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CANNON FODDER

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VIRTUAL BOY

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UK EXCLUSIVE!





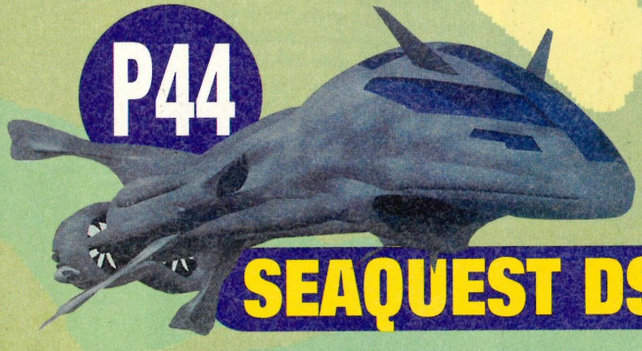


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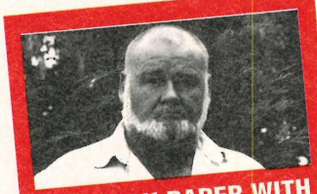
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The Nindependent

THE FINAL CURTAIN?



THE ONLY PAPER WITH BIG RON POWER!



Beatrice Dalle seems less than impressed with Damian's rendition of 'Little Green Bag'.

And now, the end is near, and so I face... the final curtain. For some reason this month I've come over all melancholy. What is happening to the software market at the moment? That's what I'd like to know. It seems as though the halcyon days of computer programming are finally over, and innovation is dead. Or is it?

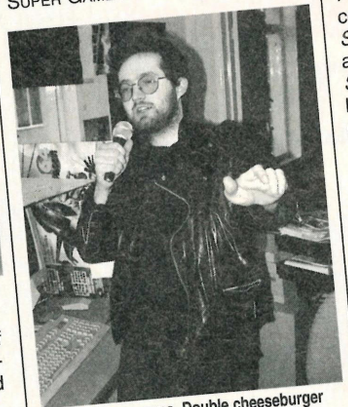
Shiny Entertainment are bravely flying the flag, and Sensible Soccer's *Cannon Fodder* is still a damn fine game on the Super NES over 18 months after the release of the original Amiga version. But what really matters is that more and more large electrical companies are taking over and releasing faceless and identikit platform games in bulk.

I predict that with the advent of the new wave of consoles including Sony PlayStation, Saturn and 3DO, small companies will completely disappear and only two or three huge multi-nationals will be left to rule the roost.

Sony and Virgin may be to games what Lever Bros and Proctor and Gamble are to washing powder. It all means more cash for Danny Baker of course.

As exposed in our unique Butt Report this issue, more and more companies are also bypassing magazine reviews in order to get any old ham-fisted cack onto the shelves and hopefully sell a few copies before word gets out.

This is totally dishonest and it is punctuated by the fact that the companies concerned deliberately stop our reviews or exclaim that is not ready for proper review yet. Days later the shoddy game is out on the shelves – you could be caught out. Unless... you buy SUPER GAMER of course.

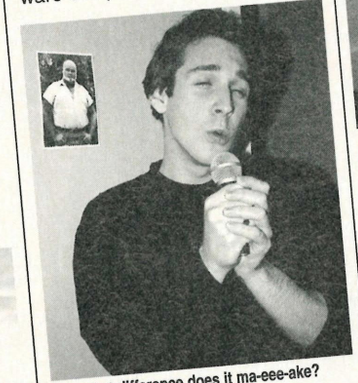


Thank you, momma. Double cheeseburger and ketchup.

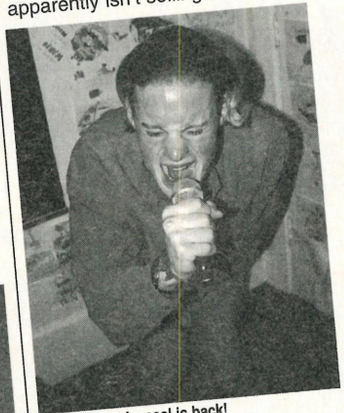
We are well known as fair and unbiased reporters and although this may cause conflicts with software companies who think they can tell us what to do – tough. Our readers always come first.

SUPER GAMER February sees some genuinely stunning games like *Cannon Fodder*, *Pinball Fantasies* and of course our cover game, *Konami's Superstar Soccer*. Konami have also announced a massive *Superstar Soccer* competition next issue because they were too late this month.

These games prove that the Super NES is still the best platform for real games, not the sad and under-powered Mega Drive, and the laughable 32X, which apparently isn't selling at all – aw!



Oh, what difference does it ma-eee-ake?



Buster Bloodvessel is back!

This issue we've also got an exclusive *NBA Jam Tournament Edition* feature, news on Nintendo's Virtual Boy, a competition to win a day out with Archer Maclean and his Ferrari, plus all the latest reviews and previews from the Nintenglobe. Now, where's that copy of *Superstar Soccer*...?



We're singing for England... "En-ger-land!"

PARAGON GO BALLISTIC!

Well, not really, as that would mean the entire building, and all its contents, had been propelled from its foundations and flung into a sub-orbital trajectory, but you know what I mean. No? Okay, I'll explain – Paragon Publishing, producers of this august organ, also produce several other magazines, namely SEGA PRO, SEGA XS, PC POWER, CD-ROM USER, INTERNET & COMMS TODAY, GAMES WORLD, MEGA POWER, CD-32 GAMER and 3DO MAGAZINE. They're all good, and doing well for themselves, hence 'ballistic'. Oh, forget it, then. But buy the magazines anyway.



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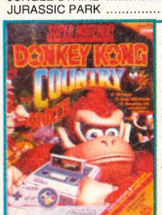
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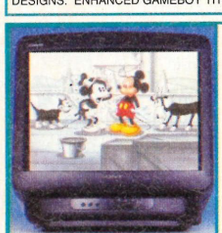


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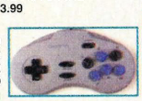
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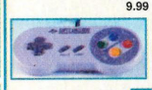




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Inevitably some games listed may not yet be available. Please phone to check availability. Prices and offers may change without prior notification. SAVE = Saving off full retail price. PRICES CORRECT AT TIME OF GOING TO PRESS. 5.12.94 E .& O.E.
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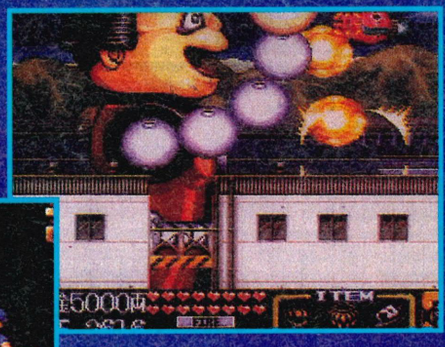
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GO, GO, LET YOURSELF GOEMAN

Hot news from Japan is that *Mystical Ninja III* (AKA *Goeman III*) is just about to be released and should be available from all good importers this month. Basically it's bigger, better, and features even more complicated storylines than ever! Essential for all fans of RPGs. Get it.





Nintendo®

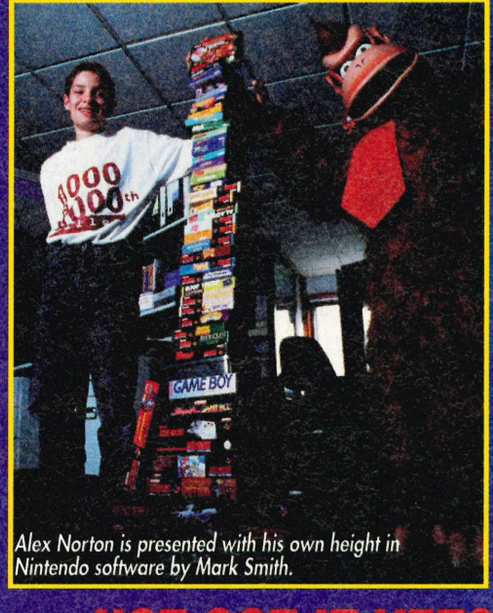
HOTLINE HISTORY!

Since its humble beginnings, the Nintendo hotline has been busy helping Nintendo gamers nationwide to complete their games. Unlike Sega, who offer nothing like the level of service of Nintendo, the hotline provides unparalleled support from 12-8pm weekdays and 10-3pm on weekends (0703 652222).

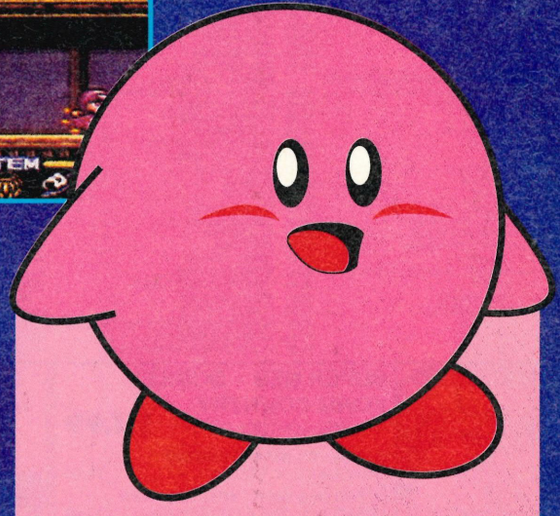
As reported in SUPER GAMER, the millionth caller was imminent and last month the winner, Alex Norton from Shrewsbury, was pin-pointed and told of his special prize.

Alex was invited to the Nintendo hotline HQ in Eastleigh (near Southampton) and presented with his own height (5'4") in games – that's over £3,000 worth of software! Lucky sod.

Among the prizes was the first copy of *DKC* in the country, and he received it a full week before it went on general release. Wow. Nintendo say they are now watching out for the second millionth caller. Who knows – it could be you!



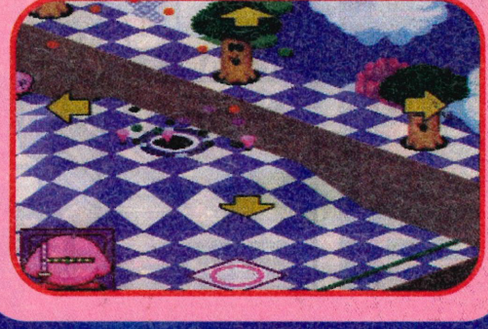
Alex Norton is presented with his own height in Nintendo software by Mark Smith.



TIME FOR T

Coming soon from Nintendo is the much delayed *Kirby's T-Shot*, another chance for Kirby obsessives to go mental. *T-Shot* is all about dunking poor Kirby into a series of holes in bizarre multi-coloured golf courses.

You must set the trajectories and use special objects throughout the levels to rebound off and reach different zones. *Kirby's T-Shot* should be out in the next couple of months, so get savin'!





NOT GOT IT YET?

Just a quick word to say that Future Zone are still exclusively selling *Super Street Fighter II* for £59.99 and stocks are running out fast. If you want to own every single *Street Fighter* game then you better spend that Christmas money soon or you'll miss out.

MOLOTOV MANGAS AHOY!



More Manga videos clatter through our generously proportioned letterbox, this time a pair of sequels to, erm, last month's Manga vids. *AD Police 2: The Paradise Loop* is (yes!) part two of the series that is a prequel to the rather good *Bubble Gum Crisis*. *Bubble Gum Crisis* isn't being released by Manga Video, as Anime Projects have the rights to it, but *BGC*'s sequel, *Bubble Gum Crush*, is. Still with me? No? Tough.

Anyway, *AD Police 2* continues the adventures of rookie cop Leon MacNichol in Mega Tokyo 2027AD, with more blood, gratuitous rude words and deranged Voomers (or Boomers, or Buma, depending on whose translation you believe).

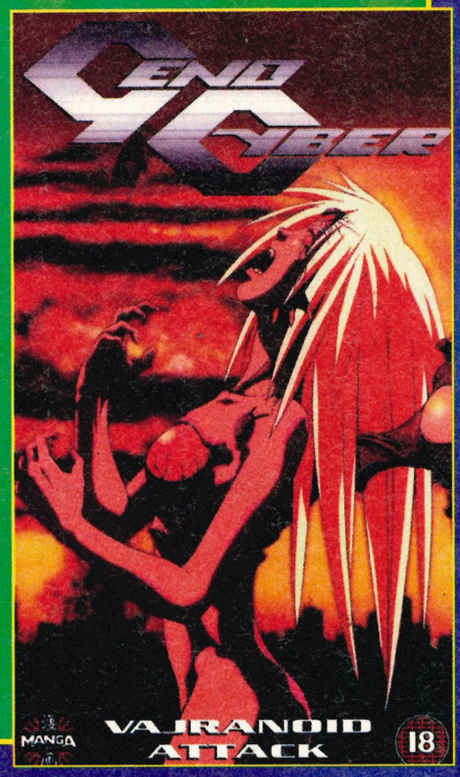
This time, a cyborg killer is loose in the titular subway system, and Leon's on its tail. Short, but perfectly formed, *AD Police 2* will set you back a mere £6.99.

Incidentally, if you want to find out more about *Bubble Gum Crisis*, Manga Mania (yet another part of the ever-expanding Manga empire) are currently running a *BGC* strip alongside *Akira* and the excellent *Dominion*. So now you know.

GenoCyber 2: Vajranoid Attack sounds like some kind of schoolboy insult, but it's actually another abattoir-load of death, maiming, psychic powers and ultra-large scale destruction.

The first part dispensed with any old-fashioned notions of coherent plotting or explaining what the hell was going on, so expect more of the same as the United Nations despatch the Vajranoid (bless you) to sort out the GenoCyber. Inevitably, it all goes pear-shaped, loads of things blow up and people get eviscerated.

Making no sense, but fun if you're in the mood, *GenoCyber 2* will lighten your wallet by about the price of two McDonalds value meals – a trifling £5.99. Both vids are 18 certificate, and available from early January.



LOVELY BUBBLY!

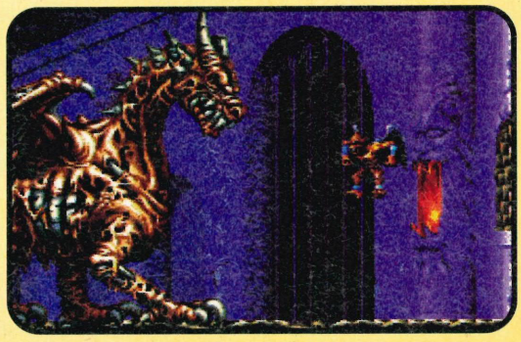


Last year *Aero the Acro-bat* stormed the Super NES and the circus style platform game was hugely successful, mainly due to some clever marketing of the cute central character – he was everywhere! Now, Marubeni have announced that the sequel is about to hit these shores!

Featuring more levels of platform madness, Aero is still able to leap and fly (partly) in order to get around the huge mazes, but there will be plenty more enemies this time, due to some criticism of the original being too sparsely populated. Look out for it soon.

CAPCOM GRABBED BY THE MARUBENIS! (OUCH!)

We've just heard that Marubeni will be distributing all of Capcom's future products in the UK. The first line-up includes *Demon's Crest*, *Eye of the Beholder*, *Saturday Night Slamasters*, *Captain Commando*, *Fireman* and *Tiny Toons Basketball*. Release dates are still up in the air, but expect a first quarter deluge.



COR BLIMEY, EVEN MORE CRUISIN' USA AND KILLER INSTINCT SHOTS!

It has to be said that *Crusin' USA* and *Killer Instinct* must be the most eagerly awaited coin-ops in recent memory. Forget *MKII* and *NBA Jam*, it seems as though every month more and more screen shots are appearing in mags around the world – and we're no different.

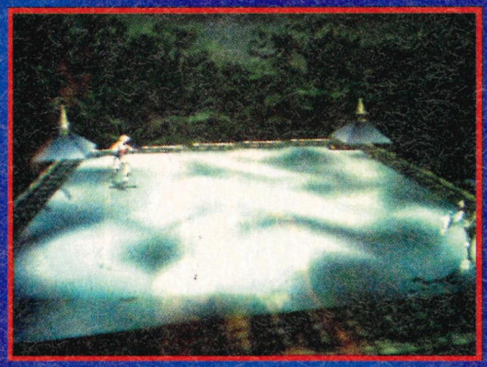
This month we've got some pictures of the secret vehicles, which you can only access if you've pressed the right combinations of buttons. Now, besides the four super cars (PC4, La Bamba, '69 Muscle and Devastator) you can select an American school bus, police car and 4x4 jeep!

Details have also emerged that the game will have three views similar to *Virtua Racing*, including an in-car, back bumper view and chase view. Check out these excellent screen shots showing the incredible detail of the tracks. Can Ultra 64 possibly cope with all that data?

Also hot off the presses is that *Killer Instinct* will be just like *Virtua Fighters* in the fact that you can move in and out of the screen and the camera pans around the action. This should elevate it above the *SFII* games and add an extra dimension to the beat-'em-up. Many people are already calling it the greatest beat-'em-up ever in the States, but we'll wait and see.









SOMEONE STOP THE POWER RANGERS!

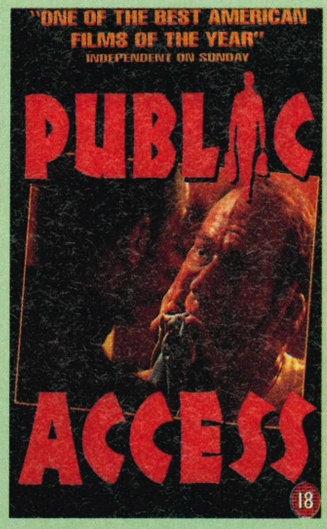
As this issue was going to press, the Power Rangers song had hit number three in the charts and there was a scandal emerging that Power Rangers toys based on characters and vehicles that were no longer in the series were being sold all over the country for Christmas.

If you are a parent reading this, take your child aside and convince them how crap the Power Rangers are. They are the toy equivalent of a Whigfield remix or that terrible song by Boyzone. Please someone stop the Power Rangers before it's too late. Even Thundercats were better.

MORE MG&V!

News just in from Capricorn Programmes Ltd is that the highly popular computer TV show, *Movies, Games & Videos* will be back for the whole of 1995. Filming has begun and Capricorn are looking for more of the huge success that the programme has generated in its previous series.

THE OWLS ARE NOT WHAT THEY SEEM...



Curious video release of the month is *Public Access*, a brutal and uncompromising tale of a small middle American town, Brewster, whose public access TV station called 'Our Town' is uprooted when sinister stranger, Whiley Pritcher arrives and starts stirring up the town. *Public Access* is all about uncovering dark truths and pitting members of the town against each other, using vicious rumours as the duelling weapons. Dark and moody, with perhaps a hint of David Lynch, *Public Access* is a decent enough film, but don't expect too much action. Available on video to rent from 16 January.

AND NOW, THE END IS NEAR...

Surprise news of the month is that SUPER GAMER is undergoing something of a change. Those cheeky chappie faces you've all come to know and love (and in Keith's case – idolise!) will be replaced from next issue with some chisel-faced old hacks from the land of Computerfacts.

SUPER GAMER #12 will be fronted by Donkey Kong look-a-like, Mark Smith, and his able team of Nintendo maniacs, but no doubt members of the old team will be popping up in subsequent issues. Who knows?

The upshot of all this is that after a year of SUPER GAMER, we've tasted victory and now we're onto pastures new. It's been fun, and the Nintendo Super NES IS definitely the best console for games, especially multi-player ones like *Super Bomberman* and *NBA Jam*.

We'd like to thank every single reader of SUPER GAMER, plus all those who've helped to make us the success that that it is. Also, a big thanks to all the software companies who have supported us so well over the past year, notably, Virgin, Sony, Titus, Ocean, Shiny Entertainment, UBI Soft, Konami, and NOT US Gold.

So long and thanks for all the games, but prepare for a totally new SUPER GAMER invasion.



THE BUTT REPORT

Hello, good evening, and welcome to *The Butt Report*, the first (and probably the last!) look at just what's happening with the console market today.

This month, our investigative journalist Ryan Butt digs up the dirt on game compilations and, what is referred to in the SUPER GAMER office as the hush hush approach to marketing. What's going on? You've a right to know.



Beware of expensive imitations

You may have noticed in the seasonal build up to Christmas a TV advertising campaign plugging a series of game compilations bundled together by Telstar.

These packages, cunningly titled 100% Combat, Racing, Adventure, and Sci-Fi Adventure, and pair together such classic titles as *Flashback* and *Equinox*, *Mario World* and *Super Putty*, *Star Wars* and *Lawnmower Man*, and *GP-1* and *Super Off Road*, all for the paltry price of £49.99.

Sounds like a bargain, right? But certain information has come into my possession which could turn the tables on this unmissable deal. Don't get me wrong, Telstar have made a very important step by offering these deals, but they have totally failed to take into account that GAME, for example, have been offering the same games for £19.99 each. If you buy them separately at GAME, then, you will save yourself £10.01. Not such a bargain now, eh?

Thankfully, GAME realised the situation before Telstar and lowered the price of the 100% packs to just £39.99 in their chain of stores.

Scouting around for the Butt Report, I noticed that other major chains such as WH Smiths, and HMV were STILL selling the Telstar compilations for £49.99. The moral of this tale is always shop around for the best deals, and thank GAME for lowering their margins just to give the Super NES owner a fair deal.

Secondly this month on the Butt Report, we expose the industry hush puppies – the companies so intent on making their bucks that they don't care who gets their games, as long as it isn't the mags!

A prime example is this month's review of *Hurricanes*. We obtained this OFFICIAL version of the game minutes before the issue went to press, after only managing to salvage one measly screen shot for a mini preview the month before.

What's going on? Were we – the industry press – notified, or even allowed to look at this game before it hit the shelves? No. What's more, if we had reviewed it earlier, would it have even made it onto the shelves at all? I don't think so!

There are many other examples of the hush factor, such as *Superman* (we previewed it, but were constantly told that it WAS NOT available for review!), and more recently *Rise of the Robots* (a drab beat-'em-up that fails to live up to the hype). Again, we were allowed to give as much coverage as we wanted – as long as it wasn't a review. *Powerdrive* is another culprit, as are *Yogi Bear*, *Double Dragon V* and *Super Battletank 2*.

There's a lesson to be learnt here. If you don't see the game in our pages (for better or worse), it's more than likely you'll be buying a load of old codswallop.

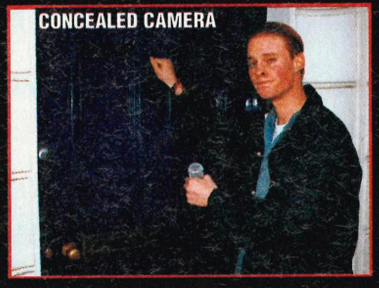
If you've seen any obscure official howlers, or know anybody who has bought them (you don't have to give their name!) then let me know.

That's it for this month, tune in soon when I'll be tackling Saddam Hussein on why the old miser bought his entire cabinet NESs for Christmas (or something!). Bye for now.



THE BUTT REPORT

Our intrepid hack uncovers the seedier side of software publishing...

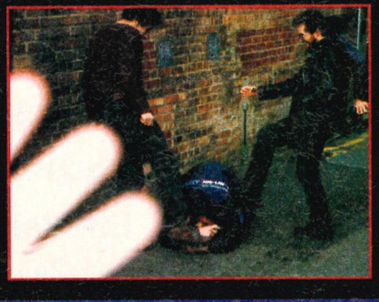


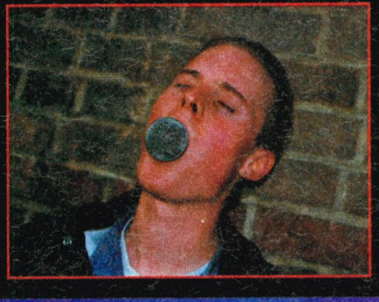












ELSPA CHARTS

Special thanks to Dorien Block.

Can anybody say they're surprised to see *Donkey Kong Country* swing straight into the top slot? Let's face it, it's going to take some shifting, although *Street Racer* from UBI Soft is right up there with Diddy and Donkey Kong.

Surprising to see *The Lion King* come in at a conservative number five, we expected more considering the current hype. And look at the contrasting fortunes of two budget titles – *Starwing* won't stop climbing the charts, but *Super Mario World* takes a enormous dive to number eight next to *Stunt Race FX* and *Super Mario Kart* who also plunge downwards.

Super Street Fighter II is a surprisingly low new entry, just goes to show what Nintendo are pushing this Christmas. But a question remains – who is buying *Power Rangers*? Not only is it still in the charts, it has actually moved up! What next – a re-entry for *Super Mario Paint*?!

Game Boy owners obviously know quality games when they see them judging by *Donkey Kong '94's* completion of the monkey monopoly as it claims the number one spot. And like *Donkey Kong*, *Space Invaders* is one of those games that never fades away. Incredibly, 18 years after it first came out in the arcades it's back in the charts and deservedly so.

The big surprise is the slide of *MKII* and *Super Mario Land*. Oh well, I think Mario's had a fair crack of the whip, don't you?



COMPILED BY GALLUP

THIS MONTH'S CHARTS

▲: Hot ▼: Not

NE: New Entry –: Same

SUPER NES

1	NE	Donkey Kong Country	Nintendo
2	NE	Street Racer	UBI Soft
3	▲	Starwing	Nintendo
4	▼	FIFA Soccer	Ocean
5	NE	The Lion King	Virgin
6	▼	Mortal Kombat II	Acclaim
7	NE	Secret of Mana	Nintendo
8	▼	Super Mario World	Nintendo
9	▼	Stunt Race FX	Nintendo
10	▼	Super Mario Kart	Nintendo
11	NE	Super Street Fighter II	Nintendo
12	NE	Super Bomberman 2	Virgin
13	NE	Flashback	Sony
14	NE	Kick Off 3	Imagineer
15	▼	Mortal Kombat	Acclaim
16	▼	Street Fighter II: Turbo	Nintendo
17	NE	Micro Machines	Codemasters
18	▼	Aladdin	Capcom
19	▲	Power Rangers	Bandai
20	NE	Super Mario Paint	Nintendo

GAME BOY

1	▲	Donkey Kong '94	Nintendo
2	–	Tetris 2	Nintendo
3	–	Warioland	Nintendo
4	▲	Kirby's Dreamland	Nintendo
5	NE	Space Invaders	Nintendo
6	▼	Kirby's Pinball Land	Nintendo
7	▼	Super Mario Land	Nintendo
8	NE	Darkwing Duck	Capcom
9	▼	Mortal Kombat II	Acclaim
10	NE	Zool	Gametek

NES

1	–	Pac-Man	Nintendo
2	–	Super Mario Bros 3	Nintendo
3	NE	Battletoads	Nintendo
4	NE	Open Golf	Nintendo
5	▲	Tetris 2	Nintendo
6	NE	Castlevania III	Konami
7	NE	Kirby's Adventure	Nintendo
8	▼	Battletoads & Double Dragon	Nintendo
9	NE	Pirates!	Konami
10	NE	World Cup	Nintendo



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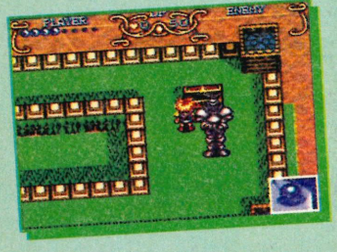
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MINI PREVIEWS

CHRONOS TRIGGER



This is shaping up to be an absolute corker of a game. The sequel to *The Secret of Mana* looks graphically ground-breaking for an RPG, and it also promises to be a lot bigger than its predecessor. Squaresoft: TBA.

DOOM



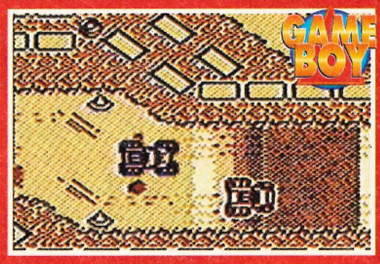
Rumour has it that the coin-op giants, Williams, are looking to develop this hugely popular PC game for Nintendo's Ultra 64 machine. With the power behind the machine, this classic shoot-'em-up could be the best version to date. Nintendo: TBA.

JUSTICE LEAGUE



Another one-on-one beat-'em-up featuring a whole host of famous comic book characters including Batman, Flash, and Superman. The graphics look superb, and feature brilliant backgrounds and special moves. Sunsoft: TBA.

MONSTER TRUCK WARS



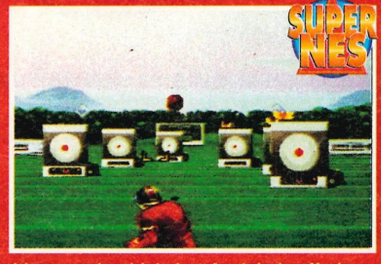
They've arrived! Six turbo-charged, 1500 horsepowered monster machines have arrived on the hand-held in an overhead racing game to end all others. The game features 20 different tracks for you to compete in. Acclaim: Feb.

NCAA FOOTBALL



Just what we need, another gridiron game! This humble offering features a horizontal perspective as seen in the chronic Tecmo Superbowl, plus 40 college teams to choose from, over 70 real college plays, and different pitch conditions. Mindscape: TBA.

NFL QUARTERBACK CLUB



The competition may be thick, but Acclaim's offering to the vast throng of American Football games offers plenty of new features such as training to keep your Quarterback in peak form. You can even design your own Quarterback! Acclaim: Feb.

POCKY & ROCKEY 2



The first was a work of genius, and the second can only be a blessing to weird shoot-'em-up fans all over the world. The girl/panda duo return for more monster-maiming action amidst a torrent of ultra-taxing levels. Ocean: 2nd Quarter '95.

PORKY PIG'S HAUNTED HOLIDAY



With Sunsoft resurrecting almost every other Loony Toons character, why not feature the famous stuttering porker as the latest addition to the range? The scenario has Porky trapped in a nightmare world, and you must guide him out. Sunsoft: TBA.

POWER INSTINCT



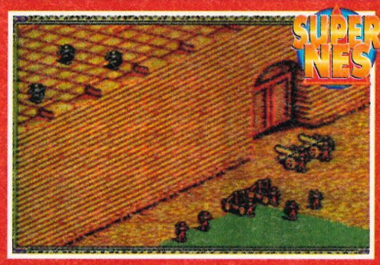
Another cruddy-looking beat-'em-up enters the fray. Choose a fighter from eight different contenders and then battle away for ultimate supremacy and control of one of the world's wealthiest families. Not to be confused with *Killer Instinct*. Scope! Atlus: TBA

PRIMAL RAGE



We featured it last month, and seeing as we've got absolutely ages to wait before it storms onto the Super NES, here's another shot of the latest beat-'em-up craze to hit the arcades. Control a dinosaur and kill everything. Time Warner: September.

RISE OF THE PHOENIX



Set before the *Romance of the Three Kingdoms* saga, this new release features the ancestors of the previous warlords as they do bloody battle over a series of strategic wars set in 204 BC. Understand all that? Nope, neither did I. Koei: TBA.

STARGATE



Instead of the usual platform scenario, Acclaim have opted for a *Tetris*-style puzzle game for the film tie-in. You must match sequences of Egyptian symbols in order to outwit the evil Ra. Yeeeeeeesssss! Acclaim: Jan.

SYLVESTER & TWEETY PIE



The world's most famous cat and bird duo claw their way onto the Super NES for a visually stunning platform adventure featuring jaw-dropping animation, loads of collectable Acme objects, plus a whole host of guest characters. Sunsoft: TBA.

TURRICAN '95



The game that spawned a thousand sequels returns in a super-duper '95 upgrade. Expect no great surprises in the scrolling platform shoot-'em-up gameplay, but the graphics promise to be out of this world. Ocean: 2nd Quarter '95.

X-MEN: MUTANT APOCALYPSE



Already a big hit in the arcades, this one-on-one beat-'em-up features excellently drawn comic book style sprites and dazzling backgrounds. Fans can also marvel at the numerous special moves tucked-up Wolverine and co's sleeves. Capcom: TBA.

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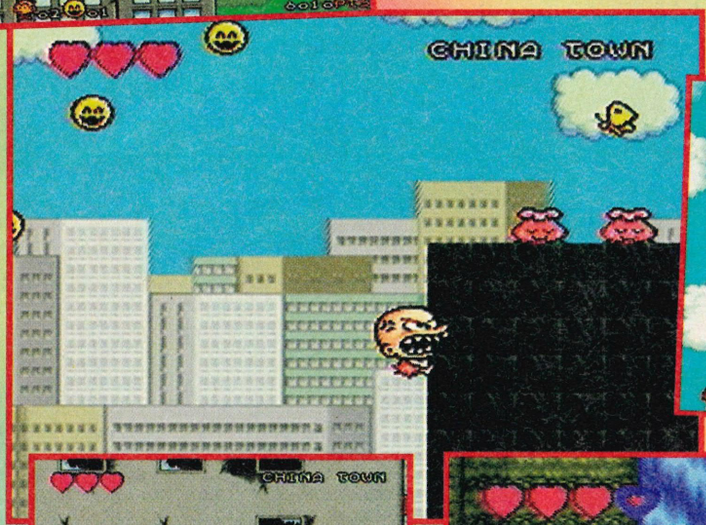
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UNIVERSE & GUNSHIP 2000 PLAY GUIDES! ROAD KILL REVIEW

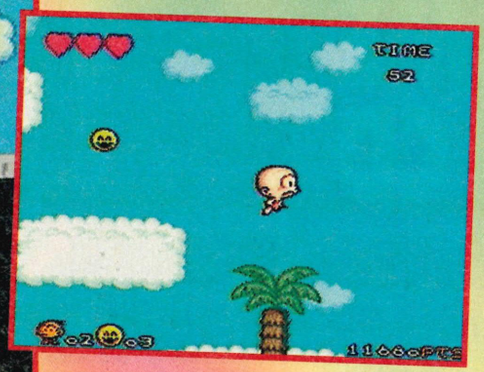
BC KID







◁ *This little tyrant is not interested in liquid baby food – oh no, BC Kid tucks into this tasty wall!*

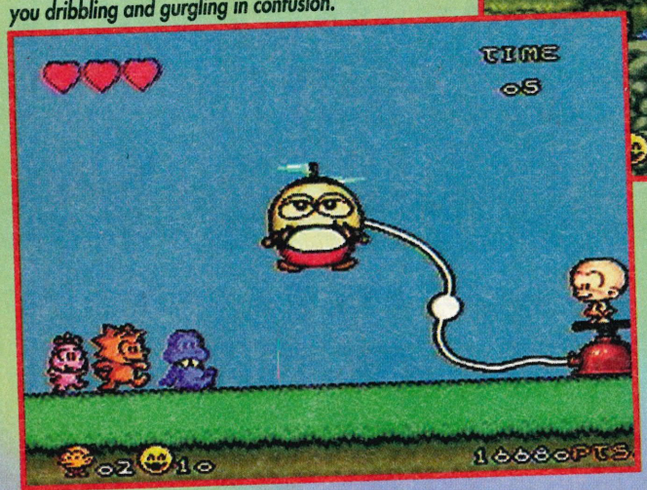




▽ *Just one of the many bonus games that will leave you dribbling and gurgling in confusion.*



△ *Somebody upset him, just look at the steam coming out his ears! Maybe the sweet on the right will return him to normal.*





PRODUCER
HUDSONSOFT/VIRGIN
(081) 960 2255

PRICE
£TBA

RELEASE DATE
MARCH '95

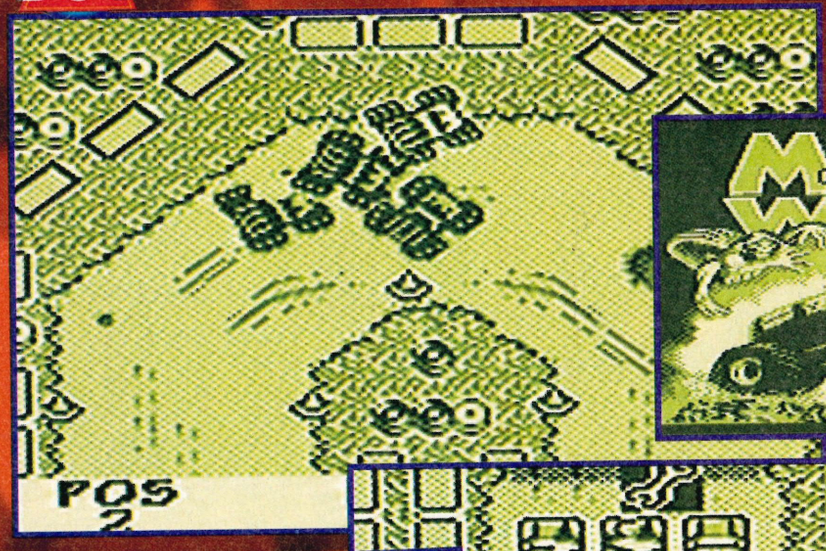
Did you ever want to be a big-headed baby, leaping around a kind of warped fantasy landscape, balancing flower pots on your head and climbing up walls using nothing but your teeth? I didn't think so, but Hudsonsoft are giving you the chance to do that anyway with their conversion of the PC Engine game *Bonk*, due out this spring and re-named *BC Kid*.

A cross between *Rampage*, *Trolls* and *Super Mario Bros 2*, *BC Kid* is shaping up to be something new in the field of surreal entertainment. On each of the many stages, BC Kid must charge through buildings, climb up waterfalls and bounce on flowers to reach the end. To top it all, this must be done without the aid of a gun due to Kid's primitive nature. The only way to attack your foes is by nutting them. Now that's what I call back to basics!

This head-butting malarkey can be more helpful than you think. Picking on certain flowers can change BC Kid from a loveable little baby into a ferocious mutated monster who can kill absolutely everything. The crazy fellow can also balance plants on his head and then launch them at an unsuspecting enemy.

BC Kid can even change into a five pixel high midget who can crawl into tiny nooks and crannies to uncover all sorts of bonuses.

The levels in this game are enormous and there are plenty of different ways to get to the end, so it looks like a fair amount of the game is going to be spent scouring every area to make sure nothing has been missed. *BC Kid* looks as though it could be quite a scream, so keep those eyes peeled for the review next issue, hopefully.

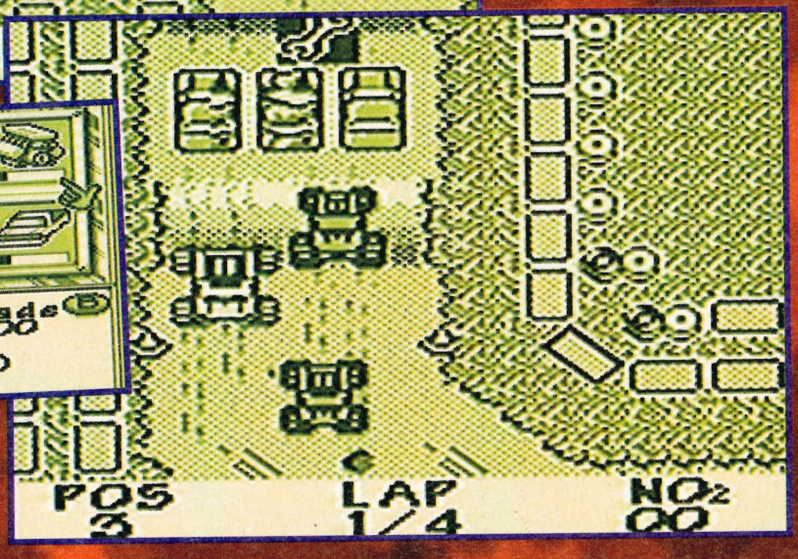


◁ "And from our Flying Eye we can see a major truck pile-up on the first corner. Now here's Jackie with the weather."

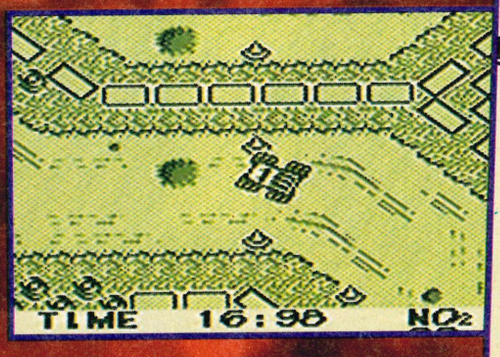


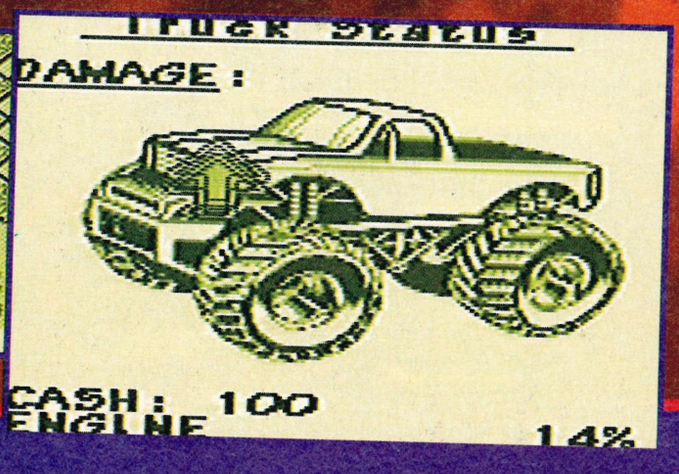


△ Doing well in the races earns you cash, with which to upgrade your truck into an unstoppable car-crushing beast of a 4x4!



MONSTER TRUCK WARS





PRODUCER
ACCLAIM
(071) 344 5000

PRICE
SET BY RETAILER

RELEASE DATE
FEBRUARY '95

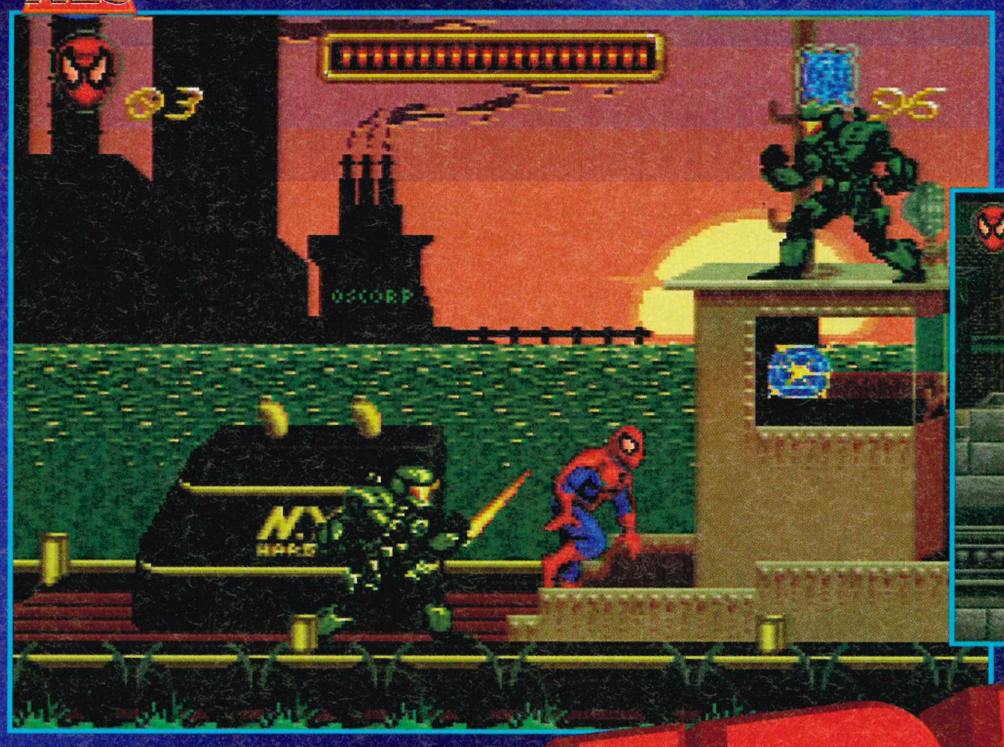
American cable TV networks seem to thrive on the Americans' unfathomable weakness for big trucks with massive pumped-up suspension and over-inflated tyres. Acclaim have turned this to their advantage by announcing the forthcoming release of this monster truck simulation.

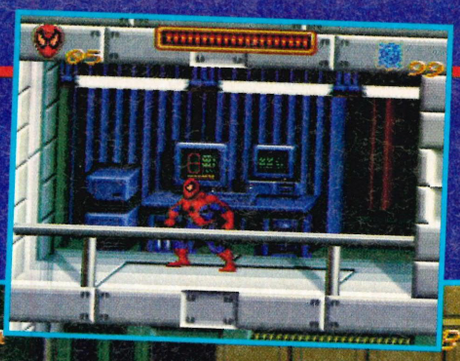
From an overhead viewpoint similar to coin-op classics *Hot Rod* and *Super Sprint*, the game places you in control of a titanic four wheel drive machine as it hurtles over crushed cars, mud pits and giant ramps – all the while trying to get one over on your cold-blooded competitors who will stop at nothing to ram you into the nearest wall.

To stand a chance of winning hundreds of dollars in the main race you must first qualify. This is done on a time trial basis with you and another truck burning around the course with the aim of achieving one of the four quickest times. There are six trucks in all, attempting to get into the top slots and if you fail you will get another two tries to succeed. At the beginning of the season you can even choose what truck you wish to drive, each one weighs a different amount so they all have their own unique feel.

The winner of a race receives six points, with the other three trucks each receiving a small amount of points too. But racing is expensive and you will always damage your truck slightly so prize money is often used up repairing your truck instead of spending it on upgrades like engines, tyres, suspension and other important items.

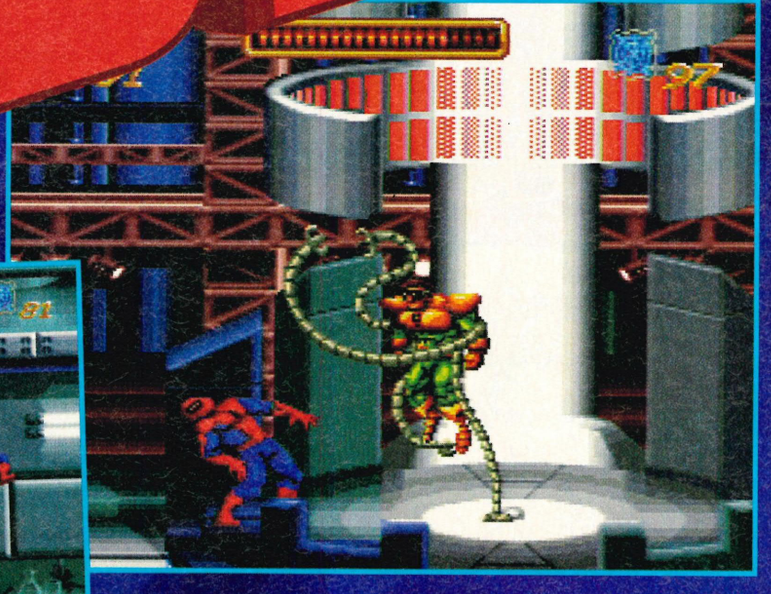
There are 20 courses in all to learn, and three difficulty levels should ensure a fair amount of longevity. Watch out, it should be bursting through a shop window very soon!







SPIDER-







▷ *Pow! Doctor Octopus lays one on poor old Spidey.*



▽ Fed up with his boring old outfit, Spider-Man tries out a fetching little number in grey with taffeta trimmings.

△ In the obligatory sewer section, our Spides smashes an evil tumble dryer to bits before taking on a hunchbacked lizard man.

PRODUCER
ACCLAIM
(071) 344 5000
PRICE
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RELEASE DATE
MARCH '95

If you're still reeling from Acclaim's epic scrolling beat-'em-up, *Maximum Carnage*, then don't relax just yet because Spidey's back in town!

Based on Fox TV's gripping new *Spider-Man: The Animated Series* cartoon, *Spider-Man* (the game) returns to the web-slinger's roots where he scours New York in search of some of the deadliest super villains ever to grace the planet.

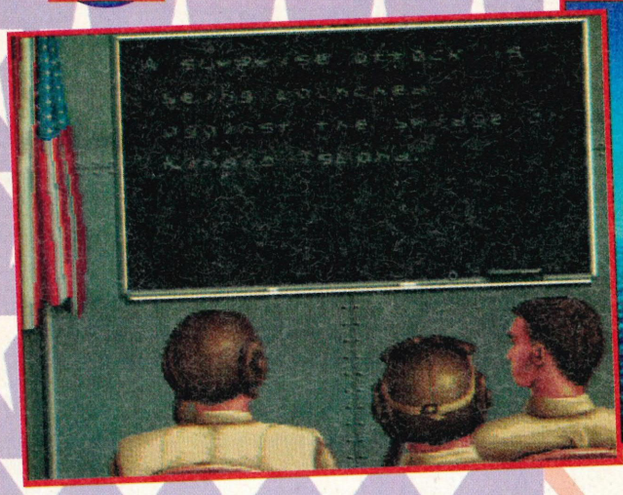
The game features seven action-packed levels of scrolling beat-'em-up action, including such memorable scenes as the Empire State University Lab, Coney Island, and Jonah Jameson's Penthouse.

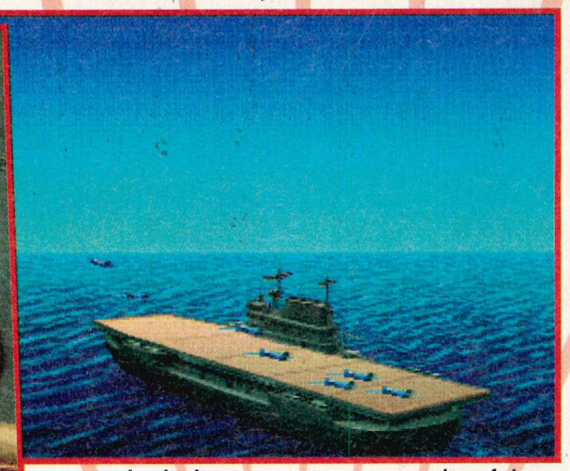
The game is presented in true comic book style with simplistic, yet colourful graphics, and a funking good soundtrack to keep the atmosphere pumping.

Spidey himself is back on top form with a whole host of special abilities that can be utilised by the player to help overcome the onslaught of villains and puzzles that stand in your way. Skills that play a particularly prominent role are web-slinging, wall-climbing, and of course no Spidey game would be complete without the lycra-clad dude tingling uncontrollably as his spider senses go into overdrive!

Like *Maximum Carnage*, *Spider-Man* features an abundance of secret stash places that conceal bonus items for the hero to pilfer when his supplies get low. Except in this game, the bonus zones account for entire levels, complete with thugs to duff-up and bosses to pulverise. But that's not all because once again, the Fantastic Four make an appearance to assist Spidey in times of trouble by zapping bad guys.

All this plus eerie guest appearances by the likes of the Green Goblin, Hydro, Beetle, Doc Octopus, Rhino, and Venom as well as 14 other super villains who've all bust out of prison to keep Spidey on his toes... gee, it's more like *This Is Your Life* than a console game!





△ *Onward to the danger zone! Your merry squadron of planes prepare to engage in combat with the Japs.*

CARRIER ACES

PRODUCER
GAMETEK
(0753) 553445

PRICE
£44.99

RELEASE DATE
FEBRUARY '95

Remember Pearl Harbour? Well now it's payback time, so fire-up the propellors and take to the skies in Gametek's exciting new action flight combat game, *Carrier Aces.*

The game puts you in charge of a Japanese or American squadron of state-of-the-art World War II fighter planes, as you engage in a dangerous series of missions with the enemy. These include one-on-one dogfights, blasting enemy battleships, dive-bombing aircraft carriers, and generally taking over as much enemy space as possible without getting blown out of the skies in the attempt.

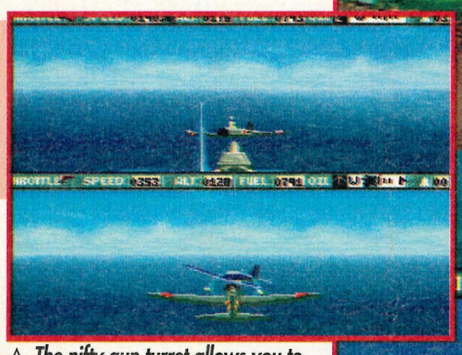
The game features a series of special training missions to get you accustomed to the navigational controls and weapons, plus a great briefing session to undergo before you actually button-up your flying jacket.

The main missions are considerably varied and involve great skill and precise reflex actions to chalk up a winning tally on the scoreboard. You must start by building your squadron from a choice of four different fighter planes. Some are smaller and more versatile, whereas others can carry more weapons and come with a rear gun turret to take out any bogeys that may be on your tail.

You only get a certain amount of each craft and a limited amount of ammo, so your must be tactical about which planes you send into battle.

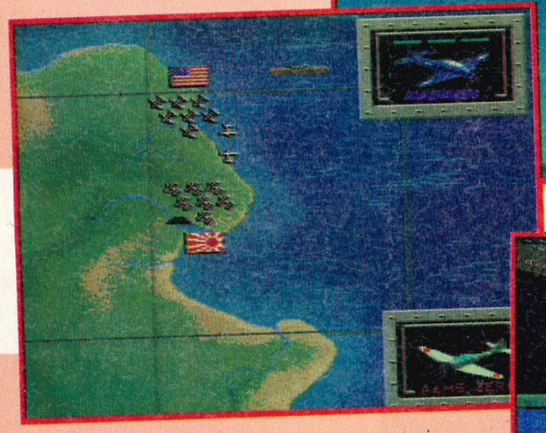
This simulation shoot-'em-up features some great Mode 7 effects plus a booming wartime sound score to really get you into the heroic mood. There is also a terrific split screen dogfight section with two players fighting it out in the skies, or one of you playing the part of a warship or base!

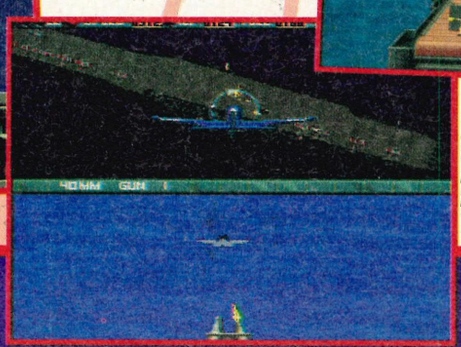
For more information on *Carrier Aces*, fly-by next month when we'll be exposing the game to various bamboo/fingernail splitting tests.



△ *The nifty gun turret allows you to blast the Japs as they tail you.*



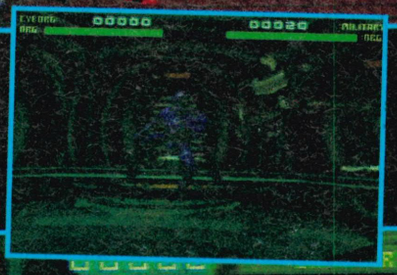




◁ *As you swoop down to dive-bomb the enemy battleship, they try and blast you out of the skies*

RISE OF THE ROBOTS



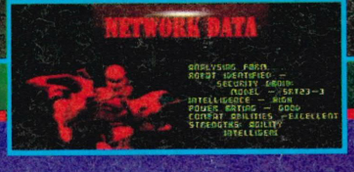












PRODUCER
ACCLAIM
(071) 344 5000
PRICE
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RELEASE DATE
OUT NOW

Emergency! (in an Arnie Terminator-type tone!). Chaos has arisen at the Electrocorp research and development design centre. Whilst working to construct the ultimate android (ECO 35-2), the firm's previous creation, a liquid metal Supervisor droid, went mad!

After reprogramming the team of drones working on the project with self-awareness and exposed them all to the EGO virus, every robot in the building has gone insane and pose a serious threat to the ECO 35-2 and its mission.

You, as the fully functioning ECO 35-2 bipedal android must stop the Supervisor and her army from taking over the complex.

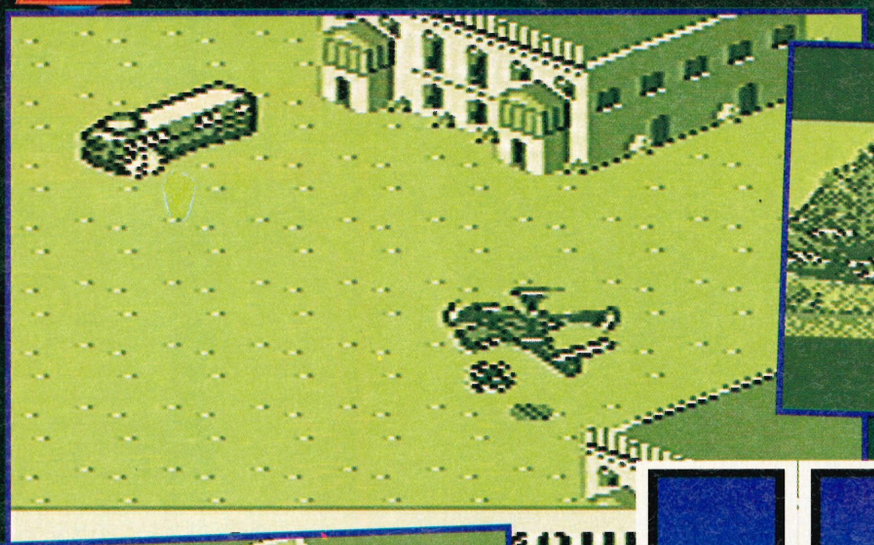
Enter *Rise of the Robots*, one of this year's most controversial releases. In this one-on-one beat-'em-up, you, as a state-of-the-art cyborg, must grind metal with each loopy droid in turn, using a series of punches, kicks, and special moves to pummel them into scrap.

The game features revolutionary 3-D graphics that move as good as they look, with highly detailed backdrops depicting a different area of the complex. Also included is an axe-thrashing soundtrack courtesy of Queen's guitar supremo, Brian May.

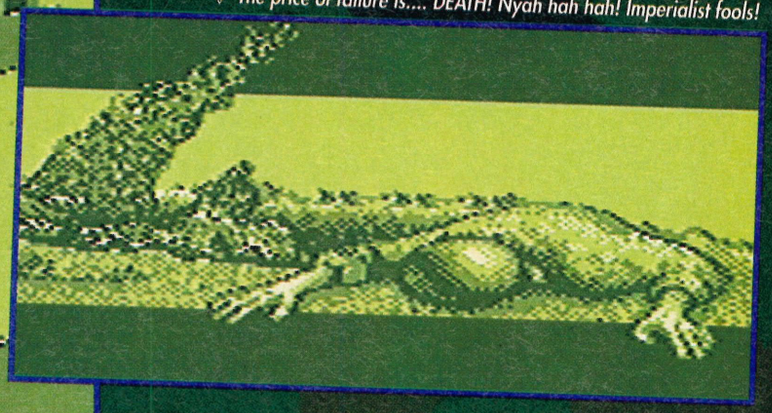
There are six different robots to fight, including a basic loader and an ED-209 wannabe Crusher droid. Each has their own special moves to practice and master. The game also comes complete with a special two player versus mode to allow a partner to become involved in the carnage.

It's debatable whether this can ever hope to rival the likes of *Street Fighter II* or *MKII*, but if it's atmosphere you want then *Rise of the Robots* is brimming with it as there are plenty of read-outs and stat screens between each bout to prepare you for the next battle.

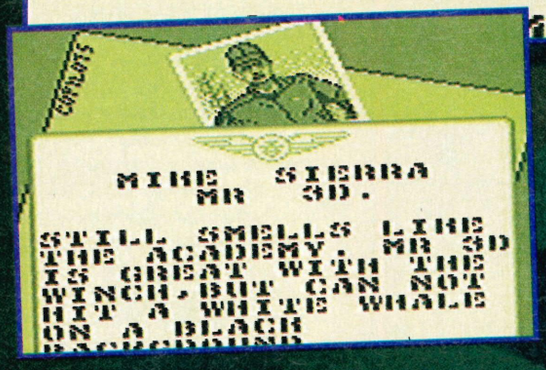
So when a beat-'em-up offers all this, how can you possibly afford not to' rise' to the occasion?



▽ The price of failure is.... DEATH! Nyah hah hah! Imperialist fools!



JUN STRI

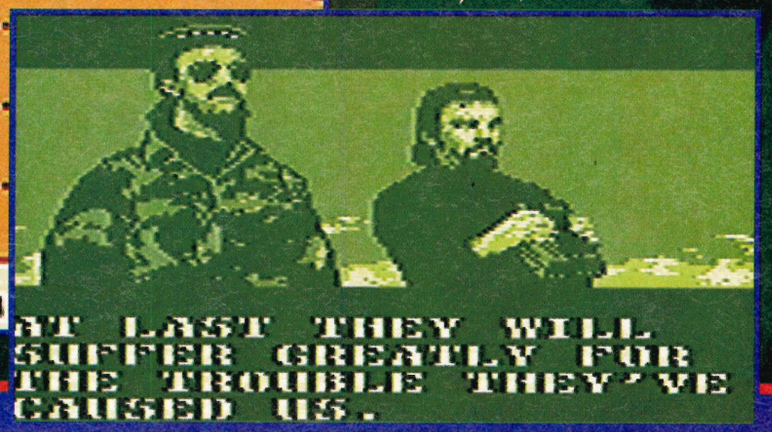


▽ A tooled-up Winnebago attacks the, um, incredibly famous Washington round thing whose name escapes me at the moment.

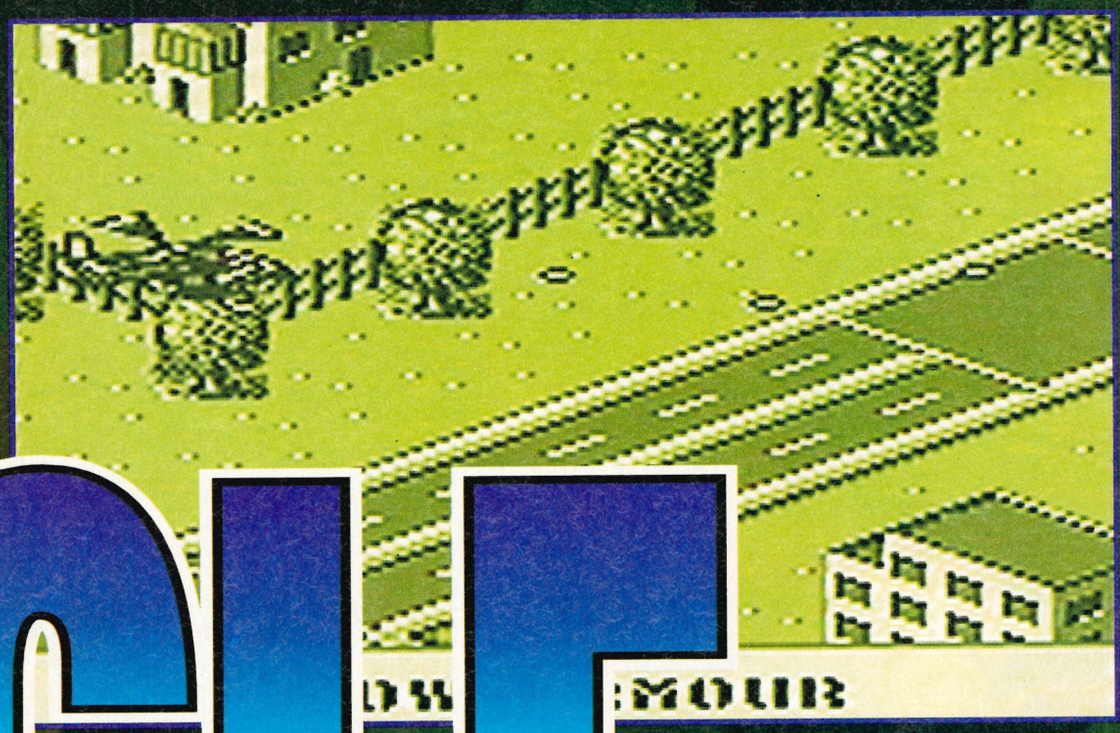




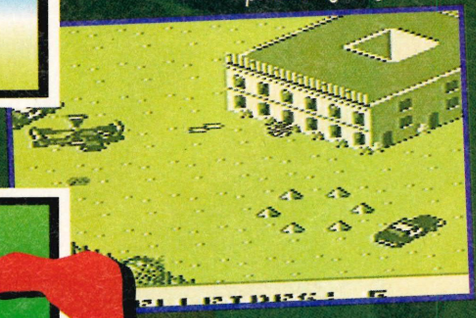
▽ Sinister Johnny Foreigners plotting against the American way of life, as usual.

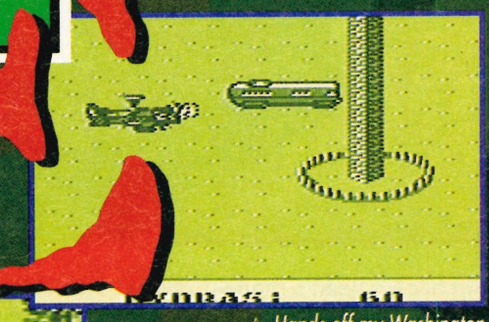


JUNGLE STRIKE



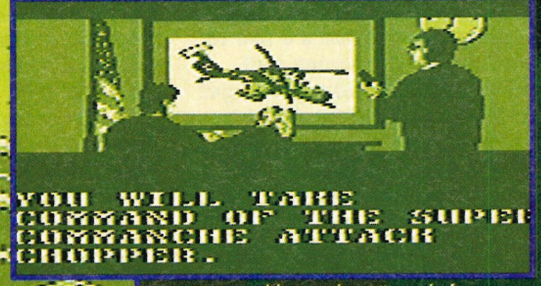
▽ *It wouldn't be an all-action extravaganza without at least one police car getting trashed!*





△ *Hands off my Washington Monument, evil tourist!*





△ *Presumably on other Nintendo formats we can expect to fly the Ultra Commanche and the Virtual Commanche. Or not.*

PRODUCER
OCEAN
(061) 832 6633
PRICE
£TBA
RELEASE DATE
MARCH '95

The Mega Drive version of this game quite literally blew the roof off Paragon Towers when it was released a couple of years back. With the release of *Desert Strike* on the hand-held a couple of months ago, Ocean are now following that up with the sequel which apparently contains everything that the Mega Drive version had, even down to the nine campaigns and the other vehicles such as the motorcycle, hover craft and stealth bomber!

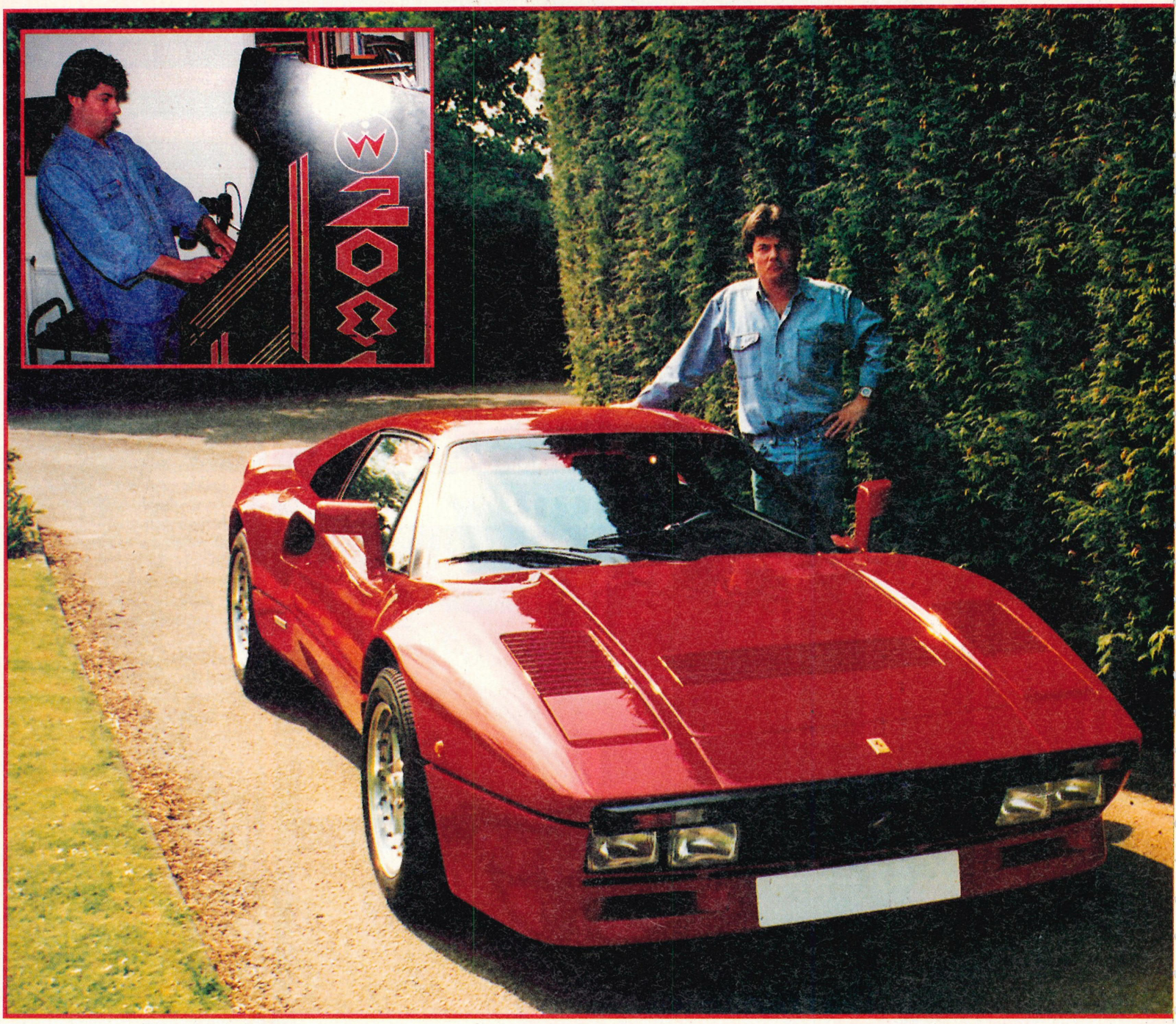
With the death of the terrorist leader Kilbaba, his son (also named Kilbaba) has decided to avenge this deed and is launching an all-out assault on America.

You are the pilot of a brand spanking new Commanche attack chopper and it is your sworn duty to attack each of the nine levels (with about five missions in each) and foil the enemy using a combination of hydras, hellfire missiles and heavy machine gun fire.

Jungle Strike begins in the streets of Washington DC (how they hell did they get all those tanks past the US army?) but you also get to fight it out on beaches, mountains and of course in the dense jungle where Kilbaba has his hideout.

As in *Desert Strike*, the game is viewed isometrically, above and to the side, so that you have full 360° movement, and this perfect for the close combat style of the helicopter. The graphics, even for the Game Boy, are excellent, and it plays just as well as the up-and-coming Super NES game.

If you thought the original was big then will not believe the enormous scope of the sequel, and *Jungle Strike* should be a classic mix of serious strategy and wild shooting. I could barely tear myself away from the preview version, so the finished game should be incredible. *Jungle Strike* will invade the review pages very soon.



Sony have just secured the rights to distribute *Super Dropzone* from Psygnosis and to celebrate they have got together with the game's originator, Archer Maclean, to offer SUPER GAMER readers a very special prize.

We could have offered a Super NES and some copies of the game, maybe even a few T-shirts, but that's not the SUPER GAMER way. We want to give you something to keep forever (that sounds a bit like K-Tel records – Ed).

The winner of this competition will be taken to Archer Maclean's modest abode in rural Warwickshire to meet the man and get to see all his fabbo super cars.

You can ask any questions you like about what's it like to write your own games and make a fortune from them; get to play on his original *Robotron* coin-op, and visit his home village (especially the pub).

This is a once-in-a-lifetime chance to hang out with a real life computer hero – the man who invented *Dropzone* all those years ago and lived to tell the tale (have you hyped this up enough? – Ed). Also, as part of the deal you get to meet the SUPER GAMER team. Yowzer! So that's a copy of *Super Dropzone* and a day out with Archer for the winner, and nine runners-up prizes of a copy of *Super Dropzone* each. Aren't you lucky?

Right, here's the deal. All you have to do is answer one question and then tell us in no more than 20 words why you want to spend a day with Archer Maclean. Simple, eh? Usual compo rules apply and the ed's decision is final. Closing date for the compo is 10 February, so get those entries in now.





WIN A FERRARI-TASTIC DAY OUT WITH ARCHER MACLEAN

PLUS 10 COPIES OF SUPER DROPZONE TO GIVE AWAY!

Just answer this one question and then tell us in no more than 20 words why you should be the lucky person to meet Archer and have a cracking day out. Send your entries to *A Ferrari-tastic Day Out With Archer compo, SUPER GAMER, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

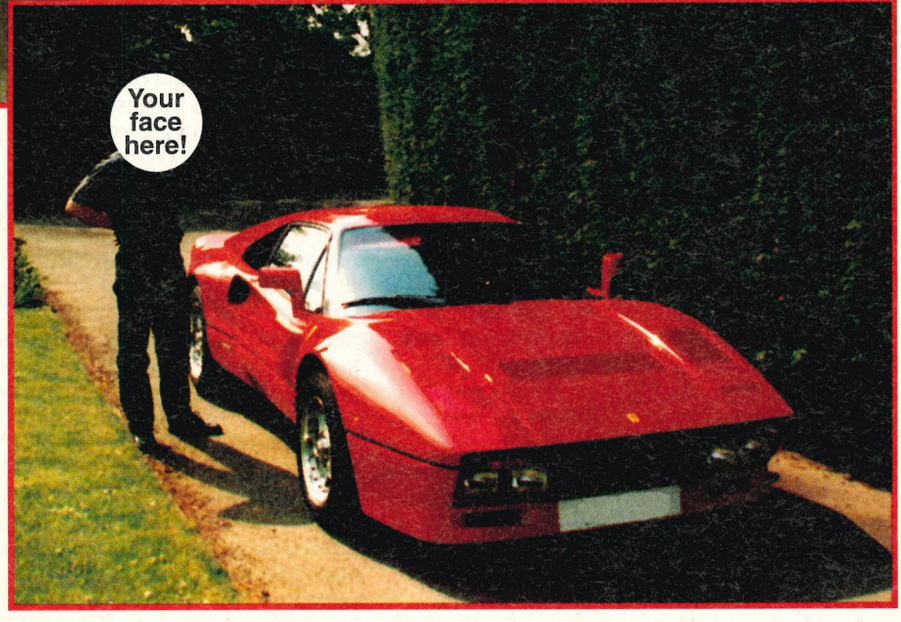
THE QUESTION

What model is Archer Maclean's Ferrari? Is it:

A: GTO

B: 1.6i Ghia

C: Rallee Special RS



Please fill in your answer and make sure your name, address, telephone number and age are on the entry. Incomplete entries will be ignored.

THE ANSWER: .....

I WANT TO MEET ARCHER MACLEAN BECAUSE...

.....

.....

.....

.....

.....

NAME .....

ADDRESS .....

.....

.....

.....

POSTCODE .....

TELEPHONE NUMBER (day) .....

AGE .....

CONSOLE OWNED .....

The winner of this compo will be notified of the date of the trip after 10 February, so make sure you put your phone number on the entry and write clearly.

Virtually HERE!

SUPER GAMER sends ace reporter Donald Keyes to the Shoshinkai Software Exhibition in Tokyo for an exclusive look at Nintendo's latest bit of kit – Virtual Boy!



The world's Nintendo press have been speculating about a so-called Virtual Reality headset for many months now, but it was only with the recent unveiling at the sixth annual Shoshinkai Software Exhibition in Tokyo that the 'Virtual Boy' showed its true colours for the first time.

Virtual Boy is a 32-bit RISC-based portable system which has been produced solely for the mass market and looks set to bring a whole new 3-D experience to home users. Gone will be the days of standing in brightly lit shopping centres with a breeze block on your head; vaguely flailing your arms at something which isn't there. In short, VB is instantly accessible Virtual Reality. Or is it?

First, how does the VB work? On 14 November, Nintendo acquired a minority interest in Reflection Technology Inc in Massachusetts. The company has patented a virtual display technology that uses two high resolution mirror scanning LEDs (light emitting diodes) to create simulated 3-D scenes in front of the viewer. "It has always been Nintendo's strategy to introduce systems only when technological breakthroughs allows us to offer innovative entertainment at a price that appeals to a worldwide audience," offered Hiroshi Yamauchi, Nintendo President.

By obtaining the rights to the Reflection device, Nintendo will be the sole beneficiary of the technology; meaning for once, Sega will be way behind with no way of producing a similar system. Normally, that would be devastating in such a temperamental market, but console owners have yet to be convinced that home VR is worth the money. And so, quite frankly, have we.

As reported in news last issue, the Virtual Boy will be a black and red display that will rely on switching the lenses that cover the eyes on and off in different sequences to achieve the 3-D effect. Two images spliced together in one processing unit achieves a true stereoscopic image.

This system is very much like the new Sony cinema that has opened in the US; featuring huge headsets and films of underwater scenes in full virtual-vision.

Games for the Virtual Boy (another dodgy name from the people who brought you Ultra 64) are scarce and even Nintendo admit that there are only a handful of titles due to its experimental nature. What is definite though is that there will be a racing game, a boxing game, and a platform game, with possibly a VR pinball sim as well (with you as the ball perhaps?).

All the games are being developed in-house by Nintendo, but third party licencees are being invited to participate, though with Super NES sales at a low ebb, many are choosing not to take the risk.

Nintendo say that three games will be available upon release, with a further two every month afterwards. Prices will be under £50 for each game and the Big N say they project that three million VBs will be in Japanese homes by March 1996. Hmm.

The release date for the Virtual Boy in Japan is April, with a summer airing for the UK and the rest of the world. Prices are likely to be under £200 for the hardware. Howard Lincoln of NOA commented "Nintendo is extremely excited with the tremendous opportunity which this exclusive technology affords."

All this and we haven't even mentioned the machine yet. Well, judging by pictures received from the show by intrepid reporter Donald Keyes, the Virtual Boy has a red and blue plastic case and a large padded cover for the face and eyes.

The cover is meant to obscure all outside stimuli and so the black foam around the eyepiece moulds around your face and helps prevents eye strain because your face isn't pressed up against the lens.

The controller, which connects to the headset via one small lead (about a half a metre long) has a direction controller for each thumb, as well as four buttons, very much like the Super NES.

The two controllers are for achieving true 3-D movement, so for example you can have one for walking forward, and the other for looking all around you. The controller also houses the batteries for the portable system.

So there you have it. Virtual Boy and not Ultra 64 will be Nintendo's next piece of serious hardware, although VB will not compete with the 64-bit machine, as it was designed to be a standalone product and not a stop-gap like Sega's 32X.

VB should be here in the summer of '95, but I'm sure SUPER GAMER will have one way before that. Stay tuned for more details, as well as those important first looks at the games.



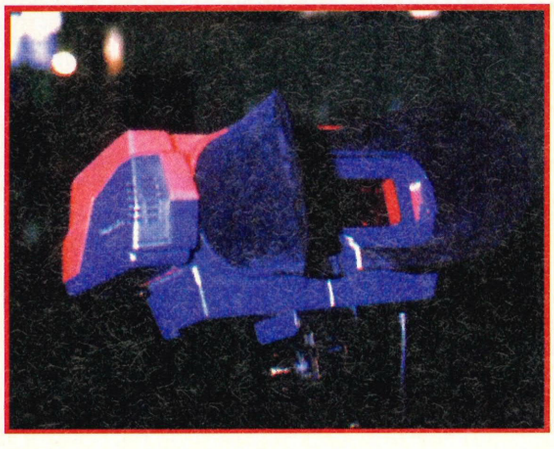




FIVE GAMES THAT SHOOK THE WORLD

Although the first few games for the Virtual Boy have been announced (no titles, though), here are five games that the SUPER GAMER team would like to see on the VR system.





VIRTUAL SCHINDLER'S LIST



You play Oskar Schindler in this tense war game. Guide your character throughout the prison camps and rescue as many captives as possible before the commandant shoots you from his balcony. Includes 3-D Auschwitz train chase!

VIRTUAL HOW'S YER FATHER



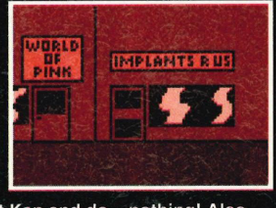
Yes, it's true, now you can be with the ten girls of your dreams in this exclusive to Nintendo romp-a-thon. Learn the ropes or get straight into the action. Warning, must have separate Virtual Hoover™ connection.

VIRTUAL PUB



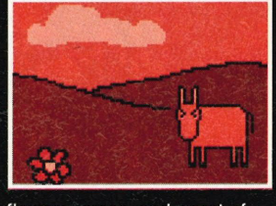
Experience all the fun of your local in this authentic alcohol binge. See how many beers you can drink without dropping your headset, participate in a drunken game of darts, arm wrestle a sailor, and get in a fight outside. Includes 'Get home with traffic sign' and 'Find the curry house' sub-games!

VIRTUAL BARBIE



New from Hi-Tec Expressions! Wander aimlessly around the day-glo pink shopping mall with your 'frightened rabbit' look. Meet Ken and do – nothing! Also, why not take a trip in your plastic light pink Corvette without an engine and ride your favourite pony, Rigor Mortis. Totter on your unfashionably high heels whilst discovering hundreds of new and exciting hairdos. Unmissable!

VIRTUAL MONTREAUX THE CLEVER SHEEP



You play springy Montreaux in his quest against Hercule the Evil Goat. Wander around two amazing levels of countryside, but watch out for flowers, grass, and worst of all – gates! Steer Montreaux by the ears and feel the terror as Hercule runs up and down, completely unaware of your existence. Top.



△ *He's on fire! The fiery effect is back in full force.*

NBA JAM TOURNAMENT EDITION

It has been nearly a year since SUPER GAMER #1 stormed newsstands across the country and looking back through the faded mists of time to that very first issue, one game in particular stands out as being a true classic – *NBA Jam*.

Even now the SUPER GAMER office erupts into an all-out basket assault as soon as the lunch time bell sounds. The following 60 minutes usually involve one party bouncing up and down on their chair screaming demoralising insults at the other. A swift bout of fisticuffs follows and then it's business as usual for the rest of the day.



Well, as we all know, nothing good comes singularly, and it's time to cling to something sturdy once again because the rims are about to be rocked for a second time as *NBA Jam: Tournament Edition* looms ever closer!



36 HIDDEN CHARACTERS!

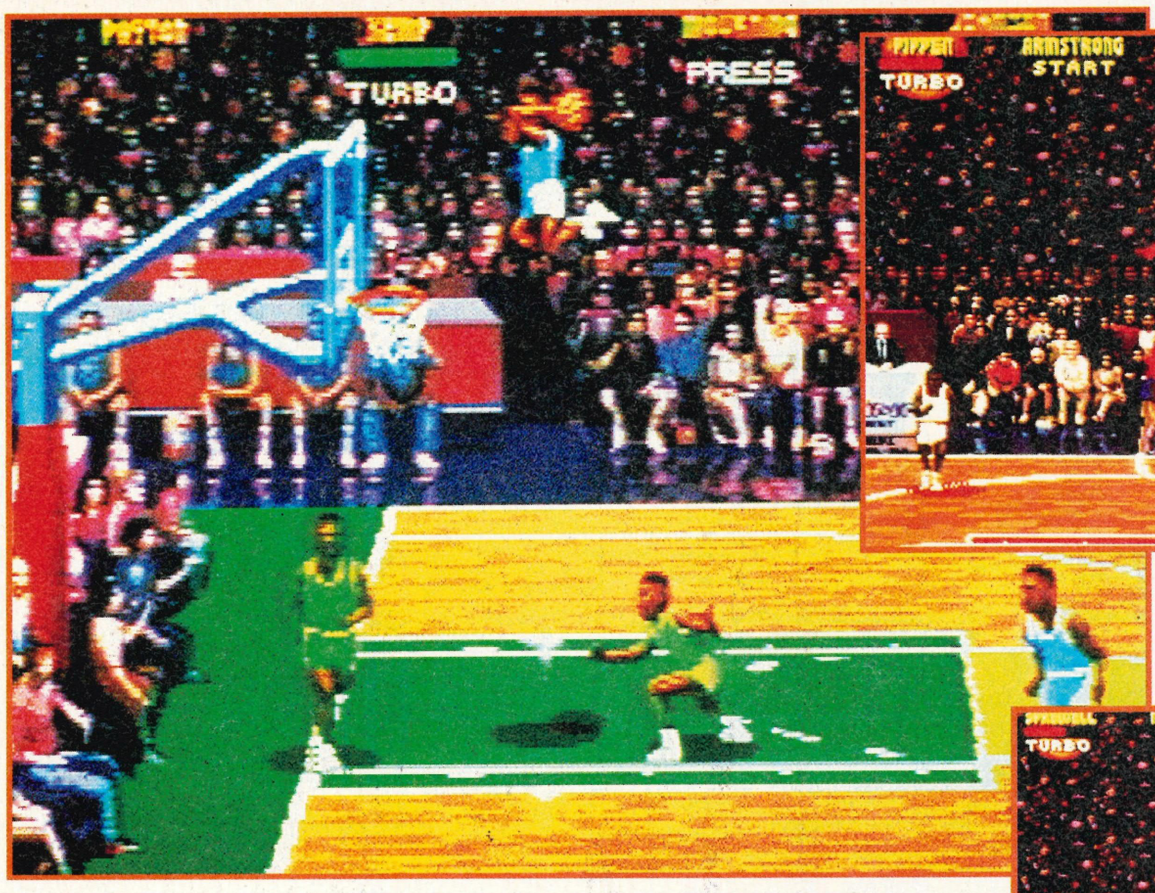
Tourn between the two

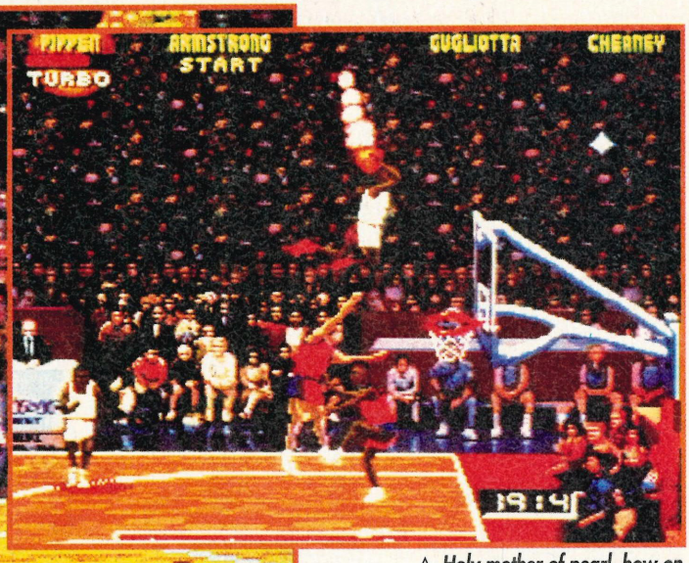
Fret not *Street Fighter II* sceptics, because *NBA Jam: Tournament Edition* is not so much of an upgrade as an entirely new game. And any owners of the original need not worry about buying the follow-up – just do it!



The most striking new feature about *NBA Jam: TE* is the inclusion of three extra team members. Whereas the original game featured two players per team, this version offers 3-5 players like a proper NBA game (*NBA Live '95* should be quivering in its boots!).

There are now also eight different attributes (as opposed to four in the original) to determine a good player: Speed, Dunk, Power, Block, 3 Pointers, Pass, Steal, and Clutch. Naturally, all this makes





△ *Holy mother of pearl, how on earth are you supposed to block a shot like this?*

▽ *Check out this brand new space hopper dunk.*



for a far more strategic game rather than simply dashing up-court and penetrating the ring with a hefty crunch!

Players can now sustain injuries via those annoying shoves that always occur when you're about to become "On Fire", and when this happens a brand new option allows you to substitute players after the first, second and third quarters.

As if this wasn't enough already (I'm not even halfway down the extensive list of new options yet!!!), there are now temporary power-ups available to enhance the attributes of weaker players, or make the stronger ones into Supermen!

Dunking great

Yowzer! Yowzer! Yowzer! Word has it that *NBA Jam: TE* will feature nine exciting new dunks (all of the old 'uns are here), plus 36 (36!!!) hidden characters for you to root out and play as.



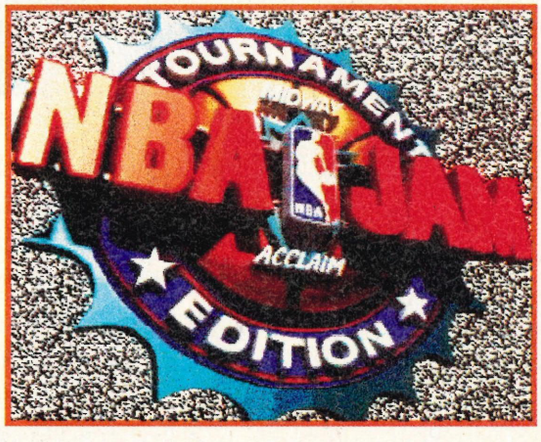
An added bonus awaits as well. If the player beats all 27 NBA teams, they'll go on to compete against post-season teams comprising of random NBA stars and hidden characters – golly gee!

To avoid the no-holds barred scraps that occur in our office, two players can now select the same team, so now there's no excuse to get beaten, unless of course your opponent gets lucky with another of this game's brand new features, the Hot Spot!

Forget the dithering old gits on *Strike It Lucky*, this Hot Spot means that if a player is stood on it when they shoot, they'll score more points per basket; causing the score-line to surge to astronomical proportions!

Stodgy jam

There's no denying that *NBA Jam: TE* promises to deliver the goods in a way no sequel, excluding *MKII*, has done before. Regular arcade goers will have no doubt already tried, tested and mastered this game, now it's the turn of the Super NES. The game should be released in March, so check out our full preview next issue. This game is gonna be hot.





RAMPAGING ROBOT GIVE-AWAY!

By the time you read this, Acclaim's mechanical monsters will have already hit the streets in the eagerly awaited *Rise of the Robots*.

This two player beat-'em-up pits a whole host of psychotic cyborgs against each other as they run riot in a futuristic development centre. The game features drop-dead gorgeous graphics to really bring the droids alive, plus a corking soundtrack to ensure that every single grind, scrape and crash sends a tingle down your spine!

To celebrate the (eventual) release of this game, SUPER GAMER have teamed up with Acclaim to come up with this super hi-tech poly-alloy competition for our devoted readers.

We're giving away ten brand-spanking new copies of *Rise of the Robots*, plus ten limited edition black and seriously cool T-shirts to the first ten correct entries out of our office tool box. And seeing as it is the new year and all that, we'll chuck in ten runners-up prizes of a T-shirt each.

To be in with a stab at winning, all you have to do is answer the following question correctly and send it along with your name and address on the back of a postcard to: *Rampaging Robot Give-away, SUPER GAMER, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

THE QUESTION

Rise of the Robots isn't Acclaim's only game to feature crazed mechanical beings, remember *T2?* Well, all we want to know is, what was the name of the liquid metal terminator that Arnie was trying to protect John Connor from in the film?

All entries must arrive by 10 February and the ED-209's decision is final!

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%	30-49%	50-69%	70-89%	90%+
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.	Ugh. This band is the wasteland for mis-conceived, 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.	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.	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.	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



What have we been playing this month? Well, for me it's got to be *Superstar Soccer* – many an afternoon was spent playing this classic footy game, but I did also take time to murder hundreds of innocent soldiers in *Cannon Fodder*. Top!

ANDY



Football normally sends the office cynic to sleep, but even Andy has had to admit that *Superstar Soccer* is pretty hot stuff. *Cannon Fodder*, *Pinball Fantasies* and *Ultimate Parodius* also made inroads on his time (when he wasn't playing *Doom*).

RYAN



Like the rest, Ryan has been raving over Konami's footy extravaganza; wasting numerous days attempting to create the perfect team in an effort to beat Damian. Guess what – not happening. Ryan has also perfected the art of blagging T-shirts.

KEITH



Housewifes' choice, Keith spent most of the month playing and completing *DKC* for the totally exclusive book on the cover. If you can't find a secret room, good ol' Keithy will help you out. Especially you girls...



KEITH

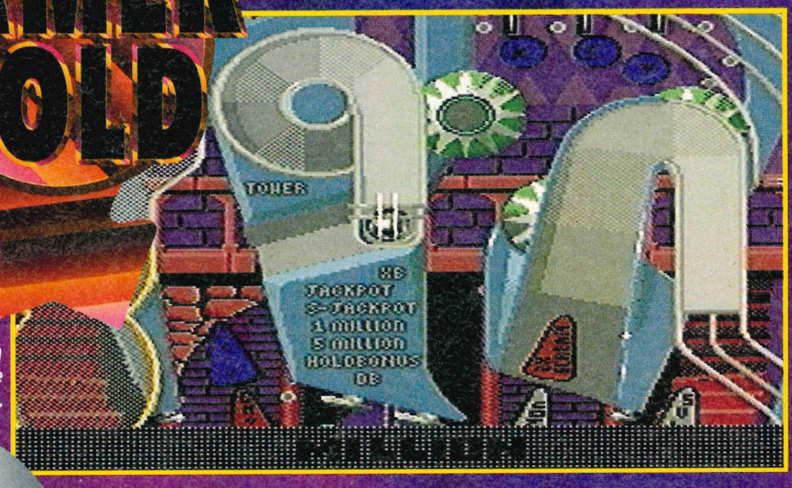
It all started a few years back when a couple of demo writers for the Amiga started their own software house called Digital Illusions. One of the first games to be released on this label was *Pinball Dreams*. After rapturous applause they followed it up with *Pinball Fantasies*.

PINBALL fantasies

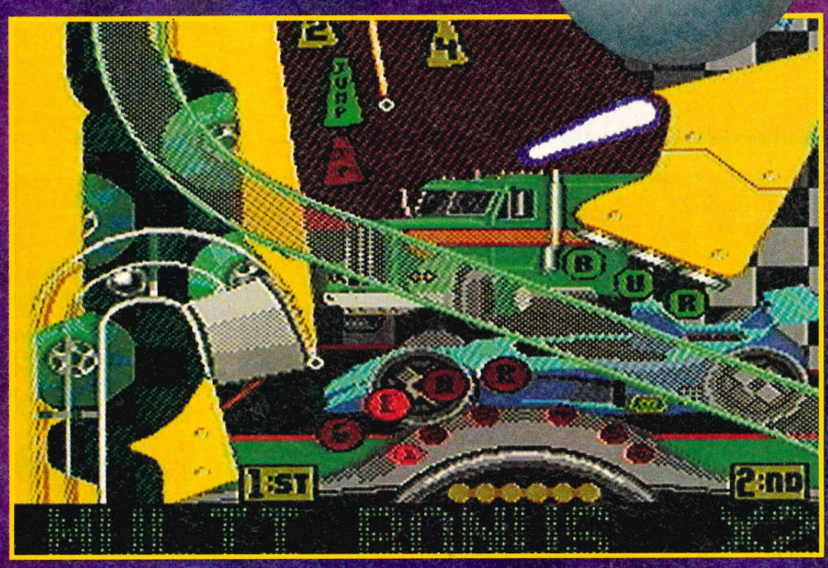
Balls and fantasies in a dream re-mix!



△ *Rack up the cyclones to have a go on big points bonus games. Oh, and love a duck!*



▷ *Entering the tower on Stones and Bones will give you massive special bonuses.*



You may remember *Pinball Dreams* when it was released earlier this year on the Super NES. It was nothing special and didn't really contain enough features to make it a pinball classic. *Pinball Fantasies* however is an enormous leap in the right direction and a vast improvement in every way over its predecessor.

I was at a distinct advantage when it came to reviewing *Pinball Fantasies* because of my experience of playing it on the Amiga, and although the graphics were better, this version, with its four different tables, contains more loops, ramps, holes and special bonuses than any other pinball game I know.

You begin by choosing one of the tables from Party Land, Speed Devils, Billion Dollar Game Show and Stones & Bones – all are themed and contain different bonuses that require varied skills to complete.

The Billion Dollar Game Show, for example, has various targets to knock down and loops to go round in order to light up prizes on a roulette table, ranging from a TV that has a fairly low points value (only about one million!) to a plane which will bust the bank! To stand any chances of winning the big bucks however you must be able to keep the silver ball rolling for many hours.

The great thing about this game is that anyone can sit and play for hours and do really well, as long as they have basic motor skills. Your granny can play, your mum, younger brother – the whole family, in fact *Pinball Fantasies* is the perfect party game.

You can play with up to eight people taking turns and this is the best way. The competition between rival players heightens the action and turns a simple game into an epic struggle. The amount of swearing and screaming from the SUPER GAMER office brought many other mags running to see what all the fuss was about – and they stayed as well!

There are no extra levels, bosses to fight, or any of the other gubbins to tax your brain – just hit those flippers and

◁ *Flippers at the top of the table, as well as the bottom, give you more control over the ball and a chance to earn more points and bonuses.*

get the most phenomenal score possible. My record is 39 million on the first ball – can anyone beat that?

Graphically, *Pinball Fantasies* is no Leonardo da Vinci. The tables are badly drawn by today's standards and there is really nothing to impress if you are not actually playing the game. I think a lot more could have been done with the visual presentation, and although each table is brightly coloured, aspects like the grim reaper on the Stones & Bones table look like were scribbled by a four year old. It really is grim.

Gametek told us that the dire graphics were due to the limitations of the Super NES and that they were necessary for the speed of the game, but surely with games like *EWJ* these days they could have come to a better compromise. Take a look at our comparison with the Amiga version and see the difference.

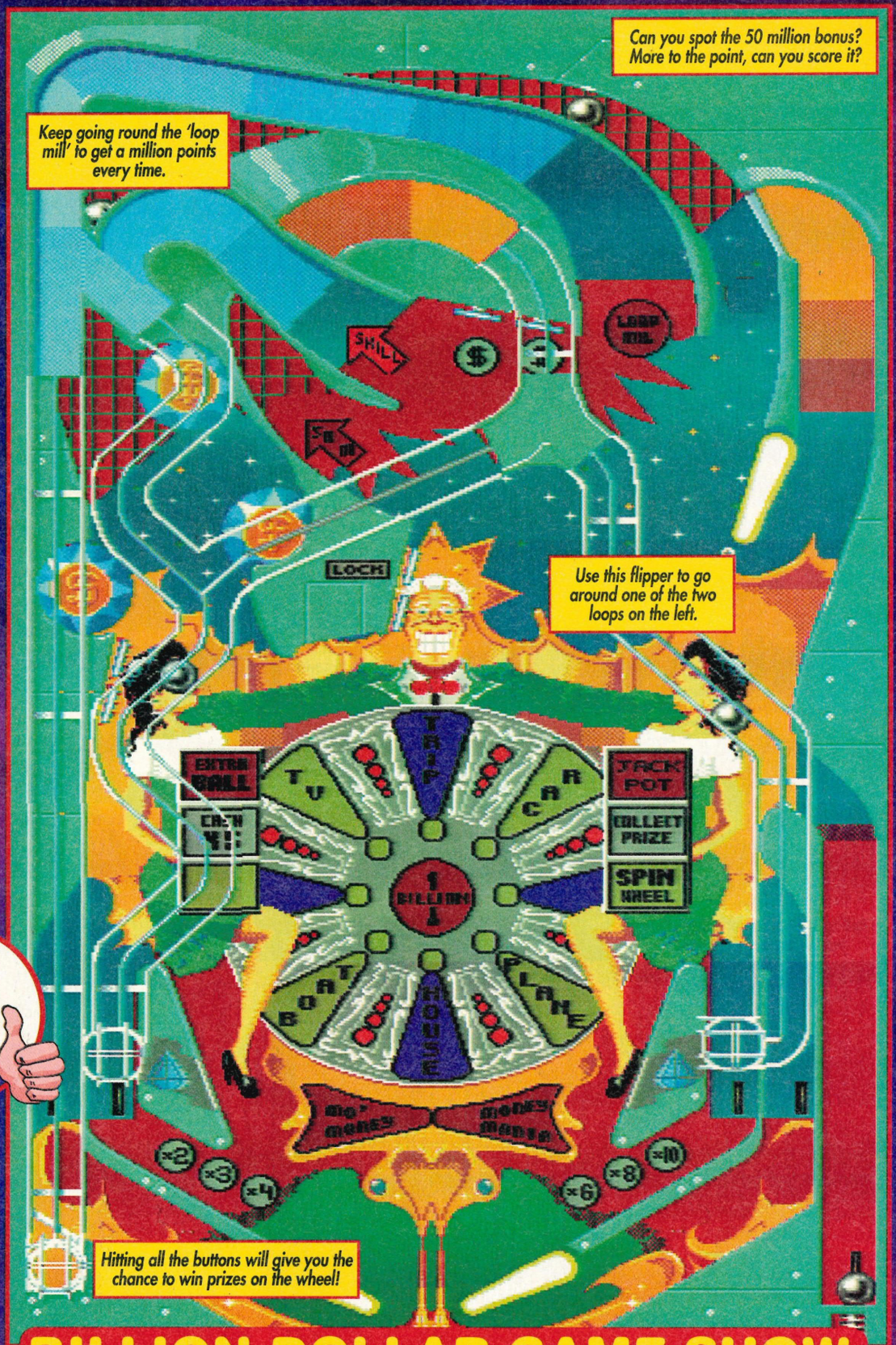
The scrolling is superb however, and this without a doubt saves the game. Compared to the original, *Pinball Fantasies* is ultra fast and smooth as Kojak's head. The ball can reach dizzing speeds as you rocket it up and down the ramps; ricocheting around the bumpers and disappearing into bonus wells and secret caches of dosh. There is never a dull moment and new scoring opportunities flash up constantly.

One thing that did concern me was that Gametek have made the game side scrolling,



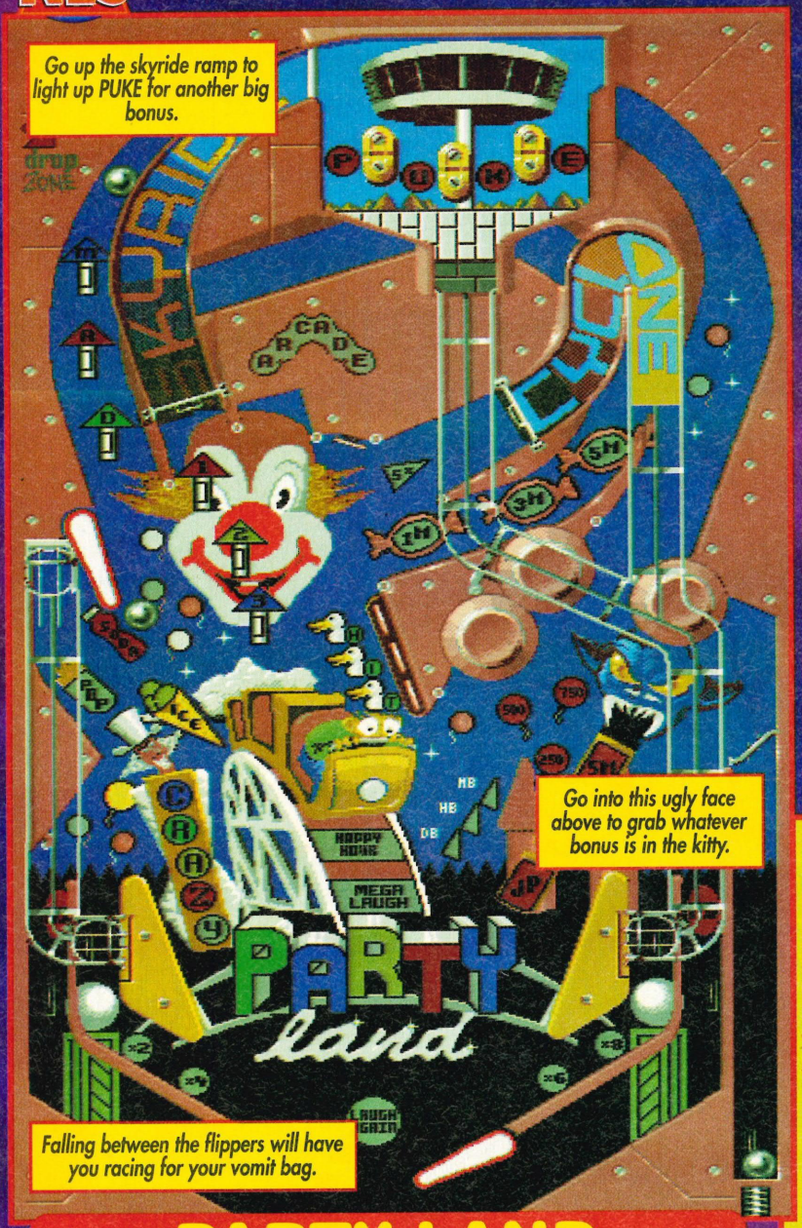
ANDY

Mega Drive owners have always had a surfeit of pinball games, but Super NES gamers have had to make do with the rather dodgy *Pinball Dreams*. Fortunately, Gametek have made up for their former crimes with this excellent dark-corner-of-the-pub simulation, which conjures up the feel of a real table so well you can almost smell the spilt beer and fag ends. The physics behind the ball movement is absolutely spot on, and *Pinball Fantasies* created a feverishly competitive air in the office unseen since the days of *Super Bomberman*. My only complaints are that the sound FX could have been a bit more raucous, and the graphics are decidedly simplistic, but this is a definite case where the play's the thing. Now, where was I? Oh, yes. Ten million bonus points! In your face, Keith!



BILLION DOLLAR GAME SHOW

Getting large scores on this table is all about careful flipper control: ie, most of the large bonuses and good loops are up at the top right of the table, so if you can nudge the ball onto the left flipper to fire up there, scores will increase dramatically. The best bonus to aim for is Money Mania which can be won by going round the loop just below the skill loop, if you do this six times the table will start flashing and anything you hit after that is worth a million points! If anybody can light up the billion in the middle, phone me!





Being an Amiga type, Keith did notice the odd difference between the computer original and the Super NES conversion. Can you tell which picture is which? (Hint: yes)





PARTY LAND

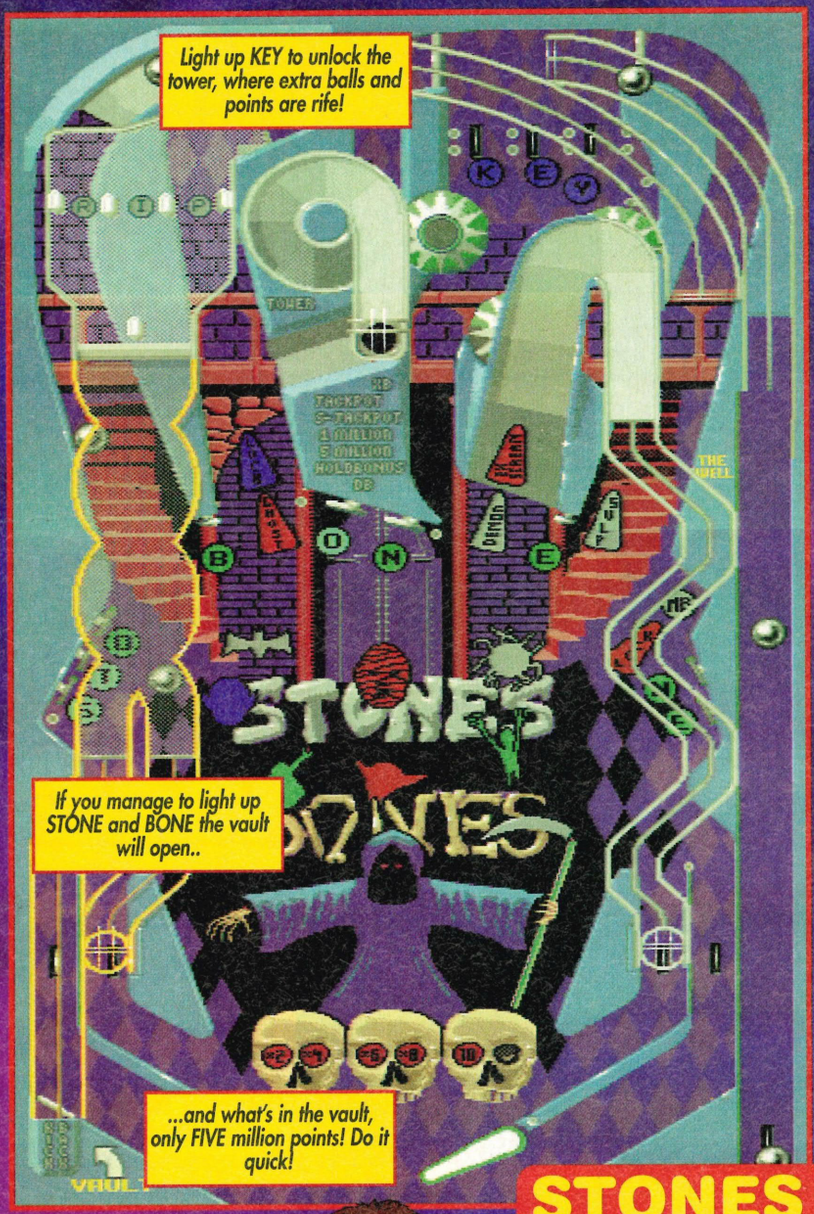
You'll find it much harder to go round any loops on this table as they seem to be tucked away very cleverly. The best way I found to achieve large scores is by knocking the ducks down and then going into the arcade which is clearly marked. The ball will then drop from the top left ready to be hammered around the loops to the right of the top flipper.

due to the resolution of the Super NES's screen. Now, the game chugs over to the right every time you launch a new ball, and this mars the gameplay slightly when you flick it over to opposite sides of the screen very quickly.

I'd say that 95% of the time the screen keeps up with the ball and welds it firmly in the centre of your view, but occasionally you can lose track and it plummets between the flippers like an

SPEED THINGS

There's all sorts of bonuses to find on this one. The main thing to do first which is actually really easy is light up the pitlane by constantly flicking the ball back round the loop with the top flipper and then firing it down the top left loop to get a score multiplier. The bottom left loop is also easy to go around and increases your road miles.



Exocet missile. Also, the actual ball sprite is pretty poor to say the least, and looks more like a floating disk than a spinning ball bearing. This is just a small matter of adding a few frames which shouldn't slow the game down at all.

When you're standing at the table in your local, one of the main features is the kick you get from all those sound effects signalling your high score. *Pinball Fantasies* is thankfully not short in the pings and whistles department. Every contact the ball makes results in an excellent noise and the music is very good too. I especially liked the bit when you light up a particular sequence of lights and the whole table goes completely mad, with "zings" and fanfares bursting from the TV.

So, you're a pinball fan. You tried *Dreams* and were gutted, but now you've been burnt once you don't want to make the same mistake. Remember, SG readers, most mags gave *Dreams* a stupidly high score and lived to regret it.

The good news is that *Pinball Fantasies* is 100% better in every respect. More ramps, bonuses, secret holes, a choice of three or five balls, sloping tables to alter the speed, yowzer sound effects, weird tables – everything a Tommy could want – all wrapped up in a single reasonably priced Super NES cart.

Sure you can lose your ball without touching anything, or have it bounce through the flippers even when you thought you hit it, but that's pinball and if you don't like it, go and play dominoes!

Pinball Fantasies is one of the most playable games I have played in a very long time on the Super NES. While undeniably frustrating, it also contains that hard to achieve 'one-more-go' factor. It's good to see Gametek starting the year with a bang after last year's disappointments. Lets hope they keep it up!

STONES & BONES

Most people in the office will declare Stones and Bones their favourite table, who would argue with them? You can't help but long for bonuses like the vault down at the bottom left and the extremely hard to reach tower that gives you all sorts of lovely bonuses, the best of which being a five million bonanza. It's a hairy, scary ride through hell!

DAMIAN



I'm not usually a pinball freak, but *PF* has really changed my opinion. The graphics are dire, to be fair, but the sound is excellent, as are the different tables (Stones & Bones is my personal fave). This is without doubt the best pinball game on the Super NES, but that's not saying much. Taken in slightly by Mr Cale's PR spiel, I did believe that *PF* was as good as the Amiga original. How wrong I was! The Amiga version is MUCH better. The ball momentum is absolutely perfect, as are the graphics, and this shows just how primitive the console game really is. It is far easier to play the original and I could quite easily potter along and score 26 million. The Super NES game is much harder and not as polished, but as a game on its own it's fantastic fun!





PRODUCER
GAMETEK
(0753) 553445

PRICE
£39.99

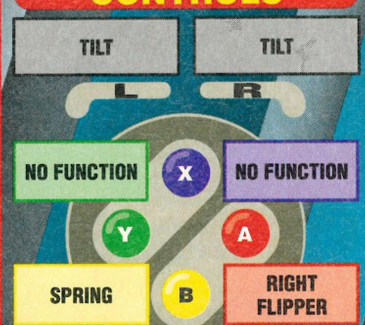
RELEASED
JANUARY '95

GAME TYPE
PINBALL SIM

CART SIZE
8MBit

FEATURES
4 TABLES

CONTROLS



D-PAD: LEFT FLIPPER

RATINGS

GRAPHICS	75
SOUND	80
GAMEPLAY	94
LONGEVITY	93

OVERALL

90

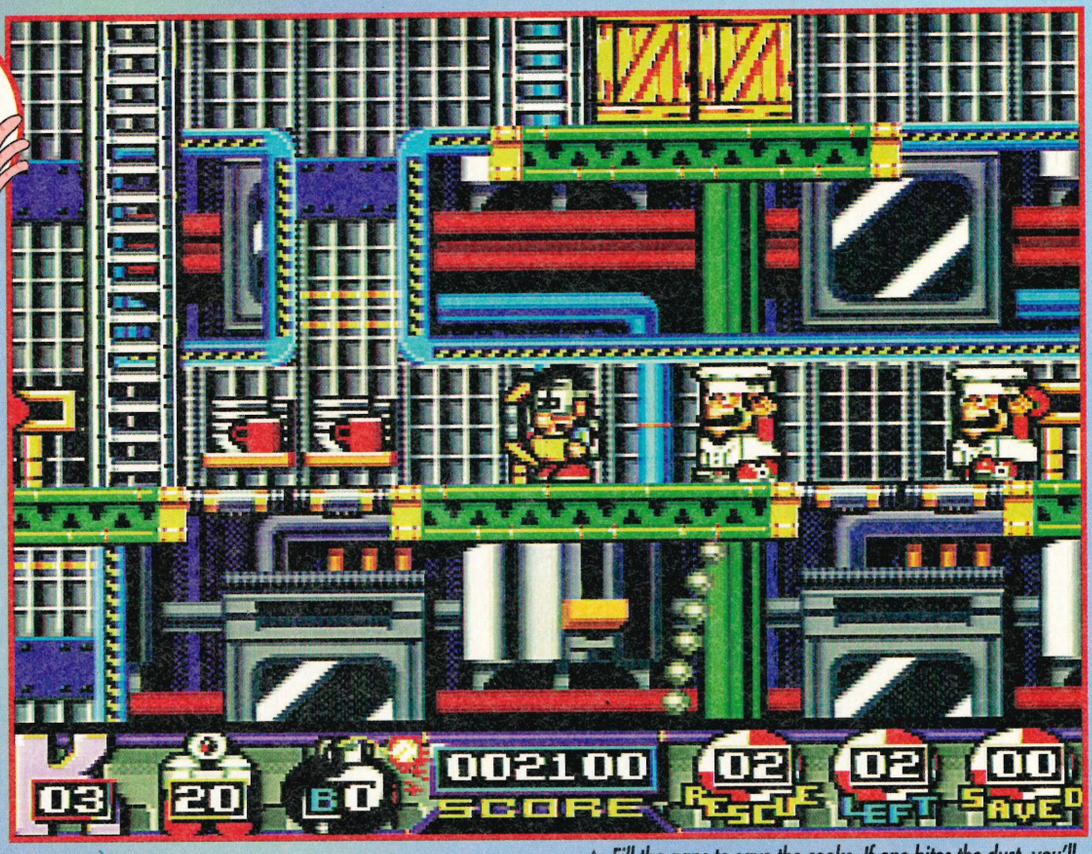
RYAN



Panic stations! Abandon ship! Woman and children first! Zulus, fousands of 'em... (oops, sorry wrong film!). The ship is sinking fast, the passengers have gone ballistic with fear and the crew haven't enough sense to go to the toilet, let alone evacuate an entire ocean liner. In other words, everyone's stuffed... or are they? Enter Kevin Codner, the only dude level-headed enough to take charge of the situation.

Sink or Swim is basically *Lemmings* meets the *Poseidon Adventure*. You must guide the scores of technicians, cabin staff, and assorted toffee-nosed passengers up ladders, through hatches, along conveyor belts, under crushers, and eventually to safety through the escape hatch. Gene Hackman is nowhere in sight.

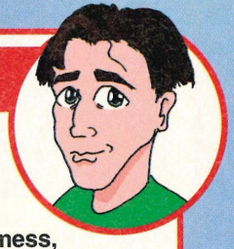
The perilous adventure begins at the stern of the ship in the engine room, then you gradually work your way forward through the different compartments.



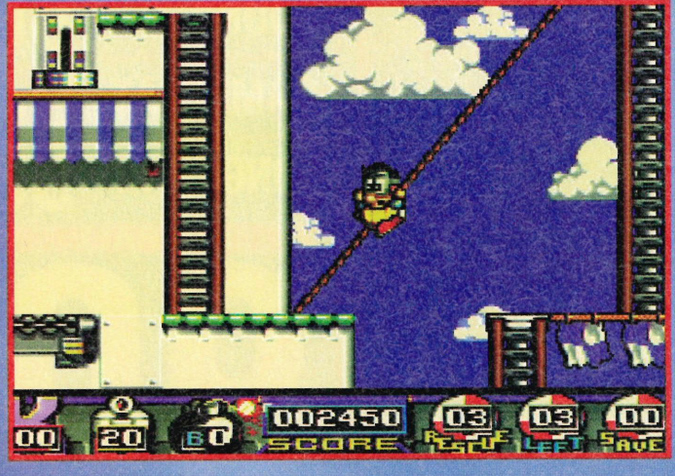
△ *Fill the gaps to save the cooks. If one bites the dust, you'll have to attempt the level again.*

SINK OR SWIM

KEITH



What happens if you take three of the finest songs of all time and mix them together? You get a mess, right? Well, the same applies to puzzle games. You can't just take *Lemmings*, *Lost Vikings* and *Panic*, chuck them all together and hope something good comes out of it. The only bi-product will be a game of appaling visual appeal with the playability of a Greek text adventure. Hello *Sink or Swim*, welcome to the Super NES market, take a look around you and what do you see? Puzzle games that are fun to play (*Lemmings*, *King Arthur's World*) and don't leave you in a state of misery that rivals 30 minutes of Noel Edmonds! Don't go anywhere near this if you value your Super NES, or your pride. *Sink or Swim*? You know the answer!



Bobbing along nicely!

Like *Lemmings*, the levels start easy (to get you accustomed to the controls and various life-saving devices littered along the way), but before long the difficulty level topples over the edge into sheer brain-melting intensity.

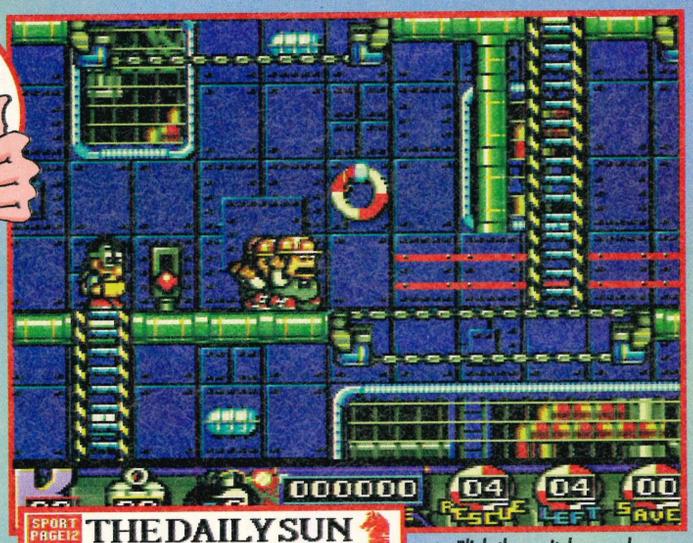
The levels get bigger, the amount of panicky passengers increases, and so do the number of hazards which you must foresee and avoid before the



DAMIAN



Titus seem very adept at producing simple, colourful and enjoyable puzzle games, but they never test the genre. *King Arthur's World* was amazing because it took the *Lemmings* idea and added highly detailed graphics and devious tests of joypad skill. *Sink or Swim* is fun, if you can be bothered to persist. The insultingly easy concept is sufficiently rewarding to warrant long term play, and there *are* 100 levels to complete aboard the ocean liner. Everything is very jolly and cute, but I think more thought could have gone into the layout of the levels, and maybe some more puzzles would have made it a bit more interesting. It's all very well using conveyor belts, but what about something a bit more likely to be found on a ship? A fun game.



△ *Flick the switches and scurry along. Phew, this game certainly keeps you on your toes.*

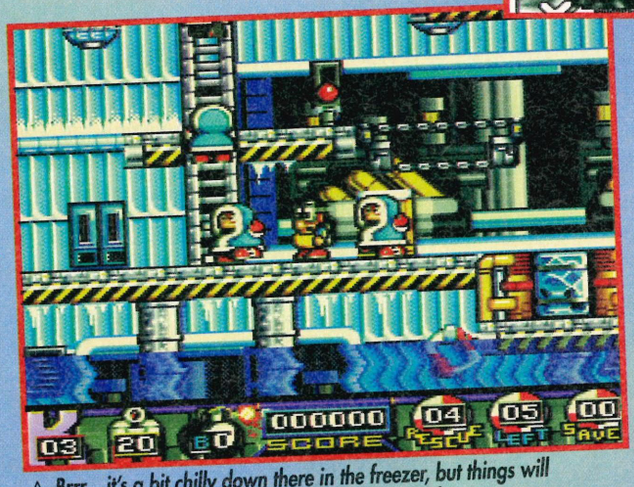

SPORT PAGE 12

THE DAILY SUN

STORM-HERO

RORK DOES IT!

RORK YESTERDAY



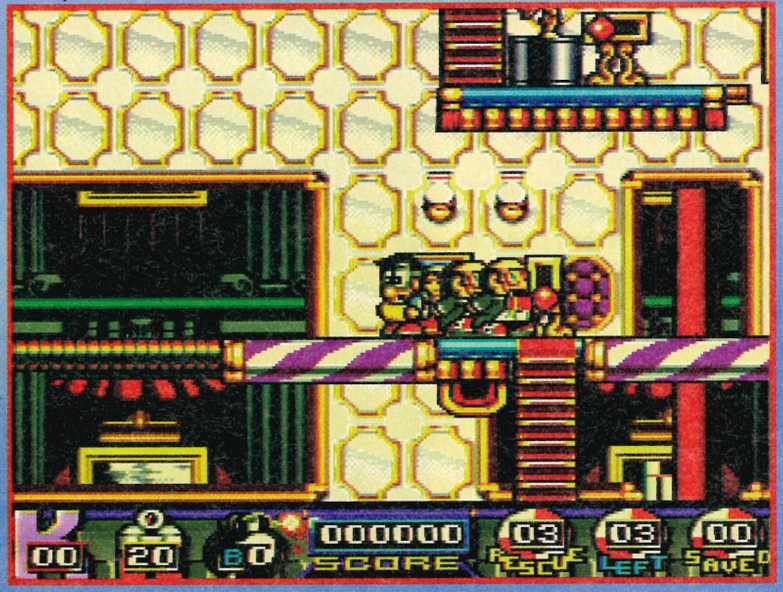
△ *Brrr... it's a bit chilly down there in the freezer, but things will certainly heat up if you fail to save the passengers!*

hapless troop of dim-witted refugees get there.

In others words, to succeed in this game you need a brain that's quick off the mark and the ability to learn from your mistakes, because if a certain number of civilians kick the bucket, it's game over, man!

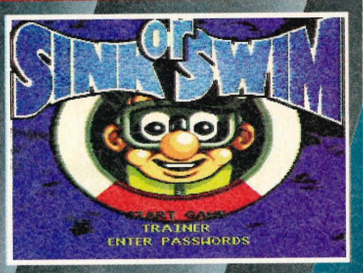
The basic action involves you setting up conveyor belts and ladders for the civilians to scale and reach the exit port on each of the 100 levels. There are also plenty of traps and crushers (how did they get on an ocean liner?) to vanquish unlucky members. But don't expect the kind of twisted metal *Poseiden Adventure* sets because *SOS* is brightly coloured and cartoon throughout.

The graphics are colourful, but deeply simple and I was a bit disappointed by them when compared to visual feasts like *Lost Vikings*. Sound is rubbish though. The tunes are grating and there are no decent effects to shout about.



Some of the puzzles and hazards are fiendishly devious and take several attempts to overcome, and the constant scare factor of letting your concentration wander and thus leading several civilians to their doom is enough to keep you engrossed for days, weeks, perhaps even months.

SOS is a well programmed and enjoyable puzzle game which is challenging, but not frustrating because everything is so damned cute. There is nothing really wrong about *SOS*, except, well except that it is not that original and gets a bit repetitive later on. If you already own a similar game (*Lemmings*, *Lost Vikings*) then you won't need *SOS*. A good effort from Titus, nevertheless.





PRODUCER
TITUS
(071) 700 2119

PRICE
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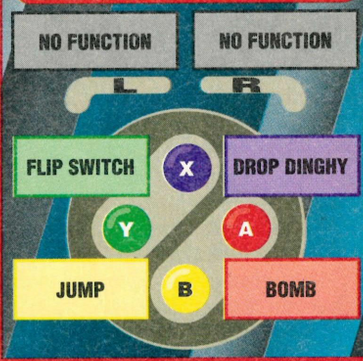
RELEASED
NOVEMBER '94

GAME TYPE
PUZZLE

CART SIZE
4MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

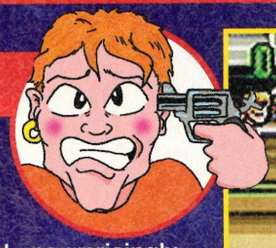
GRAPHICS	77
SOUND	56
GAMEPLAY	80
LONGEVITY	83

OVERALL

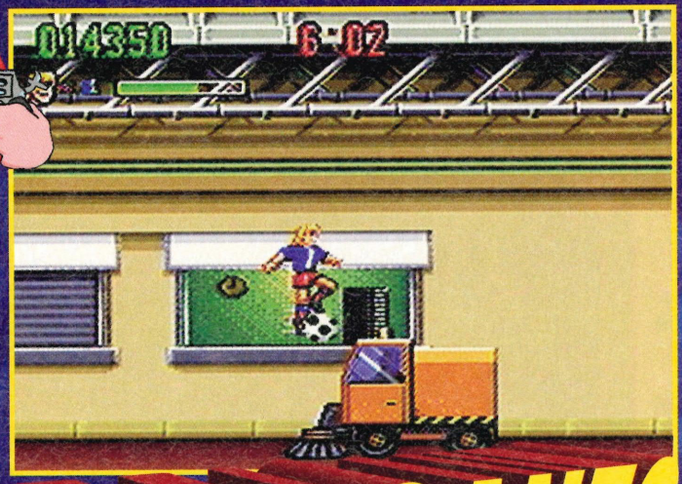
78

HURRICANES

Simply the worst!



RYAN



I might have guessed *Soccer Kid* would mark the beginning of something rotten, and unsurprisingly, *Hurricanes* stoops about as low as the genre could possibly go without imploding under the pressure.

This sorry excuse for entertainment is based upon a cartoon series chronicling the exploits of a mis-matched soccer team under the inherited leadership of adolescent lass, Amanda Carey.

Although Amanda looks as though she'd be more at home drooling over Take That posters and scribbling love hearts in her school books, she is determined to drag the club out of obscurity and lead them on to glory.

When the gauntlet is thrown by shifty rival manager, Stavros Garkos, for a match against his team, the Gorgons, she naturally melts at the chance.

Taking control of one or two members of the team (if you can con a mate into sharing this sad game), you must guide them to the venue in time for kick off.

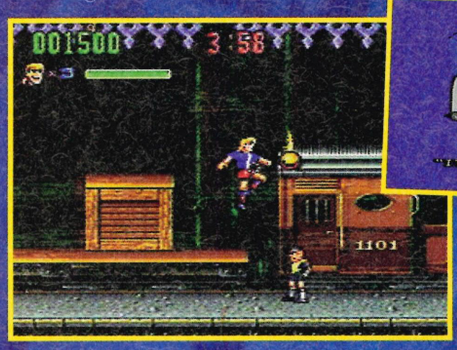
The journey takes you through many badly drawn mundane locations as you use your footy skills to fend off the onslaught of grizzly creatures and Gorgon ambushes in a similar fashion to *Soccer Kid*, *Marko's*, *Jordan*, etc...

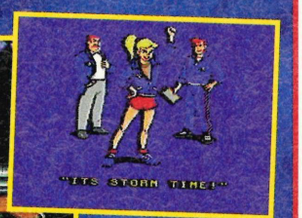
This is platform action at its worst. The graphics are utter trite, with stereo-typed, drab levels, cackly animated sprites, and bugger-all character. The music is like that hypnotising jingle used to lure little kiddies to their doom in *Halloween III*, and the gameplay... er hang on, what gameplay?

It's no wonder that US Gold released this on the hush, because no amount of magazine coverage could ever make this steaming pile of horse manure look or sound remotely interesting.

If you ever see a copy of this, immediately incarcerate it in concrete and dump it in the Atlantic for humanity's sake.



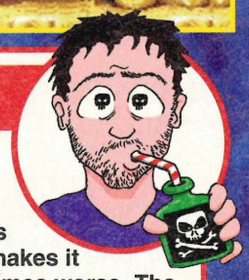




△ That's her, officer.

◁ "Cor, blimey, an explooooding train level. The missus'll never believe this 'un."

ANDY



Kinnell! I thought *Soccer Kid* was distinctly average, but *Hurricanes* nicks the same idea and makes it about three billion times worse. The Hurricanes themselves all seem to be recent recipients of a hip replacement operation, but their ball control skills are nothing short of supernatural – how *do* they make it do a 180° turn in mid-air? Call the X-Files! This is the second US Gold game this month we've had to get from unofficial sources, but unlike *Powerdrive* (see page 64) you can see why USG tried to keep it quiet – *Hurricanes* is pure trash, almost down to *Speed Racer* levels of horridness. Real hurricanes wreak havoc on property – get this, and their namesakes will do the same to your happiness.





PRODUCER
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PRICE
£39.99

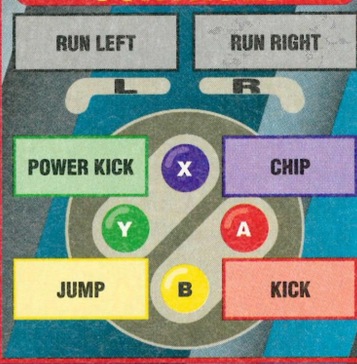
RELEASED
OUT NOW

GAME TYPE
PLATFORM

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	34
SOUND	31
GAMEPLAY	26
LONGEVITY	23

OVERALL

32

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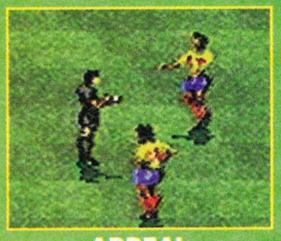
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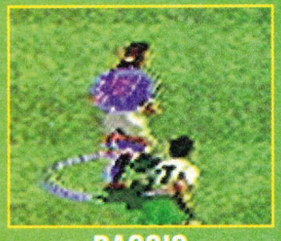
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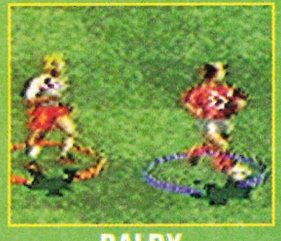
International Superstar Soccer is the most realistic football game ever. Check out these animations for proof!



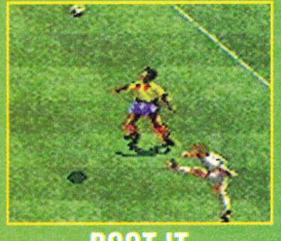
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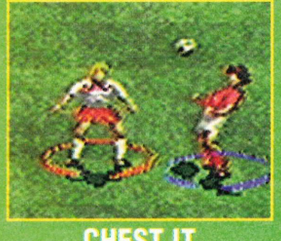
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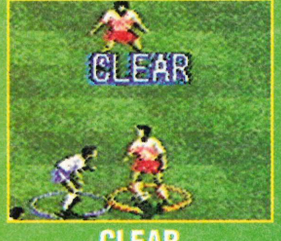
BALDY



BOOT IT



CHEST IT



CLEAR



△ *With a spectacular volley, the goalie is beaten, and the ball bounds into the top corner.*

GAMER GOLD

Balls to the rest of 'em!



RYAN

FIFA? *FIFA*...? I'm sorry, but you've completely lost me there, which isn't really surprising because all month I've been totally immersed in console footy perfection.

It's a fact that console technology is evolving rapidly, and although *FIFA* was an unbeatable game for several months, something has just hit me like a locomotive emerging from a dark tunnel... and it's called *International Superstar Soccer*.

I could sum this game up in one sentence containing a lot of swear words, but a) this wouldn't look good in an advert quote, b) I would need enough page space to fill the Encyclopaedia Britannia to really do this game justice, and c) it's neither big nor clever to swear (unless you're Damian of course!).

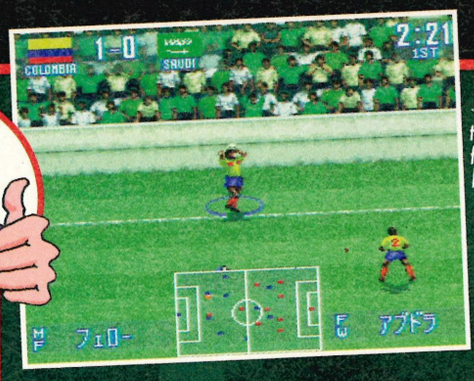
With a game so spectacular as this it's a real strain to know where to begin. I remember half-heartedly switching it on and thinking "Oh lordy, here goes another mundane footy sim", I scarcely thought that

INTERNATIONAL SUPERSTAR SOCCER

DAMIAN



Halley's comet must be in the skies because I actually agree with Ryan. *Superstar Soccer* is fantastic fun and everything I want from a football game. Admittedly it is very hard to get into, and lacks the instant pick-up-and-play appeal of *FIFA* or *Striker*. But this is one of those precious examples where practice makes perfect. Once you've twisted your hands to configure the pad controls (or changed them to what you want) you will soon be flicking on the ball to distant players, heading it into the far corner of the goal, and diving like Klinsmann. The controls can be a bit fiddly; resulting in some dodgy tackles and collision detections, but these do not mar the gameplay and make you even more determined to get the ball back. A stunning, well crafted piece of software that pushes the Super NES to its limits and a corking football game with unlimited appeal to boot!



◁ *The throw-ins give you the choice to throw the ball short to a player in front of you, or take a chance and lob it downfield.*

anything could tarnish *FIFA*'s impeccable reputation, let alone pummel it into submission. But this game does just that in spectacular fashion.

The first thing you notice are the terrific graphics. The player sprites are huge, well defined and finely detailed, right down to the numbers and stripes on their jerseys. Every one of the 26 international teams are resplendent in their national colours.

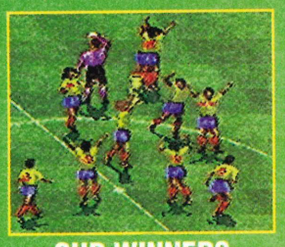
I picked Italy for my first match (the first of literally hundreds, I hasten to add!), and I was happily knocking the ball around my team when... gasp! No, it can't be true; from mid-field, a familiar presence darted towards goal like a whippet, sporting a trade-mark pony-tail. Yes it was Roberto bloody Baggio in all his glory! I could hardly believe my eyes. Not only was Italy's premier penalty misser there in name, he was also there in person!

Now my excitement notched up a gear as I reset and selected Colombia, only to realise that... oh yes, Valderama is in there as well, complete with unmistakable blond afro (titter!). I spent the next hour going through each team in turn picking out the big players. There's even Yankee rock legend Alexi Lalas, complete with out-of-control fright locks and a ginger goatee, for Jupiter's sake!

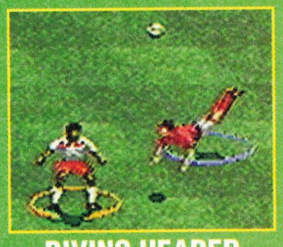
The player animation is something else, I've never seen a football game convey so much realism as in this game. Players appeal to the on-pitch ref against fouls, stick their hands up to claim a throw-in, wither helplessly on the turf when tackled harshly, and best of all, hunch over gasping for breath when you run them too hard. This brings in a strategy element as you must keep strength in reserve to survive the full 45 minutes.

▽ *...and the replay clearly shows that the Colombian player definitely booted the other one in the head!*

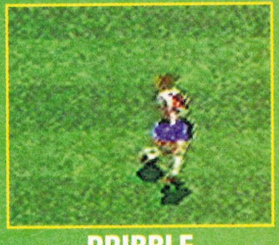




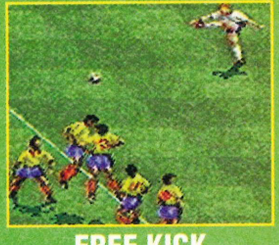
CUP WINNERS



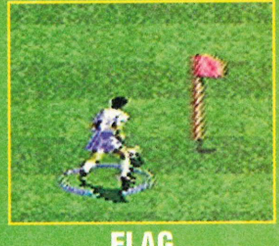
DIVING HEADER



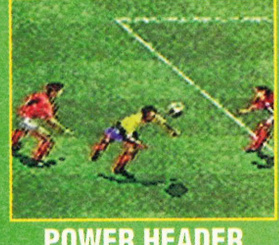
DRIBBLE



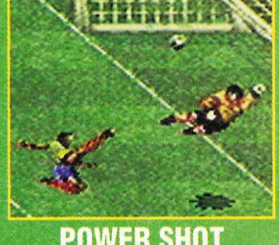
FREE KICK



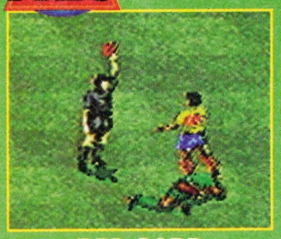
FLAG



POWER HEADER

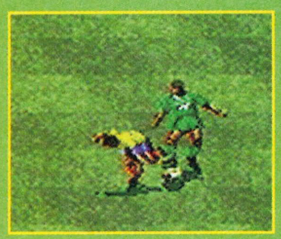


POWER SHOT

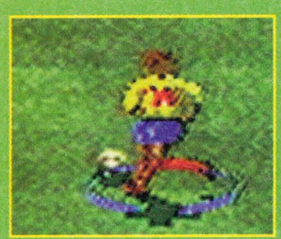

RED CARD


RUN


SLIDING TACKLE


TACKLE


THROW IN


VALDERAMA



VICTORY

Such incredible detail is *Superstar Soccer's* appeal. Other aspects include selecting varying pitch conditions and stadiums, playing around with team strategy, changing the kit and player names, and you can even choose between three different refs (eagle-eyed, medium, and blind).

Every button on the pad is used for a key element of play such as shooting, passing, volleying, running, heading, tackling, and selecting players. Mastering all of these functions takes time – lots of it, and the layout is a bit tricky at first (although you can alter the buttons).

But you'll be rewarded beyond belief when you've mastered the controls because a whole new world of moves will open up to you. You can head-on the ball to waiting strikers, back heel it into the path of goal-runs, one-touch the ball into the net, direct headers to goal, dummy other players, and you can even learn to manipulate set pieces in your favour and improve your chances of scoring.


△ *So near and yet so far. After a storming contest, Colombia are defeated.*



Another thing I discovered after hours of trying, is that there are NO pre-set methods of scoring. You try one way, maybe successfully, and the goalie wises up and stops any future attacks of a similar nature – now if that isn't realism, I don't know what is!



△ *The lads hide the family jewels as Sweden prepare to fire!*

All of these elements were discovered engaging in friendly matches, but *Superstar Soccer* offers a much wider list of options including International cups, leagues, penalty shoot-outs and a fantastic training mode to help you learn the ropes, Giggsey-style!

The latter offers a series of levels for you to attempt which increase in difficulty as you move up. The idea is to score points by successfully slalom-dribbling the ball down the pitch and knocking it past defenders and suchlike.

As well as state-of-the-art graphics and fine attention to detail, *Superstar Soccer* also comes complete with some out-of-this-world sounds. The original version I played was Japanese, and from the moment the coin toss had been decided and the ball knocked into play, my ears were bombarded with a barrage of over-zealous commentary.

KEITH



No, this cannot be, I will not be dragged away from my beloved *Sensible Soccer*! It's taken a couple of years to do it but the impossible has happened - a footy game that surpasses what I personally thought couldn't be beaten. The attention to detail is absolutely ball shattering. The flicks, turns, volleys and a zillion other little touches give it the most realistic feel ever; it even leaves *FIFA* standing in terms of presentation. When it comes to gameplay it's just so smooth and easy to get the hang of you can't stop yourself trying out every single cup and tournament there is to choose from – and there are loads. The effects and commentary add to the sparkle of what is now the diamond of all football games, and when you put all these items together you have one thing – the best footy game of the decade!

No kidding, the MC reporting on the action was literally screaming enthusiastic banter throughout the entire match; achieving a fever-pitch state of euphoria when the ball lands on the wrong side of the goalie... Gooaaallll!

Unfortunately, the insane warblings have been toned down for the official version, but all of the atmosphere still comes across in a way no other footie sim has managed to convey before. Apart from commentary, crowd chants and rapid drum beats fill the quiet periods; gradually building up to blow the stadium roof off when the teams score.

Just watching *Superstar Soccer* is a thrill in itself. Games like *Striker* and *FIFA* were so predictable – once the patterns had been learnt they became totally boring to play as the score lines exceeded the bounds of reality.

However, *Superstar Soccer* is so realistic, it's just like watching real football, and there are so many different ways of scoring you never quite know what's just around the corner.



△ *It's down to penalties for a place in the final, and Colombia have just buried one.*



▽ *Colombia celebrate in style after knocking Cameroon out of the contest.*



With the emphasis so strong on realism, substitutions play a very important part in the outcome. Some of the best strikers and defenders are often hidden away on the bench until such times come when you've learnt the ropes and begin to experiment with team swapping. Holland for example has a hard hitter just waiting to be used in mid-field.

It's hard to fault this game in any department and for me this is a first. Okay, so a four player game would have been nice, and the players do occasionally take on a mind of their own as far as the controls are concerned. But the sheer fun of the game (especially in two player) is undeniable.

Superstar Soccer is virtually perfect in all areas. I honestly think we'll never see a better football game on the Super NES. This cart has all the pace and stamina to leave the competition twiddling their thumbs on the sidelines. If you're serious about football and are looking for THE definitive football sim, you'd be doing yourself a huge disservice by not buying this! Sheer class, Des!





PRODUCER
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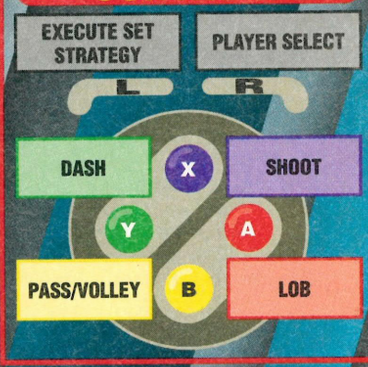
RELEASED
FEBRUARY '95

GAME TYPE
SOCCER SIM

CART SIZE
8MBit

FEATURES
BATTERY BACK-UP

CONTROLS

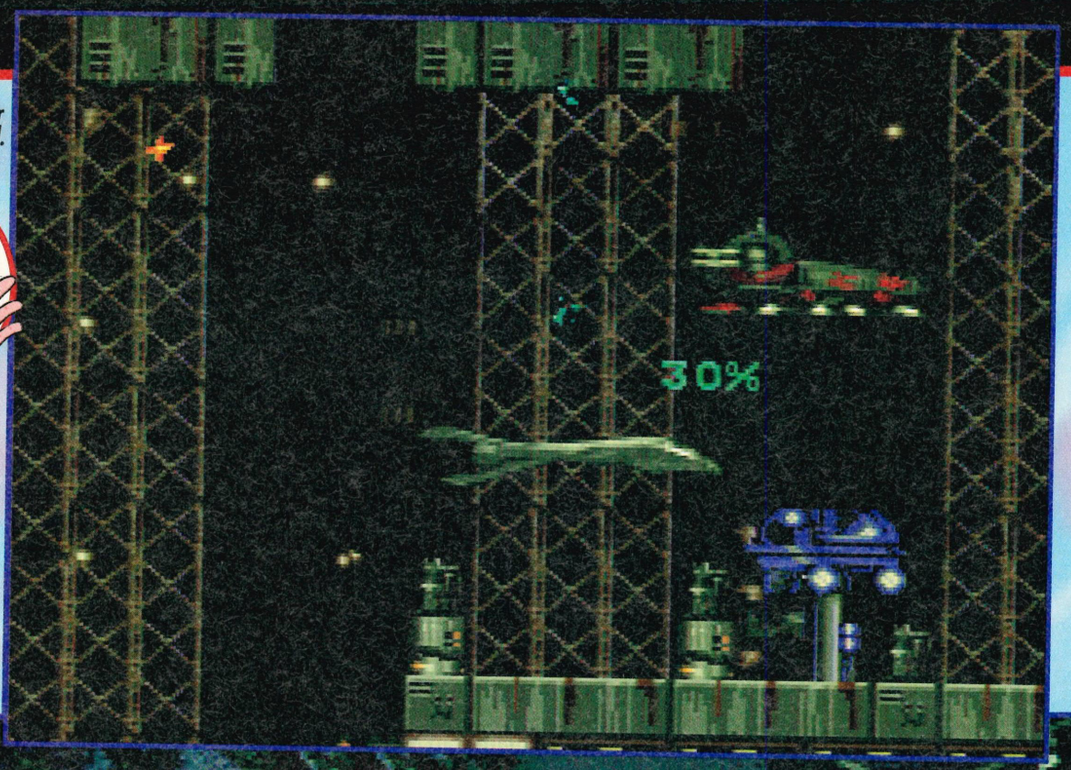


RATINGS

GRAPHICS	95
SOUND	94
GAMEPLAY	95
LONGEVITY	96

OVERALL

95



▷ *The Speeder probe falls under attack by an enemy vessel.*

RYAN



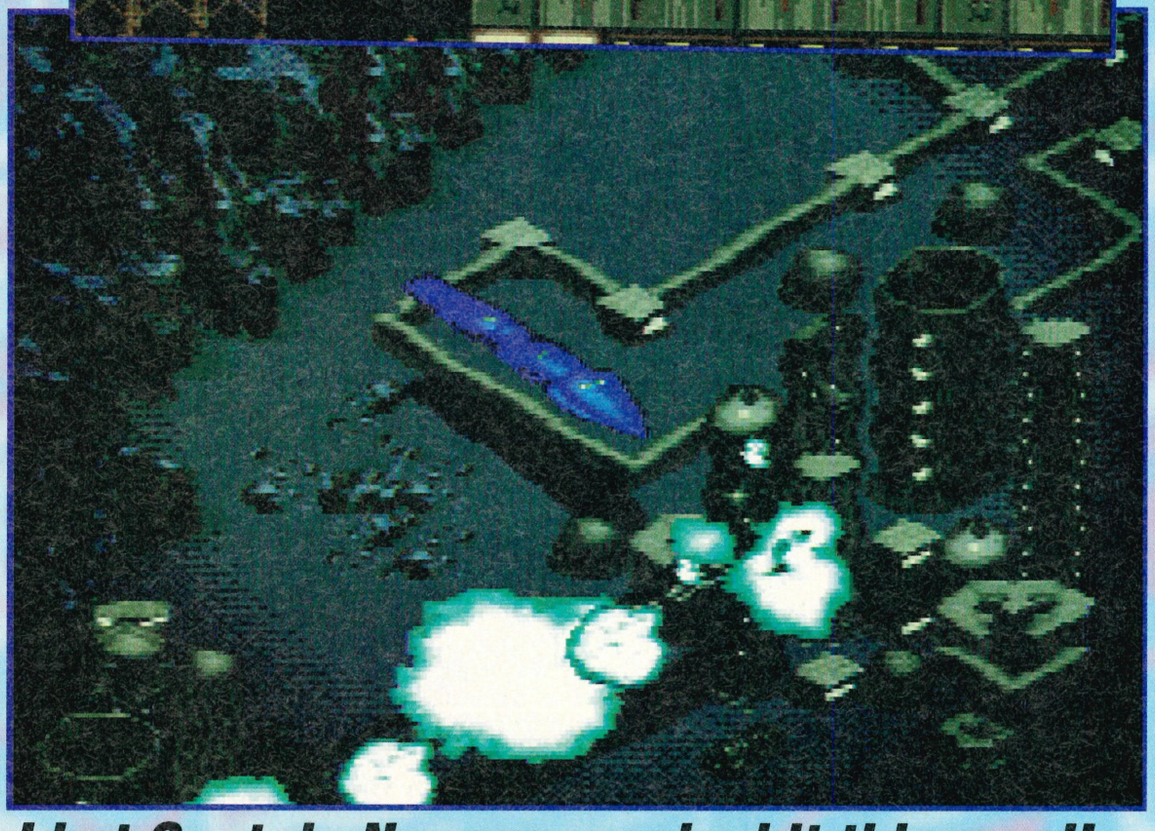
SeaQuest DSV started out as every marketing manager's fantasy. An ambitious new Sci-Fi adventure series featuring big names such as Roy Scheider and Stephanie Beecham, a mega budget attached to each episode ($1 million per hourly instalment – apparently) to generate a host of stunning imagery.

And then of course there was Mr Spielberg who showed an interest in the concept, and whose company, Amblin, was responsible for producing the series.

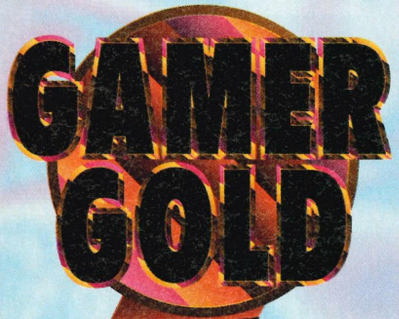
Surely all of these factors meant that the future for *SeaQuest DSV* the TV series was paved with gold?... Er, unfortunately not. A severe panning on both sides of the Atlantic spelled disaster for all parties involved as viewing figures plummeted.

But hey, who cares because all of this misfortune doesn't seem to have effected Malibu's Super NES game, which is quite simply fabulous.

Any preconceptions you may have about the lame Game Boy version can also go out of the window, because for this action-packed 16Mbit extravaganza, Malibu have recruited the big



▷ *Pirates have taken over one of the underwater colonies, and it is your task to blow them to smithereens... I love this job!*



I bet Captain Nemo never had it this good!

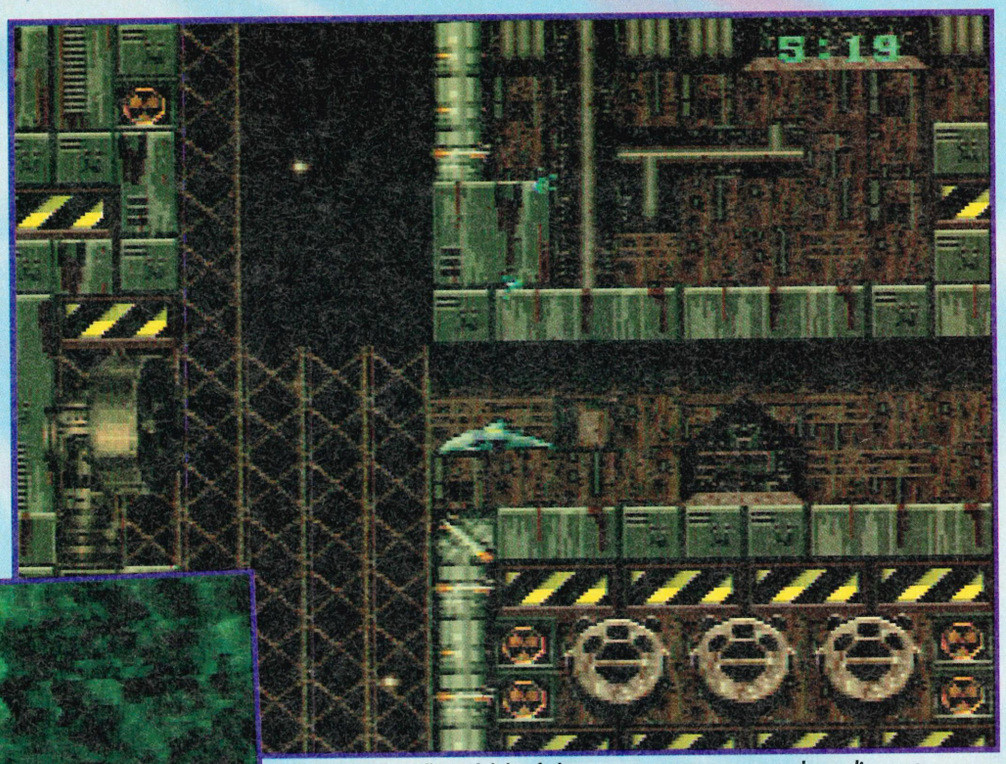
SeaQuest DSV

boys at Sculptured Software (*Star Wars, MKII* etc) to do the biz and transform an average television series into a highly playable and visually stunning game.

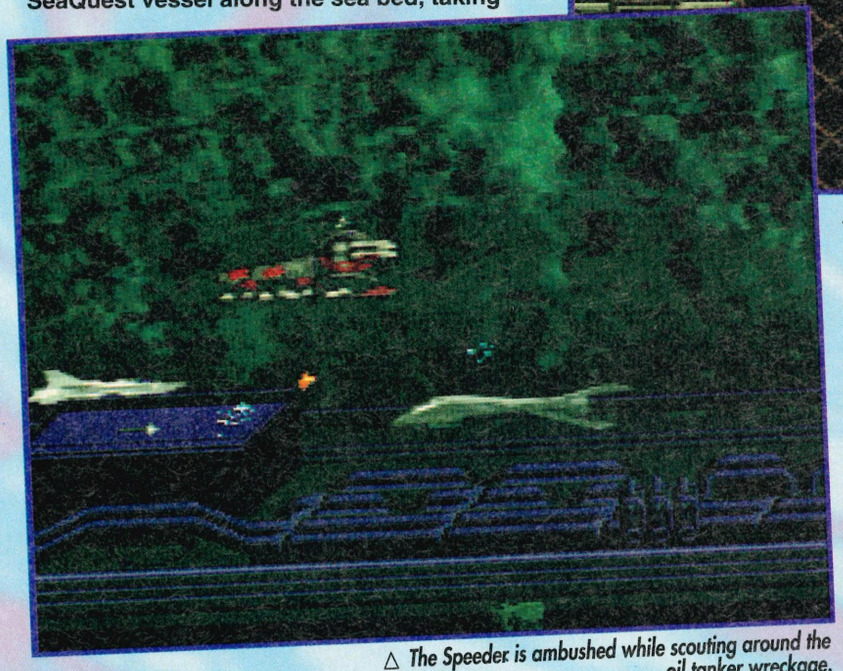
SeaQuest DSV begins with you taking the role of an ambitious bright-eyed UEO (United Earth Oceans organisation) academy graduate who has been chosen to participate in a computer simulated manoeuvre to evaluate your potential as a future SeaQuest captain.

What? A simulation – bah, I thought you'd play Roy Scheider. Just give me five minutes at the helm of the ship and I'll show those mutha-lovin' UEO oppressors who's the king of the seas! In actual fact, all the simulation does is get you accustomed to the various controls in preparation for the main event. Phew!

The action consists of guiding the 1,007 ft SeaQuest vessel along the sea bed, taking-out pirates with your impressive arsenal of assorted missiles and torpedoes whilst awaiting information on your next mission.



△ *Darwin the talking dolphin fathoms out a way to penetrate the cooling system.*



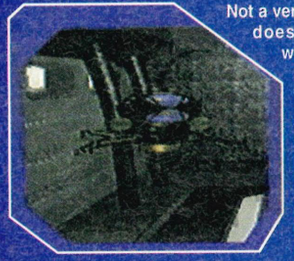
△ *The Speeder is ambushed while scouting around the oil tanker wreckage.*

The moment a message comes in, you must quickly visit the information screen via the bridge and all will be revealed. In the simulation section, you're only required to complete two missions, which involve recovering plutonium from a plane wreck and rescuing crew members from their explorational shuttle. But these enable you to grow accustomed to one of the other main elements of the game, dispatching the right vehicle for the mission.

There are six vehicles in total (see box-out), each have different abilities and they are all used in particular situations. Get it wrong and your frail craft will be blasted to atoms by the enemy. When this happens it's back to base to choose another. Excessive wastage of submersibles costs big bucks,

PROBING THE DEPTHS

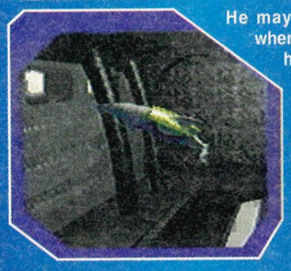
CRAB



Not a very useful craft this. It doesn't have any weapons as such, and its mobility is limited.



DARWIN



He may be ultra fast, but when it comes to holding his own against enemy attack, he's a lost cause!



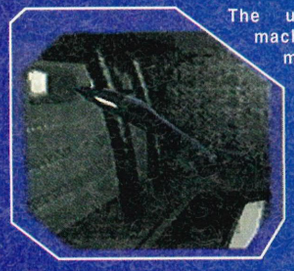
HR PROBE



This comes equipped with missiles and a nifty welding device. Use this vehicle for repair work.



SPEEDER



The ultimate carnage machine. Armed with missiles and heat-seeking mines, this is awesome.



STINGER



The Stinger can rotate in any direction and is armed with missiles. Good for clearing routes through levels.



TRUCK



Not too big on the weapons side, but this heavy-duty vessel is very tough and is good for collecting things.



though, so you better earn some dosh quick.

The aim of the game is to climb your way through the various UEO rankings. Every mission or sector completed will notch you up a place on the promotional ladder, with the ultimate goal of becoming an Admiral (the rank required to embark on the final mission).

What makes this game so enjoyable to play is the explorational element. You really believe that you are deep under water and that around every rock formation there's an enemy sub armed to the teeth.

I loved the fact that each mission requires you to send out a tiny (but well animated) craft to probe the depths and suss out the danger. One mission in particular (where you must rescue a crippled craft) is intensely nerve-wracking because the whole cave is collapsing and you only have just over a minute to cut through tons of rock and guide out the bathysphere. Gripping stuff.

It's very hard to explain the impact of the graphics and the sublime watery effects without resorting to well-worn cliches, but I have to say that the entire game is brilliantly presented, with a flawless attention to detail.

Every single aspect of the TV series is here, including all the ships and logos, even down to the Ecco-inspired Darwin the dolphin. The way all the dispatch vehicles smoothly change direction; revealing all that surface detail is amazing. OK so the graphics aren't *DKC* drop-dead gorgeous, but Sculptured Software couldn't have done a better job.

But it's not all horizontal maze sections either, because the show-piece of *SeaQuest DSV* is the highly impressive isometric navigation level, where you must guide the SeaQuest

▽ *The underwater explosions are a particularly nice effect.*



TAKE ME TO THE BRIDGE!



The Info screen is where you receive your orders for the various missions. When a message is flashed up on screen, go to this screen to view it. You can also buy further weapons.



The Bay is where you choose which vessel to dispatch for the various mission. The Info screen may give you some clues as to which one might be the most appropriate.



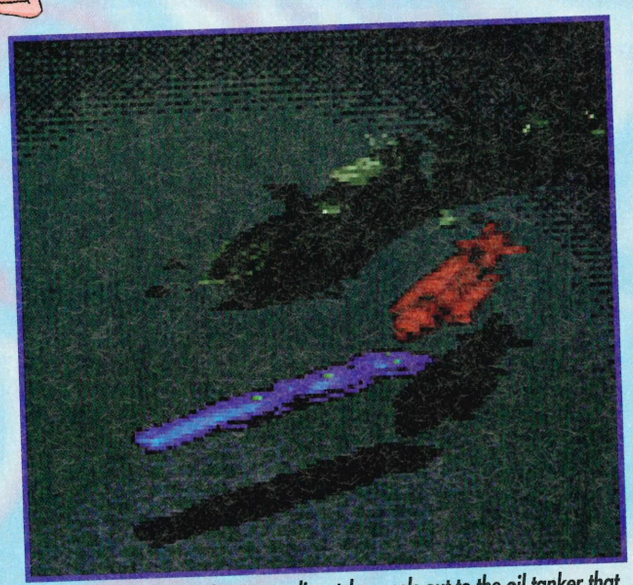
The Navigation screen allows you to scan the particular sector you're in to find the mission site. You move a camera around until your next destination is highlighted on the map.



DAMIAN



The best thing about *SeaQuest DSV* is the sense of adventure. Playing the game you really feel as if you are commanding the ship, and when you have to brave a collapsing underwater cavern for the first time in only a tiny marine vehicle – it's scary! The graphics are generally excellent, if a little too dark in places. Each vehicle is digitised from the TV show and looks terrific. I like the one with the welding equipment which unfolds at the front of the craft and ignites. To be honest, the only real downer in this game is the simplistic ocean battles between the DSV and the enemy subs. Not only is it all out of proportion, but it plays badly and makes a mockery of the complicated missions later on. There are absolutely loads of missions to complete and this makes it perfect for strategy fans and all those who like the TV show.

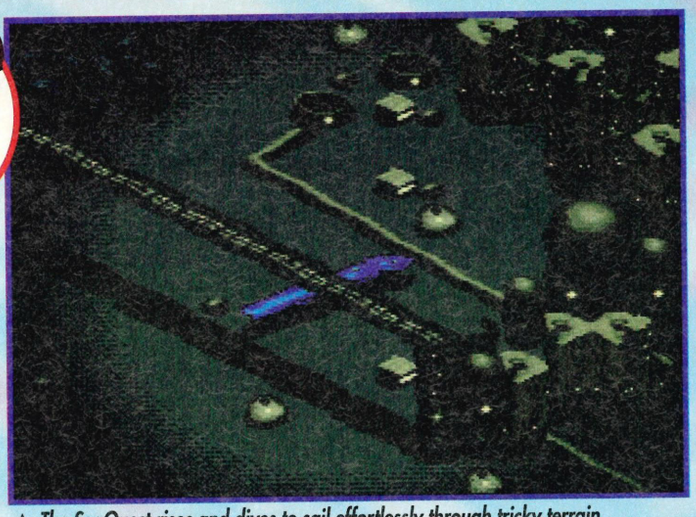


△ *Before the SeaQuest can dispatch vessels out to the oil tanker that lays damaged on the sea bed, you must first blow away the pirate subs.*

KEITH



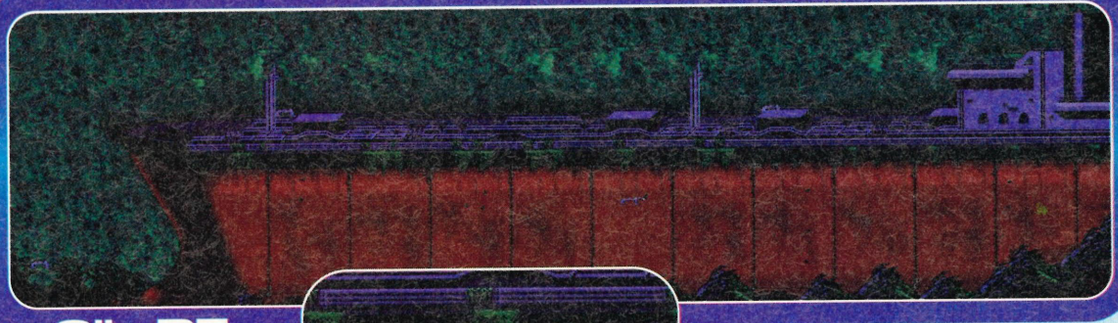
Well, this is a turn up for the books isn't it? A licence that is actually worth more than a kick in the teeth! I quite enjoyed this, gliding around in my underwater wonderland, shooting pirates and climbing into all manner of submersibles in order to bring peace and tranquillity to the bottom of the sea. The graphics that go with it are really excellent, some of them have an almost rendered quality. Yeah, Malibu have come up with a real winner that tickles my fancy as a strategy game but also gets me flexing my shoot-'em-up muscles. There are so many different kinds of sub-games, it's hard to see how anyone will tire of it when there's so much for you to do and think about. I want the same programming team to get the *Baywatch* licence. That could be a hell of a game, but you certainly won't get any sunken chests!

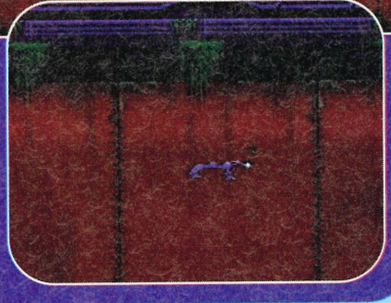


△ *The SeaQuest rises and dives to sail effortlessly through tricky terrain.*

across the ocean floor. The graphics here are some of the best I've ever seen and the only thing that disappoints is the way the battles are conducted *Space Invaders* fashion, using none of the strategy that makes underwater combat so dangerous. I doubt very much that any submarine can move like a speed boat and it certainly demeans the rest of the game.

The real icing on the cake is the music. A tremendous rendition of the *SeaQuest DSV* theme booms out of the TV the moment the game is slapped in, and it sets the scene for the game perfectly.





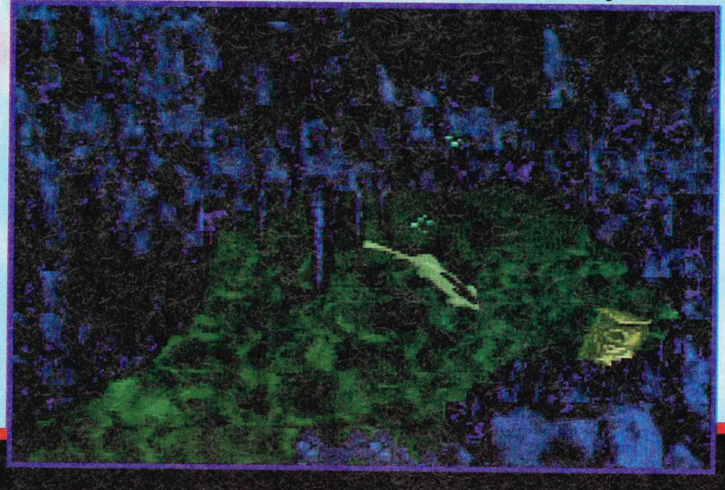
OIL BE BLOWED!

One of the best levels is the oil tanker spillage. Using the Speeder, you must first clear the waters of enemy vessels. Then it's back to the HR Probe to do a spot of repair work on the various holes that speckle the ship's bowels.

Add loads of explosions, alert signals, and other assorted bleeps and blops and the scene amidst the frantic hustle and bustle of the SeaQuest's control bridge is complete.

Usually this type of game would distract me for about five minutes before *Bob's Full House* came on, but *SeaQuest DSV* is different. Its main appeal is hard to define. Perhaps it is the fabulous sense of explorational adventure, or the challenging missions, or even the thrill of gliding around the sea bed; destroying pirates and demolishing billion dollar establishments – who knows? One thing is for sure though, whether you like the show or not, *SeaQuest DSV* certainly makes for an enthralling and utterly compelling game which you'd be completely barmy to ignore. Go on... take the plunge!

▽ *The Stinger explores hidden caves only to discover a multitude of highly dangerous barrels containing toxic waste.*







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RELEASED
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GAME TYPE
ARCADE ADVENTURE

CART SIZE
16MBit

FEATURES
PASSWORDS

CONTROLS



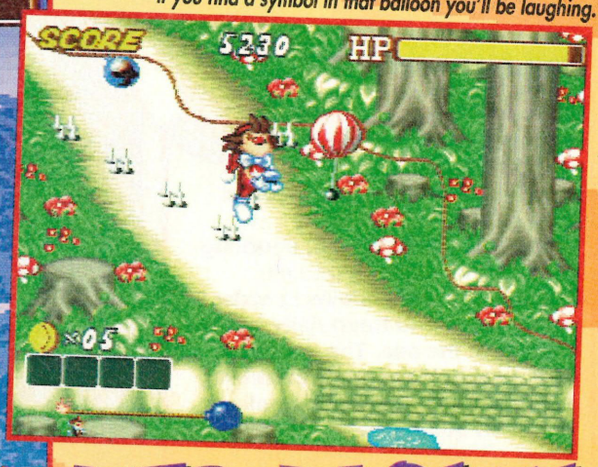
RATINGS

GRAPHICS	91
SOUND	89
GAMEPLAY	87
LONGEVITY	92

OVERALL

90





▽ Spikes on the floor don't do your corns much good, but if you find a symbol in that balloon you'll be laughing.

KID KLOWN IN CRAZY CHASE

Ooh, chase me!

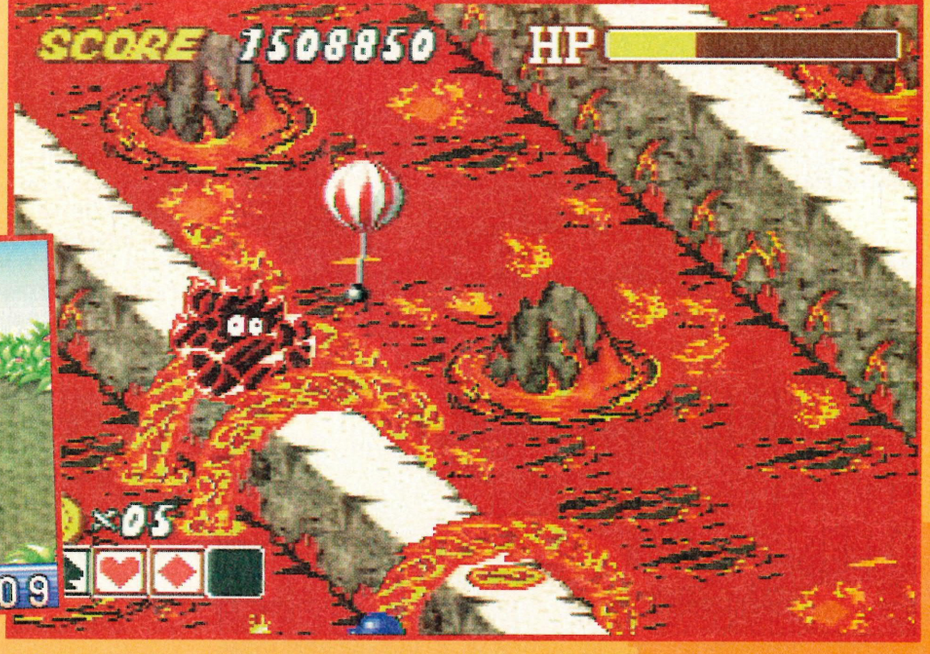


KEITH

With the kidnapping of Honey, the King's daughter, Klownland has been thrown into chaos. To add to their problems, Blackjack the evil space pirate has left a trail of bombs in his wake to scare off any would-be rescuers. Kid Klown knows no danger though, and leaps into hot pursuit of this dastardly renegade.

Crazy Chase is spread over a dozen or so high speed isometric levels, each one a long straight downwards scrolling course containing enough traps, obstacles and general hindrances to give a steamroller a hard time. Kid's task is to reach the bomb at the end before the lit fuse does.

In order to diffuse the bomb, Kid must find four symbols along the way. These are normally floating above him in balloons, but they contain tricks, like bombs (what a surprise), and some of them are even disguised as weights.



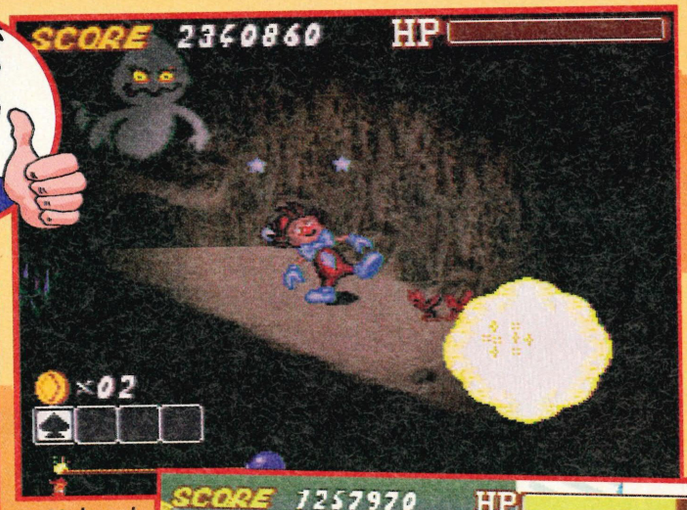


▷ This clown-bashing escapade is one of the many sub-games you'll find littered all over the place.

ANDY



Just what the world needs – a game that recreates on your Super NES those nightmares where you try to run but your legs are mired in three feet of Lyons' gooiest! I first saw *Crazy Chase* at the ECTS earlier this year, where it didn't look too exciting, but when I got a chase to play it properly I quickly got ensnared by the action. The simplicity of the basic idea – leg it as sharpish as possible to the end of the course – is beautifully complemented by the variety of obstacles in your way and the amazing number of ways Kid can be halted. Some of the animations when Kid gets nobbled do drag on for rather longer than it takes for the delay to become frustrating, but then I shouldn't really run into things in the first place, should I? Give *Crazy Chase* a try – it's a rush!



△ *It's the end of the road for Kid as the ghosts close in for the kill.*



▷ *Who needs David Copperfield when you can do this!?!*

One of the outstanding attributes of *Crazy Chase* is the original thought that has gone into the graphics and animation. On the second level for example, a mugger springs out of an alleyway and attacks you. If you get caught, then fair enough, you lose a few of your hit points. If, however, you avoid him, he dashes into the road only to be mown down by a passing car! As you leg it down the road, bits of wreckage fly past you in true Marx Bros fashion.



◁ *A quick glance over the shoulder reveals a crushing blow is soon to be dealt upon our daredevil.*

DAMIAN



The graphics in *Crazy Chase* are impeccable and all of the backgrounds are highly detailed and comical. I love the bit in the street where Blackjack is getting told off by the copper in his hot hatch, and where he pulls up the rope on the first level to try and trip you up. The only downside of this game is the excessive use of animations on the kid. It is infuriating that you must wait for anything up to 15 seconds for Kid to dust himself down. Many times I was constantly hit by the cannons because Kid would not move out of the way in time. With loads of levels and a novel form of gameplay, *Crazy Chase* reminds me of *Paperboy* and I expect it to be just as successful. A good quality release from Nintendo.

The animation on Kid himself must contain over a hundred frames – there's just so many ways the poor fellow can perish. Kid can burn, get squashed, frozen and dunked onto sharp spikes. Even when he's not dying, Kid's frantic expressions are hilarious, truly capturing the do-or-die theme of the game.

But this method of installing personality and charisma into Kid does have its drawbacks. The action (which needs to be as fast as possible – it is a racing game after all) is stopped far too often, with four or five second animations as Kid brushes or shakes himself off, and these ruin the flow of the game. Like the Mario games, when you get hit the process should be as painless and as quick as possible.

Apart from that *Crazy Chase* is hard to fault and there are plenty of fun bonus games between levels. You'll find them in puddles, Coke cans and other places you just won't believe – they're all varied as well, with mole bashing, air hockey and cutesy shoot-'em-ups all making an appearance.

Kid Klown in Crazy Chase (to give it its full name) is a fantastic arcade game; boasting all the qualities needed to make you play it over and over again. I was surprisingly hooked and I think you will be too!





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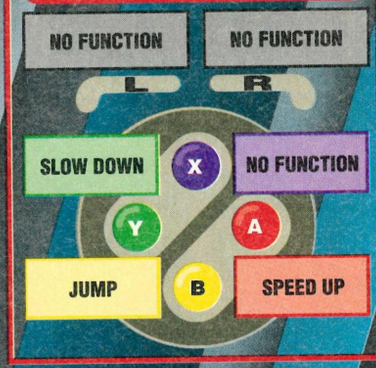
RELEASED
FEBRUARY '95

GAME TYPE
ARCADE

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	86
SOUND	87
GAMEPLAY	86
LONGEVITY	87

OVERALL

86

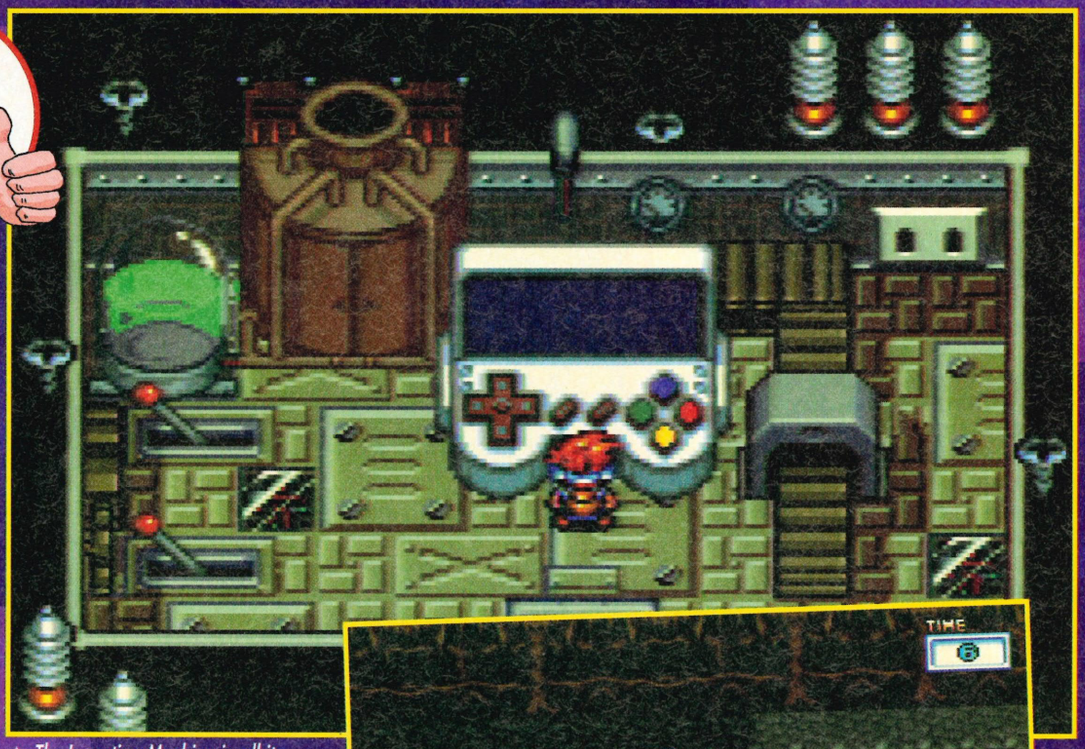
ANDY



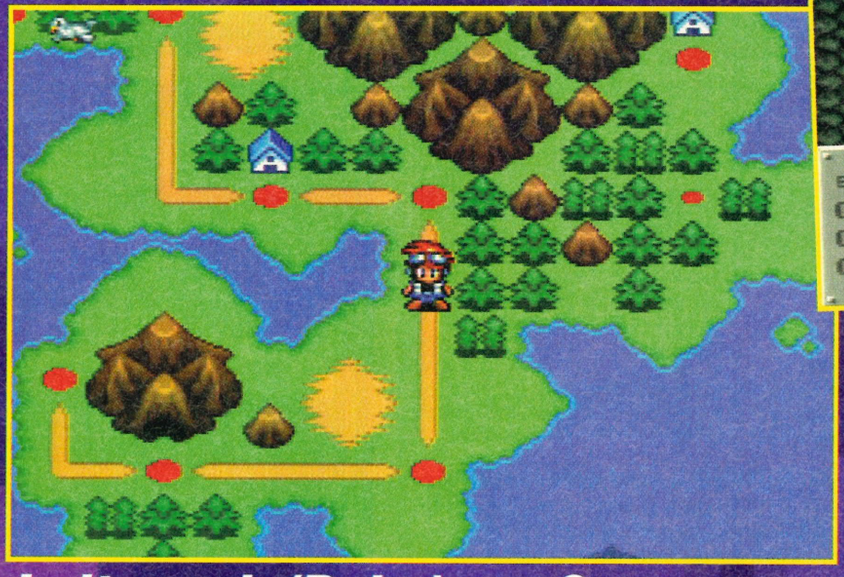
Fancy an RPG that offers you something different, something that is set apart from the rest of the pack? Better give *Robotrek* a miss, then.

I don't mean by that statement that there's anything seriously wrong with Enix's latest game. *Robotrek* just bears more than the occasional similarity to others that have gone before it, in particular the *Final Fantasy* games and Enix's own *Brain Lord*.

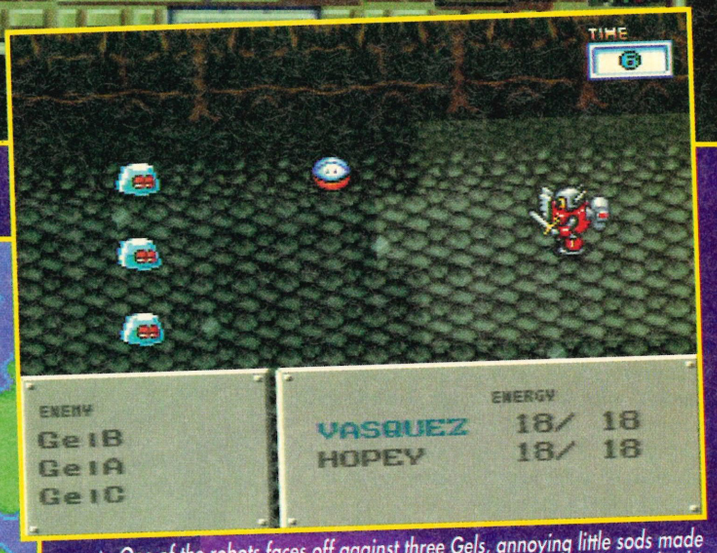
Taking the role of an inventor's son, you start the game having just moved into the town of Rococo, which seems idyllic enough. This being an RPG, however, before you can say "What's the catch?" the bad guys appear and start robbing, kidnapping, littering and generally behaving like Scouse skinheads in a Bournemouth park.



△ *The Invention Machine in all its glory. The controls seem familiar, but I can't quite put my finger on it...*



▽ *The ginger-nut hero wanders around the world map, looking for the entrance to the Star Road.*



△ *One of the robots faces off against three Gels, annoying little sods made of water who rust your metal mates to death!*

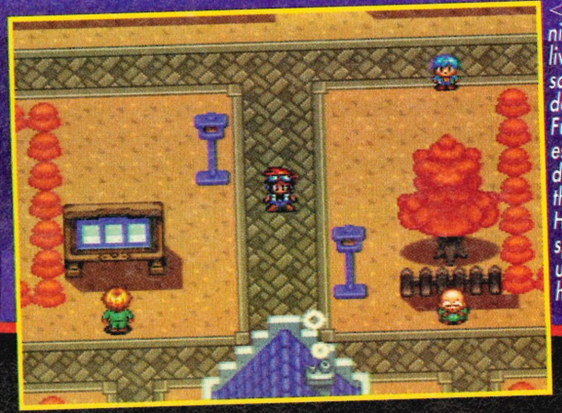
Is it much (Robo) cop?

ROBO Trek

These bad guys – Hackers – may look like Bombermen gone bad, but their goal is (oh yes) world domination, and they don't intend to let anyone stand in their way.

Enter our carrot-topped young friend, who, in the time-honoured tradition of RPGs, is the only person in the entire world who can stop the Hackers. Being an aspiring inventor himself, the begoggled scamp is able to make use of the handy Invention Machine in his attic to build helpful hardware, such as (you guessed it) robots!

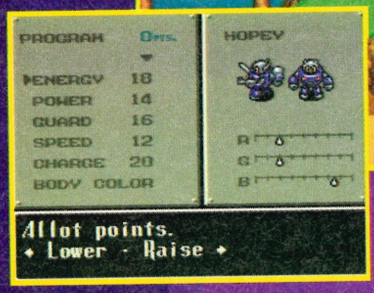
For a kid, the stubby Sparkster lookalike is pretty smart, as he gets the robots to do all his dirty work, such as killing things. As experience and finances permit, our half-pint hero can tool up his tin trekkers with better weapons and defences, enabling them to hack through the Hackers and get on with the business of making the world a happy place again.



◁ *Rococo – a nice place to live, or so it said in the description. Funny how the estate agent didn't mention the marauding Hackers, killer spiders and unfashionable haircuts!*



▷ "Hey! You're Vincent from The Black Hole and I claim my five pounds!"



◁ The Invention Machine also allows you to program your robots to increase their chances in combat.

KEITH



I've played a few RPGs in my time and this doesn't rate as one of the better ones, which is surprising considering it has been written by the same people responsible for masterpieces such as *Soulblazer* and *Illusion of Gaia*. *Robotrek* is very basic graphically and the gameplay is a couple of years old, at least. To me it's more of a kids' introduction to role playing games and is not going to interest experienced players, especially with the likes of *Final Fantasy III*, *Secret of Mana* and of course *Gaia* all available. I would steer clear of this, it doesn't hold your interest well and is devoid of the gripping originality that an RPG needs to stand out these days.

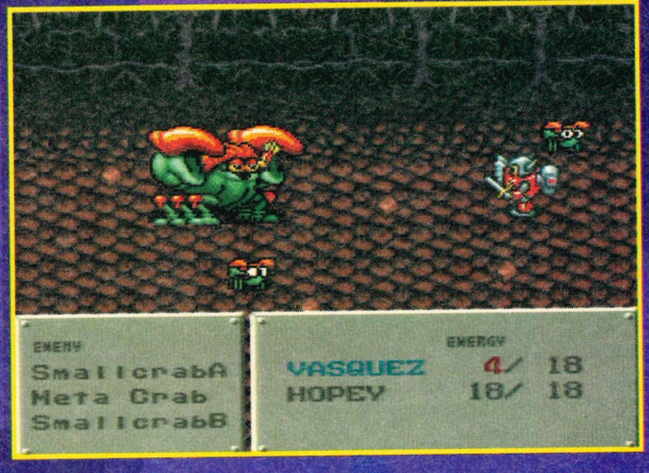
The adventuring side of things will hold no surprises if you've ever played a game of this type before. The people you meet on your travels give you clues to your next action, and completion of each objective opens up new areas to explore.

This might seem limiting, as you don't have the freedom to explore, but it stops you wasting time wandering aimlessly, and the fact that you can see new locations tantalisingly out of reach acts as an incentive to keep playing.

Combat, an all-too frequent part of the game, follows the round-based system of games like *Final Fantasy III*. Personally, I prefer the more action-based systems of *Zelda III* and *Secret of Mana*, as you have more control over the battle. Still, it's done better here than in some games, as the amount of menu flipping is (thankfully) kept to a minimum.

Robotrek, then, is straight from the RPG Construction Kit – it looks and sounds very attractive, is fun to play, but doesn't offer anything over its rivals. When you consider that these rivals include *Illusion of Gaia* and the mammoth *Final Fantasy III*, *Robotrek* starts to look a bit pale. A few neat touches and a quirky sense of humour, like the walkie-talkie hint/save game feature, or boiling one enemy alive in his shower, aren't quite enough to lift this game into the ranks of the great.

▽ This is Meta Crab, leader of the Hackers and much sought after by the Dynasty Chinese takeaway (number 34 with rice).



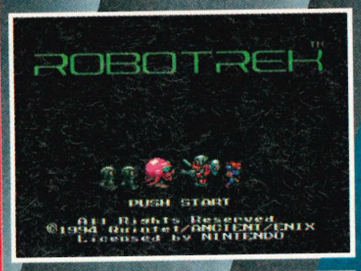
RYAN



I love Enix RPGs – they never cease to capture my undying attention, and *Robotrek* is no exception. It starts in the familiar fashion with a story unfolding as you wander around a village chatting to people, and then gradually builds up into a very intriguing adventure. One thing did disappoint me, the annoying combat sequences. Instead of roaming around killing things on the spot, the action switches to a different screen where your robots must take it in turns boffing the opponent. If you like this style then fine, but it certainly gets on my nips! Everything else in this game is marvellous, good graphics, fine sound, and monstrously addictive.



△ If he's that great, why doesn't he invent something that can give him a decent haircut?





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ENIX
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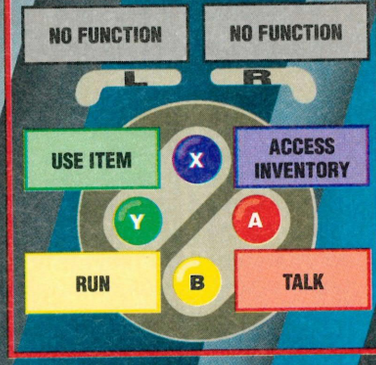
RELEASED
US IMPORT

GAME TYPE
RPG

CART SIZE
12MBit

FEATURES
BATTERY BACK-UP

CONTROLS



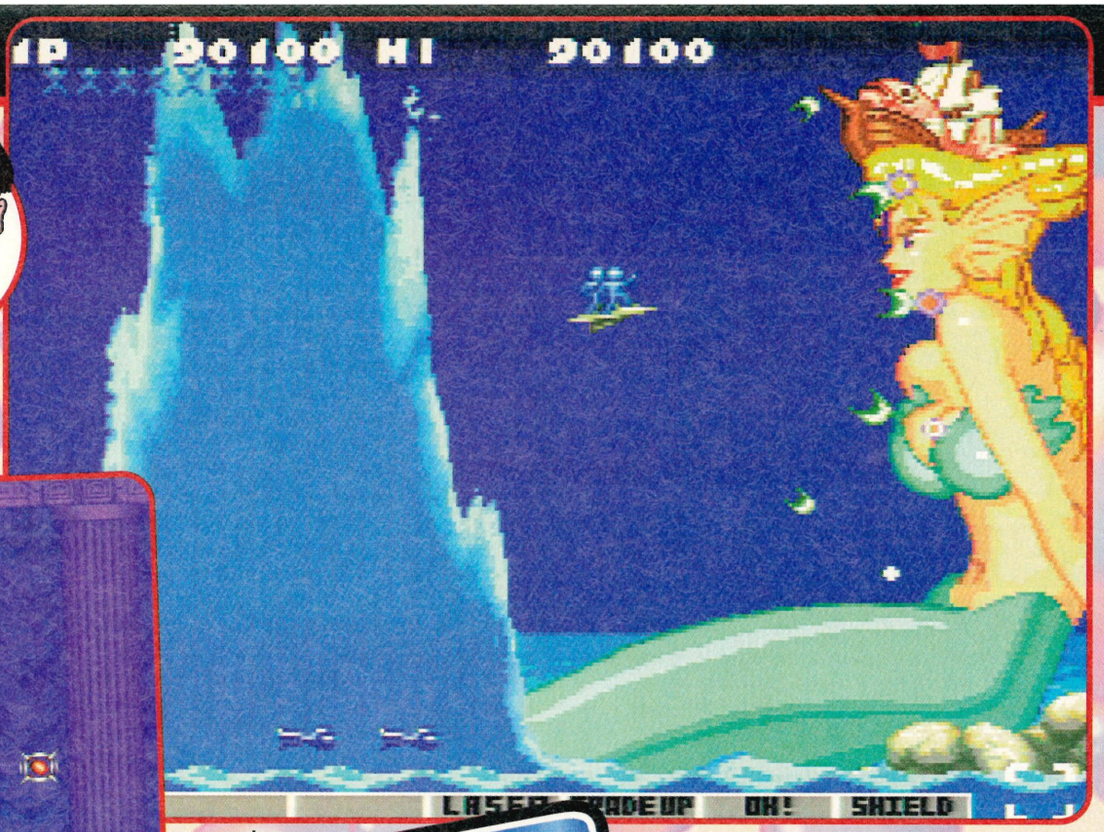
RATINGS

GRAPHICS	84
SOUND	80
GAMEPLAY	80
LONGEVITY	76

OVERALL

82

ULTIMA PARODIUS



KEITH



Take zany shoot-'em-up, *Parodius* and whip it up with a bit of classic Konami characterisation from the likes of *Mystical Ninja*, then bolt on a few more crazy ideas and you have *Ultimate Parodius*!



△ *Watch out, or you could end up soggy!*

△ *A new addition to London Zoo tries a new method for finding a mate.*



▷ *This deadly contraption takes some nifty manoeuvering to avoid.*

Compared to the original game, *Ultimate Parodius* has a plethora of options that help to enhance what is basically the same style of gameplay. Instead of four ships to choose from, you get 11! You can select for example Upa, a tiny baby, Goeman (star of the *Mystical Ninja* series) and Koitsu (who flies a paper plane) as well as the original four. Now that's freedom of choice.

But what exactly was *Parodius*? A colourful, cartoony and highly exotic side-scrolling shoot-'em-up which did pretty well for Konami. *Ultimate Parodius* is more of the same – but weirder! But it is just a shoot-'em-up, right? Wrong. The simple and highly compulsive gameplay is still present, but now Konami have shifted into wildly stupid mode and really let their hair down.



△ *Out of my way punk, chicken, thingies... oh, I don't know what's going on with these enemies, must be native to Japan.*

ANDY



They're mad as milk, those Japanese. One minute they're all sensible, building TVs the size of toenails and imposing trade quotas; the next, they're being invaded by sex-changing giant lizards and chopping off their little fingers (or something). *Ultimate Parodius* shows what happens when you get a load of repressed programmers together and put dodgy substances in their coffee. As far as the looks and sounds go, I love it! The actual game isn't as off-beat, unfortunately, as it's a retread of the original, too easy, *Parodius*. Before you know it, you'll have hammered the veil-wearing octopus at the end, battled the bonus stage Meka-Penguin, and been left thinking "Is that it?" If you don't have *Parodius*, this may be worth considering, but bear in mind that the original can now be bought at discount prices – that's how I got my copy. Speed up! Ripple laser! Wibble!

WEEEEIRD!

11 strange odd-bods to choose from – a bit like the England cricket team!


DRACULA


GOEMAN


HIKARU

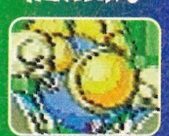

KOITSU


MAMBO


MICHAEL


PENTARO


TAKOSUKE


TWINBEE


UPA


VIC VIPER

The game plays like one continuous level, but the sheer brilliance of the novel ideas and enemies makes it a constantly freshing experience. The original was noted for its bosses – a huge golden eagle (wearing a stars and stripes top hat), a large belly dancing woman, and even an octopus taking a shower. *Ultimate Parodius* is no different, and many of the bosses make a return visit and there are plenty more to test your reactions.

But that's nothing compared to what happened to my paper plane when I hit the shield option. There I was happily flying along when all of a sudden a huge condom (I kid you not) materialised on the nose of my plane and proceeded to pulsate and wobble about! I pray I never meet the programmers of this game.



△ A game filled with joy. Luckily, this isn't...

▷ Get the idea? Basically you have to fire quite a lot. Complicated I know, but try!



RYAN



The first was totally brilliant, and the concept just gets better with this strange sequel... or perhaps sequel is the wrong word to use. *Ultimate Parodius* is more of an upgrade in a similar vein to the *Street Fighter II* games, with more characters and an even greater array of unbelievable weapons. If you've played the first game a lot, then most of the levels in this game bear a striking resemblance and are tackled in pretty much the same way. However, this offers lot more besides and will keep *Parodius* fans enthralled and amused for ages.



Ripples of laughter!

Each ship has a different arsenal. Upa has an 'M-Crush' that envelopes him in fire and destroys everything on the screen, Koitsu drops little men who act as bombs and even turn into little dinghies if they land on water! There must be over 50 different ways of destroying your enemy and that's not including the bells that can be picked up for extra artillery.

Graphically, none of the levels are outstanding, but that's more than made up for by the sheer number of enemies. The fabulous tunes blare out non-stop and constantly change to suit the area you're in, and even differ depending on what character you use. You could not hope for more.

The only problems this game faces are that a) it slows down quite noticeably when many enemies are on-screen, b) it is a little too similar to the original, and c) Konami are NOT going to release it officially, which means you have to get it on import. Yah-boo-sucks!

Ultimate Parodius is one of a kind. If you like a blast then let your imagination run riot and play this till the cows come home. It's everything a game should be; a damn good laugh and challenging without being too annoying, and it could quite possibly change your perception of the Japanese forever! Top, bangin', sorted!





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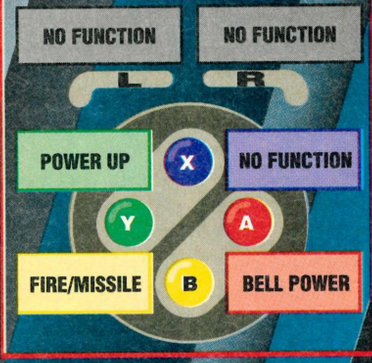
RELEASED
JAP IMPORT

GAME TYPE
SHOOT-'EM-UP

CART SIZE
16MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	86
SOUND	88
GAMEPLAY	93
LONGEVITY	89

OVERALL

88



MADDEN '95

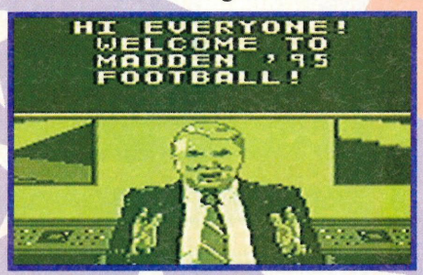
It's that fat fellow again!



RYAN

Credit to THQ, or rather Malibu Games as they like to be called these days, for attempting the seemingly impossible task of converting the extensive bulk of John Madden (no offence, John!) onto the Game Boy.

I was surprised to see just how much of the successful run of Super NES games has been crammed into this cart. The seasons, play-offs, teams, and the flipping huge play books that make Madden the name to trust when seeking the ultimate American Football game are all here.



△ *He looks more like Jack Palance every day!*

Madden '95 on the Game Box starts off on the right foot with great presentation and intro sequences, but this all starts to crumble when you get into the actual game. Admittedly, it looks fab on the Super Game Boy – loads of colour to bring out the atmosphere, big sprites, easy to follow action, and indeed a fair chunk of playability.

But all of this goes out of the window when you plug the cart into the standard Game Boy. What were well defined player sprites on a big screen hideously transform into flickery fleas that dart around so fast your eyes become glazed and threaten to drop-out!

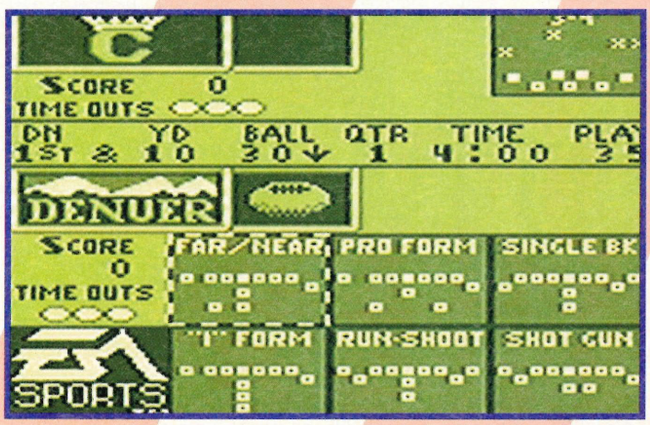
With a game such as American Football, where the plays are so vitally important, not being able to follow the action can be a bit of a bummer when trying to clinch that all-important Super Bowl victory.

There are a lot of elements to make this... or try to make this game more appealing, such as short, snappy graphical sequences when you pull off a good play or score a touchdown, digitised crowd pictures to spur you on, and even a smidgen of distorted speech thrown in for good measure.

There certainly aren't a lot of American Football games around for Game Boy fans, and despite the microscopic graphics and suspect gameplay, *Madden '95*... I suppose is at the top of the pile, although this isn't saying particularly much, and there is certainly plenty of room for improvement.



Madden looks stunning through the SGB. The pitch is ultra bright and the players stand out a lot more. The intro screens also look good.

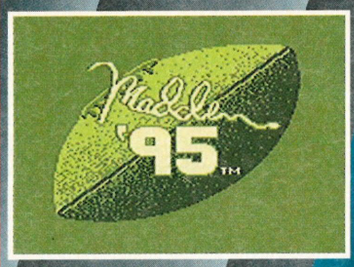


△ *Here we see John's bulky playbook, plus a whole host of other useful info to boot!*

KEITH



Poor old John, it looks like his head is just about to fall off on the title screen. The rest of the game holds together quite well though, all the 'plays' are there and a lot of the options that I never understood on the Super NES are here too. I don't like the passing sound effects however, it sounds to much like the whining of a bomb falling from the sky. Maybe it fell on the sprites – they seem to be in a bit of a state, and certainly don't look much like American Football players. But I guess it's the strategy that counts in a game of this type and that is entirely intact, thankfully. The best American football game on the Game Boy.





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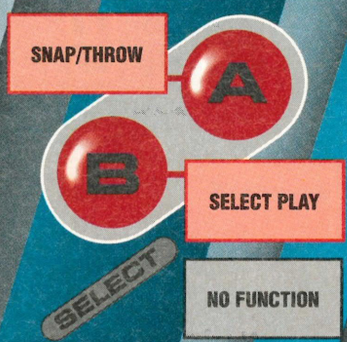
RELEASED
OUT NOW

GAME TYPE
SPORTS SIM

CART SIZE
4MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	59
SOUND	67
GAMEPLAY	70
LONGEVITY	73

OVERALL

72



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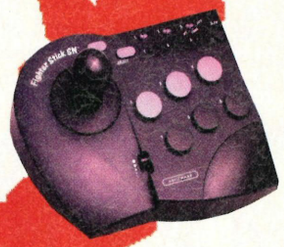


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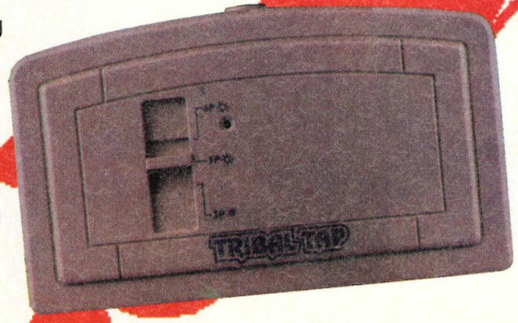
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△ *There can be no mercy in the full blooded fury of war, as the local villagers will find out when they return from their water hole.*

KEITH



Whop out your machine gun and take a hike down death valley! *Cannon Fodder* is here and its filled to the brim with violence, pointless maimings and quite simply the most awesome adrenaline-pumping blasting action I've experienced for a long time!

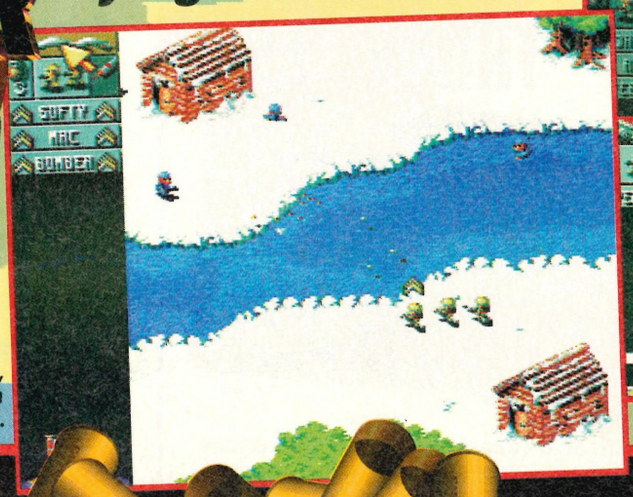
I loved this game on the Amiga when it first came out 18 months ago and my feelings haven't changed for the Super NES version. It is pixel-perfect in every way. But why do people like this sort of game?

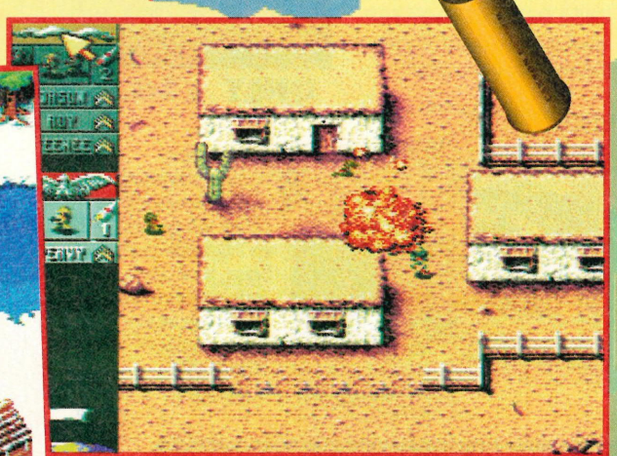
The sprites are tiny (like all Sensible games), with your little troops scurrying around the huge levels like demented ants with Tommy guns. The plot is non-existent – all you have to do is breach your way through 24 progressively difficult levels (over 100 stages in all) dishing out mass destruction to everything in sight. Houses, enemy troops, villages, bridges, vehicles – they all get toasted in your endless quest for bigger and bigger bangs.

CANNON FODDER

Dying in the sun!

GAMER GOLD





▷ *Huffing and puffing won't help, what you need is the latest in high powered rocket launchers.*



△ *The strain gets to this motley crew as they destroy the fence surrounding the latrines!*



△ *The more kills a soldier gets, the bigger his gravestone – that's gratitude!*

The main reason for *Cannon Fodder*'s success is the instant accessibility of the gameplay. The controls are incredibly simple – you point the arrow, click a button on the mouse or joypad and your group of men will surreptiously blast everything in range. It's that simple. You can't go wrong.

When you first begin, the only troops to destroy are three enemy soldiers who are only too ready to wilt under a sadistic spray of 9mm shelling. At least it gives you a chance to get used to the 'point & click' method of moving and shooting which can be slightly awkward on the control pad, but a breeze on the mouse – a fine inclusion.

The controls work like this: one button tells your troops where to go, and the other controls their trigger fingers. A key part of the game is the way you are not restricted to firing straight ahead when running. Just like in *Wild Geese*, *The Dirty Dozen* and *Where Eagles Dare*, you can leg it to hide behind a building whilst riddling the enemy with bullets in all directions. If you've ever played *Smash TV* then you'll know how well this system works.



◁ *Join the army! Travel to exotic countries! See cute aquatic mammals! And kill them!*

As you progress and the levels increase in size, so your band of soldiers must increase in size also, with three, four and even five squaddies always eager to take on the bloodthirsty responsibility of sending those enemy guerrillas to the big battlefield in the sky.

Can there be anything more fun than taking over the destinies of four plucky lads and using them to cut the enemy to pieces with large and meaty sounding machine guns, pausing only to leap into a helicopter and rake the ground with M-60s? This is the life! Apocalypse now!

One of my favourite pastimes is jumping into the skidoo on one of the snowy levels and slicing the limbs off anyone who gets in my way as you career recklessly through the icy wastes. I'd be happy doing that all day. The only problem is that eventually you must do a *Dukes of Hazzard*-type jump over the river in order to reach the rest of the enemy base while dodging a salvo of rockets – that's the hard bit!

While you can't fire your guns in the skidoo you certainly can in the helicopter which is found in the jungle and on the moors later on. There isn't much really that should worry you when you're in one of these, as long as you take

MAJOR BENEFITS



Using the mouse makes *Cannon Fodder* an even bigger joy to play. It's faster, more accurate and quite obviously how the game was intended to be played in the first place, Get one if you can, it really makes a difference!

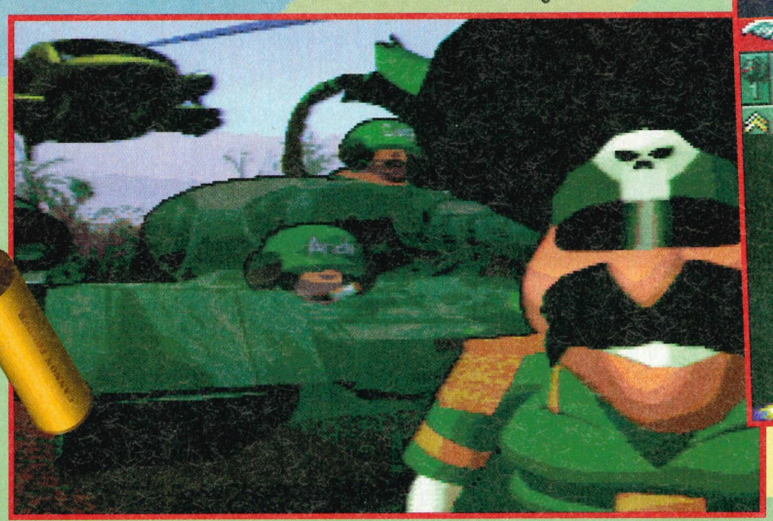
DAMIAN



Cannon Fodder is Rambo-maiming-tastic! Pure unadulteratedd violence – gore for gore's sake – the ultimate machine gun blasting frenzy for the mentally unbalanced. And I love it. I cannot think of a single game that has brought out the sadist in me this much since *Commando* and *Mercs*. Name one other game where you can wound the enemy, then casually riddle him with bullets as he lies groaning in the desert heat. The variety of missions and terrains is fan-bleedin'-tastic and the best bit surely has to be using a rocket launcher to take out a seal or a band of troops playing cards in their huts. The skidoo sections are annoying because it is hard to control, and it is just soooo frustrating when your entire group is taken out with a bomb – but that's life, er death. Buy *Cannon Fodder* and treat yourself to one of the best shoot-'em-ups of all time. More fun than invading Iraq!



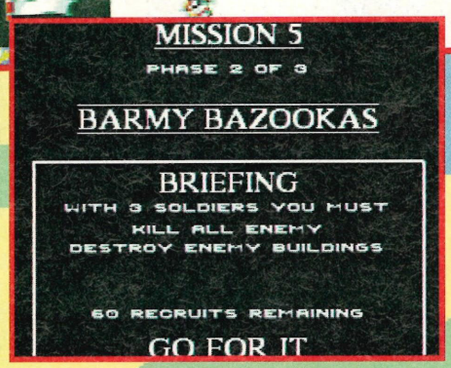
△ *Blood flows freely as your men attempt to destroy the shed you can just see at the bottom right of the screen.*



△ *Viva El Presidente! Having struck oil in his cellar, this moustachioed madman wants to take over the world.*



△ *I'm a skidoo – how do you do!*



out any rocket launchers lurking on the ground first.

The huge rotating gun turrets make for some large scale demolition activities too, so there's no end of interesting devices when it comes to ensuring nobody gets out alive. Not since the days of *Commando* has the fighting spirit been captured so perfectly. Pacifists beware – *CF* is not for the faint-hearted.

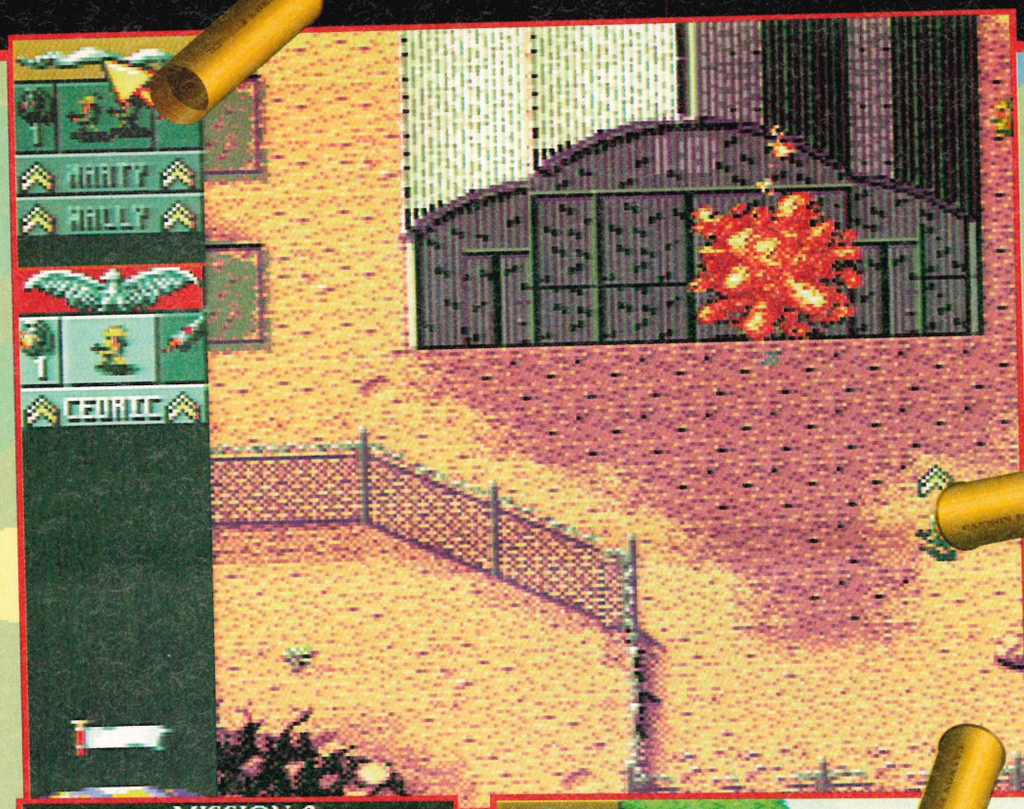
So there you go, *CF* is without doubt a rip-roaring shoot-'em-up, but there's also a subtle strategy element tucked in there too. Each time a soldier successfully survives a mission, the number of kills notched up is added to an overall tally and he is promoted to a higher rank; increasing his speed across the terrain, the accuracy of his shooting and lengthening the range of his weapon.

If he dies in action, though, his name is immediately added to the long list of those who have perished in the line of duty, and a suitably commemorative gravestone is erected on Hero's Hill.

Fortunately, Sensible Software have included an essential password save function; activated when you press Select on the Hero's Hill screen. This means you can test out a wide variety of stategies for each level until you find one that works perfectly.

Another important aspect of the game is that you can split up the group and send individuals into the fray in case disaster strikes. What's the point of building up the experience of your men, only to have a lucky rocket land right at your feet and take out the lot of you?

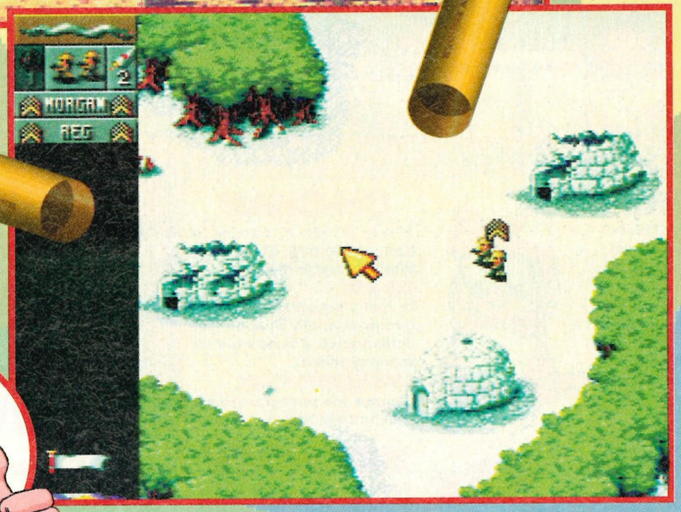
Earlier levels don't require you to use this approach, but as you reach some of the later missions you will learn the



◁ Looks as though this hangar should have something really important inside considering a guy with a rocket launcher is on the roof. Strangely, it's got naff all inside.

▽ Private Parts. Corporal Punishment. Major Disaster. But you try to think of a Sergeant gag!







ANDY

What an excellent game! A handy yardstick I use to gauge a game's playability is how far into the night it keeps me up. *Cannon Fodder* kept me up a *very* long time indeed. A classic mix of simplicity and depth, Sensible's latest is even more fun than watching Clint annihilate half the Wehrmacht without reloading his machine gun! Several issues back, I castigated *Metal Marines* for its lack of strategy – *Cannon Fodder*, on the other hand, is the tactical dream that all couch commandos have been waiting for. Outflank the enemy, despatch scouts, launch attacks from all sides, send raw recruits to certain death in suicide attacks – brilliant! As well as its strategic side, *Cannon Fodder* is also a great *Commando*-style arcade game, with more death shrieks than any game since *Beach-Head 2* on the C64. Even without a mouse, play is smoother than a silk-suited shaver salesman, and with 24 missions to battle through, you'll have run out of Arnie-esque combat quips long before El Presidente bites the dust. For once, war is heaven!

importance of sending in an advance battalion to clear the way, then your higher ranked officers can steam in with their longer range and more accurate shooting to finish the job off.

One of the best features in *CF* is the artificial intelligence. It is a real challenge to outwit the enemy troops (even if some are sitting ducks in the water), and you never know who's round the next corner.

The cleverly designed landscapes seal the atmosphere to the game and the variety of snow, jungles, desert, and swamplands (to name but a few) keep the gameplay fresh and vibrant. I especially liked the way the levels are interactive, so that you can swim across lakes and get stuck in quicksand, as well as looking out for the enemy. Fantastic!

Cannon Fodder is class, and it's the best war game I've played since the days of *Beach Head* on the Spectrum and *Risk* in my front room! Wildly exhilarating and sadistically addictive, it's a vent for all those pent-up frustrations acquired during the annual Christmas visits from irritating distant relatives.

Think of those who fought for your country years ago and pay your own demented respects by buying this. None of the money goes to charity, it all goes to Virgin (well most of it), but they deserve it 'cos it's a brilliant game.



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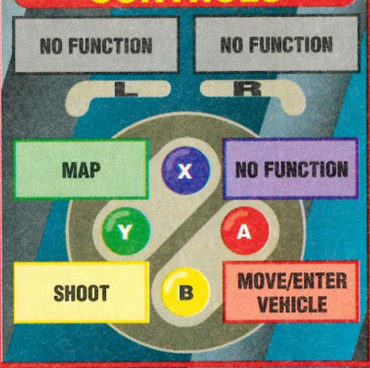
RELEASED
JANUARY '95

GAME TYPE
SHOOT-'EM-UP

CART SIZE
16MBit

FEATURES
PASSWORDS

CONTROLS

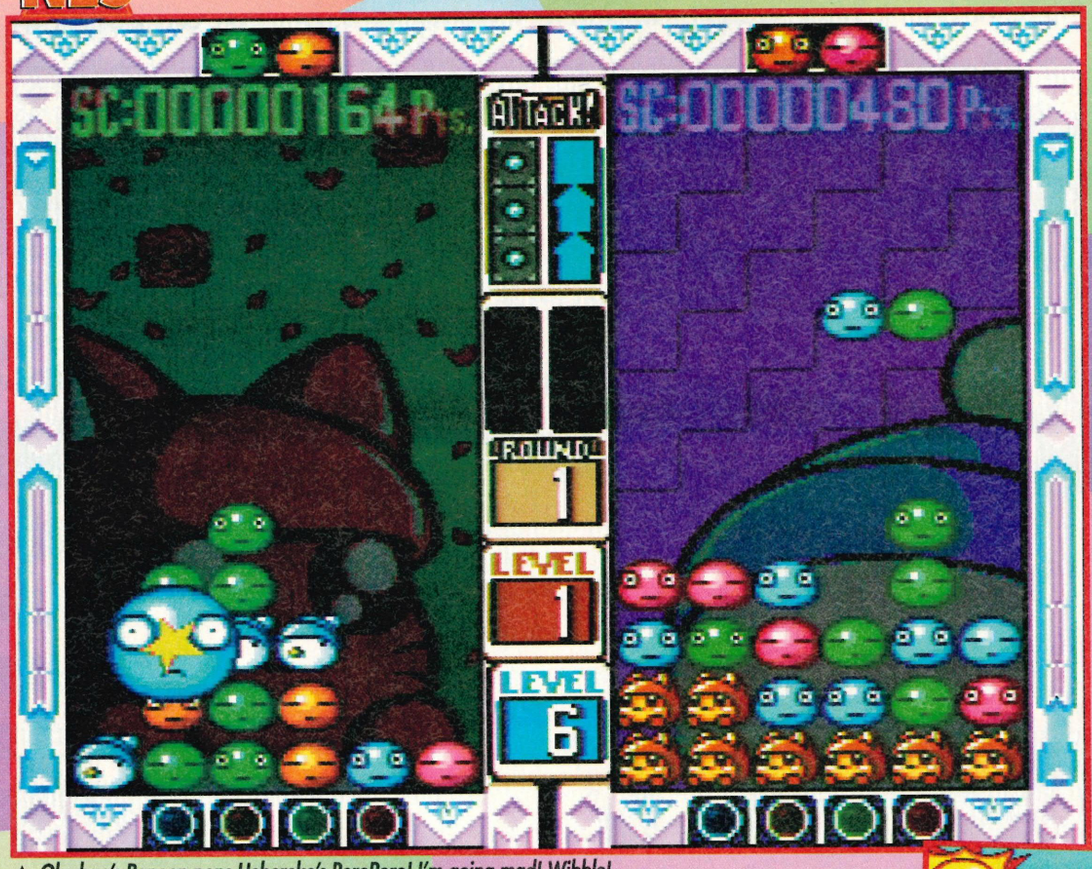


RATINGS

GRAPHICS	84
SOUND	84
GAMEPLAY	95
LONGEVITY	94

OVERALL

93



△ Oh-chan's Popoon pops Hebereke's PoroPoro! I'm going mad! Wibble!

ANDY



Hebereke's Popoon is another addition to the ever-growing list of *Tetris*/*Puyo Puyo* puzzle games. At the moment, it seems as though any video game character can blag a starring role in one. Mario, Yoshi and Wario have already done it, and Bomberman and Twinbee have their own variants skulking in the wings. No doubt we can expect the *Mortal Kombat* puzzle game soon...

The basic idea is the same as always; things drop from the top of the screen, and you have to stop them piling up by manoeuvring the falling objects into groups so they disappear.

Popoon's objects are wurflegum-like blobs (the eponymous Popoons), and they have to be placed by colour in lines of three or more, whereupon they give you a rather offended look and burst.

Inevitably, there is a bluebottle thrashing around in the ointment. In

HEBE-WHAT?



HEBEREKE

He's a duck. We think. Anyway, he's the hero and he wears a bobble hat.

CHARGE ATTACK
Hebe appears and pops several columns of his Popoons.

CUT-THROAT ATTACK
Our quacking pal lobs a load of PoroPoros into his opponent's playfield.



OH-CHAN

She's either a cat or a transvestite dog. She's cute. She's also quite mad.

TAIL KICK
In the true spirit of feline generosity, Oh pushes her bottom rows of Popoons over to her opponent.

ROCK SOLID ICE ATTACK
Freezes the enemy's blocks, making them hard to remove.



JENNIFER

An ambulatory angler fish? As Jeremy Paxman would say, "Yyyeeeeessss."

BOOM BOMB ATTACK
Jen gets rid of her Popoons by dropping bombs on them.

ZAP ATTACK
Temporarily freezes her adversary's playfield. When play resumes, the pent-up Popoons all drop at once.



SUKEZAEMON

Looks to us as if this chap's a ghost. Who you gonna call?

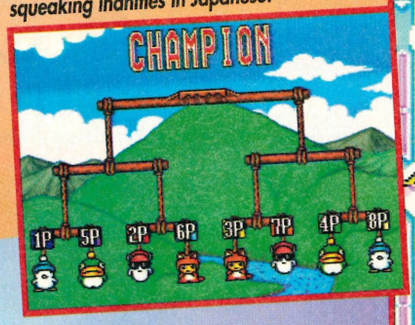
SUKE 16 TON HAMMER
Smashes Suke's pesky Popoons to powder!

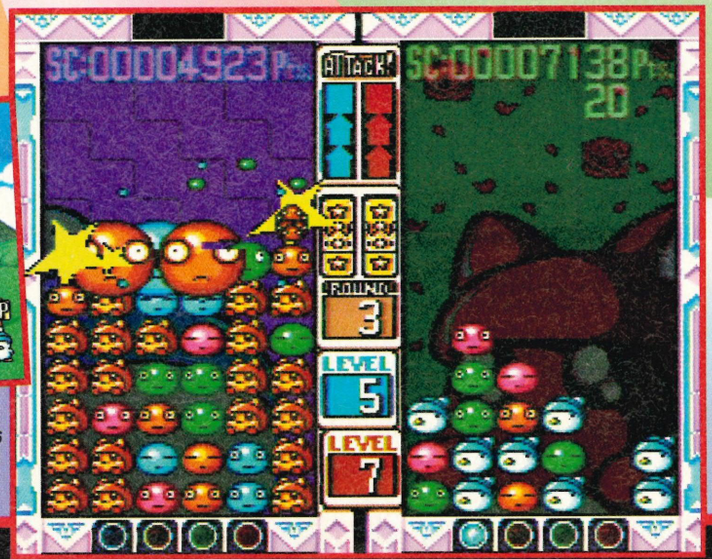
EYE POPPING ATTACK
As the name suggests, Suke's eyes indeed pop out and wreak havoc on the other player's Popoons. Ick.



△ In Story mode, Hebe has to take on other maniacs.

▽ The Tournament mode supports up to eight players in a knockout contest. Turn your friends into gibbering heaps, squeaking inanities in Japanese!





▷ Pah! Piled-up Popoons and PoroPoros pierce the playfield and pop pitifully!

KEITH



This is so weird. I could jump up and down shouting "Kill the custard!" and it would make more sense than playing whatever the hell this is called. It's good fun though, if you ignore the fact that it's a blatant clone of half a dozen other puzzle games (ie *Tetris*). If you're into Japanese humour (which would take any westerner several years of LSD abuse to understand) then you'll love it to bits, especially if you couple your interest with an obsession for mind-bending puzzlers and then you've got a real time killer on your hands. I'd like to see it translated though...

Hebereke's POPOON

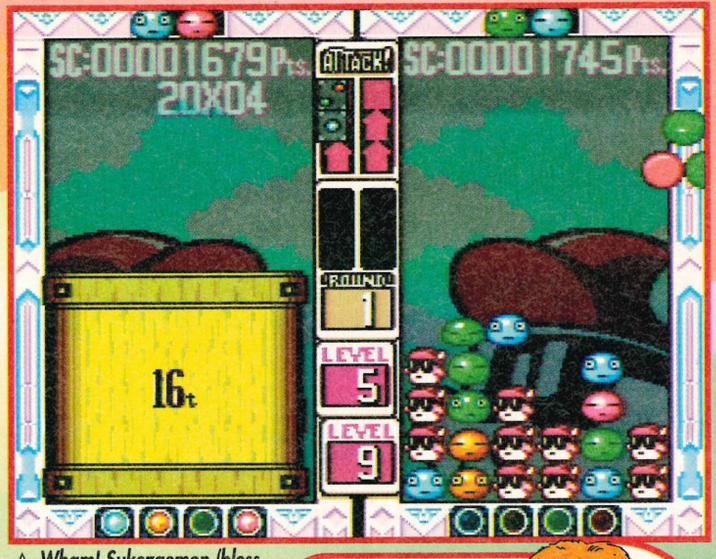
It's a quacker!

Popoon's case, it comes in the form of severed heads – hey, maybe this is *MK* after all! – called PoroPoros, which appear every time your opponent disposes of a line of Popoons. These PoroPoros take the colour of your opponent and can only be removed if you put a Popoon of the same colour next to them. Still with me?

If you're not, don't worry – it's the kind of game which is easier to play than explain. Extra complexity is added by the option of special attacks, which are activated by the disposal of several groups of Popoons at once.

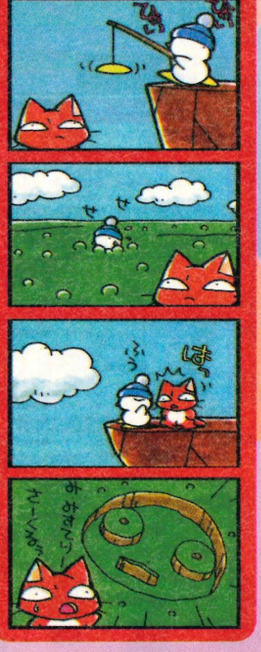
Hebereke's Popoon has three basic modes of play. Game mode is a one-on-one Popoon-fest, where you play against another player or the computer. Elimination mode lets you set up a tournament with up to eight players, and Story mode casts you as the titular Hebereke on his travels. Assorted cute loons block Hebe's path, spouting gibberish, and the only way to pass them is to challenge them to a drinking contest. (Well, not really.)

As the game is so similar to *Super Puyo Puyo*, the best way to judge *Popoon*'s gameplay is to compare the two. Having only to create lines of three in *Popoon* makes the early stages of the game faster, but also makes it less strategic, as it is more difficult to set up intricate chain reactions (parts go off before you're ready).



△ *Wham! Sukezaemon (bless you!) uses his Pythonesque special attack to clear his screen of Popoons.*

This is an example of the Hebereke comic strip, as featured in one of the Japanese Nintendo mags. If you can understand it, let us know. On second thoughts, don't. You'd be just *toooooo* weird, even for us.





△ *Another victory for the beaky bloke! Put the fish in my underpants, matron! Yib yib!*

RYAN



Bleuugh! Don't you just loathe and detest those squeaky helium-induced voices that seem to squirm out of every Jap game with a cutesy central character? *Popoon* is full of 'em and I'm beginning to feel queasy. Apart from the awful name, *Popoon* is damn fine fun, and best played with two players. The *Tetris*-style action is probably the most frantic seen in this type of game – those blobs rain down like hailstones! Overall, I prefer *Puyo*, but it's a close call.

The special attacks add an extra dimension absent from *Puyo Puyo*, but purists will probably find them a bit gimmicky. The way PoroPoros are removed also makes it far harder to clear the screen once things start piling up.

Essentially, *Hebereke's Popoon* relies more on chance than *Super Puyo Puyo*, which makes it just that crucial bit less satisfying. It is fun, and puzzle fans will probably spend a lot of time with it, but, for me, *Super Puyo Puyo* wins in the wurflegum stakes.





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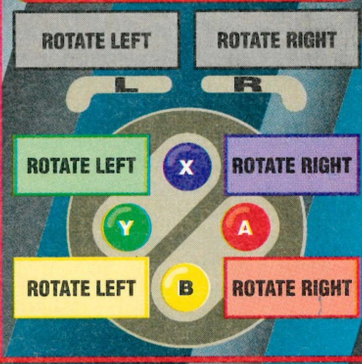
RELEASED
DECEMBER '94

GAME TYPE
PUZZLE

CART SIZE
16MBit

FEATURES
8 PLAYERS

CONTROLS

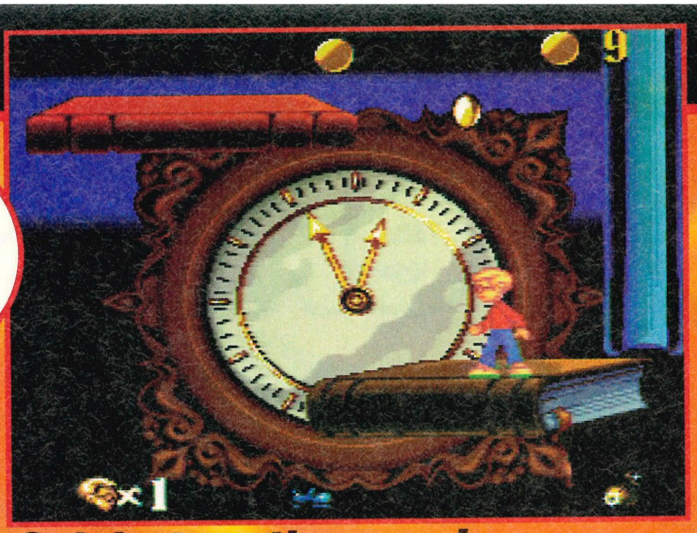


RATINGS

GRAPHICS	75
SOUND	85
GAMEPLAY	90
LONGEVITY	82

OVERALL

88



Quick, turn the page!

THE PAGEMASTER



RYAN

Blimey folks, you're witnessing history – a game based on a film that is actually coming out *before* the film it is based on (phew, try saying that after 12 pints!)!

Pagemaster, unsurprisingly, is a platform affair in which you take the dorkish role of geeky book worm, Richard Tyler, who wakes up in a bizarre animated world after having a bit of a bad turn at a mystic library.

Trapped inside a looney storybook (probably a Huxley!), Richard must venture through 37 levels which take him through three distinctly different chapters: horror, adventure, and fantasy, in order to return to the real world.

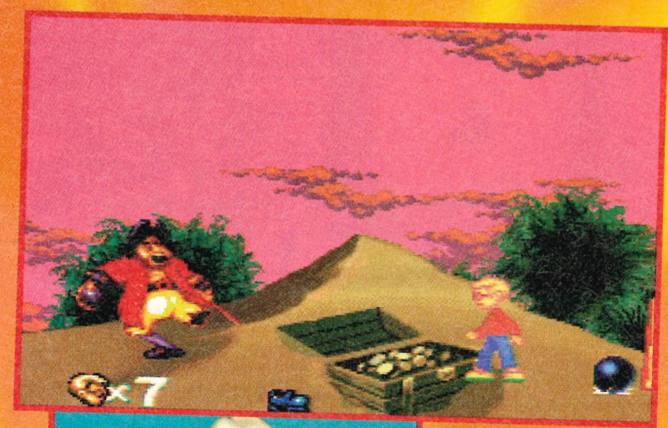
There are no real surprises here, only loads of nasty creatures to contend with, bonus items to pick up and use, and the usual assortment of secret rooms to find and conquer.

The graphics are bright and cheerful, with tripped-out enemies attacking from all angles, and some very nice Mode 7 flying sections. However, although the central sprite does bare an uncanny resemblance to the drippy Culkin and moves quite convincingly, the collision detection is annoying because you have to land precisely on a platform to avoid plummeting to your doom.

Pagemaster is quite fun when you pick up the objects which allow you to climb walls and shoot nasties, but with gameplay as repetitive and simple as this, it is very short lived.

I actually thought *Pagemaster* would be challenging when I started out, but once you master the controls and basic mechanics behind the game it becomes a doddle to complete (I took less than a day).

Sorry Virgin, *Lion King* was first class, but this is a cheap way to follow it up!





△ *Blimey, it's Captain Pugwash! But where are his two crewmates, Seaman Stai- (stop right there – Ed).*

◁ *The Culkster loses himself in a book – literally!*

▽ *Best Macaulay Culkin film – the one where he got stung to death by bees.*





KEITH

I love the way Virgin cushion their quality products with incredibly average products like this and *Fievel Goes West*, just to let us know they are human and do release a bit of tosh every now and then. How thoughtful! *Pagemaster* has nothing and yet it has everything. In other words, it has no excitement or lasting interest but loads of ripped off ideas that wouldn't pass off as original ten years ago. The only section that had a modicum of enjoyment was the flying book level, but that was marred by strange grey blocks that seemed to bear no relevance whatsoever to the story. If you are thinking of buying it for a small relative, don't!



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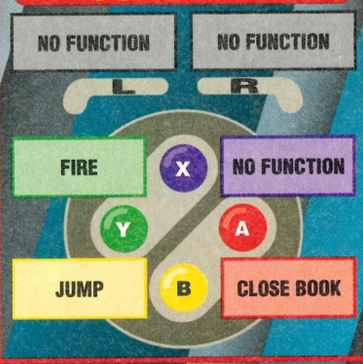
RELEASED
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GAME TYPE
PLATFORM

CART SIZE
16MBit

FEATURES
PASSWORDS

CONTROLS



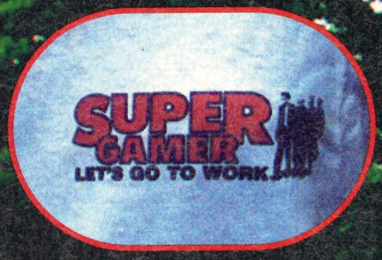
RATINGS

GRAPHICS	80
SOUND	79
GAMEPLAY	57
LONGEVITY	54

OVERALL

68

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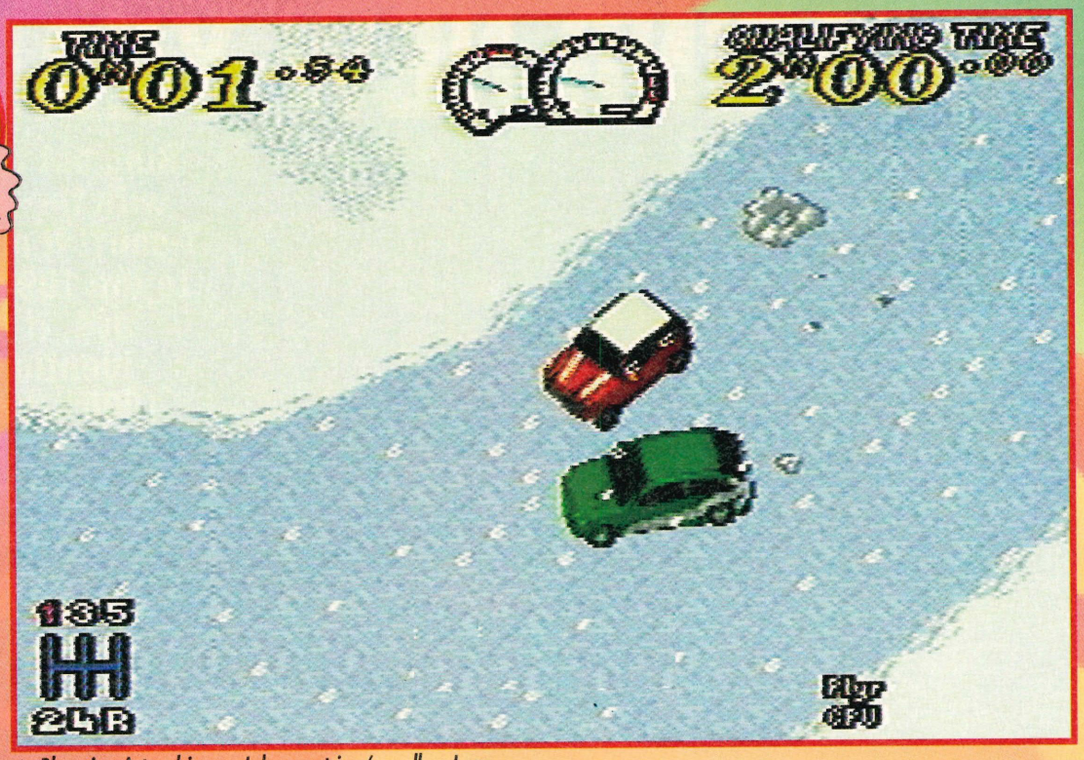
DAMIAN



The closest I've ever come to competing in an all-weather rally is listening to Tony Mason's over-excited commentary on BBC's *Top Gear*, as Colin McRae spins through some hairpins at 80MPH – sideways in his Subaru.

Actually that's a lie. The closest I've ever come was when I span my car off the road in the wet and ended up in a deep embrace with an aggrieved sycamore. It was not a pleasant experience, but for a few seconds I was aquaplaning like a true professional. The dismount needed a little work, though.

What is all this leading up to I hear you ask? Well, I have been playing *Powerdrive* for five days straight now and I still can't decide whether it's the best driving game on the Super NES, or a badly bugged and irritating crash simulation.



△ *Blooming Astra drivers – I dunno, string 'em all up I say.*

POWERDRIVE

Thanks for sending it, USG – not!

You begin by choosing one of the two group N racers on offer – a Mini Cooper or Fiat Cinquecento Turbo (real?). Both are pretty slow and skate across even dry roads with reckless abandon, but you're stuck with them until you can afford the decent motors like the RS Cossie or a Toyota Celica.

The aim of the game is to rally your way through the eight countries which vary in terrain from normal muddy roads, to deserts and snow. Each tests your driving skills to the limits, with snow for example being the most difficult to drive in.

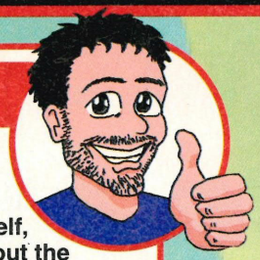


◁ *If you manage to save up over $36,000 before you get to Sweden you can choose one of these beauties.*



△ *Dusk driving requires headlights, but they are worse than useless, illuminating only a few feet ahead.*

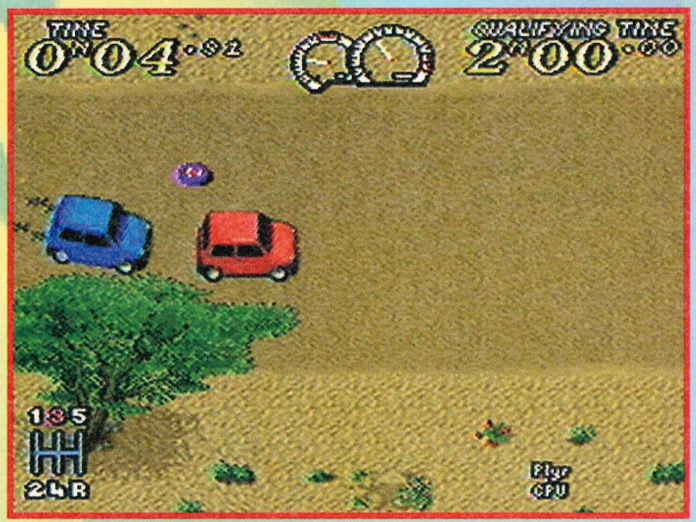
ANDY

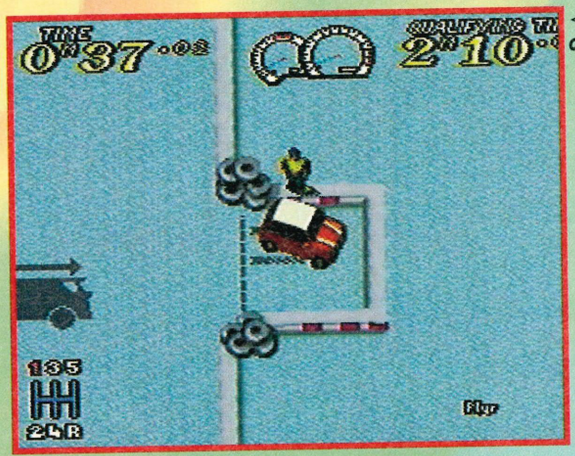


Whenever we have to get software from a third party rather than the software house itself, I get very sceptical about the quality of the product – what are they trying to hide? In *Powerdrive*'s case, surprisingly little! Though it suffers at times from some quite obscene slowdown – even when there's only your car on-screen! – it is, once you get the hang of the over-sensitive streering, a great little game. It's certainly better than any of US Gold's other recent releases, so why were they so reticent in showing it to us? Could it be that they believe a game without a big licence attached can't be up to much? I always thought it was games *with* a big licence attached... Anyway, enough of this out-of-character seriousness – I'm off to thrash my Audi sideways around the Horseshoe Common roundabout. Or, then again, I might just have another shot on *Powerdrive* instead!

At first I was extremely disappointed with the car's handling. As soon as you hit the accelerator, the front wheels seem to lock to the right; veering you straight into the nearest hedge. Surely you don't begin with a broken steering column?

The graphics are fair, but a bit drab and none of them really stand out. The forest sections have some basic trees dotted around, and if you're lucky you'll even spot a spectator, albeit one wearing an anorak with rigor-mortis. However the cars are well animated and smooth, with the Celica being the obvious favourite (if I ever get to it!).





◁ *The game also allows you to take part in tests of skill, like reversing into a box – on sheet ice!*

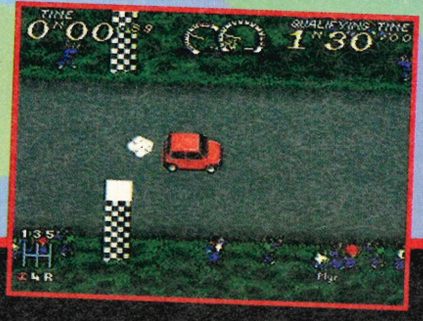
The thing to remember about *Powerdrive* is that practice makes perfect. For the first five minutes you will be slamming into every wall and obstacle in sight, but once you've mastered the art of not over-compensating with the steering, it is possible to fly round 90° bends in one long and glorious powerslide.

This is where *Powerdrive* comes into its own as the only rallying sim on the Super NES, if you don't include *Big Run* . The car handles incredibly well once you know where to point it, and I liked the way that adverse weather conditions affect the driving still further. Handbrake turns with a dab of the Y button, are a doddle, and extremely satisfying.

But there is always a downside when it comes to racing games, and unfortunately *Powerdrive* has more than its fair share. For a start, the control pad is a little too fiddly to be instantly playable and many gamers will simply throw away the cart in disgust. The main problem is the cars' unwillingness to drive in a straight line.

Also, there is some hideous slowdown on the night sections where two cars are fighting it out on the same screen, the password is way too long, and I didn't like the way that the computer player always rams into you – and comes off best. Damn 'im!

Luckily, the thrill of racing throughout the eight countries against other cars and taking part in the 'Young Driver of the Year' tests is excellent fun, and despite initial frustration I found *Powerdrive* to be an enjoyable rally sim. Try it first, but don't expect *Mario Kart* playability. Maybe next time US Gold would like to send us a copy? S.



KEITH



With excitement almost overwhelming me I started to play. Initial impressions were unprintable due to the way my Mini Cooper veered uncontrollably from side to side – I stood more chance keeping a Scalextric Mini on the track at full blast than that pathetic machine! But perseverance pays off and once you start raking in the money there's no turning back. Of course there are a few niggles that get to you, like the shocking slowdown, awful sound, permanently shiny cars and repetitive gameplay, but if you can dismiss that then you will no doubt have a wonderful time as you slide around the many countries of the rallying world.





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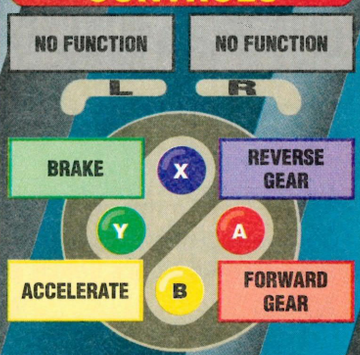
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GAME TYPE
RALLY SIM

CART SIZE
8MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	82
SOUND	58
GAMEPLAY	78
LONGEVITY	85

OVERALL

79

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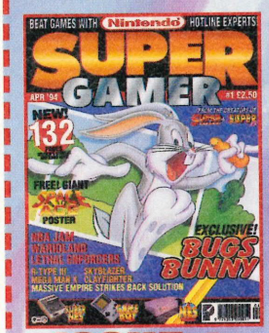
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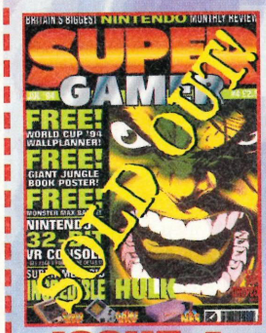
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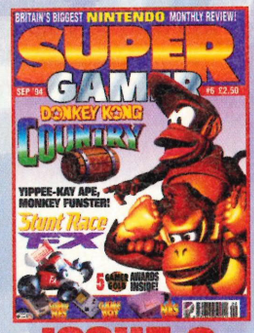
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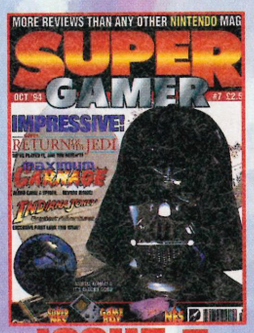
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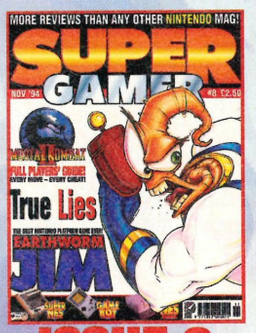
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the write stuff

Right, that's it. I take no responsibility for the price of the magazine, it was simply not my decision to add 45p for the *Lion King* issue, although I feel it is justified when it is for a whopping tips book like *Big Ron's Big Book of Tips*, or this issue's *DKC* Complete Guide. But come on, is 45p extra at Christmas really *that* much to fork out for such a great mag?

Anyway, some more incisive views from the SUPER GAMER readership, as well as some insider knowledge about the dark world of cart copying from T-Force.

Do you like SUPER GAMER? Do you always agree with the reviews? Are you constantly frustrated by Nintendo's apparent lack of a new generation machine to impress your friends with? We want to know. Send your letters to *Write Stuff, SUPER GAMER, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

Dear SG,
I have only bought a couple of issues, but I must say I am impressed. All your news, Work In Progress etc are very good, except a few things could do with a little improvement.

1. Cheats. You need to have more of them. A lot of people will just buy a magazine for a certain cheat, so the more cheats, more sales?

2. A-Z. I understand that this could be difficult, maybe impossible, but you being an exceptionally good magazine, could you pull it off? Update the A-Z, please. For example, you say that *Empire Strikes Back* is better than *Super Star Wars*, but yet you gave *Empire* 85% and *Star Wars* 90%. See what I mean?

Everything else in your mag is top notch. Your news is packed with info and you have more previews than all the other mags put together. Your players' guides are very good and easy to follow and your Work In Progresses are filled with interesting insights into a game's background.

But the best thing your magazine has going for it are the reviews. They really are excellent – detailed, straight to the point, a complete insight into the highs and lows of a game.

One review I was particularly anxious to read was that of *Super Return of the Jedi*. I am a huge Star Wars fan and own the other two in the series. I was not to be disappointed.



Your review gave detailed information on all the levels, giving your point of view on every aspect. With the review you printed a picture of Jabba the Hutt in the background. You were disappointed with this because in the movies, Jabba is overwhelming and very hard to miss, and in the game he isn't.

Your ideas for the Rancor pit were very interesting as well, and I agree that something like that should have been done.

With being a great *Star Wars* fan, I must say that I am disappointed with the first two games in the trilogy. Don't get me wrong, they are brilliant games, but important scenes in the movie were missed out in the games.

In the first *Star Wars* game,what happened to the bit when the Falcon is escaping from the Death Star and Luke and Han take on the four TIE fighters? That would have been more interesting, don't you think?

Also, in *Empire*, what happened to the bit when Han rescues Luke from the cold? Another major disappointment in *Empire* was the ending. It was not a patch on the *Star Wars* one. And in *Empire*, some of the cinematic sequences were awful, such as the scene where Han talks about finding C-3PO.

Finally, I have one question to ask you. Is the ending in *Super Return of the Jedi* good? Keep up the good work.
Richard "Chewbacca's growl" Stewart, High Wycombe.

Many thanks for the comments on the state of SUPER GAMER, Richard. Glad that you like the news, reviews and previews, but on the subject of cheats – I hope you will now be happy because not only did we give you a 68-page tips book on the front of last issue, but now we also have a huge *Donkey Kong Country* tips booking; outlining all the secret rooms in the entire game!

We have also included all the latest cheats in this issue's Busters section, and there are solutions to *Lion King*, *Monster Max* and *Earthworm Jim*. Tell us what you think.

Well, you asked for it, and here it is – the A-Z returns this issue, fully updated and crammed with every game for your Nintendo. The reason for its enforced absence was the sheer quantity of reviews over Christmas. We simply didn't have the pages to fit everything in. In Marilyn Monroe speak, something had to give.

Concerning *Return of the Jedi*, we think it is a good game, but not as stunning as the original was over a year ago. Reading through your letter the most common word is disappointment, so can I take it that you were less than enamoured with the game?

PS The ending to *Jedi* is rubbish!

Dear SG,
To date I have purchased every issue of your magazine (and *SuperPro* before that). Today I bought issue #9 and the price has shot up to 45p since issue #8 – what the bloody hell are you doing?

I personally regard SG as the best and, by your own admission, the most adult orientated Nintendo mag out, so what the chuff do we want with a *Lion King* calendar, especially when it costs 45p?

I hope the price falls to £2.50 again, because you are slitting your own throats big style at £2.95. Do not forget you are not the 132 pages that used to make you the biggest mag out for Nintendo.

The tips section and Nindex of games has gone down the Paragon toilet because it took up too much space. *Donkey Kong Country*, *MKII* and *Street Racer* may well be excellent games, but shorten the reviews to two pages and fill up the extra space with a larger news section including the odd glance at how the all the other machines on the market are doing.

Why don't you sometimes use the journalistic genius of people like Mel Croucher? Many moons ago Sir Mel wrote for The Games Machine; his articles were excellent and added depth to a multi-format mag as well as Crash. Wake up guys – do something to the mag quick or drop the price!
Mr John Parkin, Barnsley.

Strong views indeed Mr Parkin. However you fail to take into account that despite a high proportion of older readers, the younger members of the SUPER GAMER appreciate the gifts. Besides, have you ever tried to source a Lion King item that will appeal to older people?

The main problem facing SUPER GAMER is that although we have a strong older readership, every single video game (and the promotions) are aimed at 8-16 year old males.

Our promotions department are concerned with winning new readers who will then read the magazine and hopefully stay with us. This is the purpose of cover gifts and our surveys show that we have grown significantly in readership since the gifts were introduced.

The price is entirely out of my hands I'm afraid, but you *are* getting a 68 page tips book for a measly 45p and an exclusive *Lion King* calender for the same price. I suggest giving them out as Christmas presents. If you don't appreciate them, someone else will.

Now you can eat your words Mr Parkin! This issue, not only have we got a totally fabulous *Donkey Kong Country* tips book, explaining the location of every single secret room, but the tips sections is massively enhanced, and the A-Z is back in all its glory. As I have said before, the sheer weight of games over the past few months meant some changes, but now it's business as usual.

Where the hell is Mel Croucher these days anyway?

Dear Damian Butt,
At the beginning of last month I sent off one of my games to one of the companies that had been advertised in your magazine. The company was called Skywalker Entertainment (I enclose the advert) and the advert appeared in your October 1994 issue. I sent *MKII* and £10 to them on the 5 October.

When I rang to check if the game that I wanted, *Stunt Race FX*, was in, I was told that it was in and that I should receive the game within about ten days of sending my game off.

I rang about a fortnight after sending my game off to enquire about when my game would arrive. I was told that it had been dispatched and would be with me at the latest two days after the phone call.

I waited another week before phoning again and I was told that the person I needed to speak to wasn't available and would ring me back. He didn't. Later I was told that the game I wanted had not been sent off yet. This I could not understand as they had said before that it had already been sent out.

I waited another week and was told that Skywalker Entertainment had moved offices and so I could not talk to them, only leave a message.

It is now nearly a month since I sent off my game and so I think this company is totally unreliable. It has cost me a fortune in phone calls and I have nothing to show for it. I suggest you withdraw this advert from your magazine as this company cannot be trusted to give the right information.
Richard Huxley, Lincoln.

I empathise entirely, Richard. These bloody cowboy outfits should be burnt to the ground and the owners made to pay back every penny. I'm afraid Skywalker is notorious and well known to us. You are not the only person fooled into giving them your games and money and we are very sorry that you have lost the lot.

The advert was placed in good faith with our ad department, and indeed you will see it in many magazines. The only trouble is, you can never tell who is genuine and who is ready to take you for a ride.

The only thing we can do is adamantly warn people not to send off games to companies who have been around for less than a year. Or better still, don't send off your games at all. £50 is a lot of money to lose to some shark, so why bother?

I too tried to get through to the manager of Skywalker and was also given the run-about. Take my advice, phone up and leave a message saying you are Roger Cook from Central TV and you're on his case. That'll brick him up!

To SUPER GAMER,
I'm the number one fan of the magazine. I own a Super NES and my favourite games are football sims. I would like some information on the latest footy games coming soon because you don't seem to have many football games in your mag.
Mark Jarvis, Poole.

If there aren't any footy games that's because no-one is releasing any, not because we don't cover any. I've good news for you, because Konami's *International Superstar Soccer* is about to be released, and as you can see from our review on page 40, it's a right corker – the best Super NES footy game ever! Buy it now.

Dear SG,
I tend to agree with you about *GamesMaster*, it should be on for an hour a week, every week, not just a paltry 30 minutes for six or eight weeks. It's just a shame that the show doesn't concentrate more on Nintendo and Sega. These machines must still dominate the market by a huge margin.

The Super NES and Mega Drive have at least 12 months worth of games in them, with possibly another 12 months worth in their winding down period. But saying that, the Master System is still going (which is more than can be said for the NES).

Machines like the PlayStation, Saturn and Ultra 64 are still a way off (officially anyway). The 3DO appears to be an overpriced door stop and the poor old Jaguar has an Atari badge on it!

It seems that Nintendo are sticking to a Super NES and

DO NOT SEND THEM ANY MONEY!



STAR LETTER

Dear SG,
I was very interested to read the letter from K Pickering in issue#9 and I'm afraid that I totally agree. Have you noticed that the volume has diminished bit by bit from a hefty 130 pages in issue#1, to an anorexic 98 pages in issue#9.

Originally, SUPER XS and SG attracted me due to their superior format and their weighty content. Over the last six months both seem to be disappointing and the price has gone up. I understand that you are a business and need to make profits, but you are letting down your loyal readers.

Rather than publish a whole separate supplement for tips and cheats, why don't you include it in the mag once every three months along with the A-Z of games?

Keep up the good work on the reviews and solutions which are excellent, but please may we have less lengthy previews, which you will review in a few months time anyway (and look very much like padding).

By the way, what's the gallery all about? In issue#9 of SUPER XS you published the results of a reader survey. Perhaps you should go back and read those pages. The average age of your readers at that time was 18 not eight! I notice at the end of the introduction you write "that's our commitment to excellence and our promise to you." Well SG, let's see you keep that promise.

Anyway, I'm a subscriber so I'll be getting a few more issues yet and despite all the above, SG is still better than the rest. However, they are getting closer, so listen to your readers' letters (especially mine).
Emma Moore

Oof! Whack! Bocko! Have you had enough, Emma? Perhaps you'd like to kick me in the gutter and stomp on my kitten like Jean Michael Vincent?

I too am dismayed by the 100 page count, but what can we do, that's the Tory economic climate for you. Not as many people are buying mags as they used to and we can't shoulder all the costs without making some snips here and there.

Point taken about the previews, but surely when it is a big game like *MKII*, the coverage is justified. Bigger games mean more levels to be explained and so more pages. As a rule however, previews get one page with about 300 words of description and as many pictures as we can muster.

Stop being so selfish! The gallery is for our younger readers, or anyone who wants to draw the team in stupid uncompromising situations. It may seem silly to you, but it's a great way of having a light hearted side to the mag, and get readers to participate. Well, it's staying anyway, so there.

I may implement your A-Z of tips idea, Emma and I hope that you like our improved tips section this month. Tell me what you think of DKC book (hopefully most Super NES owners have got the game and so this should be invaluable).

Game Boy combo until the Ultra 64 arrives, so to compete in the market, surely more Super NES games will resort to using Super FX and DSP chips.

The Super NES is still a very capable machine with a high specification (even by today's standards) and with games like *DKC* and *MKII*, my advice is to hang on to your Super NES and let the new machines go. By the time the Ultra 64 is available the market should have settled down with some machines being well established.

If you have more money than sense then buy an imported Saturn for £570 or a PlayStation at an even sillier price. But beware, you might just regret it.
John Parkin, Barnsley.

PS When the Ultra 64 comes out, will you change your name to ULTRA GAMER?

Not again, Mr Parkin. Are you trying to monopolise the Write Stuff or something? OK, just this once, I'll answer both your letters. The emergence of the new machines will undoubtedly put the pressure on the humble 16-bit consoles (don't you just hate that phrase?), but remember that they are still a year away at best.

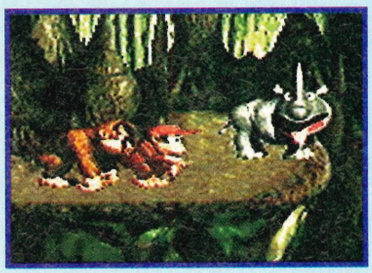
The public are now getting excited about the PlayStation, Saturn and Ultra 64, but there is no point. Stick with your Super NES and you can't go wrong. Wait for some decent software on the new machines and then cross over, but never buy a machine when you are caught up in the hype because you'll be disappointed every time. Personally I'll wait for the official release of all these machines (unless those ever-so-nice software companies send me one for free). Tell me what you think – have you bought a new machine recently in favour of your Super NES? Or are you content to wait? I want to know.

PS No.

Dear SG,
Congratulations on such a brilliant review of *DKC*, I'm thinking of getting it, but first I have to ask these questions.
1. In the review it said battery back-up, how long does it last?
2. When it runs out, can you get it replaced, if so, where?

Keep up the good work.
Jonathan Weir, Tain

Many thanks, Jonathan, here are your answers.
1. Yes it has, and it should last for about three years (I've never had one run out on me yet, though!).
2. Try Nintendo on (0703) 651010.



Dear SUPER GAMER,
Hi, it's me again, T-Force; putting forward to you all a different perspective on life. Oh God I was starting to sound like that dick Matthew Elliot. He has no idea what he is talking about.

Firstly, the topic of pirating CD games. This is a relatively simple task with a PC and a CDR machine. OK, the CDR is expensive, but as you will soon see, it will pay for itself. Recently there has been an influx of pirated CDs containing approximately £25,000 in software on each one. For instance, SNES EXPRESS has 600+ Super NES games on one CD for the mere price of £35.

And the same can be said for the PC disks. These come out monthly and on average have 550Mb of ZIP files (compressed), and for example TANGO 11 included *System Shock*, *Quarantine*, MS Word and MSExcel to name just a few. There is £600+ of software in the aforementioned titles alone!

OK, it's expensive to set up such an operation, but the likes of GHOST, TANGO, BLOBBY etc (codenames in case you were wondering) are set to make £6,000 a month from CD sales.

As for the pirated 3DO games – they do exist and are copied in the same way. As for Mr Elliot saying that there is no way to get hold of blank CDs, there is and most companies use CDs for back-up and so they are

readily available for about £5-10.

Regarding the comments Mr Elliot made on the SMS3201 or Super Wild Card not being able to copy chip carts – that is not true, all you need is a cart with a chip to slot in the back and you're away! Companies come up with better and better protection routines, but the likes of Anthrox and Elitendo quickly break them down.

On the subject of *GamesMaster*, Dominik Diamond is kewl and the guests are just over-excited kids which I admit is fun to laugh at. It ought to be on for an hour for the entertainment value alone...

Also, I truly believe that all the old games should be revived on the Super NES. *Jet Set Willy*, *Manic Miner*, *Attic Attack*, *Alien 8*, *Head over Heels*, *Knightlore*, *Sabrewolf*, *Batman*, *Monty Mole*, and many more glorious games from the Speccy era (whatever happened to Clive Sinclair?).

I would even like to see *Manic Miner* with the same graphics, sound and colour clash – half your readers don't even know what colour clash is, as they have never been exposed to it. The Spectrum is part of computer history and should never be forgot (minute of silence methinks).

I hope this letter sparks up more debate and bad tempered words.

T-Force, Derbyshire

PS *DKC* is kewl, we want more like this.

PPS I will leave you with a joke – *Full Throttle Racing* (he, he, he!).

Cheers for all the information, T-Force. I must say it makes interesting reading, especially the Super NES compilation disks and the 3DO games being sold right now. Of course, all this business carries heavy prison terms if sold, and so the £6,000 a month may seem small when you are bunged up in jail.

I also think Bill Gates (founder of Microsoft) will be very interested to know that pirated versions of his programs are being sold on CDs, perhaps he will use some of his $9.34 billion fortune to stamp it out? But remember kids, pirating is illegal and buying any of the products mentioned is a criminal offence, as well as a kick in the teeth for the software producers. Do you really want to see smaller companies like Bullfrog and RARE go under because you don't give them what they deserve? Think about it.

Yes, yes, yes! Bring back all the classic games – *Starquake* forever! Actually, T-Force (may I call you T?), there is a Spectrum emulator for the PC and we've had a great time in the SUPER GAMER offices running all the games you mention. The only problem is that on a Pentium, they run a bit fast, well a lot actually.

Dear SUPER GAMER,

My views on computer TV shows. My favourite is *Bad Influence* which informs you of the latest games, machines and cheats. *GamesMaster* is all right, but it tries to fit too much into such a short time. *Games World* is the worst of them as all the presenters make me want to commit suicide.

The sudden death round is not any good either – all they play is beat-'em-ups and penalty shoot-outs. How about a game of *Mario Kart* or something? The round after sudden death seems to only have two games played in it – *Turbo Toons* and *It* (I think that's the name anyway). Why don't they have a game like *Super Bomberman*?

I thought your *Lion King* calender was all right, but not up to the standard of the *Earthworm Jim* booklet we got with #8. I have every issue of SUPER GAMER so far and I'm thinking of subscribing.

Sean O'Boyle, Eire

PS When the hell are Data East going to bring out *ShadowRun 2*?

My views on the TV shows are well documented, Sean, but I have to say that for me, *Bad Influence* is both too disorientated and childish, and it's got Andy Crane on it, which is a good reason to hate any programme. *GamesMaster* is definitely the best of a bad lot at the moment (*Movies, Games and Videos* does not appear in the Meridian TV region).

PS 1995, if we're lucky, but they are thinking about it.

Dear SUPER GAMER,

I was playing *MKII* on my Super NES when I felt the urge to tap in L, R, X, Y, B, A on the title screen. A "Baa!" sounded (sheep sound) and I thought nothing of it and started a one player game. Then to my amazement I performed Scorpion's death move and there was a kind of reverse explosion and a sheep fell from the top of the screen and announced itself as Sammy the Supersheep... (snip!)

Go away, you sad, sad man.

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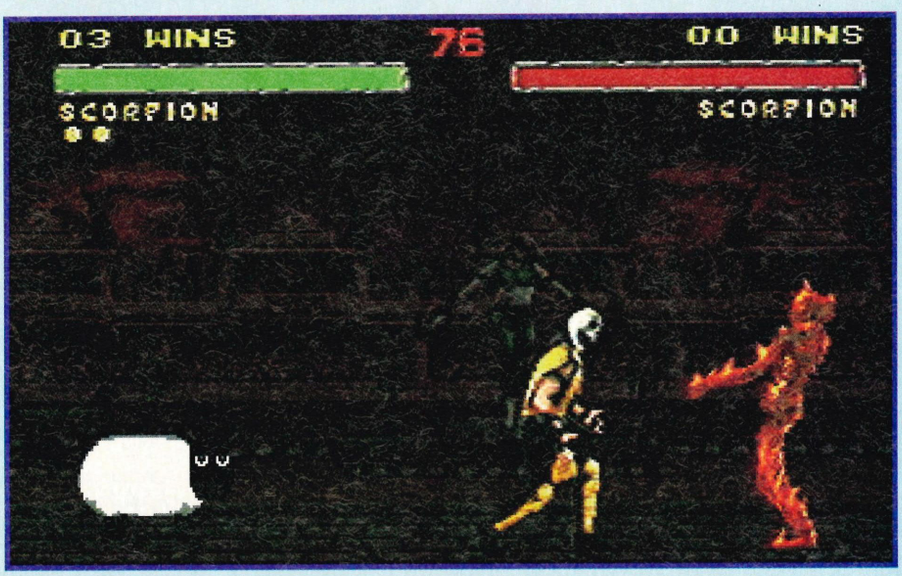
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But more, much more than this...

Strange things are afoot at the Circle K, and indeed at the Gallery. I can't say what (it's a big exciting secret, chuckle), but suffice it to say there will be considerably fewer references to wurflegums and Janine Turner in future. Hey! Why are you all cheering?

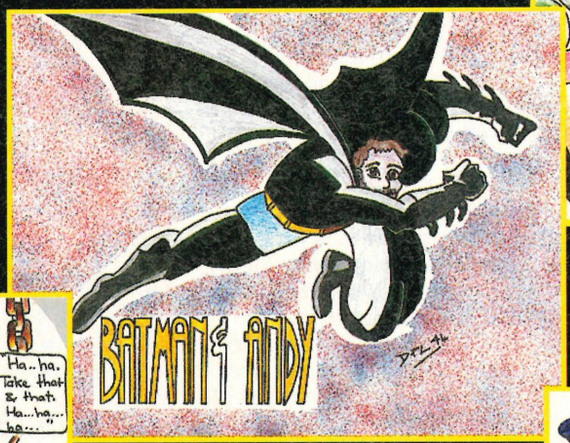
Still, the quality of gallery entries has never been higher, and it was a real job picking a single winner. So I didn't – I picked several! Well, it's New Year and all that, and Damian seemed to be in a good mood for once, and the safe in which the T-shirts are kept was left unlocked. This generosity won't last, but if you want to be in with a chance of getting your sweaty mitts on a SUPER GAMER T-shirt, send your top-quality and NON-COPIED entries to *Gallery, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

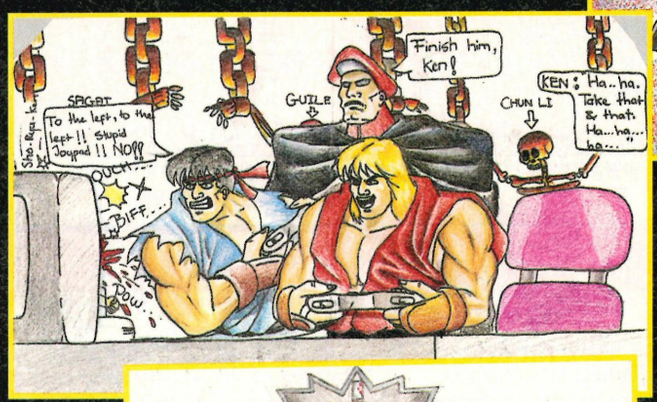


△ First T-shirt winner of the month is Graham Gaskin from Strood (sounds like a made-up place name to me), with a mad Zombies-type picture.



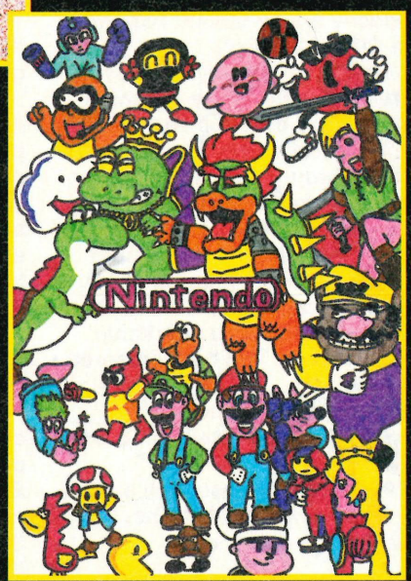
△ A bevy of Bombermen explode from the pen of Paul Seddon, resident of Hightae frae bonnie Scotland. I was tempted to haul out the bin of shame, but what the hell? It's Christmas! (Well, it was when I wrote this.)



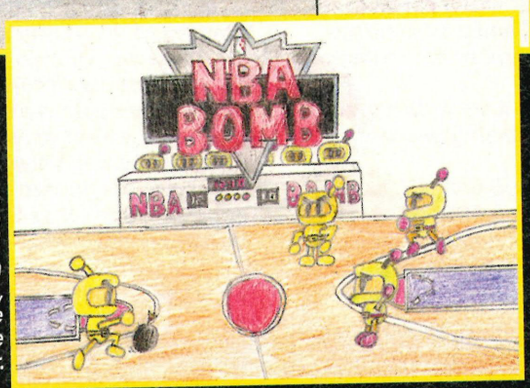


◁ A bit of Streety action from the apparently homeless Andar Ginting, who'll win a T-shirt when he lets us know where he lives!

△ A more blatant example of sucking up to the person in charge of the gallery I have yet to see! Darren Little's crawling pays off, however. One T-shirt, sah!



△ One of those montage type thangs, produced by Bristolian Richard Morgan. Again, I'm feeling generous on the bin front. Lucky old Richard.



▷ Boom bang-a-bang boom and suchlike from Ben Samworth, resident of the home of the Land Rover.



▽ The old 'Nintendo v Sega' chestnut falls from the tree of clichés and is promptly soaked in vinegar before being impaled by the penknife of predictability and mounted on the string of Samworth (again).



△ Awful game, whatever certain official mags may say, but not a bad bit of felt-tippery by someone with no name from Dublin.

▷ Aaaargh, it's 'im again! The ubiquitous Christopher Hughes returns, but as he's already won a T-shirt he's not going to get another. Chris also sent in a picture of himself, but we're not going to print it in case it puts people off their food.



TIPS

IT'S BIG

Our tips section, that is. While other Nintendo magazines make do with scrappy little cheat sections, packed full of really useful stuff like extra lives for *Little Nemo* and sound tests, we go the whole hog with no fewer than 16 pages of awesome game-busting tips and cheats, including three fully-mapped solutions – *Donkey Kong Country*, *The Lion King* and *Earthworm Jim*! No other Nintendo mag can match SUPER GAMER's commitment to the dedicated gamesplayer! Forget the rest – join the best! (Is that enough rampant hyperbole now?)

MORTAL KOMBAT II

More Hidden Stuff!
What can I say, we thought we had found it all, but it appears we weren't even close – bah!
The following codes must be entered VERY quickly on the Character Select screen.

More Kredits – L, U, R, D, L and Select.
One Hit Kill – D, U, R, U, L and Select.
More Fatality Time – U, U, L, U, D and Select.
Fight Noob Saibot – L, U, D, D, R and Select.
Fight Jade – U, D, D, L, R and Select.
Fight Smoke – U, L, U, U, R and Select.
Fight Kintaro – U, D, D, R, R and Select.
Fight Kahn – R, U, U, R, L and Select.





MIGHTY MORPHIN' POWER RANGERS



Passwords
Level 2 – 3847
Level 3 – 5113
Level 4 – 3904
Level 5 – 1970
Level 6 – 8624
Level 7 – 2596
Boss 1 – 0411
Boss 2 – 1007
Boss 3 – 1212

EARTHWORM JIM

Scan mode
Pause the game and press A, X, A, X, A, A, A and A.

Funny message from programmer
Pause the game and press Y, A, B, B, A, Y, A and B.



MEGA MAN 5 GAME BOY

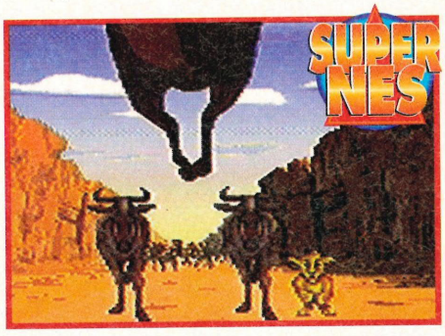
Super power-up
When you die on any stage, press B to continue, and then deliberately continue on the same stage two more times. On the third continue, Dr Light will give you a new turbo-charged arm. Continue again to get an even better one.

WARIO LAND GAME BOY

Power-up
Pause the game at any time and press Select 16 times. If the cheat has worked the last digit of your life meter will be highlighted by a flashing box. Now press and hold the A and B buttons and then tap Left and Up. By doing this your number of lives should magically increase. Repeat the process for every digit on the screen (coins, hearts) until every digit is a nine.

LION KING

Stage Select
Go to the options screen and press B, A, R, R, Y (as in Barry Green, the head programmer on the game). You should now enter a hidden menu featuring a stage select and invincibility mode.



ROCK 'N ROLL RACING

Play as same character
Start a one player game choosing the character both players want to use and get the password. Now reset the game and start a two player game. Go to the password and enter the code you were just given then start the race. Both players should now be using the same character.

WILD GUNS

Stage Select
During the player select screen, hold Select and then press: A, A, A, A, B, B, B, B, A, B, A, B, A, B, A and B. If the cheat has worked you'll hear a sound. Now choose your character and be amazed as a stage select materialises before your very eyes!

YOGI BEAR

Stage Select
During the title screen, enter the following joypad code: Up, Right, Down, Left, Y, B, Up, Right, Down, Left, B, Y, Up, Right, Down, and Left.

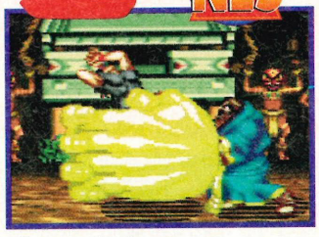
SAMURAI SPIRITS

Play as the Boss
When the Takara logo is displayed at the start of the game, press A, X, Y, and B. Select either the Vs or Licence mode and then during the character select, press Up to select Amakusa Shiro. Now hold the L and R buttons and press Start. Keep them held until you go on to the next screen.

PAC ATTACK!

Level Skip
During the game over screen when you're invited to retry or end your game, press the L button to skip stages.

WORLD HEROES 2



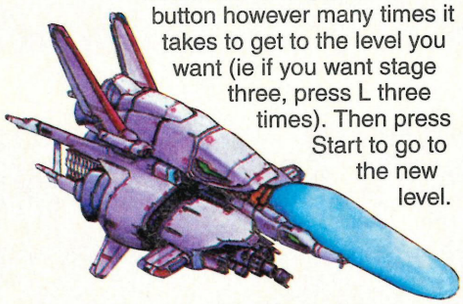
Play as the bosses
During the title screen, press the following sequence: Select, A, Up, R button, Up and Select. If it has worked you'll hear a chime. Press Start and choose a one player game. Now, during the player select screen, hold Select and press the L button to play as Dio, and R to play as Neo Geegus.

X-KALIBER 2097

Invincibility
When the title screen is displayed, press Left, Left, Right, Right, Down, Up, Right, Up, Up and Up. Then go to the options menu and activate the "No Damage" option. Start the game and you'll be able to sustain damage until the cows come 'ome!

R-TYPE III

Stage Select
When you die and go to the continue screen, press the R button ten times, and then the L button however many times it takes to get to the level you want (ie if you want stage three, press L three times). Then press Start to go to the new level.



DOUBLE DRAGON V

Loads of Codes
During the main menu screen on which you choose the game mode you wish to play, try entering the following codes:
To fight as Shadow Master or Dominique press L, R, Up, L, L, Down, R, and R.
For two extra attribute points, press L, L, L, R, L, R, L, and R.
For four extra attribute points, press Up, Right, Down, Left, Down, Right, R, and R.
For six extra attribute points, press Right, Down, Down, Left, Up, Right, L, R, L, R, L, and R.
For Nine continues, press Left, Right, Left, Right, L, L, R, R, and L.
To disable dazes, press Down, Down, Left, Up, Down, Down, Left, Up, R, R, and L.
To disable the throws, press R, Right, L, L, Left, Left, R, and R.

DAFFY DUCK THE MARVIN MISSIONS

GAME BOY

50 Lives
Start a new game, then during the screen that displays the slogan "Where there's Duck, there's Fire", press Left, Left, Right, Right, Up, Down, Y, A, B, and X. If the cheat has worked you'll hear Daffy say "Mother!"

MECH WARRIOR

Invincibility
At any time, pause the game and press, A, L, L, Y, A, L, L, Y, A, L, L and Y. If the cheat has worked the word "Invisible" will appear in the middle of the screen. Now simply unpause the game and you'll be well 'ard!

THE JUNGLE BOOK



Level Select and Cheats
When the Virgin logo appears at the start of the game, press Up, Up, Up, B, B, Y, Y, Select, Up, Down, Left, Right, B, Up and Y. If the cheat has worked you'll hear a noise. Now highlight the options and press Start. A brand new screen will now appear featuring a level select, sound test, cheats and credits.

DONKEY KONG COUNTRY PART 2

For the complete solution of the entire game, see this month's amazing free tips book!

Ropey Rampage

The dark dismal weather on this stage made it hard for us to provide you with a map, unfortunately, so here is a list of all the major secrets on this level, from hidden bananas to banana-packed bonus rooms. It's all there so get reading and warm up those fingers.



Jump on to the rope, let it swing over to the right and then leap off to get the charm when it swings back to the left.



As you continue your walk to the right you will see the 'O' in 'KONG'. Fall down the first hole after the blue Kremlings



and you will be fired into a wall which will take you into a room packed full of ropes and bananas. Collect all the

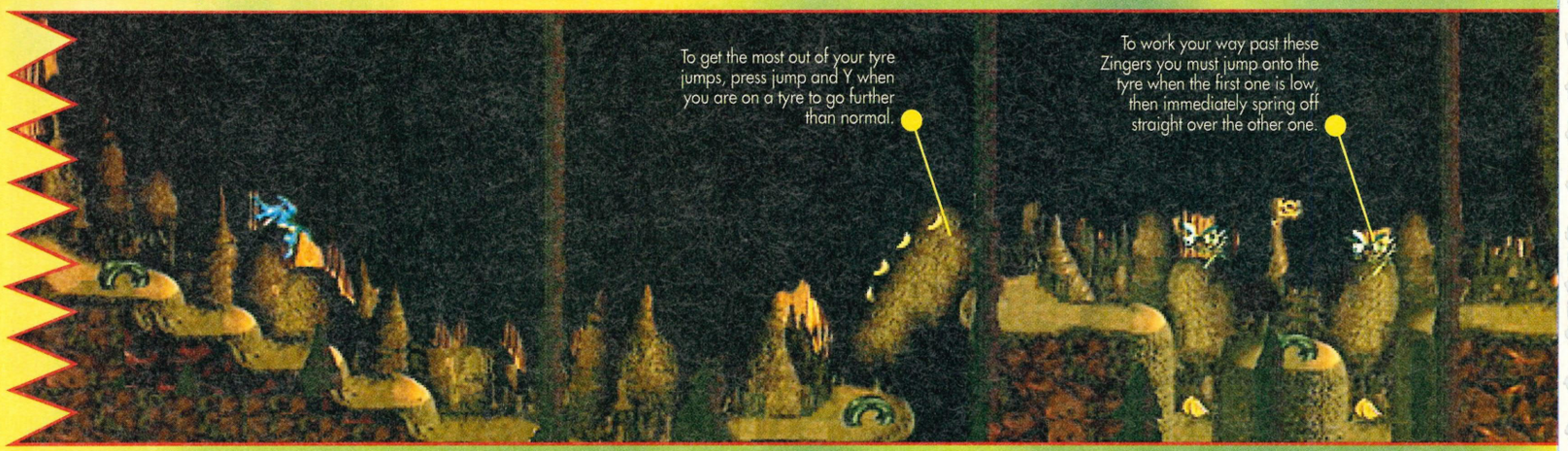
Reptile Rumble



Following the barrel down the steps will reveal a secret room in this wall here. Go in for an extra life and bananas.

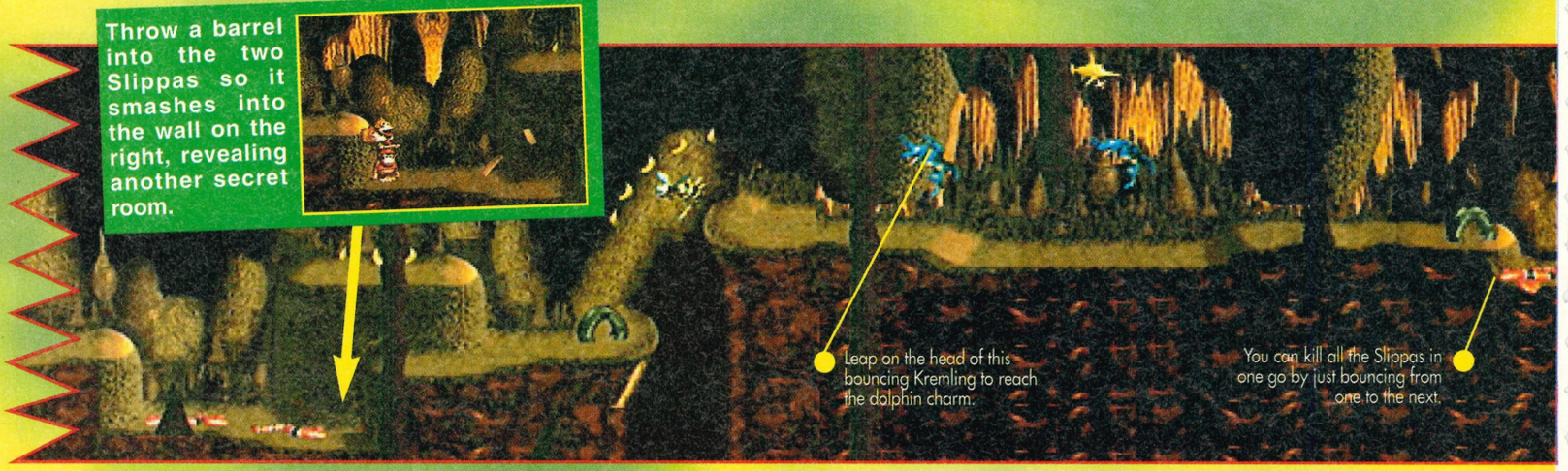
These winding passages contain many a barrel to roll down on the slithering snakes below. If you want to blitz through in no time at all, then you'll have plenty of opportunities to bounce from one reptile to the next, but don't forget the secret rooms – there are three of them in all and collecting all the loot will give you a couple of extra lives.

Behind this pillar you will find a barrel. Throw it to the right and follow it down the steps to kill the Kremlings.



To get the most out of your tyre jumps, press jump and Y when you are on a tyre to go further than normal.

To work your way past these Zingers you must jump onto the tyre when the first one is low, then immediately spring off straight over the other one.



Throw a barrel into the two Slippas so it smashes into the wall on the right, revealing another secret room.

Leap on the head of this bouncing Kremling to reach the dolphin charm.

You can kill all the Slippas in one go by just bouncing from one to the next.



bananas and then go out of the room. You will be immediately fired into a piece of moss that makes a tyre appear.



The thing to do with this tyre is push it over to the right and then bounce up to land on another piece of moss



that makes the golden frog charm appear. Unfortunately, all this means you will miss the halfway point, oh well!

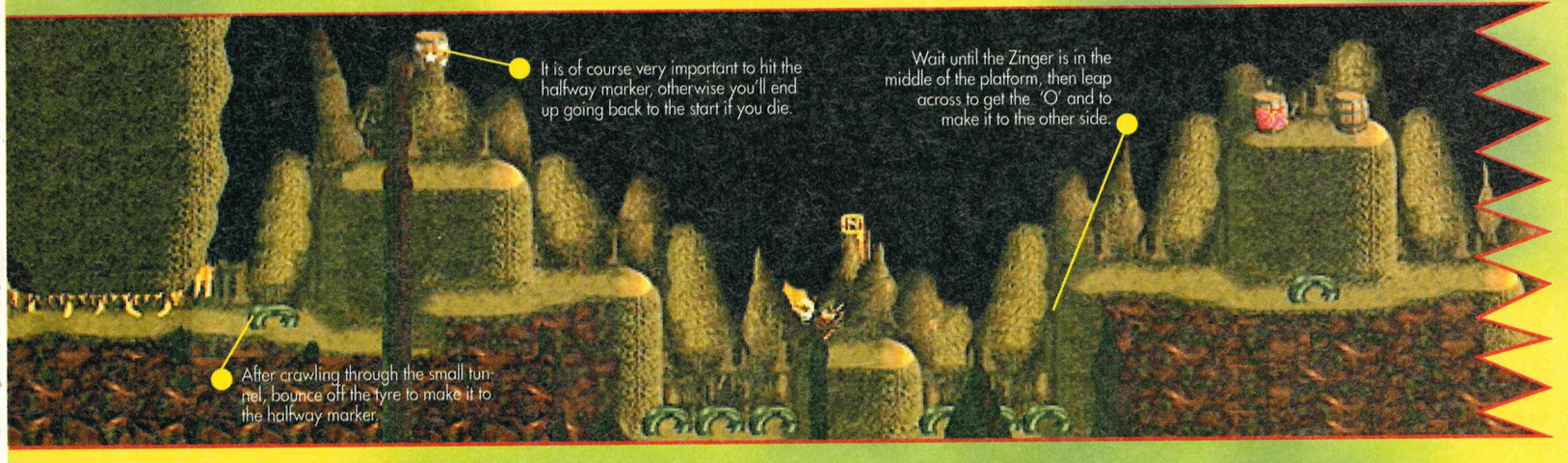


Anyway, you are quite near the end now so all that remains is to fall down the hole which is just to the left of the



arrow near the end. In here is a spot the balloon bonus game. Watch it very carefully and jump up to choose!







Coral Capers



The clam will fire two bullets at regular intervals. Wait for the right moment and then swim past it.

A Croctopus will be swimming around these rocks in a figure of eight motion. Follow him around to pick up the 'G'.

You must swim quickly to get the balloon before it floats away forever! Enguarde will definitely help you out.



As soon as you round this bend, swim as fast as you can to get the balloon, then turn around and swim back to avoid the Croctopus.

Due to the lack of serious bonuses on this level it is important to collect all the letters of KONG. They are not hard to find at all.

Look out for the arrow made of bananas, this is pointing down to Enguarde hidden in the box.

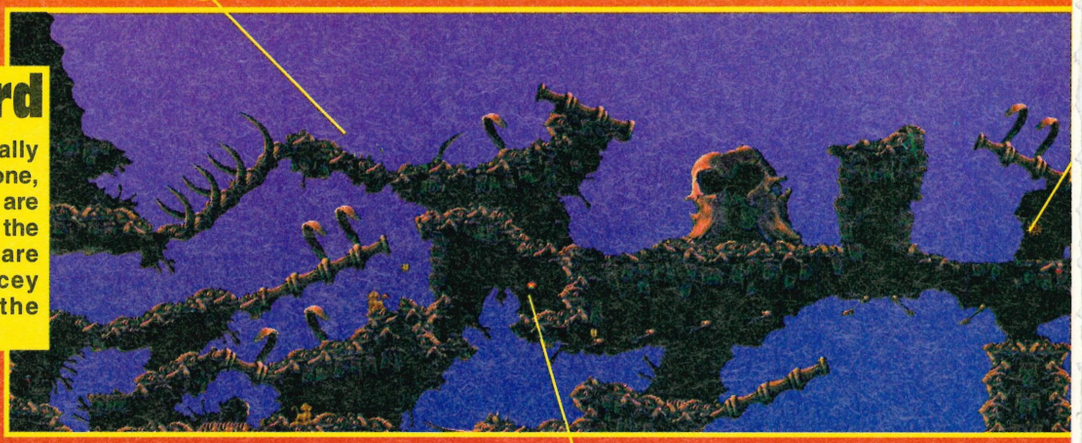
Drop down through the wall above to collect a few bananas. There is a bunch of them there, but not a lot else.



Disney's THE LION KING PART 2

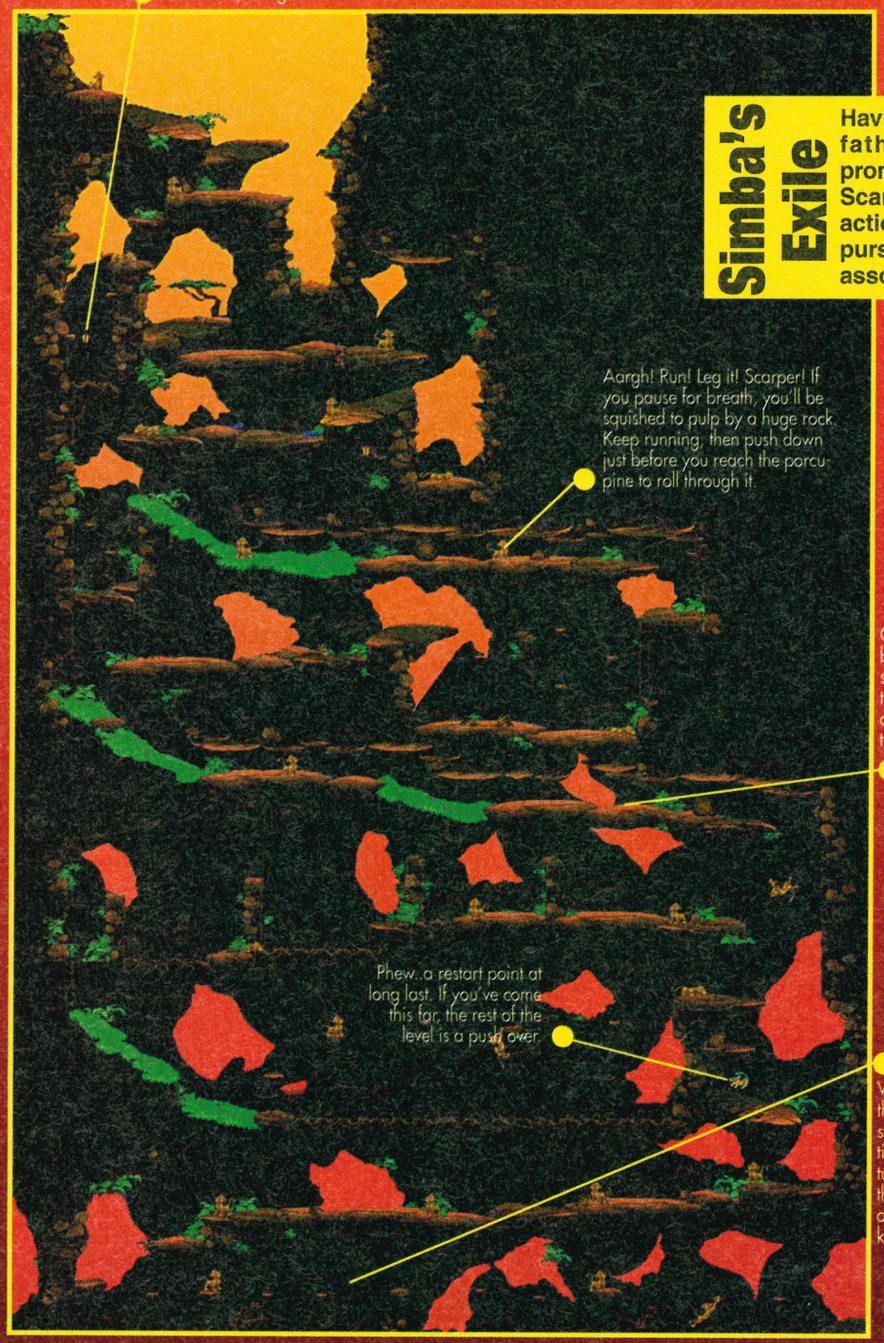
Elephants' Graveyard

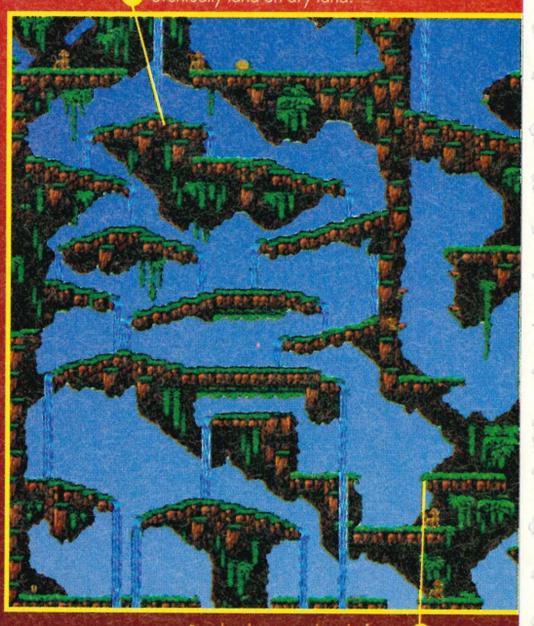
The graveyard is a deeply eerie and generally hostile place for a young lion cub to roam alone, especially as Scar's gang of ruthless hyenas are on the prowl. There's only one route through the labyrinth of bones, but plenty of detours are optional if you decide to go for the Brucey bonuses. Look out for Scar lurking in the shadows at the end as well.



Simba's Exile

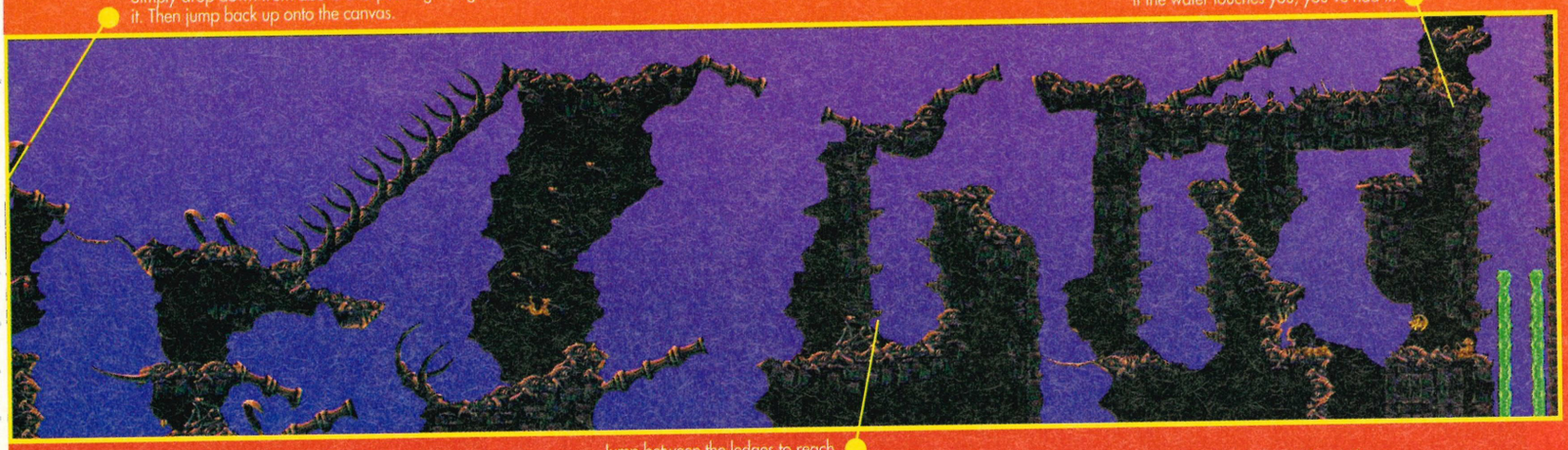
Having blamed himself for the death of his father during the stampede, Simba is promtly exiled from his Pridelands home by Scar and his malicious cohorts. You join the action as he races through the terrain hotly pursued by falling boulders and an army of assorted porcupines and lizards.





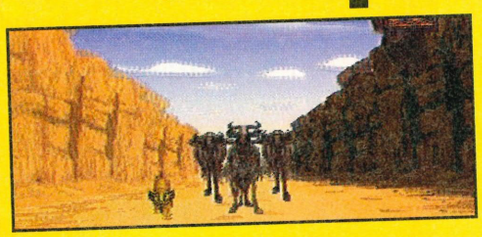
Well looky here... an extra continue up for grabs. Simply drop down from above and push right to get it. Then jump back up onto the canvas.

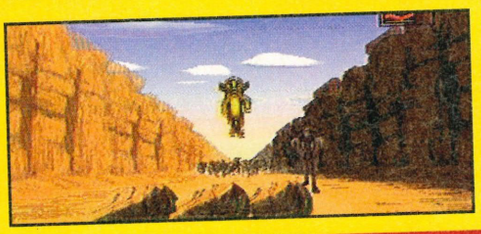
Use the same principle as before to get up this chasm, but don't hang around too long because if the water touches you, you've had it.



Jump between the ledges to reach the top of this particular chasm.

Stampede!





By far the most spectacular level of the game, the wildebeest stampede is also one of the trickiest to master. Most of the chase consists of dodging between the crazed animals as they dart towards the screen. When the rocks flash up on screen, count to four before jumping over them. The rest is simple.

Keep repeating the process until ape-chops flees to the very top of the level. Two more hits and he'll take a dive into the water.

This poor old gorilla doesn't really want any trouble, he was happily scoffing his 'nanas in peace until Simba strolled along and started hassling him. Avoid his coconuts and then jump on his head when he stands up.



Collect the extra life and energy bug that are tucked away in the ceiling.

Don't forget to grab the bonus level bug. When in the bonus level, collect bugs in exchange for continues.

Don't miss the restart point tucked away down here.

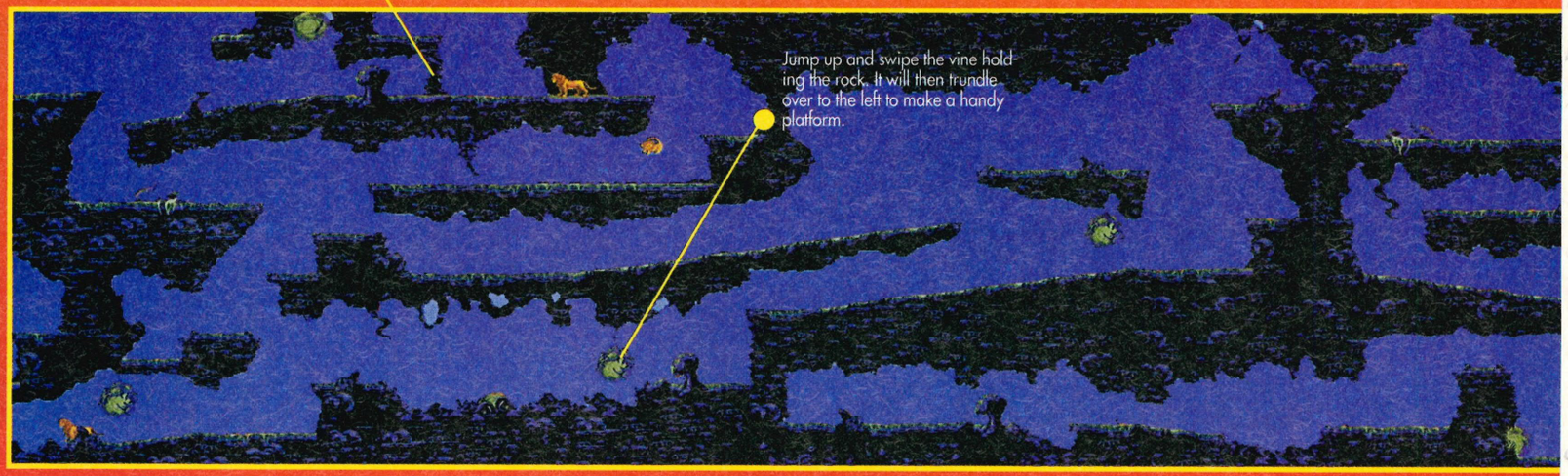


The waterfall is pretty tough to scale. Use the descending logs to work your way up.

Hakuma Matata

Don't be distracted by the ultra-jolly tune, this level is a complete stinker. Simba must use the streams to go downwards; you can alter which stream you take by pressing left or right on the directional pad. Be on guard for rampaging spiders!

To get past the leopard dens, walk right up to the entrance and keep hammering the 'swipe' button until the coast is clear.



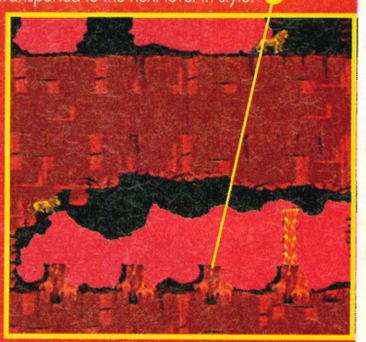
Jump up and swipe the vine holding the rock. It will then trundle over to the left to make a handy platform.

When this gigantic boulder drops behind you... run like hell!

Why not collect this roar-increasing bug for... er, a bigger roar!

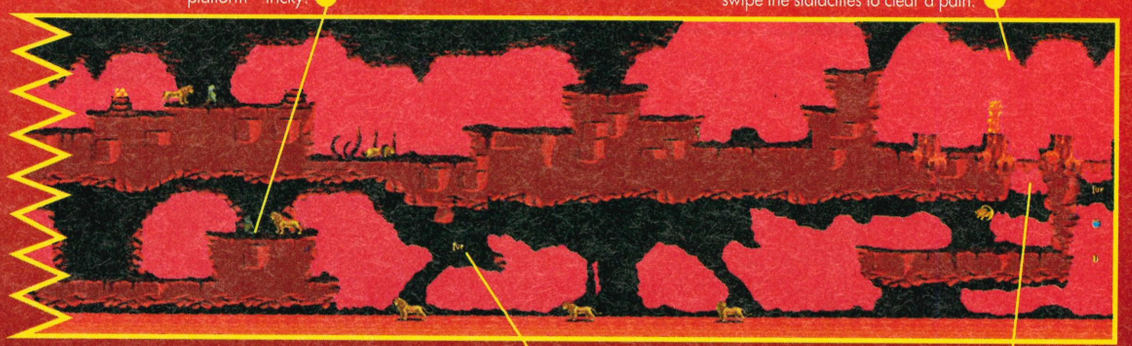


These lava wells spurt in sequence. Stand on one that isn't about to spurt and wait until the rocks fall down. Keep doing this and eventually plugs will fall down to block them. When all four are blocked, jump onto the one nearest the wall to be transported to the next level in style!



You must jump off of the raft, kill the hyena and a leopard before boarding it again on the other side of the platform – tricky!

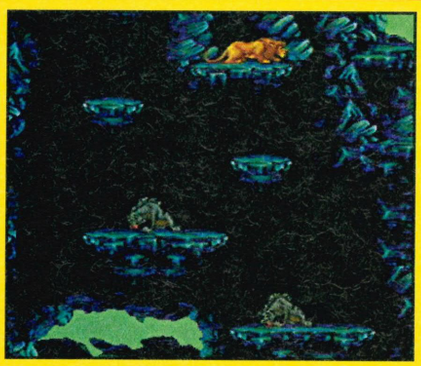
Dead end, right? Wrong! Jump up and swipe the stalactites to clear a path.



Go down via these platforms to the end of the level and meet your fallen father's spirit.

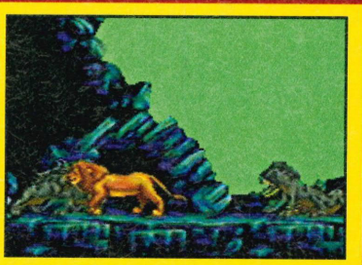
This extra life will come in handy for when you inevitably lose loads of lives trying to complete this level.

Choices, choices! Will you sacrifice the restart point for the goodies? I would advise against it!



Simba's Return

No game would be complete without a really annoying maze section to totally throw you off the rails as you near the end of a game! In this level, you must find you way through a sequence of caves – sounds easy, but there are loads of hyena's that must be killed before you can enter a new cave. Go through the third entrance in the first row, then when you emerge, go up, kill the hyena and then go through the entrance on the other side. Do the same again, go up and across to the right to get to the entrance, then when you emerge, kill the two hyena's and go through the door in the top-left corner. From then on, take the first door, then the door on the left. Go up and take the second door and finally kill the hyenas to win.



Leopards spring from all angles. Use the single swipe to attack them, the double isn't fast enough.



Swipe the undergrowth to clear a pathway for yourself.

Rafiki Chase

This is where the game takes a dramatic turn. Now fully grown, Simba has acquired an arsenal of nifty fighting moves. Pretty handy really because the king comes under attack from savage leopards, nut-chucking monkeys and... yes, more hyenas!

Be Prepared

As the name suggests, you really need to be on your toes if you are to get through this in one piece! The restart points are few and far between so take your time.

Avoid the spurting lava and the drips that fall from the ceiling.



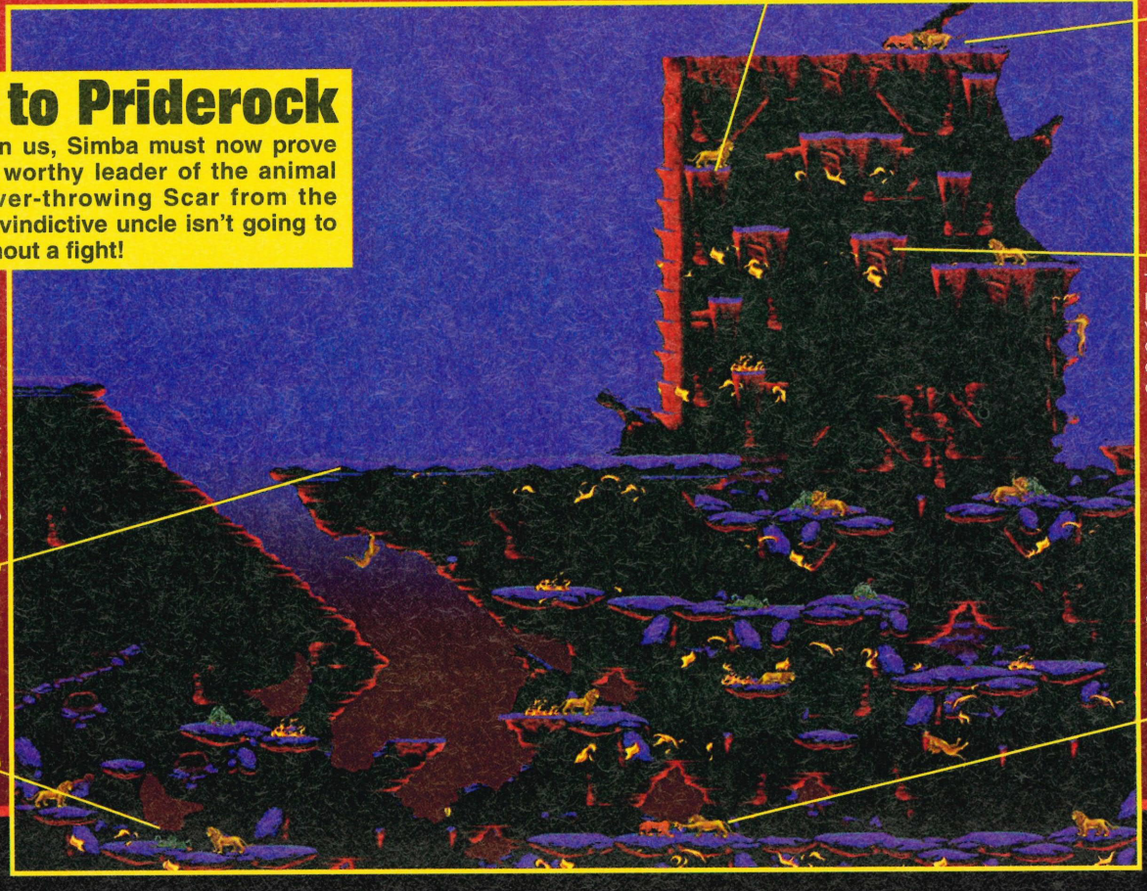
Out of the blue springs a leopard. Keep hammering the swipe button and push him back.

As you float along on the raft, look out for the sleeping bats. Jump to kill the high ones and use a double swipe to kill the low ones.

Return to Priderock

The end is upon us, Simba must now prove his worth as a worthy leader of the animal kingdom by over-throwing Scar from the throne. But the vindictive uncle isn't going to stand down without a fight!

Jump up to this platform and then get to the cliff top for the final confrontation with Scar.



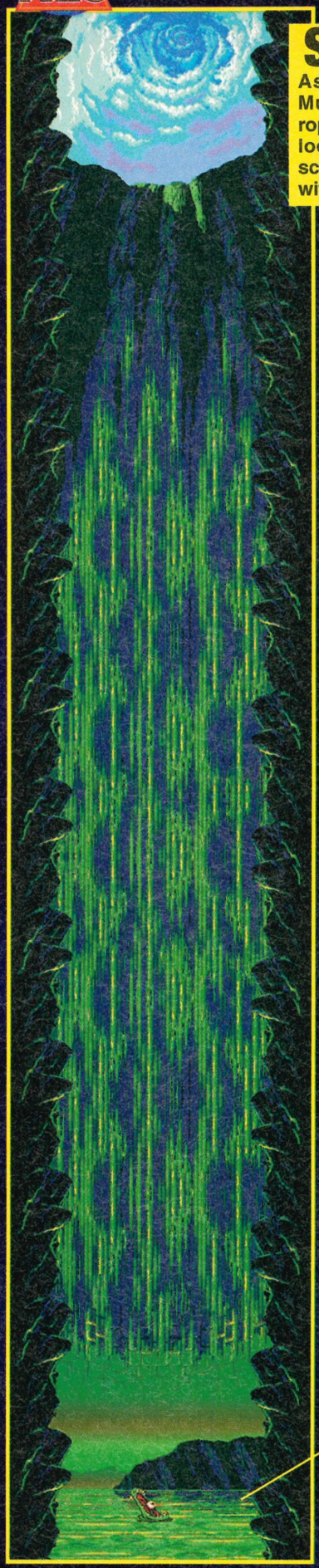
The final battle! Keep swiping Scar as before for about ten minutes, then throw him off the cliff to win the game (and see then naff ending!).

The lightning hits these ledges in sequence, learn what it is and then move accordingly. The fire usually disappears when you change platform.

Swing... swing for your life! Grab hold of the ledges and swing up to the platform to confront Scar for a second time. Use the same method as before to fend him off, but it takes a little longer than before to make him leg-it!

Kill the hyenas and then go up using the ledges. Lightning will frequently strike, so try to avoid the fire it leaves behind.

Keep swiping at Scar until he backs away to the edge of the screen. Continue hammering the single swipe button for about five minutes until he runs off.



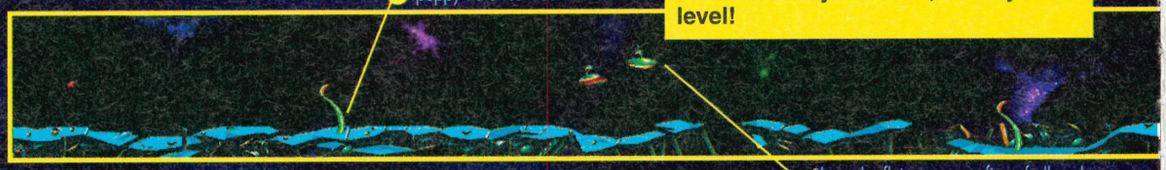
Snot a Problem

As you fall, keep smashing Major Mucus into the wall to weaken his rope. You can tell how frayed it is by looking at the box at the top of the screen. In total there are three rounds with three games per round.

The monster at the bottom will appear on the second round. The best way to avoid him is to move either left or right at the last moment.

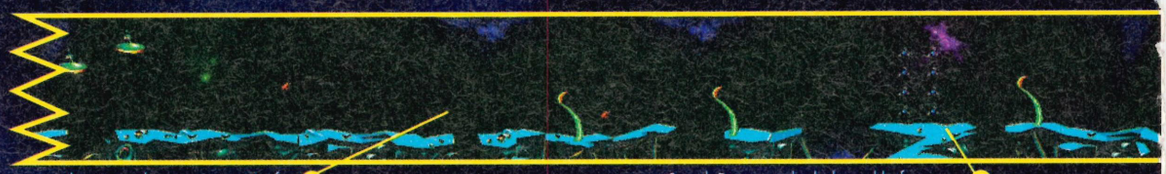
For Pete's Sake

You have one objective on this level, keep Pete the puppy alive. You must whip him to make him jump while you concentrate on killing enemies with your blaster to clear the way. Overall, a very hard level!



Shoot this dog-eating plant with your gun. If Pete walks into it he will become trapped, finally freeing himself, only to emerge not quite the cute little puppy he once was!

Shoot the flying saucers first of all and then whip little Pete so he leaps over the gap. Follow him over and then prepare for the next jump.



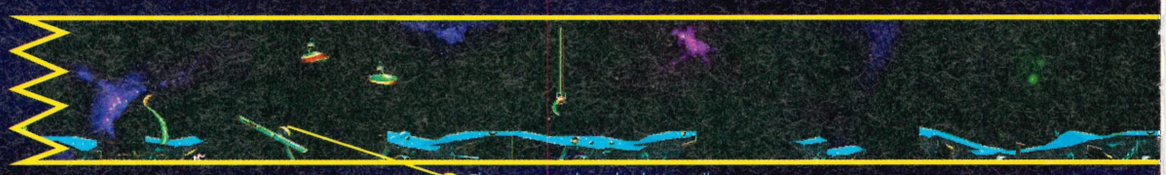
Whip Pete when you are quite far from the edge, this way you'll have more time to jump over and shoot the plant that is just after the hole.

Spank Pete over the hole and before you jump to follow him, shoot the plant on the other side so he can land safely. You only need a quick burst from the gun.

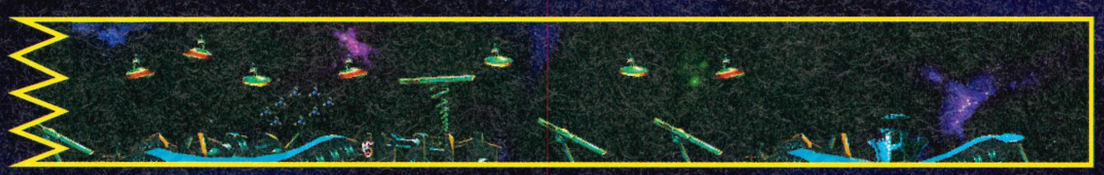


If you stand on this seesaw before Pete gets to it you can adjust the position so he walks straight on and over to the next one, then whip him.

Land on this platform at pretty much the same time as your canine friend and then a quick whip should send him safely onto solid ground.



This is very tricky indeed. You will have to shoot the flying saucer very quickly before you slap Pete onto the next platform.



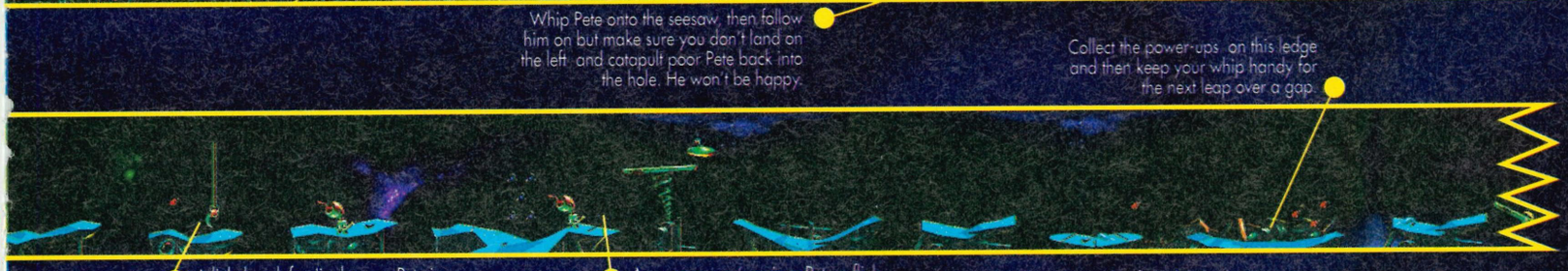


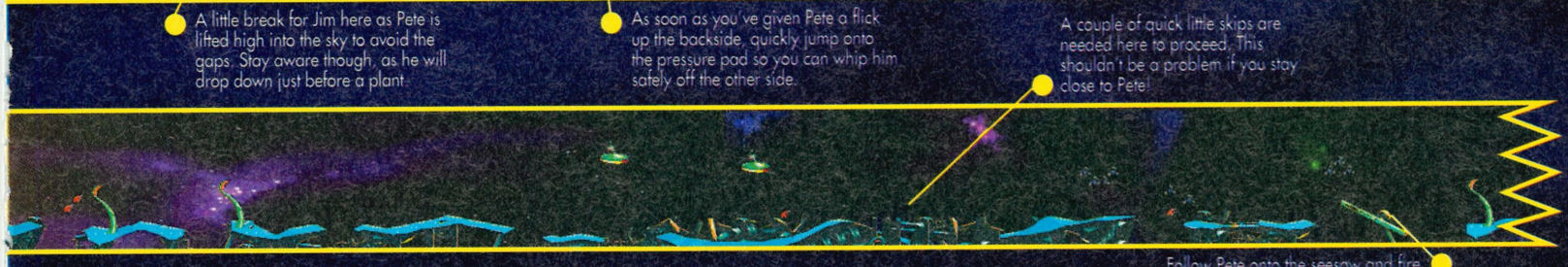
Andy Asteroids

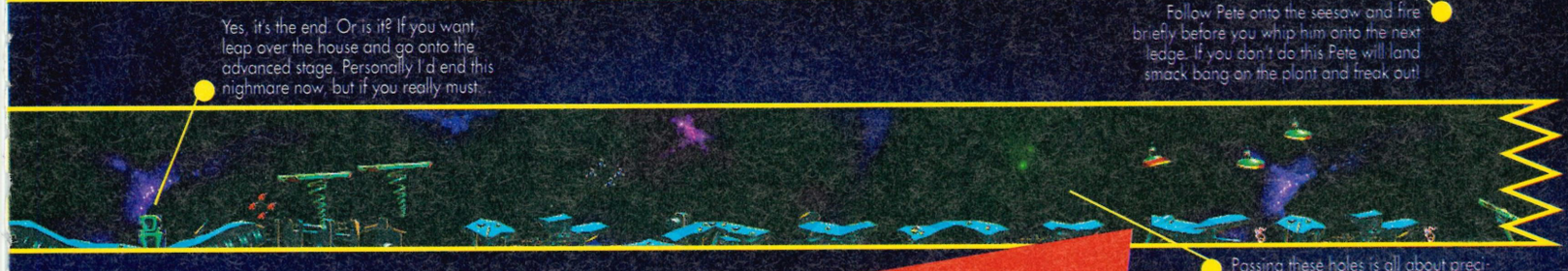
This rip-roaring bonus stage is located between every level of the game. If you collect more than 50 bubbles you can gain an extra continue but there are other items to look out for, like the small orange vortex that speeds you up and the fuzzy blue spheres that give you a shield. The main thing to remember is beat that crow at all costs, otherwise you will have to fight him.

CHEATS! If you want scan around the map, pause the game on any level and press A, X, A, X, A, A, A, A. Unpause it and use the control pad to have a look! Now, if you're really stuck try his level select. Pause the game and press A, B, X, A, A and X together, B and X together, B and X together and finally A and X together then unpause it. Finally try Y, A, B, B, A, Y, A, B – go on!











EARTHWORM JIM

PART 3

It just keeps getting stranger and stranger. This month we take a quick look at the unique bungee jumping section, and ask if snot really has an attitude? Once you've accepted the fact that this is not a normal game you may venture in to the insane laboratory stage where after a wide selection of loopy sub-games you shall face the devil of all mad scientists, Professor Monkey-for-a-head, whose eggy pal will also be waiting! Following them is the level featuring everybody's favourite dog, Pete, just before your nightmare journey into the final level of Buttville!

The cage will move over to the right and then stop. A load of enemies will appear which you must shoot in order to proceed.

The second stop is much harder than the first, you will notice that the enemies follow a particular pattern. Learn that pattern and you're halfway to success.

This is the target to whip in order to go back over to the far left escalator and successfully climb up it.

To climb up this conveyor belt, you must go all the way over to the right and then whip the target.

You can jump on these large balls, but don't stay on them too long as they become charged, causing you a lot of damage.

Level 5

It's a real mix of styles this level. As well as the normal shooting, jumping and whipping activities, you will also come across a sub-game and a secret level. Beware of the prof!

Whip the professor when he follows you about. This will make him disapear off the screen, letting you concentrate on the other enemies.

These tight passageways are absolutely crawling with eyeballs. Don't hesitate – if you try to shoot them all, you'll fail.

After you've carefully swung along the chain through the electric currents you'll find the Chicken boss. He is split into two parts which are explained to the left.

Chicken Head

To kill the chicken, whip the target to drop bombs on his head. Obviously, you must keep moving around to avoid his egg attacks. After you've killed him you will have to shoot him 20 more times as he falls downward.



The dark stage is split into four small sub-levels. Edging slowly through is the safest way to proceed.



Jump up into this hidden door and you'll be taken to a hidden level entitled "Who turned out the lights?".

Stand on this teleport pad to warp yourself into the next part of the level, but first jump over it and pick up the ammo.

It's best really to run through this section as fast as you can. As soon as you stop for anything, a swarm of eyeballs will close in.

You cannot kill the professor, all you can do is shoot him until he runs away. Also, watch the eyes carefully.

Some clever worm-copter antics are required here. Just keep pressing the jump button and Jim will hover slowly down the tunnels, but it's not easy!

Buttville Part 1

Even though the passages tend to be very narrow lower down, they're not as hard to fall through as you may have initially thought. Keep collecting the energy on the way down and you'll be fine. Good luck.

Don't concentrate too much on picking up the energy here because you don't really need it for the last part of this stage, just try and get safely through.

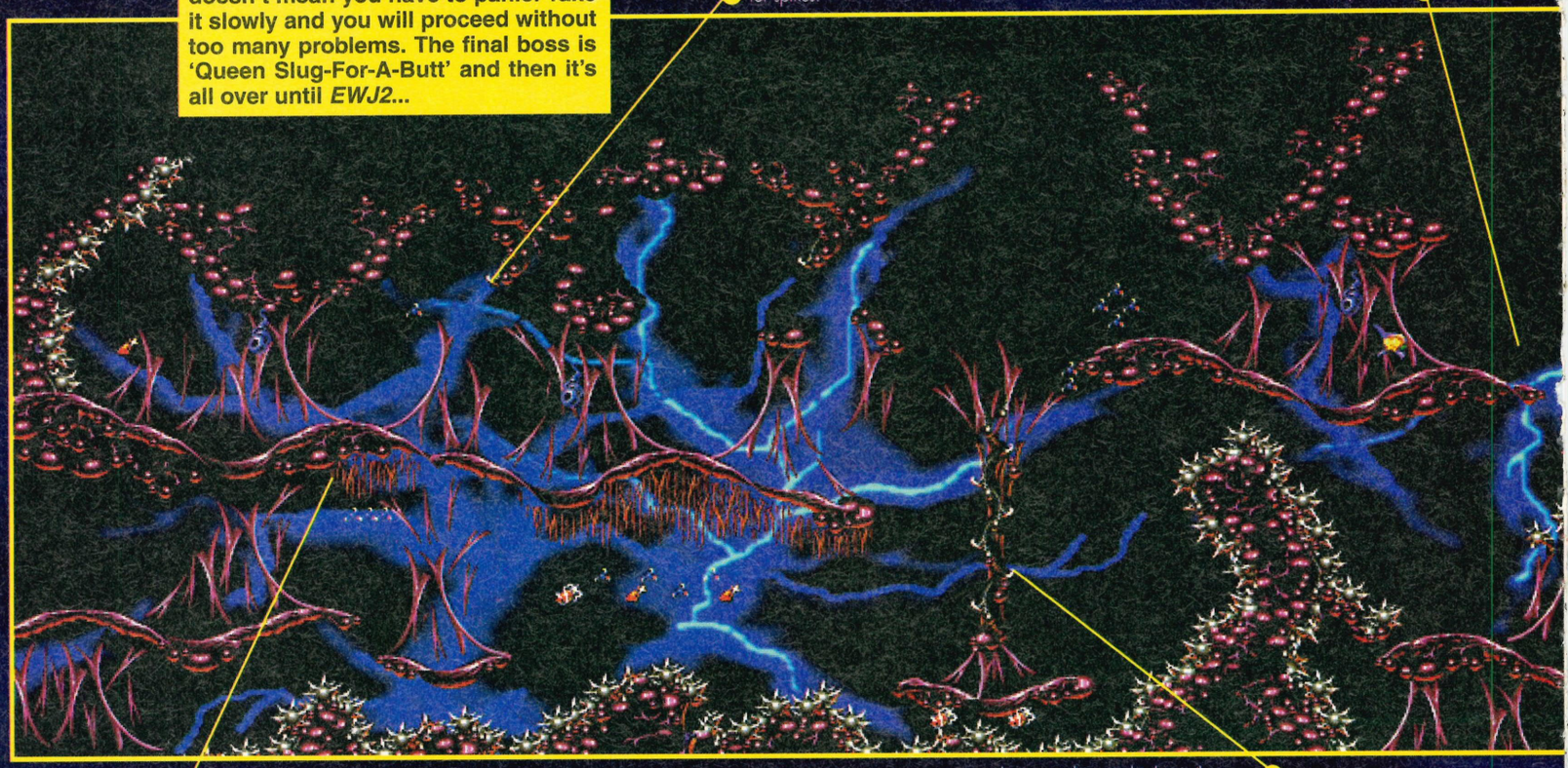
As you can see the bonuses are rife on this side. All you need to do to get them is use the whip to hook on here and swing to the right.

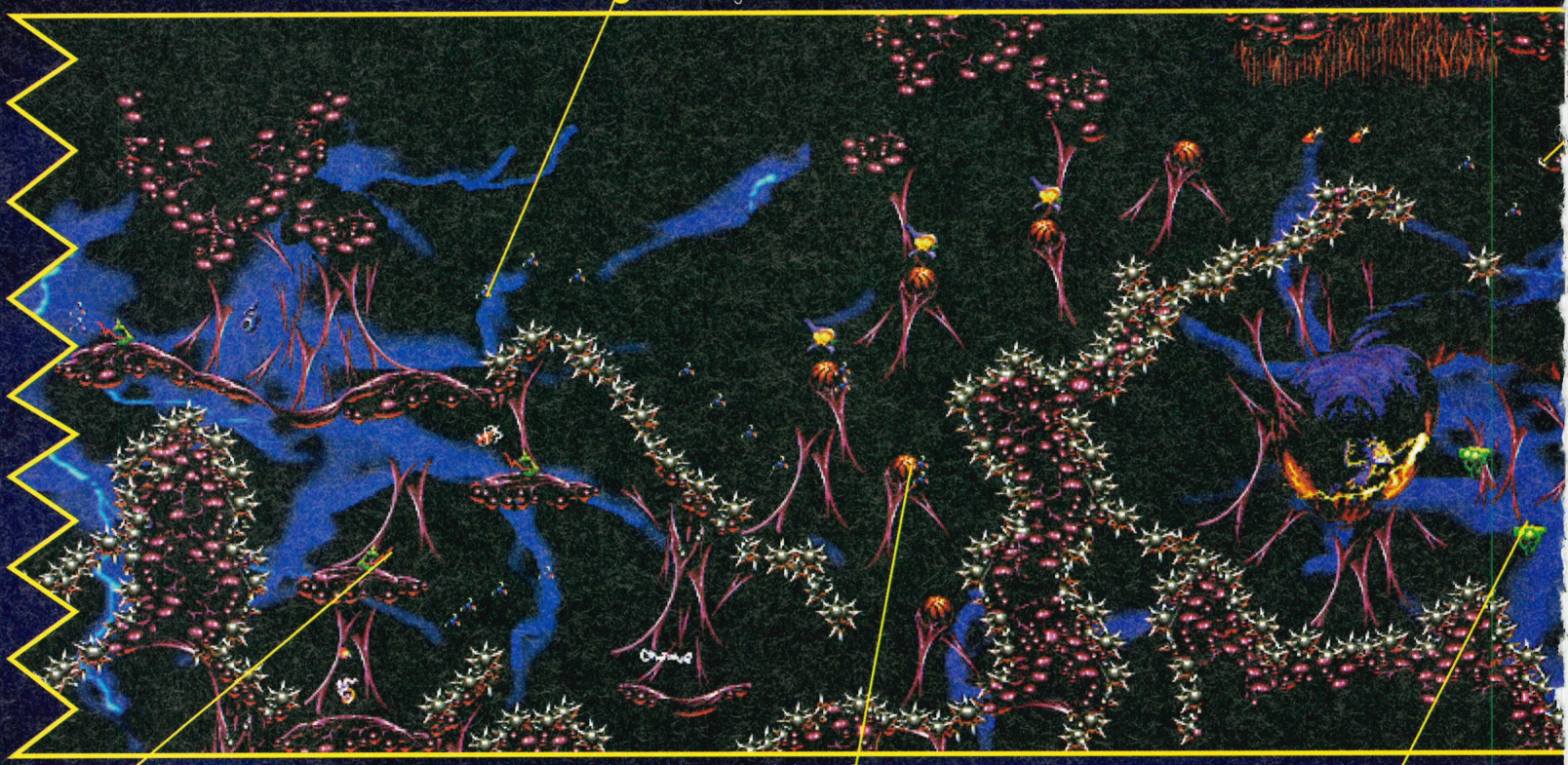
You must take the right path here. The left route is far too twisty and contains only half the power-ups and bonuses you'll find on the right.

First time right – this time left. You may be attracted by the bonuses on the right, but it's too much trouble. Just go left to be taken safely onto the final stage.

Buttville

Okay, it may be the last level but that doesn't mean you have to panic. Take it slowly and you will proceed without too many problems. The final boss is 'Queen Slug-For-A-Butt' and then it's all over until *EWJ2*...





These ugly little creatures can cause a few tricky moments. Watch their tongues and when they are pointing to the right, jump past them. All it takes is good timing.

It's time for a highly annoying climb using the hooks again. I know it's hard, but all I can say is you have to be quick on the turn and quick on the whip.

Latch on to the hook and swing under the ledge to reach the other side of the spiked wall. Swing back to get the other gun.

You can stand on these basketball things. It may not be useful here, but later on they are invaluable.

You can't hang onto the vines for ever, so catch this hook with your whip and swing right on to the Queen's back where you will find a welcome continue.



Queen Slug-For-A-Butt

As you rotate around the Queen, fire in short bursts from the right, then top, then left and finally from below to get rid of the pesky bees. Use controlled bursts otherwise you will run out of bullets. As long as you keep the bees at bay you should defeat the queen after going round about 15 times. It really is surprisingly easy, now you can see the ace ending!

Fire upwards as you glide along underneath. Once you're past the butt, jump back right and repeat. After a while you'll have to dodge spiked platforms so watch it. The quicker way is one mega blast up the butt!

A-Z OF GAMES

SUPER NES

ACROBAT MISSION
A dated and simplistic shoot-'em-up with just five levels providing minimal challenge.
Overall 36%

ACTRAISER
A brilliant mix of a strategic gods game and a great looking platforming slash-'em-up.
Overall 84%

ACTRAISER 2
Not as innovative as the original, this sequel has no *Populous*-style God sections, instead favouring a horizontal platform format. Quite good, though.
Overall 82%

ADDAMS FAMILY, THE
A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master.
Overall 84%

ADVENTURES OF BATMAN & ROBIN
More than capable version of the animated series. Highly atmospheric graphics and some great super villains to fight. Best Batman game to date.
Overall 85%

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%

ANIMANIACS
Not a very nice game to play, but it's sure good to look at (like all cartoon licences). Some stylish parodies of famous films, but overall too hard and frustrating to play.
Overall 80%

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%

ARDY LIGHTFOOT
Strange Japanesy platform game where you control the eponymous Ardy throughout his most excellent adventure.
Overall 74%

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
Barely interesting horizontal beat-'em-up with tiny sprites and a lack of real enthusiasm. Adding two great games just demeans them both.
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%

BEAUTY AND THE BEAST
Pathetic attempt to convert the Disney film (far too many of these licences all ready!), featuring dark badly drawn levels and minimum playability.
Overall 60%

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%

BIKER MICE FROM MARS
A playable and exciting isometric racing game in the *Rock 'n Roll Racing* vein. Great graphics – a fine conversion of the cartoon.
Overall 90% GAMER GOLD



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%

BLACKHAWK
Dark *Flashback* style adventure game which lacks originality and a vital spark of playability. Some nice touches, but ultimately boring.
Overall 78%

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%

BRAINIES
Despite the stupid name, this is actually a fairly decent and enjoyable puzzle game with 100 levels of brain-teesing action.
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%

BUBSY II
He's crap, he's irritating and he likes people who wear bandanas (nuff said). *Bubsy II* is more of the same, but it doesn't have the magic of the original. A dog.
Overall 70%

BUBS BUBSY
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 to rival *NBA Jam*.
Overall 79%

C2: JUDGEMENT CLAY
Not as good as the original and far too annoying to play. The speech and characters are quite good, but the graphics are sludgy and you're better off with *MKII*.
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%

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%

DINO DINI'S SOCCER
Programmer Andy says this is the best football game ever, but Keith wasn't impressed. A great looking, but ultimately frustrating game that didn't get our juices flowing.
Overall 72%

DONKEY KONG COUNTRY
The best game to come out of Nintendo since *Mario Kart*. DKC is THE platform game to own. Beautiful rendered graphics coupled with Mario World playability. Better than sex... almost.
Overall 96% GAMER GOLD!



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%

EARTHWORM JIM
Stunning, incredible, fabulous, pant-wetting – all these words describe the Jim experience. The first game from US Shiny Entertainment is one of the best platform games ever made. Original and shining in every department – it belongs in the slot of every Super NES owner.
Overall 96%



EQUINOX
Isometric 3-D exploration game similar to *Solstice* on the NES. An excellent adventure with atmospheric graphics.
Overall 89%

ESPN BASEBALL TONIGHT
The review said "I feel like baseball tonight" and indeed this polished sports game does actually convert many anti-baseball leagues. It's easy to play, looks good, features digitised players, and you can even hit the ball properly – amazing!
Overall 87%

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%

FATAL FURY SPECIAL
How many more of these damn crap beat-'em-ups are there? Just because the official Nintendo mag gives them all 90% and devote entire columns to them, it doesn't mean they're any good. In fact FFS, like all the other FF clones, is absolute hospice! Avoid.
Overall 37%

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 III
A Gamer Gold for this top RPG which mingles gorgeous backdrops and a complicated and realistic plot. Ideal for fans of *Zelda III*.
Overall 93% GAMER GOLD

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%

FULL THROTTLE RACING
Oh god, do I have to mention this game again? *FTR* is quite the most infantile, ineptly written, badly playable, puke-making pile of dross we've ever had the misfortune to review. Don't buy it, shoot it!
Overall 21%

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%

GHOUL PATROL
Given the class of *Zombies*, many thought this semi-sequel by the same people would be a sure thing. Shame there's no such thing – *Ghoul Patrol* is distinctly dodgy.
Overall 67%

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
Dull Lemmings clone with none of the intricacy of King Arthur's World and 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%

ILLUSION OF GAIA
Keith went mad over this epic RPG (doesn't he always) and I have to admit that it was pretty good. More plot than Fredrick Forsythe and tons of characters too.
Overall 90% GAMER GOLD!



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%

INDIANA JONES' GREATEST ADVENTURES
Half-decent adaptation of all three Indy films programmed by the same team who produced the *Star Wars* series. Looks and sounds perfect, but many key scenes were left out.
Overall 82%

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
Stupid concept for a game. Lightning strikes vat of jelly and a small jelly boy is created (as yer do). The result is a platformer with a remarkable eye for detail, but fairly boring to play.
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!

JURASSIC PARK II
A well programmed game which follows on nicely from the Ocean original, but loses all originality because it's a platform game. T-Rex is especially impressive, but there are many missed chances here.
Overall 88%

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%

LION KING
Love it or loathe it, Lion King is a great game, perfect for youngsters everywhere, but just as playable for adults too! A Virgin Disney-fest of epic proportions and a Christmas classic.
Overall 94% GAMER GOLD!



LORD OF THE RINGS
Well, we waited for two years for this Tolkein inspired RPG and was it worth it? Was it B******! A dire overhead scrolling RPG with terrible graphics (the character have no faces!). JRR will be spinning in his grave.
Overall 68%

LOST VIKINGS, THE
A huge variety of puzzles to this Lemminge game. Funny, fun and completely addictive.
Overall 92% GAMER GOLD!

MADDEN '95
After two years the Madden series has finally gone sour. *Madden '95* is much worse than the original, despite having more plays and tactics. The graphics seem to have gone downhill as well.
Overall 79%

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
One of the better beat-'em-ups to hit the market, this one is based on the limited Spider-Man series and is extremely faithful to the Marvel originals.
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%

MICHAEL JORDAN: CHAOS IN THE WINDY CITY
A stupid idea if ever there was one, this has Michael 'basketball player' Jordan in a platform adventure game where he uses balls as missiles. Yeeeeeesss.
Overall 70%

MICKEY MANIA
Out of all the Mickey Mouse games, this one stands head and shoulders above the rest due to the incredibly life-like graphics that recreate all of Mickey's most famous cartoons. A top game for mousey fans.
Overall 85%

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%

MICRO MACHINES
Colourful and highly playable two, three and four player overhead racing game that relies on base playability to justify the high price tag. Good for a while, but not as slick as the Sega version.
Overall 80%

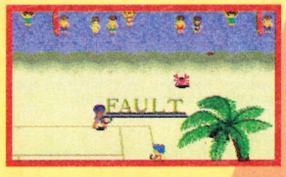
MIGHT & MAGIC II
An efficient conversion of a huge, if somewhat dated PC RPG.
Overall 77%

MIGHTY MORPHIN' POWER RANGERS
They're tacky, they're stupid and we only fancy Trinni, but Bandai are releasing this waste of space anyway. A torrid platform game with some unconvincing beat-'em-up sections at the end. Don't watch the programme, avoid the game – both will make you blow chunks!
Overall 71%

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!

NBA LIVE '95
Isometric *FIFA*-looking basketball game with great graphics and some amazing special moves, but it's a little too haphazard to beat NBA Jam.
Overall 88%

NFL FOOTBALL
The use of Mode 7 for in-game scaling and rotation is stunning... gameplay isn't.
Overall 62%

NHL '95
Much improved upon ice hockey action sim. Now the players race around the rink much faster and it plays like a dream. Two player mode is excellent.
Overall 88%

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 INDYCAR
Billed as the ultimate indycar experience, this is in fact a flat and unrealistic racing game with badly defined graphics and no realism. Avoid.
Overall 61%

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%

PAC IN TIME
This began life as *Fury of the Furies* on the Amiga, but now they've changed the sprite into Pac-Man. An enjoyable platform puzzler, but more suited to younger players.
Overall 84%

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%

PITFALL: THE MAYAN ADVENTURE
Fine attention to detail and a real sense of Indiana Jones adventure, *Pitfall* is a highly refreshing hark back to the days when platformers were full of simple thrills. A winner for Activision.
Overall 90% GAMER GOLD



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%

A-Z OF GAMES

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
Non-descript platform game where you must use various objects to open the exit. An unlikable central sprite (Pie man?) and slow pad response are guaranteed to annoy.
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 & STIMPY: TIME WARP
If you like the surreal cartoon show then you'll love this accurate Ren & Stimpy game. Full of annoying samples and colourful graphics, this is better than *Veediots*.
Overall 80%

REN AND STIMPY: VEEDIOTS
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 plaiformer 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
Got an appetite for humungous RPGs? Secret of Mana, a game many praised as better than Zelda, is finally out on official release and it's not bad at all. Check it out if you fancy losing all your nights.
Overall 85%

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!



SHAQ-FU
Miserable attempt to turn Shaq into a Kung-Fu legend to rival Bruce Lee. A turgid game with minimal playability and too many Pepsi cans.
Overall 57%

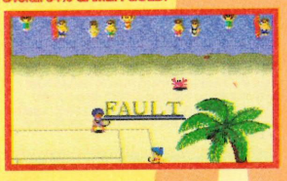
SIDE POCKET
Side Pocket shines as the best pool game on the Super NES. Great graphics, but slightly dodgy cue action.
Overall 86%

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!



SMURFS
I hate them, I hate them, I hate them, I hate them, I hate them, I hate them, I hate them, I hate them, I hate them. Not a bad game, but far too cute and formulaic.
Overall 79%

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%

SPARKSTER
Racy, speedy, unpredictable, all these words could describe Jason Johnson, but also Sparkster, Konami's latest attempt to create a company mascot who thinks he's cool. A great game which encompasses all that's good about arcade platformers.
Overall 83%

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 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: STAR FLEET ACADEMY
Yet another medium *Star Trek* game which fails to capture the true essence of the show and films. The graphics are fine, but it is too easy to complete and is weighed down unnecessary Trekkie trivia.
Overall 78%

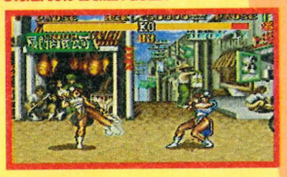
STAR TREK: TNG
Glorious looking Trekkie game, with 16Mbits of power, but sadly this has all been used with pretty pictures rather than lasting gameplay. Excellent while it lasts, but we completed it in a day!
Overall 70%

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!



STREET RACER
A lightning fast 3-D racing game which has all the appeal of *Mario Kart* and adds a blistering four player mode, plus soccer and elimination sub games. You'd be a fool to miss it.
Overall 91% 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%

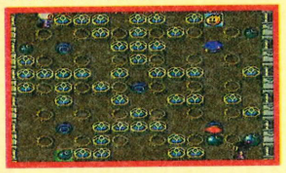
SUPER ADVENTURE ISLAND
This sounds great and doesn't look too bad, but gameplay is irksome with your large sprite coming a cropper all too often. Ugh!
Overall 42%

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. 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!

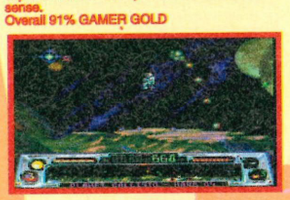


SUPER BOMBERMAN 2
Disappointing sequel to one of the most classic games for the Super NES. They shouldn't have messed with the killer two player mode... but they did.
Overall 83%

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 DROPZONE
Archer Maclean's classic playability wins through again with this game programmed by Eurocom. Updated graphics, but who cares – it's still a super fast shoot-'em-up in the old fashioned sense.
Overall 91% GAMER GOLD



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 ICE HOCKEY
A highly competent ice hockey game, but overshadowed somewhat by *NHL '95*. It does have a good multi-player mode and four different views.
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 PUNCH-OUT!
One of the better boxing sims on the Super NES. This is an update of the terrific NES game, but it fails on not having rounds or using strategy. Large and stylish graphics are great, though.
Overall 82%

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 RETURN OF THE JEDI
A polished and playable end to the trilogy from JVC. Not as good as *Star Wars*, but much better than *Empire*. Some terrific graphics and mega sound.
Overall 86%

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%

SYNDICATE
Excellent conversion of the Amiga cyberpunk strategy game featuring replicants who can blow the crap out of innocent civilians while enforcing their police state.
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!



TINY TOONS: WILD & WACKY SPORTS
Another cutesy effort from Konami. You play the Tiny Toons and you you must take part in some, er wild and wacky sports, amazingly.
Overall 75%

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%

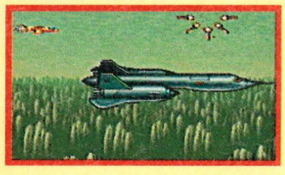
TURN & BURN
Beautifully presented and realistic Top Gun fantasy, but marred by the old Absolute Bugbear – a lack of challenge and originality. Good for a while though...
Overall 75%

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%

US 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!



VORTEX
Stunning Super FX game set on various 3-D planets. You control a Morphing Battle System (MBS) which allows you to be a plane, hard shell, car and mighty robot. Almost as good as Starwing.
Overall 92% 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%

WOLVERINE
Fairly playable game based on the Marvel comics beserker with razor sharp claws. It all looks fine, but Acclaim have done an injustice to the character by making the game slow and boring.
Overall 74%

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 RAW
Don't bother to even try this crap wrestling game at the shop in case you go into a spasm. Average graphics complement a seriously unplayable and hap-hazard game.
Overall 36%

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 LOLO
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 too!
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%

A-Z OF GAMES

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, Barney and Co are well drawn and convey a lot of the cartoon's atmosphere. It plays well to and is full of Stone Age 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.
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, with 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
Weird 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%

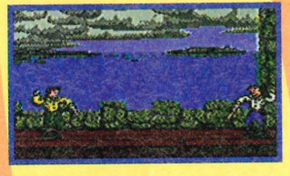
PAPERBOY
Lamentable arcade conversion that will appeal only to paperboys, and then only if they're workaholics.
Overall 30%

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. Hueyuuughhhhhhhhh!
Overall 5%

ROBOCOP
One of the better film licenses, a good job has been made in making this playable and visually pleasing.
Overall 80%

ROBOCOP 2
A bad control method lets this down, unfortunately Robocop tends to slide around like he is on ice scates.
Overall 65%

ROBOCOP VS TERMINATOR
Appaling platform game, bad collision detection and extreme difficulty make this a definate no no.
Overall 32%

RODLAND
An extremely playable arcade game, great with two players.
Overall 85%

ROLLER GAMES
This is fairly original I guess. Well it's the only beat-'em-up on roller scates and quite playable too.
Overall 72%

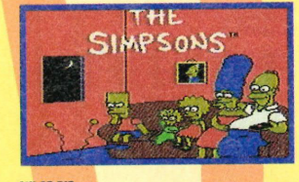
SHADOWGATE
An icon driven adventure, which is more like the old graphical adventures originally found on the Spectrum, still it's worth solving.
Overall 63%

SHADOW WARRIORS
Platform based action which is enjoyable, but difficult.
Overall 78%

SILENT SERVICE
If you play this you will get a sinking feeling. Hopefully the only submarine simulation that will ever be released on the NES.
Overall 33%

SIMON'S QUEST
Fine adventure set in Transylvania, you play the part of Simon Belmont, your quest is to kill Dracula. Enthralling game which will appeal to adventure buffs.
Overall 87%

SIMPSONS
What a surprise, the game is as good as the cartoon. Features all the characters and some very challenging gameplay.
Overall 91% GAMER GOLD!



SKI OR DIE
Strange game featuring a host of snow-related activities, including snowball fights and leaping over log cabins.
Overall 67%

SMASH TV
Hit coin-op conversion, great graphics, no slow-down and plenty of carnage for all the family.
Overall 90% GAMER GOLD!



SNAKE, RATTLE 'N ROLL
The complex challenges in this isometric insect-'em-up are compelling enough, add great graphics, sound and some fiendish problems and you've got a winner.
Overall 92% GAMER GOLD!



SNAKE'S REVENGE
Sequel to Metal Gear which is more platform based and not as good as the original.
Overall 78%

SOLAR JETMAN
Pilot a very controllable spacecraft through barren planet caverns, in the search for the golden spaceship. Original, playable and only £9.99! Bargain of the month!
Overall 94% GAMER GOLD!

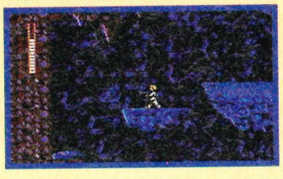
SOLSTICE
3-D isometric adventure with over 250 rooms, perspective can be misleading but it's a fine game, great title music also.
Overall 90% GAMER GOLD

SPIDER-MAN AND THE X-MEN: RETURN OF THE SINISTER SIX
A worthy Marvel conversion, standard platformaction with few frills.
Overall 71%

SPY VS SPY
You play Black or White, and the idea is to kill each other off with bizarre booby traps. Based on the MAD magazines.
Overall 87%

STAR TREK
Faithful adaptation of the classic Sixties Sci-Fi series. Good plots, but too short. Needs a bigger sequel. Ask Andy McDermott for ideas, Konami!
Overall 88%

STAR WARS
One of the best platform adventures around. Follows the film plot scene for scene almost and features some great flying sections as well.
Overall 91% GAMER GOLD!



STEALTH ATF
An abysmal attempt at a flying game, a real bogey.
Overall 29%

STREET GANGS
Average beat-'em-up with interesting weapons and secret routes to the bosses. Not well known.
Overall 69%

SUPER JAMES POND
Very cutesy game which is colourful, playable and good fun.
Overall 80%

SUPER MARIO BROS
The game which launched Nintendo to stardom, plays like Bryan Cant, graphics are a bit dated though.
Overall 85%

SUPER MARIO BROS II
A good game, but doesn't really live up to previous standards, weakest of the Mario series.
Overall 80%

SUPER MARIO BROS III
The best platform game ever on the NES, superb playability, secret rooms galore and loads of levels – the ultimate in entertainment.
Overall 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%

GAME BOY

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 pileof 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!



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%

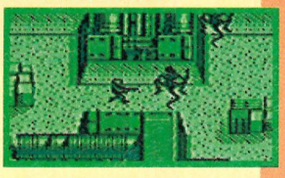
ALIEN OLYMPICS
Curious-looking ET version of the old *Hypersports* and *Track 'n Field* coin-ops. Many different events such as shooting, long jump, javelin and shot putt, but some events are tricky to control.
Overall 84%

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...
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%

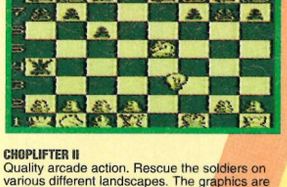
CASTLEVANIA
Tricky platformer that you won't complete in a hurry. Good graphics and challenging gameplay make this one to consider.
Overall 71%

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%

DAFFY DUCK
Fast moving and challenging platform licence which manages to convey the frenetic action of Daffy's cartoons and is full of surprises. Good for kids.
Overall 83%

DARKWING DUCK
Great cartoon platformer. Excellent graphics and animation coupled with the challenging gameplay produce a game which is hard to ignore.
Overall 82%

DESERT STRIKE
Ocean make good with a classic conversion of the chopper sensation. Rescue POWs, destroy camps and SAM sites and get home for tea and crumpets. Just look what the Game Boy can do!
Overall 84%

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%

DUCK TALES 2
Another competent platformer from Nintendo. This time Uncle Scrooge has to travel around the world searching for five ancient treasures. Yippee!
Overall 81%

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%

GAME BOY GALLERY
Awful looking, but actually a highly playable collection of five Game & Watch mini games. The perfect Game Boy game for a quick distraction. Try it, you might like it.
Overall 85%

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 movee, 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%

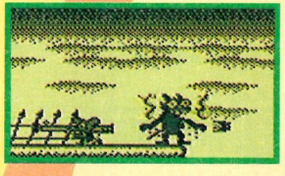
HOME ALONE
Quite literally one of the saddest, most demented games ever to be seen in this universe.
Overall 18%

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%

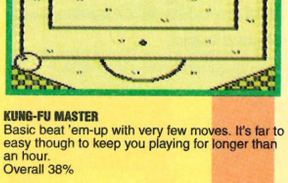
JURASSIC PARK
A massive arcade/adventure that is worth playing if your after a time consuming challenge.
Overall 83%

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 doesn't make it any less fun.
Overall 90%



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!

A-Z OF GAMES

LETHAL WEAPON
Hardly lives up to the film's all-action 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 platformer with some nice graphics but would have been better with a free burger voucher.
Overall 70%

MEGA MAN
Playable platformer with loads of bosses and weapons which isn't quite original enough to be considered a classic.
Overall 86%

MEGA MAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics and fine playability.
Overall 83%

MEGA MAN III
Mega Man is the longest running series of any video game character (on the NES anyway), but this latest Game Boy incarnation 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. Rifman'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!



MONTREAUX THE CLEVER SHEEP
Stunning new game concept, from Titus,where you guide Montreaux (a sheep) through a field eating grass and flowers, and avoiding Hercule, an evil goat.
Overall 99% 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%

MR NUTZ
The classic Super NES platform game featuring a Sonic-style squirrel is back on the Game Boy and it's a damned fine game, if you like that sort of thing.
Overall 89%

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%

NBA JAM
A fair conversion of the Super NES classic basketball game. The graphics are great, with the "on fire!" mode still included, but it blurs excessively when you run, and the collision detection is way off.
Overall 76%

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!



SEAQUEST DSV
Completely crap DSV game with gameplay so boring you'll want to dunk your Game Boy down the toilet! Not a patch on the Super NES game.
Overall 53%

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%

SPACE INVADERS
More Invaders than you can possible imagine in this first rate conversion of a sadly dated game. SGB owners get the full Super NES game too!
Overall 70%

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%

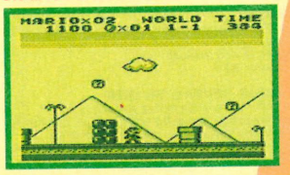
STAR TREK: TNG
Technically accurate, but intensely boring and lacking in any kind of 'zing' whatsoever. Trekkie fans will abhor this sad attempt at a conversion.
Overall 62%

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 bigger too.
Overall 90% GAMER GOLD!



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%

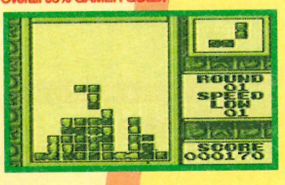
TALESPIN
Quite a tricky shoot-'em-up this. Features characters from the cartoon, but certainly won't appeal to younger players when it's this difficult.
Overall 65%

TARZAN
Boring to play and not particularly stimulating to look at, *Tarzan* is a wasted opportunity, as it is just a platform game where you must collect things. Wow.
Overall 56%

TAZ-MANIA
Looks good, but then looks aren't everything. A bit of playability would have gone down well.
Overall 54%

TENNIS
Buy this and you need not buy another tennis game. The two player link-up works superbly.
Overall 92% GAMER GOLD!

TETRIS
What else can you say about this simple, yet possibly most addictive game ever to be made?
Overall 95% GAMER GOLD!



TETRIS 2
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%

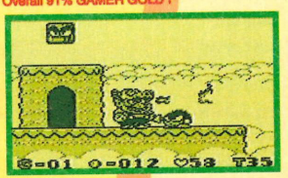
TOM & JERRY
More perilous adventures with the famous cat and mouse duo, but this time the two have become friends (yeuch!) to escape the people smashing up their house.
Overall 71%

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* on 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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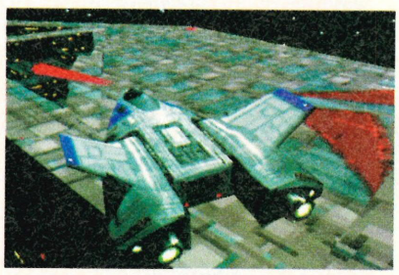
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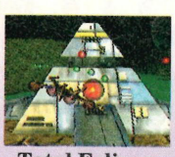
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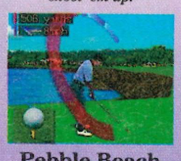
The Horde
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Total Eclipse
Blistering arcade action with this stunning 3D shoot-'em-up.



Sewer Shark
Claustrophobic blaster with superb FMV and addictive gameplay.



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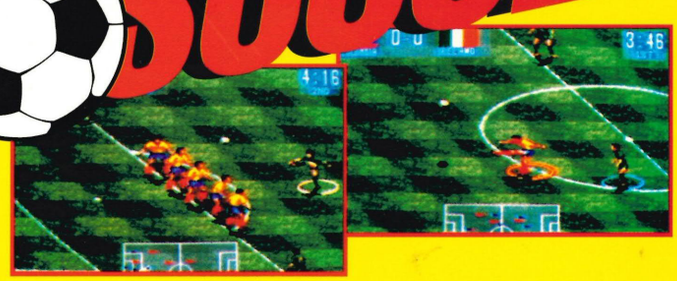
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