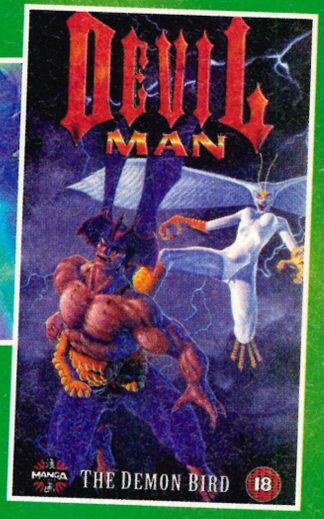


More incredible videos from the land of the rising sun and bare breasted Chun-Lis. First off is the indomitable *Guyver, Data 7* – the continuing saga of the ultimate walking weapon and lots of over-the-top fight scenes. In *Data 7*, Chronos' leading scientist, Dr Balcus has taken over from Commander Gyou and devises a sordid plan to use Sho's father, Tesuro and Mizuki (are you following all this?) as bait for the Guyver. Who will win? Find out for £5.99 on 10 October.

Next up is chapter two of *Devil Man*, the ultra sick and violent occult thriller featured first in issue #5. Have you ever had problems with invincible Demon Birds, Gelmar the water demon or Jumne (who carries all his tortured souls in his belly)? If so, you need Devil Man in your wash.







This excellent sequel is full of avenging ice demons, ravaged girlfriends and plenty of outlandish fight scenes involving tentacles. You'll never forget a night out with Manga and *Devil Man*. Get in touch now for only £11.99 for 55 minutes – available on 10 October.



Finally from Manga is the Cyberpunk Collection (sounds promising). This unique launch offers some of the best Cyberpunk animated movies since *Akira*.

Cyber City OEDO 808 is the first of the series and promises a *BladeRunner*-esque fantasy rife with gangs of crazy psychopaths and mass murderers (why is the future always so bleak in the movies?).

In a bizarre form of parole, prisoners are fitted with explosive collars and sent on dangerous life-saving missions in order to reduce their sentence. Success means years fall away, but failure is instant and messy death.



This first file of Cyber City is subtitled *Virtual Death*, and deals with a murderer's attempt to rescue 50,000 people from a crazy computer hacker who has trapped them all in their building and is slowly killing them off. *Cyber City OEDO 808* is out now, price: £9.99. Now that's what I call a bargain.



STREET FIGHTER MANGA FROM MANGA

Cluttering the shelves at the moment is Manga's translation of the classic *Street Fighter II* comic. Printed in full colour and featuring two different fighters slugging it out every issue – it's an amazing 32 pages for only 95p!

Not only do you get all the violence of the street fighting arena, but each issue comes FREE with a pack of *Super Street Fighter II* sticker from Merlin Entertainment. If you can't get enough of Chun-Li, Ryu and M Bison, this is the comic for you. *Street Fighter II*: the comic is available monthly from all good stockists.

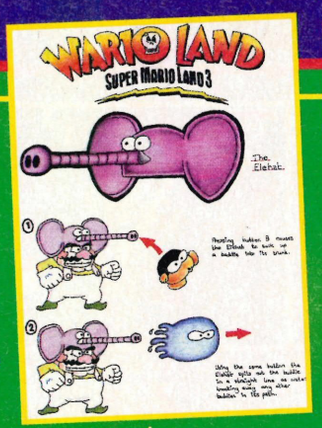
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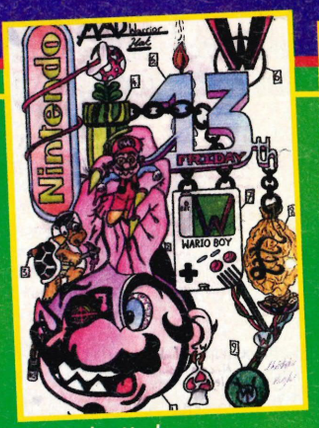
After our amazing four page review of *Kick Off 3* on the Super NES in issue # 3, Imagineer have sold the game to Japanese company Vic Tokai (*Yoshi's Cookie*). The game has apparently been remodelled and improved and will be released in November. We gave it 87%, by the way.

WACKY WARIO WINNERS

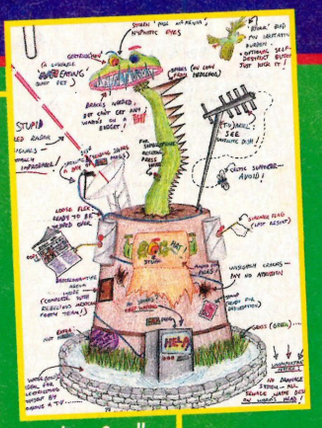
Winner of the Wario's Wacky Hat competition in issue four is Veemesh Jowaheer from Kempston, and the two runners-up are Matthew Smolka from Wigston and Christopher Hughes from Wormely. Well done.



Veemesh Jowaheer

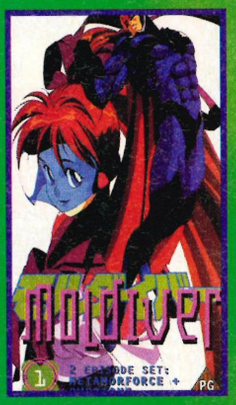


Christopher Hughes



Matthew Smolka

PIONEER LAUNCH ANIME VIDEO LABEL



We all know Manga because of their aggressive marketing campaign and notriously violent and cult Japanese cartoon videos, but electrical giant Pioneer are now getting a slice of the action. Well, sort of...

The Pioneer range will cater exclusively for the niche market of non-violent Japanese cartoon series such as *Moldiver* and *Tenchi Muyo*. If you've never heard of them before this is because outside of Japan, these cartoons have never been seen before.

The two launch titles, *Tenchi Muyo* (a story about a high school student who accidently unleashes a demon) and *Moldiver* (set in 21st century Tokyo, is the story of a group of geniuses devloping a super suit that can travel at light speeds, but only for 666.6 seconds) will be on sale on 10 October, with two episodes of each on two videos.

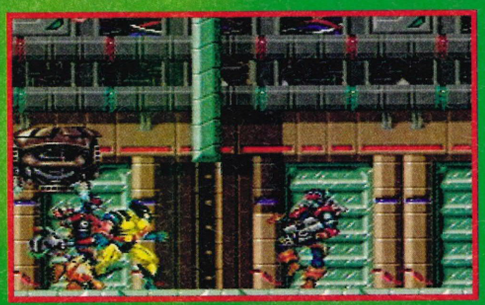
Pioneer hope to release more in the near future, including *Green Legend – Ren* and the sci-fi series *Kishin Heidan*. These videos are perfect for younger anime enthusiasts and we've got some for you to sample in a FREE competition.



Five winners will each get a set of videos and a T-shirt – all you have to do is answer this question and get your entries in to the usual address.

Q: What does Tenchi Muyo mean? Is it
A. More Tenchi vids please!
B. No need for Tenchi (or good for nothing Tenchi).
C. A Tenchi and special fried rice.

ACCLAIM GAMES *SLASHED!*



Following on from the great news that *Judge Dredd*, *True Lies* and *Stargate* will be on the Super NES soon from Acclaim, we can also announce that former X-Man and comic book hero, Wolverine, will have his very own game next year.

Wolverine: the game is a horizontally scrolling platform beat-'em-up in the style of *Incredible Hulk* (although hopefully better). As you may or may not know, Wolverine has a set of admantium steel (an unbreakable metal, apparently) retractable claws, plus his whole skeleton is laced with the stuff and he also has a hyper healing ability; making him virtually invulnerable in combat.

Re-invented by comic writer/artist Frank Miller and Chris Claremont, *Wolverine* on the Super NES should be an action-packed affair, as he goes up against the band of deadly assassins known as The Hand. Still a way off, but look to SUPER GAMER for more information soon.

BUY BRAND X!

You've seen the cartoons, you've read the comic books, you've even played the games, well now you can buy hunks of plastic resembling your favourite X-Men! There are 21 5" figures to collect, priced at £5.99each, and you can also buy the entire X-Men range, based on the cartoon TV series.

Tyco toys have launched an exciting range of X-Men action figures to catch the wave of popularity that has already swept through the States and threatens to engulf the rest of the world by the time you've read this!

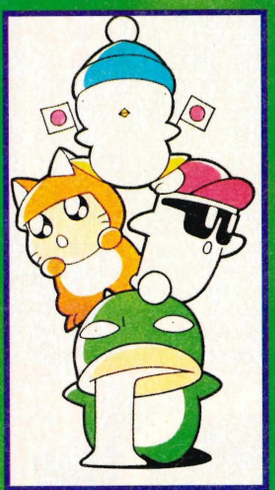
Now, we at SUPER GAMER wouldn't dream of promoting a duff product and so in association with Tyco Toys, we're offering our beloved readers a chance to bag some of these exciting new toys. And you needn't think that this prize is only for our younger readers because you can always lock the bedroom door and play with them while nobody's in the house!

We're got one Blackbird Jet, an X-Men video, a 10" figure, a View-Master, a Pocket Action Comic, AND an X-Men projector to give away to the first lucky scamp out of the hat who can correctly answer the question below. Five runners up will receive a video and a 5" figure.

Q: Which famous American company produces the X-Men comics?

Mark your entries "Brand X Compo" and send them to the usual address.





TOP OF THE POPS

Marubeni have just unveiled their newest and strangest game characters. Hebereke's *Pop On* is on the Super NES and is basically a *Super Puyo Puyo* and *Tetris* clone; using even more bizarre and far-out Japanese characters.

Oh-Chan or example can only handle ice, and Jennifer is able to electrocute things. The main character is called Hebe, but you must get used to them all to complete the puzzle game.

There are three game modes: Game, Elimination and Story, and up to eight people can play in the tournament. Released this Christmas, *Pop On* is definitely the prime contender for this year's "I'm on drugs, man" award.

Also from Marubeni in the future are *ACME Animation Factory*, *Porky Pig's Haunted Holiday*, *Daze Before Christmas*, *Speedy Gonzales* (at last), *Aero the Acrobat 2*, *Zero the Kamikaze Squirrel*, *Justice League* and *Scooby Doo*. Phew!

GAME FOR A LAUGH?

Tired of not finding the game you want? Is GAME or WH Smith always sold out of the latest games as well as the classics? Well, fret no more Nintendo owner because Gamesville have the answer. Mail order specialists Gamesville are offering a unique game finding service. All you have to do is phone them up on (0293) 541953 and tell them the game you're looking for and they'll do the searching for you.

Gamesville have been in the business for three years now and have a massive range of contacts in the USA and Japan, as well as a huge stock of new and used Nintendo games. In an insane world, they are the sane choice, so if you need a game, if no-one else can help, and you can find them – contact Gamesville.

MINI PREVIEWS

AKIRA



This game promises the first ever blend of fighting, driving, first-person role playing, side-scrolling and slanted perspective (gasp!) in a computer game. Whilst at the same time conveying all the atmosphere of 21st century Neo Tokyo. THQ: TBA.

BATTLETECH



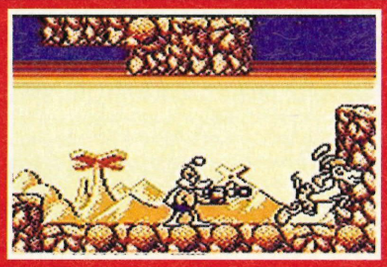
This atmospheric shoot-'em-up puts you in a heavily armed assault walker as you go on a rampage of destruction through 25 missions. Currently being changed to look like *Jungle Strike* and play just like the Mega Drive version (a good thing): Sony: TBA.

BEASTBALL



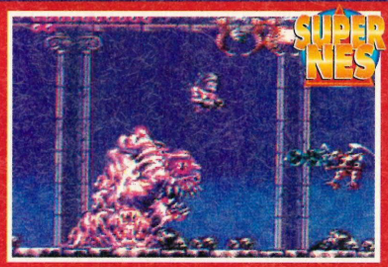
Based in the 21st century where anything goes, you must lead a team of genetically engineered humanoid hybrids to glory on the gridiron. Armed to the teeth and mad as a bycicle, let's get ready to rumble! Sony: October.

DAFFY DUCK



Marvin the Martian has a huge laser pointed at Earth and time is running out before the trigger is pulled – who can save us now? Daffy Duck must venture through many hostile domains before the showdown with Marvin. Marubeni: November.

DEMON'S CREST



This *SkyBlazer*-type platform shoot-'em-up certainly promises to deliver in the graphics department, but has it got what it takes to revive Capcom's flagging reputation? Currently big in the States, this should be here soon. Capcom: TBA.

GOLF CLASSIC



Is there room for another golfing game on the Game Boy? Featuring all the renowned courses from PGA resorts, instant replay option, overhead and close-up views of the action, *Golf Classic* wants to be the best golf game on the Game Boy. THQ: October.

MADDEN '95



The time has come for Madden to branch out and bless the hand-held with a top class American footy game. This whopping 4Mbit cart contains all the plays and traits of the Super NES version and offers explosive easy to follow graphics. THQ: November.

MEGA MAN X2



The first was a major disappointment in the SUPER GAMER office, so can the sequel give old tin-head the Super NES boost he so desperately needs? Looks bigger and better, but how well will Capcom's finest platform game to date play? Capcom: TBA.

MYSTICAL NINJA 3



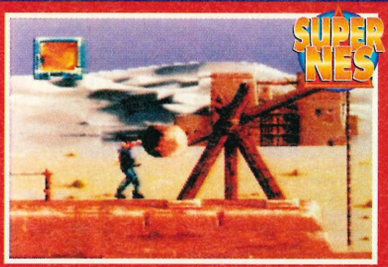
Typical, we still haven't seen the second instalment on PAL yet and Konami are already planning yet another. Although little is known about this game at present, it certainly looks like it could better the second *Mystical Ninja* game. Konami: TBA.

RADICAL REX



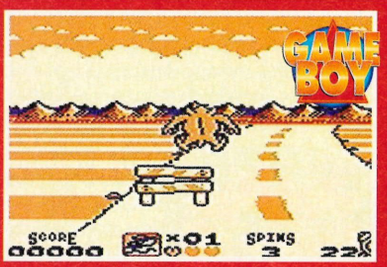
Make way! The hippest dinosaur to ever walk the Earth is about to skateboard his way onto the Super NES. With ten fun-packed levels to play and billions of bonus games, this comical platformer could well be the next *Bubsy*. Sony: December.

STARGATE



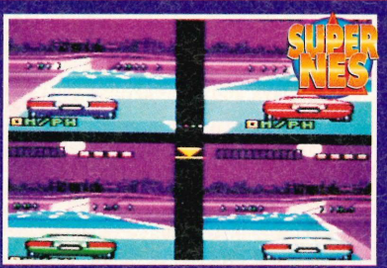
Yes I know we mentioned this game in issue #5, but we've got a piccie now! Based on the forthcoming film about a portal to a parallel dimension, this platform adventure is on par with *Flashback* and boasts mucho gameplay too! Acclaim: December.

TAZ 2



Yep, Taz is back in this riotous adventure through Game Boy platform territory. After escaping from the zoo, Taz must run, jump, spin and bound through five different islands in search of a new home. Marubeni: November.

TOP GEAR 3000



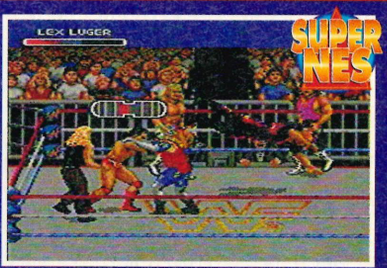
This hot sequel takes the *Top Gear* theme to another dimension. Crammed with all the little traits that made the previous two games so successful, this class release can be played with up to four players simultaneously! Gremlin: TBA.

WOLVERINE



We've had Hulk, Spidey, X-Men, Batman, and soon Superman, so what's one more comic book adaptation between friends? Wolverine stars in his very own platform-style beat-'em-up from the makers of *Maximum Carnage*. Acclaim: TBA.

WWF RAW



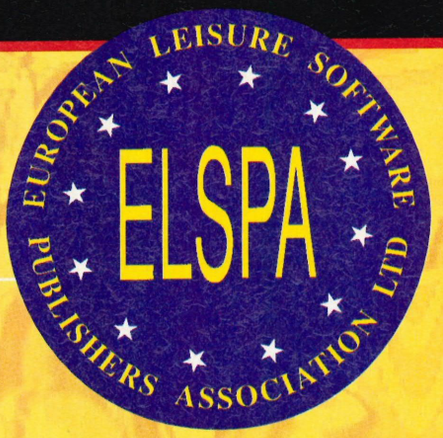
Crikey! Another wrestling game barges its way onto the system. Looks pretty much the same as the others graphically, but this can be played with four players and features more characters. You can also deck the ref for fun! Acclaim: November.

ELSPA CHARTS

Special thanks to Dorien Block.

Only a short while after Mortal Friday and already *Mortal Kombat II* is straight in at the top – no messin'; relegating *FIFA* to second place and proving that the hype is bigger than both of us. *Super Mario World* is also making a belated comeback at number three, with *Jungle Book* from Virgin appearing at last and making its bid for stardom. Meanwhile, *Super Metroid* (SG 95%) is sliding down slowly after an impressive debut at number two, and right down the bottom *Empire Strikes Back*, *Sensible Soccer*, *Aladdin* and *Wing Commander* make welcome returns.

Donkey Kong mania hits the Game Boy with *DK '94* straight in at number one for Nintendo, and *Warioland* still holding off newcomer *Mortal Kombat II*. Nintendo's *Tetris II* also makes its impression on the UK sales, as do *Humans* and *Golf*. Another dizzying moment at the throbbing heart of video games.



COMPILED BY GALLUP

THIS MONTH'S CHARTS

▲: Hot **▼: Not**
NE: New Entry **–: Same**

SUPER NES

1	NE	**Mortal Kombat II**	Acclaim
2	▼	**FIFA**	Ocean
3	▲	**Super Mario World**	Nintendo
4	▼	**Starwing**	Nintendo
5	NE	**Jungle Book**	Virgin
6	▲	**Mortal Kombat**	Acclaim
7	▼	**Super Mario Kart**	Nintendo
8	▼	**Street Fighter II: Turbo**	Capcom
9	▼	**Super Metroid**	Nintendo
10	▼	**Sim City**	Nintendo
11	–	**NBA Jam**	Acclaim
12	▲	**Zelda III**	Nintendo
13	▼	**Rock 'N Roll Racing**	Ocean
14	▼	**Mario All-Stars**	Nintendo
15	▲	**Street Fighter II**	Capcom
16	▼	**Jurassic Park**	Ocean
17	NE	**Sensible Soccer**	Sony
18	NE	**Empire Strikes Back, The**	JVC
19	NE	**Aladdin**	Capcom
20	NE	**Wing Commander**	Mindscape

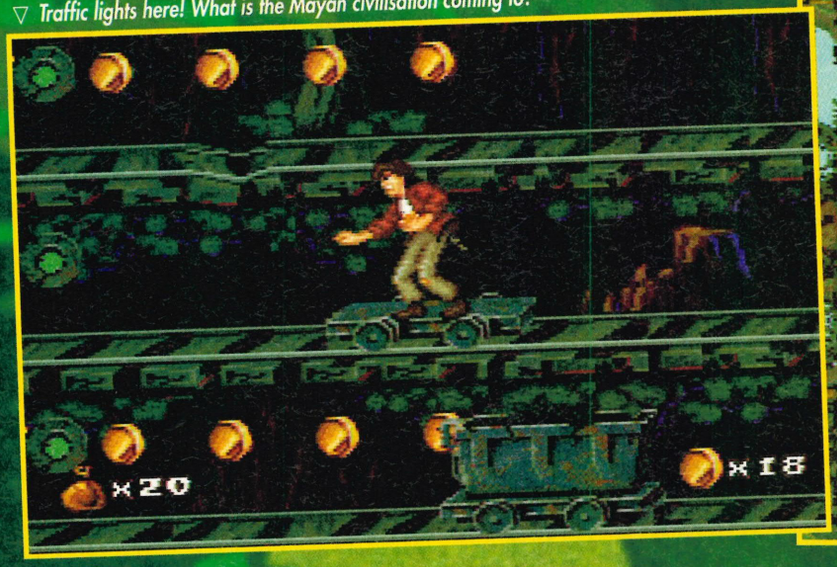
GAME BOY

1	NE	**Donkey Kong '94**	Nintendo
2	▼	**Warioland**	Nintendo
3	NE	**Mortal Kombat 2**	Acclaim
4	NE	**Tetris 2**	Nintendo
5	▼	**Kirby's Dreamland**	Nintendo
6	NE	**Humans**	Gametek
7	NE	**Golf**	Nintendo
8	▼	**Lemmings**	Ocean
9	NE	**Monster Max**	Telstar
10	▼	**Jurassic Park**	Ocean

NES

1	▲	**Jungle Book**	Virgin
2	NE	**Battletoads & DD**	Nintendo
3	▲	**Duck Tales**	Nintendo
4	NE	**Micro Machines**	Codemasters
5	NE	**Adventure in Magic Kingdom**	Capcom
6	NE	**Pirates!**	Konami
7	▼	**Double Dragon 3**	Acclaim
8	NE	**Donkey Kong Classics**	Nintendo
9	▼	**Battletoads**	Nintendo
10	NE	**Talespin**	Capcom

▽ Traffic lights here! What is the Mayan civilisation coming to?





PITFALL

THE MAYAN ADVENTURE



△ How does that eagle stay on your head?



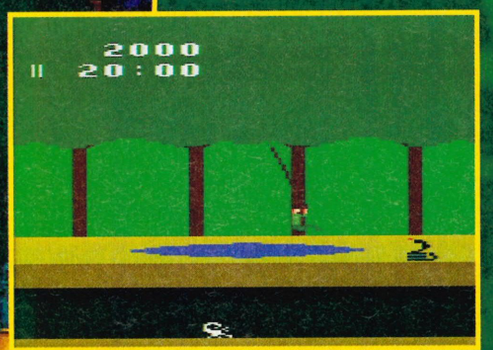


◁ Hmm, what's that I've just trodden in?





△ *Ancient proverb say – adventurer must dance with dragonfly before he can join Take That.*

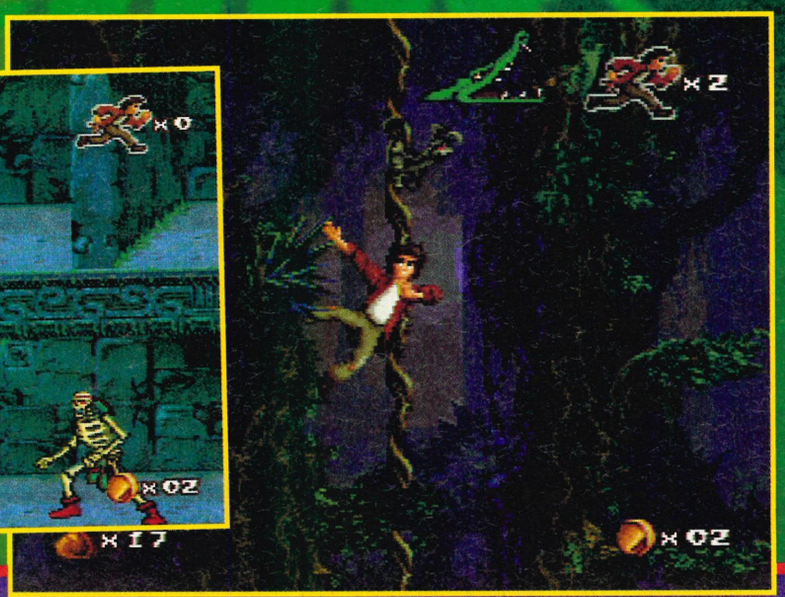


△ *It's blue and spikey, so it must be bad.*

△ *Hidden within the game is the complete original Atari VCS version of Pitfall, strange bleeping noises and all!*

▽ *Bit of a nasty punch to the nether regions by the big yella fella.*





PRODUCER
ACTIVISION
(081) 742 9400
PRICE
£TBA
CART SIZE
16MBits

Did you know that at 22 years, *Psycho 2* was the most long awaited sequel in movie history? *Pitfall* was originally released on the Atari 2600 way back in 1982 – that's a 12 year wait for the Super NES version. But has the wait been worth it?

Set in the sprawling mass of the Mayan jungle, the hero, Harry Jnr (son of the original, Harry) must rescue his dad from the clutches of the evil, er, Mayan Gods (well, as scripts go, it's not *that* bad!).

Harry must make his way through the many different zones – temple, jungle, ruins, waterfall, mines – with a swing on a vine, a brave bungee jump, or a daring death slide through the wiry canopy of green.

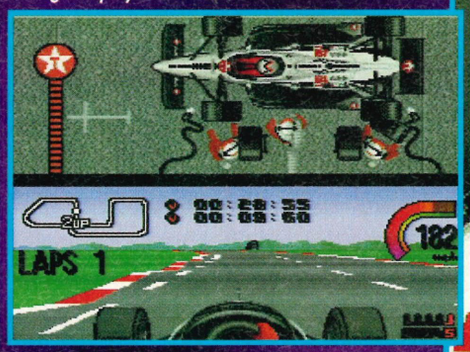
To cope with the jungle nasties such as snakes, bats and animated skeletons, Harry Jnr has his trusty whip, a wicked boomerang, and a slingshot which can propel any rocks that he finds at his enemies. All this is animated in superb style by the same team who created the film *Fern Gully*.

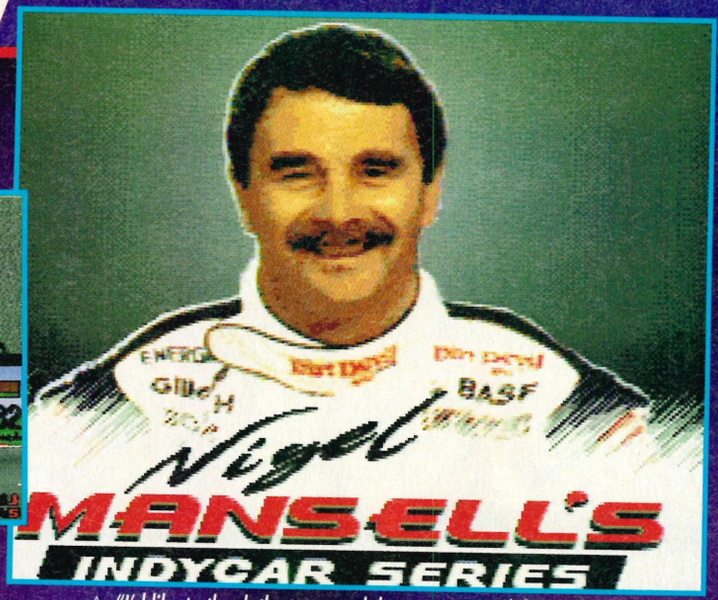
The eerie shrieks of the jungle soon fade and make way for glistening waterfalls, ancient temples, trap-filled ruins, and murky mines, complete with fully working mine cars, which can be used to clear bottomless pits. There are ten levels, culminating in a fight to the death with the biggest Mayan statue you've ever seen!

Aside from the energetic animation, the reason *Pitfall* is so appealing is down to the texture and depth of the scenery. The background seems to merge into the foreground, creating an environment that is almost 3-D. The programmers have also included the original 2k game (from the Atari) in a hidden sub-game.

One of the classic games of all time, updated using the very best of Nineties technology. SUPER GAMER will have the full review next issue.

▽ Player one pulls into the pits for a quick tyre change as player two roars ahead.





△ "I'd like to thank the team and the sponsors and the mechanics and my wife and Mr Perkins at the corner shop and Tony my barber and..."

▽ Set your car's wing and suspension settings for an interesting race.



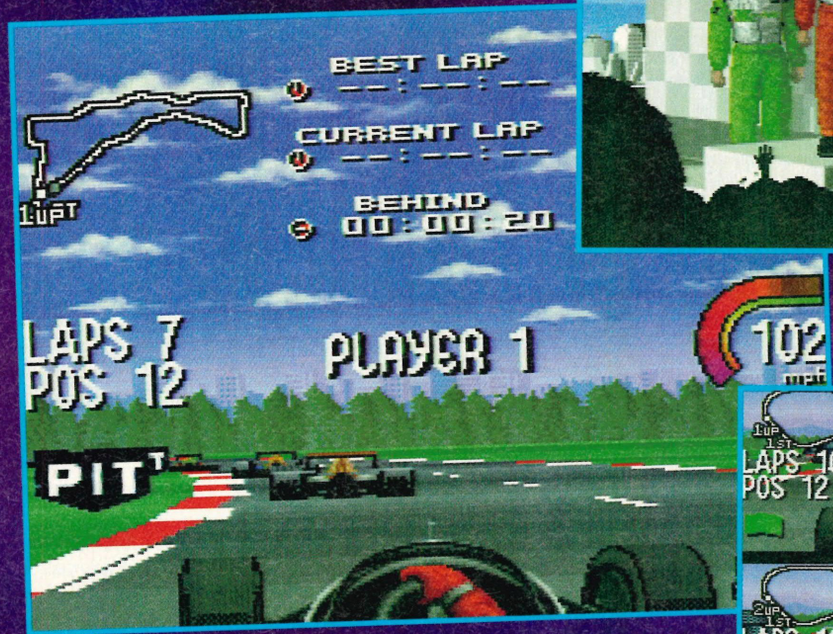
Nigel Mansell's INDYCAR series

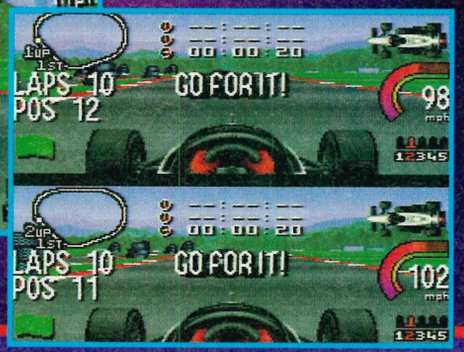


△ Take a trip round the world – well, two continents, at least.



△ "I'd like to thank the team and the sponsors and the mechanics and my wife and Mr Perkins (etc etc)..."





PRODUCER
ACCLAIM
(071) 344 5000
PRICE
SET BY RETAILER
CART SIZE
16MBits

Anyone who stays up until 3.00am will know only too well the rip-roaring action and atmosphere that is part and parcel of everyday life in the Newman-Haas Indy racing team.

Now, courtesy of the same team that brought you *Nigel Mansell's Grand Prix*, comes *Nigel Mansell's Indycar Series*, a chance for you to experience the curves of the ovals and the hair-raising hairpins of the American street circuits.

Indycar features all the official tracks; Surfers' Paradise (the only Australian race on the calendar), Long beach and Phoenix are just some of the 200mph plus courses that have everything from pit lanes, bridges and even the registered drivers from the 1994 season for you to battle against.

You can of course choose to compete in a whole championship season to try and emulate the outrageous feat achieved by Nigel Mansell when he won the title in his rookie year.

Obviously, if you don't think you're going fast enough then there's the chance to pull into the pits for a bit of wing and tyre adjustments, and you can even change the suspension and camber settings to squeeze that little bit extra out of your mighty Ford engine.

Indycar caters for experts and beginners alike. The arcade mode is basically a straightforward racing game, as opposed to the simulation, where taking the correct line on a corner is imperative unless you want you and your car to be sandwiched into the wall!

Filled with digitised shots of a grinning Mansell and presented with all the pazzazz of the Indianapolis 500, *Indycar* is bound to appeal to those who like their racing games fast and challenging. Watch out for the review speeding its way towards us right now, hopefully in time for next month.





△ Blimey! It's a good job lions have sharp claws.

◁ Having just been juggled by monkeys, Simba must now jump obstacles using his emu chum.

▽ Simba must battle with all kinds of hostile creatures during his journey.

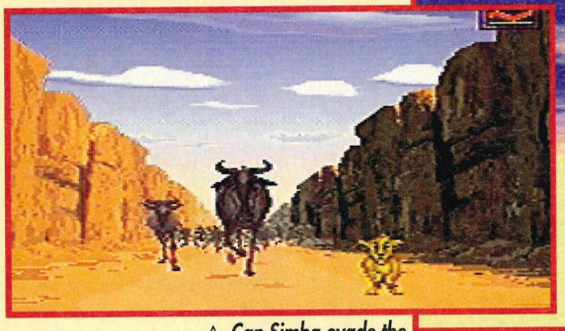












△ Can Simba evade the stampeding wildebeests?

LION KING

PRODUCER
VIRGIN
(081) 960 2255

PRICE
£TBA

CART SIZE
24MBits

First there were platform games, then there was *Jungle Book*, Virgin's jaw-dropping Disney extravaganza to end all platform games. Well little did we know that *Jungle Book* was only the beginning, because now from the Disney/Virgin stable comes *Lion King*.

Based upon the blockbuster animated film which has already grossed $240 million in the States, *Lion King* chronicles the coming of age journey of Simba, a lion cub faced with a life in the wilderness after Scar the evil lion killed Simba's father and took over as King.

You take control of young Simba, as he begins his spiritual journey as a frail and naive cub. Armed only with a pathetic roar, you must guide the little tyke around the first few sections of this ten level adventure, which include the elephant's graveyard, and a spectacular Mode 7 wildebeest stampede! Simba's skills develop throughout the game as he matures into a fully fledged lion, in preparation for the final confrontation with Scar.

A team of Disney animators were brought in specially to heighten the visual appearance of the game, with over 2,000 additional new frames of animation included to ensure that *Lion King* leaves its mark on the Super NES for some considerable time.

The original soundtrack has also been included for added authenticity, so you will be able to hum along to "Can You Feel the Love Tonight" (oh God no!).

Lion King is quite simply, Virgin's biggest and most expensive game to date. To give you an idea of the sum paid for the licence, they could have bought a couple of hospital wings and still had change for a Maclaren F1! The graphics and animation are all sensational, but you'll have to wait for the review in December to see if the game is all it's cracked up to be.

seaQuest DSV

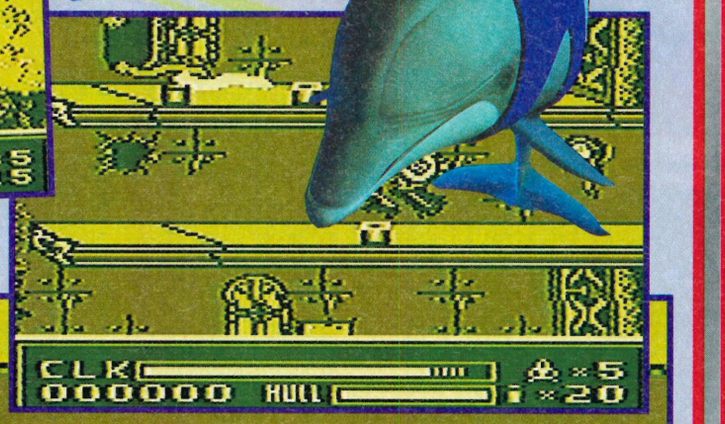
PRODUCER
MALIBU
(071) 935 8954

PRICE
£27.99

CART SIZE
2MBits



△ Swim to the cannisters in order to pick them up.



▽ Use your sonar to look for shipwrecks and chasms.







All deep sea explorers among you are no doubt aware of *SeaQuest DSV*, the series, which was shown recently on ITV. Basically, it's *Star Trek* with flippers, and there are gadgets, guns, shipwrecks and lots of problems for the hardy crew to solve. Sounds like a recipe for a game.

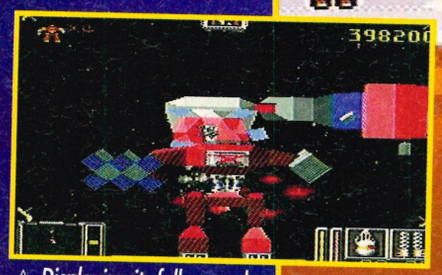
Well you'll be pleased to hear that a Game Boy cart is about to surface, and rather than producing a straightforward licence, Malibu have opted for something a bit more exotic. You start off in a *Hunt For Red October*-style shoot-'em-up, which soon makes way for a multitude of exciting and diverse sub-games.

The SeaQuest DSV (Deep Submergence Vehicle) carries an entire fleet of underwater vessels which must be utilised in order to pick up deadly canisters of toxic waste that terrorists have carelessly left strewn about.

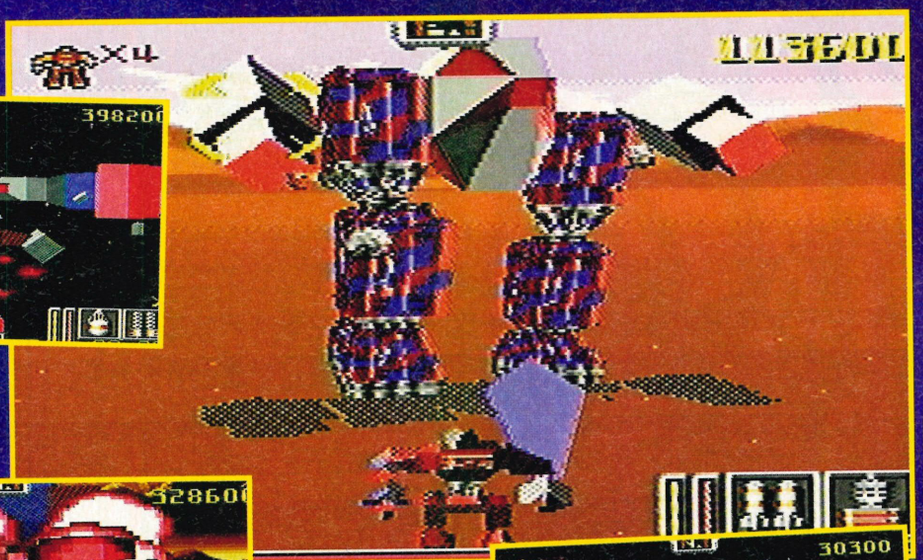
The Speeder, for example, can carry a diver and is useful for exploring caves, while the Remote is ideal for inspecting hard to explore chasms and shipwrecks that litter the ocean floor.

There's even a puzzle/arcade section where you must repair a power generator, which is similar to the old arcade classic, *Tempest*. And no Game Boy title would be complete without a bit of platform action as well. To reach the sub-games, you must for pilot the DSV itself through a dense minefield created by enemy ships on the surface. A sonar device tells you how close you are to the next cave and a new mission.

Seven missions are all that separate you and the team from saving the world from toxic contamination, so get wet and harpoon those damn terrorists back to where they came from! We're all counting on you – join the crew next issue for the review!



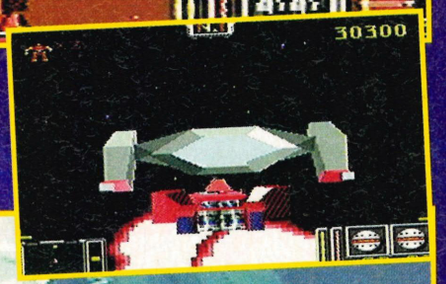
△ Displaying its full arsenal, the mighty MBS, glides into space ready for battle.

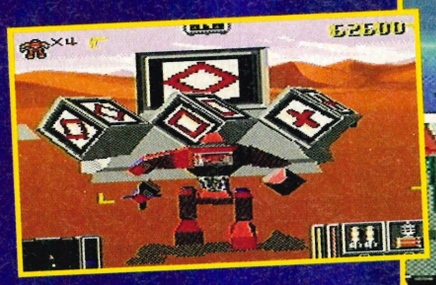


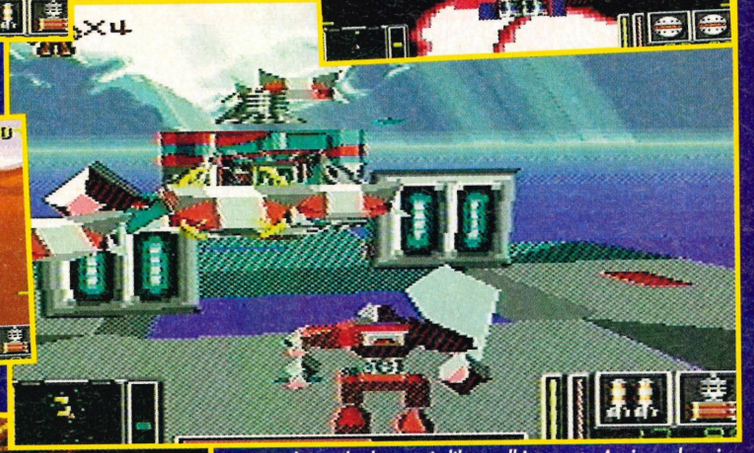


△ That little red thing at the bottom of the screen is you getting pasted!

△ In a David and Goliath scenario, you never would have thought the MBS would be David!

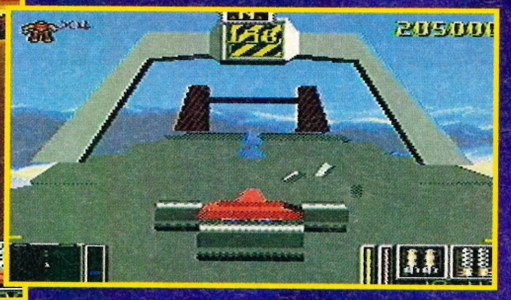








△ Fighting the bosses is like walking up to Arnie and saying "Hey, I'm going to kill you!" – you just get that sinking feeling.



VORTEX

PRODUCER
SONY
(071) 734 5151

PRICE
£TBA

CART SIZE
4MBits

For a game that was finished long before *Stunt Race FX*, it seems quite incredible that *Vortex* is still not on the shelves. However, the wait is nearly over and at long last, courtesy of Sony, *Vortex* is due for release. If you missed the 6-page feature in issue #5 then here's a brief reminder.

Plunged into a world of breath-taking texture mapped 3-D polygon graphics, your task (as the Morphing Battle System) is to find four parts of a device known as the Core, and take them back to the mother planet in order to restore peace to a war torn galaxy consisting of five planets and two space zones known as the Vortex.

The MBS is a nice bit of kit to say the least, and is capable of changing into four different shapes: walker, land burner, hard shell and sonic jet. This piece of hardware can also withstand some serious firepower before it crumbles and your energy bar is depleted.

Obviously, there will come a time when one shape is going to be more suited to a situation than another. The third planet, Voltair, is designed like a giant race track, so the only real chance you have of completing it is with the high speed land burner.

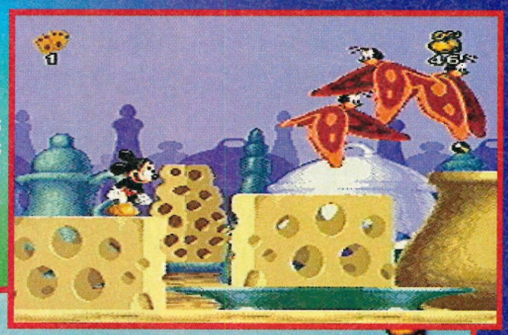
One of the major reasons why *Vortex* is such an experience to play is down to the full freedom of movement, in other words, you are not restricted to moving in a straight line as in *Starwing*. If you want to explore that huge monolith of a building on the murky horizon, then go for it! You can even forget about the mission totally and just explore the vast variety of planet detail in the near-virtual environment. SUPER GAMER's full review will be clanking into action next issue.

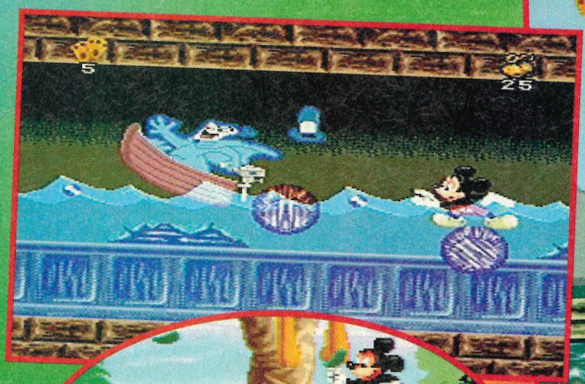
MICKEY MANIA





▷ *Being stranded in giant land does have its advantages for a peckish mouse.*

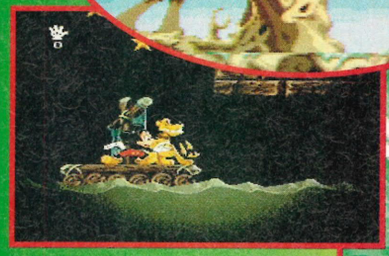






△ *Despite Mickey's warning, Pete still looks up at the flock of passing seagulls!*









△ *In the Mode 7 moose chase section, Mickey has to eat apples to keep his speed up.*



PRODUCER
SONY IMAGESOFT
(071) 911 8700

PRICE
£39.99

CART SIZE
4MBits

Spoon full of sugar, cor blimey Mary Poppins etc. You guessed it, there's another Disney game on the way and it features none other than the world's most recognised rodent, Mickey Mouse.

It's the eve of Mickey's 65th birthday (he doesn't look a day over two!), but instead of being a joyful celebration things have turned out rather bad for the big-eared one. Mickey's arch enemy, Pete, has obtained a magic paint brush and threatens to erase Mickey's pals from existence!

Mickey must now sacrifice a night out on the tiles with the lads getting bevied-up, to embark on a fabulous journey through 65 years of classic cartoons and stop Pete in his tracks.

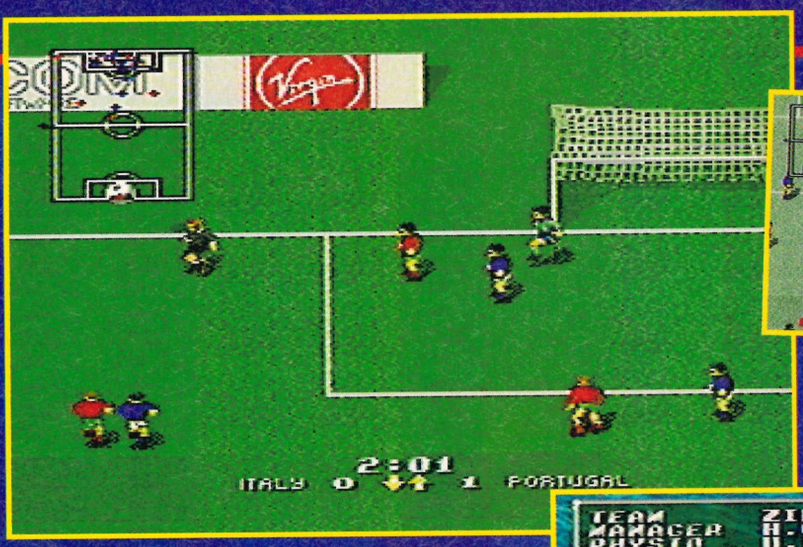
Mickey Mania is split into his most famous cartoons which form the levels of the game. Each one is also divided into sub-games full of recognisable baddies and other Disney favourites, such as Pluto the dog.

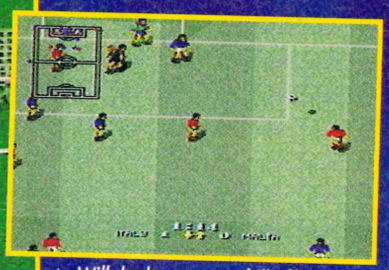
Level one plonks Mickey slap bang in the middle of *Steamboat Willie*, his first ever screen appearance back in 1928. To keep the authenticity of the time period, everything, bar Mickey, is viewed in glorious black and white'o vision. Thankfully, the colour begins to flow as Mickey ventures through many more of his more recent exploits including The Mad Doctor (1933), and Moose hunters (1938), right up until present day.

Mickey Mania features over 24 levels of Disney-related platform fun, including several fancy Mode 7 bits, such as the spectacular 3-D Moose chase. The ultra-faithful graphics were put together by a team of Disney animators to capture the true magic of the cartoons.

From what we've seen of the game, it certainly looks on par with *Magical Quest* in terms of graphical excellence, the only question is, will it have the lastability? Tune in next month to find out!

Dino Dini's SOCCER





△ Will the heavy snowfall affect play?

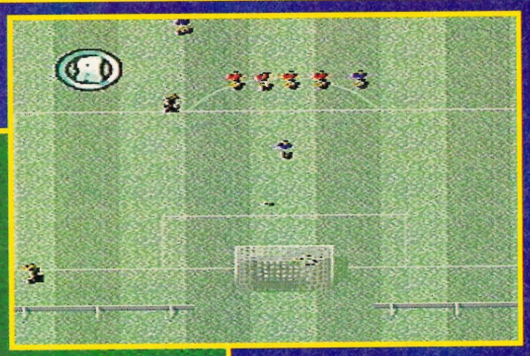
▽ The Team Edit option allows you to drastically alter your teams strategy.

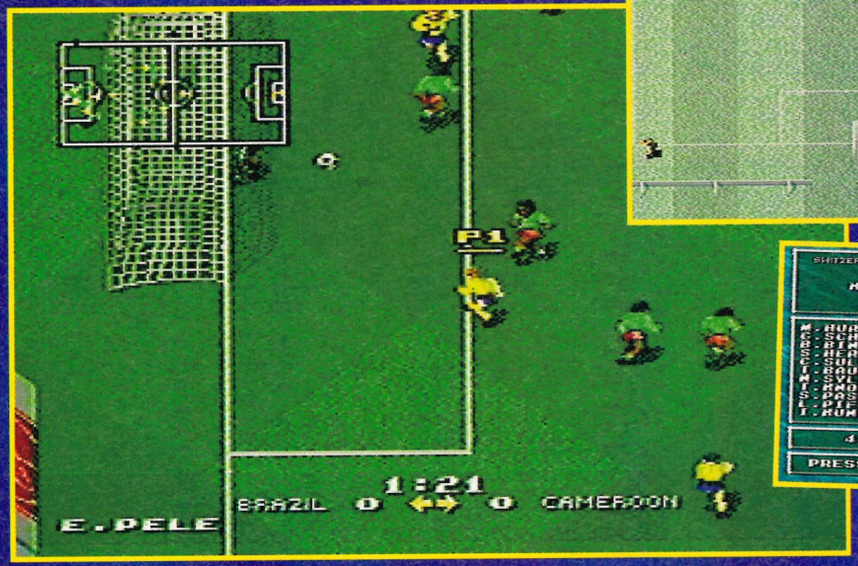


▽ The directional path allows you to chip the ball over walls.



▽ The Brazilian striker shoots, can the goalie get it? You'll never know!







△ Hmm, these names look kinda familiar!

PRODUCER
VIRGIN
(081) 960 2255

PRICE
£TBA

CART SIZE
8MBits

It may be a bit late for the World Cup and all that, but when a decent footie sim comes along, who's going to give a flying hoot whether or not there is a major event for it to tie in with! Dino Dini was the original force behind the classic *Kick Off* games fact fans, and his latest venture builds on his winning formula.

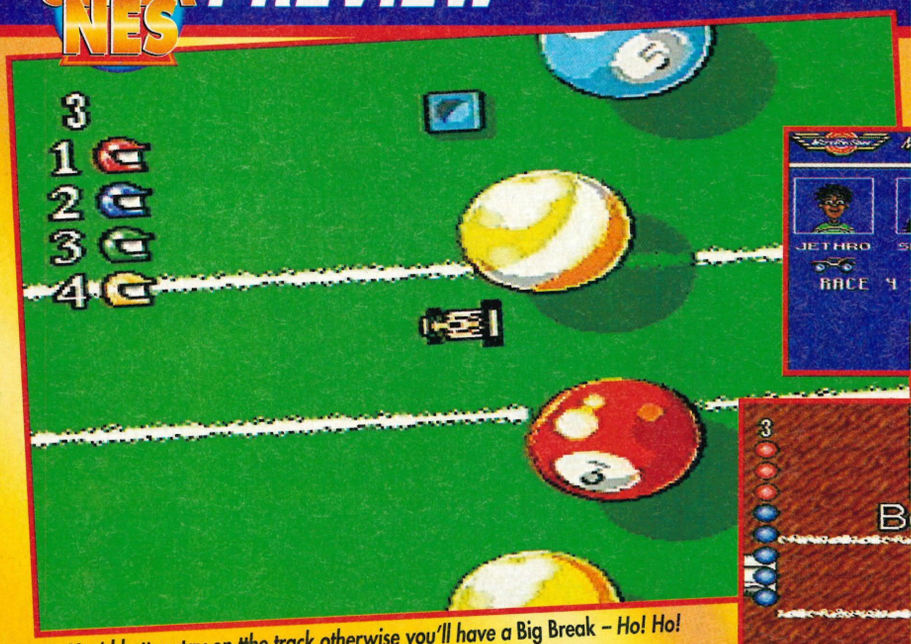
If it's options you want, *Dino Dini's Soccer* offers much more than your average washing powd... er football game. For a start you can alter the control method to suit your personal preference, select teams from the English, French, Italian and German premier leagues, and also play in a whole range of exciting tournaments and leagues which are all fully recordable.

There are a whole range of pitch types and weather conditions to test you, and the pitch itself can be viewed either vertically or horizontally.

Dino must be a bit of a couch potato because the main action is viewed in a very sensationalised TV style. The actual game is viewed close up, with large player sprites dashing all over the shop; dribbling, passing, heading, chipping, trapping, and scissor-kicking around the pitch, and you can even work on your set plays.

The attention to detail is about as accurate as you're going to get in a footie sim. Everything is here: ref, linesmen, trainers, crowd chants, you can even step into Venables' shoes and have a crack at editing your own team and deciding which players are best suited to the various positions as well as general game strategy.

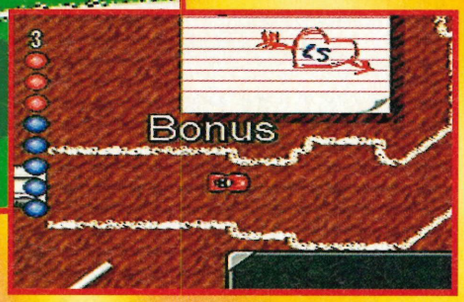
The version of *DD Soccer* we played still needed quite a lot of tweaking before it is deemed worthy enough to enter the realm of *FIFA* and *Sensible*, but it is certainly shaping up to the next big thing. Stay tuned to this channel!



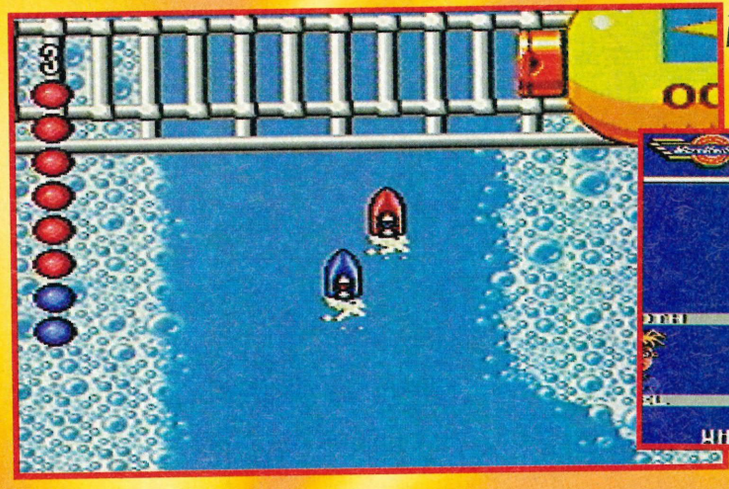
△ You'd better stay on tthe track otherwise you'll have a Big Break – Ho! Ho!

▽ Pick a goon, choose a race and get those engines humming!





MICRO MACHINES



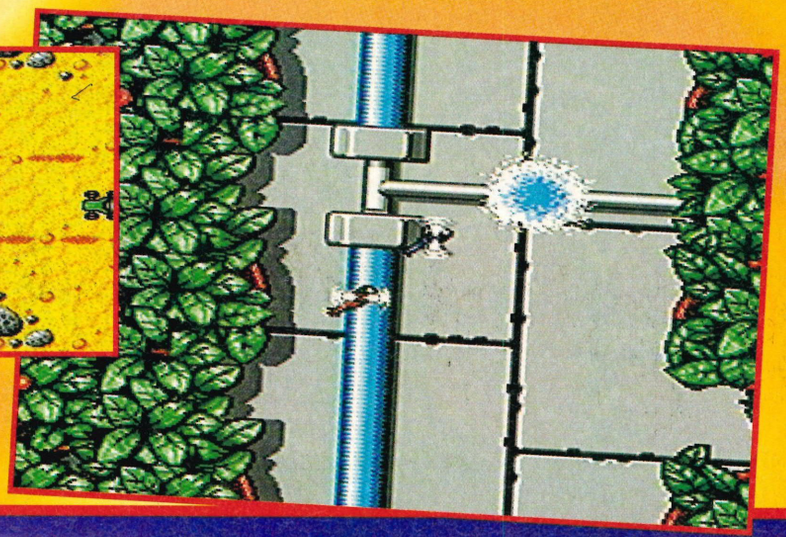
◁ Cross those legs quick, there's Micro Machines loose in the bath!

▽ These racers look like intelligent chaps!



▽ "Don't overtake me, ya bugg(y)er!"





PRODUCER
SONY
(071) 911 8649
PRICE
£44.99
CART SIZE
4MBits

"Get your motor running. Head out on the highway. Looking for adventure..." Schzink! Trying to get into the spirit of things for *Micro machines* is actually very hard considering that it is one of the most bizarre racing games to ever grace a console.

As the name suggests, the vehicles used to race are in fact microscopic buggys, boats, helicopters, sports cars and F-1 racers. Each one handles totally differently, and they all have specific tracks such as the beach for the buggys, a Snooker table for the F-1s, and workbench for the *Mad Max*-style warriors.

Micro Machines on the Super NES can be played with up to four players, using the multi-tap for maximum effect. Each player chooses a character from a choice of 11 racers who all have their own individual style and mannerisms. Some are more prone to accidents than others.

The action is divided into two different modes: Challenge and Head-to-Head. Challenge mode is rather like a knock-out tournament. You race against three other drivers and if you fail to come in above second place, you lose a life. Lose three lives you're out – ha! But a bonus level involving a monster track can allow you to win more.

The Head-to-head mode once again has you battling it out with the desired number of other drivers, but this time you must stay ahead of the pack at all costs to avoid lagging behind and losing points.

Micro Machines has proven its worth on the NES and Mega Drive, and is one of the most addictive racing games ever (the best aspect is ramming your opponents into obstacles, or shoving them off the track!) But how will it measure up to the likes of *Mario Kart* and the soon to be released *Street Racer*? We'll have all the answers next issue when the two go head-to-head.



SYNDICATE™

SUPER NINTENDO™ ENTERTAINMENT SYSTEM

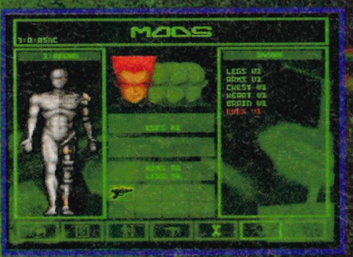
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- Storm through futuristic living cities, and spreading destruction



- Tool up your agents with Uzis and shotguns
- Research and develop better weapons



- Modify your Cyborgs with extra powerful limbs
- Stunning action-sensitive music

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ocean

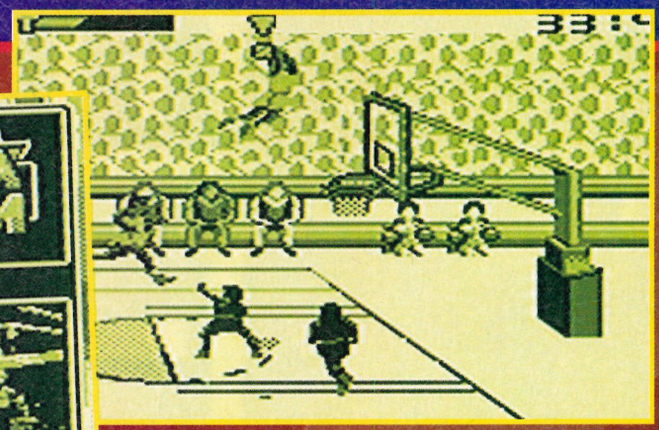
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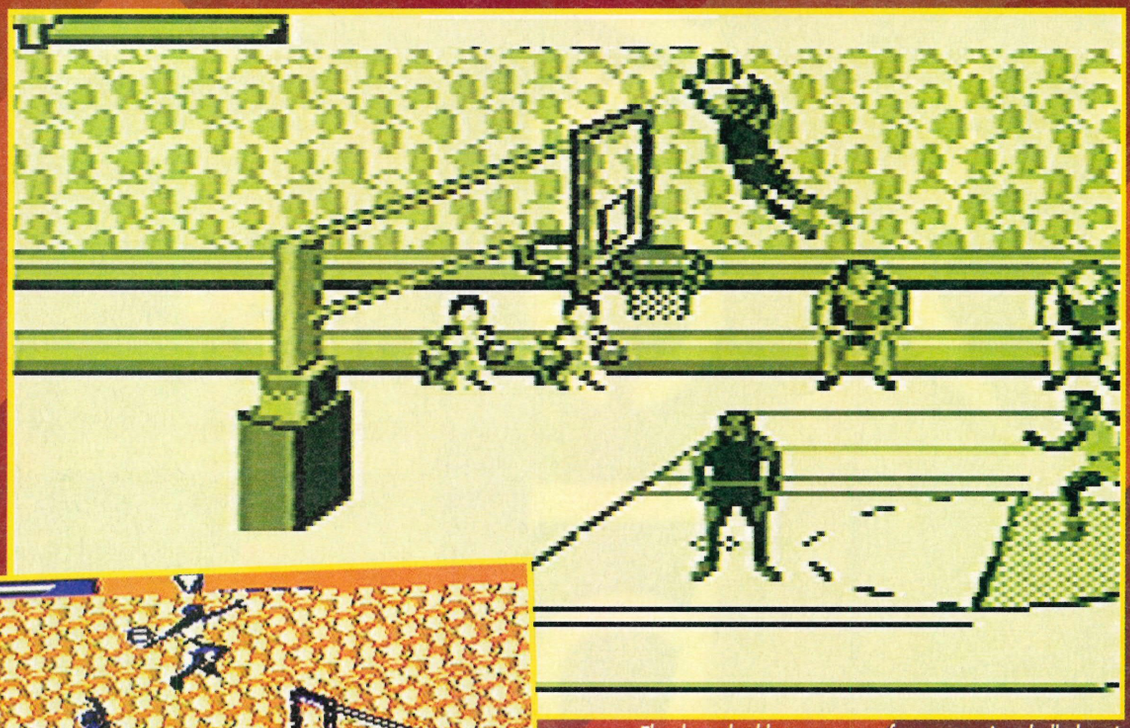
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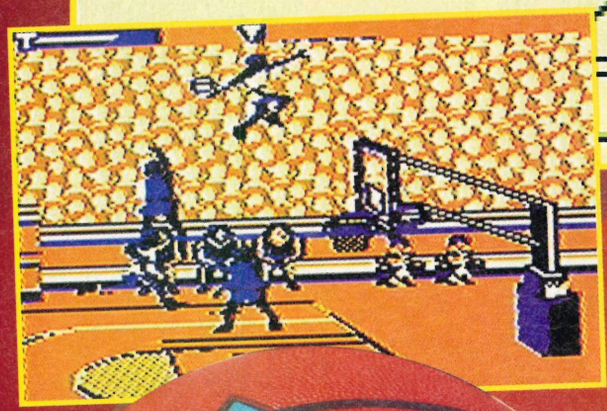


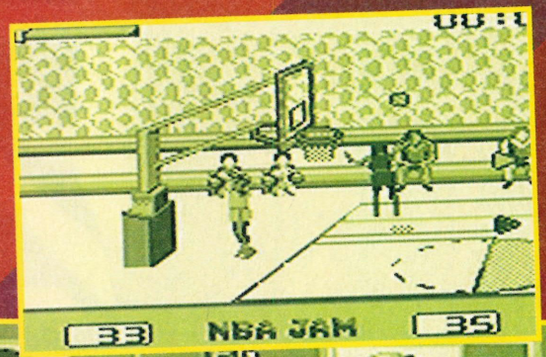


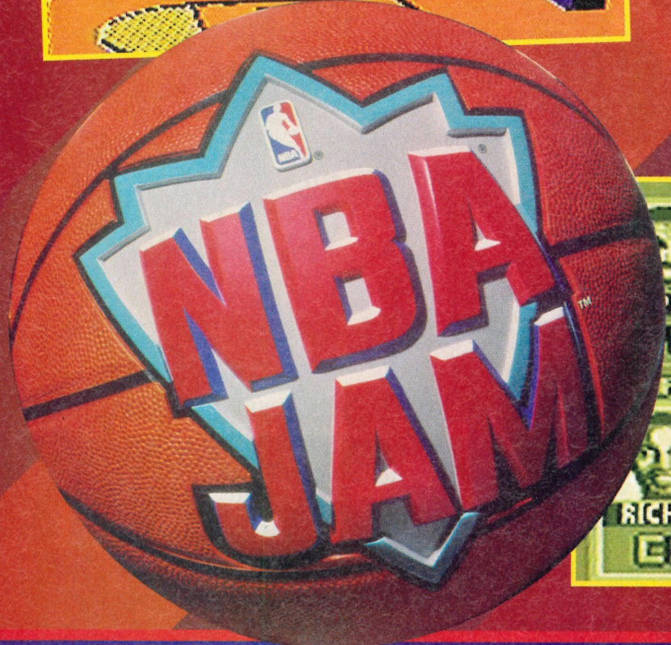
△ An excessively tall bloke surges into the air with the aid of a concealed spring board... nay, a rocket pack!



△ That hoop had better prepare for some serious ball abuse!









PRODUCER
ACCLAIM
(071) 344 5000

PRICE
£TBA

CART SIZE
2MBits

Oh my! Boomshakalaka! He's on fire! Yes that's right, the legend lives on, because the greatest basketball game ever is about to 'jam' its way onto the Game Boy this November.

NBA Jam took the 16-bit consoles by storm with its immense atmosphere, gravity-defying action and unbeatable four player simultaneous play, all of which was beautifully scaled down from Midway's original coin-op machine.

Well now it's time for hand-held owners to start savouring a slice of the hype because *NBA Jam* is looking pretty damn smart!

NBA Jam is a two on two basketball game where the object is to score more baskets than the other team during four quarters of play. Beat all the teams in the league and you win the NBA trophy.

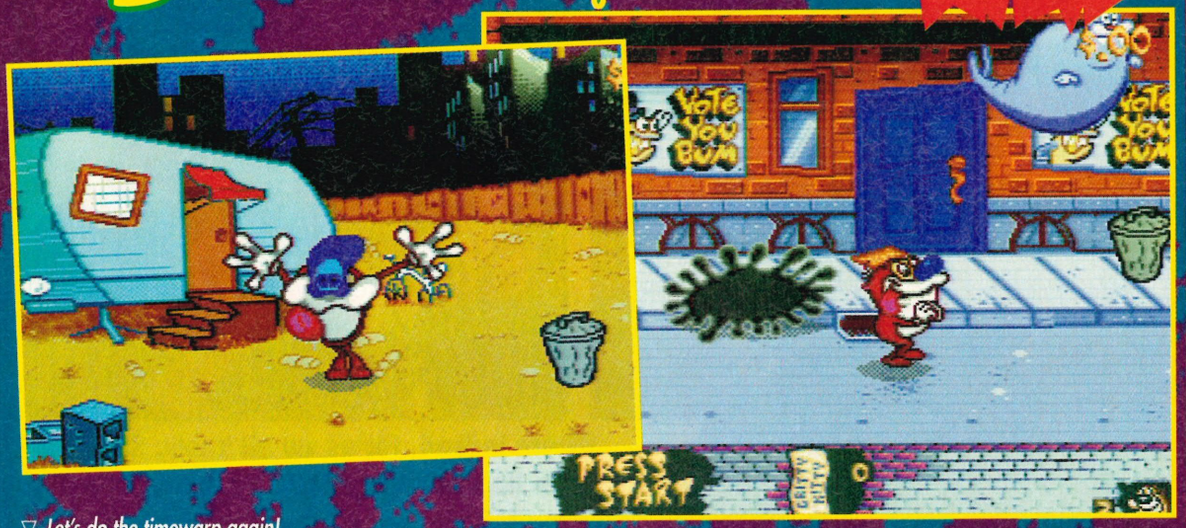
All the elements of the Super NES version are here (apart from the simultaneous four player of course), including the full set of teams, complete with star players who each have their own individual strengths and weaknesses, and the spectacular dunks which are at times so earth-shattering, they cause the backboard to explode into a shower of perspex!

Even the novel "on fire" aspect is here, whereby a player that gets three consecutive baskets without the other team scoring causes the ball to burst into flames as it demolishes the hoop! Players on a hot streak are better at attacking and defending.

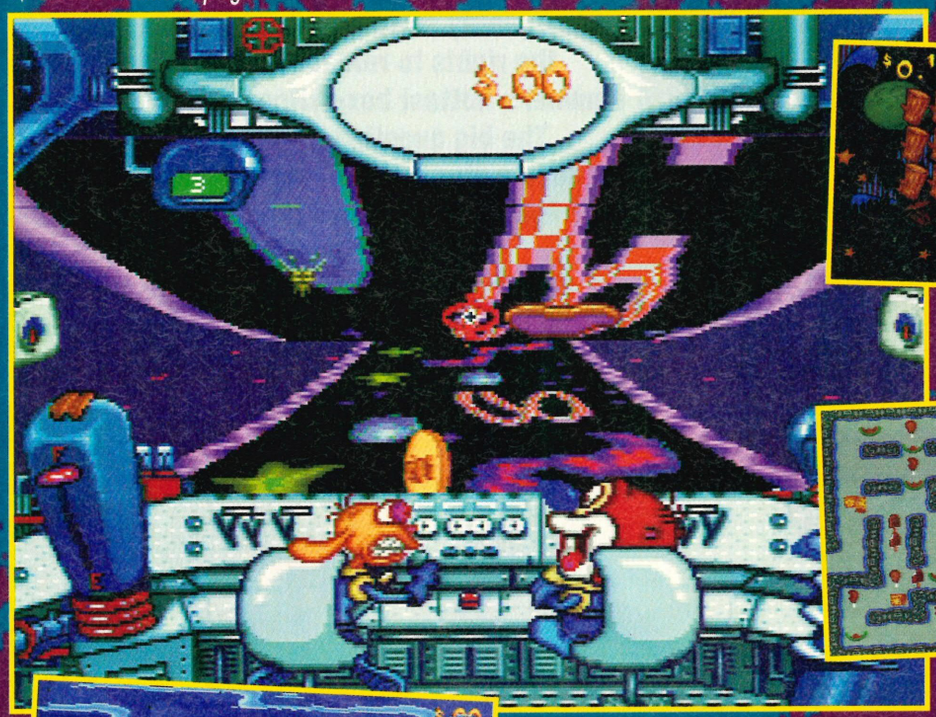
It's hard to believe that *NBA Jam* could work on the small screen, but Beam Software have done a marvellous job of retaining the explosive elements of its big brother, right down to the half time report and intermittent coaching screens.

From what we've seen the finished result is positively awe-inspiring. We'll report back with the full review next month, but until then, start dribbling over these screen shots.

REN & STIMPY TIME WARP



▽ Let's do the timewarp again!





△ All together now... "Log, log, it's big, it's heavy, it's wood..."



△ "...log, log, it's better than bad, it's good!"



▽ You feelthy swine!



PRODUCER
THQ
(071) 935 8954

PRICE
£TBA

CART SIZE
12MBits

Television is an incredible medium, don't you think? I'm not sure if it's good, but TV's existence alone is the reason why Ren & Stimpy exist. Ironically enough, while sat in their vermin-infested caravan, it gave Stimpy the brain-dead idea of collecting 47 million cat litter 'Gritty' tokens, in order to win a time machine, and thus the filthy feline and his trusty Chihuahua companion embark on this latest excursion.

By choosing to control either Ren or Stimpy, you must guide the guys through several side scrolling levels, starting at the caravan and traversing through streets that rain bloated seals and where giant bulldogs run riot. Just call it Weirdsville, Arizona.

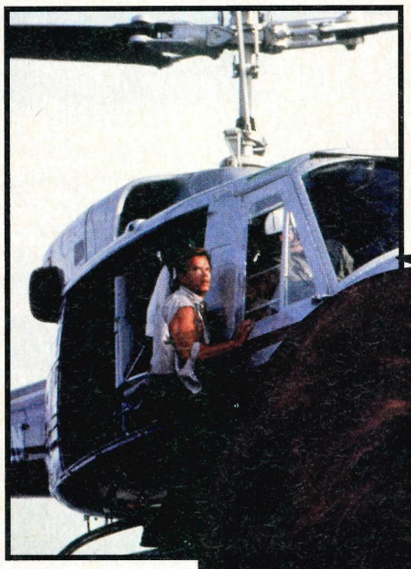
Most of the game is played to the deafening sampled sounds of screaming from both the characters as they collide with numerous caricatured creatures. Failing that, you don't have to wait to long before Stimpy lets rip with a sample of "Happy, happy, joy, joy!", plus all the music is from the cartoon.

If enough tokens have been collected at the end of each level then prepare yourself for a trip into the trans-dimensional warp zone, which means a short burst of psychedelic colour, before landing slap bang at the start of the next level.

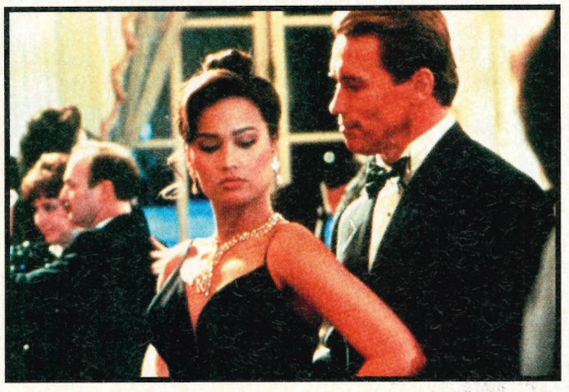
Gameplay is simple, and the faithful cartoon graphics and sounds betray the fact that *Ren & Stimpy* was written by *MKII* programmers Sculptured Software. As with the first game though, don't expect any brain-taxing problems, just run through the levels wacking and eating everything in sight.

Ren & Stimpy will be with us for review next issue, and if you're a fan, you better keep your eyes peeled!

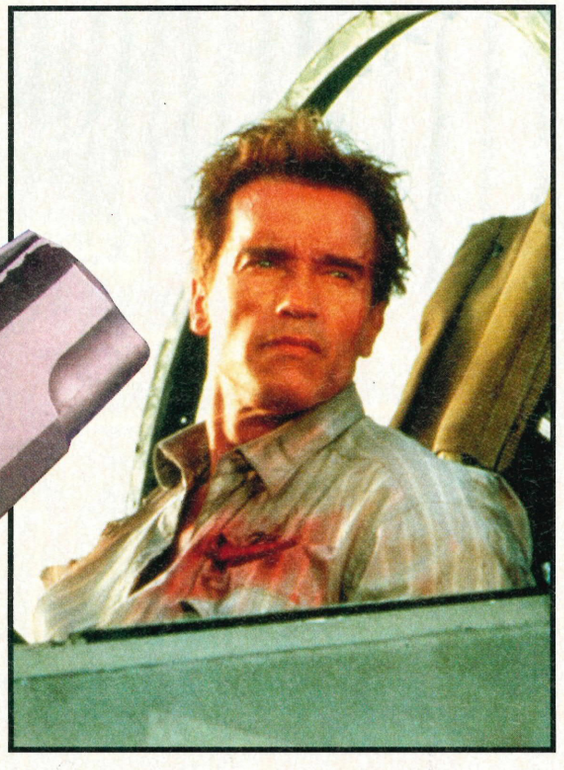
Where's your INVITATION?

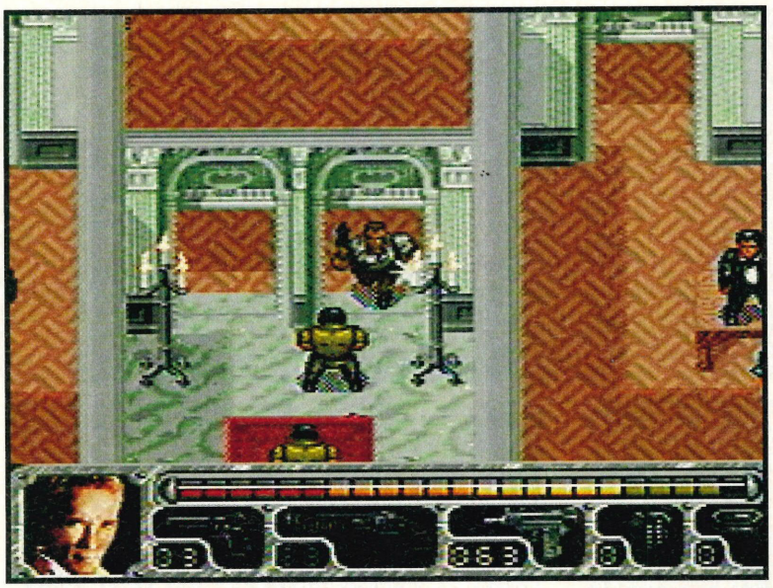






Where indeed, for as we all know, Super NES film licences have always been a bit naff in the past. However, after a very impressive run of top quality software, Acclaim have acquired the rights to release a game based on this summer's hottest box-office smash – *True Lies*. The big question now is whether they can produce a stunner like *Alien 3*, or a stinker like *T2*? Ryan Butt ventured to their London offices to answer this burning question.





The movie coupling of Austrian oak, Arnie Schwarzenegger, and Midas-director James Cameron can only mean several sure-fire things: an immense budget ($120 million apparently!), an even bigger revenue (there isn't a computer big enough to calculate that one!), and then of course the computer game.

With this being a console mag and all that, you probably don't want to hear me waffling on for countless paragraphs about what a great action-fest it is (you should know that already), what you want to know is how does the game shape up to the film?

Sorry honey, I'm a spy

No prizes for guessing whose size tens you fill in this 16 meg roller coaster ride through 15 levels of frantic shoot-'em-up action –oh darn it! I've given it all away in one sentence!



△ *Do I detect an element of* Spy Hunter *here?*

But let's face it, *True Lies* was either going to be a scrolling beat-'em-up (*Last Action Hero*, for which we've never quite forgiven Sony!), a platform game (*T-2*, insert Acclaim into the Sony space), or just a straightforward blast-'em-up with plenty of blood and little plot.

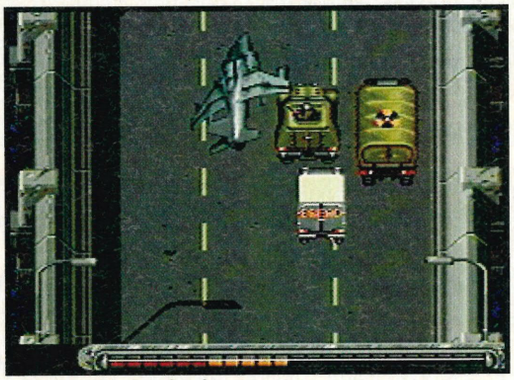
Yes indeed, you play Arnie himself, otherwise known as Harry Tasker, America's finest secret agent. It is your task to stop a new terrorist organisation known as the Crimson Jihad, from causing mass destruction all over America.

Under the leadership of Abu Aziz, an infamous international terrorist, the Crimson Jihad have stolen a cache of nuclear warheads from a silo in the Soviet Union. With these weapons, they are threatening to target a number of major cities unless the US government pull all military forces out of the Persian Gulf.

Naturally, there is only one man capable of stopping them – Harry Tasker of the top secret government agency, Omega Sector.

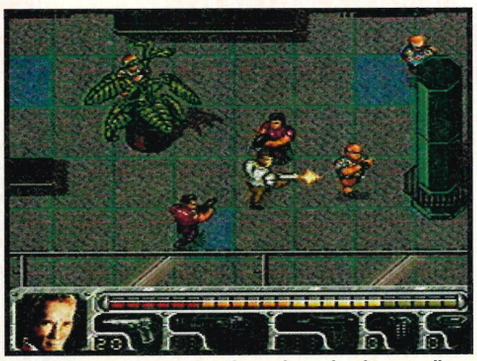
True Lies is played over 12 varied missions mostly viewed from an angled overhead perspective seen recently in *The Chaos Engine*. The game starts off true to the film, with Harry infiltrating a chateau owned by Jamal Khaled (the financier of the Crimson Jihad) in order to attach a modem to his computer to gain access to his financial files.





△ *Harry takes to the skies in a Harrier.*

This first mission is broken up into three distinctly different sections to allow the player to adapt to the mechanics behind the game. You begin by wandering around a large playing area wasting bad guys and carrying out your mission objectives. Then you must escape on skis down some pretty hair-raising slopes, before commandeering a car with which to make your getaway along the windy roads of Geneva.



△ *Harry tracks terrorists down through a busy mall.*

To help the flow of the story, Harry's partner, Albert "Gib" Gibson, and his boss, Spencer Trilby regularly pop up on-screen via a window to communicate and inform you how things are generally going. They will also offer the occasional hint as to what to do next.

Anyone who has seen the film will know that the best bits are the beginning and end, when the special effects boys really go to town. The remainder focuses on Harry conjuring up enough guts to tell his wife what he has been doing for the past 15 years, not a good basis for a game, unfortunately!

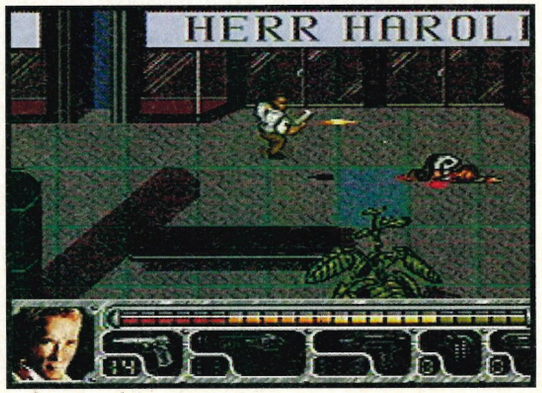
Thankfully though, Acclaim have padded out the mushy bits with more death-defying missions, and so as opposed to re-enacting the entire movie, the player gets to live a week in the life of Harry Tasker as he battles to overpower the Crimson Jihad. These include the Mall chase, subway fight, saving the Washington monument (?), saving an ancient city in China (?!) and of course the famous Harrier jump jet chase.

The version of *True Lies* that we managed to see was little over 70 per cent complete, so there was still a fair bit of ironing out as far as gameplay goes. The graphics did look stunning though, with highly detailed sprites (complete with spewing guts when the bad guys get wasted!), and high speed chase sections involving planes, helicopters, trucks, and there were also skip-loads of film stills to keep the diverse storyline in touch with the film.

Despite the very lame competition, *True Lies* certainly looks to be the best Arnie game yet, as it prominently features what he does best – notching-up a very high body count with a vast array of firepower.

True Lies will be released on the Super NES in December and SUPER GAMER will be there, undercover.

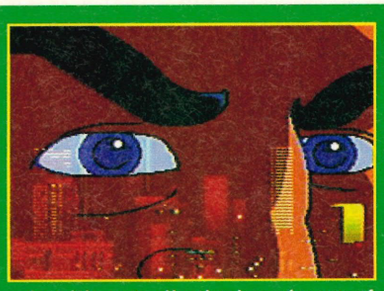
▽ *Yuk! A fat tourist bites the dust after getting in the line of fire.*



THE STORY SO FAR...



A jet roars into the night sky against a backdrop of towering skyscrapers. One such skyscraper looks like it's got a revolving restaurant at the summit...



...but it's actually the boardroom of BioSyn Corp, no less. The boss stares out over the city. You can tell he's a bad 'un just from his eyes.



That and the fact that he doesn't look like heroic Sam Neill or cuddly Dickie Attenborough. He informs a minion of his heart's desire...

JURASSIC PARK II

BELATED LOOK AT SONY'S MONSTER CHRISTMAS HIT!

"Sweet mother of God, that 'raptor's bitten my leg off!" screams the SUPER GAMER reviewer as he stumbles across the room to play *Jurassic Park II* on the Super NES. "So what?" sighs an unimpressed editor, "you've still got your fingers, now get typing that WIP!"

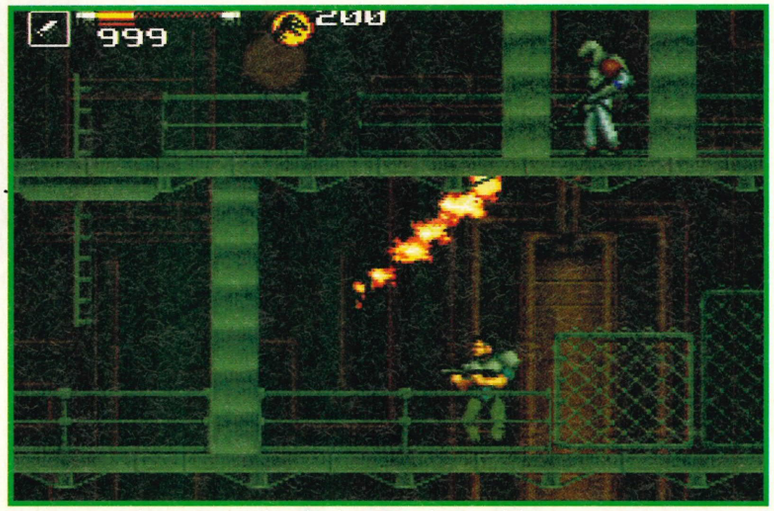
Developed in-house at Ocean UK and soon to be distributed by Sony Imagesoft, *JPII*, the sequel to Ocean's mega hit original, is to be unleashed this Christmas (although the sequel to the film is conspicuous by its absence). This time, it's the humans who pose the greater threat to your safety. Although those 'raptors can still be a bit nasty...

At present, *JPII* is about 50% complete and on a 16Mbit cart, but you can already experience the menacing atmosphere which is in part due to the superb Dolby Stereo sound exploited so well in the first game.

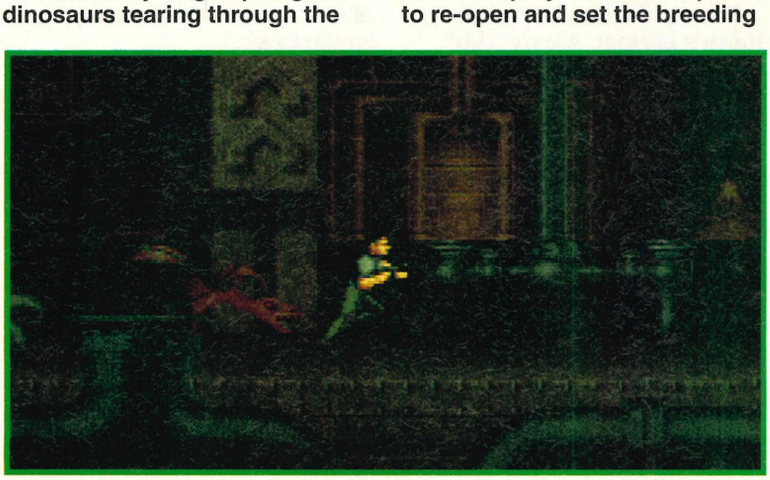
Instead of just glimpsing the dinosaurs tearing through the foliage, you can feel the deep thuds of their feet and hear the eerie echoes of dripping water in the underground levels.

But what about the plot? The film ending was left open, with only a confusing sub-plot about a chemical agent killing off the dinosaurs after two days left to raise any doubts. How has the game solved the problem?

Set roughly a year after Jurassic Park closed down, John Hammond (played by Dickie Attenborough in the film) sends back a loyal group of InGen employees into the park to re-open and set the breeding patterns in motion again.



△ *BioSyn employees run amok in the dangerous domain of dinosaurs.*



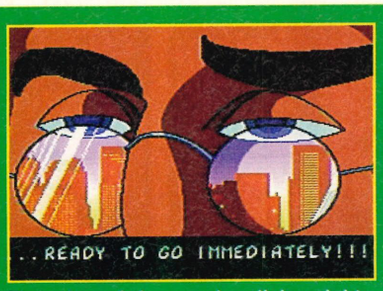
However, a rival company called BioSyn (the ones who hired Dennis Nedry in the first film to steal the frozen embryos, and who indirectly wrecked the park in the first place!) want to stop the opening of the park in order to pilfer as much information on the genetic dinosaurs as possible.

You begin the game by choosing one or two players, and then you can select any of the 16 different missions, ranging from protecting various dinosaurs to out-running a T-Rex in a jeep, and blasting the hordes of terrorists as they try to occupy the island.

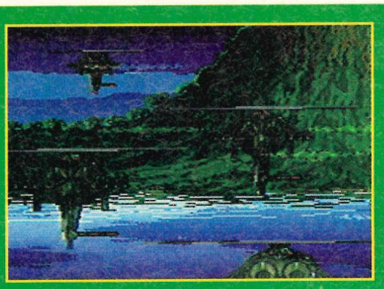
One of the most impressive aspects of *JPII* is the animation on all the dinosaurs, particularly the T-Rex who is almost as tall as the screen. The T-Rex makes a spectacular re-appearance in the form of an



...control of (oh yes) Jurassic Park! His Norman Lamont hairstyle glinting in the moonlight, he outlines the specifics of his evil plan.



Thoughts of the merchandising rights alone send his minion's eyes misting over. Jurassic Park toys, thermos flasks, pencil cases... the list is endless!



Commando-laden helicopters swoop low over the island. In one, the writer of *Lethal Weapon* tells a rude joke about his wife's anatomy.



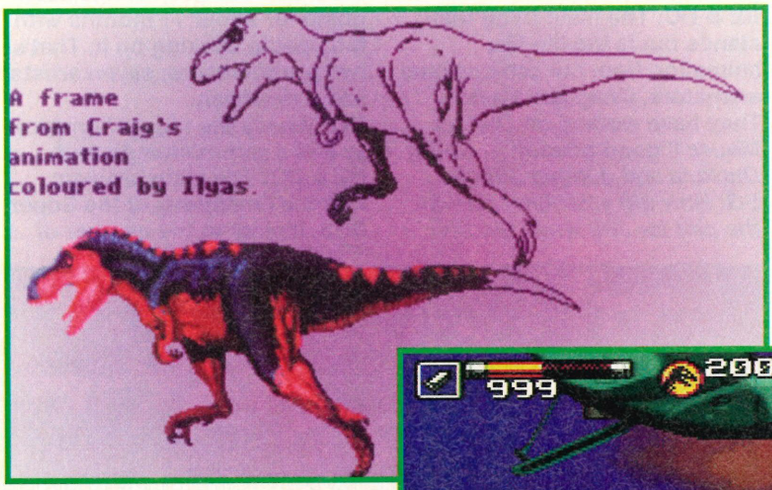
The commandos drop into the jungle below, ready to take on whatever's waiting for them. That means dinosaurs – and you. Game on!

incredible chase through the jungle, with you clinging to the roof of a jeep and the massive snapping jaw only inches away from your face!

Every single dino sprite has been meticulously rendered and animated using known patterns and movements. Like the film, the makers of this game are sticklers for realism and accuracy.

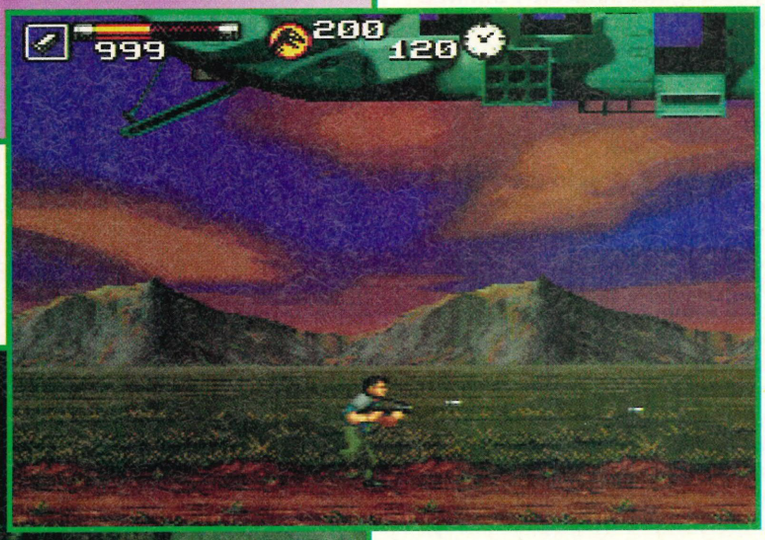
The good news for Super NES fans is that *JPII* is not only looking great, but it also has a terrific simultaneous two player option which plays exactly like *Super Probotector*. But this is even better, and you really will need two brains and some serious firepower to outwit the 'raptors in their home environment.

You are armed with many different weapons this time out, with an arsenal including tazer guns, machine pistols, rifles, grenades and rocket launchers. But remember, you musn't kill too many dinosaurs or the breeding program will be irreparably damaged. So now you've not only got to avoid being eaten, but you've got to molly-coddle the monsters as well!



◁ *After each dinosaur has been sketched, they are coloured in. The process is finally completed with a bit of precision rendering.*

The missions vary from getting to the drop ship for supplies, to hunting 'raptors and dodging the T-Rex, as well as battling the troops to regain control of certain buildings, a helicopter chase, and even saving some Ceolophysi from the kidnapping BioSyns.



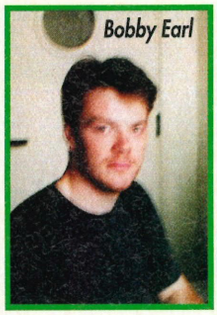
This is a definite improvement over the original game because the tasks were very repetitive and the playing area was so vast. The sequel breaks the missions into manageable *Alien 3*-style sections and the central sprite of the marine is at least as agile as Ripley, and fast to boot!

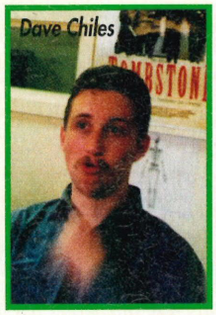
JPII is shaping up to be one hot game, but only you can find out just how good it is when you join us for the preview next issue.



◁ *Gis a tickle then, go on, right there under my chin!*

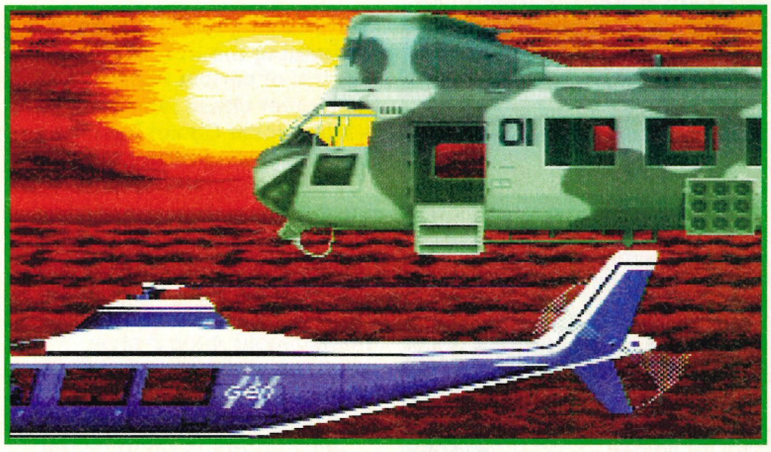
SUPER GAMER TALKS TO BOBBY EARL & DAVE CHILES



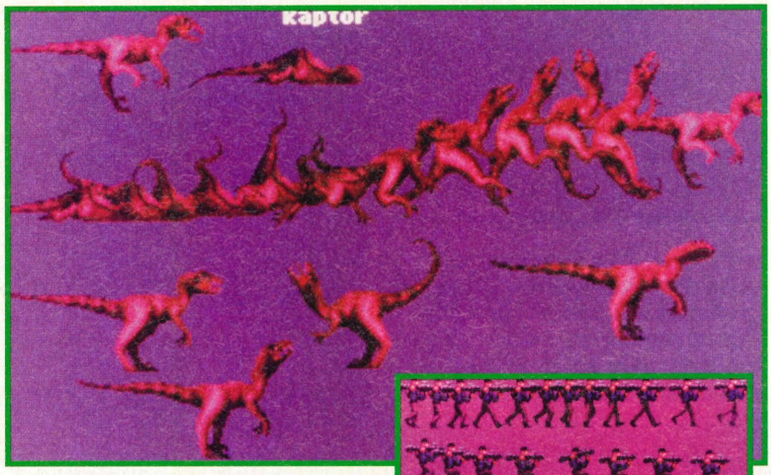


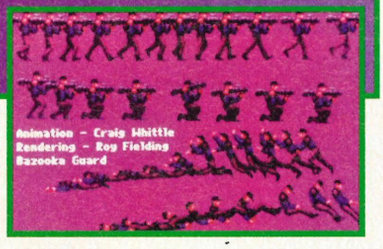
Who better to tell you about the excellent *JPII* than the guys at the helm? Bobby and Dave are the programmers, but as they're quick to point out, it's a team effort and every person is crucial to the game. The answers to some of our questions are a collective effort, but for simplicity's sake we've only credited Bobby and Dave. Many thanks for all your help, guys.

SG: Is it the same team responsible for both Jurassic Park games on the Super NES?
BE & DC: No, this Super NES team is completely different. The original *Jurassic Park* was coded by Ocean of America.
SG: Why change the format from the original, which was widely acclaimed as being both highly original and atmospheric?
BE & DC: The side-on view was chosen because it allows for more of an action-based game. *JPII* still has the exploratory feel of the original, as you can still move in and out of the screen in a maze-like way. The side-on view also lends itself very well to a two player game. *JPII* probably has more atmosphere than the first game, as a lot of work has gone into producing a film-type music score that dynamically



fits in with the game – all in Dolby Surround Sound, heightening the sense of expectation.
SG: Jurassic Park: the film, stood out because of the incredible computer graphics. Jurassic Park: the game stood out for its innovative use of Mode 7 scaling. Are there any special effects that will leave us gasping in JPII?
BE & DC: The main thing that stands out is the life-like animation from our professional animators, Craig and Mark. They have worked on *Danger Mouse* ("good grieeef!"), *Count Duckula* and *Juniper Jungle*.
SG: How did you come up with the plot for JPII when the film hasn't even been made yet? Have you seen a copy of the script, by any chance?
BE & DC: We basically tried to look at a natural progression from the first film and make it more action based. No, we haven't seen a script, unfortunately!
SG: How long has the game been in development? How many people are working on the project?
BE & DC: The project has been going for about 11 months with ten people working on it. That's two programmers, seven artists and a musician.
SG: What's the biggest problem you've encountered so far?
BE & DC: The main problem was the limitations of the Super NES, including the number of sprites on the screen at once (a common problem), lack of memory, and a slow processing speed. Y'know, the usual.





SG: What part of JPII are you most pleased with? The helicopter race for example looks interesting, what's going to happen there?
BE & DC: The most satisfying part was the intro and the T-Rex chase, but also the general smooth animation, and a lot of effort was put into the death sequences. The helicopter chase only occurs if you are playing the game on the hard mode, and it's actually a twist at the end of the game. You think you have succeeded, then a two screen helicopter appears to try and blast you out of the sky!
SG: It's good to see that JPII is a two player game. Not enough games nowadays include this option. Was this something you very much wanted to do?
BE & DC: The two player was deliberate, yes. Right from the start it was a two player game, and this works really well for enhancing the excitement. It really adds pace to the game, as you must co-operate to succeed and work together, but you could end up hating your best mate if he doesn't cover your back.
SG: The animation on the T-Rex is absolutely beautiful, how many frames does it take for him to run along like that? Does it leave enough memory for everything else?
BE & DC: That was a real challenge to get such smooth animation on a large Super NES sprite, including the natural muscle movement. When he walks, it's ten frames, and as he runs it goes up to 16. Each one has to be individually rendered and synchronised. Loads of animation had to be left out because of the T-Rex's size.
SG: The animated introduction is also super. Will the rest of the game contain speech or other cartoon interludes?
BE & DC: The speech is only in the intro because of the Super NES's memory restrictions.
SG: In your careers, what game have you been most happy with in terms of technical achievement?
BE & DC: On the Super NES it must be getting the large T-Rex to work. It seemed like an impossible task at first, but we managed to do it.
SG: Thank you.

SOFTOGRAPHY

DESIGNERS
Jack Wikely: *Gold of the Aztecs* (ST, Amiga), *Robocop 3* (SNES), *Addams Family 2* (SNES), *Jurassic Park* (Amiga, PC).
John Lomax: *Dennis* (SNES) – don't laugh!
Bobby Earl: *Flip it and Magnose* (ST, Amiga), *Total Recall* (ST, Amiga), *T2* (C64), *Hook* (ST, Amiga).

PROGRAMMERS
Dave Chiles: *Jurassic Park* (PC).
Bobby Earl.

ARTISTS
John Lomax.
Craig Whittle: *Jurassic Park.*
Ilyas Kadjuli: *Jurassic Park* (Amiga, PC).
Richard Heasman: *Syndicate* (Amiga).
Ged Casserley.
Roy Fielding.

MUSIC
Dean Evans: *Hook* (ST, Amiga), *Jurassic Park* (Amiga, PC).

The FLINTSTONES

Yabba dabba... THWACK! This is strictly a bandwaggon-hopping free zone, not easy, considering that the Hollywood remake of *The Flintstones* is rapidly becoming one of the most successful films of the year!

Sony's 16Mbit tie-in game due for release in November has virtually no similarities to the film whatsoever, other than the fact that the central Fred Flintstone sprite has a digitised John Goodman face!





The game features 16 levels, with six different graphical locations spanning all through Bedrock. The story being that the evil tyrant Cliff Vandercave has kidnapped Fred's family and friends, and surprise, surprise – Fred has to venture through platform territory to rescue them.

The Flintstones has so far taken about eight months to program by a team of experts at the Californian offices of Ocean USA. At the time of going to press it was about 60% complete, with tweaking still needed in the graphical department to capture the feel of the movie.





Mark Rogers, the lead programmer in charge of the project, is adament that *The Flinstones* will be a success. "From our point of view, this is the best licence we've ever done" he commented, "we obtained style guides and film stills from Universal Pictures to help us truly achieve the authentical atmosphere of Bedrock."

The only problem Sony face now is whether or not the hype-induced *Flintstones* craze will die before the game comes out.

ocean

SUPER GAMER

BAG A BASKET & HAVE A BALL!

So you want to be Michael Jordan do you? Not tall enough for you? What about Shaq O'Neill? Well one way to succeed is to buy yourself a rack! The other less painful way is to enter this fabulous competition from Ocean.

If you win, you're going to receive so much basketball gubbins, anyone living with you will think they've stepped into the Chicago Bulls' locker room. Take a look at some of this NBA merchandise.

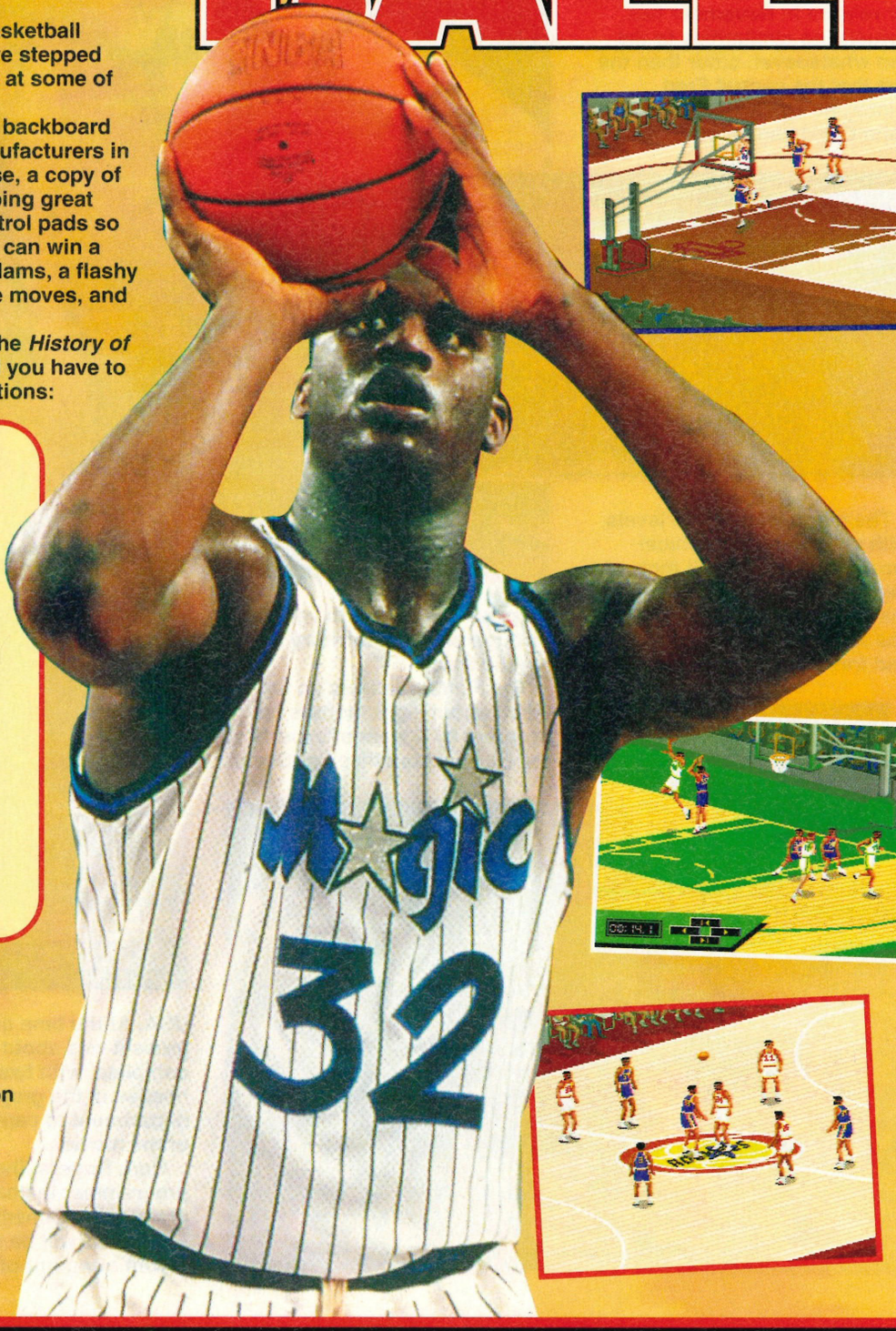
In the spotlight first of all is an NBA approved backboard and hoop by Hussy Sports – one of the top manufacturers in the game. To go with that there is a ball of course, a copy of *NBA Live '95* (the game which received a whopping great 88% in this very issue), a multi-tap and four control pads so you can enjoy the game completely. Finally, you can win a dunktastic Shaq O'Neill video with all his best slams, a flashy Michael Jordan video; featuring some incredible moves, and a *Complete History of Basketball* video.

Five runners up will also receive a ball each, the *History of Basketball* video and a copy of *NBA Live '95*. All you have to do is answer the following multiple choice questions:

1. Who are the current Olympic Basketball Champions?
A. Great Britain
B. USA
C. Germany

2. How many players per team are allowed on the court?
A. 2
B. 5
C. 11

3. What is the nickname of the basketball team who come from Chicago?
A. Bulls
B. Bears
C. Hairs



Pretty easy really, don't you think? Put your answers on a sealed envelope or postcard and send them to *Bag a Basket and Have a Ball Compo, Super Gamer, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF*. Remember to put your name and address on to, I've got to say that because some people are still incredibly stupid and forget.

Closing date is 10 November, the editor's decision is the one that counts so any dissent will result in being your entry being jammed through the hoop and left to rot. Have a nice bonfire night!

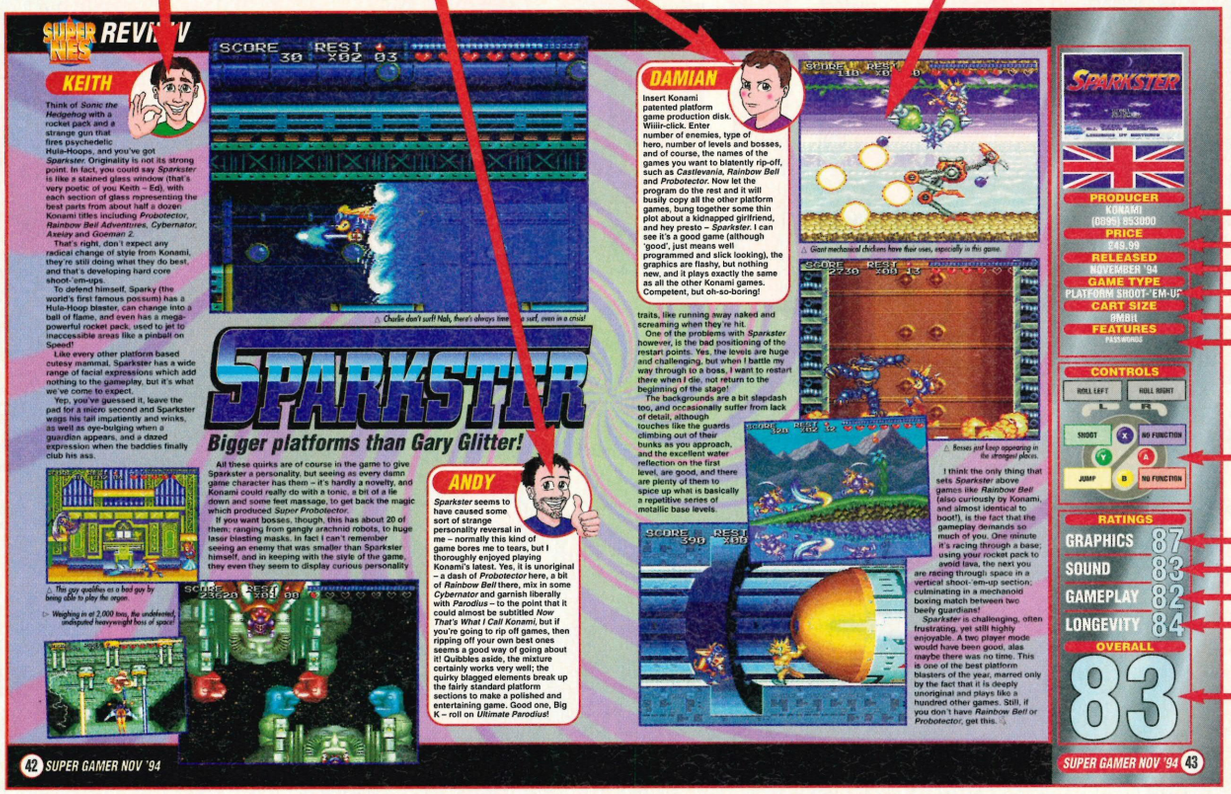
REVIEW INTRO

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.

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 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!

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!



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 megabits equals 1 megabyte)

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%
Can any game stoop so low? Sadly, as we have proven all too often in the past, they can. 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 *Earthworm Jim* crazy this month, leaping around and claiming it's the best game ever. But of course our over-excitable Ed still managed to drink Simon from Titus under the table (your secret's safe with me Si!).



ANDY
The newly buzz-cutted one has been rather busy with his new toy (an Audi Coupe) of late, but has still found the time to rave about *Earthworm Jim* (hasn't everyone?), *Super Return of the Jedi* and *Secret of Mana*. Woah, Nellie!



RYAN
Ryan's month has consisted of loud parties, narky neighbours, and houses powered only by coat-hangers (ahem!). He has also got his teeth into *Super Return of the Jedi,* and *Bomberman 2*, and still found the time to blag an exclusive *True Lies* report – gasp!



KEITH
The nomadic Keith has been house hopping recently and is still looking for somewhere to permanently lay his hat. *Secret of Mana* has appealed to his wandering nature and *NBA Live '95* has also been high on the play list.

EARTHWORM JIM

Goodbye, Mario... GAMER GOLD



KEITH

At last a platform game that's actually worth playing. Not since the days of the Spectrum platformers like *Jet Set Willy* and *Roller Coaster* has a game enthralled, thrilled and given me (and the whole SG team) so much enjoyment.

Conceived by the indomitable David Perry (*Aladdin*, *Cool Spot*), written by Nick Jones (*Alien 3*), and brought to life with the help of some of the best names in the business, including the legendary Steve Crow (*Starquake*, *Wizard's Lair*) and the award winning Nick Bruty, *Earthworm Jim* is the first game from Shiny Entertainment. Prepare yourself for an earthy experience, but this guy isn't green!

Plot time. One day a worm was slithering away from a hungry crow on an obscure planet, when suddenly an alien spacesuit dropped out of the sky and landed right on his head. After a brief flash of light-speed mutation, the worm was moulded into the suit and behold – Earthworm Jim was born!

Little did Jim know that the suit was the property of the evil queen of planet Insectica and that her right-hand bird Psy-Crow was desperate to get it back – by any means! *Earthworm Jim*: the game, is a story of truth, justice and the invertebrate way. One worm *can* make a difference!



△ *The cow looks worried and so it should, it's about to embark on a very long journey – straight up!*

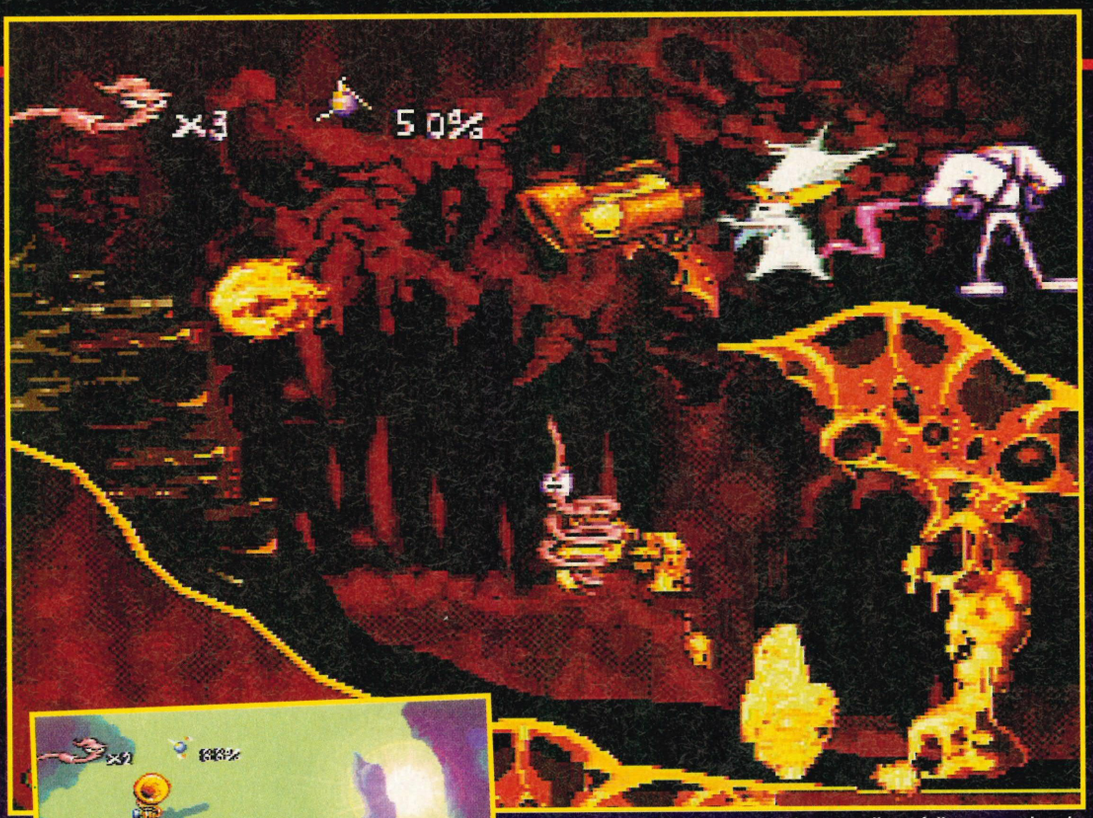
Starting the game you immediately find yourself in the middle of a junkyard, with dive-bombing, worm-tugging crows all around. First order of the day is to get used to the controls, and pressing the Y button riddles the entire area with bullets from your amazingly brutal gun.

There's no pin-point accuracy here, just point this baby at your enemy's side of the planet and they're history! It's the same with the *Indiana Jones*-style whip, which is in fact Jim's own



▽ *Blasting through a tunnel at top whack is no easy task, especially when you're being tailed by a psychotic crow!*







△ *Avoid the flames and the suit will just fall into your hands.*

▽ *Anything with this many teeth clearly deserves blasting out of the sky!*

bendy head; used to swing on hooks, spank crows and even as a lasso! Er, yes... sanity anyone?

While you're at it, take a stroll around the level and marvel at the incredible animation of a quality I have never before witnessed. Jim swaggers about John Wayne-style, shoots from the hip, twirls his gun, stares open-mouthed at formidable enemies, and of course goes through the usual repertoire of silly acts when you leave the joypad alone. In this case, prepare for a hilarious gun backfire and Jim's animated underpants (I'll say no more).

EWJ contains 14 levels in all, including an underwater base, with real working submersibles, the fires of hell, a techno laboratory, and a wacky bungee jump level where you must force the line of Major Mucus to break, by ramming him into the cliff face as you are catapulted up down above a putrid green pool.

Each level is completely different in terms of style, graphics, puzzles, humour, and even perspective, as the bungee jump and submersible tube chase clearly show. It's easy to think that each level was designed by a





different person, but in fact the layout of whole game was a group effort and I'd like to congratulate Shiny on taking platform games to a new dimension.

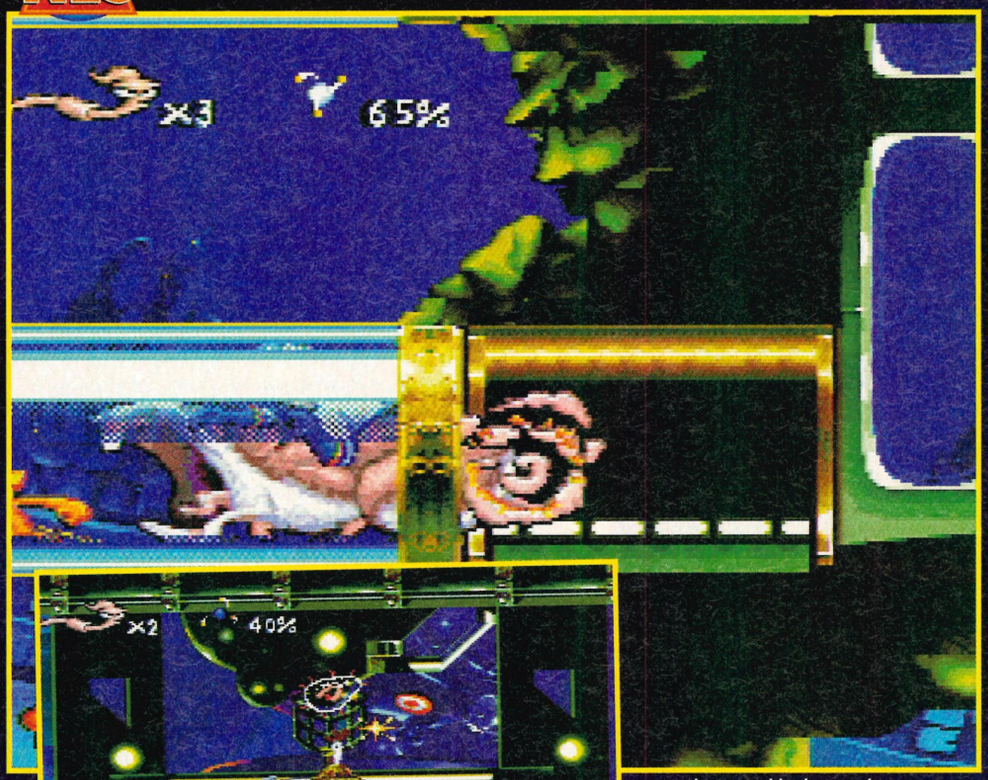
Most of the emphasis is on straightforward exploration and blasting action with a hint of brain work, but you don't need to be a

◁ *Only the brave venture into the secret levels. The question is – what's attached to those eyes?*

DAMIAN



For Keith to praise something so highly, it must be something special – and it is! This is the pinnacle, the creme de la creme, the piece de resistance of all platform games. *Super Mario World* was Kim Basinger, but this is Tia Carrera, and for once, the whole SUPER GAMER office is buzzing with a unified euphoria. Everyone agrees that this is the dog's bs. The graphics and in particular the animation are faultless. It's the only game that has impressed everyone who has seen it, and they've all stopped for a few goes, even if they're just delivering letters! This is Nick Jones's finest hour and I still cannot believe that Shiny has managed to perfect every single aspect of the game. Graphics, sound, gameplay, challenge (always a toughie) and humour – they're all here in abundance, and better than ever before. Make a console owner happy this Xmas, buy them *EWJ* and they'll love you forever.





△ *See how quickly the cute hamster turns into a rabid mutant killer!*

◁ *Whip the target to send atomic eggs of death crashing down onto the chicken.*

Mensa candidate to apply, as the furthest it goes is whipping an old cog in order to lift a gate, or using a certain switch to release a giant hamster that you can ride. And of course finding all the secret gubbins which is a game in itself.

The first puzzle you encounter sets the tone perfectly. Jim must shoot a refrigerator with his high powered blaster so that it falls down onto a see-saw and launches an unsuspecting cow into the stratosphere – for no apparent reason. This is the kind of bizarre humour you must cope with for the rest of the game, and I often found myself doubled up laughing, unable to continue. But that's an inevitable part of playing *EWJ*, so be prepared.

Shiny Entertainment haven't just programmed a game, they've directed a cartoon. Incredible effects like lens flare as the sun in the background slides behind a mountain adds to the feeling that you're watching the story unfold on the silver screen and not just on a Super NES.

Deft cinematic touches – like the way the background music is ripped off the turntable on the second level, exposing the player to the shrieks, squeals and moans of the suffers in the inferno – create a spontaneous and unpredictable atmosphere where anything can and usually does happen.

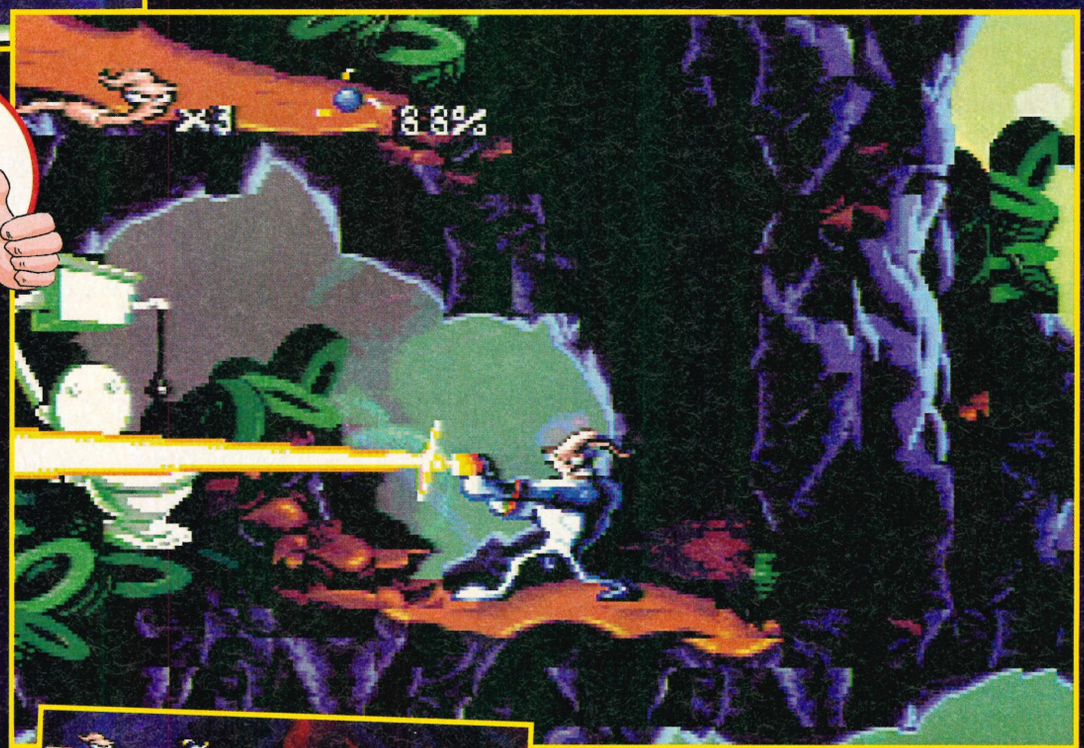
While the humour is a major reason for the game's appeal, it must also play well, and *EWJ* has the gameplay sorted. The challenge is also spot-on. There are three difficulty levels: practice, normal and difficult, but the normal mode should give at least two or three week's worth of enjoyment on its own.

ANDY



I'm speechless.

Well, temporarily. Recently, I've become frankly fed up with consoles and their uninspired, unoriginal and downright unenjoyable games... but *Earthworm Jim* has zapped my interest in video games back from the dead. *EWJ* is the most imaginative, the most polished and the most consistently entertaining game on the Super NES – no contest. Forget the feeble and pitiful efforts of the irritating *Bubsy* – *EWJ* is the first game that really makes you think you're playing a cartoon, and is packed with so much hilarious, clever and just plain weird stuff that you'll never need to watch *Ren & Stimpy* again. Treated to the kind of attention to detail that has previously been the province of Nintendo alone, this is the best game I've seen for years. Now *that's* something I would never have expected to say about a platform game!





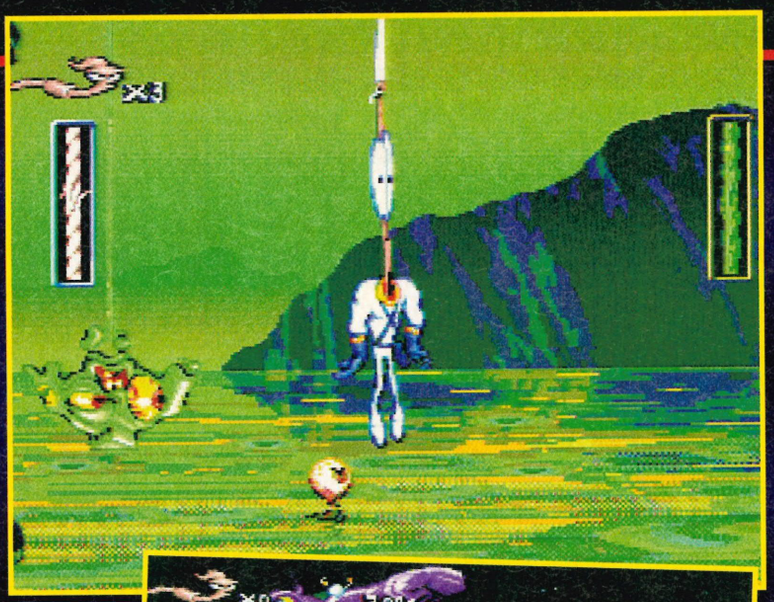
At first there is only one continue, but playing the 'Andy Asteroid' game sandwiched between each level gives you a chance to increase them if you finish the race ahead of the Psy-Crow and with 50 or more blue blobs.

EWJ is also seething with secret rooms, bonuses and time-saving routes, but you'll

have to be as warped as the programmers to find most of them (full players' guide in SG soon), unless it's been a heavy night on the booze and curry, catch my drift... Armitage Shanks rules OK!

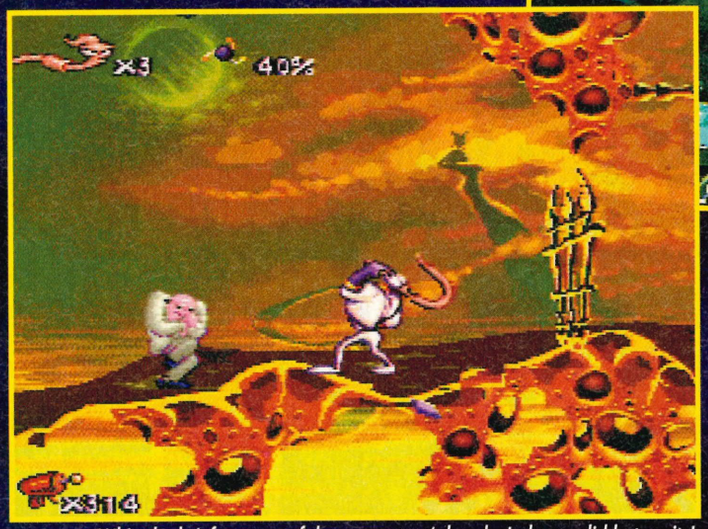
But the originality doesn't just stop with the levels and graphics, the bosses also follow suit. The whole cast of *EWJ* are simply bursting with their own personalities, which in itself is great to see in a game.

There's Chuck the Builder, the repulsive owner of the junkyard, who vomits fish as you're trying to hit him with flying crates. The curious professor with a monkey for a head, and not forgetting Evil the Cat, who licks and preens himself while he blasts a de-suited Jim with his inferno ray gun, and who you must defeat nine times before all of his lives are exhausted (he's a cat – geddit?). The list goes on...



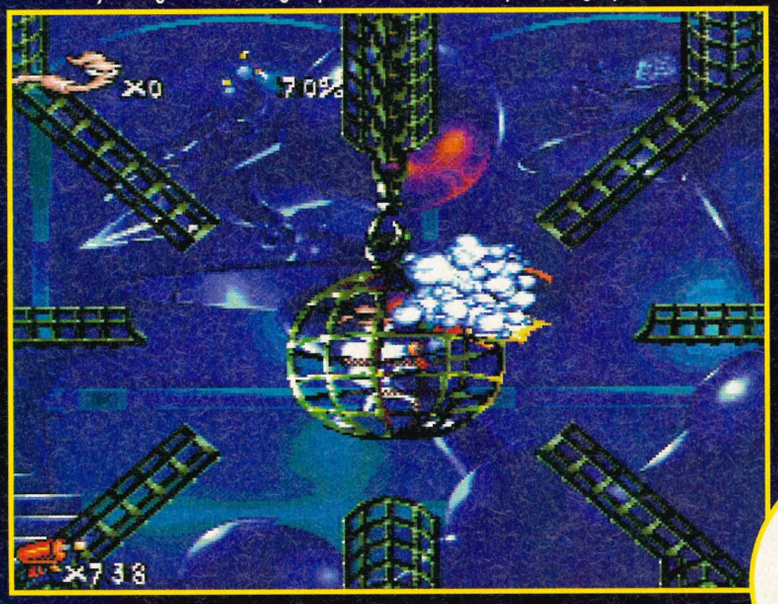


△ *Pete shows his feelings after falling into a crater.*



△ *Whip the briefcase out of the accountant's hands, I always did hate suits!*

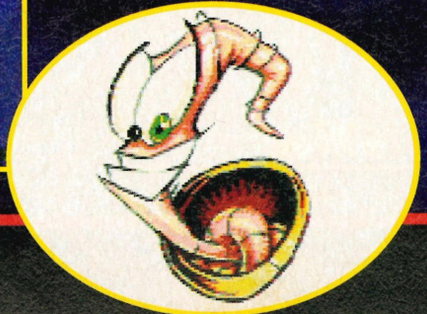
▽ *Halfway through level 5, Jim gets put behind bars for a spot of target practice.*



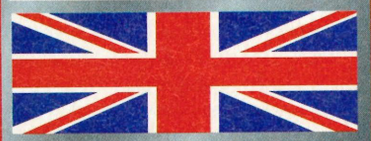
To really appreciate this game of course, you *have* to play it. The screen shots cannot possibly do the 800 frames of animation (on Jim alone!) justice, and if we could put a preview cart on the front of the mag, we would, but you'll just have to play it at the shop, play it at your friends, but whatever you do... play it, and you will not believe your eyes.

I'm still reeling from the tremendous attention to detail that glistens from every part of this game. Shiny Entertainment have made their impact on the industry with a game of almost immeasurable quality. Sound and music too is impeccable, with clear speech and quite the most foot-tappingly good tunes that I've ever heard.

I cannot fault this game and recommend it to anyone who thinks that worms aren't cool, this one will change your mind for life. *EWJ* is sheer brilliance, and quite simply the greatest platform game ever.







PRODUCER
SHINY ENTERTAINMENT
DISTRIBUTED BY PLAYMATES/VIRGIN
(081) 960 2255

PRICE
£44.99

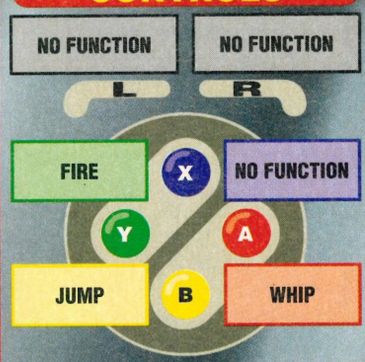
RELEASED
DECEMBER '94

GAME TYPE
PLATFORM

CART SIZE
24MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	97
SOUND	96
GAMEPLAY	97
LONGEVITY	92

OVERALL

96



KEITH

Secret of Mana goes where no game has gone before by being the first overhead view multi-player RPG. Acclaimed as one of the finest adventure games ever to appear on the import scene, it's surprising that *Mana* has taken a year to cross the Atlantic.

While exploring the waterfalls near the peaceful village of Potos, the hero (you decide his name) slips and tumbles into the pool below. Searching the undergrowth reveals a sword embedded in a rock (stolen plot emerging here), and with a small tug the sword comes free, simultaneously releasing all the evil that has been stored up for hundreds of years.





Secret of MANA

The secret's out!

With your home village under siege by all the freed monsters, you are banished by the scared village elder into a *Zelda*-esque overhead perspective world, full of killer rabbits and venom-spitting purple plants. You only have 50GP and the sword to defend yourself, but thankfully the Water Palace holds the key to the rest of the adventure. And so the quest begins...

There are eight palaces to explore, most of which require large amounts of mapping and a fair amount of simple puzzle solving, such as standing on the right flagstones and getting the right pieces of information from tight-lipped locals.



◁ *This mutated chicken guards the entrance to the first village in Upper Land.*

If you're already a fan of RPGs then *Mana* may seem initially simplistic, but it does get much tougher later on, and it is also perfect for novices because of the straightforward layout of the missions. You are never short of things to do or see and that's the key to *Mana*'s success.

The programmers have also included an easily accessible icon system which is child's play to use and means the game opens up completely, even if you haven't played an RPG before.

There's the fighting of course, which is made exceedingly interesting by the addition of two





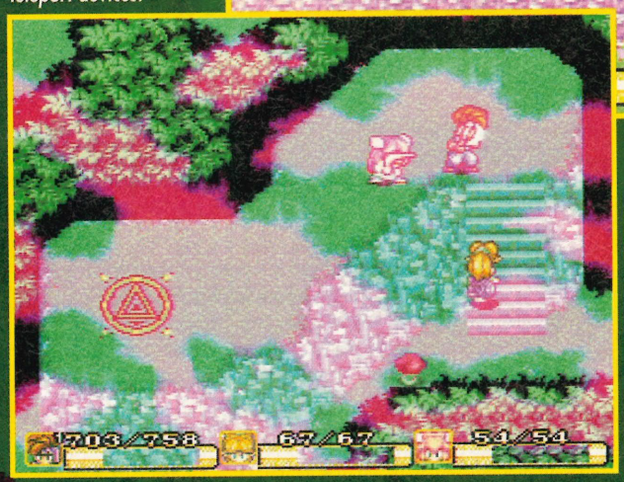
extra players who can be either computer controlled or played by a human using the multi-tap. You can even choose whether you want them to cower behind bushes or charge straight into battle by using the 'arrange party' option. As with *Mario Kart*, it's much more fun to play with a friend.

Hidden about the world are nine basic weapons including a sword, an axe, a spear, and a bow; all can be powered up further by Watts, the friendly dwarf.

Magic also plays a major role in *Mana*, and finding and chatting to elementals, gnomes, wizards and other dabblers in the dark arts will endow you with spells such as the ice-blade which turns enemies into pipe-smoking snowmen!

△ *Killing someones's pet Jabberwocky will soon draw their attention.*

▽ *A strange mist rolls in through the haunted forest – the runes are teleport devices.*





△ *This little dragon flies by at speed; there must be a way to catch him...*

In terms of scale *Secret of Mana* is comparable to *Zelda III*, and the proof is when you are fired out of the cannon in the ingenious transport section, you get a glorious panning view of the entire Mode 7 world. Forests, mountains, lakes and villages all spread out beneath you like a Dali inspired carpet as you plunge back to earth and reach your destination.

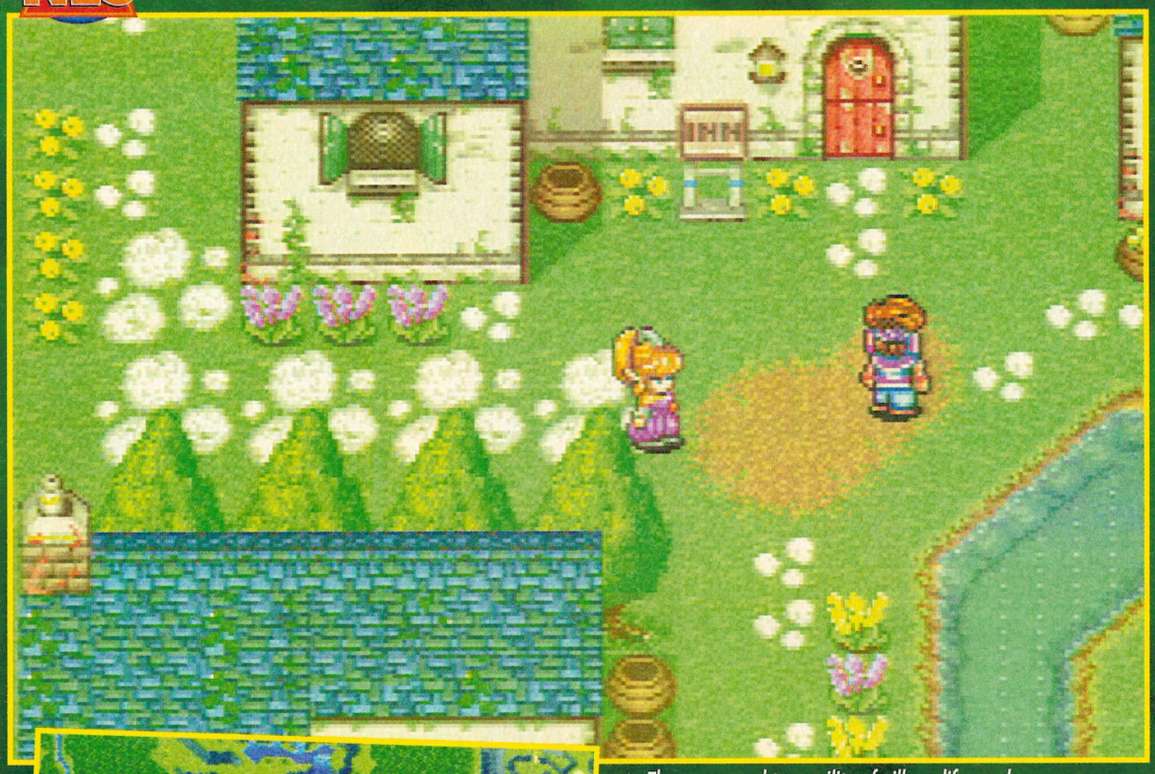
▽ *Pressing the Y button will show what weapons and equipment you currently have in your possession.*



ANDY



RPGs are obviously like buses – you wait ages without a sign of any, then loads arrive at once. Fortunately, RPGs don't stink of diesel. *Secret of Mana* is an enjoyable break from the unstoppable deluge of platform dross – any game that doesn't have a 'jump' button is all right by me! The multi-player option adds a nice twist to the gameplay (now you can blame someone else for not backing you up if you get killed), but it doesn't detract in any way from the solo game. Comparable in size and challenge to *Zelda*, *Mana* is certainly not something you'll finish in a day, and though it has some infuriatingly frustrating sections (like trying to get to a save point in one piece after defeating the first pack of werewolves), the game is compelling enough to drag you back for 'just one more go'. Excellent stuff – put this on your Christmas list right away!



△ *The peace and tranquility of village life rarely occurs.*



On the surface it sounds like the perfect RPG, but sadly *Mana* is subtley flawed in the collision detection department. For example, if you're hit once by a powerful enemy, the chances are you'll soon die no matter how many hit points you have, because you simply don't get enough time to move out the way of the next blow.

Unfortunately there are many quirks like this, and although the obvious answer is "don't hit anything then", that's easier said then done when you're hemmed in by werewolves!

If you can play this with an Action Replay then there is no RPG, barring *Zelda III*, that I would recommend. But if you don't have access to one, then prepare yourself for a challenge. *Mana* is original, massive and potentially irritating beyond belief. Definitely worth the wait, though.

DAMIAN



Zelda III I played non stop until my hair grew over my eyes, but *Mana*, despite being almost legendary in import circles, didn't tickle my fancy. This might have something to do with the fact that being an Editor I have to jet-set all over the world at a moment's notice (who am I trying to kid?) and therefore didn't have the few weeks spare needed to get to grips with this game. The graphics are even more Japanesey than *Zelda*, but the plot line is much more complicated and this makes *Mana* intriguing to play. The fight scenes are a bit too annoying as you can lose all your energy in one go, but if you're good, this shouldn't cause a problem. A massive and enjoyable RPG.

▽ *Were-wolves ripped my flesh! Oh, hang on, it's weasels, isn't it. Sorry.*







PRODUCER
NINTENDO
(0703) 652222

PRICE
£39.99

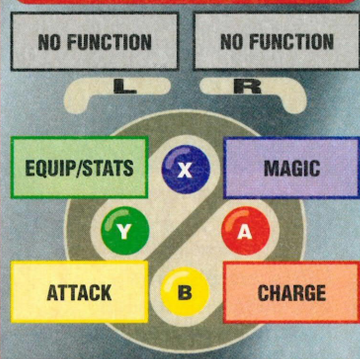
RELEASED
OCTOBER '94

GAME TYPE
RPG

CART SIZE
16MBit

FEATURES
BATTERY SAVE
MULTI-TAP COMPATIBLE

CONTROLS



RATINGS

GRAPHICS	93
SOUND	86
GAMEPLAY	79
LONGEVITY	90

OVERALL

85

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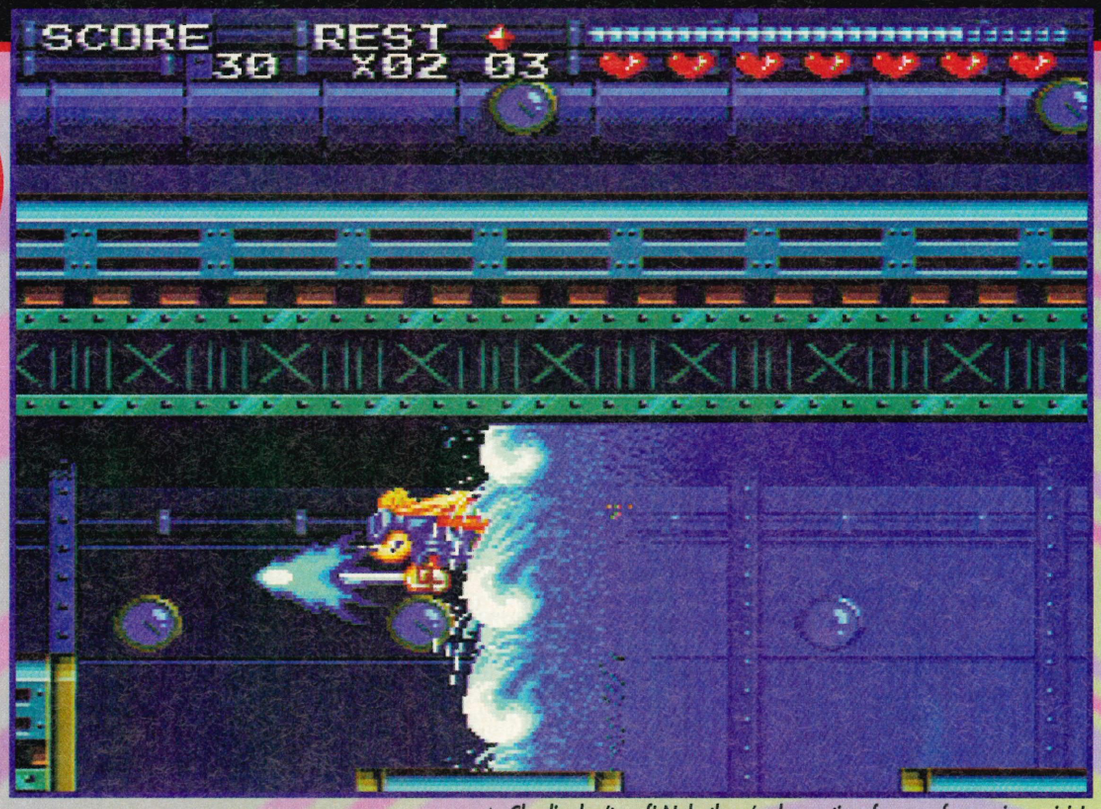
VIC TOKAI

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Screen Shots are illustrative of gameplay and may vary from format to format

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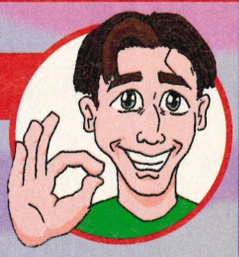
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△ Charlie don't surf! Nah, there's always time for a surf, even in a crisis!

SPARKSTER

Bigger platforms than Gary Glitter!



KEITH

Think of *Sonic the Hedgehog* with a rocket pack and a strange gun that fires psychedelic Hula-Hoops, and you've got *Sparkster*. Originality is not its strong point. In fact, you could say *Sparkster* is like a stained glass window (that's very poetic of you Keith – Ed), with each section of glass representing the best parts from about half a dozen Konami titles including *Probotector*, *Rainbow Bell Adventures*, *Cybernator*, *Axelay* and *Goeman 2*.

That's right, don't expect any radical change of style from Konami, they're still doing what they do best, and that's developing hard core shoot-'em-ups.

To defend himself, Sparky (the world's first famous possum) has a Hula-Hoop blaster, can change into a ball of flame, and even has a mega-powerful rocket pack, used to jet to inaccessible areas like a pinball on Speed!

Like every other platform based cutesy mammal, Sparkster has a wide range of facial expressions which add nothing to the gameplay, but it's what we've come to expect.

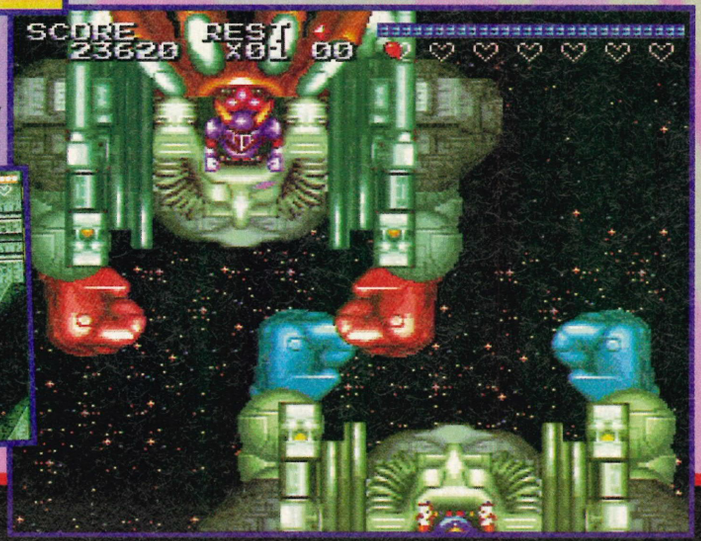
Yep, you've guessed it, leave the pad for a micro second and Sparkster wags his tail impatiently and winks, as well as eye-bulging when a guardian appears, and a dazed expression when the baddies finally club his ass.



△ This guy qualifies as a bad guy by being able to play the organ.

All these quirks are of course in the game to give Sparkster a personality, but seeing as every damn game character has them – it's hardly a novelty, and Konami could really do with a tonic, a bit of a lie down and some feet massage, to get back the magic which produced *Super Probotector*.

If you want bosses, though, this has about 20 of them; ranging from gangly arachnid robots, to huge laser blasting masks. In fact I can't remember seeing an enemy that was smaller than Sparkster himself, and in keeping with the style of the game, they even they seem to display curious personality



▷ Weighing in at 2,000 tons, the undefeated, undisputed heavyweight boss of space!





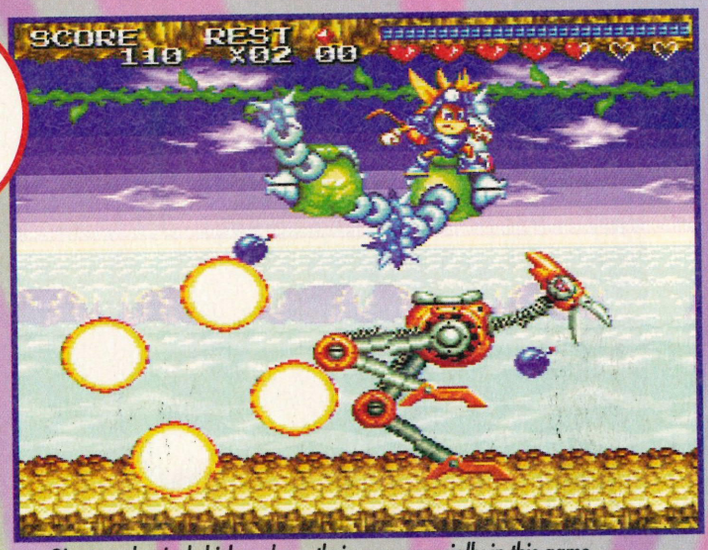
ANDY

Sparkster seems to have caused some sort of strange personality reversal in me – normally this kind of game bores me to tears, but I thoroughly enjoyed playing Konami's latest. Yes, it is unoriginal – a dash of *Probotector* here, a bit of *Rainbow Bell* there, mix in some *Cybernator* and garnish liberally with *Parodius* – to the point that it could almost be subtitled *Now That's What I Call Konami*, but if you're going to rip off games, then ripping off your own best ones seems a good way of going about it! Quibbles aside, the mixture certainly works very well; the quirky blagged elements break up the fairly standard platform sections to make a polished and entertaining game. Good one, Big K – roll on *Ultimate Parodius*!

DAMIAN



Insert Konami patented platform game production disk. Wiiiir-click. Enter number of enemies, type of hero, number of levels and bosses, and of course, the names of the games you want to blatently rip-off, such as *Castlevania*, *Rainbow Bell* and *Probotector*. Now let the program do the rest and it will busily copy all the other platform games, bung together some thin plot about a kidnapped girlfriend, and hey presto – *Sparkster*. I can see it's a good game (although 'good', just means well programmed and slick looking), the graphics are flashy, but nothing new, and it plays exactly the same as all the other Konami games. Competent, but oh-so-boring!



△ *Giant mechanical chickens have their uses, especially in this game.*



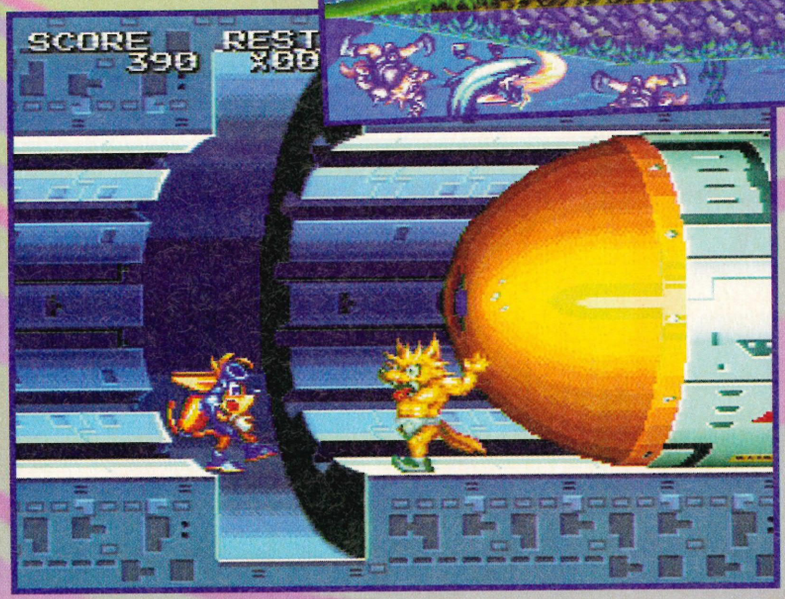
△ *Bosses just keep appearing in the strangest places.*

traits, like running away naked and screaming when they're hit.

One of the problems with *Sparkster* however, is the bad positioning of the restart points. Yes, the levels are huge and challenging, but when I battle my way through to a boss, I want to restart there when I die, not return to the beginning of the stage!

The backgrounds are a bit slapdash too, and occasionally suffer from lack of detail, although touches like the guards climbing out of their bunks as you approach, and the excellent water reflection on the first level, are good, and there are plenty of them to spice up what is basically a repetitive series of metallic base levels.





I think the only thing that sets *Sparkster* above games like *Rainbow Bell* (also curiously by Konami, and almost identical to boot!), is the fact that the gameplay demands so much of you. One minute it's racing through a base; using your rocket pack to avoid lava, the next you are racing through space in a vertical shoot-'em-up section; culminating in a mechanoid boxing match between two beefy guardians!

Sparkster is challenging, often frustrating, yet still highly enjoyable. A two player mode would have been good, alas maybe there was no time. This is one of the best platform blasters of the year, marred only by the fact that it is deeply unoriginal and plays like a hundred other games. Still, if you don't have *Rainbow Bell* or *Probotector*, get this.





PRODUCER
KONAMI
(0895) 853000

PRICE
£49.99

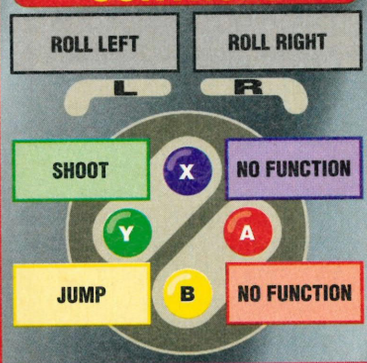
RELEASED
NOVEMBER '94

GAME TYPE
PLATFORM SHOOT-'EM-UP

CART SIZE
8MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	87
SOUND	83
GAMEPLAY	82
LONGEVITY	84

OVERALL

83

RYAN



When quizzed as to what the third and final (??) instalment of Lucas' epic space opera would be like when released in November, the pony-tailed JVC executive flashed us a coy smile and said "It will be like nothing you've seen before." He was half right!

Super Return of the Jedi is basically a regurgitation of the previous two *Star Wars* games, with very little innovative features to warrant the hype. The gameplay is once again a mix of challenging platform levels entwined with flash Mode 7 sequences. But how much mileage can JVC get from this simple formula? I already know for a fact that *Indiana Jones' Greatest Adventures* is written by the same guy, but will that be any different?

The game opens on the planet of Tatooine, with a Mode 7 land speeder race to the palace of the vile gangster, Jabba the Hutt (who has Han Solo imprisoned in carbonite).

Once you've jumped gaps, avoided rocks and generally been treated what is basically the same section from the first game, it's back into platform territory where Luke, Chewie, or Leia must climb the mountains in order to reach the palace gates.

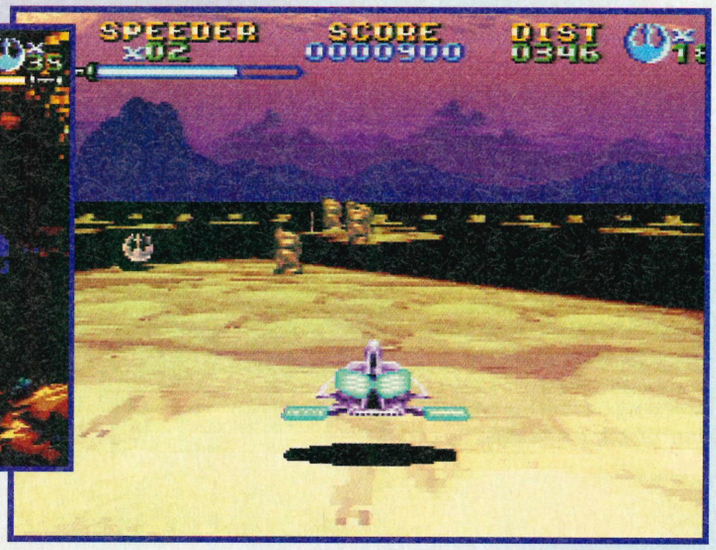
As in all three games, the attention to detail is stunning and the graphics superb – witness the heat waves rising from the morning sands, as well as the intricately planned rock



▽ *If only Luke had his Light Sabre to kill the Rancor in the film!*

△ *Jabba's throne room is filled with the oddest clientele in the galaxy.*





SUPER RETURN

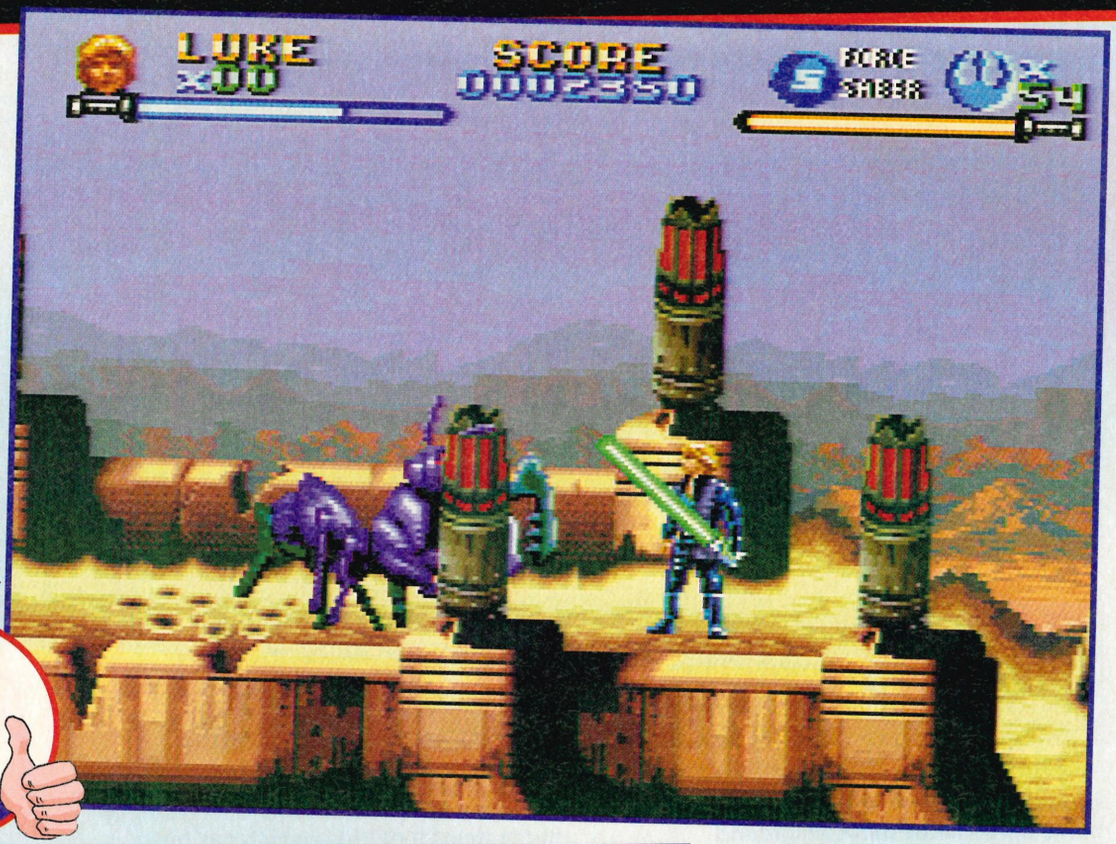
traps and vast array of Tatooine lifeforms that attack you. I have no complaints with the way *Jedi* looks, but it has to be said that some levels really shine, whereas others are dowdy.

One thing you can't fault in *Jedi* are the size of the levels – they're huge, gigantic in fact! To fully explore every inch would take anyone weeks. However I found that initially, exploration goes straight out of the window in favour of just getting to the next level and checking its authenticity with the film.

You may be impressed, you may not. Initially I was, because everything was there and seemed to be in place. Take Jabba's palace for instance. You begin by dashing through goon-infested corridors, with intergalactic scuzz-balls giving chase, armed with flame-throwers, whips, and huge lasers.

All the characters are there: Squid Face, Klaatu, Ree-Yees, Bib Fortuna (remember buying the figures!), and even Jabba's cackling pet, Salacious Crumb, who titters all the way through the levels.

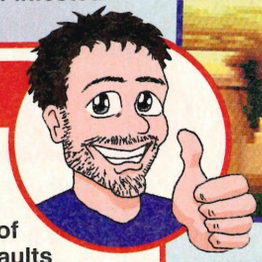
It has to be said though that your first encounter with Jabba is a major disappointment. In the film, his presence is overwhelming – a huge sweating mound of prime blubber with all the manners of a





◁ *The Endor speeder bike chase looks more impressive here than it does in motion.*

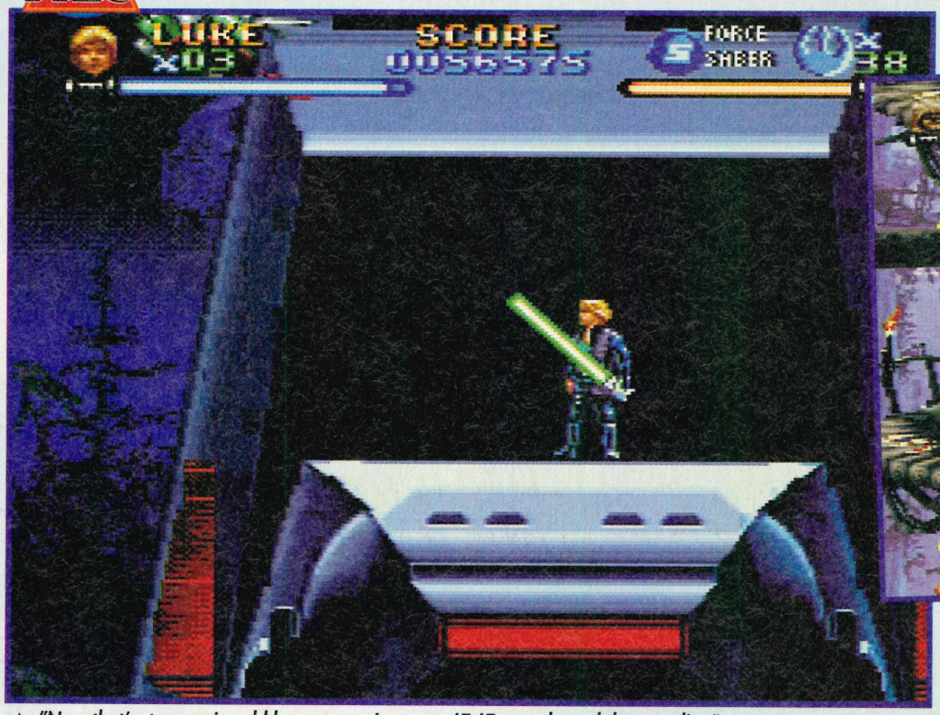
ANDY



Oddly enough, the weakest film in the *Star Wars* trilogy is actually the strongest of the three games. The faults of the first two games have been corrected (*Super Star Wars*' repetitive levels, *Empire*'s infuriating difficulty) and what you get is a rousing and enjoyable end to the series. The main problem with *Jedi* is that it still plays the same way as its predecessors, so if you've got either of the two previous games this will hold few surprises. The speeder bike section is a bit of a tacky afterthought, too! However, this is compensated for by plenty of variety (no more endless Tatooine and Hoth levels!), and an excellent Mode 7 final attack on the Death Star which had me swaying in my chair and sweating profusely! If you don't have either of the prequels, *Jedi* is a fun game that's worth a look.

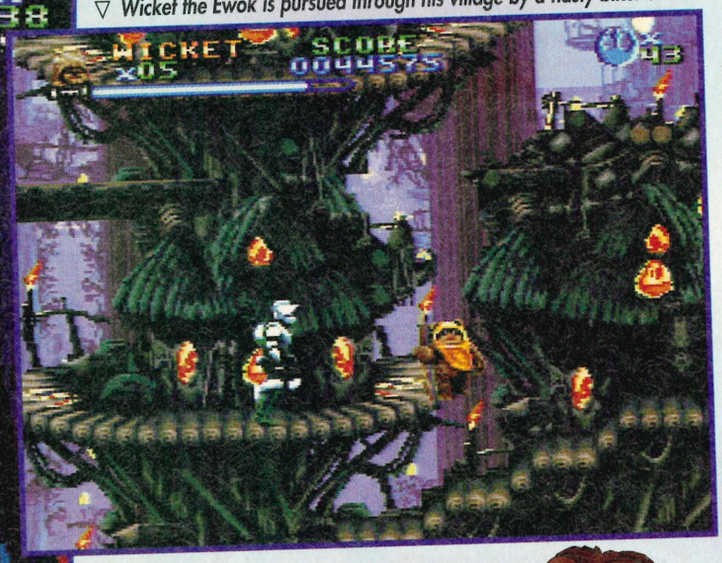
The Force is strong with this one!

N OF THE JEDI



△ *"Now that's strange. I could have sworn I saw an AT-AT pass through here earlier."*

▽ *Wicket the Ewok is pursued through his village by a nasty biker scout.*



scouse skinhead. In the game he is just a porky sprite in the dim background.

But it is laughable when you finally face him, because although the large sprite is good, he becomes highly agile and spits frogs at you whilst attacking on a hovering throne – totally unrealistic and a blatent liberty with the plot of the film. I've heard of artistic licence, but surely Leia was the one who killed Jabba?

Liberties are also taken with the Rancor pit. Instead of a simple pit, it's another maze section leading to a simple boss. Why couldn't they incorporate a strategic method of play were you must lure the huge beast under a metal gate to kill it, just like in the film?

It's only when you reach the forest moon of Endor that things begin to get really interesting. The new scenario is kick-started with a frantic speeder bike chase which looks as though it was hurriedly inserted at the last minute – and probably was!

This is the weakest section of the game; resembling *3-D Deathchase* on the Spectrum 48k, only without realistic 3-D. You simply hurtle down a corridor which has been decorated with a wallpaper known as 'blurred tree', and occasionally a mighty redwood or window box gets in your way.

The speeder bikes were an integral part of the film and one of the most thrilling sequences in the whole series. But instead of writing that bit first, thus setting the tone for the whole game, it was tacked on, badly.

Thankfully, the Ewok village that follows *is* everything it's cracked up to be. You must guide Wicket around his habitat, armed only with a bow and arrow with which to bump-off the various woodland creatures and Empire scouts that scurry around the tree-top huts.

This section works well because not only are you controlling a totally different sprite that moves like none of the other characters, but the whole scene is so like the actual film graphics that you can almost smell the trees! I also liked the fact that the arrows can be used to climb up the trees, because this differs from the usual jumping and shooting action.

KEITH



Jim for me! *Jim* for me! I couldn't bring myself to play this for that long, due to the fact that it's pretty much the same as the first two *Star Wars* games. I'm afraid any platform game is going to find it very hard to equal the standards set by *Earthworm Jim* as far as I'm concerned, as I believe it has just redefined the platform genre. *Jedi* is packed full of action, like the section where you escape the Death Star in the Falcon, which is stunning, but the rest is very samey. I can't fault the sound and visuals which blossom forth with the character and atmosphere of the film perfectly, but there doesn't seem to be enough variety in gameplay to keep me happy. When a game like *Earthworm Jim* is better and cheaper than this, I know where I will spend my money, and I urge you to do the same!



LUKE

Armed with his home-made Light Sabre, Luke is now a fully-fledged Jedi master.



HAN

Han is imprisoned in carbon during the first few sections. But with his bombs he is unstoppable!



CHEWIE

With a powered-up gun, and his immense strength, Chewie is the best character to use.



BOUSHH

Leia is a bit of a pansy when it comes to a hard fight, but we liked her grunts and palace attire!



WICKET

He may be small, he may be furry, he may even have a daft name but this dude sure is wicked with a bow!

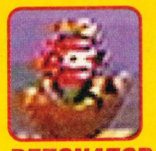




BLASTER
Collect this gun icon to power-up your blaster. You need four in total.



BOMBS
Only Han can collect these. Lob them at enemies to kill them quickly.



DETONATOR
These can be used to clear the screen of enemies. They don't last long.



HEART
These big hearts will restore a hefty chunk of your energy bar.



PILL
This dodgy-looking tablet makes the players run at warp speed.



SWORD
The Light Sabre icon will increase the size of your energy bar.



FORCE POWER
If you're playing as Luke, this will top-up your Force power meter.



R2-D2
Pick-up R2 unit at all costs as it acts as a restart point for when you die.



TALISMAN
Collect 100 of these icons to be awarded an extra life.

The rest of the game is pretty close to the film, with the space battles and Luke's fight with Darth Vader and the Emperor left intact (all preceded by a lengthy platform section of course).

Special mention must be made of the final battle. It really is well done, with the evil Emperor blasting away the very floor beneath your feet as you try to hit him with your Light Sabre. I was left sweating and drained after defeating him, but the best was yet to come.

Without doubt it is the climatic Mode 7 Millenium Falcon sequence that totally steals the show. You (playing Lando Calrissian) must guide the spaceship through the constantly spinning tunnels of the partially completed Death Star in order to destroy the central reactor. Then you must blast back out of there, whilst being pursued by a torrent of flames. One mistake and you're fondue! Forget the trench scene in *Super Star Wars* because nothing can prepare you for this!

Presentation-wise, the soundtrack is now completely perfect in every detail, and the intro sequence is totally awesome. I was however surprised to see that the password system is still present. Okay, so *Empire* relied on it, but *Jedi* is straightforward enough to complete without additional help, and you certainly won't become bored of playing the early levels again because you always discover something new each time. It would have been much better to add a couple of continues and get rid of the passwords altogether.

In answer to my earlier question about *Jedi*'s mileage. I've played it through from beginning to end, and fans of the other two games won't be disappointed.

The main fault with *Empire* was that it was just too hard to be truly playable, and thankfully this problem has been rectified with *Jedi*.

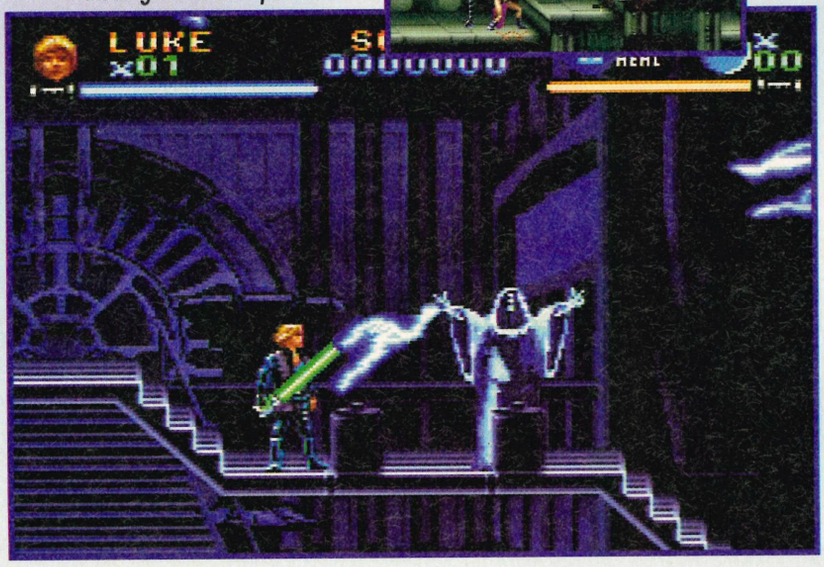
What you've basically got here is a top class piece of software that is a fabulously playable game in its own right. But when you compare it to the others in the *Star Wars* series, you realise that things haven't progressed quite as far as they should have in the last 18 months.



△ *I don't remember this bit in the film, part 237: Luke's battle with the Space Shuttle!*



▽ *Luke prepares for his greatest challenge: the evil Emperor himself!*







PRODUCER
JVC
(071) 240 3121

PRICE
£59.99

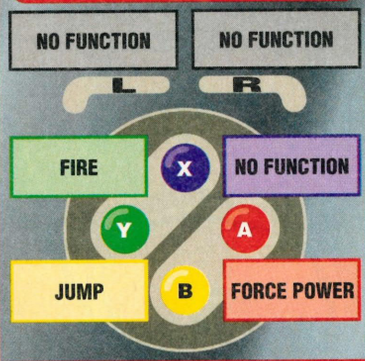
RELEASED
NOVEMBER '94

GAME TYPE
PLATFORM

CART SIZE
16MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	86
SOUND	90
GAMEPLAY	87
LONGEVITY	83

OVERALL

86

SUPER BOMBER



RYAN



Gasp! Shock! Horror! The sequel to perhaps one of the best multi-player action games ever... isn't as good as the original!

At first glance, *SBM 2* offers so much more than the original. The one player game has been vastly improved; now you get to wreak havoc throughout 35 levels, some of which are multi-screen scrolling. The aim of the game is still the same, you must bomb your way through the maze. catching all the computer players in your blast and collecting icons left after blocks have been cleared.

There are also plenty of novel features to fiddle with, such as boats and submarines that can take you across water, springs to jump over bombs, and best of all, tanks which you can actually jump into and use for extra protection.

I also liked the furnaces on world two which can be kick-started into action and sends a rush of flames throughout the level every few seconds. Make sure you're not in its path.

As in the first game, each world has its own freakish villain who has their own individual style and type of bombs, ranging from magnetic homing-bombs, to nippy little hearts that whizz around and explode at will. You must hit each boss twice; after that they escape and return with an even more outlandish battle suit.

Often causing the SG team to burn the midnight oil on many a deadline, the fantastic four player simultaneous mode is undoubtedly the best thing *SBM* had to offer and so we were naturally curious to see how this unbeatable multi-player game had been improved. Boy, were we in for a surprise.



The four player game has now been tarnished by the stupidest of changes. The boxing glove for example, which was one of the best features of the first game (used to punch away bombs and throw them off the edge of the screen) has been replaced by a namby pamby rubber glove; only useful for chucking your own bombs. What's the point of that?

Now, if a player blocks you in and you have the glove, you can't frantically shove all the bombs out of the way and escape – you simply have to sit there and wait for apocalypse.

Minor revisions have been made to the graphics of the game such as adding more detail and expressions on the characters, and they've even thought to colour each players' bombs, so that you can pin-point exactly who blasted you. And the

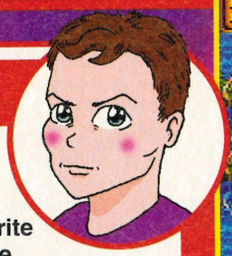


△ *I'm in the middle of a chain reaction!*

KABOOM!
This the power-ups you can pick up in *SBM 2*.



DAMIAN



How could they? Hudson Soft have done the impossible and ruined my favourite game. Oh yes the one player is mega improved, but no-one should ever play a *SBM* game on their own – it's a group thing. The sort of game where you swear at your best friend and wish him a violent death after only five minutes play. Changing the glove and removing the remote control are the worst things that they could have done. The only decent idea is the roulette, but it would have been much better if it was given to the winner of each round, rather than the whole tournament. This means that the balance of power would be constantly changing and the matches would be even more intense. Sorry Hudson Soft, but for the next month I'm wearing a black arm band in remembrance of a great game cruelly cut down in its prime.



△ *Yipe! Looks like white bomber got too close to the fire!*

programmers have included an additional colour palette, in case you get bored of the usual four colours. This is the kind of advance I expected, but not at the expense of the gameplay, which was, let's face it, perfect.

There are some consolations however, the main one being the Super G-Bomber which comes into effect when someone wins the Battle Tournament. The champion will turn gold and be allowed to spin a roulette wheel to decide what power-up they can keep for the next round. This can be anything from extra bombs, to gloves and even kicking ability.

SBM 2 is a good game if you haven't played the original, but close comparison reveals that despite some good new ideas *SBM* is still the better game, but in multi-player only. The one player game in this sequel is far better and is a huge challenge to complete.

Perhaps a conversion of *Bomberman '94* from the PC Engine would have been a better idea as it offers so much more as a sequel and keeps all our favourite features intact.

MAN 2





ANDY



Since *Super Bomberman 2* is effectively two games in one, it really needs two comments in one.

<u>One player</u>: a great improvement over the original, with more new features than you can shake a stick grenade at and a good laugh to play. But nobody ever buys a *Bomberman* game for the one player mode, they buy it for the...

<u>Multi player</u>: Oops. Not even the mental new music can cover the fact that an error of judgement has been made on a scale not seen since the film of *Howard the Duck*. *Why* did they change the glove, the best and most important power-up of all? This change reduces the perfectly paced frenzy of the original to a shambling mess. *SBM2* confirms the maxim that "the original is always best".





PRODUCER
HUDSON SOFT
(081) 960 2255

PRICE
£TBA

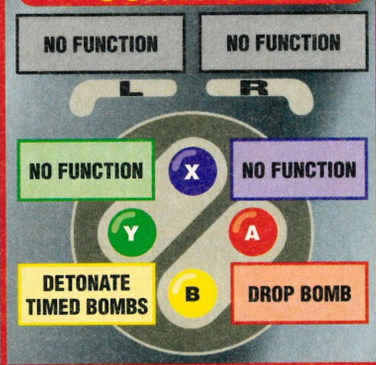
RELEASED
OCTOBER '94

GAME TYPE
ARCADE

CART SIZE
8MBit

FEATURES
PASSWORDS

CONTROLS

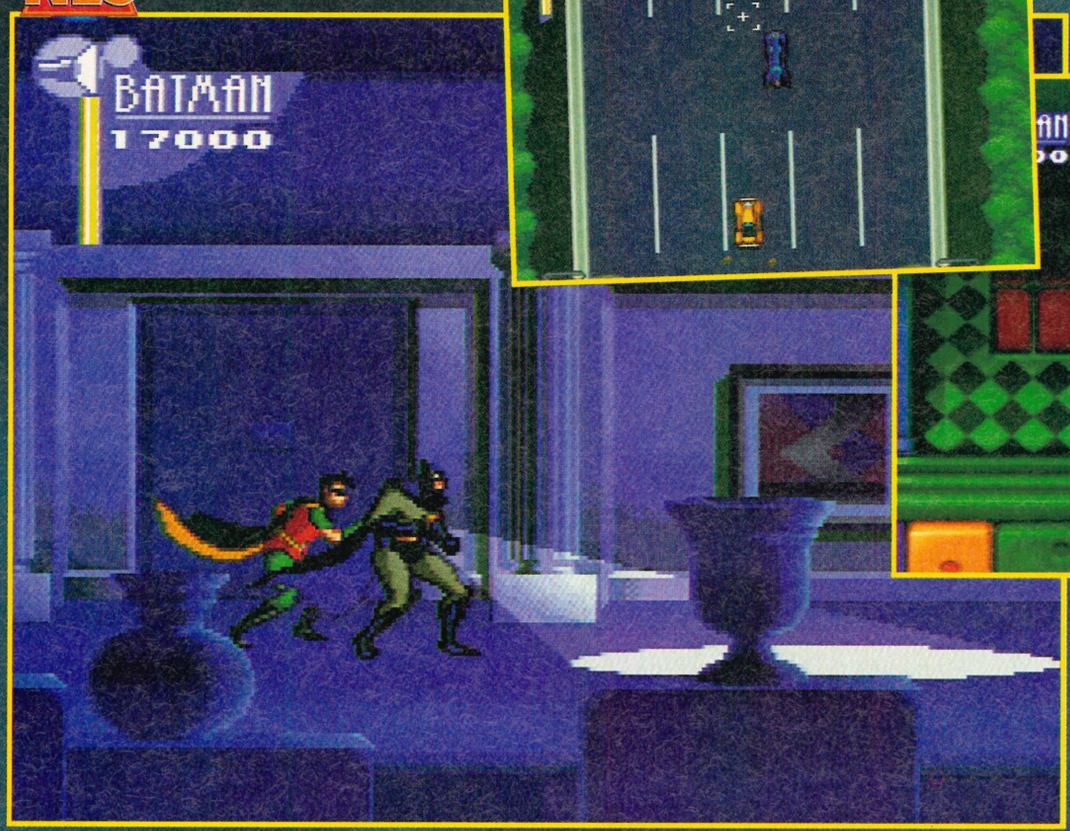


RATINGS

GRAPHICS	82
SOUND	80
GAMEPLAY	87
LONGEVITY	81

OVERALL

83



▽ Bats squares off agianst the Joker's giant toy soldier.



THE ADVENTURES OF BATMAN & ROBIN

It's a Dark Knight in Gotham City!



DAMIAN

Previously called *Animated Series, The Adventures of Batman & Robin* is based heavily on the recent dark and moody cartoon. Once past the eerie garbled Danny Elfman theme music on the title screen, you appear in the dark streets of Gotham; beating up multiple hoods who all seem to wear brown suits, and using the bat equipment from your utility belt.

Weapons include the obligatory Batarang, Batrope, Bat Right Guard, explosives, infra red goggles, gas mask and flashlight – all are used at specific points in the game, such as the gas mask in the university and the flashlight in the museum. Before each mission you get an animated intro from the comfort of the Batmobile.

Batman is a horizontally scrolling beat-'em-up and this is frustrating because far too many licences end up this way and it shows a lack of imagination. However, the moment you climb aboard the rollercoaster from hell with the cackling Joker and the screen rotates smoothly to a unique front-on view, all these reservations about gameplay go out the window, because it's actually quite good fun.

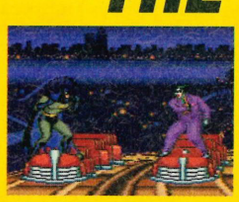
Graphics on all levels are superb, but then this is a cartoon conversion and you'd have to be pretty stupid to mess it up. Batman himself is a slickly animated sprite, with a flowing cape to confuse his opponents, powerful punches that land with a satisfying 'thud', and a purposeful jutting jaw to show he means business.

Robin only appears briefly in the museum section, just in time to get beaten and tied up (that's all he seems good for), but you can't control him, and there's no two player – shame on you Konami!

My only real complaint with Bats himself is that he moves fairly slowly, and every time he jumps, it feels like he's dragging a ball and chain.

For the most part, *Batman* is a simple 'walk along and punch' game, but the real treat comes when one of the super criminals hits the scene. Instead of just the Joker and Penguin (which

THE ROGUES' GALLERY



THE JOKER

Fight the Joker on the speeding rollercoaster. This level begins side-on, then rotates to this front perspective.



CATWOMAN

A bitch from hell! First you must chase Catwoman across the roofs, then beat her up in a dark alley.



THE RIDDLER

You meet the Riddler in his own personal cyberspace maze. Answer the riddle to free Commissioner Gordon.



THE PENGUIN

Penguin uses a massive helicopter gunship, plus his own Magnum brolleys to fight the Dark Knight.



POISON IVY

Talk about Day of the Triffids! Poison Ivy is protected by a huge man-eating plant. But you can't hit girls!



SCARECROW

This guy knows no fear. Batman battles with the Scarecrow in the airship and then on the wings of his haywire glider.



△ Use the Batplane to reach the Scarecrow's airship, then swing inside.

RYAN



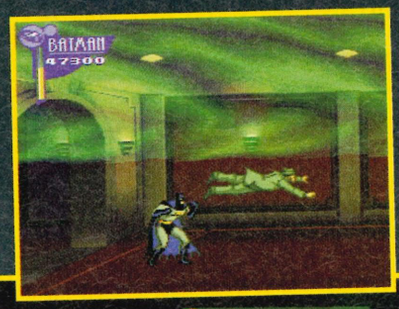
Flippin 'eck! Do Konami know how to produce an atmospheric piece of software, or wot! I thought *Batman Returns* was a masterpiece, but this just builds on the old theme and incorporates so many new ideas, you never want to stop playing. I especially thought the rollercoaster level was fabbo, the way in which it spirals and then switches perspective is excellent. Like *Batman Returns*, this game is real test to complete as there are so many cunning puzzles and riddles to keep your mind constantly on standby as well as the old reflexes. All this is polished to a tee with fabulous animation and moody tunes. It looks as though Konami are on the up again!

previous games have concentrated on), the arch enemies here are taken straight from the original DC comics.

Consequently, you now face the likes of Poison Ivy, Scarecrow, Riddler, Catwoman and Two Face. Each has a different setting, an excellent film noir intro screen, and an unbelievable fight at the end.

The Catwoman sequence in particular is excellent – at last a true depiction of Batman's world – as our hero chases the agile vixen over Gotham's rooftops; illuminated in the glare of the police's searchlights.

There's even a heart-stopping moment when you are both pitched off the roof and you must use the grappling hook to catch a passing flagpole whilst fighting off Catwoman's advances – brilliant!



Other guardians also impress, with the daring swing underneath Scarecrow's airship and the ensuing fist-fight on the wings of his glider, and the Riddler's absorbing cyberspace maze standing out as choice Bat moments. The latter features a superb 3-D maze, which rotates through 360° when you come to a junction.



I was really only disappointment by the length of the levels. The Joker is a good start (but too easy), and the Penguin's museum level and the Riddler's Minotaur maze are all challenging and fun to play. But the overhead *Spy Hunter* car chase with Two Face is insultingly easy and woefully short, as is the Catwoman level and Poison Ivy's forest – only four or five screens long!

In all the time I played the game, I was only stopped twice – once on the annoyingly precise airship level, and then on the impossible riddle at the end of the maze.

Bat fans will love it, but it won't be long before you've committed all the super villains to Arkham Asylum, and then who'll be left to fight?



△ I don't know about you miss kitty, but I feel much yummier! You must chase the Catwoman across the rooftops of Gotham in the beam of the police searchlight.

KEITH



Not another Batman game – there's been more of these than original episodes, I'm sure! But is this better than the others? Well, it's not bad, the assorted styles make for a refreshing change and it's challenging in a way which means you play through steadily rather than quickly. The main point that grabbed me was the way it recreates perfectly the atmosphere of the cartoon; the graphics are amazing and the story telling all the way through keeps you focused so you always know where you're heading and why you're going there. Not as good as *Batman Returns*, in my opinion, but very, very polished indeed.





PRODUCER
KONAMI
(0895) 853000

PRICE
£54.99

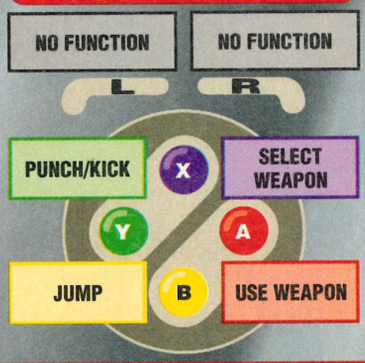
RELEASED
NOVEMBER '94

GAME TYPE
BEAT-'EM-UP

CART SIZE
16MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	90
SOUND	80
GAMEPLAY	85
LONGEVITY	79

OVERALL

85

NBA LIVE '95

A FIFA repeater?

▽ *A shambling defender makes no impact on the steamin' forward.*



KEITH



For those of you who are seriously, and I mean seriously, into the squeaky trainer sport, *NBA Live '95* is one hell of a basketball game.

All you six foot fanatics out there who sit down to watch the television on a Saturday afternoon, gawping at all the size 25 Nike shoes as they fly through the air, will be ultra pleased to hear that *NBA Live '95* has Shaq O'Neil, Barkley, Oakley and co, in a sliding, gliding, twirling, isometric slam dunk frenzy.

Unlike *NBA Jam*, which was pure arcade, *NBA Live '95* is more of a simulation of the sport, and so immediately I found the moves were performed in a more realistic way.

The object is still to score as many baskets as possible by three pointing, denying and dodging the opponents, but the emphasis is on your accuracy rather than just letting the computer do all the work. However, there is an arcade mode amongst the wealth of game options and so this game will satisfy all players.

The five team members (as opposed to two in *NBA Jam)* force the player to pass the ball around more; anyone attempting to charge straight for the hoop will be frustrated time and time again by a defence which is absolutely rock solid on all three of the difficulty settings.

RYAN



Wow, it's like *FIFA* all over again, man! I must admit that my first few minutes in front of this game were spent fumbling around for the "turbo" button! A further ten minutes and I was convinced that the *NBA Jam* ghost that had affected my judgement of other lesser basketball games can finally be laid to rest. *NBA Live '95* has it all, real players, full teams, and gameplay so fluid it's frightening! I especially liked the way in which you can dash up court and then throw the ball at your team mate and he'll already be airborne and ready to slam the ball home like a proper comrade! The fact that there are more players means that you can be strategic as well as flash. In my opinion, Keith was mad not to give this a GAMER GOLD!

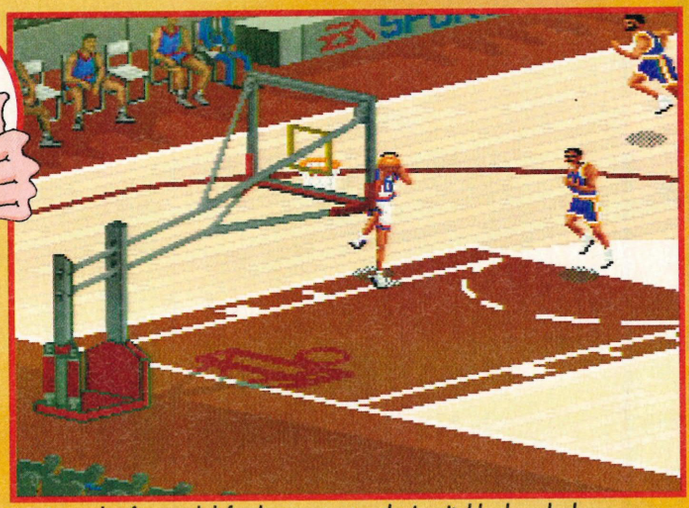


◁ *The players get ready for the tip-off!*

DAMIAN



One thing the Super NES is lacking in is an *NBA Jam* with more to it. I'm a BIG fan of the Acclaim classic, but it was always too shallow and needed a more serious side to win over the strategists. *NBA Live '95* fills the gap admirably, but let's face it, it's not as good to play as *Jam*. The options are brilliant, though. All the teams, stats, leagues and players you could ever want are just itching to get out on the court, and I really liked the way it highlights your team's best player at the start of the match so that you can use him more often. With all this, you'd expect a Gamer Gold for sure, but the only thing that drags the game down is the slightly clumsy gameplay which mirrors *FIFA*, but doesn't quite work as well. I would recommend *NBA Live '95* to any fans of the game, especially if you're not happy with *Jam*'s unrealistic moves.



△ *A couple of ragged defenders try to stop the inevitable slam dunk.*

Obviously, playing a human opponent is far more satisfying than the computer, but the programmers, Electronic Arts, have incorporated an artificial intelligence that helps in offence and defence and makes the one player game more aggressive.

Basically you control one player at a time, but if you pass to a computerised team mate who's near the basket, he'll do his best to dunk it. The same applies to defence, so you never have to worry about marking different players because the computer takes care of it all; leaving you to dunk away and steal all the headlines.

NBA Live '95 is by EA Sports and so you get all the great front end presentation, but in an effort to capitalise on *FIFA*'s success, they have used the same perspective and as far as I can tell, the same game engine as the football game.

Your player moves in the exactly the same way as the teams in *FIFA* and so despite the smooth control method, the old flaws are still here.

Players 'moonwalking' rather than chasing the ball, a split second delay in switching to another player, and worst of all, the way all the players scramble into the key after the ball, rather than finding open spaces to pass into. You can almost let the game play itself – and still win!

When the play goes your way then the game is great, with you stringing together flowing dribbles, dummies and then the final flamboyant helicopter slam dunks.

All this can be replayed in the time honoured EA Sports fashion, from every conceivable angle and at whatever speed you desire. You've got to admit, they're the best at what they do.

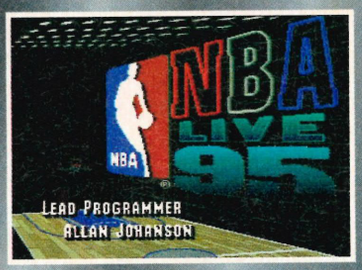
What you have here sports fans is *FIFA* with sneakers, and if you liked the footy game, then you'll instantly take to *NBA Live '95*. Everything a basketball connoisseur could ever want is right here, including a choice of seasons and play-offs – all battery backed-up.

But it doesn't have the instantly addictive gameplay of *NBA Jam*. True, this is the larger and more true-to-life game, but Acclaim's 94% effort is still king of the heap in my opinion. *NBA Live '95*'s good, but not 100% jammin'!



▽ *Twisting through the air like a Texas Typhoon is the prelude to a spectacular basket.*







PRODUCER
OCEAN/EA
(061) 832 6633

PRICE
£TBA

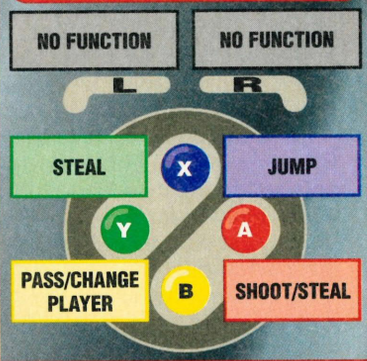
RELEASED
DECEMBER '94

GAME TYPE
SPORTS SIM

CART SIZE
12MBit

FEATURES
BATTERY SAVE

CONTROLS



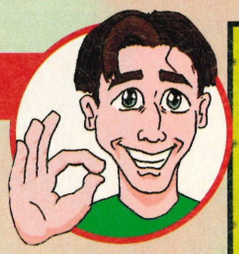
RATINGS

GRAPHICS	90
SOUND	85
GAMEPLAY	87
LONGEVITY	90

OVERALL

88

KEITH



As I wandered through the desert with my trusty armour-plated Game Boy attached to my camouflaged Game Boy pouch, I was thrown to the ground by a thunderous roar as an Apache Gunship hammered past. "At last" I sighed, "operation *Desert Strike* is go!"

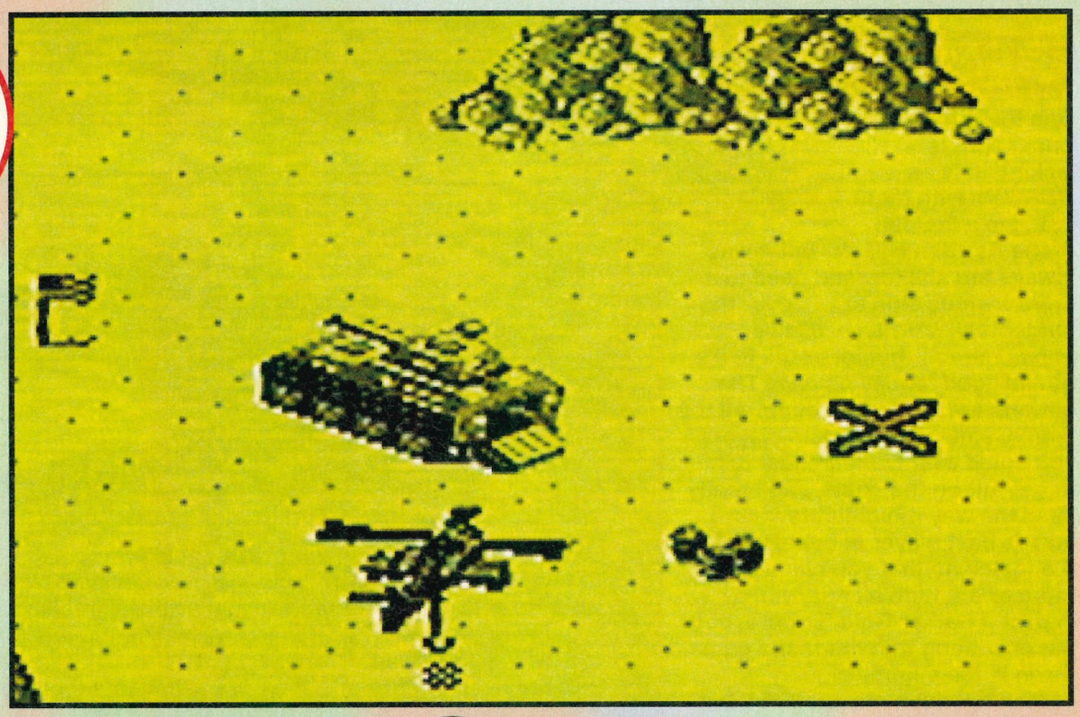
General Kilbaba is a serious bomb boy. His fanatical mission is to rule the world and he'll attempt to achieve it by any means possible; nuclear war, thumbscrews, school semolina, basically the threat this guy poses to humanity is too much, he must be stopped.

You control the chopper as it weaves its way around an isometric 3-D landscape, dodging AA guns, snipers, mobile rocket launchers... basically it's you against an entire enemy army.

There are four levels to complete before Kilbaba is defeated, each landscape containing a series of sub missions. Radar sites must be knocked out, power stations blown up, airports destroyed and other highly destructive activities. Once all objectives have been met, you return to the waiting carrier where you'll receive a password to the next level.

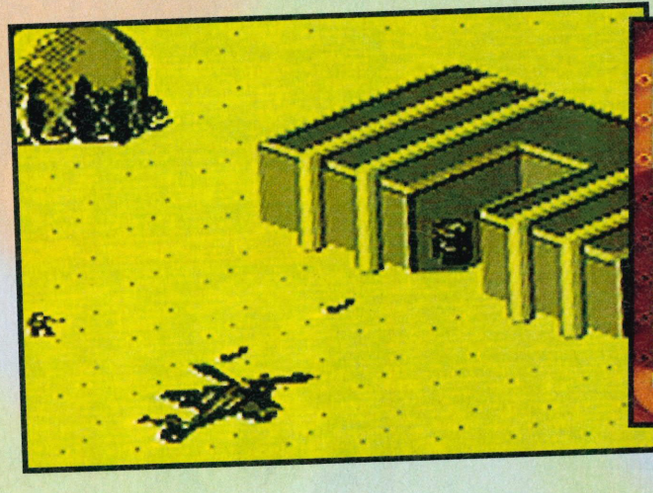
Ammunition is not inexhaustible though, so while you're navigating yourself to the next target it's also worth flicking through your HUD displays to find out where the nearest ammo dump is. Any that you see lying around can be winched up, and the same applies to extra fuel and new armour.

Speed and accuracy when winching or shooting is entirely dependent on whether or not you've chosen the right co-pilot. Imagine, you're out of ammo, shells are bursting around you, gunfire's



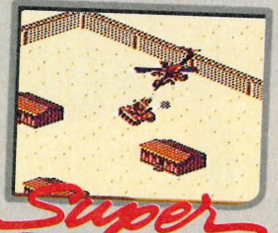
DESERT STRIKE

Desert warfare – it's black and white!





△ *Before each mission you will receive a list of objectives, once all of those have been achieved, it's back to the carrier.*



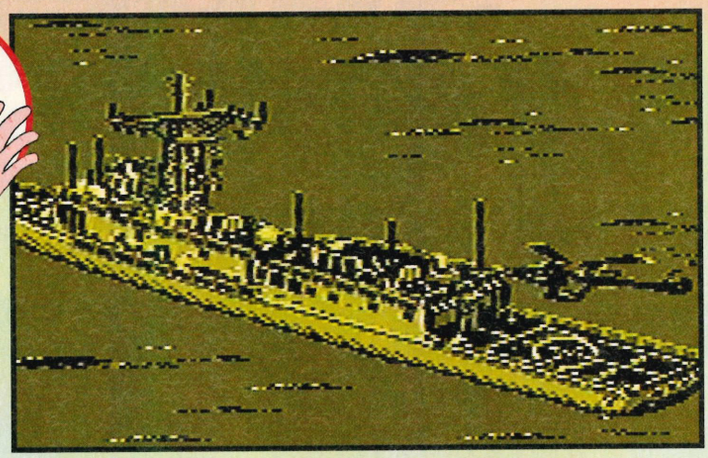
Super GAME BOY

It's much easier to see whether lone soldiers are friendly or hostile when there's colour. I would say that it's definitely easier to play on a big screen.

RYAN



Oh boy, another opportunity to return to the Gulf in a heavily armed gunship and go on a mass spree of wanton destruction! *Desert Strike* actually works very well on the Game Boy, obviously the colours are a bit limited and as a result it is sometimes hard to see what is going on, but the action is still thick and fast. The graphics and sound retain most of the atmosphere of the original. Okay, so the bullets look a bit weird as a result of being enlarged to compensate for the small screen – but who cares? You couldn't hope for a more involved, tactical shoot-'em-up frenzy on your hand-held!



△ *Hover above the landing pad and the chopper will automatically come to rest.*

▽ *It's about time some of the city architecture was altered.*

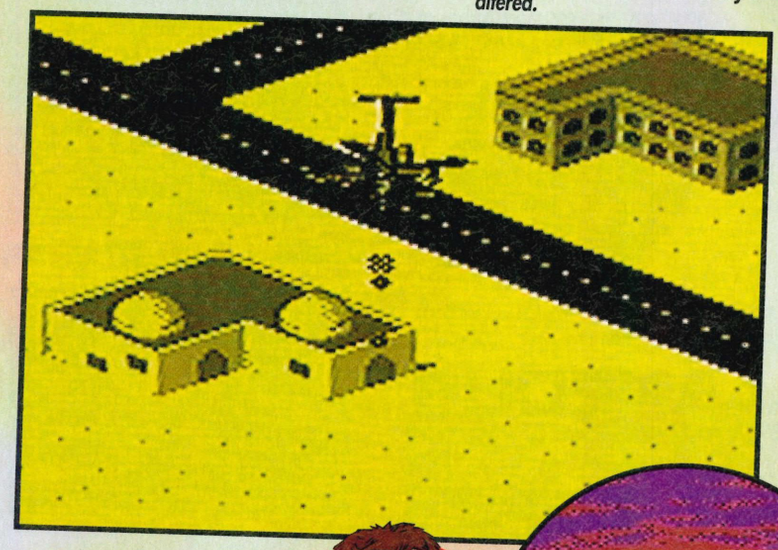
raking the side of the chopper, and you're stuck with someone who couldn't catch a ball of fluff on a Velcro pad, let alone winch up a crate of hellfire missiles! Some co-pilots might even crack under pressure resulting in panicked sprays of bullets that could even kill your own ground troops!

Hellfires are not the only fruit however, and hydra missiles also play a big part in the destruction of tanks and other mobile units, while your trusty chain gun can handle any infantry that are foolish enough to try a pot shot at a helicopter gunship.

The variety of missions is excellent, with hostage and secret agent rescues, radar station attacks, blowing up camps etc, all adding to the Gulf war scenario.

Desert Strike is different because there's always something to think about. Have I got enough fuel to reach the target? Have I got enough hellfires to blow away that power station and will I be able to drag myself away from this damn game before midnight?

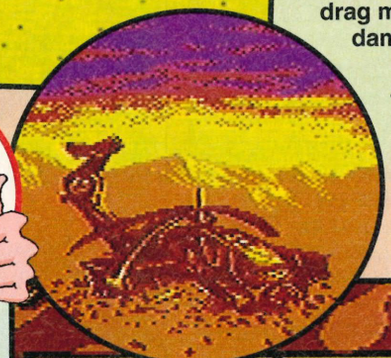
Summing it up, *Desert Strike* is a highly addictive piece of software and well worth owning. If you want a war in the privacy of your own bus seat, then *Desert Strike* is what you need!

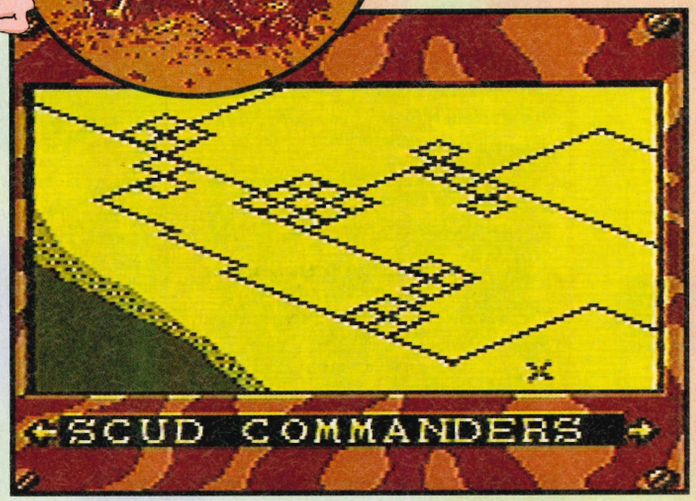


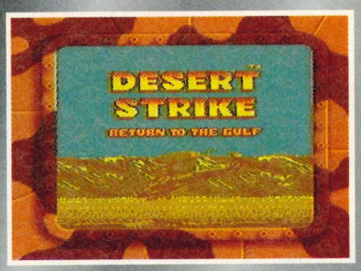
DAMIAN



Desert Strike first strikes you right between the eyes because the programmers have managed to include all the building detail and a completely accurate Apache gunship. The missions are hard to say the least, but I found the control pad response a little slow; resulting in some nasty scrapes with SAM sites. Everything a *Desert Strike* fan could want is here and I particularly enjoyed blasting the enemy airfields, even if the explosions are a little weedy. Overall I'd say this is a great Game Boy conversion, marred only by the inordinately long time it takes to view the map and the weapons screen.









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OCEAN
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PRICE
£24.99

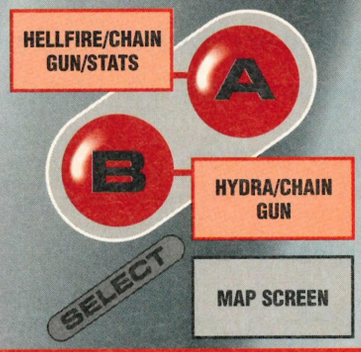
RELEASED
OCTOBER '94

GAME TYPE
SHOOT-'EM-UP

CART SIZE
2MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

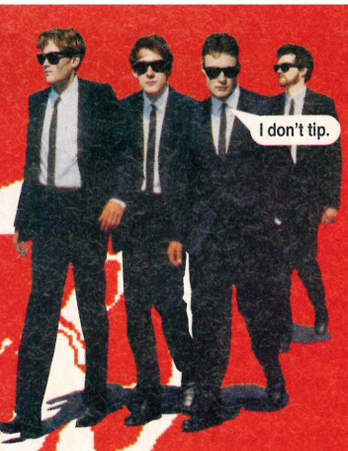
GRAPHICS	84
SOUND	80
GAMEPLAY	85
LONGEVITY	86

OVERALL

84

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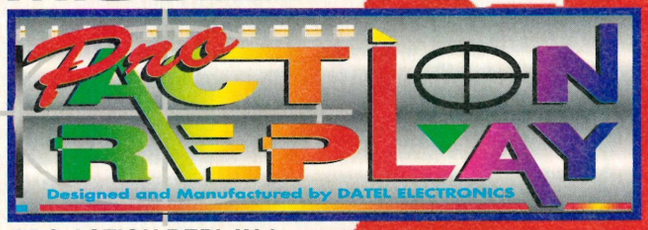
It's cool it's black and it has got loads of extra functions you will probably never use. The professional's stick.



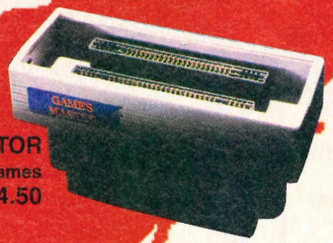
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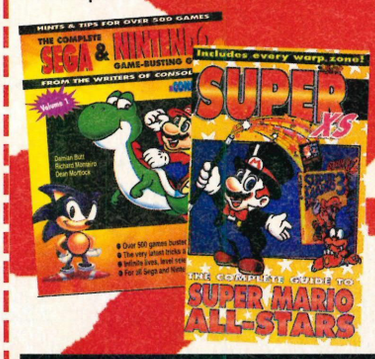
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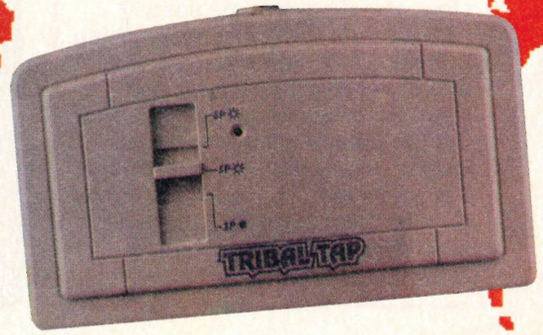
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BRAINIES

Faggots from outer space!

RYAN



The aliens have landed... well, sort of! These aren't the multi-limbed, acid-spitting killing machines that Hollywood movies are made of, in fact they look more like something out of a low budget B-movie, or perhaps *Doctor Who*!

The Brainies are fluffy multi-coloured balls that have crash landed on Earth by accident, and now you must do the charitable thing and guide them back to their sleeping pads before they die in our smog-filled atmosphere.

Hence the beginning of a wonderfully addictive ride through 100 levels of brain-imploding puzzle action. There are four different types of Brainie: Red, Blue, Green and Yellow. Your aim is to guide each Brainie to the sleeping pad that corresponds to their colour – what could be simpler?

Brainies is easy enough to get into, although as time goes by, and you start skipping through those levels, new hazards arise to confuse you. It's bad enough that the Brainies can only walk in a straight line, but when bombs, teleporters, and directional arrows start popping up, it's a sure sign that you'll be playing this for months.



The game boasts nothing special graphically or sonically, but what really keeps you engrossed is the compelling gameplay. As soon as you get cracking, there's no stopping you. The levels are tuned with just the right amount of difficulty so that you are constantly enthralled, but not permanently baffled. The fact that you're up against a very tight time limit intensifies your thirst for more and keeps you endlessly plugging away.

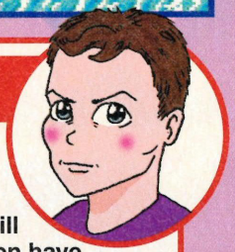
Forget drippy platformers, mundane beat-'em-ups and repetitive shoot-'em-ups and treat your brain to a complete work-out! *Brainies* offers nothing fancy, other than an awesome challenge and gameplay so addictive you'll have to check into the Betty Ford Clinic to straighten yourself out! A must for puzzle freaks!



△ The action can be viewed from an angled 3-D or overhead 2-D perspective.



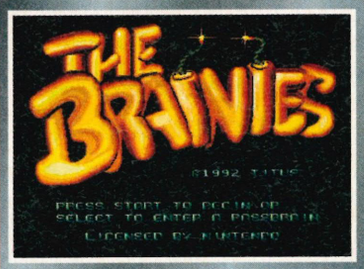
DAMIAN



Brainies is simple harmless fun – the sort of game your mum will approve of and even have quick go on while you are asleep! The anybody-can-play difficulty level is perfect, with insultingly easy levels making way for some real tough muthas later on. However, I'm not sure *Brainies* will last. True, it is addictive and complusive once you're playing, but nothing makes it leap off the shelf, and the plain graphics and sound do nothing to enhance the gameplay. Unlike, say *Lemmings*, where thre are plenty of things to do, *Brainies* falls down on its repetitive nature and lack of in-game rewards. A good teaser, but worth £45?

▽ The Brainies do a bit of frolicking amongst some cabbages!







PRODUCER
TITUS
(071) 700 2119

PRICE
£44.99

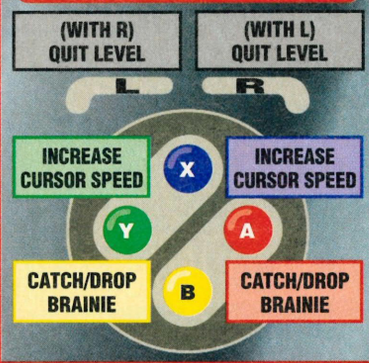
RELEASED
OCTOBER '94

GAME TYPE
PUZZLE

CART SIZE
4MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	73
SOUND	68
GAMEPLAY	89
LONGEVITY	88

OVERALL

84

TINY TOONS WILD AND WACKY SPORTS

Four player freaky frolics!



△ Plucky approaches full speed as he prepares to hurl the discus skyward.



KEITH



Montana Max is at it again! This time he's setting up an alternative collection of 14 *Track & Field* type events and luring the unsuspecting Tiny Toons into a trap.

First prize is a million dollars, but you have to get your chosen Toon through every event in record times to hit the jackpot. Even then, you may not get the cash if Max has anything to do with it.

What we have here is a collection of 'cutified' sporting events such as ice cream throwing, the obstacle course, weight lifting, birdman contest and even a curious test of braking power, where you must stop as close to a cliff's edge as possible, without falling off.

Wild and Wacky Sports is a button bashing extravaganza to test the digits of every Nintendo gamer. Success in every event is governed by your skill in building up power bars by frantically hitting the joypad and then performing finishing moves such as jumping or getting the angle closest to 45°. If you've ever played this type of game then you'll immediately feel at home.

As with most games of this type the biggest problem is inconsistency with the quality of the events.

Out of the 14 on offer, half are good fun, with masses of special bonuses for good performances, while all the others seem to be just there to make up the numbers.

The Saucer Throw for example, is just a variation on the discus event in real life. And only the bizarre sports like the Chicken Dash and kamikaze Birdman Contest (where you must crash into Max's mansion using hang-glider-like skills) offer any real humour or variation.

There are four difficulty settings ranging from easy to expert, but the only trouble is you cannot select the level at the beginning of the game unless you can enter the correct password.

I liked the way that some events are only accessible if you are on a higher difficulty level, because this means you can still be surprised by a new level, even after long term play.

The four player mode is definitely the best aspect of *Wild and Wacky Sports*, as you can get a few friends together and have a laugh. But if you're on your own, forget it – you will soon tire of the repetitive sporting action.

▽ Montana gatecrashes the obstacle race in a tank.

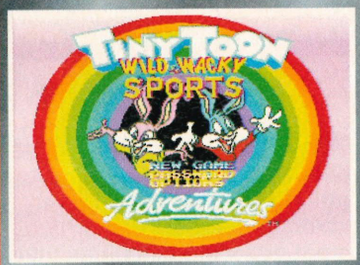


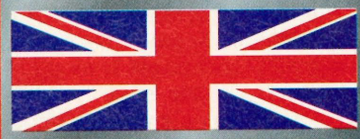


RYAN



I must admit to being a bit cynical about sports games with a novel theme, and *Wacky Sports* does little to sway my judgement in favour of the genre. All of the events on offer are fun for the first couple of games, but before long my interest started to plummet drastically. *Wacky Sports* sounds good and I certainly can't fault the graphics, it's just that the whole thing gets very repetitive very quickly. Most of the ideas have been borrowed from countless classic games of the past such as *Pilot Wings* and *Combat School*, with a fair bit of humour bunged in to spruce things up. But when all is said and done, this is just another *Aquatic Games*.





PRODUCER
KONAMI
(0895) 853000

PRICE
£49.99

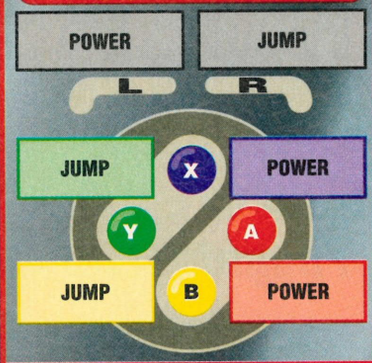
RELEASED
NOVEMBER '94

GAME TYPE
ARCADE

CART SIZE
8MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	84
SOUND	80
GAMEPLAY	79
LONGEVITY	73

OVERALL

75

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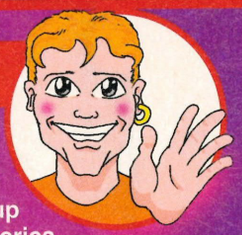
Desert Strike is a trademark of Electronic Arts



ESPN BASEBALL TONIGHT

I feel like baseball tonight!

RYAN



Baseball is to the Yanks what soccer is to us Brits, but whereas the World Cup was embraced by America, Baseball has always been shunned over here as a fancy name for rounders. Why then are Sony releasing a baseball sim?

The answer is simple, this game is fab. It is especially fab because I couldn't care less about baseball before playing it, but now I've already booked my seats for next year's World Series and have renewed my subscription to Sky Sports!

Okay, so that was a bit of an exaggeration, but the fact remains that this game sparks interest in the way *John Madden's* re-invented American Football for console owners.

The front end of *ESPN Baseball Tonight* is brimming with authentic American razzmatazz. The game opens like a typical cable news report with some over-enthusiastic sports commentator giving you the full Monty about what the night's fixture has in store.

You can select your team from the National League West, East, and Central divisions – all the great sides are here: LA Dodgers, NY Yankees and Boston Red Sox.

The matches are viewed in the standard baseball fashion: pitcher in the background, batter in the foreground, and then an aerial map of the entire pitch in the corner so as to spot where your fielders are in relation to the ball.



What makes *ESPN* so special is that all of the players are in fact real athletes who have been filmed and digitised, and the effect is stunning believe me. Each sprite moves with the same fluidity of a real player, and Sony boast that there are over 15,000 frames of animation. Wow!

This game is perfect for armchair sports fans because it conveys the realism and excitement of the game so well. You feel as if you're actually taking part in the games – a sure fire sign of a good sports sim in my book.

Another aspect I liked was the fact that you aren't bowled over by meaningless options. *ESPN* contains just enough data to keep you interested, and then it gets on with the job in hand; simulating unbeatable baseball action and being highly playable to boot.

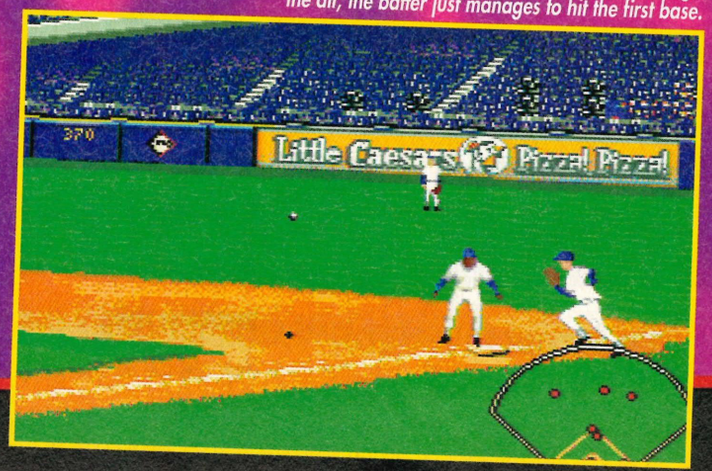
This is undoubtedly the best baseball game so far, and it captures perfectly the thrill and adrenalin of the sport. A winner!

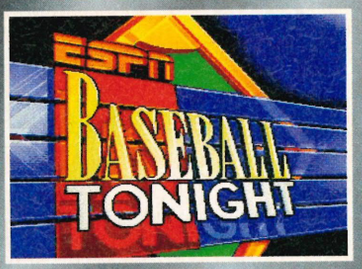
KEITH



Like Ryan, I don't watch baseball much, in fact I find it totally lacking in excitement. That was until I became inexplicably hooked on *ESPN Baseball Tonight*. I loved the way the bowler does little signs to the bloke with the Hannibal Lector face mask just before he throws it. There are plenty of teams and players to choose from as well and they all play differently. The players sprint from base to base very smoothly and the radar means you know exactly where every one is. Long term enjoyment is there too, with some good tournaments and the obligatory two player option. The only thing that's bad about it is the name and that's because it reminds me of Chicken Tonight!

▽ *As the ball soars through the air, the batter just manages to hit the first base.*







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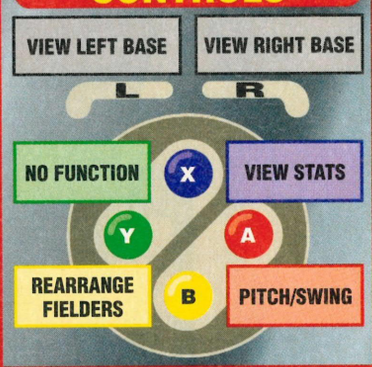
RELEASED
NOVEMBER '94

GAME TYPE
SPORTS SIM

CART SIZE
16MBit

FEATURES
PASSWORDS

CONTROLS

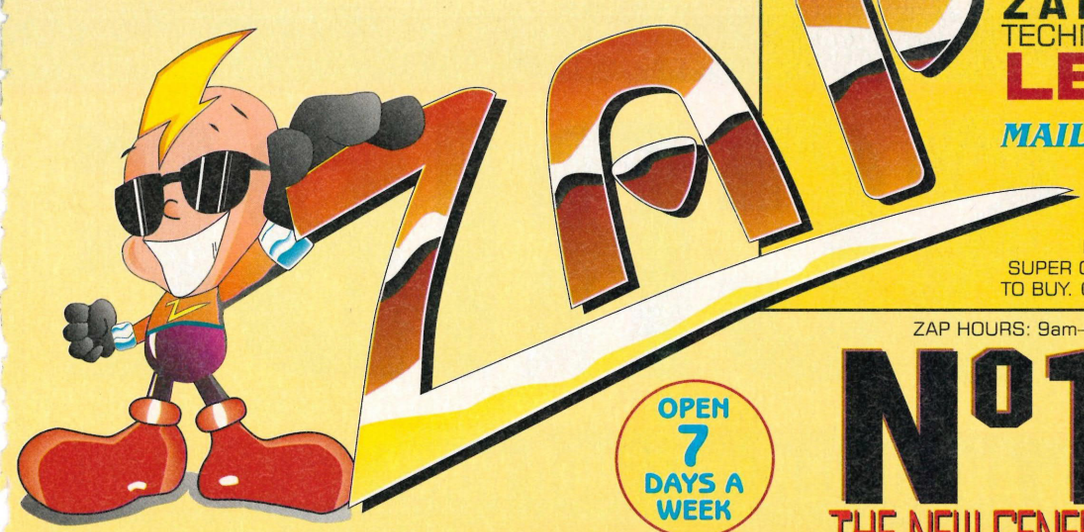


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OVERALL

87



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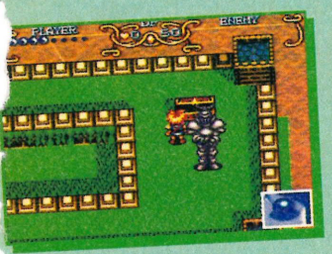
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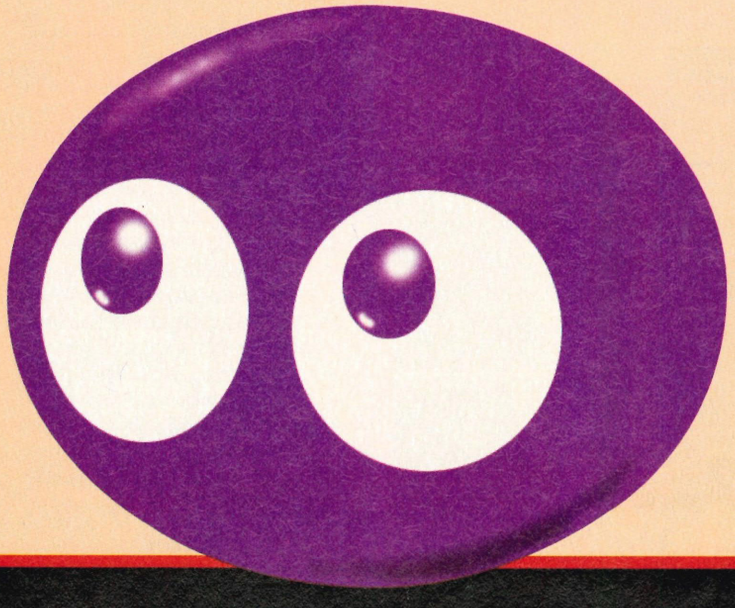

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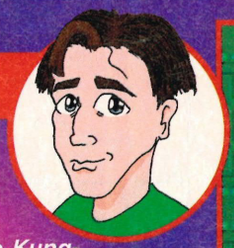
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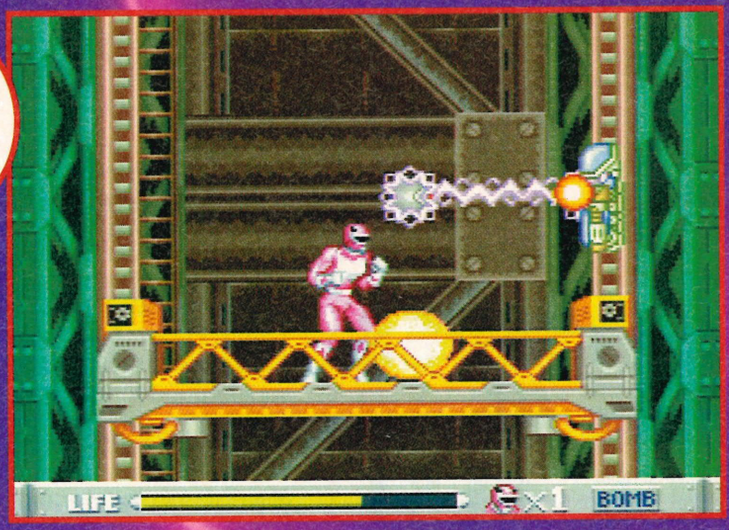
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GAMER RANGERS

KEITH



Bursting with originality, *Power Rangers* is like the ancient side-ways scrolling beat-'em-up *Kung-Fu Master*, except with robots. At the start of each of the five levels: street, park, factory, sewers and laboratory, you get to choose which of the five Power Rangers you want to play. The sorry choice is Jason, Billy, Kimberley, Zach or Trini – all are plastic Barbie and Ken stereotypes with minimal intelligence and only two frames of animation.



◁ *The electrifying action takes you ever upwards. This natty pink suit is the girlie choice of Kimberley.*

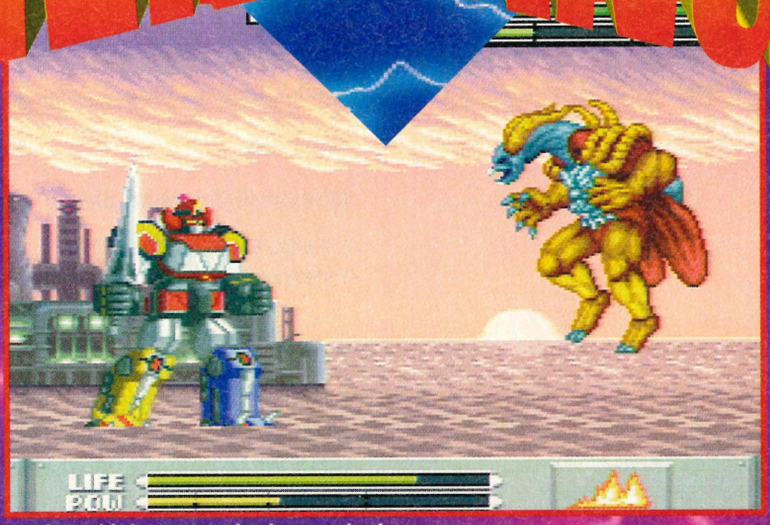
Go! Go! Latex leotards!

MIGHTY MORPHIN POWER RANGERS

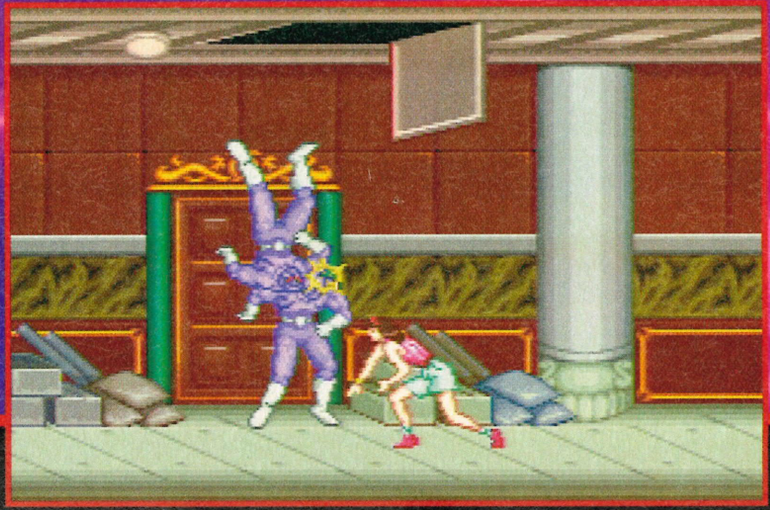
Produced on a budget that would reduce a Czecho-slovakian film maker to tears, *Power Rangers* is a TV series detailing the adventures of five American High School students who are inexplicably beamed into a spaceship containing two aliens, one looking like Marlon Brando's head in a jar, and the other is a cross-dressing robot with a high pitched voice.

They bestow upon the quintet the deadly power of dinosaur name recitation, cheap superhero suits and the ability to control a fleet of transformers. Their mission is to fight the evil Rita Repulsa and her band of Putties (more kids in grey leotards, actually).

At the end of each level, some of Rita's most powerful minions are waiting to do battle. Baboo, for example, is a strange ape-like creature who failed an audition for *Planet of the Apes* because other apes refused to work with him, and Goldar is Rita's personal bodyguard who can grow to an immense size (ooer).



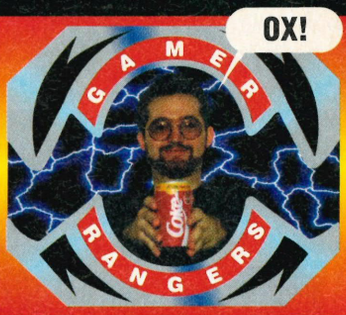
△ *This sad fight section is the climax to the day's events.*

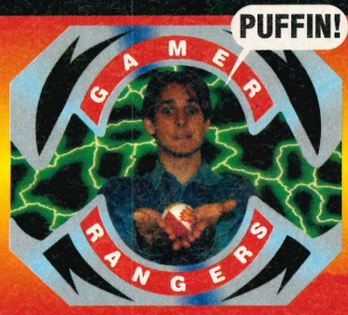


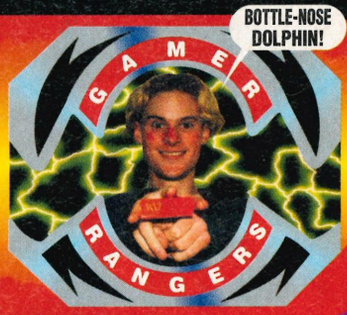
Power Rangers is for the most part a *Final Fight*-style beat-'em-up, with good (not exceptional) graphics and bizarre enemies to kick the cornflakes out of. Each of the Rangers has a different special weapon, such as Billy's power lance and Kimberley's bow, which is ideal for long range fighting.

The basic game is horizontally scrolling, with enemies appearing on both sides and as the chosen kid you must punch and kick your way halfway through the level, whereupon you turn into a Power Ranger (lycra tights and a crash helmet) and your powers are enhanced. The beat-'em-up action remains the same, though.

Once you've completed the five levels (something I did in the first morning of play – is that value for money?), the Power Rangers band together







TV HELL



No review of *Power Rangers* would be complete without a slagging of the awful TV series. Not for any particular reason, just because it's fun. Basically for the first few minutes the five saccharin sweet white-toothed school kids bum around the spotless school gym, talking about world peace and how young people should be more considerate these days.

Suddenly the action switches to a Japanese *Godzilla* movie with *Kung-Fu*-style horrendous sound dubbing, and the kids all turn into the Power Rangers and appear in the middle of the desert for an obviously staged fight with a load of dudes in grey catsuits. The Power Rangers are all inexplicably beaten.

Finally, to cap off every episode, the Power Rangers turn into the Megazord and kick the crap out of a foam rubber monster whilst standing in a bad Airfix model of Central Park.

Of course, no show would be complete with the bit where the dodgy robot does something stupid, like overheat or blow a circuit, and everybody laughs at him. Fin.

and by performing some kind of ritualistic orgy they morph together to produce a mile high warrior robot going by the name of Megazord, who fires a laser and swings a sword the size of the Eiffel Tower!

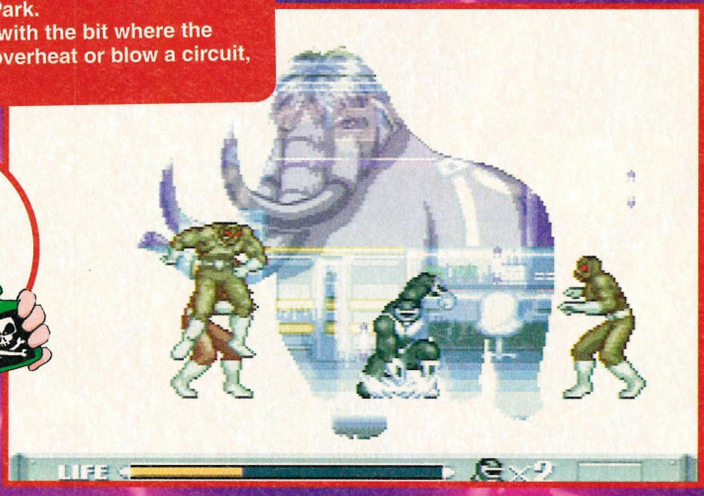
The final two levels of the game are basic one-on-one battles, with you controlling Megazord in a desperate struggle against the aforementioned Goldar and Rita herself. More like *Ultraman* than anything else, this is a disappointing finale for an average game.

If you are not a games expert and enjoy watching the Rangers frolic about in their rubber suits, then you will undoubtedly enjoy this. However, if you like your games tough and challenging, then go for *Maximum Carnage*. At least *Power Rangers* on the Super NES is as tacky as the series, well done Bandai, you got that bit right!

ANDY



Even the two year olds at whom the series is apparently aimed choked on their rusks when they realised how much their intelligence was being insulted, and the game follows suit by insulting the playing ability of anyone with more than no fingers. 'Easy' is too mild a term to describe the horrid simplicity of *Power Rangers* – with its passwords, infinite continues and utterly doddlesome gameplay, you'll be seeing the end screen before the kettle's boiled! In the blink of an eye before you complete the game, you can take time out to laugh at the two frames of animation on the baddies and the fact that the two girls become rather, um, 'masculine' when they transform into the lycra-clad losers. You could have a mental night on the town with all your friends for the price of this game, and the experience would last a lot longer!



POWER RANGERS GAME BOY



£27.99, 16th September '94

Everything that applies to the Super NES version applies to the hand-held game, only worse. Bad characters, graphics, animation and quite the most laughably easy bosses in any game. I can see this appealing to young die hard fans of the series, but it's just far too monotonous for someone who is just after a decent beat-'em-up.

Overall 45%





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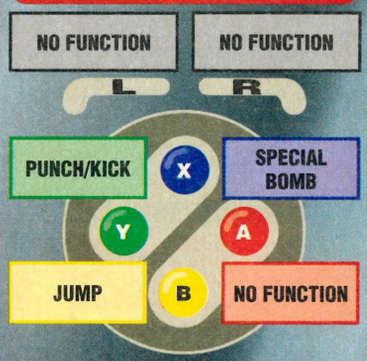
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OCTOBER '94

GAME TYPE
BEAT-'EM-UP

CART SIZE
16MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	74
SOUND	79
GAMEPLAY	75
LONGEVITY	58

OVERALL

71

FATAL FURY SPECIAL

No it isn't!

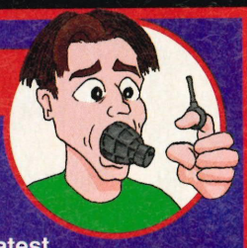
▽ A hefty boot to the groin will see fatty doubled over. Oh yeah, beware of fatal haircuts.







KEITH



Every month more beat-'em-ups worm their way into the SUPER GAMER office, claiming to be the latest king of the genre. And every time we pray for a hint of originality, or failing that some serious gameplay. Unfortunately, time and time again our hopes are dashed. Only *Super Street Fighter II* and *MKII* are worth a look.

A good beat-'em-up is a game where you can apply some kind of strategy to the proceedings, rather than just hammer away with a low punch, or pull off a constant barrage of dazzling, yet repetitive special moves.

Takara and Saurus are the worst culprits, with all their *World Heroes*, *Art of Fighting* and constant *Fatal Fury* clones. Stop it now! They maybe popular with the sadly gullible Japanese, but we hate them!

Fatal Fury Special, as you've probably guessed by now, is yet another Neo-Geo conversion; boasting more characters, moves and better graphics than ever before, when in reality all it offers is base gameplay that is not fit to lick the boots of the mighty *Street Fighter*. What you *do* get with *Fatal Fury Special* are horrendously distorted samples and a price tag more akin to a national debt.

Who needs games with 50 fighters and 20 special moves that are all the same? Or 128Mbit carts that you need to take out a mortgage to buy? Takara have not yet sussed out the fact that 'more' doesn't necessarily mean 'better'.

Put simply, *Fatal Fury Special*, isn't. The graphics are the same as always (rough and lacking detail) and despite some new moves (which are similar to the old ones anyway) the game fails to excite in any way.



Luckily, because it's an import, you're not going to come into contact with this game too easily, so whatever you do, don't go looking for it! Avoid if you can and sleep easy with the fact that you'll never have to play it! Unfortunately, I had to.



ANDY



Oh joy, the gods are truly smiling upon us – another Neo Geo beat-'em-up conversion. Prepare the vitriol vat! *Fatal Fury Special* is a sequel to the intensely tedious tenth-rate *SFII* rip-off, *Fatal Fury*, and could best be described as an intensely tedious ninth-rate *Super SFII* rip-off. The fighters possess all the personality of wet cardboard, and they punch and kick each other with as much enthusiasm as a Halifax Town supporter with Mogadon in his Bovril. Anglophiles may perk up momentarily on finding a British character in the game, but rather than the pertly leotarded Cammy, the home side is represented by a thuggish clod in a bandana. Thanks, Takara. This game is utter trash, and the only 'special' thing about it is how quickly I grew to hate it!



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TAKARA
SUPPLIED BY: VIDEO GAMES CENTRE (0202) 527314

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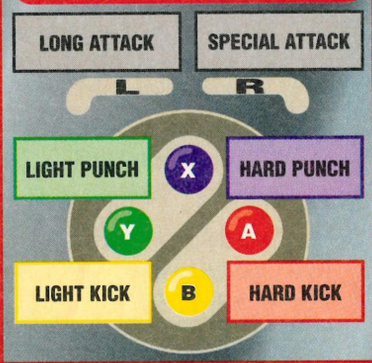
RELEASED
JAP IMPORT

GAME TYPE
BEAT-'EM-UP

CART SIZE
32MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	65
SOUND	53
GAMEPLAY	25
LONGEVITY	35

OVERALL

37



RYAN



SOS, red alert, a crisis has arisen in the once peaceful world of the Smurfs. Gargamel the sinister wizard has invaded and made off with several prisoners; who knows what nasty fate lies in store unless a courageous Smurf warrior makes a stand and sets out to rescue them?

Enter Hefty Smurf, the bravest of the bunch. It is your task, as Hefty, to scour the land in search of your missing pals, through 20 levels of platform related fun and frolics.

The SMURFS

Sugar, spice, and all things nice!

It isn't all running and jumping though, some sections require Hefty to toboggan down icy slopes, gallivant around in a rickety mine cart, and even hitch a ride across water on seemingly oblivious ducks! For the most part however, your horizontal platform adventure is as you would expect, pretty to look at, but hardly Oscar material.



◁ *Gargamel's cat relishes the thought of Smurf giblets!*



△ *Free your comrade and he'll join in the quest.*

▽ *Flower power or what!*



Most of what *The Smurfs* has to offer has been done countless times before, and to start with it plays almost identical to *Asterix*. But to its credit, things do start to improve as you progress.

The graphics and sound manage to retain every ounce of atmosphere from the cartoon series (although this might not be such a good thing!). The action starts off in the Smurf village, where hazards come in the form of killer water (?) and flying bits of soil. Not a particularly thrilling I know, but it gets better as you enter the forest and the deadly stinging bees enter the fray.

One clever twist is the way that you play the Smurf you rescue, thus your interest is kept for the next level because you have to re-learn the new guy's moves and limitations.

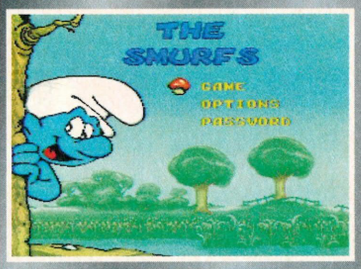
Apart from fancy visuals, *The Smurfs* offers nothing particularly exciting to the worn-out genre, apart from quite a tough challenge and some hair-raising guardians such as the dragon and the killer plant. If you liked *Asterix* then you'll like this, or find it too similar; either way, it's a good game, but not a great one.



DAMIAN



Only 79%, but the Smurfs are amazing. They're so cool and this game should get 96% – wibble! Seriously, what a crock! *Smurfs* is a terminally boring game with criminal collision detection on things like the deadly water and the killer bits of mud. There were obviously no playtesters on this game because they would have said, "What's the point, this is a rubbish game!" The graphics are great, but that's it – gameplay is minimal and so is the fun factor. No-one likes the Smurfs except the French, and they deserve all they get!



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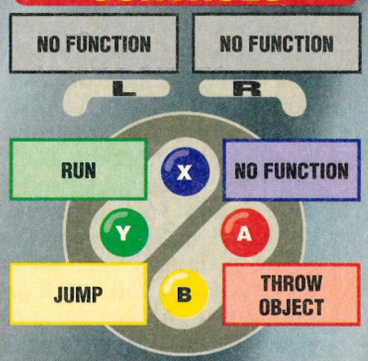
RELEASED
NOVEMBER '94

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
PASSWORD SYSTEM

CONTROLS



RATINGS

GRAPHICS	86
SOUND	78
GAMEPLAY	79
LONGEVITY	82

OVERALL

79

A 'roar' deal!

Beauty and the BEAST



RYAN



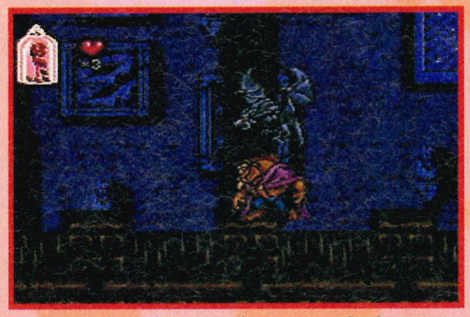
Oh heck! What has happened here? It would appear that one of the most popular Disney films of late has gone through an intense process of what we in the SUPER GAMER office refer to as the " we've got the licence and we're not afraid to abuse it" syndrome.

Beauty & The Beast is basically a no frills platform game with very little action and really boring graphics (try not to mince words, Ryan – Ed). You control the once wicked Prince, who was punished for his meanness by an Enchantress, and turned into a hideous beast. Ol' hairy chops must now win the love of a good woman to change back to his human form.

DAMIAN



When I first saw this game at HudsonSoft, I knew it was bad. I even told the guy that it wasn't worth releasing because reviewers from every magazine would cut it to pieces on the basis that it just isn't Disney. The whole game is far too dark and depressing to play. Half the time you can't even see where you are or what you are doing, and this leads to carelessness and usually a quick death. The Beast is well animated, and the 'roar' smart bomb is clever, but all the levels feel the same, and nothing really spurs me on to find the girlie at the end. I'm sure everyone who likes platform games could have come up with some cracking ideas for *Beauty & the Beast*, but this is a tired lack-lustre affair, with zilch lastability and no future. If only they'd listened to me...



△ *Beasty gets a hard time from a stone bird – yawn!*

Very little of the Disney atmosphere has been retained here, and the majesty of the film has been reduced to ten horizontally scrolling dingy castle levels. I can't believe it – *Beauty & the Beast* is just so dark – it's hard to make out anything, let alone a killer bat or a ravenous wolf; diving in for a piece of beast pie!

The main sprite moves like he's got his feet encased in cement, and trying to make him jump where you want is a complete nightmare – a tough challenge in a game where you must leap something every few metres.

The poor quality of *Beauty & the Beast* is doubly insulting because a) I usually like platform games, and b) one claiming to be of Disney standards and proportions really should deliver something more. After an hour I just felt bored and frustrated.

Credit where credit's due though, there are some well thought-out puzzles and features, like the mirror which can be used to check out future levels, and the part where you must scale curtains in the main hall, but these are few and far between, and most of the game is very standard.

What's needed here is some enthusiasm, new ideas and plenty of variety (much like *Mickey Mania* by Sony). The graphics need a dust off and something really should be done about the irritating tunes. Think long and hard about buying this, even if you are a fan.

▽ *The mirror allows you to view things in advance.*







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PRICE
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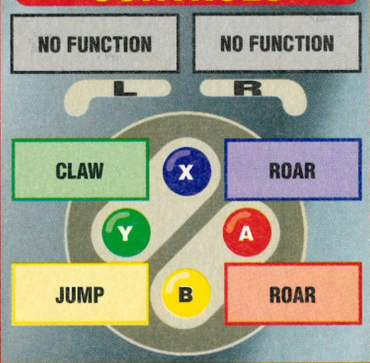
RELEASED
OCTOBER '94

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	70
SOUND	72
GAMEPLAY	51
LONGEVITY	69

OVERALL

60

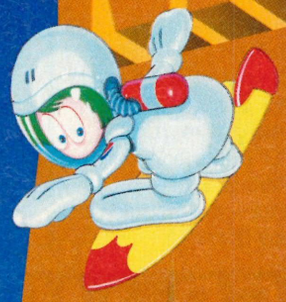
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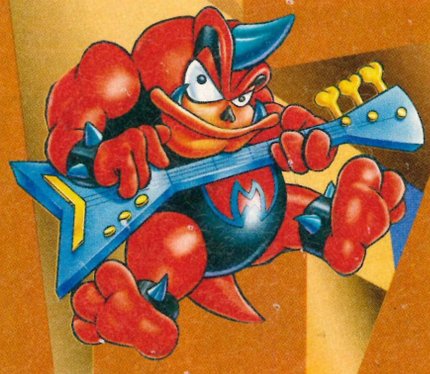
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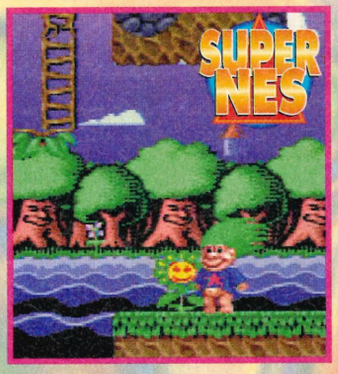
STUNT RACE FX



Incredible KITT cheat
This amazing cheat will actually make TWO computer controlled cars scream off from the start line on the 'Battle Trax' mode and drive the entire race themselves – it's just like *Knight Rider*! To activate auto pilot, choose 'Battle Trax' on the title screen then proceed to select your car. After you are whisked to the start line DON'T TOUCH ANYTHING! After a few seconds the cars will slam it up the road all by themselves in a CPU race to the death.

New diagonal view point
At any point in the race simply press L, R and Select to switch to a new view, simple.

TROLLS (IMPORT VERSION)

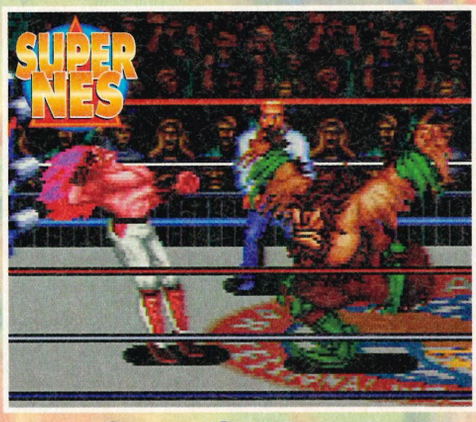


Level Select
At the Troll select screen, simply select the Trolls in the following order: Blue, Red, Green, Red, Pink, Blue, then finally Pink. If the cheat has worked a cat will disappear. Start the game and pause. You should notice a number at the bottom left of the screen that can be altered using left and right on the pad, if you want to complete the game quickly you can now!

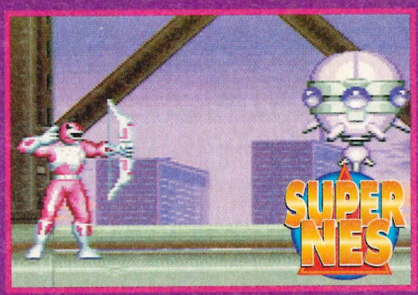
WARIO LAND GAME BOY

Give Wario a power-up any time
Bounce along until you feel the urge to pause the game, then follow that up by pressing the Select button 16 times. A square cursor will now appear at the bottom of the screen. Proceed to hold both the A and the B buttons simultaneously, then press Left and Left again. The cursor will appear on Wario's face, now unpause to release the power-up. This works whenever you want, it's especially helpful when you're small, so remember and use wisely!

MUSCLE BOMBER



Use a weapon inside the ring
This nasty little cheat lets you beat the equity card out of your opponent by bringing a bottle or chair along to help. Jump out of the ring, then go to either the left or the right of the ring. Pick up an object, then jump in and while you are airborne press 'attack' to throw the object in. That will bring tears to their eyes!



POWER RANGERS

Lovely level codes
Type in these to reach the appropriate Mighty Morphin' maze.

1 – 3847	2 – 5113
3 – 3904	4 – 1970
5 – 8624	6 – 2596

These codes will allow two players to battle it out on the beat-'em-up section at the very end of the game, oh what a lark!

Bonus 1 – 0411
Bonus 2 – 1007
Bonus 3 – 1212

MEGA MAN SOCCER

Time to score
This is a technique rather than a cheat, but it still works if you want to score. Try and pick up the ball in a position where there is no-one between you and the goalie, run to the bottom of the 'D' at the edge of the area and then let rip with a diagonal and up shot – this should go in every time. Happy hunting!

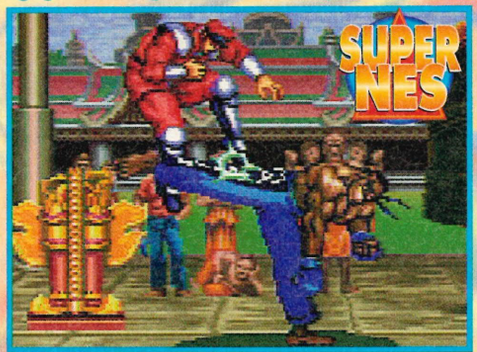


SUPER METROID

Kill Dorigon without a problem
As always there is an easy way to kill one of the hardest bosses in the game. In this instance, attach yourself to the electric side panels when he grabs you and that will electrocute his dangly bits! He'll soon be dead and you can slide into the finale of this great game with a bit more than just your shoelaces intact!



SUPER STREET FIGHTER II



Group battle using the same character
To reach this extra option select 'Group Battle', then keep pressing the L and R buttons on controller two until you hear the distinctive laugh of Vega. Now choose 'Match Play' or 'Elimination' and you can choose eight of the same characters.

ALADDIN

Level skip
The eternally helpful level skip cheat can be activated on *Aladdin* by pausing the game and then hitting A, A, B, B, A, A, B, B, A, A. You will then hear the sound of bells which is your cue to be whisked into the next level!

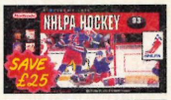
TOM AND JERRY

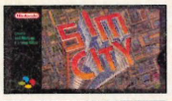
Stage skip
A very easy to use level skip cheat this one. Play through the game and when the going starts to get a little rough, pause the game and press L, X, A, Y, Y, B, R on controller one. Unpause to be catapulted into the next level.

















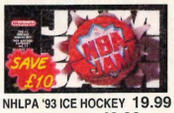
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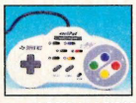
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MORTAL KOMBAT II

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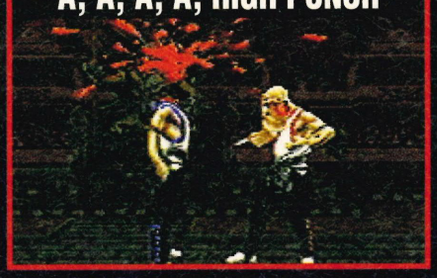
LET THE KOMBAT KOMMENCE!

BARAKA

Baraka, the mutant dude from the outback, is totally awesome in the air. His flying punches and kicks are his best asset, but on solid ground he'll sprout a pair of razor sharp blades and start hacking away at anything that moves!

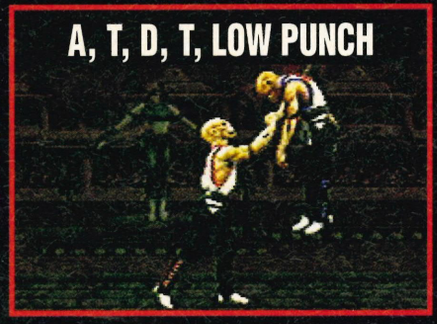
DECAPITATE

A, A, A, A, HIGH PUNCH



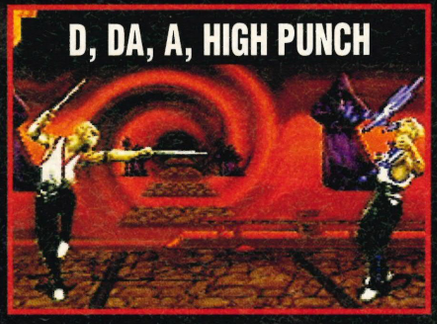
IMPALE

A, T, D, T, LOW PUNCH



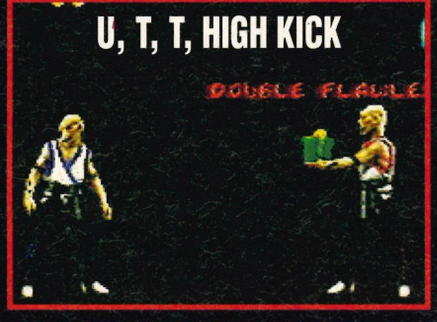
ELECTRIC BLADE

D, DA, A, HIGH PUNCH



FRIENDSHIP

U, T, T, HIGH KICK



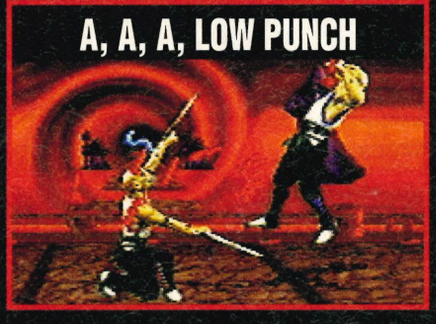
BLADE SLICE

HOLD BACK, HIGH PUNCH



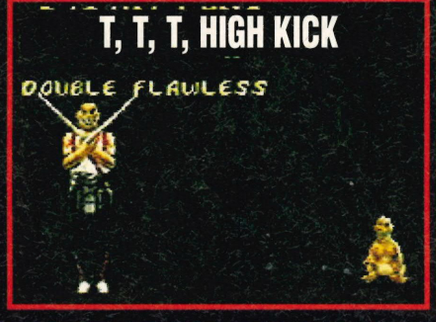
SHREDDING BLADE

A, A, A, LOW PUNCH



BABALITY

T, T, T, HIGH KICK



JAX

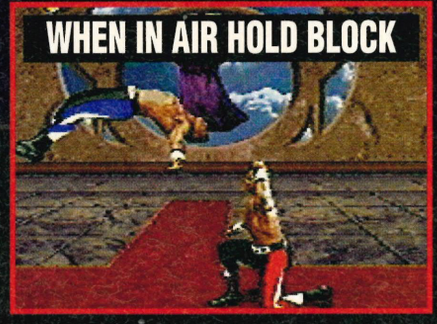
ARM RIP

B, B, B, B, LOW PUNCH



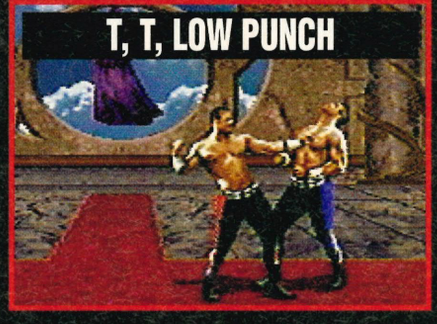
BACK BREAKER

WHEN IN AIR HOLD BLOCK



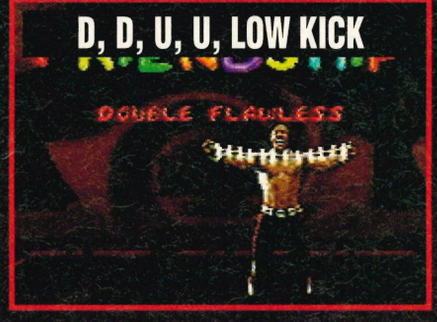
GRAB & POUND

T, T, LOW PUNCH



FRIENDSHIP

D, D, U, U, LOW KICK



KEY TO MOVES

T – TOWARDS YOUR OPPONENT
A – AWAY FROM YOUR OPPONENT
U – PUSH UP (HOLD BLOCK FIRST)
D – PUSH DOWN
B – TAP BLOCK
HP – HIGH PUNCH
HK – HIGH KICK
LP – LOW PUNCH
LK – LOW KICK

With a name like Jackson Briggs (titter!) it's no wonder this ex-wrestler prefers to be known under the 'arder title of Jax! Probably the slowest fighter of the lot, Jax makes up for this with his almighty strength, plus the fact that he has one of the goriest fatalities – arm ripping, yuk!

KITANA

Much sexier than Sonya ever was, Kitana is an absolute whiz with a fan. Her Fan Lift and Flying Punch moves make for an unbeatable combo which can easily be followed up by a Spinning Fan for good measure.

HEAD SMASH — HOLD LOW PUNCH, T, T, T



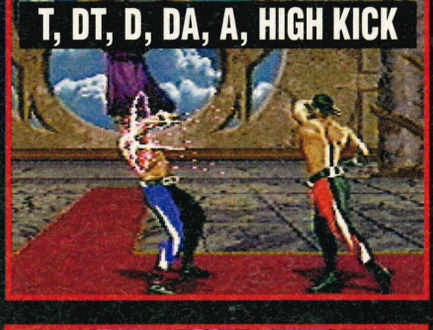
DECAPITATE — B, B, B, HIGH KICK



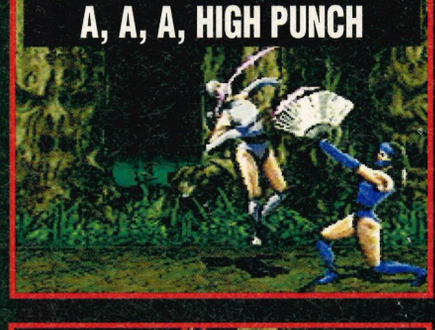
KISS OF DEATH — HOLD LOW KICK, T, T, D, T



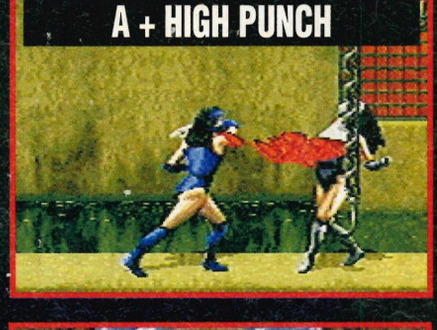
ENERGY WAVE — T, DT, D, DA, A, HIGH KICK



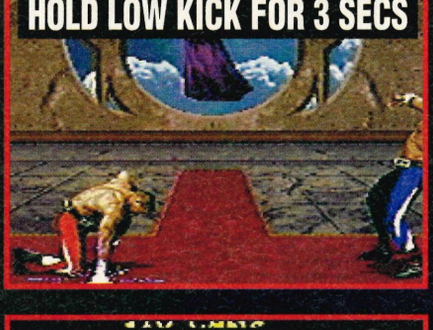
FAN LIFT — A, A, A, HIGH PUNCH



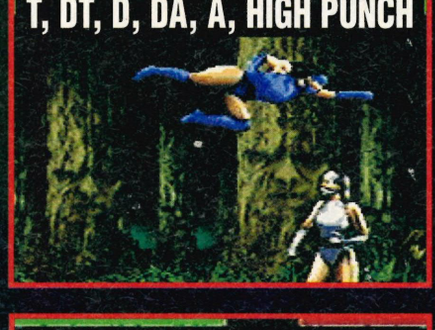
FAN SLICE — A + HIGH PUNCH



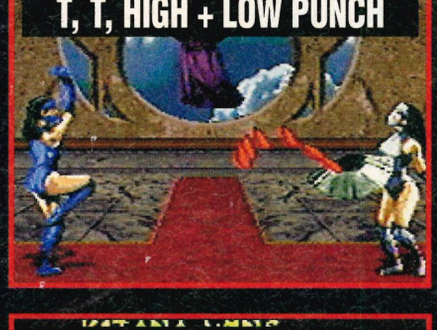
GROUND SHAKER — HOLD LOW KICK FOR 3 SECS



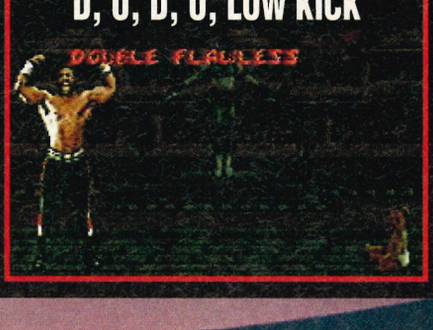
FLYING PUNCH — T, DT, D, DA, A, HIGH PUNCH



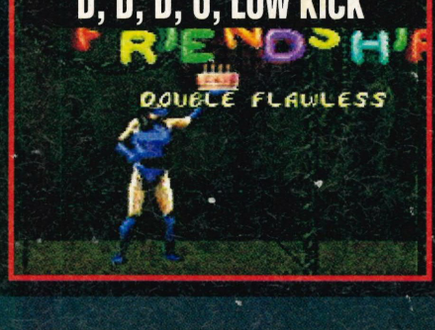
SPINNING FAN — T, T, HIGH + LOW PUNCH



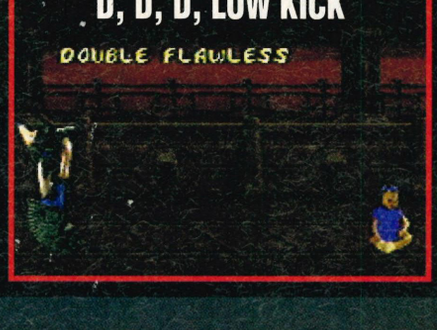
BABALITY — D, U, D, U, LOW KICK



FRIENDSHIP — D, D, D, U, LOW KICK



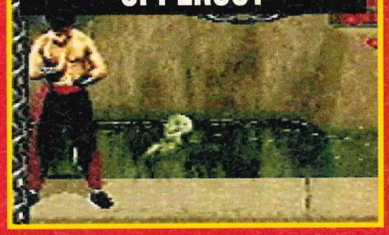
BABALITY — D, D, D, LOW KICK



GENERAL FATALITIES

DEAD POOL

HOLD LP + LK, UPPERCUT



PIT



SPIKES



MILEENA

Although at first Mileena looks on a par with Kitana in the sun dial at noon stakes, she is in fact a grotesque mutant like Baraka. Her Teleport Kick is virtually impenetrable, and her Sai Throw can be charged at any time.

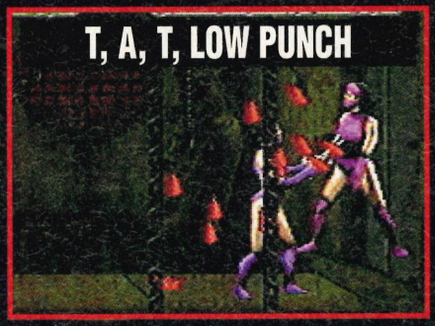
MAN-EATER

HOLD HIGH KICK FOR 3 SECS



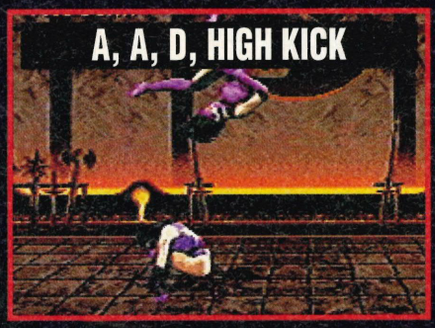
SAI SLASH

T, A, T, LOW PUNCH



CANNONBALL ROLL

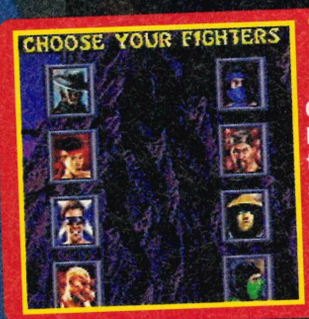
A, A, D, HIGH KICK



SAI THROW

HIGH PUNCH FOR 3 SECS





TOURNAMENT MODE CHEAT

On controller one, hold L and R on the title screen and then start the game. Two players will be invited to choose four fighters to take part in a mini tournament.

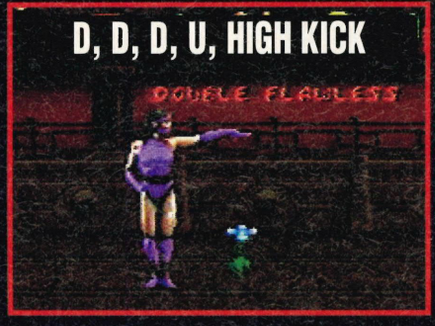
TELEPORT KICK

T, T, LOW KICK



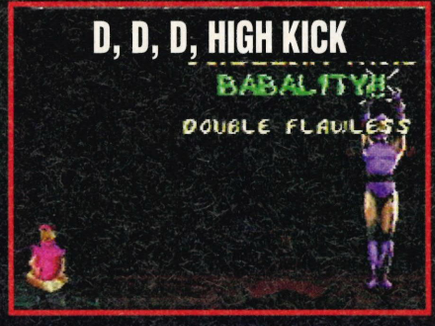
FRIENDSHIP

D, D, D, U, HIGH KICK



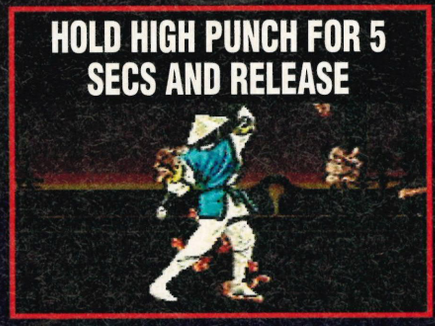
BABALITY

D, D, D, HIGH KICK



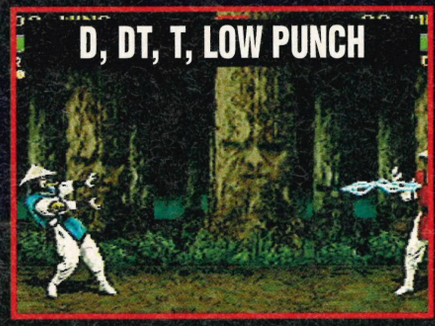
EXPLODE

HOLD HIGH PUNCH FOR 5 SECS AND RELEASE



RAYDENTRICITY

D, DT, T, LOW PUNCH



TORPEDO

A, A, T



FRIENDSHIP

D, A, T, HIGH KICK



Liu Kang: A, T, T, LOW KICK
Kung Lao: T, T, T, HIGH PUNCH.
Rayden: U, U, U, HIGH PUNCH.
Johnny Cage: D, D, D, HIGH KICK.
Reptile: D, T, T, BLOCK.
Kitana: T, D, T, HIGH KICK.
Mileena: T, D, T, LOW KICK.
Baraka: T, T, D, HIGH KICK.
Scorpion: D, T, T, BLOCK.
Sub-Zero: D, T, T, BLOCK.
Jax: U, U, D, LOW KICK.

BITS AND PIECES!



RANDOM CHARACTER SELECT
To activate this cheat, go to the character select screen in either one or two player. Keeping the player square in the starting position, press Up and Start on the joypad.

JOHNNY CAGE HIDDEN FATALITY
Cage has an alternative decapitation Fatality in which he punches three heads (!??) off his opponent. To do it, perform the normal Fatality (T, T, D, U), and then hold D, BLOCK, LP, LK to see those heads roll!



DEACTIVATE ALL THROWS
To switch off the throwing move, hold DOWN and HP after selecting your character.

RAYDEN

Back with a vengeance, Rayden is more powerful than ever. His Fatalities are probably the easiest to perform and his conventional special moves can be effortlessly stringed together for unbeatable combos.

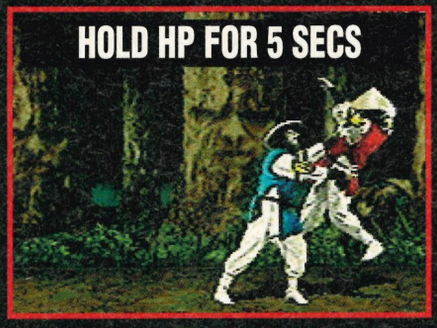
SHOCK 'EM

HOLD LOW KICK FOR 5 SECS THE KEEP TAPPING B + LK



SHOCK GRAB

HOLD HP FOR 5 SECS



BABALITY



SCORPION

Out to avenge his own death for a second time, Scorpion's conventional moves are very similar to those in the first game. His Spear move remains one of the best in the game, and check out his improved 'Toasty' Fatality!

TOASTY!

HOLD BLOCK, D, D, U, U, HP



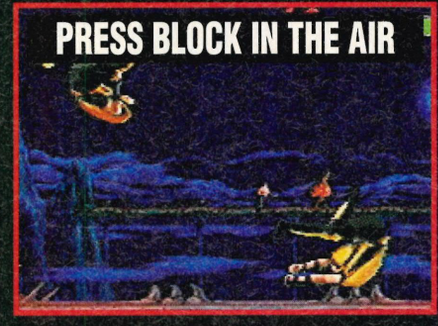
SPEAR SWIPE

HOLD HP, D, T, T, T



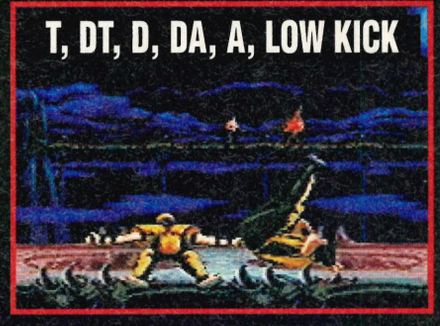
AIR THROW

PRESS BLOCK IN THE AIR



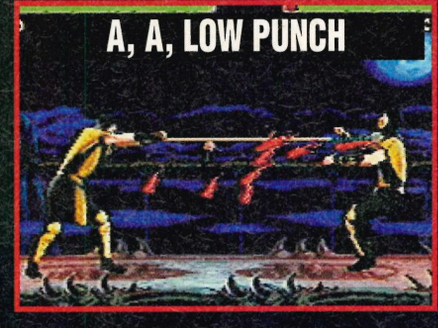
LEG GRAB

T, DT, D, DA, A, LOW KICK



SPEAR

A, A, LOW PUNCH



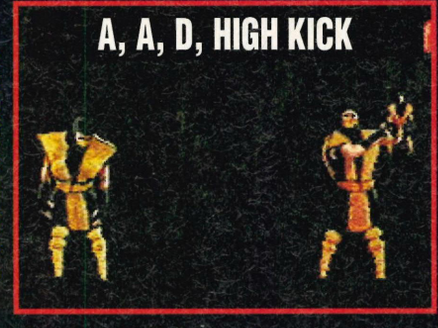
Hold L and R on controller one when you switch the game on to see a better intro featuring the bosses, Kintaro and Shao Khan!

ALTERNATIVE INTRO



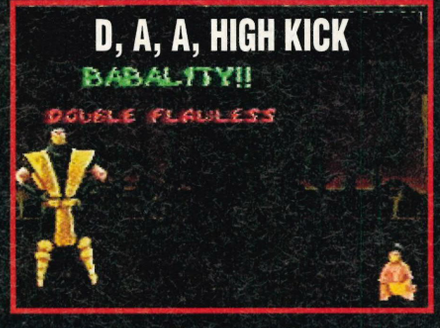
FRIENDSHIP

A, A, D, HIGH KICK



BABALITY

D, A, A, HIGH KICK



HIDDEN CHARACTERS

Those of you not content with finding each of the characters' seven finishing moves can relish the thought that *MKII* contains not one, not two, but three hidden fighters. However, like the original with Reptile, these are real hum-dingers to find, and once you eventually get to them, you'll get whipped within seconds!

JADE

The most straight-forward character to find is Jade, a neon green version of Kitana. In one player mode, when you reach the fighter beneath the '?' on the ladder, you must win a round using low kicks only.

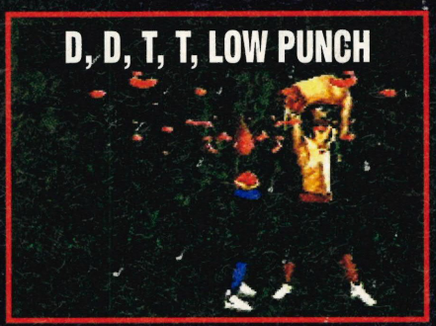


JOHNNY CAGE

Johnny Cage has become a real powerhouse since the original *MK*. In fact, the only remaining original move is his package punch which leaves his opponents groaning in agony. His best move is his Shadow Kick, which fits nicely into combos.

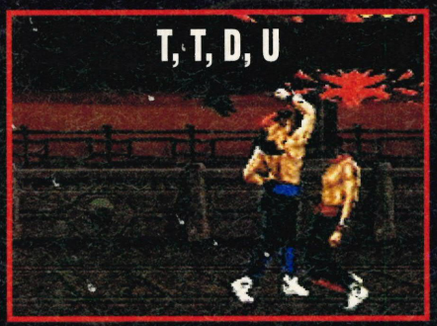
TORSO RIP

D, D, T, T, LOW PUNCH



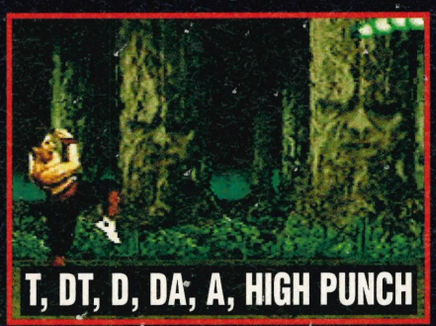
DECAPITATE

T, T, D, U



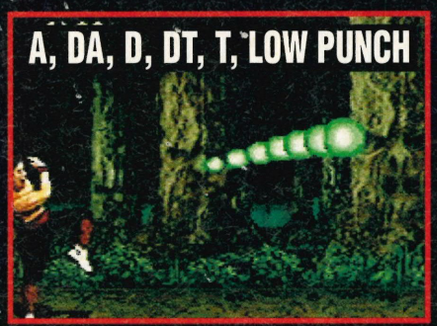
HIGH FIREBALL

T, DT, D, DA, A, HIGH PUNCH



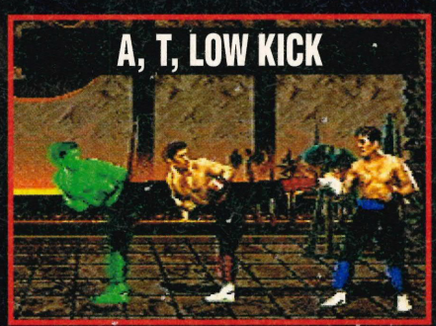
LOW FIREBALL

A, DA, D, DT, T, LOW PUNCH



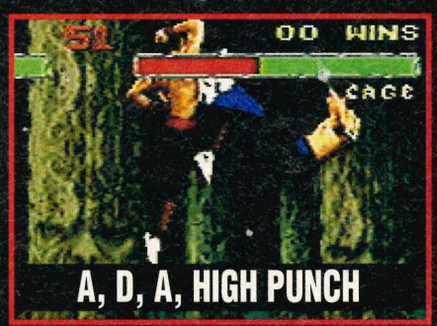
SHADOW KICK

A, T, LOW KICK



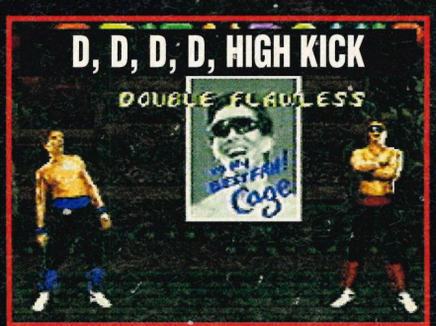
SHADOW UPPERCUT

A, D, A, HIGH PUNCH



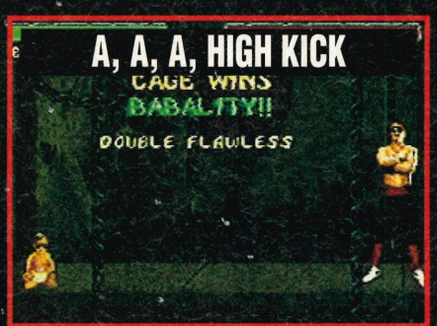
FRIENDSHIP

D, D, D, D, HIGH KICK



BABALITY

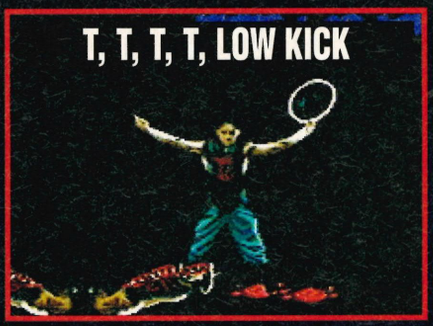
A, A, A, HIGH KICK



KUNG LAO

HAT CLEAVE

T, T, T, T, LOW KICK



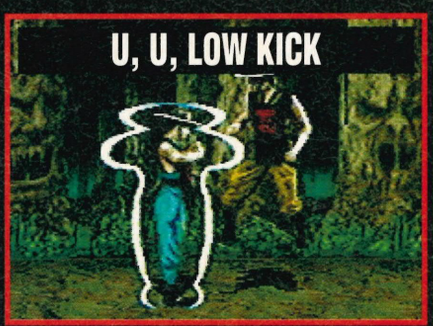
FLYING KICK

JUMP, D + HIGH KICK



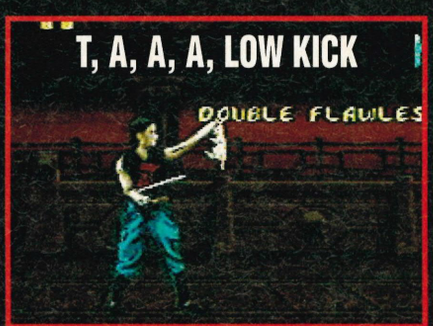
HURRICANE SPIN

U, U, LOW KICK



FRIENDSHIP

T, A, A, A, LOW KICK



NOOB SAIBOT

To encounter the mysterious shadow fighter known as Noob Saibot (the programmers Boon & Tobias backwards), you must win 50 matches in a row in two player mode. Do this and it is off to Goro's lair once again.



SMOKE

The third fighter is a grey version of Scorpion called Smoke. On the portal level in two player mode, uppercut your opponent to make the 'Toasty' man appear, and then press Down and Start while he is still on-screen.



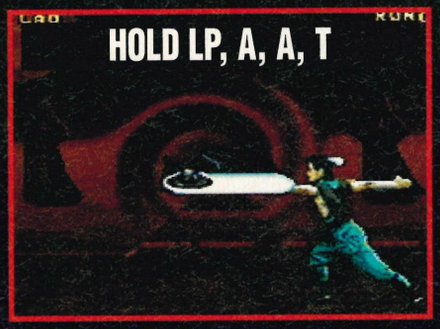
LIU KANG

Liu Kang is probably the most straightforward character to grasp when playing *MKII* for the first time. His moves are very effective, yet simple to perform, and best of all, you can perform half the move, and then a couple of seconds later finish it, to confuse your opponent.

If this guy takes his hat off to you, the chances are that he isn't doing it out of common courtesy! Kung Lao uses his ornamental garment both as a projectile weapon and for even grizzlier effect during his Fatalities. A good fighter in the air, but perhaps a little too slow on the ground.

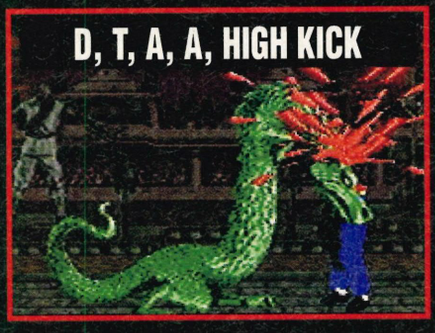
HAT SLASH

HOLD LP, A, A, T



DRAGON

D, T, A, A, HIGH KICK



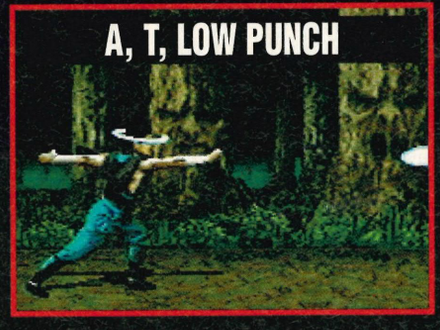
WHEEL KICK

HOLD BLOCK + ROTATE 360°



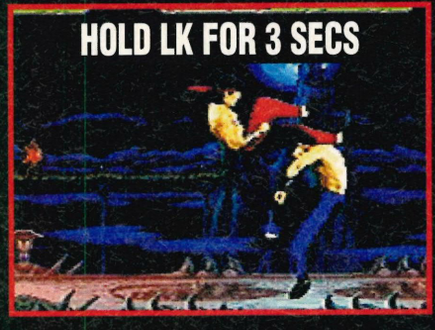
HAT THROW

A, T, LOW PUNCH



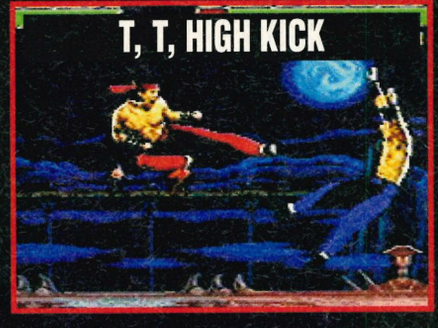
BICYCLE KICK

HOLD LK FOR 3 SECS



CONCORDE KICK

T, T, HIGH KICK



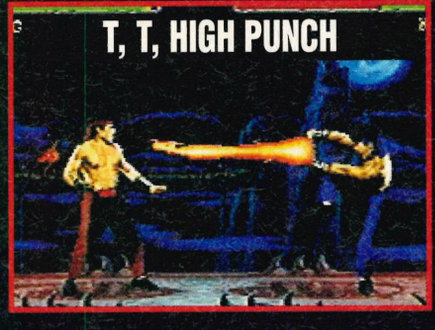
TELEPORT

D, U



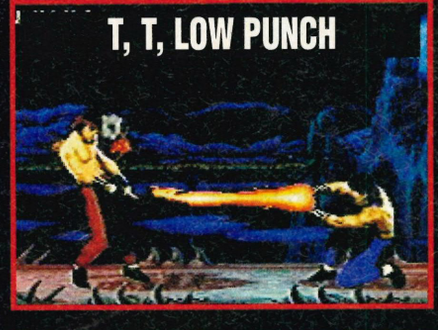
HIGH FIRE

T, T, HIGH PUNCH



LOW FIRE

T, T, LOW PUNCH



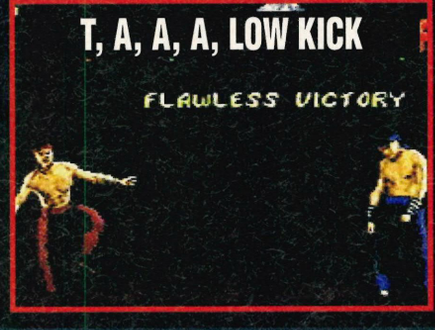
BABALITY

A, A, A, D, HIGH KICK



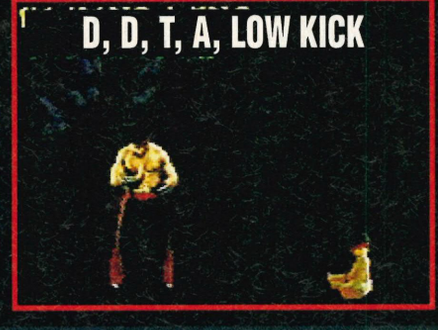
FRIENDSHIP

T, A, A, A, LOW KICK



BABALITY

D, D, T, A, LOW KICK



THE BOSSES

When Liu Kang slew the mighty dragon warrior Goro, and humiliated Shang Tsung at the last Shaolin Tournament, Shang's master, Shao Khan decided to take it upon himself to see that things go according to plan the second time round.

Shao Khan plans to plunge the once respectable contest into chaos and use it as a means to slaughter innocent competitors and steal their souls. So now you must contend with not only Shang Tsung, but a new four-armed mutant named Kintaro and Shao Kahn himself!

KINTARO



Kintaro is by far the hardest adversary we've ever experienced in a fighting game. To beat him, keep jumping and use kick moves only (he is too fast for any other move). Be careful to avoid his fireballs, uppercuts and air stomps.

REPTILE

Once a hidden character, Reptile now comes fully controllable and brimming with a whole host of new moves. His best feature is his ability to turn invisible, allowing him to score multiple hits while his opponent stares blankly into space.

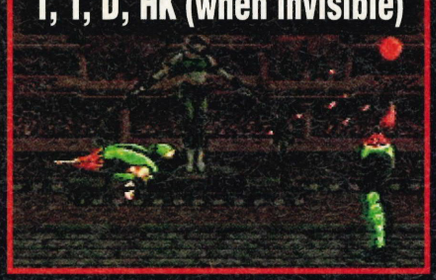
TONGUE LASH

A, A, D, HIGH PUNCH



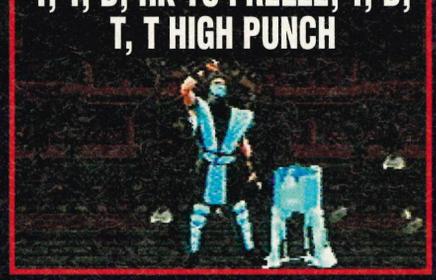
INVISIBLE RIP

T, T, D, HK (when invisible)



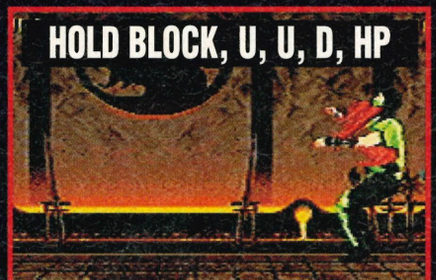
ICE SMASH

T, T, D, HK TO FREEZE, T, D, T, T HIGH PUNCH



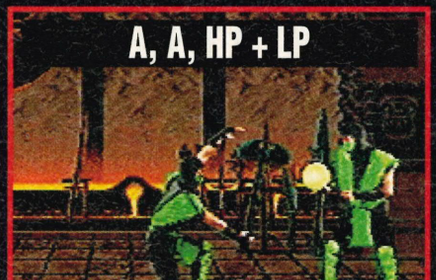
INVISIBILITY

HOLD BLOCK, U, U, D, HP



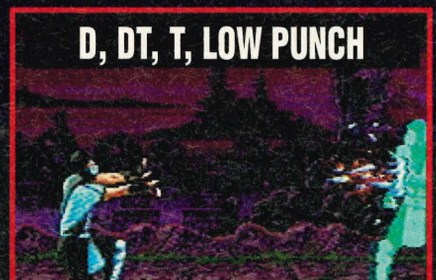
POWER BALL

A, A, HP + LP



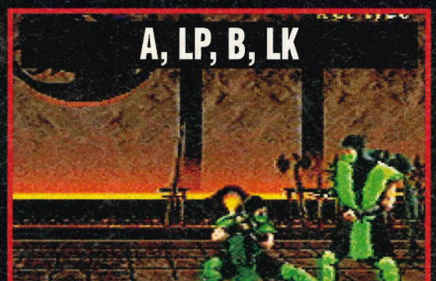
FREEZE

D, DT, T, LOW PUNCH



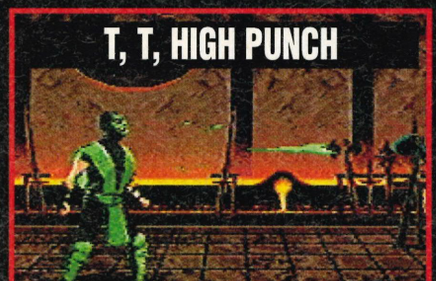
SNAKE SLIDE

A, LP, B, LK



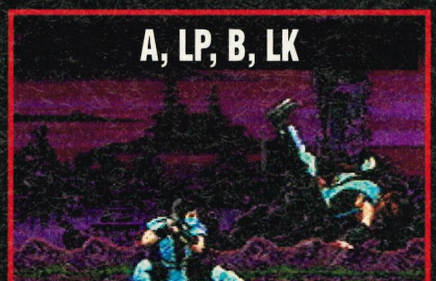
VENOM SPIT

T, T, HIGH PUNCH



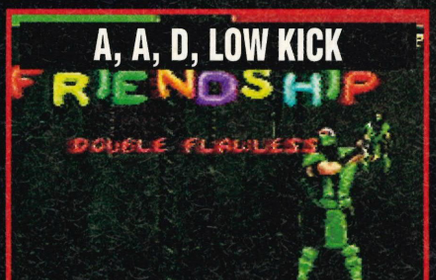
POWER SLIDE

A, LP, B, LK



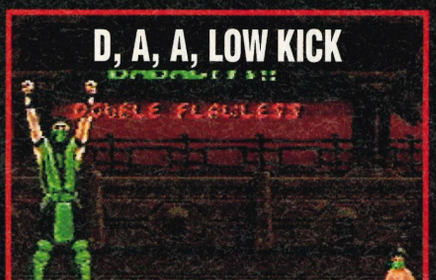
FRIENDSHIP

A, A, D, LOW KICK



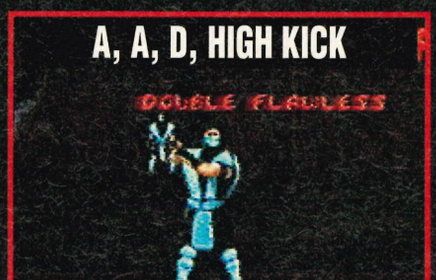
BABALITY

D, A, A, LOW KICK

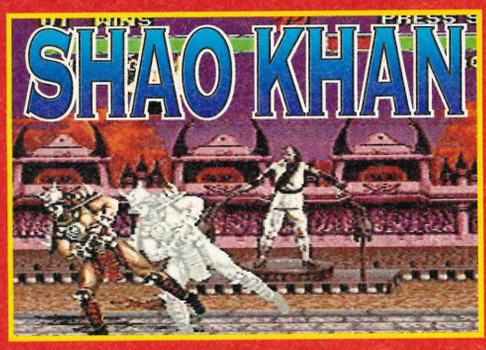


FRIENDSHIP

A, A, D, HIGH KICK



SHAO KHAN



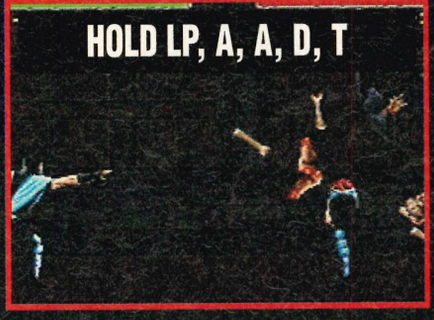
Shao has a well 'ard shoulder charge attack and also a green arrow missile, so immediately flee to the left and wait for him to approach. Now keep leaping up and kicking right. This will keep sapping his energy but keeping you safe.

SUB-ZERO

Apart from his grisly Fatalities, the only real addition to Sub-Zero's arsenal of moves is his excellent Ground Freeze. This move has his opponents slipping uncontrollably on the ice leaving them prone to the odd uppercut. Sub-Zero remains one of the best all-round fighters in the game.

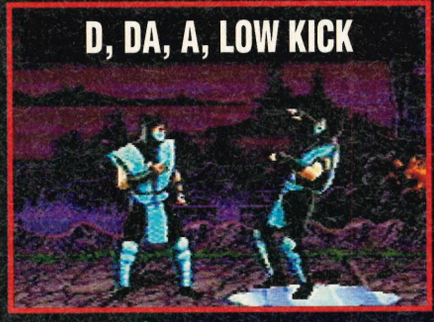
SNOW BALL

HOLD LP, A, A, D, T



GROUND FREEZE

D, DA, A, LOW KICK



BABALITY

D, A, A, HIGH KICK

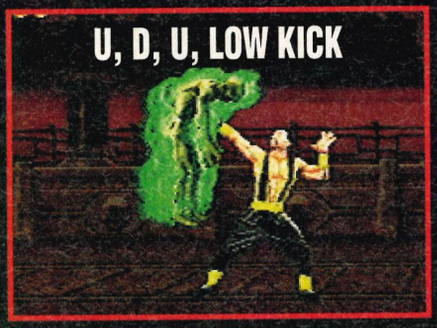


SHANG TSUNG

Shang Tsung is probably the most awesome character in the game. Not only does he have three Fatalities of his own, but he can also morph into any other character and access every single one of their moves. Pretty special, eh?

SOUL RIPPER

U, D, U, LOW KICK



KINTARO

HOLD LP FOR 30 SECS DURING ROUND



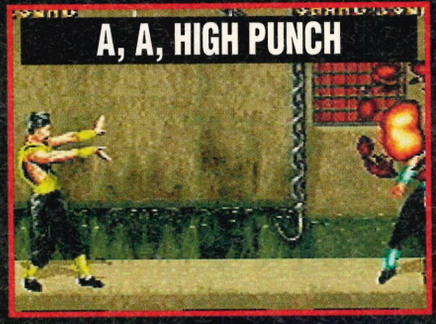
INNER EAR

HOLD HK FOR 4 SECS



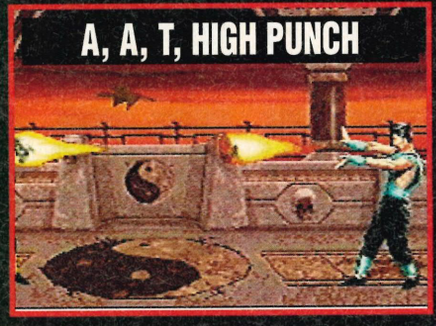
SCREAMING SKULL

A, A, HIGH PUNCH



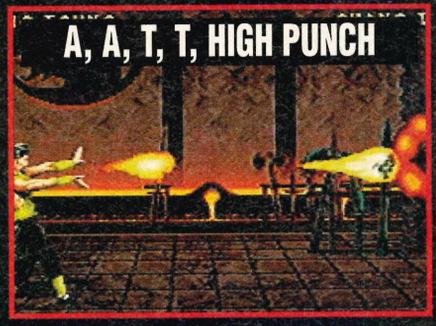
TWIN SKULLS

A, A, T, HIGH PUNCH



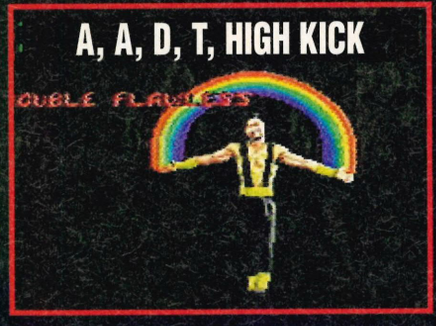
TRIPLE SKULLS

A, A, T, T, HIGH PUNCH



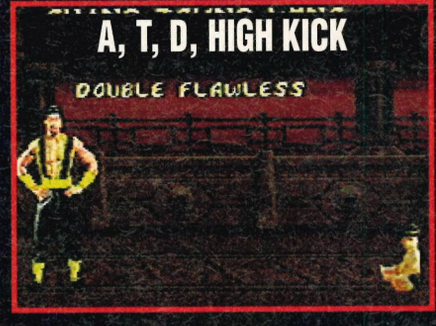
FRIENDSHIP

A, A, D, T, HIGH KICK



BABALITY

A, T, D, HIGH KICK



TRANSFORMATIONS

Liu Kang: A, T, T, BLOCK.
Kung Lao: A, D, A, HIGH KICK.
Johnny Cage: A, A, D, LOW PUNCH.
Reptile: U, D, HIGH PUNCH.
Sub-Zero: T, D, T, HIGH PUNCH.
Kitana: BLOCK, BLOCK, BLOCK.
Jax: D, T, A, HIGH KICK.
Mileena: HOLD HP FOR 3 SECS.
Baraka: D, D, LOW KICK.
Scorpion: U, U.
Rayden: D, A, T, LOW KICK.



SUPER STREET FIGHTER II

2ND & FINAL PART

As promised last month, here is the second and final installment of our sizzling *Super Street Fighter II* combo guide. This time we uncover the awesome fighting tactics of the new breed of fighters to enter the realms of the tournament, and find out if the old veterans have anything to worry about. So without further ado, grab the game, get comfy and learn have to play with the pros!

CAMMY

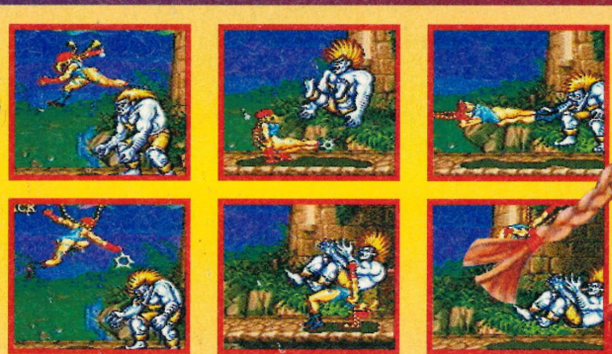
Another young lass enters the league of the big boys to prove her worth... and boy is she worthy! Cam may look frail, but in the right hands she can whip the lads with both hands tied behind her back, such is her power.

COMBO 1

Dive straight in with a flying hard kick, then pull down and hit the same button again to sweep them. Finish with a Spiral Arrow.

COMBO 2

Attack quickly with a flying hard punch, then push towards and slam them into the ground. End with a Cannon Drill.





DEEJAY

At last, a fighter with real style and charisma. The laid-back, dread-locked Jamaican dude is most effective with his legs, and has some ultra effective moves up his sleeve. When you inevitably win, check out his victory dance.

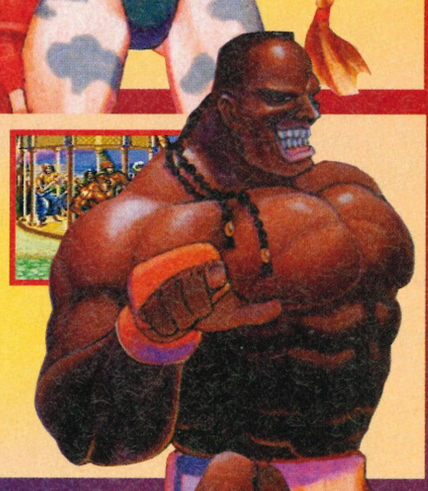
COMBO 1

Immediatly surge into a fierce Energy Wave, then follow up with a hard flying kick. Now hit with two low soft jabs and a Rapid Fist.

COMBO 2

Burst into action with a Double Dread Kick, and then follow up with a fierce flying kick. As you land, finish with a slide.





FEI LONG

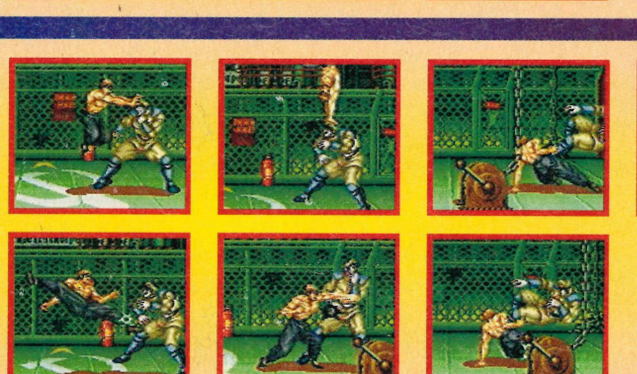
The Dragon incarnate arrives fresh from Hong Kong, ready to dominate the ring with his speed and agility. Fei may be a short-ass, but don't let that deter you. When rattled, this guy cracks skulls with sadistic glee!

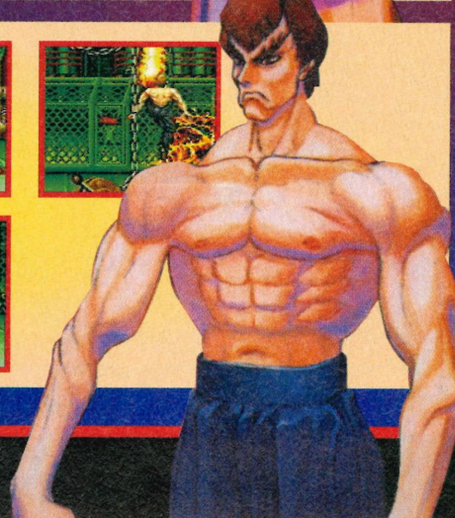
COMBO 1

Lunge in with a fierce flying punch, then get in close and throw 'em. Now finish off with a leg sweep and a Flaming Dragon Kick.

COMBO 2

Pure and simple, hit 'em with a fierce flying kick followed by three fast Rekka Kens. Finally, go in for the kill with a leg sweep.





T. HAWK

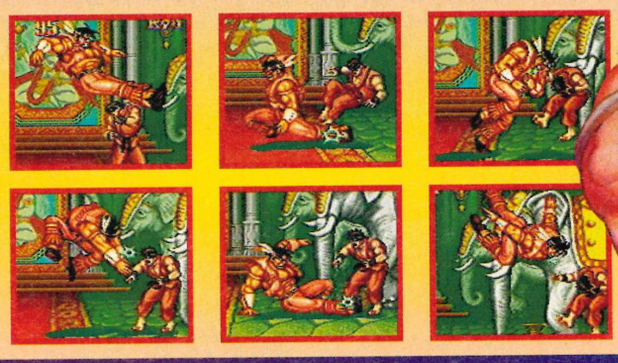
Being a bit peeved after losing his homeland to Bison, this brutal Indian wrestler isn't about to give up without a fight. Hawk is a bit slow to respond, but has the strength of an ox. If you want to inflict real pain, Hawk's your man.

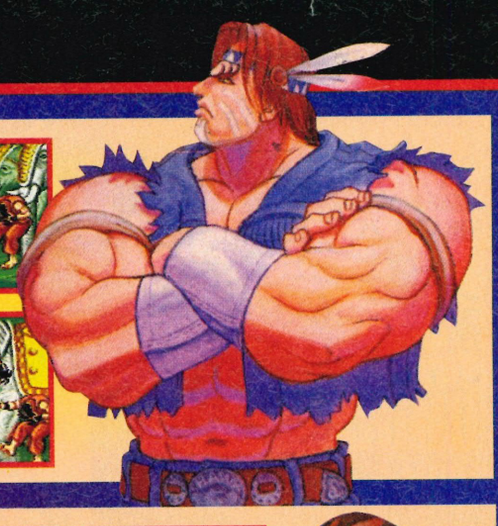
COMBO 1

Begin with a fierce flying kick, then follow with a fierce leg sweep. Finish the routine with a Thunderstrike.

COMBO 2

Swoop in with a fierce flying punch, the follow with a fierce low kick. Finish off with a Condor Dive.





BALROG

The twisted boxer is meaner than ever and can now evade anything thrown at him with the aid of his new shoulder butt move. Balrog can now charge up his Turning Punch move full full effect.

COMBO 1

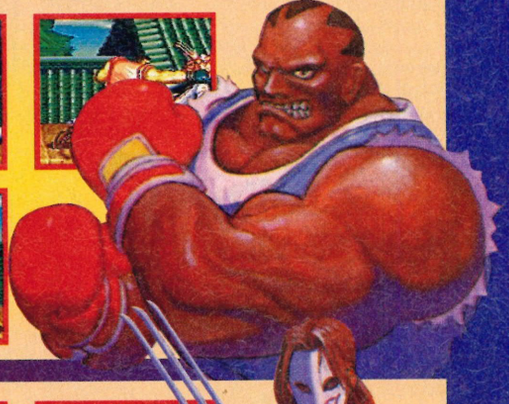
Shoot off the mark with a charging jab, then do two low soft jabs. Then make them see stars with a shoulder butt and jab.

COMBO 2

Surge into action with a fierce flying punch, then follow up with an uppercut whilst pulling away. End with a charging uppercut.







VEGA

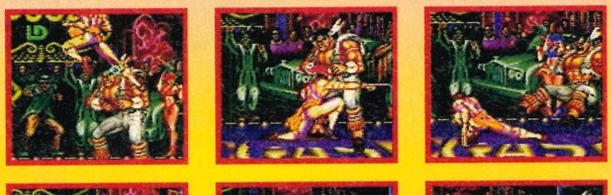
Vega is another one of the fighters that used to be well 'ard, but is a bit of a weed these days. However, added to his arsenal of moves are new kicks and the brilliant Claw Thrust, which propels him off the walls – cool!

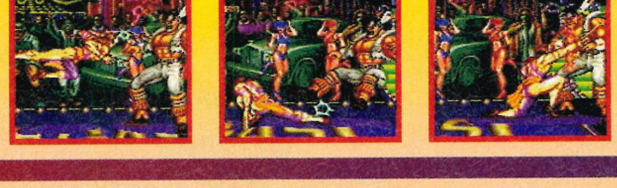
COMBO 1

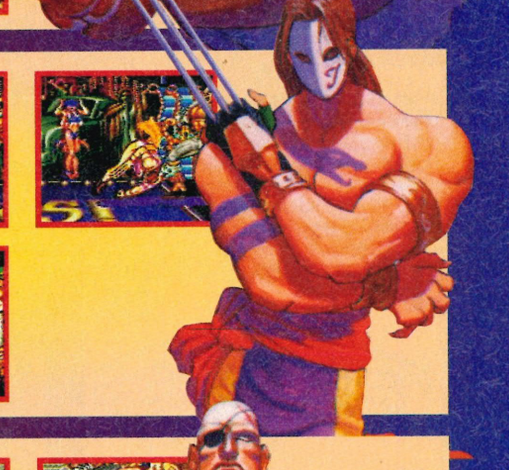
Attack with a fierce flying kick, then duck and jab them twice in the 'nads. Finish with a ground slide and Crystal Roll.

COMBO 2

Begin with a Claw Thrust, then crouch down and knock them over with a ground slide, followed by two quick claw jabs.







SAGAT

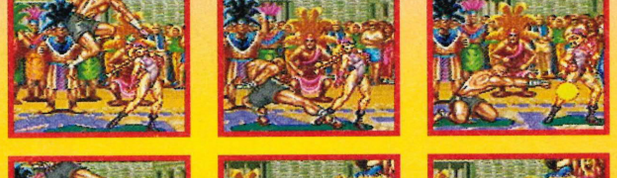
This veteran from the very first *Street Fighter* game remains unchanged from his *Turbo* days. He would be a worthy choice, but his Tiger Uppercut can only produce one hit, which is useless against most foes.

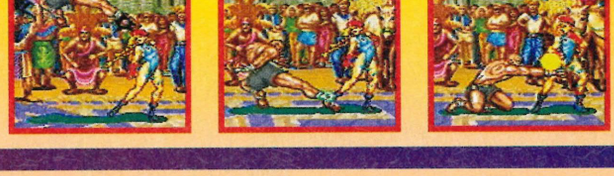
COMBO 1

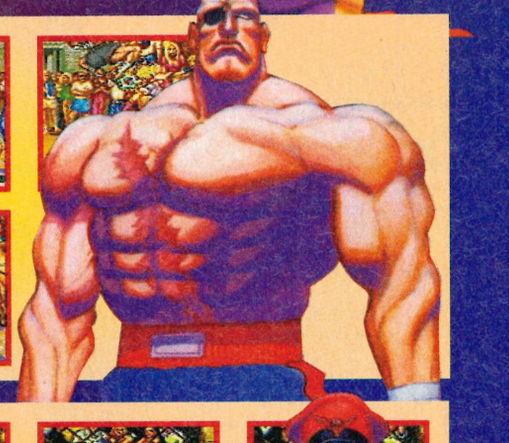
Strike early with a fierce flying punch, followed by two low kicks. Combine this with a low Tiger Shot and Knee to finish.

COMBO 2

Start with a fierce flying kick, then pull down and with a fierce low kick. Finally, hit 'em where it hurts with a low Tiger Shot.







M. BISON

There used to be a time when this guy was classed as menacing – ha! The new blood certainly won't waste many continues treading over him. Bison's new Psycho Fist move is a consolation, though.

COMBO 1

Start with a Scissor Kick, followed by two low soft punches. Repeat these two moves again and finish with a Torpedo.

COMBO 2

Fool your opponent with a Head Stomp, and then let loose with a fierce flying punch. End with a slide, and Scissor Kick.

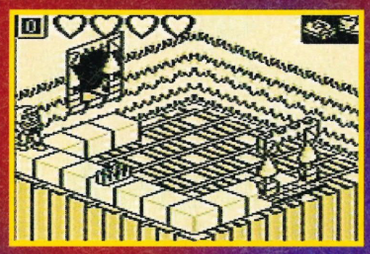




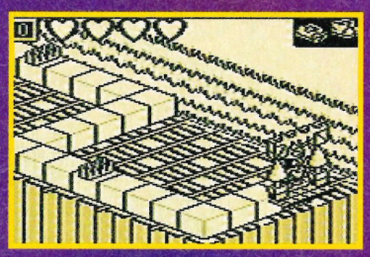


MONSTER MAX PART 2

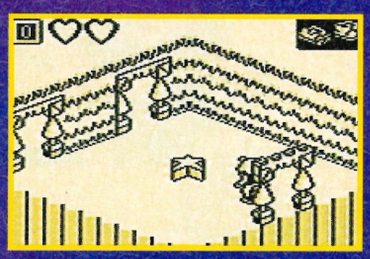
LEVEL 3
DOOR 1



ROOM 1
The first thing to remember on this level is that those white blocks have hidden conveyor belts in them. Therefore, if you walk in a straight line to the spikes, you will be automatically pulled into them. A quick jump is needed. There are no other dangers in this room.

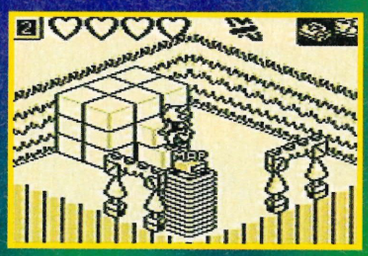


ROOM 2
More conveyors here, the first one draws you to the spikes, (leap them), then keep jumping down the path to get the invincibility star. Let the force guide you across, but you must jump up the screen to get to the next set of spikes or the conveyors will push you off the edge onto the electric floor.

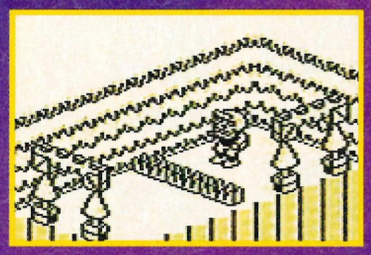


ROOM 3
A simple choice really. Grab the invincibility star and decide how you want to play it. Left takes you to the exit, right is a convoluted maze with a map, but nothing else. Personally, I would head straight for the exit, there's no point in hanging around.

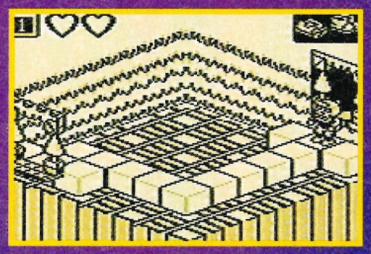
If you want to get the map, head through the door and go straight up, not right. Get past the droid and you will be in the map room (see below).



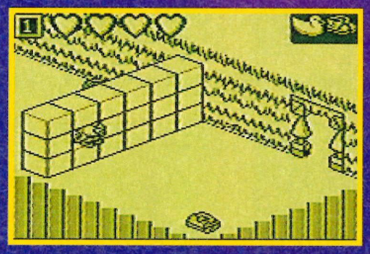
MAP ROOM
The only way to get the map is to push the two blocks around from the side of the huge square and then leap up and push the top one into the gap in the middle. When the block is fully inserted, the electric blocks will disappear and the map is yours. Head back the way you came.



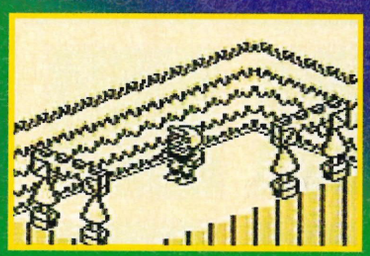
ROOM 4
Jump the spikes and head down into the next room. You must be right up against the spikes to clear them with a conventional jump.



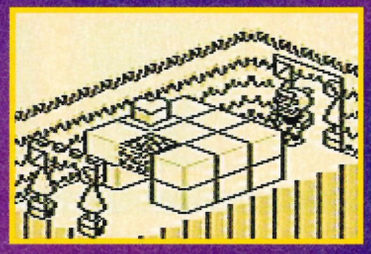
ROOM 5
More hidden conveyors. Stand near the first path and then keeping jumping and pressing down until you get to the junction, then leap left like mad to avoid being dragged off. Finally, jump into the doorway.



ROOM 6
Hmm, a curious puzzle this. Swap the duck for an object, not the boots, then leap up against the block shown in the picture. You will need to jump and simultaneously press the duck button to get through. The brick will fall out on the other side and you can get through, but watch out for the robot.



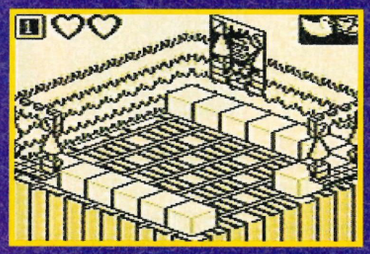
ROOM 7
An interconnecting room with nothing in it.



ROOM 8
How do you get that life heart I hear you ask? Well, the only way is to duck, then walk underneath the first central block and stand directly under the middle one. When you jump up, the middle block should disappear (they all do if you hit them) to show you where you are.

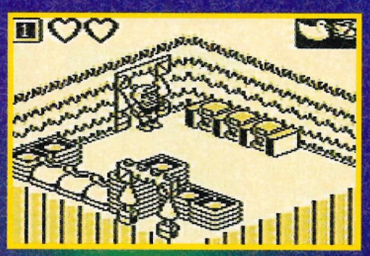
Now this is the tricky bit. You must jump on the right hand middle block to make it disappear and then leap on the block that's left. As soon as you touch it, turn back in mid air and leap off onto the life heart. If you are quick, you will just make it because the exploding block will give you just enough lift.

Now duck and go under the sparkling block to escape this room.



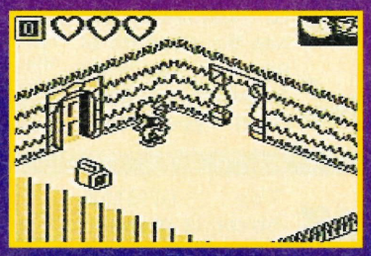
ROOM 9
This is another interconnecting room, but if you've still got those two invincibility stars, you can actually leap across the electric floor and reach the other side before you die. This is a handy short cut because it leads straight to room 11 and the flashlight.

If you don't have both stars, head right into room ten.



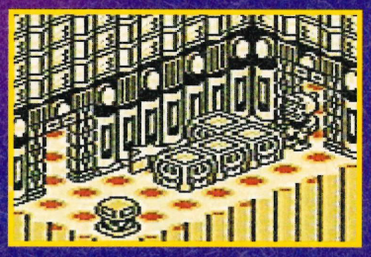
ROOM 10
It took me a while to work this one out. First of all, walk down to the electric blocks and stand far out enough so that the first robot comes down and flicks the switch. Now go up to the top and lure it back up into its box.

Finally, go back down to the bottom of the screen and run right across; attracting all the robots. The first one will flick the first switch back to its original position, and the remaining two will flick them down. When this happens, all the electric blocks will disappear; allowing you to exit.



ROOM 11
This is the final room and if you are coming from room ten then you must get past the first robot, then leap the set of spikes, and quickly get across, or the robot inside will attack. You can now get the flashlight and complete the mission.

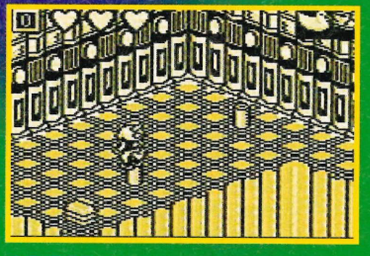
DOOR 2



ROOM 1
You've got to know your jumping before tackling this room because you must time it just right to get over the mad robot. The skull squares are deadly, so just run straight at the robot and leap before you hit it (it really is just a matter of split-second timing). Once past, get the invincibility star quick before it comes back!



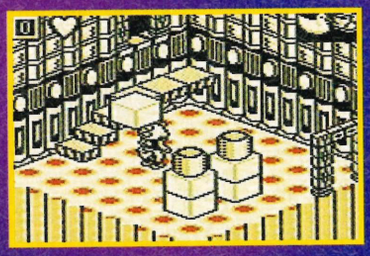
ROOM 2
The star may come in handy here because you must run under this lone spike before it crushes you. Wait until it reaches the top and run through as fast as you can.



ROOM 3
The whole floor is electric here, so you will need to stand on the convenient

poles before each five second burst. You should also collect the gold bars, as they will boost your money score if you complete the level.

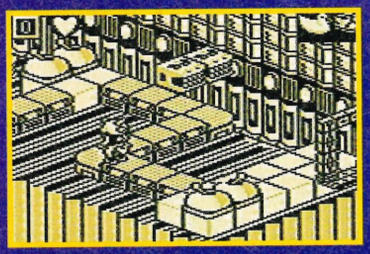
When you are on the poles, watch out for the robot buzzing around. If he comes near, leap directly up in the air to avoid contact, and then leg it to the exit.



ROOM 4

A deceptive room this. You think there's more to it, but in fact all you have to do is walk around the front of the two pillars and go through the centre. As you do so, the top block will attach itself to your head and you must keep moving or it will fall off.

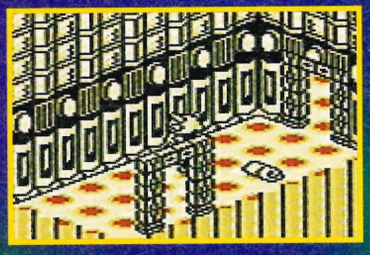
Walk forward a bit, then head up and finally walk towards the door and place the block on the ledge underneath it. If you get too close to the ledge when you are carrying the block, it will get caught and fall off your head. Climb up the steps and use the block to reach the exit.



ROOM 5

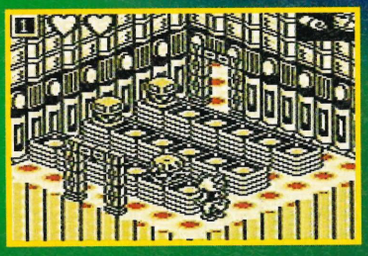
This time the conveyors are staring you right in the face! Flick the closest lever on the first console and then walk onto the conveyor where you will be transported to the next set of levers.

On the second set, flick the right hand lever and then walk onto the conveyors to be taken to the door. None of the white blocks here disappear so you are safe.



ROOM 6

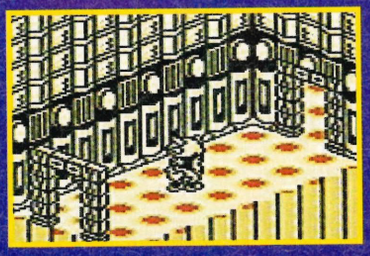
An interconnecting room with a power scroll in it. Better take the hint and swap it for any object except for the boots.



ROOM 7

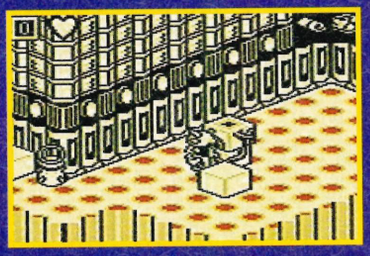
In this room you face three rows of electric blocks, with three mad droids on top. If you get in their direct line then they will attack, so walk along the bottom of the screen and face the droid on the opposite end of the blocks (see pic). Now casually shoot the droid with the scroll, and move on and do the same to the other two.

Collect the two invincibility stars that are in the two gaps between the blocks.



ROOM 8

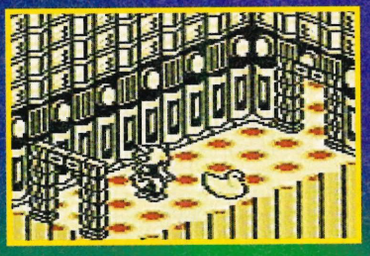
Nothing here.



ROOM 9

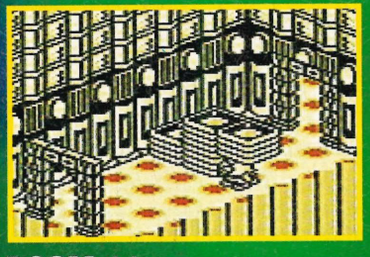
This is a complete nightmare room because you've got a rampaging robot moving in a completely random fashion, and a droid under the bricks on the left. The object is to pile the patterned brick that is on the white block, on top of the patterned block on the floor.

Push the block next to the other two and leap up to push them both together. Now move the two blocks over to the door, without getting hit by the robot (although you do have two invincibility stars for safety). If you're into bonuses, there is one underneath the blocks in the left corner, but you'll have to get past the droid first.



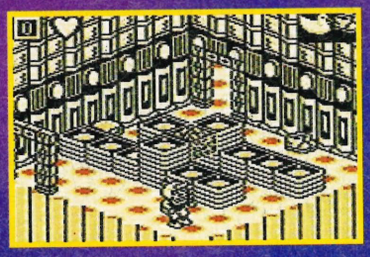
ROOM 10

Like the scroll room, it's probably best to get the duck here,. Trade it for the scroll.



ROOM 11

Use the duck in this room to get underneath the electric blocks.



ROOM 12

This problem can be a bit tricky. Walk around to the opening in the electric blocks and lure the droid out of the gap. When it is coming towards you, walk out and stand in the bottom corner of the room until the droid spots you.

Now run left and wait until the droid is following, before stepping out of his way and running back into the electric blocks. Use the duck to get under the sparkling block and then exit through the door.



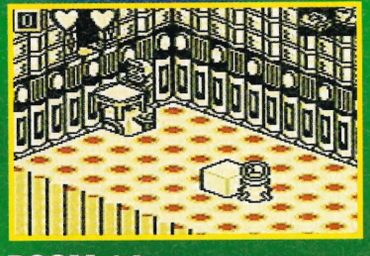
ROOM 13

Sometimes a room comes along in *Monster Max* which is damned hard – and this is it! In order to get through the door on the left of the screen, you must first negotiate your way through the obstacles on the floor and get to the set of platforms in the right corner.

Swap the duck for the bag and pick up the small block on the first platform. Now jump the top of the platforms and drop the block right on the bottom edge. Get ready to push it off onto the enemy's head.

This must be done just after the enemy has gone around the outside of the room and underneath the electric barrier in the top right hand corner. If the block is on his head when he reaches this, it will drop to the floor and you are forced to try again.

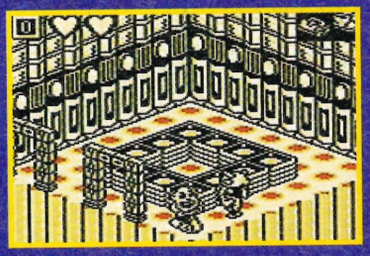
Just after passing under the electric block, the enemy will come back round and approach you head-on, this is the time to push the block on his head, as he will then head right, before coming back past the platform where you can now jump onto the block on his head. The enemy will now take you to the door, so jump off at the right moment. Phew!



ROOM 14

Another 'escape the robot' room. The object is to get the patterned block from the second podium and push it next to the trampoline which is on the first block. The temptation is to use the trampoline first, but this will not work because you cannot get the height to the door.

Push the trampoline on top of the patterned block and then shove the whole lot over to the door where you can use them to jump up. You have to avoid the robot while doing all of this, but if he threatens, just leap onto the blocks until he goes away.



ROOM 15

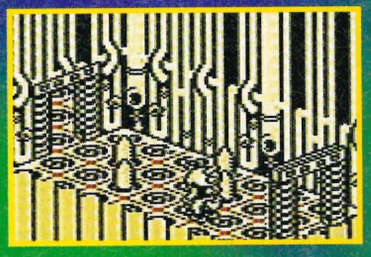
Instead of just tackling room 16, you've got to endure this one first, and run anti-clockwise around the room with a robot chasing you. Now you can get back to the final room.



ROOM 16

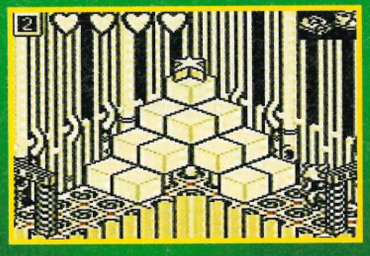
This problem seems straightforward to begin with, but you must first jump on the middle block to dissolve it, then push the patterned block into the gap so that the other patterned block will slide over and you can reach the control box which is the aim of the mission. With the control box you can exit through the door on the left and complete the mission.

DOOR 3



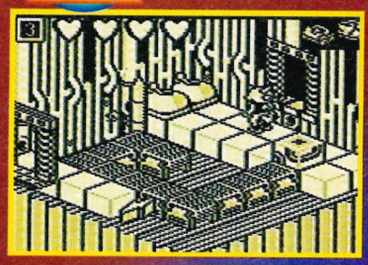
ROOM 1

Luring you into a false sense of security, this room is bare, apart from four spikes which you must not touch. Use the tiles on the floor to guide yourself through.



ROOM 2

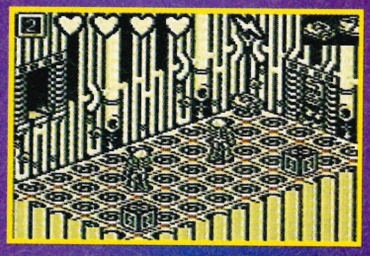
Stand at the bottom of the pyramid and keep your finger on the jump button as you bounce up. Collect the invincibility star, then jump back down on the other side. If you pause on these blocks, you will fall through onto spikes.



ROOM 3

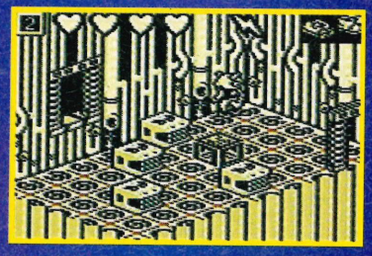
In this room you must push the patterned block onto the spiky conveyors, then quickly run over to the bottom lever and flick it. The block will come back up the conveyor on the other side, and you must press the second lever to drop the block in the gap in the middle of the room. You are now free to jump across the gap by using the block as a stepping stone.

To get the speed-up at the bottom, jump off the edge and keep your finger on the jump button to get back up. You now have super speed and this is very useful for the next room.



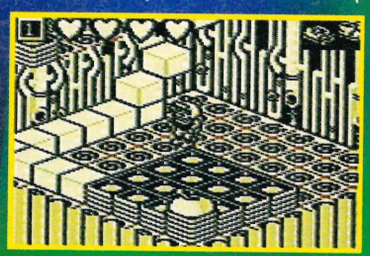
ROOM 4

Faced by two skeletons, you must pick up the bag (if you don't already have one) and shift the two small blocks underneath the doorway to create steps. Once touch of the skeletons and you die, so you better have the speed-up from the previous room and this enables you to run rings around them!



ROOM 5

Now pay attention, this is a real teaser. First push the frictionless glass block against the monster block at the top left, then down to the one below. Now go over to the door and get behind the glass block to push it over to the monster block on the right. Finally, come back around and push the glass block down to the last monster block and finally over to the doorway where you can use it to climb up.

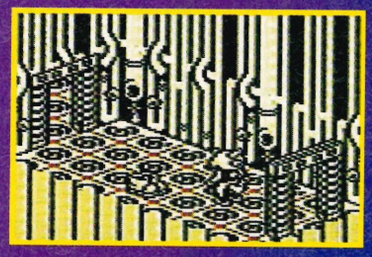


ROOM 6

At first this problem seems to be impossible, but there is one way to get rid of those electric blocks on the bottom left. First of all, flick the lever right next to the door and then climb up on the white blocks on the left of the room. Leap up the first two when the robot is not near, and then climb onto the first plateau.

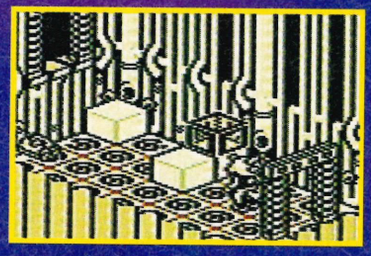
Grab the invincibility star for future use and use the last white block to catch the lift up to the top ledge. The skeleton will drop off the lower ledge and run around on the floor below; he is now harmless.

Next you must walk into the top corner of the top ledge and the droid will attack you. Step off onto the edge of the platform and wait for the droid to reach you. Now leap down and land on the white strips below. The droid will follow and you must keep going to the junction in order to lead the droid around the corner. Now jump off the white blocks and the robot will run over the electric blocks for you and flick the switch, thus destroying the electric blocks in front of the door. Easy, huh?



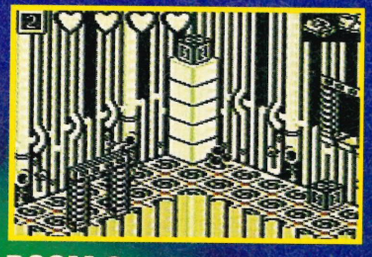
ROOM 7

Nothing in this room, unless you need a pair of new boots.



ROOM 8

In order to get that glass block over to the door so that you can climb up it, you must first push the white block in the gap. Easy.

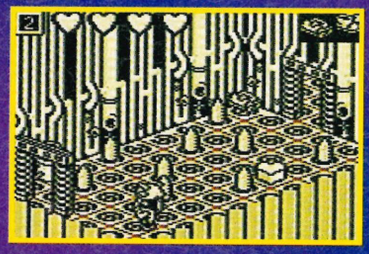


ROOM 9

As you emerge into this room, you are faced with some bombs and a large column of bricks with a vital block on top. Clearly you need to use the bombs to get the block so that you can use them to climb up to the door.

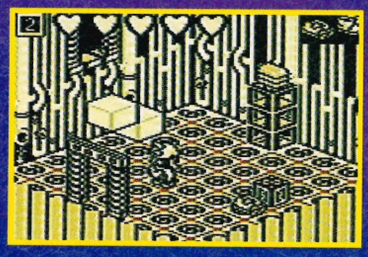
Swap the bombs for the bag and drop it where you see Max is standing in the picture. This means the blast will still hit the bricks, but the bag is not destroyed.

Retire to a distance, light the blue touch paper and get as far away as possible. All the bricks apart from two will be destroyed. Swap the bombs for the bag and pick up the block on the right of the screen and use it to reach the second block on top of the white bricks. Stack the two blocks at the door and then swap the bag for the bombs again and exit.



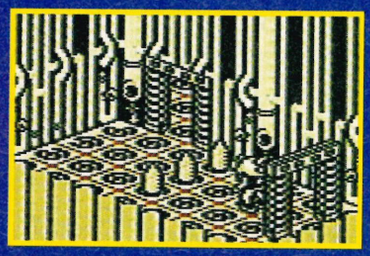
ROOM 10

This room is full of spikes and a robot. Try blowing up the spikes and the robot with the bombs you should have kept from the last room. Now get the life heart and exit the room.



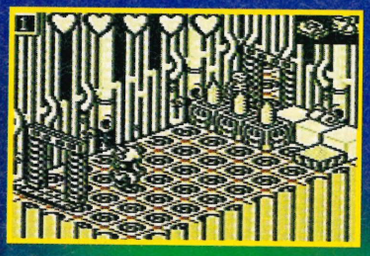
ROOM 11

The gold in this room is only accessible if you brought the bombs with you. Simply blow away the glass blocks and it's yours. Use the bag to move the block under the door on top of the white blocks (the first one disappears, so keep jumping).



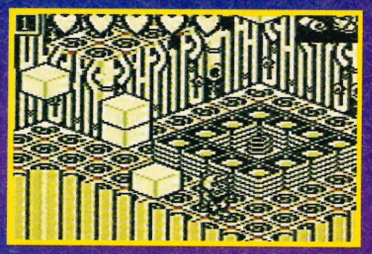
ROOM 12

I've yet to get past these spikes without injury, but it can be done if you time your jump between the two shaven ends of the spikes. Luckily you still have that invincibility star from room six, right?



ROOM 13

Have you worked this one out yet? Yes of course, grab the scroll, come back down and shoot the skeleton through the bars with it. Now you can exit through the door.

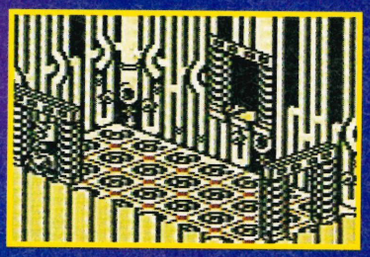


ROOM 14

The sole objective of this room is to get the spring in the centre of the electrical blocks. Push the white block to the left of the screen, just before the highest suspended block, then push it up against the wall and finally back underneath the two white blocks.

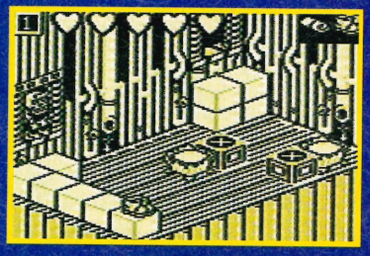
Now shove the top white block onto the one you have just moved, and finally push them both over to the electric ring where you can now cross it using the top block as cover.

Once you have the spring, bounce out of the ring and head out of the door.



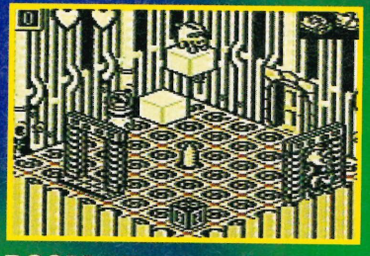
ROOM 15

If you have the spring you can use the top door here which you otherwise would not have been able to climb through. Alternatively, if you don't want to risk the blocks in the previous room, head straight through this room and onto...



ROOM 16

Here you must walk off the boots onto the first moving block, then leap over to the other block when they pass each other. Finally, you have to leap off the block onto the pile of white bricks in order to exit the room.



ROOM 17

Ha ha, the final room. The aim is to grab the piggy bank, but you have to have a bag in order to use it to transport the block over to the platform. The robot will try to kill you all the way, so give it a wide berth. Pick up the piggy to complete the level.



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the write stuff

Welcome once again to a slightly smaller letters section this month (we had to fit the 8-page *Mortal Kombat II* guide in, but we'll be back up to full size next issue). This month we've got views on Nintendo TV, Ultra 64 – will it be any good?, what the commander says at the start of *Starwing*, someone who claims that the Speccy was crap (!), and some worrying information about the wealth of unfinished games hitting the illegal cart copying market.

I would like to hear more about what you think of the features in SUPER GAMER and whether or not you think the magazine is good value for money. This month's FREE *Earthworm Jim* supplement for example – is it a good idea? Do you want to see more of them? What else would you want SUPER GAMER to give you?

How about the interviews and features within the mag itself? Last issue's *Return of the Jedi WIP*, our *Street Racer*, *Jungle Strike* and *Turbo Toons* exposés? What about the exclusive interview with Jon Ritman in issue one. No other magazine even bothered to interview him until they actually saw the high review scores *Monster Max* was getting. Archer Maclean, OK so we went a bit overboard with the Ferrari worship, but did you enjoy reading the feature and did you learn anything from it? I want to know, so get those letters in now. Send them to *Write Stuff, SUPER GAMER, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF*. All letters must be legible, so no hieroglyphic joined-up writing please.

On with the show...

Dear SUPER GAMER,
I am writing to you to say that I think you should have a junior reviewer, because I think your four reviewers do not cater for the younger age group.

I think you should have a reviewer about my age (13), my build, my taste in clothes – hey, why not me? If you consider this idea and are looking for a writer, I would work for next to nothing.

For instance, *Desert Fighter*, I found this game very hard to control and I would dock points in gameplay and longevity because a child would get frustrated with the controls.
Sean O'Boyle, Galway

Hmm, an interesting idea Sean, but we at SUPER GAMER pride ourselves on portraying a mature and non-patronising review style. If we employed you, I fear we'd get lots of 'cool' words like 'safe', 'wicked' and 'unstoppable' appearing in the mag and that would be unacceptable.

We write for all ages, it just so happens that when we do we don't resort to childish writing and crap 'pooey' jokes. It's not that we write solely for older readers, but we refuse to drag the whole mag down to toddler level just because all the other mags do.

And we also consider how younger gamers will be able to play the games we review, but seeing as most kids are much better at video games than adults – what's the point? Come back in six years, Sean. But I like the "next to nothing" idea, though.

Hi SG!
Having got back from France last year, I was surprised to see that there was not any publicity for Nintendo on television. Come on! How do Nintendo expect to sell a product if they do not advertise on TV?

I love your mag, keep it rolling!
Dominik Pearson, London

The importance of TV advertising is a constant bone of contention within Nintendo. On the one hand, they shunned all TV advertising for *Warioland*, and it still went straight into number one, but on the other they *have* seen fit to hype *Donkey Kong Country* to the hilt over Christmas.

Personally, I think TV software advertising is a complete waste of time, especially when companies like Acclaim are spending millions of pounds on it.

Let's face it. Would you buy a game on the strength of a 30 second commercial, with real life images of the game superimposed with decidedly dodgy screen shots? Doesn't anyone realise that if you mix live action with video game screen shots, the games just look blocky and totally unrealistic?

This was evident at the ECTS, where Ocean where continually bombarding the restaurant with *Blade Runner*-esque images of *Syndicate*. One second you had Harrison Ford blasting a replicant in a shopping mall, then it cut to four pink and blocky Don Estelles shuffling across a badly flickering chequerboard city. Is that going to convince you to buy the game? Or would you rather just hire the video?

On the other hand you've got print advertising, in mags like, well what the hell, might as well plug ourselves – SUPER GAMER. Advertising pages in SG are fantastically cheap compared to prime time TV, and you get a captive software buying audience, all the info you need, a nice piece of eye-catching artwork, and you even support the mag in the process. More ads mean more pages devoted to games. You tell me which is best.

Dear SG,
I am writing in response to a letter from Kenneth L'anson. He was complaining about games prices. Well, I've got some advice for him (and all SG readers); if you shop around a bit you can find some real bargains. I would recommend John Menzies, because in my local store I recently bagged *Super Mario Kart* and *Super Ghouls 'n Ghouls* for only £7.69! Admittedly, they were missing the box, but all the instructions and documents were there. I also got *Addams Family* for £11.99 and this game had a box! It just goes to prove that cheap, quality games can be found if you look for them.
Warren Kemp, Faversham

Absolutely, well done in finding some genuine bargains. Can anyone else beat these prices? Or can any SUPER GAMER readers suggest the best places to get cheap software? We'd like to hear from you, but I don't want to be inundated with shopping lists or till receipts.

Dear SUPER GAMER types,
To be read in a Charlton Heston God/Moses-type close-to-the-microphone voice.

"In the beginning there was the publication called CRASH! A magazine for spotty pubescent Spectrum owners written by... spotty pubescent Spectrum owners, in this instance, the one... Robin Candy, the pokemaster!"

"Then, there was POPULAR COMPUTING WEEKLY, read by people wanting to buy... an Escort 1.1 Mk2, because... they mistook this mag for the God-like AUTOMART."



"Many moons passed, and the incarnation called PERSONAL COMPUTER, or 'PC' to its followers was born... and with it followed PC USER – a mag for sweaty, pale-faced sales-rep types and unemployed University graduates, written by the "Is yours a 386, or a 486DX?" clan of scribes."

"Hark, now the dawn has broken, SUPER GAMER is amongst us, born from SUPERPRO and SUPER XS – take heed, the pages are scripted well and coloured with... pictures!"

"So, read well and be informed by the four conspirators: Butt, Butt, McDermott and Pullin. I know they sound like a team of estate agents, but hear me well, they will do you no injustice."

Sonic booms to you all, my friends.
Andrew 'DJ Guile' Milnes, Bury
PS In all seriousness, you guys make a refreshing change to all the stereo-typed journalists and games experts.

Excellent! Thanks for the praise, Andrew. Your letter is proof that we're on the right track because you're just the sort of reader we approve of. Perhaps next time you'd like to focus that razor-sharp wit on the contents of the mag, or even some console issues? My mailbox is always open, oh great one.

Dear SG,
Why do Nintendo insist on putting 'Super' in front of any new game or piece of hardware? To start with, it wasn't too annoying with the *Mario Bros*, but now it's just getting tedious. Even when they re-program an old Mega Drive game like *James Pond*, they're not happy leaving the name as it is.

Now, even other companies such as Capcom, with *Super Street Fighter II*, are following suit. What is going on?
Russ Taylor, Nantme (some Welsh place, apparently).

Oh dear, happy hour at the twilight rest home is it? The 'Super' is to deferentiate from the Mega Drive versions and to denote the fact that it is for the Super NES, and therefore pretty damn good.

Remember, retailers only have a list of games for all systems, and if they see two *James Ponds* then they will only order one, whereas the 'Super' tells them it is something different. This is not the main reason, but it shows you its practical applications. *Super Street Fighter II* is totally unconnected with this policy. Capcom merely thought that their latest *SFII* game needed a flashy name. What's wrong with 'Super' anyway?

Dear SUPER GAMER,
I am worried about Ultra 64, not only because of its name inevitably making me vomit everytime I hear it, but also about the other Nintendo consoles.

Before the Super NES came out, the NES was popular, with many new games for it all the time. When the Super NES came out, the NES didn't die immediately but gradually, over two years because of the much better capabilities of the Super NES.

People were satisfied with the NES when there were no Super NESs about but because of the better graphics and

sound, and larger games, no-one wanted the NES anymore.

My worry is will this happen to the Super NES? With the Ultra 64 being a 64-bit machine possessing far better graphics and sound capabilities and with more interactive gameplay. Will the Super NES die out?

Nintendo say that it won't, but after a couple of years, when the much better games are found on the Ultra 64, no-one is going to want a Super NES anymore.

Also, I think the SUPER GAMER writers should practice reviewing some Ultra 64 games so that when it comes out they will be used to the games and so won't over-rate them like people did with the Mega-CD.

In issue #6 on page 55, there is a picture of Guile fighting M Bison, but at the top of the screen it says Vega, why? And why did they not use the people who modelled the original characters for the new *Street Fighter* movie?
Sachin, Warwickshire

First of all, you are probably right. The Ultra 64 (if it is any good) will supersede the Super NES and gradually over the years it will replace it. But the main thing to remember is that you've still a fair few years' playing time left, and there are going to be loads of excellent games for the Super NES which will never come out for the Ultra 64.

Classics like *Super Mario Kart*, *Shadowrun* and *FIFA* will probably never see the light of day on the new system because it will be concentrating on things that use more memory and loads of stonking graphics.

Like the transition from home computers to consoles, only a few older games will be converted and the rest will be lost. That is unless you keep your Super NES and then you can enjoy them forever (or until the cart breaks!).

On the subject of reviewing the Ultra 64 games, well we'd love to, but of course, they haven't been programmed yet because the machine is still at least a year away.

The picture of Guile fighting Bison is in fact taken from the Japanese version where the names are swapped around for some reason.

Good point about the movie, though. Perhaps it was because they needed big star names like Jean-Claude Van Damme to attract the punters?

Dear SG,
I am writing to you to settle an argument with my brother. On *Starwing*, at the bit where the Arwings are flying down the launch tunnel, we want to know what the guy is saying. I think he says "Emergency, emergency, E N Fires Arwings for launch", and my brother says it is "Emergency, emergency E N fires prepare for launch." Please help!
Stuart Scholfield, Bradford

Haven't you saddos got anything better to do? Well, you're both wrong actually. The voice says "Emergency, emergency, emergency, emergency, incoming enemy fighters, prepare for launch." Happy now?

Dear SUPER GAMER,
Well done! A Nintendo mag which is actually fun to read and informative at the same time. The reviews are the strong point, and I like the way that more than one person is allowed to have a say. Now a couple of questions.
1. Are there any free gifts planned for the near future and over Christmas?
2. Do you recommend buying *NBA Jam* if I am not a fan of the sport?
3. How about a sort of behind-the-scenes look at how an issue of SUPER GAMER is put together?
John Starkey, Dyfed

PS Did Damian see *EastEnders* on 15 August (the one with Big Ron, Arthur and the mouldy wallpaper)? Keep up the good work guys!

1. Yep. In the pipeline at the moment is a fabulous 100-page tips book, some more posters, this issue's 16-page *Earthworm Jim* feature of course, and a mega-bucks Christmas tie-in which should swell our heads with pride.
2. Yes. I'm not, but I still play it.
3. Maybe, but I'm sure you'll find it all boring. Perhaps in the Xmas issue if Mr Spiller can get us enough pages.
PS. No, I missed it, but a friend taped it, so I'll have to watch it later on. It was fantastic, apparently. Why are we talking about *EastEnders*?

Dear SG,
First of all I'd like to congratulate you people on your great mag. I am now a subscriber. I am a girl of 11, you may find this strange, but for an eensy-

STAR LETTER

Dear SG,
Having been a reader of both incarnations of your magazine, and never been one to write to 'Readers' Letters' sections, I felt I must congratulate you on continuing to build on the solid foundations of SUPERPRO and still producing the best damn Nintendo mag on the market!

Though sceptical at the thought of my favourite SNES mag becoming a multi-format (if only in the Nintendo sense), my fears were obviously ill-founded as your no-nonsense and mature approach continues to place you well above the competition.

I was rather amused to note your continued astonishment a couple of months ago concerning the relatively older readership that SUPER GAMER appears to attract. My more cynical side tells me that this is the niche market that you have been actively pursuing and I congratulate you on your apparent success.

I would have thought that the older market was a less fickle one and most of the magazines that fail, tend to do so when they cannot afford to put free chocolate bars or other tacky bribes on the cover. It doesn't take people long to realise that what is *inside* the covers of the mag is more important than what is stuck to the front of it.

As a twenty-something myself, I often find myself looking back wistfully to the days of the ZX Spectrum and wondering if ever again will I experience the same thrills as my first game of *Way of the Exploding Fist*, hearing the speech for the first time on *Robin 'O the Wood*, or the first completion of *Penatrator* and the ensuing fanfare and fireworks bonanza?

Obviously, the technology has moved on since these formulative years, but somehow the underlying quality of gameplay seems to have moved backwards.

It strikes me that the problem today is a lack of innovation for two reasons. Firstly, the 'bedroom programmers' have become all but extinct since the profligate years of the early Eighties. As the market has moved away from cheap home computers to consoles with it has gone the opportunity for people interested in programming to have a go and find out what the machine can do.

Most landmark examples of early Eighties software were not written by large companies, but by individuals who were not happy being spoon-fed mediocrity and had the ability to do something about it.

Secondly, with the cost of a game failing to sell sufficient numbers – a £40 cart as opposed to a two pound cassette – companies understandably stick with what they think or hope will sell by imitating what already has, thereby perpetuating the problem.

Ultimately however, the real blame must fall on the gullible consumer who puts up with all the second rate software that is released. How a game like *ShadowRun* could receive only a luke-warm reception in the marketplace, when the original *Mortal Kombat* is still selling well a whole year after its release, astonishes me.

If I was in your position, I would despair at the number of times you have recommended a game, only to see it out-sold by some dreadful licenced product that just happened to have the backing of a larger software house and the resultant larger advertising budget.

Having defected from a Mega Drive to a Super NES because of its better graphics and sound, I find myself increasingly likely to defect to a PC for its wider selection of quality titles that are geared for the older market.

The only thing that makes me hold back is the prospect of Ultra 64, though I am starting to have my suspicions that Nintendo will be unable to deliver the goods, either on time, or with anything like the specification.

Oh yes, and as you say, whatever happened to this ridiculous notion of a 32-Bit machine that did not use conventional TVs/monitors, that was supposed to be released in the interim?

It seems to me that Nintendo spend far too much time spreading ill-founded rumours to prop-up their share prices and keep journalists happy, as opposed to doing the best job for their existing hardware users.

The fact that they have managed to lose their majority share of the US 16-Bit market (which they used to dominate) to a technically inferior machine (MD), should be warning enough to get their house in order.
John Montgomery, Perth

On the contrary John, Nintendo constantly annoy us journalists with their false starts and own goals. The state of the software industry is just as you say and well observed. I am constantly annoyed by the '*Mortal Kombat*' factor of advertising versus talent, but it's here to stay because it works if you have the cash to gamble.

The sad fact is that many people still don't trust magazine reviews and the mags are bribed by the games producers to stay quiet, or even worse, up the mark.

A good rule of thumb for computer journalists is that if a company takes you on a trip or lavish gifts before the game is out and they've not seen the review, it's a bribe. Rally weekends, paint ball days, holidays, leather jackets – it's all part of the marketing spend on the game. Let's face it, if your future was on trial, you'd try and bribe the judge, wouldn't you?

It's a sad fact that classic games are not given the promotion they deserve and so unless you buy a mag which is crazy about a certain game, you will never know what it is like. *ShadowRun* is a prime example and should be in everyone's collection because it is a superb *Blade Runner* RPG.

As for Ultra 64, well it's anybody's guess really. The Big N are keeping quiet about it and nobody is getting to see any of the Rare stuff because they are apparently too busy. For your astute comments, John you get this month's Star Letter and a free T-shirt to boot. Wowee!

weensy girl, I like RPGs, flight sims and fighting games. Please could you answer my questions?
1. Would you recommend *Soul Blazer* or *Zelda III* on the Super NES?
2. What in the world is a Wurflegum?
3. Do you prefer the Action Replay for the Super NES or the Game Boy? I'm at a loss at which to buy.
Siow Wenting, M'laysia

1. Both, but *Zelda III* is marginally better.
2. A Wurflegum is a small oval creature created by our designer Andy McDermott in 1978 (though the ones on the subs page are the similar-looking creatures from *Super Puyo Puyo*). Wurflegums can be any colour, but all have cheesy grins and were created for the sole purpose of filling page space and looking cute. Yeuch!
3. Both are perfect for the job. The Super NES also acts as an adaptor and you can even use it to save the world from evil space aliens. Buy both.

Dear SUPER GAMER,
I have recently read issue 7 of your magazine and noticed with interest that the space allocated for your letters page has increased. I think this is great because it shows a good feedback on articles printed in previous issues. You must feel proud and deservedly so!

The replies given to the letters received justify the contents of them and although the magazine seems to appeal to older readers there will be youngers readers also.

Nobody is particularly impressed by a letter whereby the writer appears to have consumed the unabridged version of the Oxford Dictionary [letter by Matthew Elliot last issue – Ed]. The contents of the letter left me thinking "what was that all about", and the reply was certainly deserved. The message to that writer is "please make your comments readable!" What is he a student of anyway?

The Super Game Boy is soon to be upon us and I will be buying it because, well I admit it, I'm curious, and think (perhaps naively) that some of the games I can't complete may be easier on the big screen. If you are interested I will let you have my comments at a later date.

You also mentioned TV programmes such as *GamesMaster* which I have watched about three times and to be perfectly honest, I can't say I'm impressed. There is too much going on in different formats to hold my interest for any length of time as I am unlikely to buy a Mega Drive or Amiga. It would probably cost too much for Nintendo to consider specialising with their own TV programme.

I prefer to gather my information and opinions from magazines such as yours, and will continue to do so.
Helen Bradley, Manchester

My general view of video game TV shows is that they try to spread themselves too thinly because they cost a lot to make and they need to please everybody all of the time to get the ratings. Remember, 100,000 readers for a magazine is a lot, but that's peanuts for TV.

I think *Movies Games & Videos* is one of the best shows for showing games in a favourable light (although we no longer get it in the Meridian area). This programme is made on a shoestring budget and with hardly any staff, but they give each game a decent review and there's plenty of exposure given to someone playing the game, and not just a micro second as they do on *GamesMaster*.

The only bad thing about *MG&V* is that they have quite the most annoying American impersonator doing the voice over – you just want to kick his head in rather than listen to the game information.

You say that Nintendo could not afford to run their own show, but they could and here's how it would work. Nintendo could pay for a production company with previous experience to make the programme, but *they* would supply all the games on time and also all the relevant information.

The show needn't have a presenter who will pretend to be a games expert and go to America a lot courtesy of Virgin, but a similar format to the *Chart Show* would be ideal.

You would definitely need special features however, and these can be presented by games journalists, but recorded in advance so that they don't have to be forced into a sound studio and told to say something interesting in the glare of the lights.

Third party licencees would not of course be discriminated against, but would pay to go on, just like advertising, except that the rates would be much lower and enable smaller companies to get in on the same shows as the Oceans and Acclaims of this world. Nintendo would allow anyone on the show, and all petty rivalries would be dropped in favour of mutual prime time exposure.

Games will not be reviewed (such ratings are made up by the graphics editor on a late night anyway), but will be a constructive appraisal of the game, showing many of the levels and any new features or skills. On *Earthworm Jim* for example, the cow launching section and the killer hamster would be worth a mention.

Review scores should be left to the magazines, so that they still remain essential for all console owners and the TV shows don't try and usurp the very medium that spawned them. Magazines are always essential, TV may show the games in action, but you can never replace a well written review.

Think about it Nintendo. Your own programme, extra revenue from other companies who wish to participate, and a decent way to get ahead in the console war. SG readers, care to comment?

Dear SG,
After buying your magazine from the start, I thought it was about time I let my fingers do the talking. Firstly, I will not be buying an Ultra 64 for the following reasons:
1. Nintendo intend to make it cart based and therefore will continue to rip people off. They state games will be around £50. How will they manage that when the development for games of this magnitude will be far greater than that of the Super NES?
2. Nintendo and games producers have not realised the potential of the Super NES. Graphics are not everything, gameplay is. If they keep putting out *Street Fighter* clones, platformers that are less difficult than breathing, and driving games that a three year-old can complete, what's the point of bringing out a far superior machine? Apart from releasing the same old crap, but with better graphics. Gameplay, not graphics (it would be nice to have both).
3. Originality. This goes along in partnership with gameplay. Where has it gone? Do Nintendo/games producers know the meaning of the word? For their information, the Dictionary definition is:- Creative, existent from first.

In other words, something that has not been done before. So, what's the point of releasing another machine in order to play something we've already played before?

The TV shows about video games are to say the least, full of patronising tossers who think they have the right to look down on viewers. They know Jack s*** about their subject and even less on how to present a TV show. Let's have some serious TV regarding video games.

Will I retire from being a faithful Nintendo follower? The answer is a big YES.
Daren Strevens, Brighton
PS Thanks for a magazine with an older view to console games.

It's difficult not to agree with you Daren, it's all justifiable stuff and I think you're dead right about the Ultra 64. The cart situation is going to be perpetuated by Nintendo to keep their monopoly going and they're sure as hell not going to worry about high prices when they have something as mind-boggling as a 64-bit console to show off.

I believe the Ultra 64 is a natural progression, but announcing what it can do now is pointless because it is a knee-jerk reaction to Sega's Saturn and Sony's Playstation.

No-one knows anything about the Ultra 64, except for the same old rumours and a few pictures of *Killer Instinct* which is coming out on coin-op first and this is no indication of Ultra 64's capabilities by any means. Can't fault your views on the TV either.

To SG,
I just thought I would write to you and express my views on a few things. First of all, the Sinclair Spectrum. Why does everyone think this was/is such a wonder machine? Let me tell you, it's because they forget about the jerky scrolling, the four colours,the crap sound and the long loading times.

What you remember is a few good games such as *Pyjamarama*, *Jet Pac* and *Jet Set Willy*. These you remember through rose-tinted glasses. I recently got mine down from the attic and put it straight back up; wondering how you could have enjoyed playing this machine. I'll probably think the same way about my Super NES in ten year's time.

A note to Matthew Elliot, I am sorry mate, but you're gonna grow up to be an art critic. Now the good part, my views on piracy.

Yes, I am a pirate, why?
1. Faster games.
2. Cheaper games.
3. The scene.
4. Learning the code.

I will not pay £50 for a game – £25 is my limit. The games I own are: *Mario Kart* (£15), *SFII: Turbo* (pack), *R-Type* (£5), *NBA Jam* (£20), *Starwing* (£15), *Pilotwings* (£25), *Cybernator* (£20) and *Tiny Toons* (£20). I will buy some more, such as *Zelda*, when the prices fall to below £25.

Here are some new games I will be getting for my Wildcard soon. *Earthworm Jim*, *Ghoul Patrol*, *Shaq-Fu*, *MKII* and *Brainlord*. Not bad, eh? If you owned a Wildcard I bet you could beat all the other mags to the reviews!

Another thing, all you journalists aren't innocent, as I have had a few games leaked from magazines such as *Pocky & Rocky* (the top corner said "not for full review purposes"), and *Earthworm Jim* which is a GAMESMASTER (TV) version (Ed's note – there was no name and address with this letter and so SUPER GAMER has no proof that this statement is true, or that such a copy of *Earthworm Jim* exists. If anyone does come across it, no doubt FAST and Virgin will be very interested).

One thing that worried Nintendo was that the kids couldn't learn how to program their machines as they could with Speccys and Amigas. However, with a Wildcard and a copy of Smash, you can, and I am learning how to code the Super NES at the moment.

In your last issue you stated that you should buy new games if you can afford them, and if you can't, wait until they come out on budget. I disagree, I have as much right to the new games as anyone.

You may now commence to rip my letter to pieces with your narrow-minded point of view, but remember, *you* don't have to pay for the games, *we* do.
A fanatical reader, wibble land.

You... you... heretic! How can you say the Spectrum wasn't a fantastic games machine? OK, so it's looking a bit outclassed now in the graphics and sound department, but that's the whole point. The games are still playable no matter what they look or sound like and so why not convert them?

As a pirate you are entitled to your opinion, but it worries me that you have obtained these brand new games so early.

Companies are now putting details of who games are sent out to on many of their loaned games so that it is obvious who breached security and FAST can get involved and this can only be a good thing because the last thing a company needs is pirated copies from so called trustworthy sources.

I'm sure Ocean and JVC are already very interested in the fact that you are getting their games way before they are released. SUPER GAMER is only just covering them now.

On the subject of having the right to buy games, yes you have but you're missing the point. If you haven't got the money then tough luck! You must buy them second hand if you cannot afford them new; this is not a national injustice, but a fact of life.

I'd very much like a Lamborghini Diablo VT, but that doesn't mean I'm going to kick up a fuss because I can't have one right now (or I'll scream and scream and scream!). I didn't say if you can't afford a new game then you don't have to right to own any.

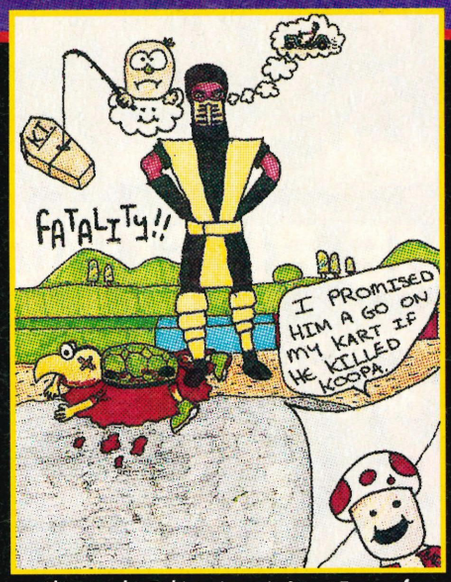
The reason I said buy budget is it's the only solution if game prices are to high. In a perfect world everyone would be able to buy all the games they want, but that's not realistic. Narrow minded, moi?

Downer!

Waaaaah! *Northern Exposure*'s finished! Life has no meaning any more! There's nothing to look forward to! Erm, until next year, anyway. And there's always *Star Trek*. And *NYPD Blue*. And *Frasier*. And my large collection of *Northern Exposure* tapes. Um. Well, maybe I'll survive after all.

Time for a personal plea (Damian did it with his Spectrum games, so I don't see why I shouldn't as well (Because I'm the editor and you're not – Ed) (Oh, go on – Andy) (Okay then, you whinging old git – Ed)) – if anyone out there's got the complete first season of *Northern Exposure* on video, shown on C4 in 1992, there's an official Super NES game of your choice in it if you'll send them to me! No kidding. Send your details to me (Andy) at the usual address.

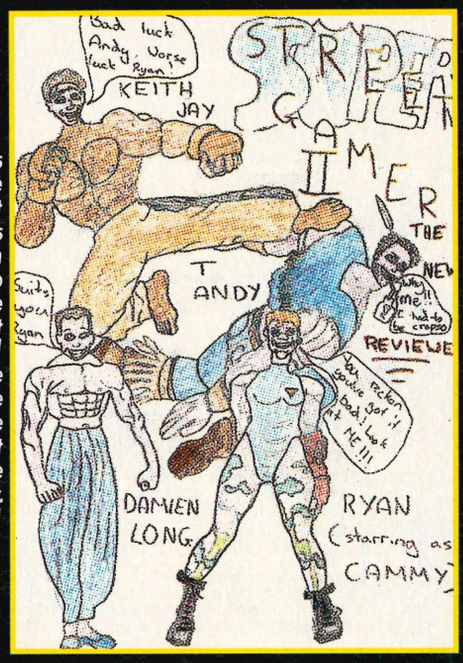
Now, wasn't there something else I was meant to talk about? Oh, yes, a load of pictures or something. Send your stuff to *Gallery, Super Gamer, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF*, and make 'em good or I'll slag you off. Oh, Janine, Janine... 1995 is too far away (stop this nonsense now or you're fired – Ed).



△ This month's T-shirt winner is Stuart Evans of somewhere unpronounceable in Wales, who won out over everyone else simply because he's featured Toad (top Mario Kart character). And this isn't the cue for everyone to start drawing Toad in the hope of winning, before you ask.



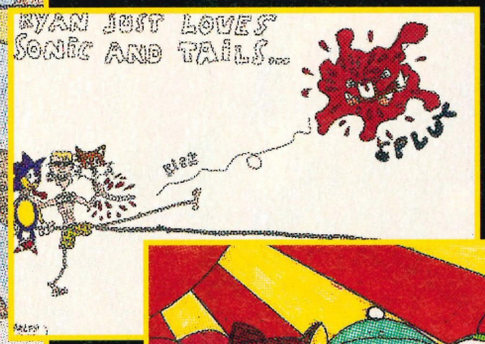
△ Judging from the background, it's a clear case of "That's all, folks!" for Vega. Eyethangyow, Simon Hoyle of somewhere else unpronounceable in Wales.

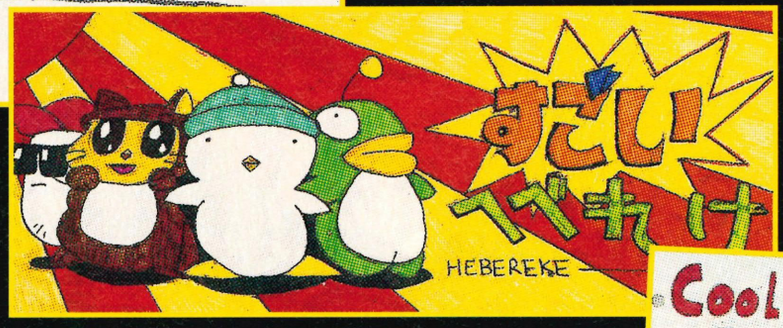


▷ Ryan seems to be a favourite target for you lot this month. This pic came from some goose who thought he'd be smart and put his name and address on the back of the envelope, little dreaming that we'd throw the envelope away. What a mule!



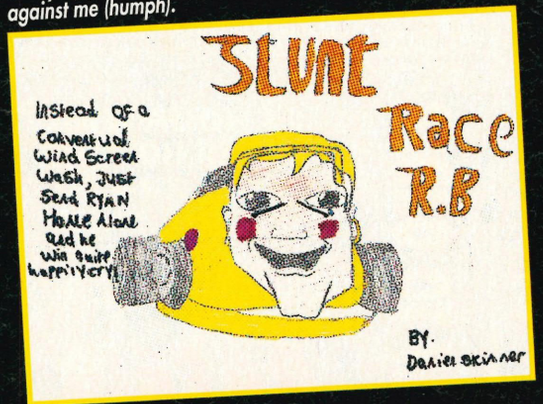
▽ The improbably named Ralph Smet of Belgium knocked out these two gory attempts. One of them had to be censored – remember, it's not big or clever to swear, at least not until you're also enough to drink copious amounts of alcohol and honk in the bath.

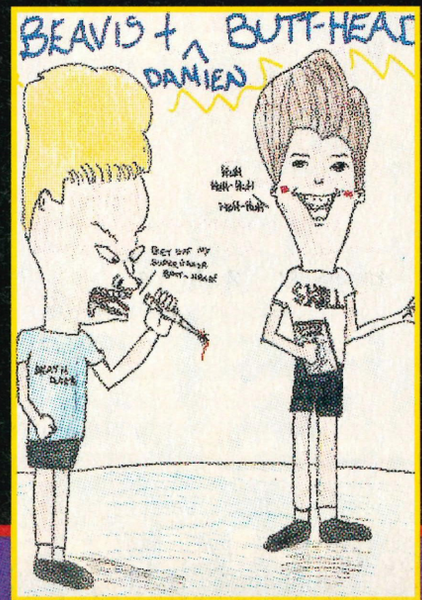




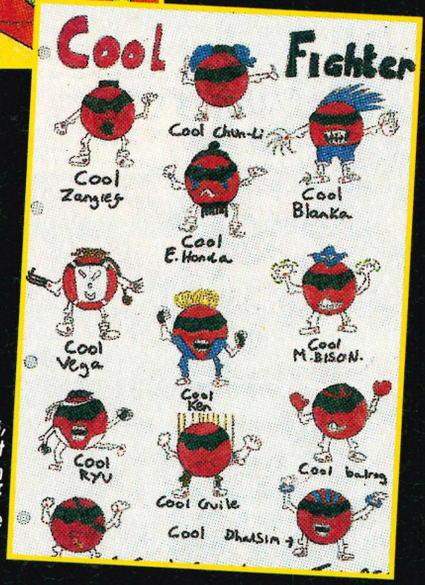
◁ Getting a head start on the Hebereke bandwagon is one Paul Dagg of Gainsborough. I think that wurflegums are cuter myself, but then I would.

▽ More Ryan abuse, this time from Daniel Skinner of somewhere or other. It's true, though – he does weep copiously when he loses. Unfortunately, this is an annoyingly rare occurence, at least when he's playing against me (humph).





◁ Uh huh, huh huh huh. This picture is cool. Heh heh heh. Yeah, yeah. Cool! Huh huh. And amazingly accurate, too! Michael Farnsworth of West Monkseaton proves himself almost as cool as GWAR. Huh huh.



▷ More coolness, but of a different sort, this time from Thomas Lumb of Nelson. Get the Oxy 10!

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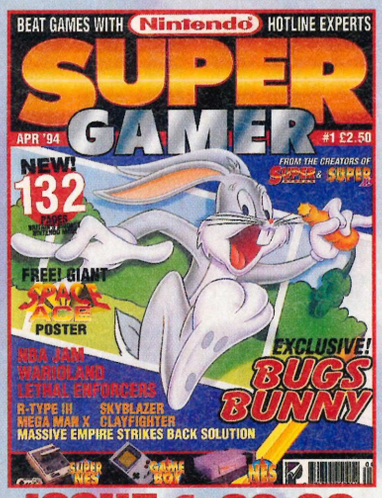
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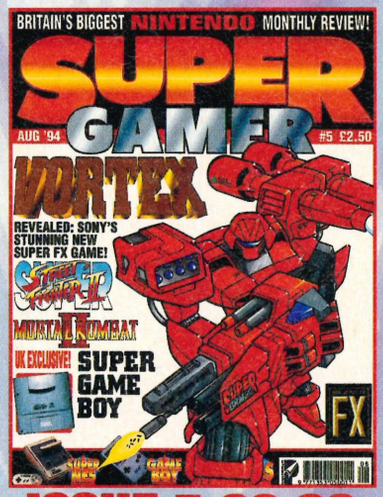
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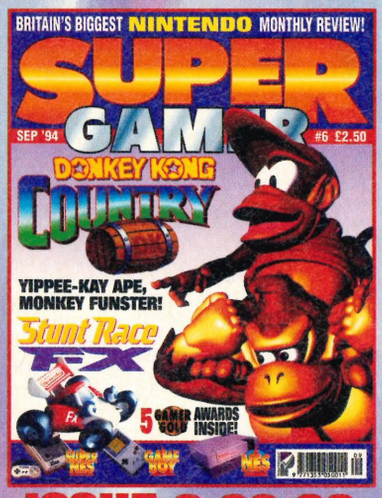
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A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master.
Overall 84%

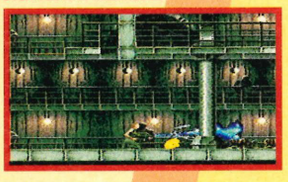
AEROBIZ
This puts you in charge of an airline, buying aircraft, routes, hotels, advertising, and even choosing whether to skimp on repairs!
Overall 81%

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%

AMERICAN TAIL: FIEVEL GOES WEST
Standard fare for a platform game – great cartoon graphics, simple gameplay and repetitive beyond belief.
Overall 74%

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? Now imagine the same game with 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 & DOUBLE DRAGON
Iffy conversion of the NES game which teams up the two fighting forces in one game which plays just like all the other Battletoads games. Exaggerated moves are fun, but it all gets so boring...
Overall 68%

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
Slick fast shoot-'em-up in the old fashioned sense, plenty of bullets explosions and cries of "what killed me?". Also featuring a 2-Unlimited soundtrack which could be a plus or a minus.
Overall 84%

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%

BREATH OF FIRE
Massively complex RPG in the Zelda mould, with great graphics, but an even better storyline, which even had the SUPER GAMER team gasping at its twisty turny bits.
Overall 85%

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
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%

NINTENDO GAMES INDEX

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%

INCREDIBLE HULK
US Gold didn't want you to see a review of this before the game was out. Reason? It's yet another low budget, low effort platform beat-'em-up with no surprises and oh-so-simple graphics.
Overall 79%

INT SENSI SOCCER
It's back – and this time it's international. That's right, now you can play the superb *Sensible Soccer* with all your favourite players and teams and still pay an extra £50. Wow.
Overall 85%

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%

JELLY BOY
Jelly's the name of the game as you control a humanoid lump of slime, on his way to becoming a real boy. *James Pond*-esque platform game with great attention to detail, but minimal playability.
Overall 79%

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
Huurghh! 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%

LEMMINGS 2
Glorious sequel to one of the most original and best selling games ever. *Lemmings 2* is tougher, bigger and even more inventive, with hundreds of different lemmings to control. Excellent.
Overall 86%

LETHAL ENFORCERS
Stunning conversion of the popular gun-toting coin-op. This features real plastic guns, but the game is a hefy £75!
Overall 87%

LETHAL WEAPON
All three movies rolled into one five level platformer with plenty of gunplay, but very small sprites and very ordinary backdrops.
Overall 68%

LOST VIKINGS, THE
A huge variety of puzzles to this Lemmings game. Funny, fun and completely addictive.
Overall 92% GAMER GOLD!

MAGIC BOY
A surprise release from JVC, but luckily, a happy one. Magic Boy may not be original by any means, but it's damned good fun!
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%

MAXIMUM CARNAGE
State-of-the-art scrolling beat-'em-up featuring Spidey and all his deformed mates. Marvel-perfect graphics, sound by rock group Green Jelly, and over 28 levels of Carnage-bashing mayhem. One of the best games of the genre, but not quite Gamer Gold.
Overall 89%

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
Complex and moody exoskeleton robot romp with great Mode 7 graphics and intriguing missions into the forbidden zone. A must for strategy fans who like to pick up the pace a bit.
Overall 85%

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%

MORTAL KOMBAT II
We thought it was going to be crap, but *MKII* does the business and proves to be the best beat-'em-up on the Super NES since *Turbo* (even better than *Super Street Fighter*). Loads of blood, loads of moves – coin-op perfection.
Overall 94%



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.
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
Bigger and much, much better than the original, *Pop II* takes you into ancient Greece. Sheer class and perfect for *Populous* fans. At last a sequel that's better than the original.
Overall 90%

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%

PUGGSY
Dull as ditchwater platform puzzle game from Psygnosis. Guide an orange turd-like creature called Puggsy around various levels; utilising objects to escape. Not worth the silicon.
Overall 42%

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!



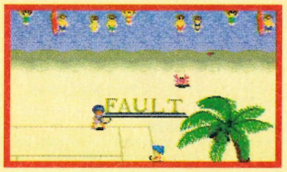
SIDE POCKET
Side Pocket shines as the best pool game on the Super NES. Great graphics, but slightly dodgy cue action
Overall 86%

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.
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%

SPEED RACER
REALLY BAD racing sim with a platform game bolted on to further turn the stomach. Looks like it was programmed by a five year old on an Acorn Atom and is quite simply the worst full price Super NES we've ever seen!
Overall 15%

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%

SPIKE MCFANG
Pretender to the Zelda throne, this RPG lacks both power and conviction. Spike's weapons are

annoyingly slow, and the whole game runs at a slow pace. Buy *Breath of Fire* instead.
Overall 68%

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!

STREET FIGHTER 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!

STUNT RACE FX
Again, Nintendo surprises all with this first class Super FX racing game. Unparalleled graphics, speed like you've never seen, and oodles of playability. A must for all Super NES owners.
Overall 94%



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 HOCKEY
Competent Ice Hockey game featuring a Mode 7 perspective and four different views. Good feel, but overshadowed by the superior *NHL '94*.
Overall 77%

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.
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 gets 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 STREET FIGHTER II (Import only)
It's back! *Super Street Fighter II* has more characters, more moves and some great sound, but it just hasn't changed THAT much. Showing its age a bit now – we could all do with *Street Fighter III*!
Overall 93%



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%

VAL D'ISERE
A great idea on paper, however the superb Mode 7 skiing sim suffers from repetition and loss of interest. Graphics are great and speed is never a problem, but after a few goes this turns out to be nothing more than *OutRun* on skis.
Overall 77%

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 BART
Like *Bart's Nightmare* only with more sub games and some even more hilarious samples. Bart must escape from the VR machine by completing every special game. A laugh from beginning to end.
Overall 84%

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%

WORLD HEROES 2
Gosh, another boring beat-'em-up that has been converted from the Neo Geo. This is just like all the others and is therefore donkey doo! Avoid.
Overall 55%

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%

X-KALIBUR 2097
Above average platform fighting game using bizarre robots. A good two player mode, but a bit too samey, samey for my liking.
Overall 77%

YOGI BEAR
He's smarter than the average bear – it's Yogi! In another samey samey platform romp using great cartoon graphics and very little else. A dud!
Overall 69%

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 original *Battletoads* game.
Overall 79%

BAYOU BILLY
Terrible beat-'em-up which flickers so badly, the characters disappear!
Overall 35%

BIONIC COMMANDO
Mighty arcade conversion which looks good, plays even better and offers one of the best challenges on the NES.
Overall 90% GAMER GOLD!

BLACK MANTA
Average beat-'em-up which boasts a huge amount of special moves, unfortunately it plays very badly indeed.
Overall 48%

BLADES OF STEEL
Best Ice hockey game on the NES. very fast, very playable, loads of difficulty levels and a two-player mode. Excellent.
Overall 85%

BLASTER MASTER
A mixture of platforms and top-down views encorperated into gameplay comprising of arcade and strategy elements make this a curious game, worth a go.
Overall 66%

BLUES BROTHERS
Dire platformer with no appeal, no singing and dancing, and no John Belushi!
Overall 39%

BLUE SHADOW
All out platform blast, good graphics but gameplay is a bit bland, a bit more variation on what you can do and it could have been a winner.
Overall 74%

BOULDER DASH
A brilliant puzzler which is addictive, incredibly playable and has loads of levels. If you like puzzlers you will worship this!
Overall 83%

BUBBLE BOBBLE
Classic platform coin-op where you play a dragon who uses bubbles to trap the enemies and then pop then for massive points. Utterly compulsive two player action.
Overall 91% GAMER GOLD!

BUBBLE BOBBLE 2
More of the same from the bubble-blowing dragons from the planet cute. More levels, more fun?
Overall 82%

BUCKY O'HARE
Slick, colourful platformer which plays well, but not quite a classic.
Overall 79%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
Well drawn characters and playable. Great fun for a four year old, but so very, very easy.
Overall 45%

BURAI FIGHTER
Forgettable shoot-'em-up. Very colourful lots of interesting bosses, but too ordinary.
Overall 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 the 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%

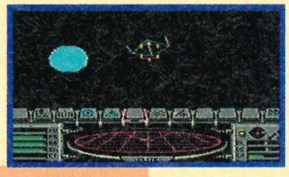
DUCK HUNT
Shoot the ducks with the zapper gun. It really is as boring as it sounds. This cart is best used to put hot cups on and avoid rings on the furniture.
Overall 49%

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.
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!
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%

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

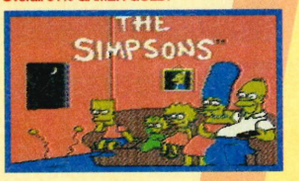
the old graphical adventures originally found on the Spectrum, still it's worth solving.
Overall 63%

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%

ALADDIN
Pixel perfect conversion of the Mega Drive version, surprisingly. Great graphics and sound, but a bit too similar in playability to *Jungle Book*. Only buy one Virgin platform game and you should be fine.
Overall 81%

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%

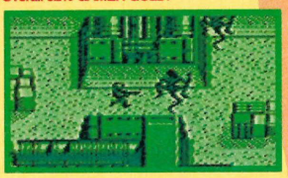
ALIEN OLYMPICS
Curious-looking ET version of the old *Hypersports* and *Track 'n Field* coin-ops. Many different events such as shooting, long jump, javelin and shot putt, but some events are tricky to control.
Overall 84%

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%

BLUES BROS JUKEBOX ADVENTURE
Playable, if incredibly fast (yep, you've guessed it) platform game (arrrghh!) where you play Jake or Elwood, in a quest to get records and escape from a strange world.
Overall 82%

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. 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%

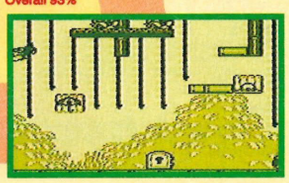
COOL SPOT
Incredibly proficient platform game from virgin – a conversion of the hit Mega Drive and Super NES games. Animation is fantastic but it does suffer from speed blur.
Overall 86%

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%

DONKEY KONG '94
Nintendo hit the G-spot again with another superb character and a playable game from good old Mario creator: Shigeru Miyamoto. Instantly addictive and one of the best games for the Game Boy.
Overall 93%



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%

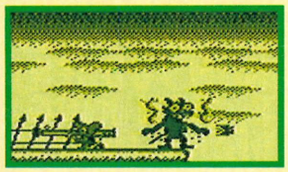
HOME ALONE
Quite literally one of the saddest, most demented games ever to be seen in this universe.
Overall 18%

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%

ITCHY & SCRATCHY
They sever heads! They eat grenades! They rip out intestinal tracts – it's the Itchy & Scratchy show! This novel golf sim uses all the sick humour of the cartoon and is consequently quite quite brilliant.
Overall 90%



JELLY BOY
Dull platform game which lacks the Super NES version's attractive graphics. What more can I say, apart from the fact that you walk to the right a bit and collect the power-ups.
Overall 58%

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%

LUCLE
Original puzzler. You control two spinning centrifugal pods who must reach the chequered flag to complete each level. Trickier than it looks, but ultimately compulsive.
Overall 80%

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 plattformer 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%

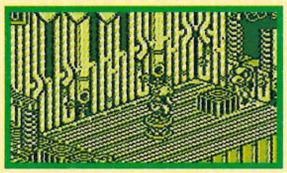
MEGA MAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics and fine playability.
Overall 83%

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. Ritman'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!



MORTAL KOMBAT II
Almost the same as the Super NES, but in black and white, oh, and they've also removed a few of the dodgy characters to make room. High playability levels and loads of gory moves (but no blood) make this the best beat-'em-up on the Game Boy!
Overall 92%



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 very 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%

RACE DAYS
The world's first bi-cart, this has *4 Wheel Drive* (Jeep Jamboree) and *Dirty Racing* on one cart for only £24.99. Both games are way above average and this is worth serious consideration.
Overall 86%

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.
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. 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%

YOGI BEAR
Here's Yogi! Arrrgh, shut up you furry moron! *Yogi Bear* ion the Game Boy is in fact quite good, despite the fact that he needs a good kicking, but it could have done without being yet another platformer.
Overall 80%

YOSHI'S COOKIE
Great fun on two player link-up. Very playable on your own too. A really good *Tetris* clone.
Overall 78%

ZELDA IV – LINK'S AWAKENING
Unanimously acclaimed as the best Game Boy game of all time. This vast adventure takes playability to the limit and the graphics are quite breathtaking. Buy now, off you go, go on!
Overall 96% GAMER GOLD!



ZEN – INTERGALATIC NINJA
Pretty good nothing new, but you'll like it until numbness sets in during the later levels.
Overall 71%

ZOOL
If you've seen one *Zool* – you've seen them all! Zany platform game which loses something now that it's in black and white. Still good, though.
Overall 85%

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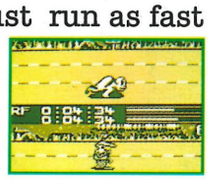
STREET RACER, SYNDICATE, SHAQ-FU, TURBO TOONS, SUPER DROPZONE, LORD OF THE RINGS, STAR TREK: FLEET ACADEMY, CANNON FODDER, DINO DINI'S SOCCER, LION KING, TIME COP, INDIANA JONES' GREATEST ADVENTURES, MICRO MACHINES, VORTEX, NIGEL MANSELL'S INDYCAR, BUBSY 2, SEAQUEST DSV, MICKEY MANIA, ANIMANIACS, JURASSIC PARK II, BEASTBALL, THEME PARK, DONKEY KONG COUNTRY, PITFALL, KRAZY CHASE, SPACE INVADERS, C2: JUDGEMENT CLAY, JORDAN ADVENTURE, DEMON'S CREST, WILD GUNS, MEGA MAN X 2, CIVILIZATION, OPERATION THUNDERBOLT and a whole load more!

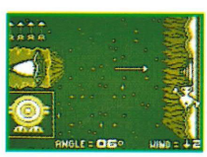
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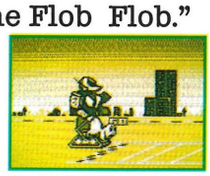
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