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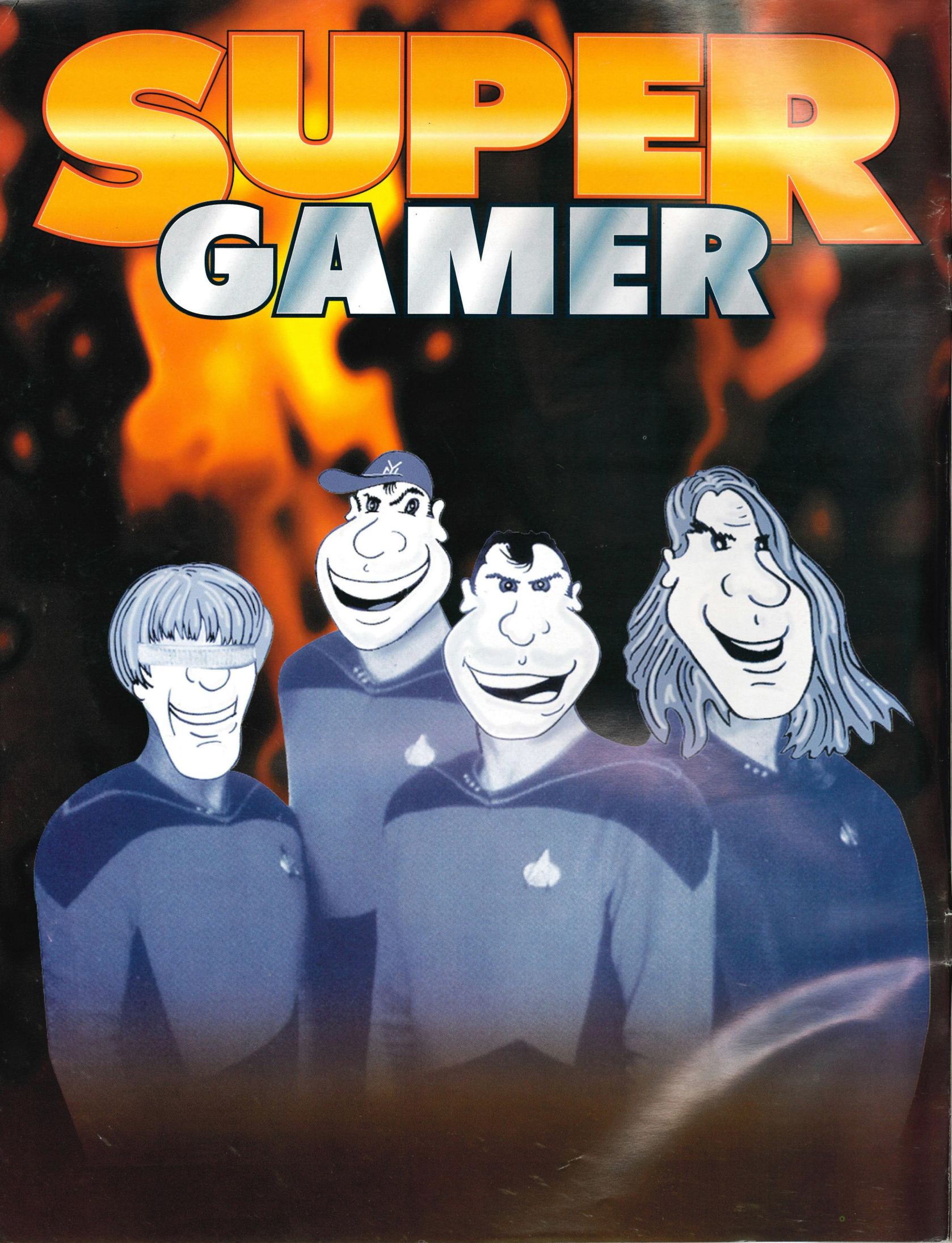
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SUPER GAMER
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MARCH 1995

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TOURNAMENT EDITION P30

NBA JAM

CES

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GONNA SET YOUR SOUL ON FIRE!



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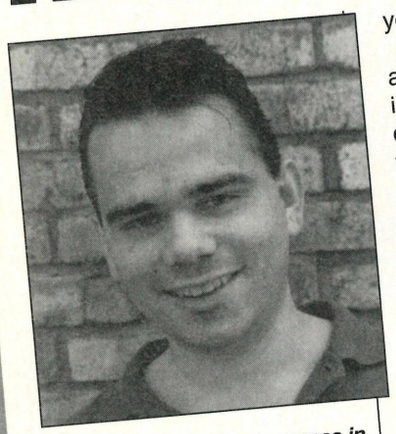
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The Nindependent

RING OUT THE OLD!



The boy they call nasty names in typical thin mode, circa 1989. A few too much beer and burgers later and he's bloated beyond the range of the camera's lens.

And so the old team departs and the new one takes centre stage. It's with a tear in the eye and a lump in the throat (not a serious disease, I hope) that we wish a fond goodbye to the people that brought us the first eleven issues of Britain's favourite Nintendo magazine.

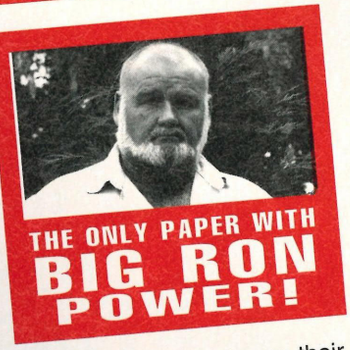
Damian's gone over to edit PC Power, and taken Andy with him. Rumour has it that Keith, too, has defected to the world of chips, bugs and hard drives although we seriously worry for the state of his intellect – Spectrum tapes really won't fit in that disk drive, Keith! Ryan 'Judas' Butt has been transferred into the seedier side of the industry to ply his trade on Sega Pro. But where does that leave you, the reader?

The new Gamers are just as commited to the fun-loving, butt-kicking, never-say-die (ahem) attitude of those who have passed over to the other side. Jonathan Evans, a true Nintendo-ite, is the reviews editor, responsible for twisting the arms of the software people, trying to convince them that, no, Damian wasn't being personal when he said they were nasty, insignificant types who shouldn't bother him with endless phone calls unless there's a free lunch in it. Hayden Jones, a venerable veteran of games magazines good, bad and indifferent, will be adding his two-penneth over the forthcoming issues. Miles Guttery will be popping up when he escapes the day-to-day rigours of CD32 Gamer. And then there's me, Mark Smith, aka DK (allegedly).

All in all, we'll be looking to continue the oh-so-high quality of the magazine that was, bringing you the very latest in SNES and GameBoy software. In this issue alone, we've got the likes of *NBA Jam Tournament Edition, Unirally, Jungle Strike (GB)* and an exclusive of *Carrier Aces* all reviewed, plus the regular previews and a look behind the scenes at the recent Consumer Electronic Show in Las Vegas.

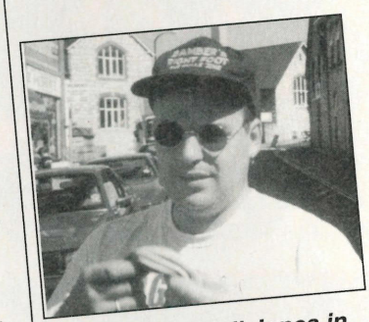
This show was the launch pad for the Virtual Boy, Nintendo's latest gadget. Although utilising a 32bit RISC processor, it still hardly compares with the latest technology from Sony or even Nintendo's own Ultra 64. A stop-gap or the next Game Boy? If the cynics can be won over then it may have a chance, but it seems fairly unlikely that it will have the same impact as its portable cousin due to its rather conspicuous set-up. Hardly one for businessmen on trains, is it? On the other hand, it is the platform for the next *Super Mario* platform adventure, which is in its favour, especially since Mario's able to move between background and foreground, resulting in a larger play area.

For the immediate future, may be Nintendo should be concentrating on new games. After the huge success of *Donkey Kong Country* – dubbed 'the game that saved Christmas' by people in the industry (whoever they may be...) – it's quite obvious that decent and innovative games can be a major success. Many software houses complain about price increases, lack of sales and less interest than this time last year, but if they were to produce something half as good as *DKC*, I'm sure that they would have a winner on their hands. It seems that many companies are sitting on their hands and waiting for the next generation boom. It may come this year, it may be next, but for now there's a SNES industry to service and very few companies seem to be doing us proud here. May be *DKC* will change some attitudes out there...



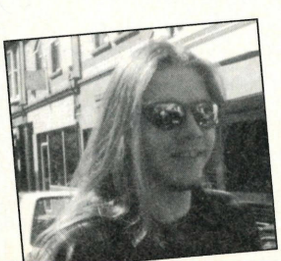
We've re-introduced the Busters A-Z as well as the A-Z of games in this issue too, along with a special classic tips section. Since it's our first issue in charge of Super Gamer, we're very interested to hear your views on what's what. Get your letters in to The Write Stuff on this and any other subject – we wanna hear your views!

Mark Smith



The boy they call Jones in typical docile mode. That's a fine cap, is it not?

GUTTERY IN POLICE PROBE



Following similar mugshots in other Paragon magazines, the Fashion Police, in conjunction with the National Hairdressers Association, are probing the whereabouts of Super Gamer employee, Miles Guttery. Wanted in conjunction with serious fashion and hair offences, including alleged ownership of dodgy shades, Guttery's whereabouts were unknown as the Nindependent went to press.

PARAGON DENY BUY-OUT RUMOURS!

After the recent acquisitions of other Publishing Houses across the country, it is rumoured that Paragon Publishing, the people resposible for this fine publication, are in the midsts of battling a vicious buy-out attempt from a Saudi oil shiek. It must be something to do with all these fabulous magazines that they produce month in, month out. Apart from Super Gamer, this fine institution also produces SEGA PRo, Sega XS, Mega Power, Internet & Comms Today, PC Power, CD-32 Gamer, CD-Rom User and Games World. That's a lorra lolly for some one!



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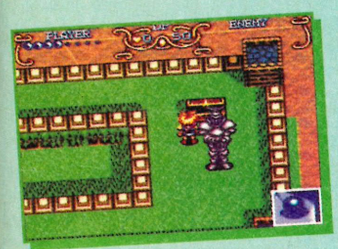
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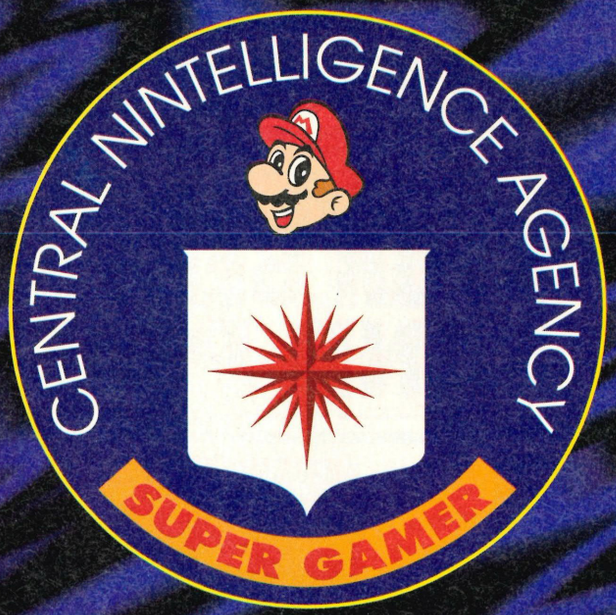
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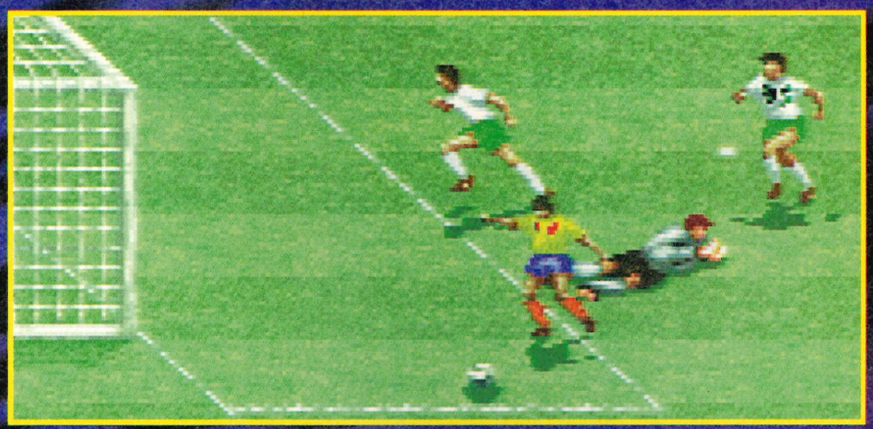
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KONAMI KUTS KARTS

Following Konami's latest blockbuster, *International Superstar Soccer*, the UK subsidiary claim that they will only be releasing a handful of new products this year, preferring to concentrate on new machines at the end of 1995. One of the carts will almost definitely be the sequel to ISS, with the others yet to be announced. Ironically, Titus almost simultaneously announced that they were to continue supporting the machine, claiming that 'the current console market has at least 18 months left', sentiments Super Gamer certainly echoes.



TIRED OF MONKEYING AROUND??

Donkey Kong Country, the game that made our Editor what he is today, continues to revive the software industry, not just in the UK, but worldwide. According to the latest figures from Nintendo, the revenue created by the game in Japan alone was more than that of the sales for the Saturn, 3DO and the Playstation last year. That's quite a few million yen, enough to keep Mark in bananas for at least six months...

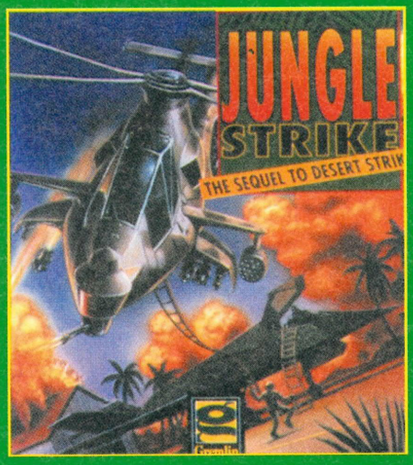


Talking Telephone Numbers

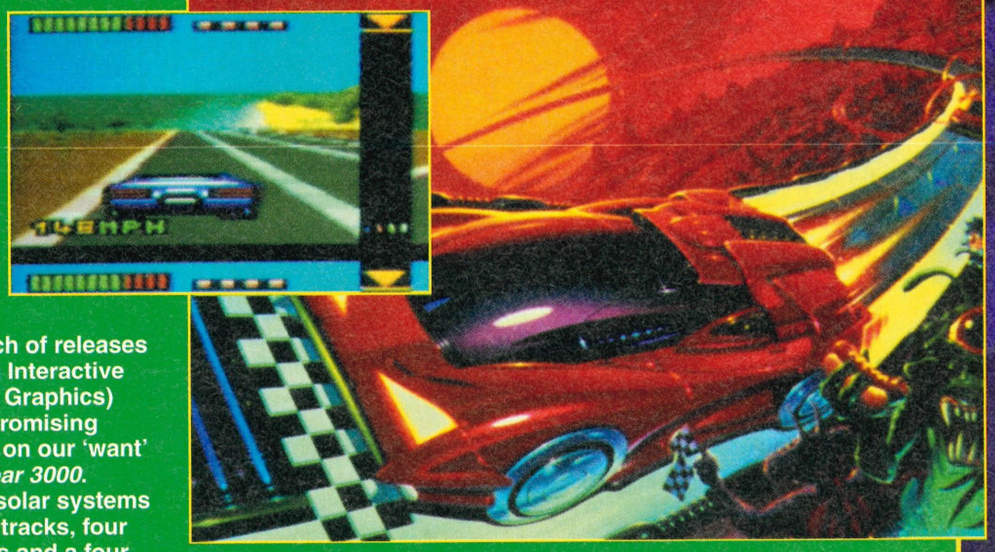
US Telephone giant, GTE, has joined forces with Nintendo to co-produce advanced software titles, including *FX Fighter*. This agreement takes in both development and co-publishing, which may mean little to you and me right now, but it should result in some very aggressive marketing and plenty of money available to develop. No word on whether they've licensed Philip Schofield and his autocue, though...



GREMLIN IN THE WORKS

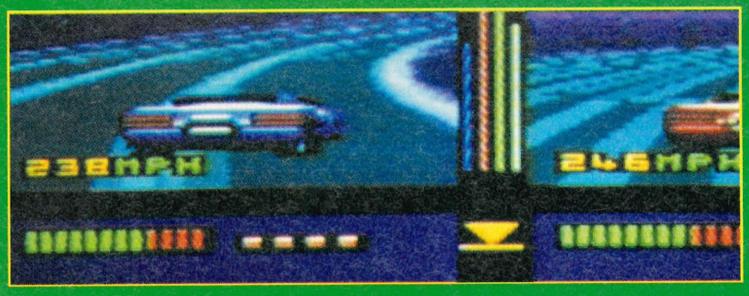


The next batch of releases from Gremlin Interactive (nee Gremlin Graphics) feature two promising sequels. Top on our 'want' list is *Top Gear 3000*. Boasting 12 solar systems with 48 alien tracks, four futuristic cars and a four player option, it's set some 1000 years in the future, with optional extras to match. Gone are the go-faster stripes of the tacky 90s – now you can latch on teleporters, attractor beams, phosphorous bombs and jump drives. Mind you, even that's not enough to mend Mark's Rover convertible after managing to sandwich it between a pick-up and an Escort!



The other sequel on its way is *Jungle Strike*, a faithful conversion of EA's Mega Drive classic. There's four main vehicles, including a Comanche attack helicopter, F-117A Stealth Fighter, MX-9 Attack Hovercraft and an Assault Motorcycle.

Thirty missions spread over eight campaigns, state-of-the-art weaponry and co-pilots also take this beyond the original *Desert Strike*. Ironically, Urban Strike from THQ has also just been announced, but, as to the quality of each game, we'll have to wait until we see final versions over the next few months.





COLOUR GAMEBOYS ARRIVE!



The CES (see report on page 22) saw the arrival of five colour Game Boys! Five? Well, as opposed to the colour screen Game Boy, which has been rumoured ever since the original came out, Nintendo decided that the public really wanted colour cased Game Boys, with the same monochrome screen still intact. There's one to suit all tastes (ahem) – black for the fast, smooth types, a matt green for the suave gamers, yellow for anyone with a streak of cowardice, red for the more temperamental gamer and transparent for people who prefer to walk around with no clothes on. Sometimes we wonder how much more Nintendo can squeeze out of their old product – give us something decent and new we say!

DIRTY DRIVING

Elite's imminent release is *Dirt Racer SFX*, which is being touted as a cross between *Super Mario Kart*, *Street Racer* and *Stunt Race FX*. Look out for a review soon – until then, feast your eyes on the screen shots and drool!



THE NAME'S LIMITED .... RARE LIMITED!

Donkey Kong Country maestro's, UK based Rare, are currently deep into their next project, which involves planting Pierce Brosnan's mug onto a little sprite. In fact, the *James Bond* license, Goldeneye, which is being published by Nintendo, will utilise the Advanced Computer Modeling found in DKC, and, indeed, you will see Brosnan's likeness in use. Sounds obvious? Well, past games, especially things like certain *Lethal Weapon* licenses, and even the older Bond games on other systems haven't always included a deal to use the likeness of the actor in question. Some must have been worried that their chiselled looks may have lost their edge as drab little graphics...

HOW TO WIN FRIENDS AND INFLUENCE PEOPLE

(Volume I)

As this issue of Super Gamer was happily drawing to a close, an accident befell our Editor and his pride and joy, his car. Unfortunately, Mark emerged unscathed following being sandwiched between an old woman in a pick up and a hysterical one in a Rover, but the car is now flat where it should be pointed and vice versa. Being the dedicated soul he is, he went back home with a nice AA man, grabbed his wife's car and still came in. Unfortunately, that car broke down later, and the last we saw of Mark was when he turned red, exploded and shot off into the night sky...

HOW TO WIN FRIENDS AND INFLUENCE PEOPLE

(Volume 2)

On a more serious note, Nintendo are about to take action against Korean manufacturer Samsung, who allegedly produced 'hundreds and thousands' of counterfeit *Donkey Kong Country* carts, as well as other games. Considering that Nintendo have previously had a working relationship with the company is most worrying for the Japanese giants – even more so when Nintendo claim that Samsung have been supplying components to a Government-owned Pirate operation.



ANIME PIONEERS

Pioneer Video, those nice people who launched the Moldiver series on these fair shores, return to your video screens with their latest three-part series, *Green Legend Ran*.

As opposed to *Manga*-style vids, Pioneer's latest releases concentrate more on stunning visuals and a pretty intense story-line. The hero is a teenage lad called Ran (big surprise, eh?), who lives in a world where water is scarce and the air difficult to breathe (Bournemouth on a hot summers day). It no longer rains in this futuristic world and the oceans have all dried up; the only source of the wet stuff is six aliens, headed by 'Mother' and protected by the elitist Rodoists. These aliens are constantly battling with the revolutionary Hazzard faction, who try to distribute water to the world's masses like modern-day Robin Hoods. Something like that anyway.

The first vid, which runs for about 45 minutes, charts the start of Ran's mission. Following a civil war, he's left orphaned, so he sets out on a quest to track down his mother's killer, his only clue being that the killer has a scar on his chest. He also longs to join the Hazzard troops, which he finally manages to do when he saves soldiers from certain death. He then meets a girl called Aira, who turns out to be a rather vital link in the fight against Mother and the Rodoists. Of course, being a girl and an Anime film, she's a bit crap and gets kidnapped, ironically by a man with a scar on his chest – bit coincidental, don't you think?

Anyway, the story then continues onto the second video, where Ran tries to track down Aira and battles against the Roboists once more. The action hots up as he reaches Green 5, which is the Rodoists 'holy green', whatever that means.

The *Green Legend Ran* series will be available in early Feb, with each video costing £12.99.

Win! Green Legend Ran and Greenpeace gear!

Those purveyors of all that's green, Greenpeace, have linked up with Pioneer Videos and Green Legend Ran to offer Super Gamer readers some rather cool gear! *Green Legend Ran* is not only a futuristic tale – there's also numerous environmental issues raised, which Greenpeace obviously would like to echo. We've got ten copies of the first video up for grabs, with each winner also receiving a *Green Legend Ran* sweatshirt, Greenpeace long-sleeve T-Shirt and a special Greenpeace information pack.
To win one of these special prizes, fill in the answer and tie-breaker below and send it to : I wanna be Green compo, Super Gamer, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF.

The Question: What's the name of Ran's girlfriend in the series?

A : ANIME B : VERA C : AIRA

Please fill in your answer, making sure that you include your name, full address, daytime telephone number, age and shirt size. Incomplete answers will be ignored.

The Answer : .....

I wanna be green because : .....

.....

Name : .....

Address : .....

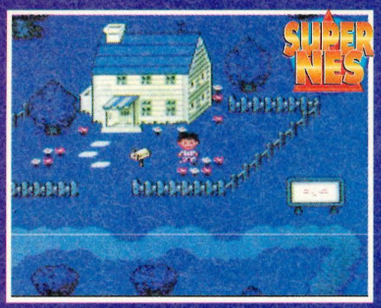
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Postcode : ..... **Telephone Number (day) :** .....

Age : ..... **Console Owned :** ..... **Shirt Size :** .....

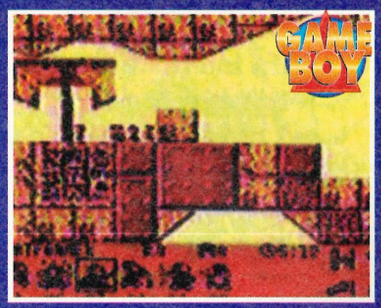
MINI PREVIEWS

EARTHBOUND



Nintendo's latest RPG may look reminiscent of the *Legend of Zelda* series, but it's very much based in modern times, with UFO's, aliens and the like to battle. No doubt there'll be plenty of those irksome puzzles to solve too. Nintendo: Spring

LEMMINGS 2



Lemmings II is looking every bit as good as its predecessor – all the other home versions were met with universal acclaim, and, if it's anything like the Ocean conversion of old, it will be rather special indeed. Psygnosis: TBA.

COMANCHE



On show at the recent CES in Las Vegas, *Comanche* puts you in control of a pretty darn impressive Comanche copter. Plenty of missions and surprises await in this PC conversion – one we'll be looking out for! Nintendo: Spring.

POWER RANGERS 2 & 3



May be if the craze dies out overnight then we'll be spared further morphin' embarrassments. May be if we all sat in the offices and released wind, the software company would refuse to visit us with a copy. Maybe... Bandai: NO!

DIRT TRAX FX



Oh yes – dragging in the dirt sounds like a damn fine way to spend a weekend! *Dirt Trax FX* looks fast, smooth and well capable of stealing the mantle of best race game from the likes of *Mario Kart* and *Stunt Race FX*. Electrobrain: Summer

THE MASK



Coming from THQ later in the year is The Mask, a license of the excellent Jim Carey film. Complete with special effects and some superb animations, time will only tell if it stands up to the great first impressions. THQ: Summer

MICKEY'S PLAYTOWN ADVENTURE



More cutesy thirlls and spills (yuk!) from those fine people at Hi-Tech. Hopefully, it'll be an improvement over past attempts; as long as it doesn't feature that dreaded 'edutainment' angle we may be in luck. Hi-Tech: TBA.

SPORTING NEWS BASEBALL



Strike One! Strike Two! Strike Three! That's it lads – we're all out. Industrial action now on. Watch out for those scabs, boys, don't let them past the picket line. Get those baseball bats ready to deal with any trouble makers. News. What news? Hudson Soft: TBA

TIME COP



JVC's *Time Cop*, based on the recent film, promises much in the way of time-travelling exploits. Actually, I saw the film in the hotel in Vegas, and, if the game's up to the standards of the film, we're alright lads. JVC: TBA.

JUSTICE LEAGUE TASK FORCE



Blam! Splat! Kapoooowww! Hey, isn't that Batman and Supes kicking the crap outta each other? Come on chaps, that's just not on. There's an example to be set! Oh well...
Sun Corp: TBA

TECMO SUPER BOWL II



Following *Madden 95* and this issue's NFL *Quarterback Club*, Tecmo now promise more footballing thrills in *Super Bowl II*. Actually, this series is nearly as big as Madden in the US, so it's worth looking out for. Tecmo: TBA.

MOTO-X



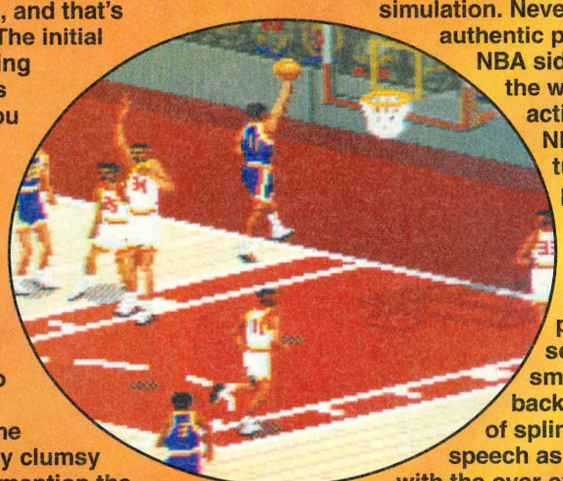
This bears a remarkable resemblance to that old NES chestnut, *Excitebike*. Well, maybe the graphics are slightly different, and, yes, there's more to do, but hell, it's based on motocross, right?
Trimark: TBA.

BASKETBALL Frenzy!

The Hoop-games that shook the world!

NBA LIVE '95

Following the success of *FIFA Soccer* on the SNES, Electronic Arts obviously decided they were onto a winner with isometric 3D viewpoint, unheard of in previous sports sims. So what next? Acclaim's *NBA Jam* was sitting proudly atop the basketball tree with it's mega dunks and radical action but there still seemed to be an opening for a more serious basketball game. One to appeal to strategists and fans of the real thing rather than the exaggerated flash of *Jam*. 'So why not combine the two — a serious basketball sim utilising the oh-so-successful isometric display' thought Mr EA, and that's exactly what they did. The initial reaction when first sitting down to play Live '95 is very similar to when you first played *FIFA*, i.e. wow! This is then replaced by confusion as you struggle to suss the controls. Once you're up and playing it's very enjoyable with enough genuine player stats and background info to keep most enthusiasts happy. Despite the game suffering from a slightly clumsy control system, not to mention the occasional surfacing of that old *FIFA* problem — the game sometimes seems to be playing itself – this is a fine title and probably the best full simulation of the sport around.



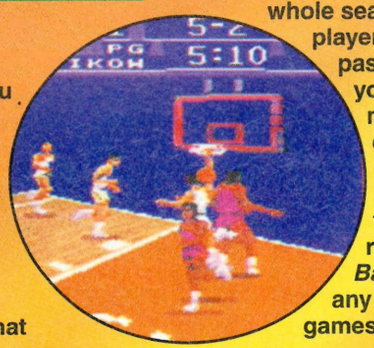
NBA JAM

There's always been basketball games, going way back into the mist of time, on every format you care to think of. Despite the huge range of hardware, many different programmers and all the other differences, all these titles shared one thing in common — none of them were very much cop. Then came a game to lay down the law for basketball sims of the future. That game was *NBA Jam*!

Alright, so strictly speaking it's not a simulation. Nevertheless it features authentic players from all 27 NBA sides and some of the wildest two-player action on the Super NES. Hold down the turbo button to perform gravity defying dunks. See your player leap 20 feet into the air before performing a triple somersault and smashing the perspex backboard in a shower of splinters. The in-game speech as the final touch with the over-excited commentators yelling such profundities as 'Kaboom!', 'He jams it in!' and 'Terrible shot!'. An essential, all action sports sim — *NBA Jam* rocks!

NCAA Basketball

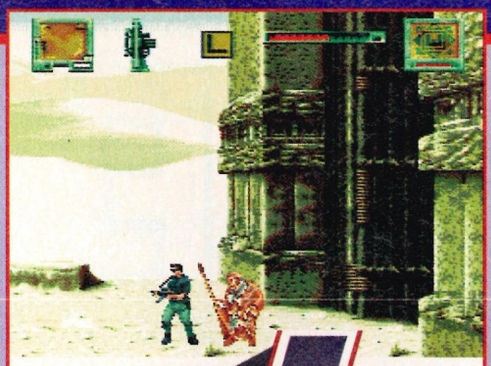
The older basketball fans amongst you may remember this one! Released in December '92, this was one of the first, really good ball-bouncing, slam-dunking games to come out on the SNES. *NCCA Basketball*, by Nintendo, ranked 75% then and although it looks a little bit dated now still ranks as one of the top basketball sims. Using an on-the-court perspective, with some clever mode 7 effects, this was the NBA Jam of the time.With diigitized movements for the characters, the animation and scrolling was superb. The game itself featured forty-four college teams to choose from, with full player profiles and the chance to play a whole season. It also featured a two player option, as well as a password, so you could save your league. Even now this makes a refreshing change from the NBA games, as this is a bit more like the real thing, in that you have five players, real rules and so on. *NCAA Basketball* easily belongs in any list of top five basketball games.



NBA JAM tournament edition

Well, although there's no order to this hot four basketball sims, this might just be the one that would be at the top if there was. This game of two on two is a fast, furious, free-shooting feast of NBA action. Choose your favourite team from the NBA, and take on the computer or a friend in this thrilling simulation. The excellent graphics and animation, atmospheric sound and commentary, brilliant gameplay and detailed player profiles, make this the ultimate basketball game. Easy playability, but lasting longevity also helped make this the highest rated game of it's type. Basketball always seemed a bit naff to me, I think it's a height thing, but NBA Jam swayed me and it'll do the same to you.



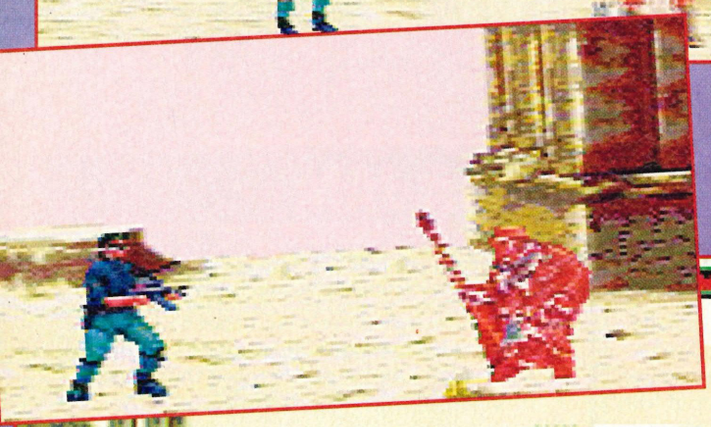


stargate

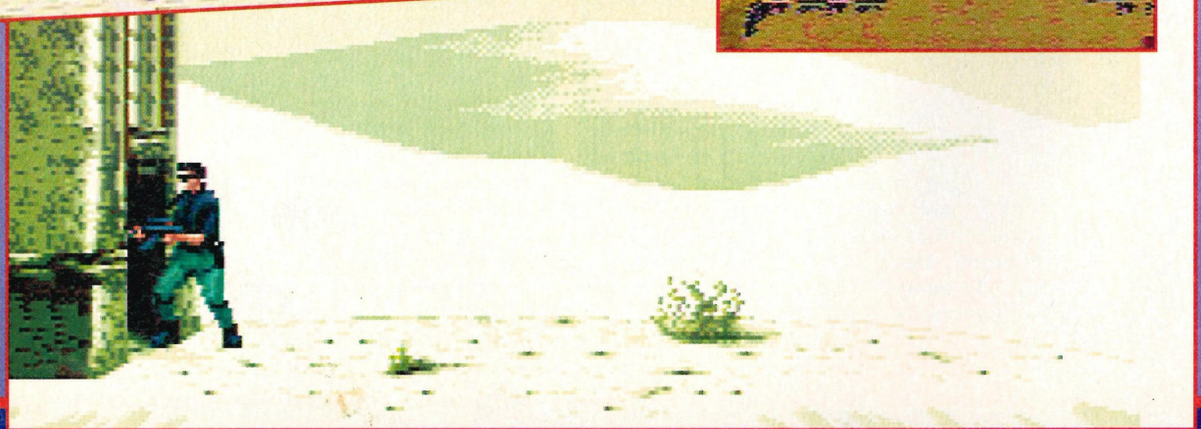
Eqyptian mythology clashes with the big N!

Travel through the Stargate and meet Ra, a pretty nasty Egyptian God who would like nothing better than to wipe out the entire human race. Sounds like Mark on deadline day...









PRODUCER
ACCLAIM
(071) 344 5000

PRICE
£ TBA

RELEASE DATE
MARCH '95

If you haven't heard of *Stargate* yet you're either in a coma or living in the far depths of sleepy Devon. For all those living in the real world, you'll be pleased to hear the most excellent film featuring King Kurt Russell and the slightly more weedy prof, alias James Spader, is soon to be released on the SNES. Acclaim, who already occupy two of the top ten spots with *Mortal Kombat I* and *II*, look set for a third with this exciting and atmospheric adaptation of the film.

The game is a scrolling platform shoot-em-up, as seems to be the norm whenever someone gets their hands on a film licence.This one's not quite as predictable as some though, and has some interesting sub-games and puzzles. The aim of it all is to collect the seven pieces of stardate code needed to return to Earth. Scattered around twelve inter-connected levels, this proves no easy task, especially with countless nasty creatures and all the evil Ra's henchmen out to get you.

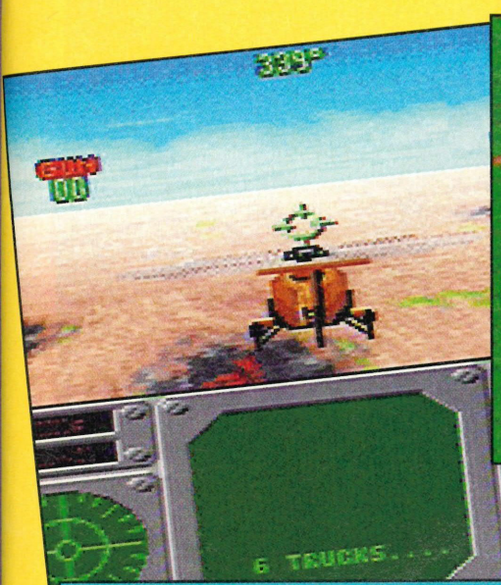
The game features some excellent backdrops taken straight from the movie, and the way the digitized sprite of Kurt Russell moves around is stunning. Great care and detail has also been put into the many aliens which you encounter, although it's not advisable to stand around and admire them for too long!

Stargate is impressive to look at and is packed with lots of action, but, being a platform, it has a lot to do to stand out from the crowd. Watch out for a full review in next month's issue and see if the game lives up to the film.

AIR CAVALRY

Blow the horns, the cavalry's here!

PRODUCER
GAMETEK
(0753) 553445
PRICE
£39.99
RELEASE DATE
APRIL '95

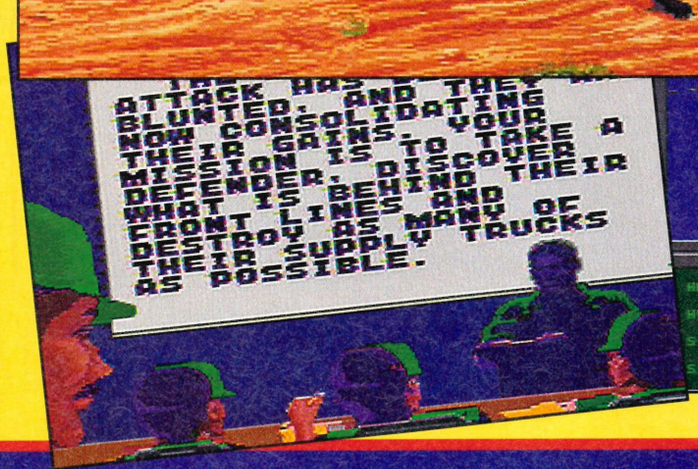


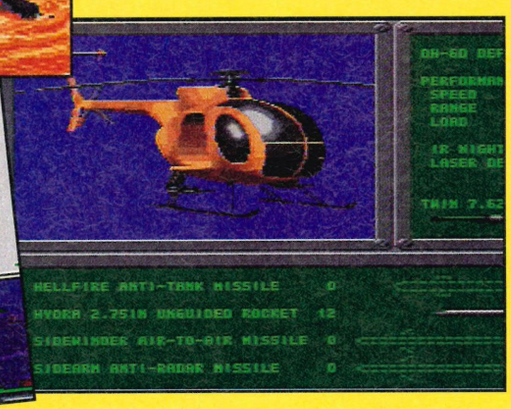


Of course, with Comanche on the way, Air Cavalry may not look quite so impressive in the harsh light of such competition. For now, though, these mode seven graophics aren't bad at all!









What, with their latest release of *Carrier Aces* and now this, GameTek seem to be into their air combat simulations at the moment (there's a review of *Carrier Aces* later in the issue) and in *Air Cavalry* they certainly have a classy one. This simulation shoot-em-up looks good, plays well and is absolutely blast-everything-up-tastic! You take the role of a chopper pilot who must fly all sorts of heroic and dangerous missions in an attempt to beat the enemy into submission. With your huge arsenal of helicopters and weapons, you must face tanks, rocket launchers, artillery and loads, loads more.

This game certainly looks like a top twenty contender and comes at a time when Gametek are on a bit of a roll. *Air Cavalry*has a few trademarks of *Carrier Aces*, but is undoubtedly a game of its own. The graphics are very impressive and use some clever mode 7 trickery, together with what should be great playability, this seems to be shaping up really well. Even the stats screens look great (see left).

With a two-player option and a choice of scenarios, this is certainly one to look forward to. Of course, it will have the awesome-looking *comanche* to contend with, but, at a tenner less than the expected rrp of Nintendo's helicopter blaster, *Air Cavalry* may yet put up a good fight. Reviewed next issue!

from dark and evil times...



The Warlock

Hands up all of you that have seen the film *Warlock*. Just as I thought not many. Nevermind, neither have I and it was a long time ago anyway! Still it must have been quite good as they made a sequel and now they're bringing out a game too.



Unfortunately, (I seem to be saying that alot recently) this is such an exclusive we haven't yet got a copy of the game, but we've got the manual and some screenshots and it already looks like it's going to be a cracker!

The plot behind the game is certainly worthy of a film. Every millenium the evil one, which I presume is the devil (or is it my boss?) sends back his son in an attempt to collect the six ancient druid runestone's. If these runestone's were to fall into his hand, he would have the power to unravel creation. It is therefore up to our hero, a druid warrior, to try to find them before the evil one and save humankind from the clutches of oblivion. To do this, you must guide our brave friend through the eight levels until all the runestones have been found.

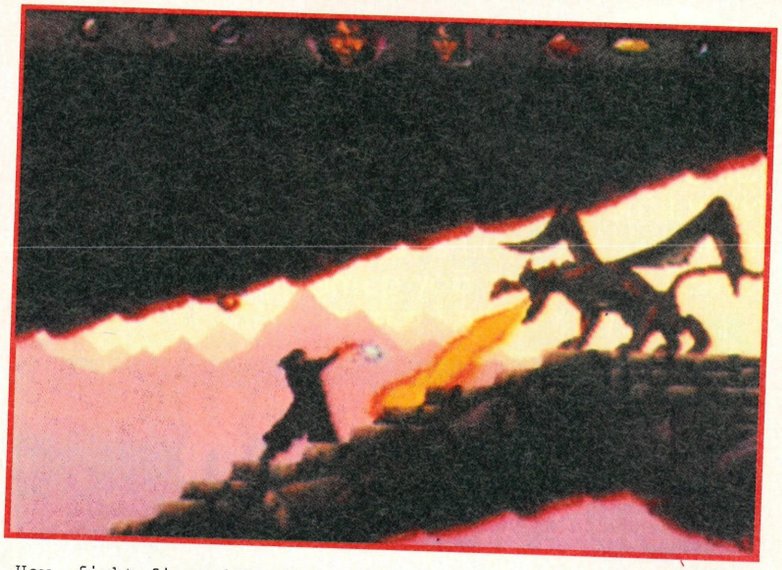
Along the way the Warlock will throw all the ghouls and demons he has in an attempt to stop you. Using all your magical skills and fighting strength, you must defeat this hoard of undead, at the same time as recovering the runestones. Although it only has eight levels we are assured that this game is no push-over and the programmers have opted for quality not quantity.





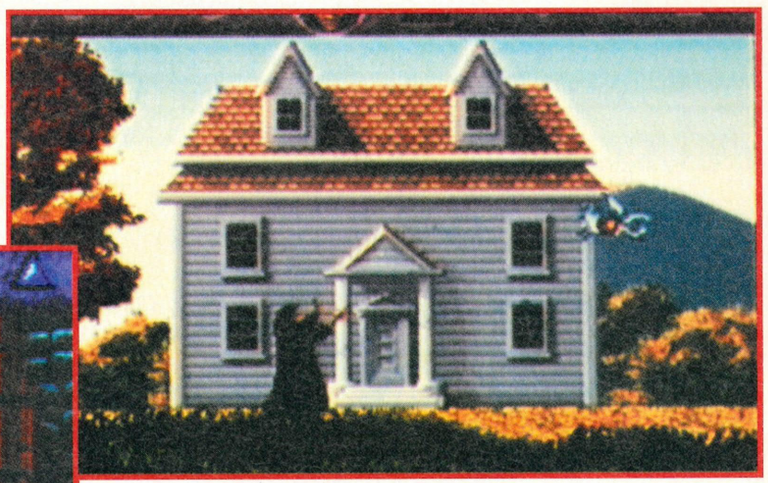
Battle with minotaurs, dragons and more mythical creatures, using various magical spells at your disposal.

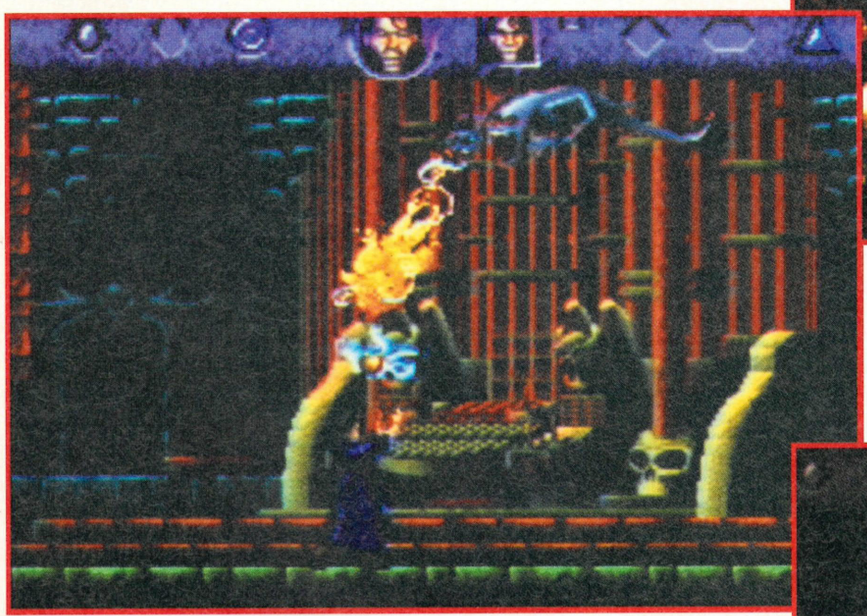




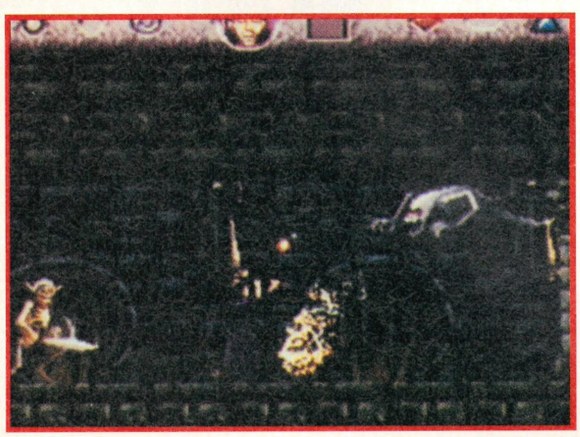
Hey, fight fire with fire lad, not just a poxy ice beam!

The game's a platform/adventure game and, as you can see, the graphics look out of this world. The game also features lots of pick-ups, such as levitation crystals and fire pots. Added to all this are a whole host of magic spells that you pick up along the way too. These must be used wisely and at the appropriate time. Reckless spell casting means you probably won't have what you want, when you need it.

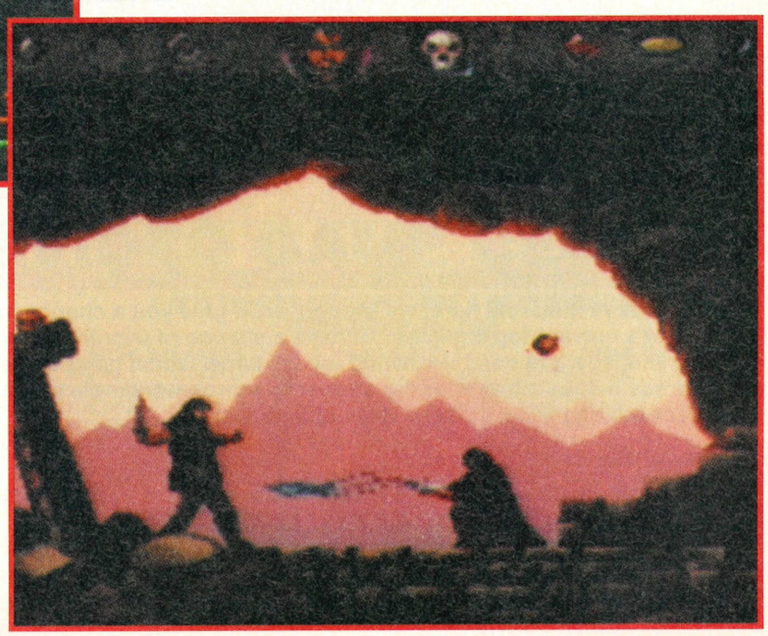




We're already waiting with bated breath for the release of *Warlock*. It's been a while now since we really got our fangs into a good adventure game. If you're not yet convinced check out Super Gamer next month when we'll have a preview and you can find out what the fuss is all about!

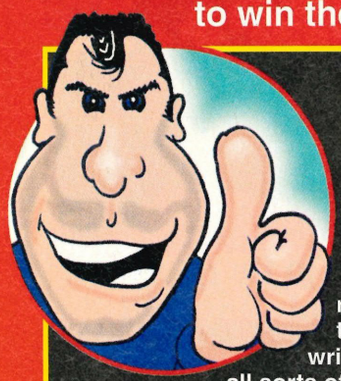


There's a host of pretty nasty fiends to beat off in Acclaim's latest film-conversion. It may not have been a huge movie, but it has all the makings of a hit game...



Gamer Choice

Since we're all new to you, and you know very little of what we're all about, we thought that we'd give you a rundown on our favourite SNES and Game Boy games, plus the chance to win the lot from us!



MARK

The Jeckyl and Hyde of the team. For three weeks of every month, he's the life and soul of the party. Then, for reasons unknown to the rest of the team, he suddenly turns all green and wrinkly as deadline approaches, making all sorts of demands, making them work weekends and questioning the competence of all around him.

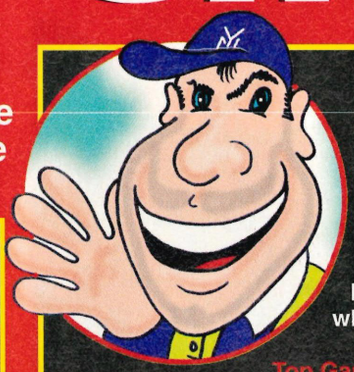
Top Game : *Donkey Kong Country*. Well, the relatives are in there, aren't they?
Close Second : *NBA Jam Tournament Edition*. Only because we let him win, though.
Game Boy fave : *Star Wars*. Once dreamt he was Han Solo for some perverse reason.



JON

Our hard-working Reviews Editor may look like a Scooby Doo reject, but in truth he's a fashion victim, spending all his spare time, money and energy scouring Fosters for the latest in fashion accessories. Any donations for this poor soul will be gladly accepted...

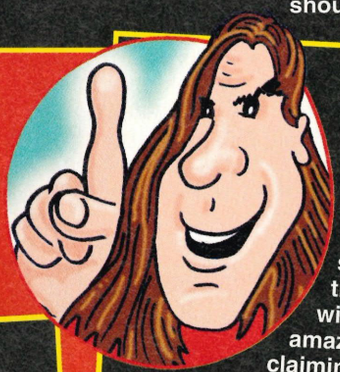
Top Game : *Unirally*. Well, unicycles are the latest thing, no?
Close Second : *Earthworm Jim*. Something to do with the latest in platforms we think.
Game Boy fave : *Mortal Kombat II*. He couldn't stand the gore of the SNES version.



HAYDEN

When he's not playing football, watching football or talking about football, Jonesey sleeps. The man's even shaped like a football, although we're not sure whether that's intentional or not.

Top Game : *International Superstar Soccer*. Shame he's so bad at it.
Close Second : *FIFA*. Ah, he's nothing if not predictable, eh?
Game Boy fave : *Donkey Kong '94*. Obviously a nostalgia freak (or should that just be the latter?)



MILES

The original party animal. Miles lives for Saturday night – they're sacred to him. Despite having the appearance of a bean-pole with girlie hair, Miles has built up amazing muscles in his right arm, claiming that it comes from constantly lifting glasses from table to mouth.

Top Game : *NBA Jam Tournament Edition*. Irritates everyone else by studying the stats for hours and hardly actually playing the game.
Close Second : *Super Metroid*. He wrote that free guide, y'know, so now you know who to blame.
Game Boy fave : *Jungle Strike*. He even whirs his hair like a helicopter's blades. Most disconcerting.

Win, win, win!

Since we're kind folk here, we thought we'd give you a chance to win Super Gamer's current top 4 games. To have a chance of winning, send your name, address, age and console owned (so we know which games to send you) to the address below, along with the answer to our oh-so-simple question The first 5 out of the bag will win these delectable prizes.

Question: Who used to edit Super Gamer?

A : Kick-in-the-Butt **B** : Pain-in-the-Butt **C** : Damian Butt

Send your answers on the back of a postcard to : *Gamer Gold Compo, Super Gamer, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, BH1 1NF.*



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Bright Lights, Big City

Esteemed Editor, Mark Smith, took time out in early January to visit the Las Vegas CES. And they call this work...

CES

Nintendo

After last year's disappointing non-event, Nintendo returned to Vegas brimming with confidence and eager to show their wares. From the Virtual Boy 32 to a wealth of new software, they certainly stole the show from the likes of Sega and, ahem, Atari (for what that's worth!). Nintendo are still on a high following their phenomenal success with Donkey Kong Country – already, they're talking sequels for early Summer, while a Game Boy version is imminent (see below). The ape that saved an industry? Possibly a tad over-the-top, but he's single-handedly breathed life into a slightly stale market (with a little help from those at Rare of course!).



ULTRA 64



There was one disappointing aspect, which was the lack of real Ultra 64 product. The odd demo displayed by Silicon graphics caught the eye and the imagination but there's a dearth of new information on product right now. Still, word on the street has it that the machine may well enjoy a world-wide simultaneous launch in October – if that's the case, then Super Gamer predicts that Nintendo will sweep up once more!

There's also an impressive line-up of publishers for the machine – companies who are currently heavily involved include *Lemmings*-creators, DMA, Rare who were responsible for a magnitude of SNES and Game Boy hits including *Donkey Kong Country*, Williams who are working on an advanced version of *Doom*, Paradigm Simulation who will be working with Shigeru Miyamoto, he of *Super Mario Bros* and *Donkey Kong*, on a new 3-D game, Spectrum Holobyte who are bringing *Top Gun* into the video game world of the nineties, and Acclaim, who will be working on a comic-book based video game, amongst others. The 'backroom' team developing the heart and soul of the machine, as well as software, is equally as impressive, boosting the likes of Silicon Graphics, Alias Research (involved in the development of customised 3-D graphics tools), Rambus (responsible for the high-speed memory technology) and, of course, the very muscle of Nintendo.



VIRTUAL BOY SPECKS...

PROCESSOR:	**32bit RISC, 20Mhz**
DISPLAY:	**Dual mirror-scan, high res LED displays**
SOFTWARE:	**Interchangable Cartridge**
POWER:	**6 AA batteries/optional AC supply.**
CONTROLLER:	**Four buttons, dual control pad.**
AUDIO:	**Stereo with self-contained dual-speaker system.**
OTHER DETAILS:	**Two-player link up capability**
PRICE:	**$200**





VIRTUAL BOY

Okay, I admit it – there was a great deal of scepticism when the concept of Virtual Boy was announced in Japan late last year. Basically, it sounded like a Game Boy with close-up glasses, which, essentially, it is. However, the main selling point, the 3D, is actually very effective, and it's only when you actually play the games do things become clearer.

Upon launch, there should be three or four games available. There's *Teleboxer,* which is similar in style to *Punch Out!!*, only you simply see your two fists at the foot of the screen. Because of the construction of the game and the fact that I was standing when playing, I tended to sway from side to side when dodging – nothing to do with the alcohol consumption the night before, I swear! Despite being in just red and black, the graphic effects are most impressive – the fists leap out towards you and the whole screen shifts as you try to avoid the avalanche of punches.

Space Pinball sounded like a very strange choice of game until I actually played it. Again, the 3D is very effective, adding depth to otherwise somewhat flat concepts. It's fast and good fun, although longevity has to be questioned.

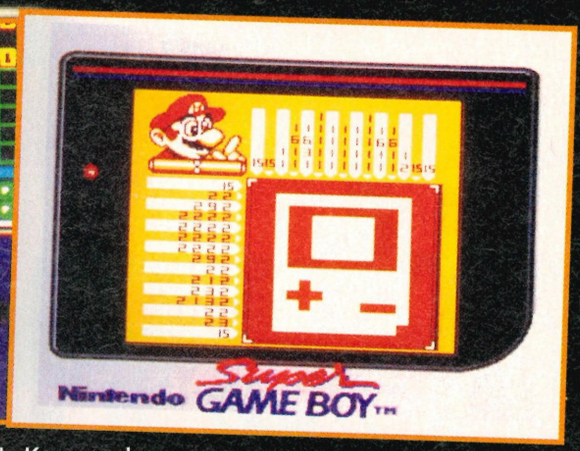
There's also a *Super Mario* game on its way which looked pretty cool. You're able to flit back and forth between the back- and foregrounds, hence the added depth of the graphics also serving to give added depth to the gameplay. A *Starfox*-style game was also being displayed, with the stars and planets, as well as the craft, utilising the 3D effect to its fullest.

So far so good. Virtual Boy is interesting, not exactly a giant leap forward, more a subtle step to the side, but, should it take off, expect plenty in terms of support from Nintendo and even the odd licensee. The general response from those attending the show was good, despite the odd cynic. Many think it's a bit of a brave move on Nintendo's front, but with their track-record, who's to argue?



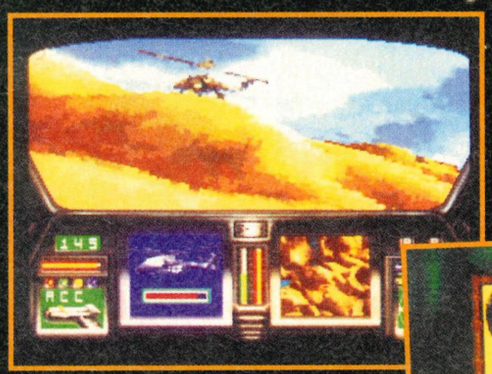
THE SOFTWARE





STARFOX 2 (SNES)

The Fox is back! *Starfox 2*, aka *Starwing 2*, picks up where the original left off, with Fox and co once more battling alien forces in spectacular FX style! Utilising the second generation FX chip, one of the major differences between this and the original lie in the two-player split-screen mode. There's plenty of new features too, such as characters 'morphing' into other vehicles, new characters and a wider-open area to search and explore. I managed to grab a go while at the show – it really is faster, smoother and altogether louder than the original *Starfox*. Definitely one to look out for!



COMANCHE (SNES)
Nintendo were also proud of their other SFX flight 'sim', *Comanche*. In this one, you get to pilot an RAH-66 Comanche Helicopter through thirty missions in stunning 3-D. It's based on the hit PC game, and utilises NovaLogics 'Voxel Space' technology, making it pretty fast and smooth. Didn't spend long playing this one – you really need to sit down and study the whole game before jumping in. Graphically it's okay, but we'll reserve judgement on the game until we get our mits on a copy.

FX FIGHTER (SNES)
A weird one this. Nintendo point to the fact that it's the first 16-bit game to utilise polygon graphics, also using the second-generation SFX chip. It's been developed in conjunction with a subsidiary of telephone provider GTE, who'll also be involved in the marketing and development of future titles (see news).It's smooth enough, if a bit slow at times, but the version we played had very bland graphics and too many moves which could be used over and over, which ruined the game. A Nintendo representative did explain that the game and especially the graphics weren't finished, but even so, I wasn't overly-impressed. Maybe some improvements will be made in time for its release later in the year.



DONKEY KONG LAND (GAME BOY)

One of the undoubted hits of the year for the Game Boy has to be *Donkey Kong Land* on the Game Boy. While the rendered graphics are hardly up to the standard set by the SNES, there's over thirty new levels for Donkey and Diddy Kong and co to battle through. Obviously, Nintendo are fairly excited about this one so look out for a full preview soon.



KIRBY'S DREAM LAND II (GAME BOY)



Kirby gets more powerful in his next game, although some of us still wonder about the quality of game and all-round appeal. The first game wasn't that strong really – it's hardly a Mario – so we're not expecting too much from the sequel.

MARIO'S PICROSS (GAME BOY)

Mario seems to have been relegated to the child-like puzzle games for the time being – a real shame, considering the quality of past platform games. Picross is basically a picture-puzzle game, requiring you to place blocks in the correct places on a grid to form a puzzle. Hmm, right.

Others to watch out for... Kirby's getting an outing or two on the Super NES. The first, *Kirby's Avalanche*, is based on *Dr Mario* and *Tetris*, while *Kirby's Dream Course* is similar to crazy golf, with Kirby acting like the ball. There's also Earthbound, which is a role-playing game in the same vein as Final Fantasy and Dragon Warrior. It looks very basic, having a present-day scenario, but it appears to have a lot of depth and gameplay tucked in amongst the simplistic graphics.

THE LICENSEES

The show isn't all Nintendo, y'know! Spread over three huge 'halls', many of the Nintendo licensees also had plenty of new product on show.

CAPCOM

Mega Man X 2
More *Mega Man* shenanigans come to the SNES courtesy of Capcom. Sixteen more 'reploids', new powers, thirteen levels and an 'x-clusive' (sic) C4 chip for 'realistic 3-D effects' are the main features. Using this new chip, Capcom claim that the scaling and rotation is faster and smoother, allowing for better special-effects.

Other news...
Capcom were also pushing *The Great Circus Mystery starring Mickey and Minnie* which is the sequel to the *Magical Quest*. It appears to be aimed at the younger user, although it looks pretty good fun.There's also *X-Men – Mutant Apocalypse* – expect reviews soon.

ACCLAIM

Judge Dread
Acclaim's latest baby, apart from *Tournament Jam*, is *Judge Dredd*. Acclaim say that fans of the comic-book won't be disappointed – let's hope they're right!

THQ

The EA Story

The word from THQ very much concentrates on their EA licenses. They've picked up the rights to *Urban Strike*, *PGA Euro Tour* and *PGA III* on the SNES, not to mention a wealth of titles on the Game Boy, including *FIFA 96*, *NHL Hockey '95*, *Madden '96*, *Shaq Fu*, *Urban Strike* and others.

The Mask
Jim Carey leaps into life on the SNES, complete with all the moves, poses and special effects you could wish for. Produced by Black Pearl and Malibu Games, it features seven levels and dozens of weapons and impressive moves by the Mask. Graphically, although incomplete, it's still fairly impressive, while the gameplay looks promising with plenty of different features.



X-Band Modem
On display at the THQ suite was the XBand modem, which allows players to play against each other across the telephone line. This works by logging into the X-Band Network via your telephone, putting up a challenge and waiting for another player to contact you. Right now, it's in test stages, but response time is fairly impressive, and plenty of player stats are offered, including win/loss ratio, top ten lists and so on. Release in the UK depends much on striking up a deal with one of the major service suppliers. The big news, though, is that Nintendo have signed up to support the system via Catapult, so we should see some of Nintendo's finest games becoming compatible with the system.

Other news
Later on in the year, there'll be *Akira* on both formats as well as *Return of the Jedi* on the Game Boy. Full previews shortly!



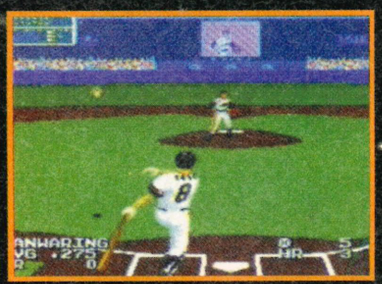
KEMCO

Top Gear 3000
The latest instalment in the *Top Gear* series was on show at the Kemco stand, featuring *F-Zero* style tracks and items as well as a fairly effective 4-player mode. It'll be released in the UK by Gremlin Interactive later this year.

HUDSON SOFT

Panic Bomber
While featuring the *Bomberman* character, *Panic Bomber* is very much a *Tetris*-clone, with a four player option to keep *Bomberman* fanatics happy.

Sporting News Baseball
Featuring all the players from the Major League only without the strike action, *Sporting News Baseball* looks very impressive. There's even a season option which has you playing (wait for it!) 162 games. There's also a four player option.



TITUS

There were a number of games on show at the Titus stand, including *Prehistoric Man* on the Game Boy and a rather groovy *Probotector*-style game. More news next issue!

Life Fitness
An interesting innovation was the Life Fitness System, or '*Extertainment*' (where do they dig up these words?!). Basically, it's an exercise bike which links up to your SNES so you can play games or monitor your progress on a TV screen in front of you. Not one for exercises, me, so I took a wide bearth before being invited to try one out. Play games and exercises? Bah!



issue two of **3DO Magazine** available on february 9th

3DO Magazine

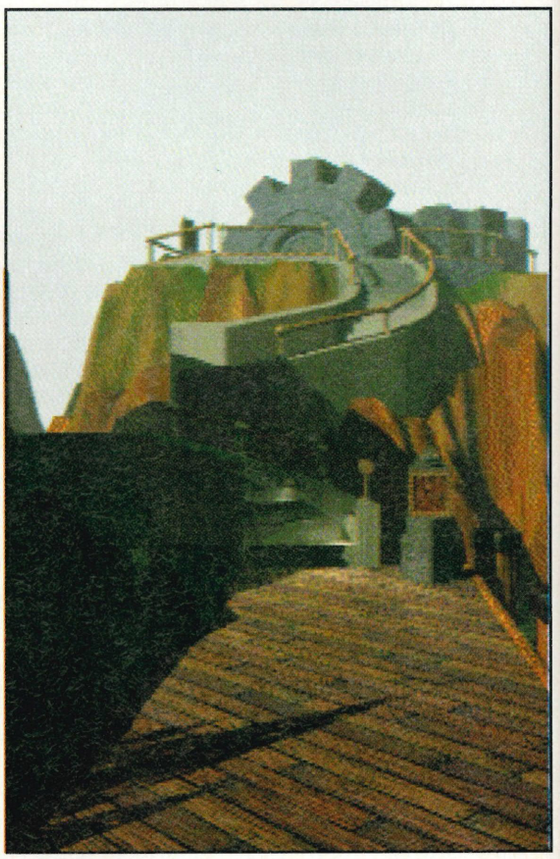
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It's Mystical

The best adventure of all time gets a face lift on the 3DO system

Reviewed Inside: *Return Fire, Demolition Man, StarBlade, Operation JumpGate, Family Feud, Rebel Assault, Shanghai Triple Threat, Virtuoso, Iron Angel Of The Apocalypse and more.*

Features include: *Massive CES report; new GoldStar GPA 101M review; joystick round-up, plus interviews with EA's Chris Thompson and Silent Software's Baron Von Wolfsheild.*

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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!

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

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



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

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

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

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

The memory size of the game in megabits (8 megabits equals 1 megabyte)

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

The game's controls!

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

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

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

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

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

THE OVERALL RATING

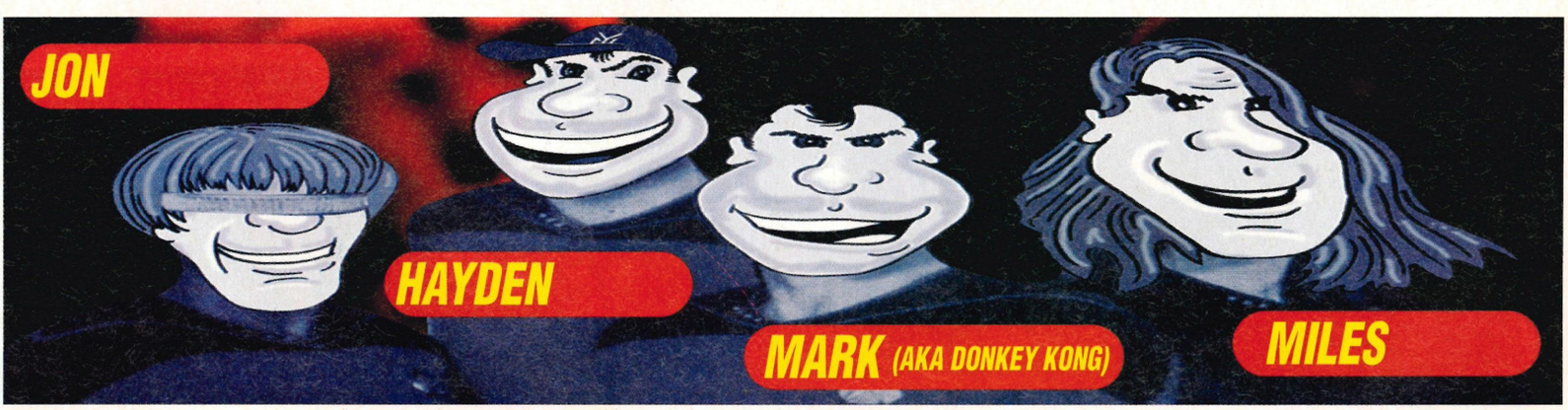
0-29%
Can any game stoop so low? Sadly, as we have proven all too often in the past, they can. Any game scoring this low should be burnt and have its ashes mixed with salt.

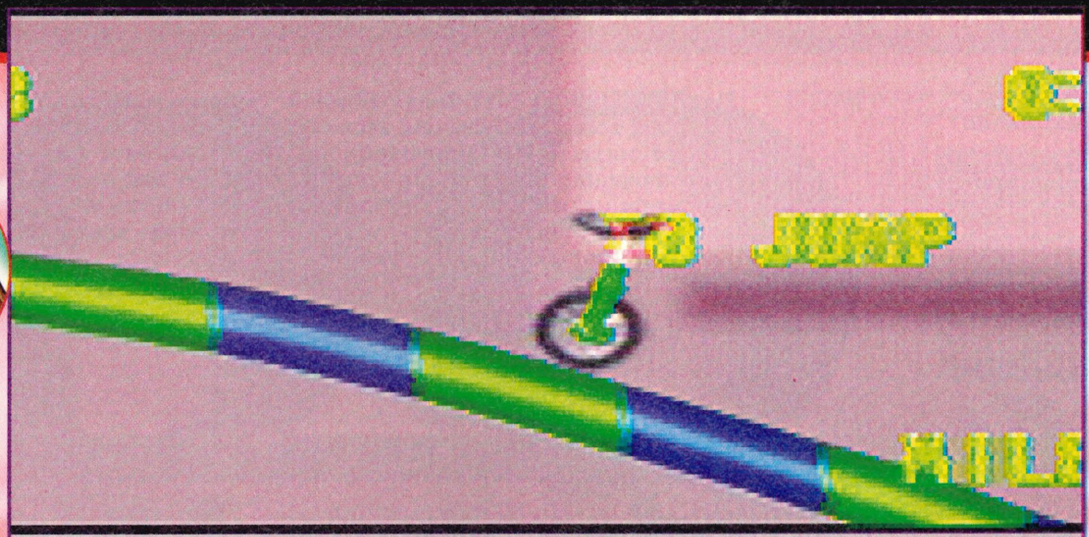
30-49%
Ugh. This band is the wasteland for mis-conceived, ill-executed or just plain rubbish games. If you get one of these as a present, strike the giver from your Christmas card list immediately.

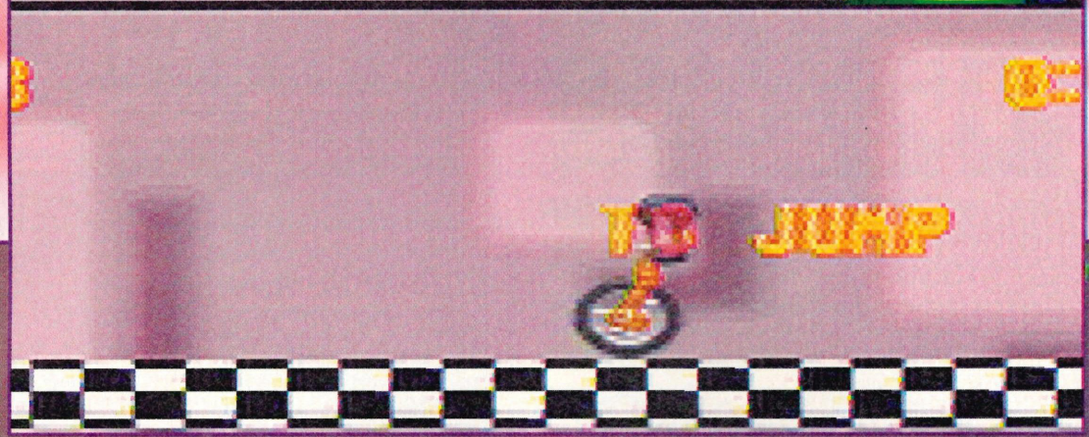
50-69%
The average zone. Games lurking in here might be well-executed, but totally lacking in originality or vitality, or may have playability defects that render them too flawed to be enjoyable.

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

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





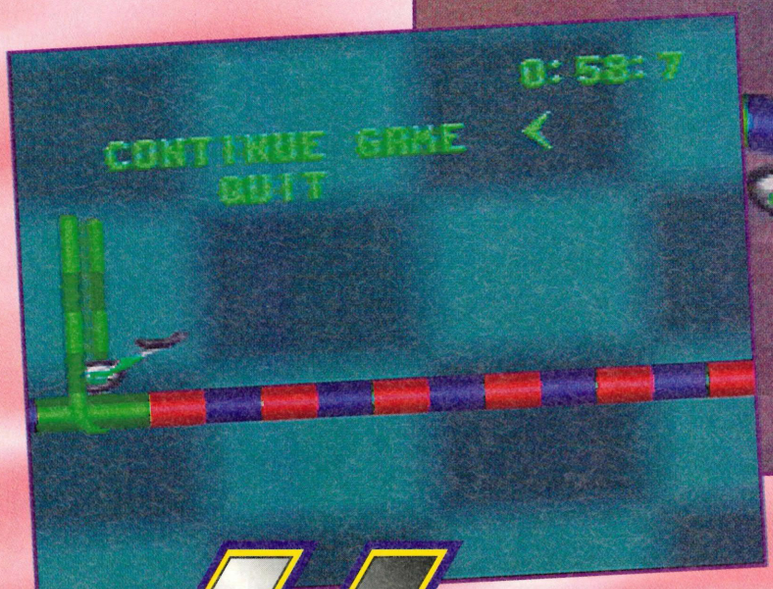


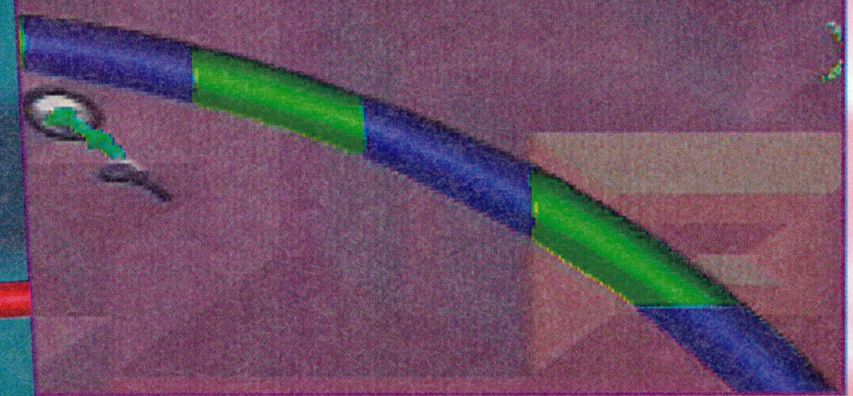
MILES



Oh dear! Strange things seem to be happening down at the Nintendo household. It appears someone has been waving their magic wand around, bringing things to life that would have been better off left in the bike shed. Unirally, previously Uniracer, is a stunningly fast, slick, but, unfortunately dull, BMX style racing/stunt game involving, yep, you guessed it, unicycles.

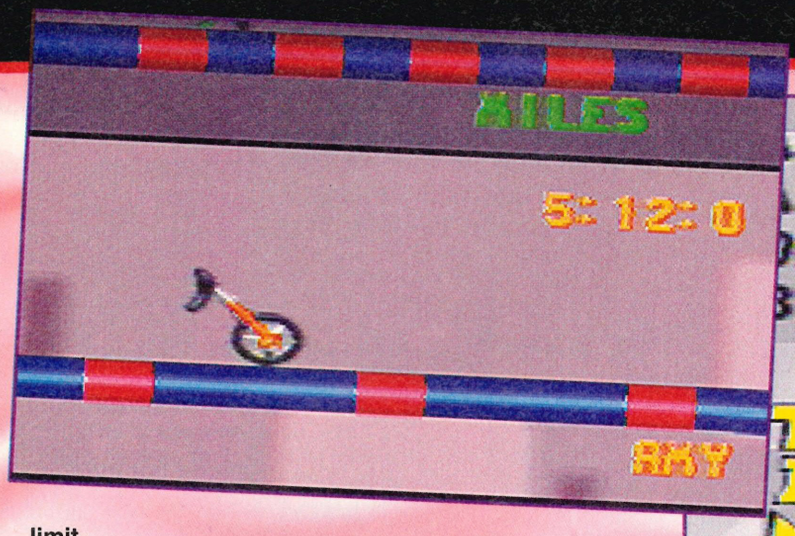
Unirally is a simple and, to start with, fun game which involves tearing your bike around various tracks attempting to beat the computer, friend or clock. Essentially there are two types of track — the race track which, more often than not, resembles something you're more likely to see a rollercoaster on, and secondly the stunt track, where you perform as many death-defying tricks as possible within a certain time

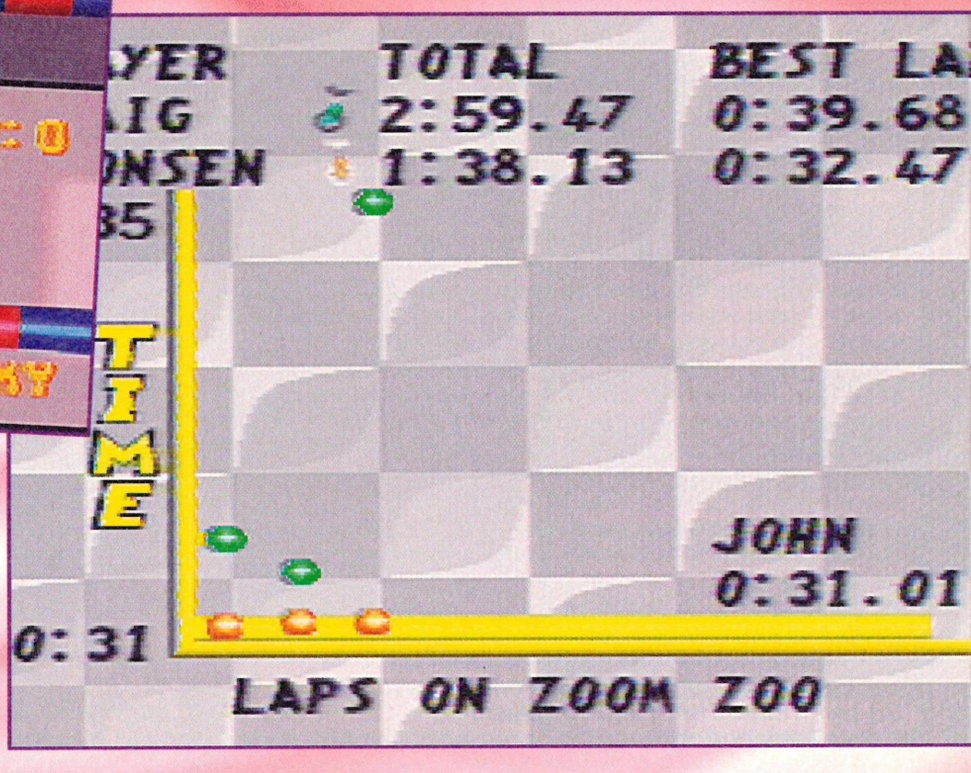




Nintendo get on their bikes...

UNIRALLY





limit.

The game itself consists of three progressively difficult levels — bronze being the easiest, silver more challenging and gold the toughest. On each level you must complete all the courses of five tracks, four of which are for racing and the other for stunts. All the courses must be finished in bronze before you can go on to silver and then on to gold.

To finish a course you must beat the computer, or friend on all the race tracks and on the stunt track you have to score over the required number of points. This means a lot of playing and fortunately, rather than having to start again each time, the game has a backup which remembers exactly where you got to, it also keeps all the fastest times so you can show off that great lap forever.

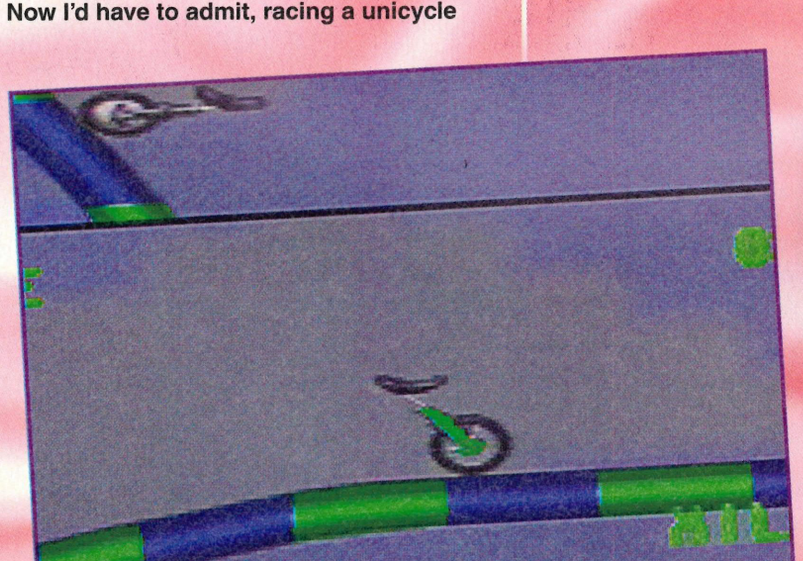
Now I'd have to admit, racing a unicycle around what looks like a multicoloured, fluorescent lightbulb may sound a bit on the the dull side, but it's not as simple as that. To win a race not only do you have to go round and round, up and down, back and forth and so on, you also have to find time to do a few stunts as this helps pick up speed. Be careful though, stunts can only be performed safely in certain places and even then if you get it wrong you're likely to fall flat on your 'er... saddle.

As well as this there are other hazards around to give your saddle a headache, such as the purple, sticky gunge that sometimes lines the track. There are also some tricky features like the spiral, metal sections which, if you accidently jump on to them, send you flying backwards. Apart from this, however,

there's very little else to add much spice to the game and before long it all begins to seem very familiar.

Even the stunt tracks which are fun to begin with soon become a bit samey as it does not take too long to master all the moves, a few more would have made it a lot more interesting and challenging.

All's not lost though, the graphics are certainly not dull, that's not to say they're wonderful, but there's little scope to do too much with a game like this. They are cleverly done though. There is reason behind those bright and colourful tracks. Each section is colour coded to help you along. Now, I know I should let you find out what they mean for yourself, but for any wimps, here's a quick guide;



In the two-player mode, you're greeted with a split screen. Because of the speed, this can be slightly disconcerting at times!

STUNT FX...



Performing twists, turns, rolls and leaps will speed you up terrifically in the race mode giving you that all important edge on your opponent.



Of course, should you crash and burn then chances are, your opponent will catch up with you and you'll have to begin the speed-up rigmoral all over again!



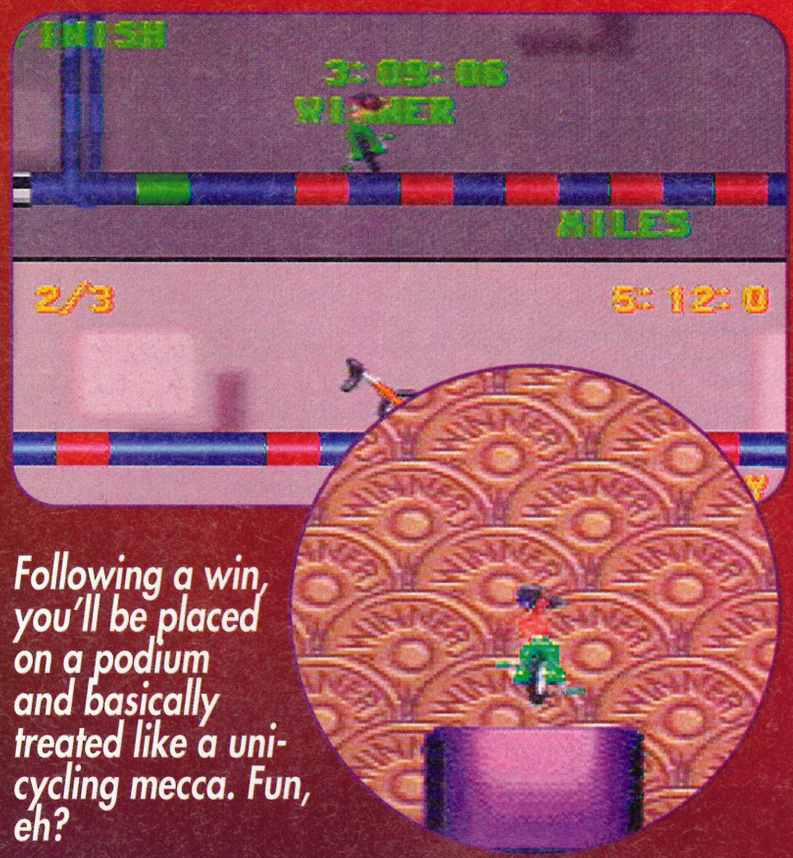
green and blue means you're on a straight section with no hazards (good for stunts); red and blue means you're approaching a jump, climb or dive; red and yellow means your approaching an obstacle, such as the pink gunge and finally, yellow and blue means you are fast approaching the end.

The most charming and amusing feature of the game is the unicycle itself. It's been genuinely brought to life by the programmers. It couldn't have been easy bringing an inanimate object to life, especially one so simple as a unicycle, but it has been done very subtly and very well, with each unicycle having his or her own character. The way our little one-wheeled friends jump with joy at winning or collapse at losing is touching. Be warned, though, they will also turn around and give you a funny stare if things aren't going too well (which they never seem to with me). Also, if you are feeling really soppy, or just like having your name all over the screen, the game has an edit mode so you can rename your favourite unicycle after whatever takes your fancy.

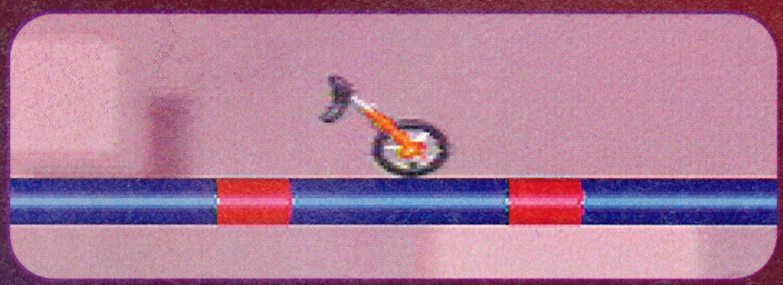
The backgrounds to the game are also worth noting if only for there strangeness. They range from a peaceful looking sky backdrop, through to a pastel coloured collage and on again to what can only be described as a big bar of chocolate. Very odd indeed!

As is usual with this type of game one of its best features, using a split screen, is the two player mode. You can take your best friend on in a straight head-to-





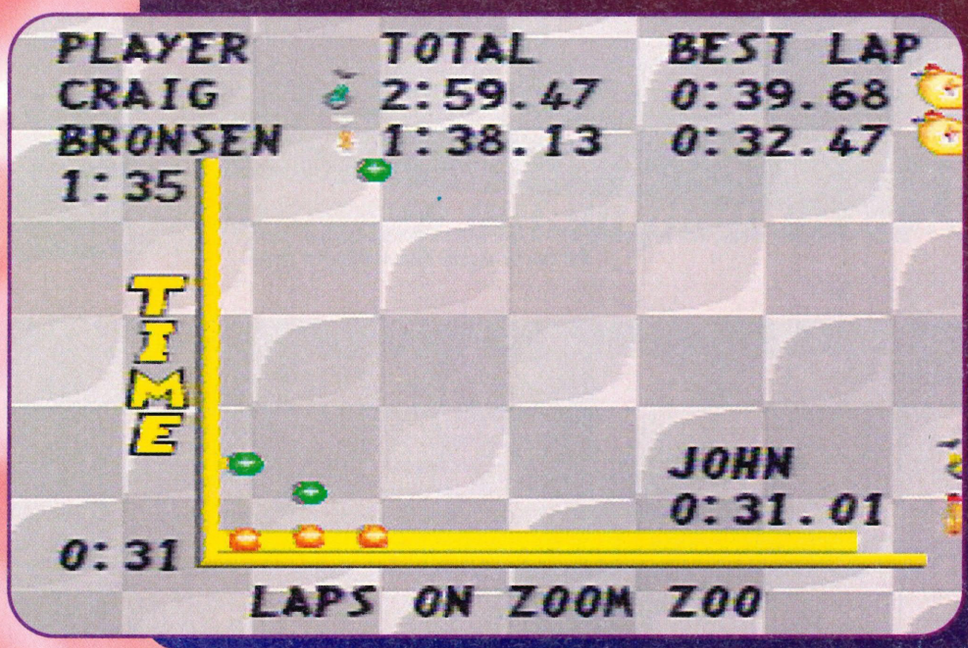
Following a win, you'll be placed on a podium and basically treated like a unicycling mecca. Fun, eh?



MARK



I can't say I'm really a big fan of any racing game. Personally I prefer going around causing chaos in shoot-em-ups, and this has done little to sway me. It's different, which is always a bonus, but it has few frills or spills. The idea could have been taken further with a few more tricks and hazards. As it is, it's a fast, but straight forward game with little to keep your attention for more than an hour or so.



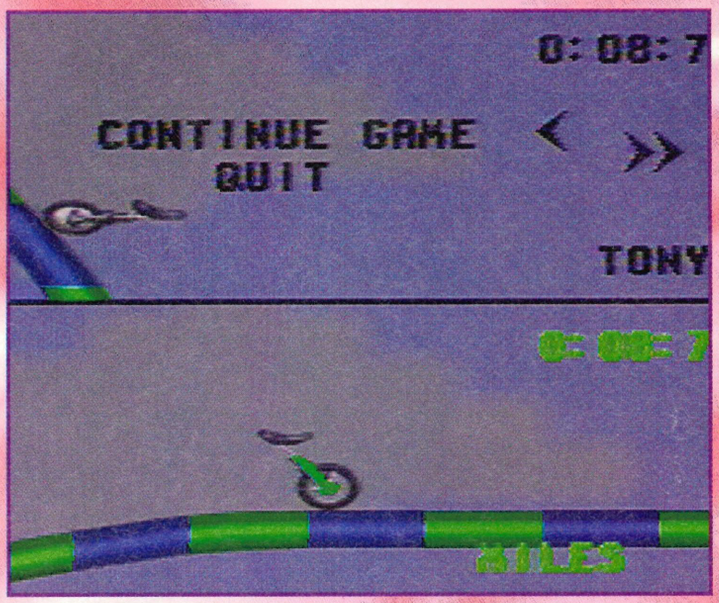
HAYDEN



Hmmmm... Is this a new era in race games? I, for one hope not as this is sadly lacking in many areas.

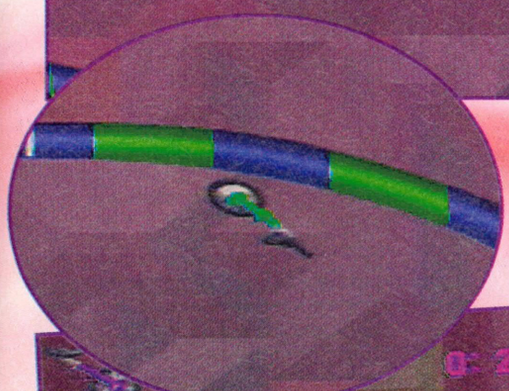
It all looks very nice and slick, and it plays fast, but the idea of racing what is basically a stick with a wheel is not my idea of challenging. The idea of performing stunts as you race about the winding tracks is potentially a good one, but the fact that the range of stunts is so limited nullifies the whole thing.

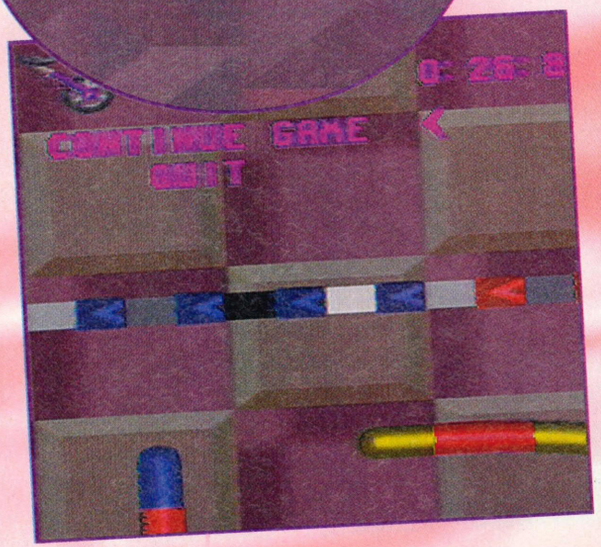
At the end of the day, I have to say that this is a bit of a damp squid in terms of high-speed thrills, and could leave you a little saddle-sore!

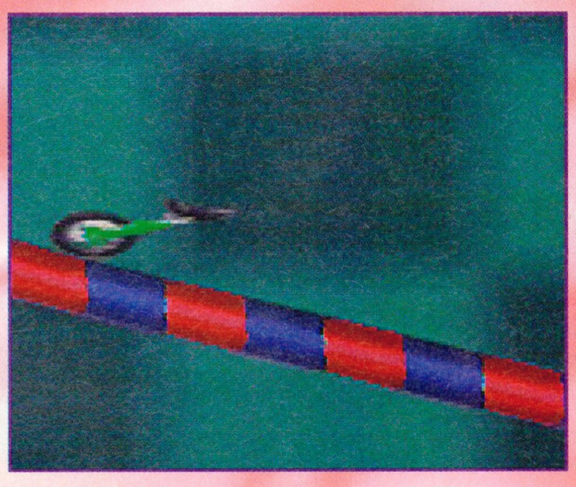


To begin with, it's pretty straight forward to stay ahead of the computer controlled bikes, although later on things do start getting testing.





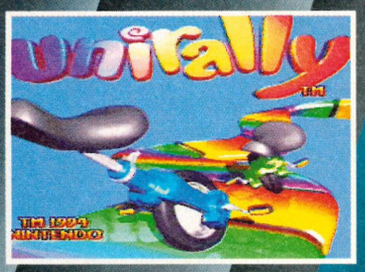




head race, try to outpoint him on the stunt track or, if you're really popular and have lots of friends, you can even set up a league. This can be fun, but again the lack of anything exciting (you can't even knock him off the track) means you will probably soon tire of it.

Okay so the graphics are pretty, but they can't make the game interesting and it does become a bit familiar pretty quickly, still it's not that bad. It's fun to play in small doses, but has no long lasting appeal. It's the sort of game you want when you have half an hour to spare and don't want to get too involved in something. The gameplay is amazingly fast and smooth and keeps you and your unicycle going at a wicked pace, but it's let down badly by the lack of anything really interesting happening.

If you are looking for a fast game that is easy to play and want to fill a few gaps between Neighbours and tea then this could be what you're looking for. If, though, you want something that is going to keep you glued to the screen for hours on end and is slightly more challenging then I suggest you look elsewhere. Unirally is notable mainly for its impressive speed, but as a game it's left well behind.



PRODUCER
NINTENDO
(0703) 651010

PRICE
£TBA

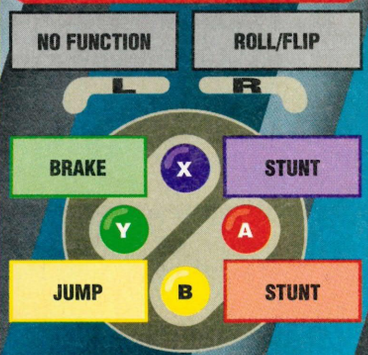
RELEASED
MONTH '95

GAME TYPE
RACING/STUNT

CART SIZE
16MBit

FEATURES
LEAGUE SET-UP

CONTROLS



RATINGS

GRAPHICS	87
SOUND	78
GAMEPLAY	76
LONGEVITY	74

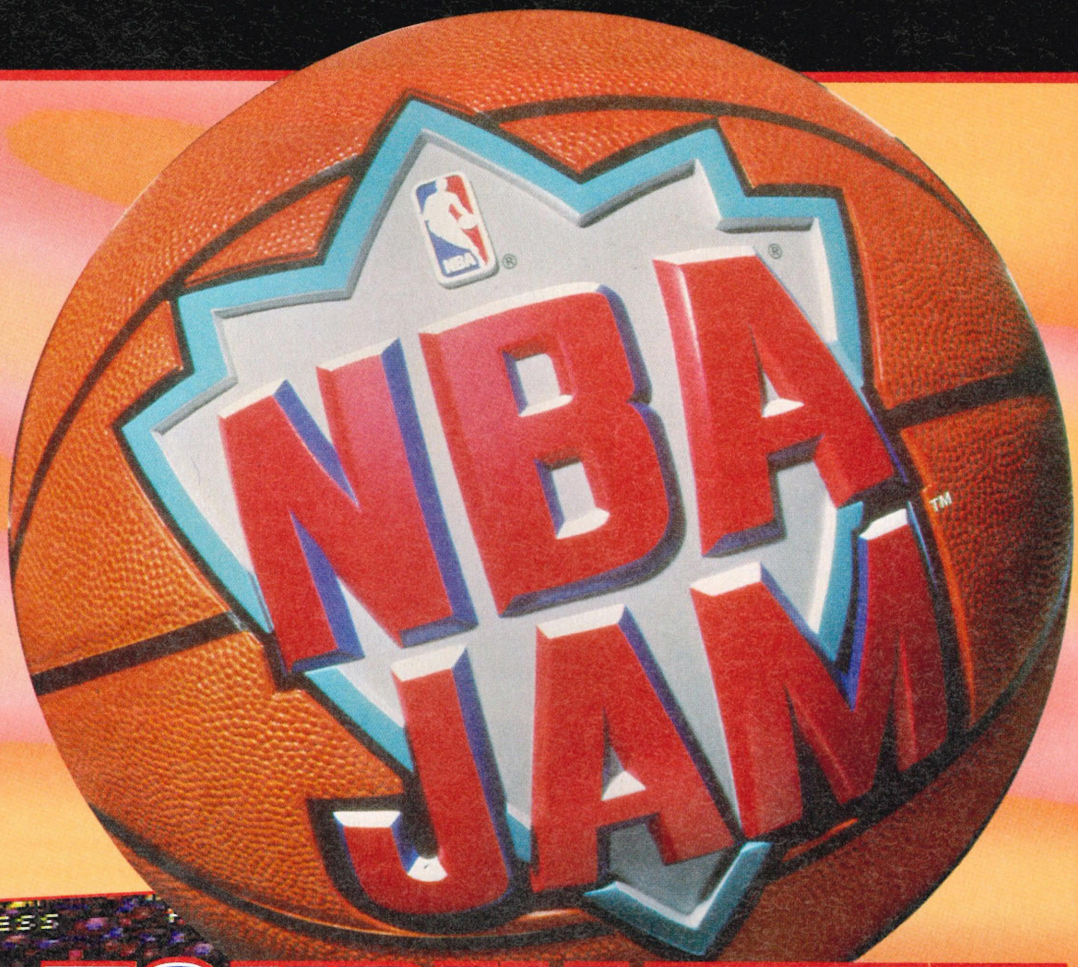
OVERALL

79

MILES

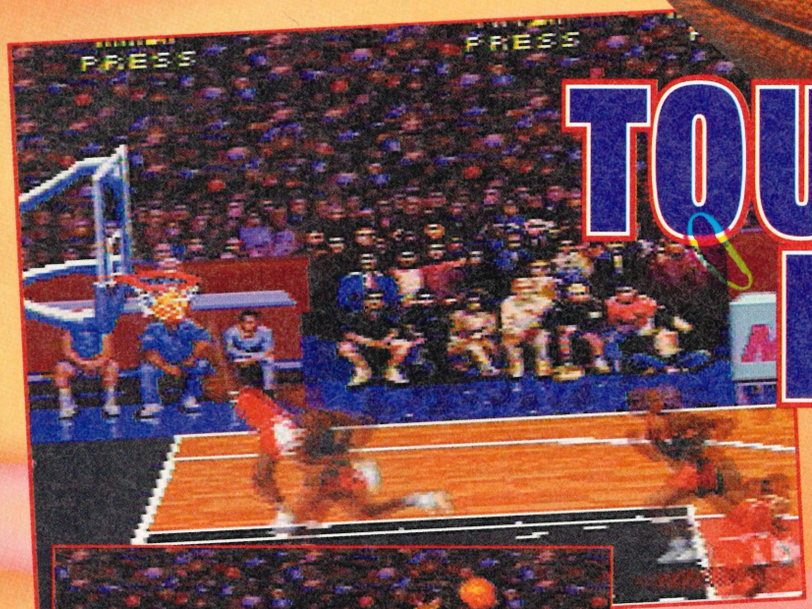


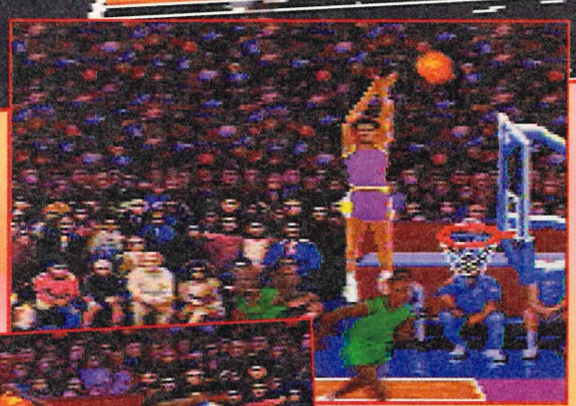
It's showtime! Just when you thought you'd seen the last of those slam dunkin', Reebok wearin' giants of the sporting world, the stars of the NBA come jamming back onto the the Super NES in *NBA Jam Tournament Edition*, and worra feast of adrenalin pumping action it is. The game kicks in with an excellent front end, so good in fact that I had to stand up and check it was actually a SNES plugged into the monitor! If you never played *NBA Jam* in its original form (and you missed out big time, daddy-o) it's basically a head to head, arcade style sports simulation with the emphasis firmly on action, and what action. Don't expect reams of stats, transfer markets and pages of incomprehensible strategies and set plays to muddle through. Just choose up the teams and head out onto court.



TOURNAMENT EDITION

It's heated up!!







Of course, we only allowed this screenshot to appear to display how fast the game is. Ahem...

The game itself is a two-on-two free-for-all. Considering basketball is supposed to be non-contact sport (or so I believed) there's more than enough argie-bargie in the average jamming session to satisfy any rumble-fans. Elbows, shunts in the back, they're all part and parcel, and you've gotta perfect all the dodgy strategies if you're going to succeed. Crocking your opponents is even more satisfying this time as injuries are



HAYDEN



I'm not so sure. Okay, *NBA Jam Tournament Edition* is a nice little game, but where's the difference? It's a bit like the StreetFighter updates – all mouth and no trousers. There's just not enough new about the game for my money – really, a few extra players and the odd stat or two doesn't make w game in my book. If you don't have the original then, yes, this is the one to go for and you won't be disappointed, but for NBA Jammers, well, you may not find this terribly worthwhile.



If you prevent a shot going into the basket as it falls, points will be given anyway!



Okay, it may not look too realistic, but it's shots like this that make NBA Jam Tournament Edition the game it is. As long as the shot ain't blocked, that is...



Score three baskets in a row with one player and he'll heat up!

sustained which seriously affect the performance of your players. Fortunately you're now allowed substitutions between each quarter. Instead of being limited to just two players as in the original game, each team now has a pool of between three and five to choose from. All players now have eight individual stats (compared to four in the previous game). There's ratings out of ten for power, stealing, blocking and clutching to add to speed, three pointers, dunking and passing from before. Studying the player's attributes is important so you can choose a team whose assets suit your style of play. Are you a big bruiser, do you prefer the intricate inter-passing game or are tricky three-pointers from the edge of the D more your style? The idea's to work your way through the ranks. Beat all 27 of the NBA teams and you can take on a series of all star match-ups against the real megastars of the sport. Shaquille O'Neal *et al*. You can even team up with a friend and control a player each to add to the excitement.

Alternatively, go for the single head to head match in which any combination of computer and human players can take part, up to a maximum of four (provided you're the chuffed owner of a multitap of course).

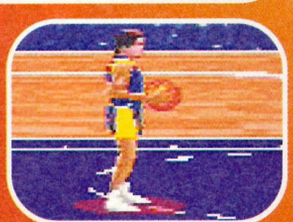
The main differences between this and the original are in the special features menu. Juice mode allows you to increase the speed of the game by up to four times for supersonic action. It was actually a feature of the original but required a special cheat code for access. A novelty feature which can be turned on or off is the power-ups mode. When on, various icons appear at random on the court which, when collected, temporarily enhance the players various abilities depending on the icon in question. Then there's the tournament mode which doesn't do anything much. No, really! You'd think a 'tournament' option would get you into some kind of 'tournament', or am I reading

I'll have Jam on my toast please...



One of the best improvements in Tournament Edition is the stats. Apart from being anble to injure other players, resulting in a sub coming on, each player also has many more skills, such as blocking, power, dunking, clutching, steals and so on. Good, eh?

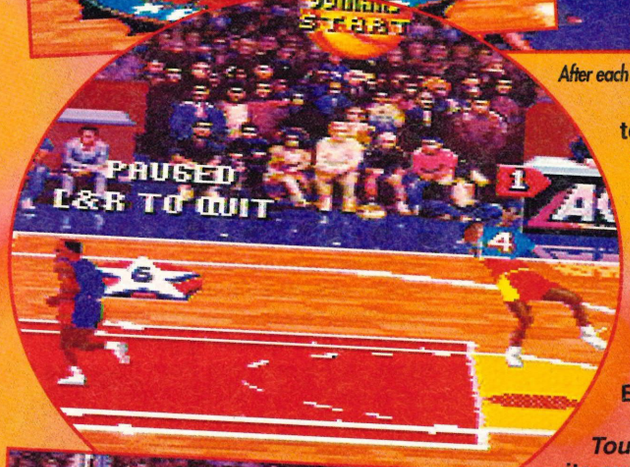








After each quarter, one team will begin with ball in hand, offering a good advantage.





too much into this. I mean, it's not that ambiguous, is it? What tournament mode actually does is disable all the other special options which you can do maually anyway. Very strange?

Anyway, let's hear about some more of those new features. Well, there's nine spectacular new dunks to master, 38 hidden characters to find, as opposed to 12 in the original. You must remember seeing Bill Clinton lining up for the tip-off!

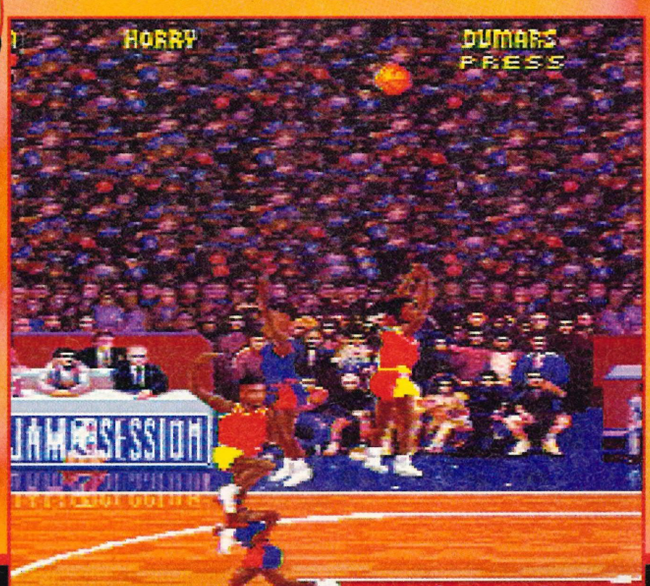
So what's wrong with *NBA Jam Tournament*? Absolutely nothing. As a game in its own right it's completely excellent, especially with two or more players. The problem is it's just too darn similar to the original. The tournament option really adds nothing, the power-ups part is a good idea but not at all essential to the game and most of the extra features are mere gloss. One of the most glaring flaws of the original, fine game though it was, was the omission of a league or tournament competition. These are twice as sadly missed second time around simply cos they should have been included.

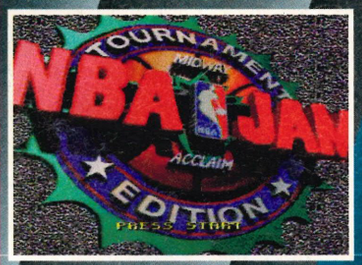
If you don't already own the original I would heartily urge you to get hold of this 'un as it does have a few extras. If you do happen to have a copy lurking about in your collection though, don't be tempted, thinking it's a full blown sequel — it's not. If anything it's an update and even that's pushing it. *NBA Jam 2*? *NBA Jam* again more like!

MARK



What the hell is Jonesey on? This is fabulous, by far the best sports game I've played in a long, long time. Even if you do have the original game, there's more options, better players and a whole host of new characters to find. If you ask me, this is an essential part of everyone's collection, for both new and old Jammers alike. Lunch times will never be the same again now this one's in!





PRODUCER
ACCLAIM
(071) 344 5000

PRICE
£TBA

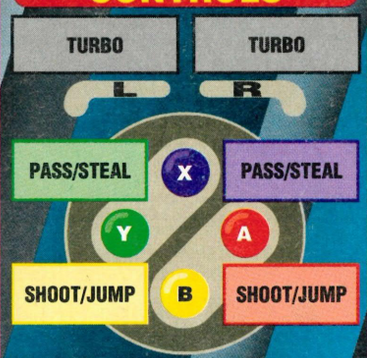
RELEASED
TBA

GAME TYPE
SPORTS SIM

CART SIZE
16MBit

FEATURES
BATTERY BACK-UP

CONTROLS



RATINGS

GRAPHICS	90
SOUND	90
GAMEPLAY	92
LONGEVITY	87

OVERALL

89

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NFL QUARTERBACK Club

Madden still rules the roost



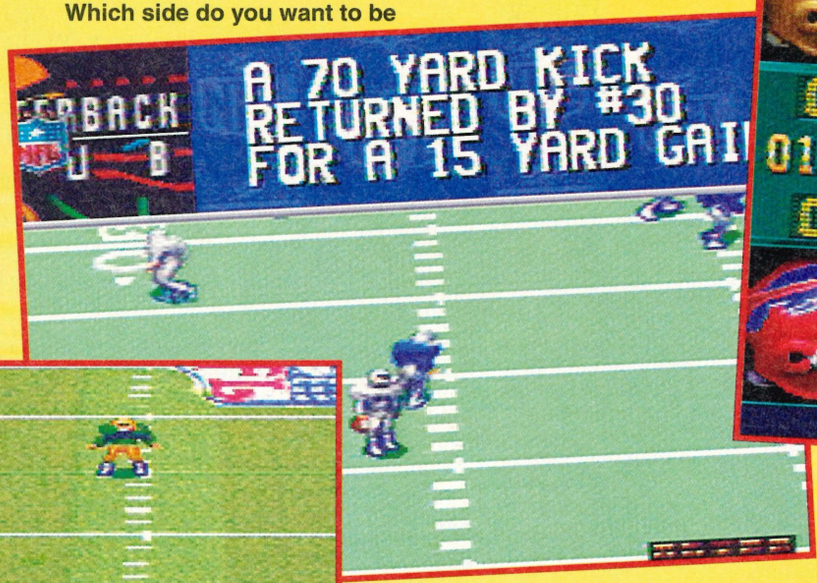
JON

American Football is a game on the up and up in this country, so it's no surprise to find yet another simulation being released. *NFL Quarterback Club* is the latest offering from Acclaim. Following in the footsteps of *John Madden*, the game that set this market alight, it has alot to prove.

This game has more to it, though, than most. This is not just about strapping your jockstrap on, donning your helmets and throwing a few touchdowns. In *NFL Quarterback* you get two games in one. First there is the actual game itself and secondly you have the training, which is, near enough, just as compelling.

NFL Quarterback, the game, is riddled with what have become Madden-cliches. The behind-the-quarterback viewpoint, the selecting of plays and so on, are all influenced by that game. Still, if games are to improve, the best way to do it is build on the best.

Before starting a match you get an impressive list of options. Do you want to start a season, or the play-offs, or even the Pro Bowl?
Which side do you want to be and who do you want as quaterback? By some God-like power you can even choose the weather! There are so many scenario's you can play that it can almost become a bit mind-boggling.



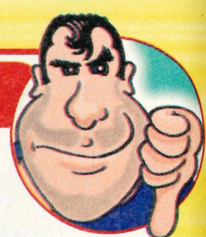






Plenty of stats, plays and moves are available, although you really have but four choices - run , pass, punt or go for a field goal.

This theme, of options and choice, runs strongly throughout this game, most noticeably during an actual match. There are hundreds of plays to pick from and although this is very commendable, it can easily be confusing. The controls can be awkward as well, which doesn't help. I appreciate it can't be easy writing an American football game, as it's one that needs lots of plays to give it some variation and appeal. Unfortunately,



MARK

Not being a real fan of American Football, *NFL Quarterback Club* was always going to have a tough job winning me over. I remember this one from a while ago while working on another console mag and, even then, I was none too impressed. The problem is that it tries too hard to emulate Madden, when it should have introduced more original gameplay ideas.

Hayden



It's been a long time now since the original Madden American footy game came out and we are still waiting for anything to better it. *NFL Quarterback* gives it its best shot, but the iffy playability and poor graphics let it down badly. A bit of a fumble that you'll be better off not picking up.



59... 84... 30... hut, hut, huuuuuuuuut! American Football is full of such confusing shouts, which, in the end, are quite meaningless tribal shouts. Oh well.

there's just too many in this one. Everything becomes an ordeal. For example, there's even about six ways of returning a kick-off. Call me a boring git, but I just want to get the ball in my hands and run with the damn thing.

This minor problem of play selection, though, is just that – minor. It is not a direct fault of the game, but stems more from my ignorance. If you know what US football is all about and like pitting your play selection against that of the computer, or friend, then I doubt it will be a problem.

Putting this aside, though, the graphics are a serious problem with this game. One of the most impressive things about *John Madden* was the smooth and attractive graphics. With *NFL*, you don't really get this. The sprites, although a bit blocky, look alright and some of the animation is good, but the movement of the players is jerky and slow.

The gameplay is also a big let down. There's little point having hundreds of plays if executing them proves to be such a hassle. Running plays prove very hard to do and when you pass, your receivers run off the screen, leaving just a little marker to let you know what direction they're in. It appears that what the game has gained, in the way of plays and other new features, it has lost in the gameplay and graphics.

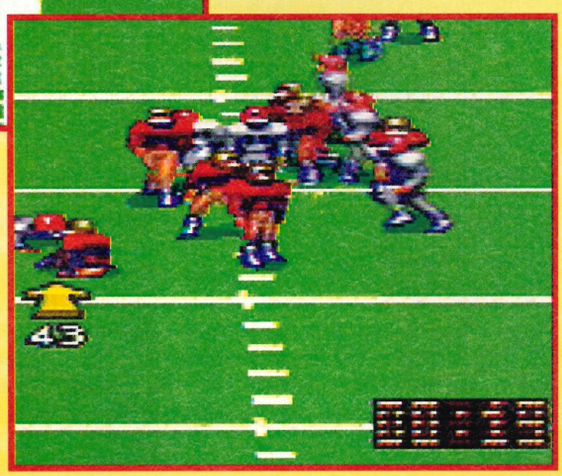
As I mentioned earlier, this, thankfully, has more to it than just the normal game simulation. If you fancy making the ultimate quarterback to lead your side and want to keep him in the peak of condition, then you now can. The training option is a game almost in it's own right. Pick your favourite quarterback from the NFL and lead him in a competition against the others, throwing at targets, running a scramble race and throwing as far as you can. For what is supposed to be side-show to the main game, this is actually really good. You can also have up to five friends join in and make a real competition of it all.

Despite everything this is not too bad a game. The unfortunate thing for American football games is that *Madden* has set a very high standard for them to live up too. The gameplay may be a touch slow and the graphics and sound won't win any oscars, but it still has its redeeming points. For a fan the detail and depth of the plays will impress and the training game is great fun. Cliche time! If you love American football you'll enjoy this and it's worth adding to your list, but if you think the best thing about this sport is women with short skirts and pom-poms, then you're probably better off giving it a miss.





Incomplete? Mind you, in all that gear, no wonder he couldn't run to catch the ball!







PRODUCER
ACCLAIM
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PRICE
DEPENDS ON RETAILER

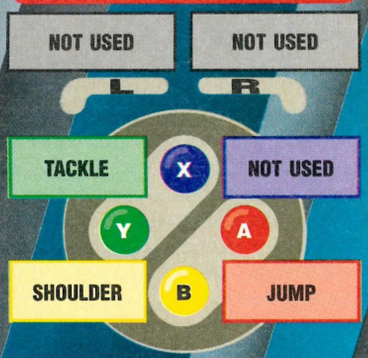
RELEASED
MAR '95

GAME TYPE
US FOOTBALL SIM

CART SIZE
16MBit

FEATURES
NONE

CONTROLS



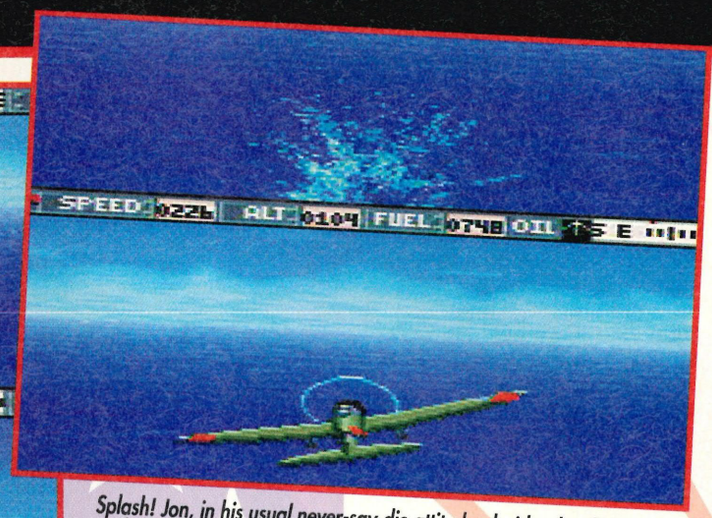
RATINGS

GRAPHICS	70
SOUND	68
GAMEPLAY	76
LONGEVITY	78

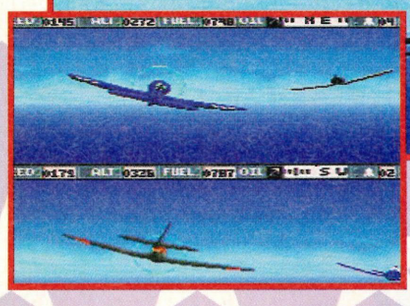
OVERALL

75





Splash! Jon, in his usual never-say-die attitude, decides that flying the craft is a pointless objective, so decides to sink the blighter instead.



Uncle Sam needs you!

CARRIER ACES

JON

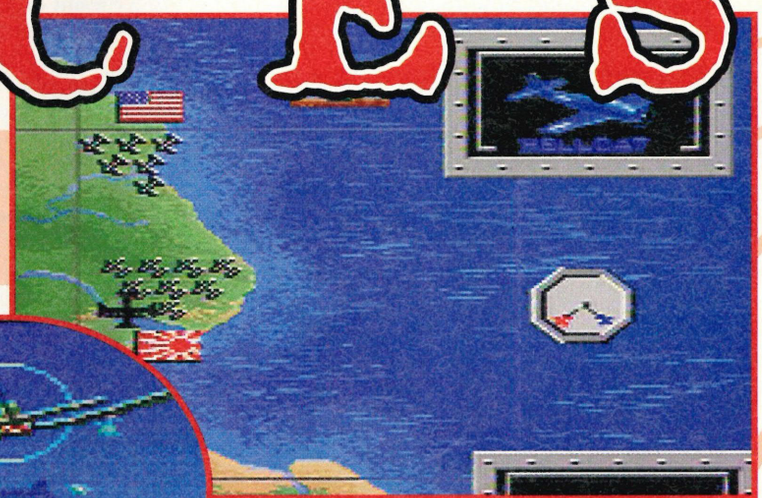


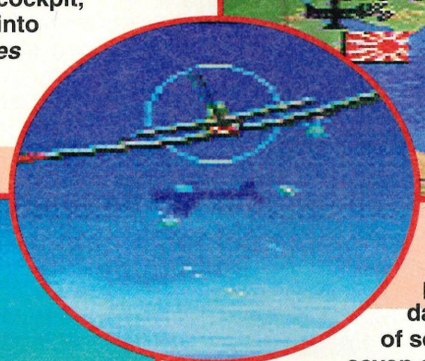
These immortal words ring around your ears as you strap yourself in to your state-of-the-art fighter. The pacific war has reached its heights. The Japs are on the retreat and the Americans are ready to strike into the heart of enemy territory. The war in the east is finely poised. Can the Japs stem the enemy advance and bring about final victory? Can the Americans continue to push onwards to Japan? Take to the skies and decide the fate of the war in GameTek's new, flight simulation shoot-em-up, *Carrier Aces*.

If you still fantasise about being strapped into a cockpit, hundreds of feet up, with people trying to turn you into swiss cheese, then this game is for you. *Carrier Aces* offers you all the action and excitement of second world war air combat with none of the pain.

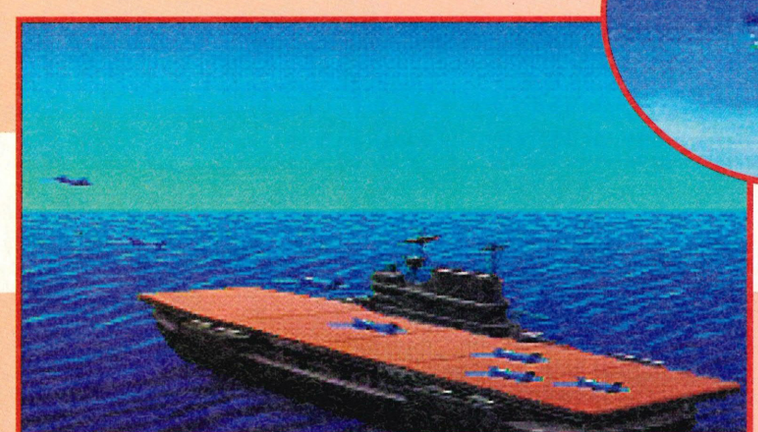
The object of the game is simple, but achieving it is far from easy. As leader of a host of fighter planes, you must embark on a series of dangerous missions in an attempt to take control of seven strategic points. Only by capturing all seven can you win the game. Taking them is no guarantee that you will hold on to them though, as the enemy will try to take them back. This game is no easy ride, it's a constant ebb and flow of attacking and defending as you battle it out to gain the upper hand.

Taking control of a strategic point, or battle area, is no mean feat. Several successful missions must be flown before you secure an area and if you suffer too many defeats you will soon find yourself on the defensive. One of the better features of this game is that you can choose the order in which you want to attack





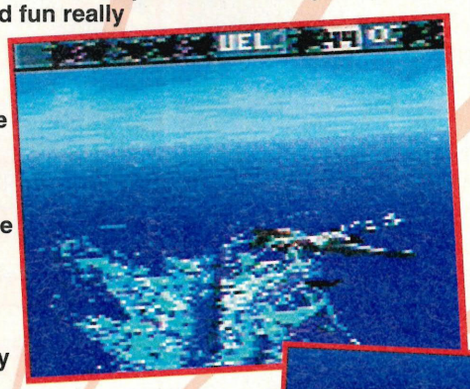
Quick, nab the flag and do a runner!

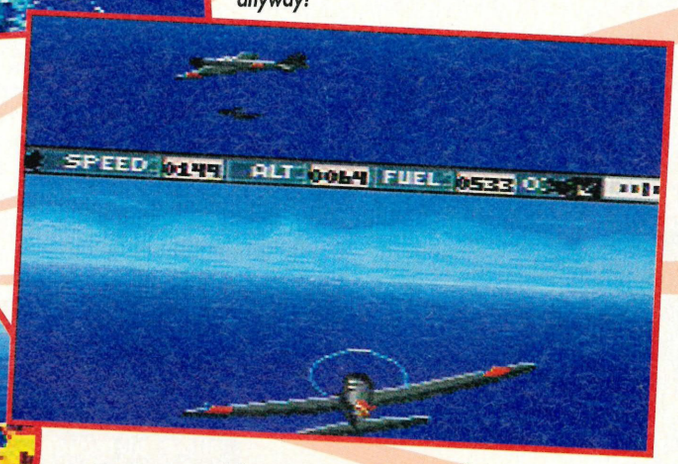


each area. Most games restrict you to a predefined sequence of events, but this game allows you the freedom to structure the game how you please. The results of your engagements will also mould the way you play, so there is plenty of scope for variation and no two games are ever likely to be the same.

Carrier Aces is not just a simulation shoot-em-up — to win you need to be more than just a brave fool with a death wish. Strategy and tactics are all part of this game. As well having to use some of that grey matter upstairs, this game plays fast and smooth requiring a fair bit of skill and some pretty quick reflexes.

Although there is some depth behind this game, the serious action and fun really begins when you head into combat. All the action takes place on a split screen with the attacker on the top half of the screen and the defender at the bottom. The first part of any mission is to engage the enemy planes. Picking one plane at a time, you must fight one-on-one until you either destroy all the opposition aircraft or are destroyed yourself.







If you are a bit more fortunate than me and actually win, you then go on to carry out the second part of the mission. This can be sinking enemy ships, strafing island bases, blowing up bridges and much, much more. Here again, strategy comes in to the game, with four fighters to choose from, you must decide which is the most suitable for the mission.

During a campaign, casualties are inevitable and supplies and planes are not infinitely available. If too many planes are used at the beginning the chances are, come the end, you'll have none left, which is a bit of a downer as you need them to win. Learning to spread your resources out to last a whole campaign is very much a part of this game.

Carrier Aces is a well presented game, the graphics move effortlessly around the screen and are very clear. The dogfights look especially impressive using some smart mode 7 effects. Together with the rousing war music and stunning sound effects, like the engine revs and blazing guns, you are soon sucked in by the atmosphere. Sometimes it can be a bit long-winded — the computer just puts the engine on full throttle and speeds away from you and it can take quite a while to catch him. To start with it can also be a bit tricky and frustrating, especially the head-to-head dogfights. With a bit of perseverance, though, and a spot of training, it won't take too long to discover the fun in this game. Check it out now!

MARK



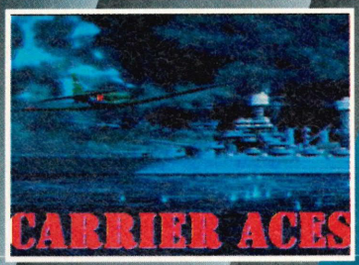
Okay, *Carrier Aces* may not be the most involved game you're likely to come across, nor is it graphically stunning, but it *is* a fine jaunt in two-player mode. Even with only one player involved, it's quite cool, with a number of missions to keep you going and more than just the odd dog-fight required to overcome the enemy. It won't win any awards for originality or content, but, for sheer playability and escapism, it's not bad at all.

To get out of a sticky situation, you need to utilise the top Left button, giving you a shorter turning circle. Mind you, with certain planes, you have a tail gunner, so you could just blow 'em outta the sky anyway!

MILES



Hmm – I've got to say that this really ain't my cuppa char. Okay, the two-player mode is fairly addictive, but these dog-fights don't half drag on sometimes, with both planes simply going round and round in circles, looking for the odd chance to get a hit in. It's okay if you have a tail-gunner, since you're able to let the enemy come up behind you,. but other wise it'd a very hit and miss affair, a bit like the game itself. Maybe if there was more to the actual dog-fights, or a keener strategic level then this would have been great, but, as it stands, it's simply good. Go for it if you're into this type of game, otherwise look elsewhere for your two-player thrills.





PRODUCER
GAMETEK
(0753) 553445

PRICE
£49.99

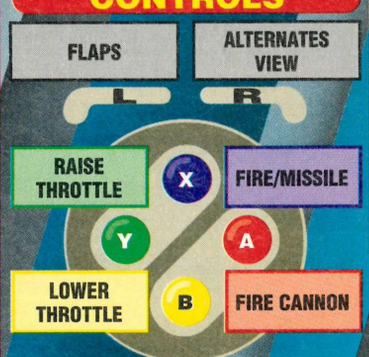
RELEASED
FEB '95

GAME TYPE
FLIGHT SHOOT-'EM-UP

CART SIZE
16MBit

FEATURES
TWO PLAYER SPLIT SCREEN

CONTROLS



RATINGS

GRAPHICS	82
SOUND	74
GAMEPLAY	85
LONGEVITY	82

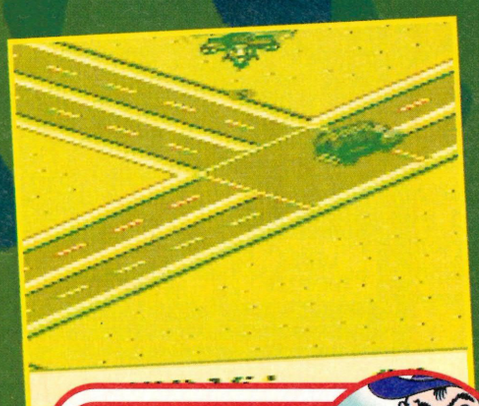
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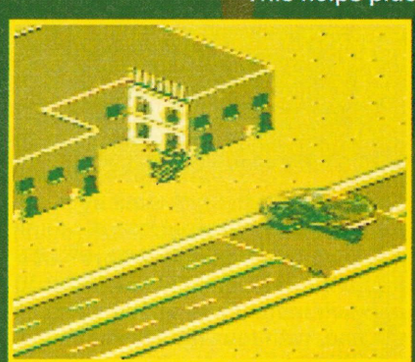
83



JUNGLE STRIKE

STRIIIIIIIIIIIIIIIKE TWO!





JON



Ocean's conversion of the classic Mega Drive game, *Desert Strike*, was a resounding success on all Nintendo consoles, rating a hot 84% on the GameBoy. Swiftly following up on this, Ocean now bring us the next episode, *Jungle Strike*.

Having killed the terrorist Kilbaba in the last outing, it is now the turn of his son to face the wrath of your Comanche helicopter. Appropriately called Kilbaba as well, this new threat to civilization is attempting to invade and overrun America. Despite having an army of some two million men (give or take one or two), it seems that once again you are the last source of defense. It is your job to take to the skies and complete the nine campaigns that will, eventually, see off this pesky family once and for all.

Each campaign consists of about six or seven missions, all of which must be completed to finish the level and move on to the next. These missions are wide and varied and of degreeing difficulty. They demand a fair bit of tactical awareness and some sort of strategy. This helps pluck the game from what would otherwise be just an attractive shoot-em-up.

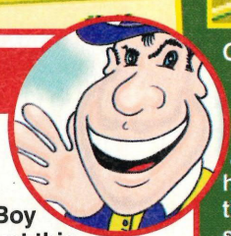
You view the action and your chopper from an isometric angle to allow full movement and vision. As you can see, the graphics are pretty impressive considering, and the scrolling is superb. This game shows-off brilliantly what the Game Boy is really capable of.

The playability of this game ranks as one of the best yet on the Game Boy. It's easy to get into, it's unbelievable fun to play and is compulsive gaming. It's also no push over and will keep you so glued to your machine you'll have to have an operation to remove it. There's also a password at the end of each campaign so that you don't always have to start right back at the beginning (which I think is really annoying).

The sound effects sound uncannily like those of the other helicopter game, *Choplifter II*, so nothing to special here, but hell not everything can be perfect. Talking of imperfection, that brings me on to the one real sore point I have with this game. For some reason when you fire the cannon it only fires in spurts and even then it seems to do little damage. This can be a bit frustrating as it means the enemy has more time to fire at you and kill you. This makes an already hard game even harder, still if you will fight wars..... !

Overall this ranks easily as one of my favourite games on the Game Boy. It's smooth, fast, has great playability and is great fun. I can't recommend it enough. Well, I've tried!

HAYDEN



I looooooooove it!! *Jungle Strike* is a treat make no mistake. Any Game Boy owner, who doesn't get this needs their head examined. The mixture of strategy and shoot-em-up makes compelling stuff and you won't be able to tear yourself away. Cheers Ocean! I've done nothing in the office for two days now because of you (What's new? - Mark)! The gameplay and graphics really make this stand out and make it a joy to play. The only slight problem is the difficulty, although I guess that's not so bad! If you liked *Choplifter* or *Desert Strike*, you're sure to go





PRODUCER
OCEAN
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PRICE
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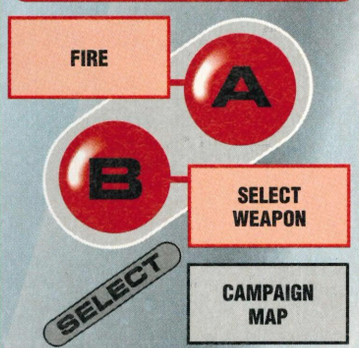
RELEASED
MAR '95

GAME TYPE
SHOOT-'EM-UP

CART SIZE
4MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	89
SOUND	78
GAMEPLAY	90
LONGEVITY	89

OVERALL

88

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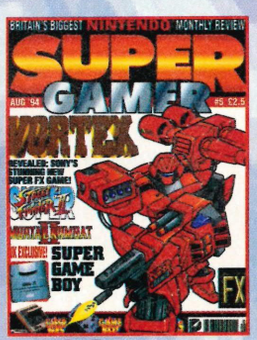
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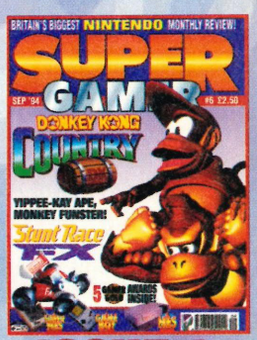
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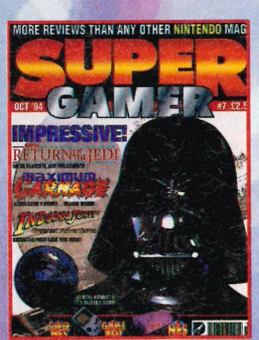
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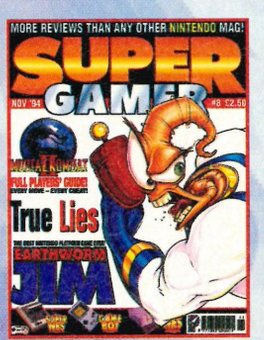
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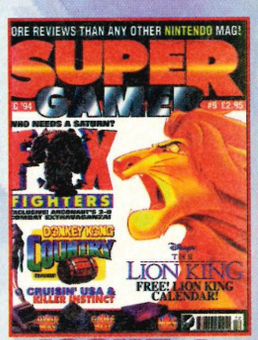
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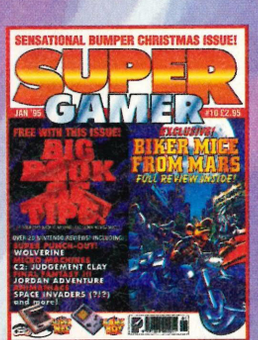
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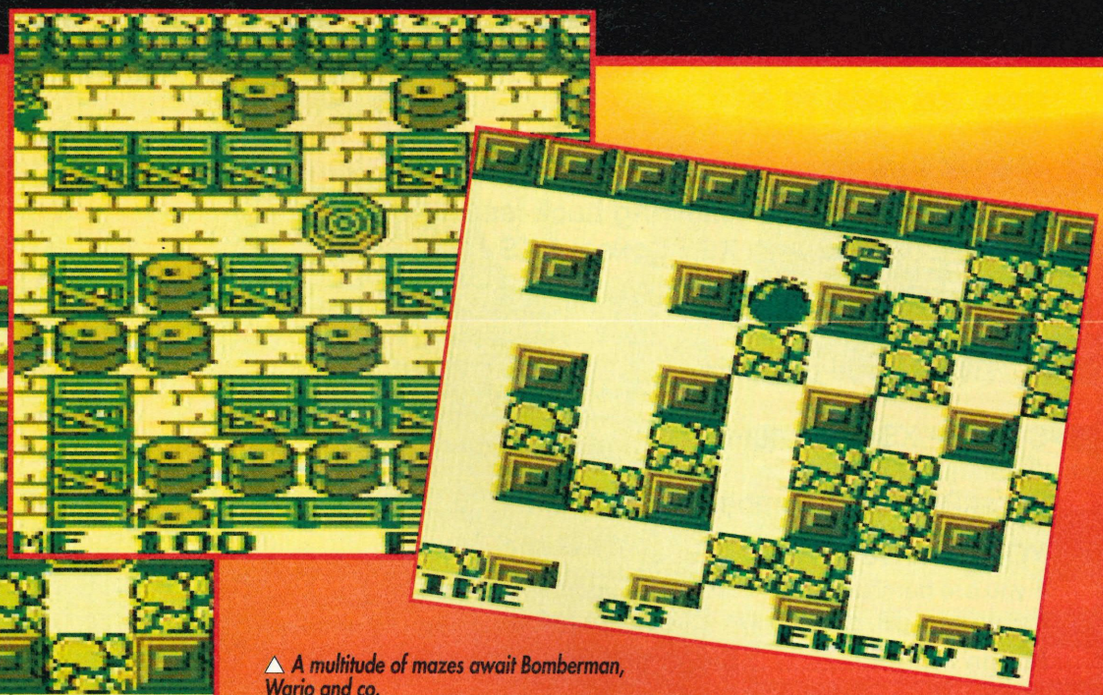
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When exploding bombs, you have to be pretty quick just in case it blows up right on top of you!





△ *A multitude of mazes await Bomberman, Wario and co.*



MARK



Bomberman is back! After the huge success of the original, Nintendo have now tapped into this huge money-spinner and they proudly present the second edition, *WarioBlast*. This absolute feast of bombing madness is as thrilling and entertaining as *Supermario* and as addictive and compelling as *Tetris*, but have we seen it all before?

The original *Bomberman*, was a classic on all machines, featuring literally some of the most explosive action ever. With up to four players it was, without doubt, one of the best multi-player games around. Together with great playability and loads of laughs it must rank as one of the outstanding games available on the GameBoy. This being the case, the question must be asked, what new features has the sequel, *WarioBast*, got to offer?

For those of you who have no idea what I'm ranting about I shall explain myself. *WarioBlast*, is a game of tactics, quick thinking, daring and immense fun. The idea and concept of the game is simple – wander around a maze blowing up all your opponents.

You start the game trapped in one of the the four corners of the maze and must blow up the walls that are preventing you getting to your opponents. It won't be too long before you're free and this is when the real action starts as everyone tears around trying to stay healthy, at the same time as blowing each other up. Occasionally blowing up a wall rewards you with a power-up. The main two are the bomb, which increases the number of bombs you can lay at any one time, and the fire, which increases the range of the bombs. These are extremely useful for zapping your opposition, but be careful – if you lay too many bombs you'll probably end up

Bomberman II blows out!

WARIO Blast

blowing yourself up. Not a clever thing to do!

When playing on your own, you must take on the computer over many levels. Each one has three mazes, which are fought on a best of three basis. At the end of each level you take on one of the many weird and wonderful bosses, such as the strange pig in a cup of tea (I told you they were weird). After you defeat each one you obtain a new skill, which will help you in your continuing struggle. Defeating a boss is no easy task though, and this game will keep you going for some time. Thankfully, as you only get one life, there's a continue and password feature to enable you to start where you left off. You'll appreciate this, if you're like me and get blown up more times than you can count.

Now while this is all great fun in its own right it can in no way compare with taking on your buddies and trying to blow their heads off (Don't try this at home kids!). As with the original, the multi-player option is available, there's a catch though. Unfortunately the multi-player mode is only available with a Super Gameboy and the special link-up. This is a huge disappointment and I can't help thinking this might just be an attempt to shift a few more Super Gameboys. Now I'm not going to get into politics or anything serious like that, but it strikes me as strange that the original *Bomber Man* could be played multi-player on the Gameboy, but for some reason *Wario Blast* can't. Hmmmm!

Still, before I let my emotions run away with me, it has to be accepted that this is still a great game. The graphics are clearly defined, especially our two heroes Bomberman and Wario. The sound is also okay, bouncing along at its own pace and reaching something of a climax when you face one of the big bosses. Hudsonsoft also assure us the playabilty is improved and the sprites certainly move quite well, even if a little slow at times. The gameplay, above all, is fantastic and there is some interesting features, like warps and tunnels to add a bit of variation to the mazes.

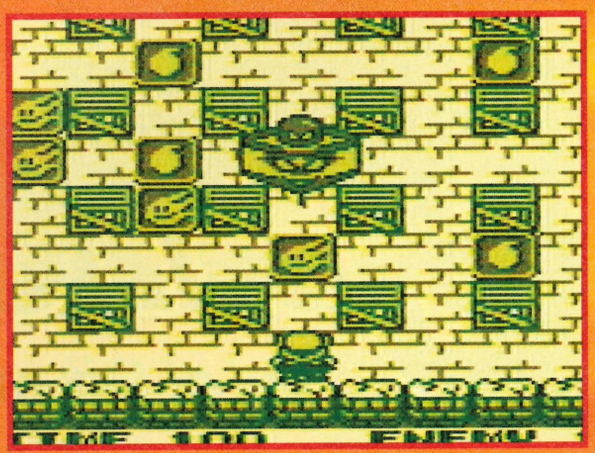
Overall the lack of any Multi-player facility for Gameboy owners puts a big dent in the credibility of this game. It also has to be said that, except for the appearance of Wario, very little has really changed from *BomberMan*

If you were fortunate enough to get a copy of that game, then there is little in this for you. If you missed it, though, you'll get hours of fun from this slightly inferior, but still brilliant sequel.

MILES



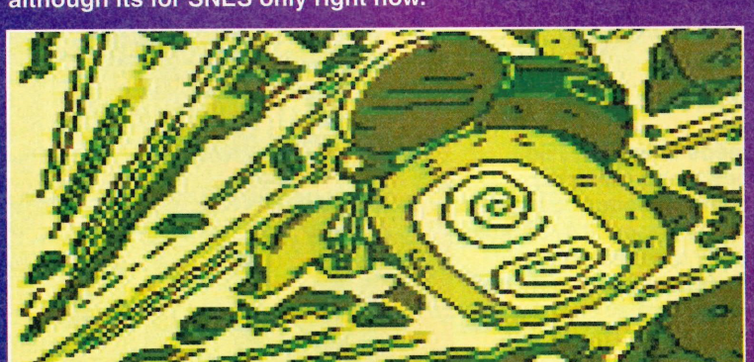
Another dose of *BomberMan* can't be a bad thing. *WarioBlast* is a worthy sequel to the original and is, in many ways, better. The thing that really lets it down, though, is the lack of any multi-player facility. *Wario Blast* would have been so much better for it. Still you can't take anything away from what is otherwise a fun and playable game.



AT the end of a number of levels, you'll have to fight one of the bad guys. A few bombs, though, and they're history.

WARIO HISTOGRAPHY

When Wario first appeared on our screens in *Super Marioland 2*, he was little more than a sidekick for the irrepressible Mario. With Mario ageing rapidly, though, a new hero was needed and the instant acclaim of Wario persuaded Nintendo that they had found their successor. Wario went from strength to strength and soon had his own game, *Warioland*. Following this huge success, he was soon in great demand and two new additions are shortly to be released: *WarioBlast*, which you have just heard about, and a little bird has hinted that *Wariowoods*, already available abroad, might soon be gracing our consoles too, although its for SNES only right now.







PRODUCER
Nintendo
(0329) 822565

PRICE
£TBA

RELEASED
MAR '95

GAME TYPE
BLAST-'EM-UP!

CART SIZE
4 MBit

FEATURES
LINK UP WITH SNES SUPER GAMEBOY ONLY

CONTROLS



RATINGS

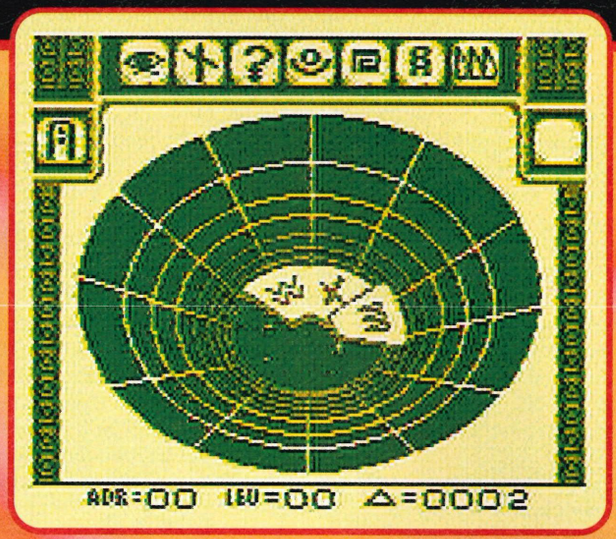
GRAPHICS	80
SOUND	79
GAMEPLAY	90
LONGEVITY	88

OVERALL

88

stargate

Out of this world!



△ What's a Chinese wok doing here?

JON



Well, by the time you get to this, you should have already seen the *Stargate* preview for the SNES. So for fear of repeating myself and going insane, I'll leave the plot out and get straight on to the review. Before I go any further, though, in case you can't tell from the screenshots, the Gameboy version of the blockbusting film is completely different to that of the SNES. Why Acclaim have opted for a platform shoot-em-up on SNES and a puzzle game on the Gameboy is a mystery to me, but it should be interesting to see which one comes out on top.

▽ The Pyramids - where it all begins ....



Stargate is an addictive and brain-teasing game, not to mention fuse-blowing, and makes a refreshing change from the usual tedious film conversions. At first it can appear a little complicated, but before long you'll be hooked.

In the game you play Daniel Jackson, a professor with the unenviable task of solving the mystery of the hieroglyphics. Only by solving this mystery can you save the world from the evil Ra.

The object of the game is to assemble the address which wins you the stargate. This address can be found at the top of the screen and can be assembled in a manner of ways. The easiest is to lay three of a kind on top of each other. Once you've done this for all of the hieroglyphics you've won. There are several other ways too, but we'll leave that to you!

Stargate has three play modes - skill, one player battle and two player battle (with a link up). Skill is where you just play for points, completing as many addresses as you can. Battle mode is a bit more serious - this is when you take on your buddies or Ra's henchman, in a series of head-to-heads. This takes lots of skill and cunning and should keep you amused for hours.

Graphics aren't really too important with this game; like *Tetris* it's more the shapes or hieroglyphics that count. Still, what graphics there are all come across sharp and clear. Actually exactly the same thing could be said for the music as well. That saved a bit of waffling!

Originally you may be put off by the fact this isn't the easiest game in the world too get into. Bear with it, though, and you'll soon realise what a gem this is. At last a successor to *Tetris*!!

MILES



As you've probably noticed, I'm a bit thick - or so everyone keeps telling me! So puzzle games aren't really my thing. Originally, I thought *Stargate* was going to be impossible to play, but it's actually quite easy. Whether you're looking to get your first puzzle game, or already have a collection, this is certainly one you won't want to miss.



PRODUCER
ACCLAIM
(0171) 344 5000

PRICE
£ TBA

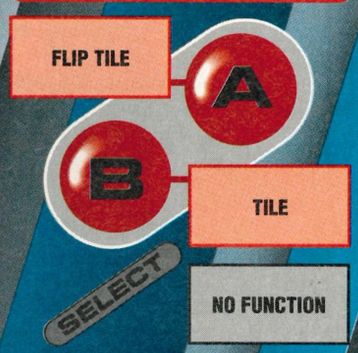
RELEASED
FEBRUARY '95

GAME TYPE
PUZZLE

CART SIZE
4MBit

FEATURES
TWO PLAYER MODE

CONTROLS



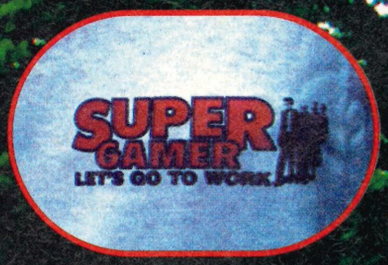
RATINGS

GRAPHICS	75
SOUND	78
GAMEPLAY	90
LONGEVITY	88

OVERALL

89

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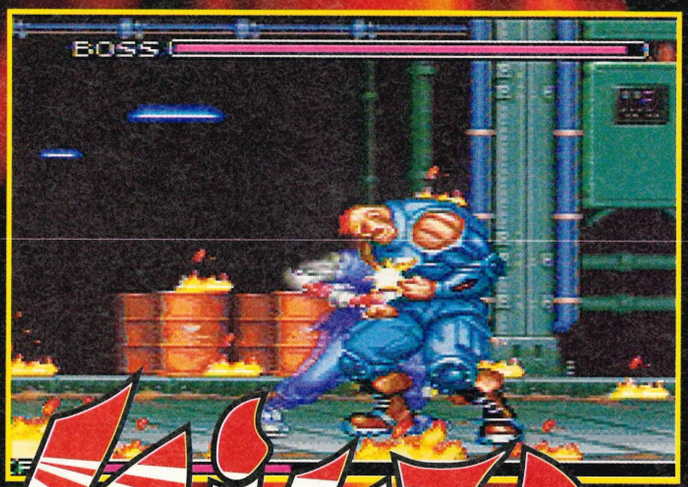
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NINJA WARRIORS

We're turning Japanese



MILES



Whenever a beat-'em-up game is placed in front of us poor reviewers, an immediate hush descends upon the office and a feeling of dread becomes us all. Sometimes our fears are misplaced and we are the first to eat humble pie and sometimes... well you've probably seen some of the tripe that's around yourself! So you can imagine the scene when *Ninja Warriors*, the new platform beat-em-up from Titus, arrived.

First impressions of this game weren't too good, but fortunately they got better. A game that is basically a clone of the *Final Fight* clan, it relies strongly on the appeal of killing hundreds, and I mean hundreds, of bad guys who seem to have nothing better to do than get themselves beat to death. While this can be fun, due to the good number of special moves, some may find it tiresome.

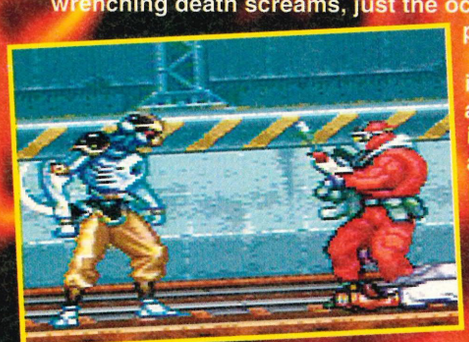
The plot behind the game is somewhat predictable, Banglar, an evil tyrant has taken control of the country and has brain-washed the populace. Luckily a small band of freedom fighters remain and, in time, they produce three robots, the Ninja Warriors. These are the three main characters from which you can choose one or two player.

The characters in this game look okay and move smoothly enough, but the whole package is somewhat lacking in anything really special. The characters have quite a wide range of moves, including their individual spells, but for all this the simplest and easiest one is the only one you ever really need.

Despite two levels of difficulty, normal and hard, this game is still fairly easy and with infinate continues it doesn't provide too much of a lasting challenge. If the game had been a bit harder, with some of the enemy actually attacking you, then this game would be much better for it. As it is, the only real challenge comes from some pretty impressive end-of-level bosses.

This game originated in the arcades many years ago and the concept is a bit dated now. The sound is okay although there's no no blood curdling war cries or heart wrenching death screams, just the occasional puff and pant.

On the plus side it is quite smooth and there are a few interesting moves and it has a two player option. If Rambo style mass murder is your sort of thing then you'll probably love this.



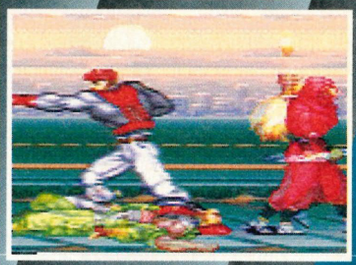
While he may well carry a big gun, the chap in red is loathe to use it. Quite bizarre.



JON



Ah, this is more like it – tons of bad guys to hack, slash and generally mutilate! Okay, it's hardly full of gore or blood (Miles is so *extreme!*) but that doesn't make a game any poorer necessarily. It's very much an on-going slaughter at first, although the end-level bad guys make things heaten up slightly. *Ninja Warriors* is far from the hardest beat-'em-up around – we were getting into it fairly well within a couple of attempts – but if you're new to this sort of thing or just looking for something that isn't too testing then this is a good buy





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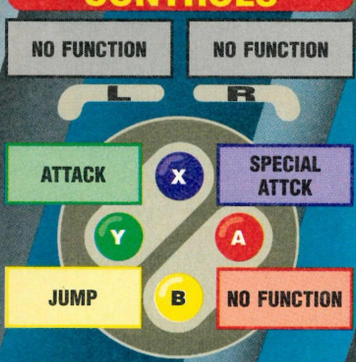
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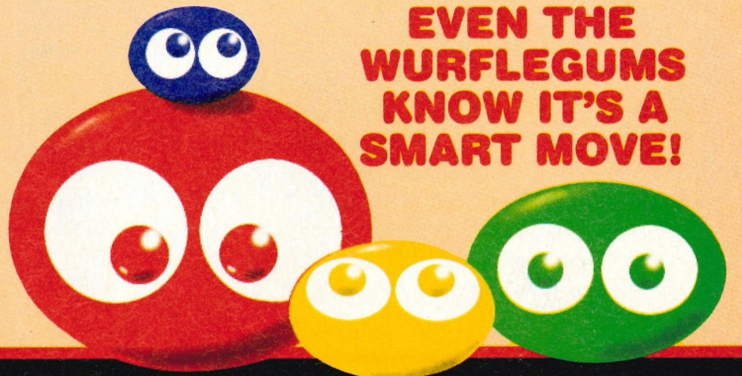
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Tenth Street

It's not easy starting life not knowing who you are, where you are or what the hell you are supposed to be doing! By exploring the roads of the town and talking to all the characters, you gradually wean information about your identity and your mission. Ask everyone about all your keywords to get the maximum info.

To get into the crypts, use the scalpel from the morgue on the locks to prise them open.

Opening these crypts may reveal some money or perhaps a ghoul to be killed. Take pot luck!

The cries of help are from this crypt. Force open the lock with the scalpel to find the Shaman inside.

This is Chrome Coyote – use the slap patch to heal him and he will give you a magical fetish.

Blast all the ghouls that emerge from the ground and one will leave a ghoul's bone behind.

Grim Reaper Club

Lots to do here! Talk to the barman and get an iced tea to give to the tired patron whom you should interrogate to get the word tickets. Question him further to find out about Grinder. Talk to the busy man to get the **street docs** keyword and the word **heal**.

This dodgy dealer can supply you with grenades and also a Lone Star badge. Ask him about hiring to get the **negotiation** and **shadowrunners** keywords.

A cyberdeck sits on this desk, but cannot be used until your datajack is working. Once repaired, return to this room and jack into the computer.

A pair of eyes appear in this corner. The dog spirit appears and informs you of your mission.

Collect the Beretta pistol and hide round the corner to install it in your abilities. Come back and blast the orc to get a leather jacket for more armour.

Hidden on this desk is a meteoric iron paperweight. This is used in conjunction with other items (see magic section) for a powerball spell.

This fantastic RPG, developed by Beam Software, stands head and shoulders above all others in terms of originality, atmosphere and playability. Destined to become one of the all- time classic RPGs, *Shadowrun* has it all – fiendish puzzles, an arcade shoot-'em-up element and a huge number of great characters. SUPER XS bring you the definitive solution. Nothing has been omitted in this completely comprehensive guide.



BANDAI ● RPG

SHADOWRUN

The Cage

The Cage is where Glutman hangs out – he's waiting for you to bring you undercover. Listen to the groovy rock concert in the background to discover what music is like in 2050! Nothing changes....

This is a loyal citizen on the way to the concert at the Wastelands club. Talk to her – she's very friendly!

To gain access to the club you must give the bouncer the tickets found in the filing cabinet in the morgue.

This is Glutman – the waitress will point him out to you. Before speaking to him, talk to the guy on the left to get the keyword **Ghouls**.

Once inside, check the videophone for any messages. Collect and wear the shades so that you can return to the morgue without being recognized.

Jake's Office

You may only enter this office once you have obtained the key from the dead man in the office nearby. Inside, get the shades and the ripped note for Sassie's number.

The station does not open until you have been to the caryards. Read the sign to find out why.

Open this gate and the doggie inside will run out, leaving its collar behind. Use the blue and green bottles later to store water from the fountain.

This is one of the many rooms that contain nothing but enemy scum. Use them as a means of building up money and karma.

Collect the scalpel from this table and go to the fridge nearest the door. Open it up and collect the slap patch which heals the wearer.

When you have the shades and the Lone Star badge, interrogate the doctors and search the filing cabinets.

The Morgue

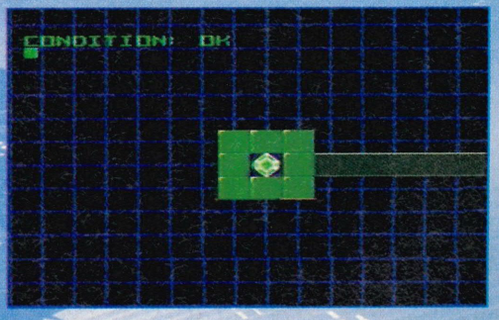
You start the game here, dazed and confused. You basically need to get the hell out and start discovering your mission. Later on in the game you must return to talk to the doctors in order to search their records for the recently dead Grinder.

Examine the dead man to find a a key to your apartment and a memo. This informs you of your courier run to Matrix Systems.

Jack In!



Once your datajack is working, you can enter the Matrix by using your cyberdeck on the computers. Once inside, you're effectively playing *Minesweeper*. A good basic strategy is to hug the outer wall – this cuts the number of possible locations for ICE in half. If you receive a warning about ICE being detected, blast a square in front of you. If there is nothing there, the ICE must be in the next row in. In this way you can conserve a lot of stamina points, but be wary of blasting too many empty.squares – this will *cost* you energy!





SEQUENCE OF EVENTS, PART 1

Collect and examine the piece of **torn paper** that drops from the slab, the **scalpel** and the **slap patch** in the morgue. Exit the morgue. On the street, talk to the young punk. Walk to the underground area and pick up the **Beretta pistol** which is lying next to the dead man. Kill the orc and examine the body to find a **leather jacket.** Go into the corner of this area to speak to the dog. Go back to the dog in the park outside the morgue and go in the broken gate. Release the dog and collect its **dog collar**. Go towards the monorail station and into the office containing a dead man. Pick up the **memo** in the room and examine the man to find a **key**. The dead man is in fact you. Having been killed by an assassin, the dog spirit ordered a mage, Kitsune, to bring you back to life for reasons which become clear later. The key opens up your apartment. Go to your apartment and put on the **shades**. Examine the video phone to listen to the recorded call. Now you need to get hold of more money.

Money is obtained by shooting people and taking the cash that falls out of their pockets. The room next door to apartment six is full of would-be assassins and fills up every time you leave, allowing you to build up your reserves relatively quickly. When you have a few hundred Nuyen, walk back past the morgue and into the building at the bottom corner. Go into the office and pick up the **cyberdeck** and the **paperweight**. Leave and go to the Grim Reaper club. Talk to the barman who will give you an **iced tea**. Give this to the tired patron who will moan about **tickets**. Ask about tickets and all subsequent keywords that he gives you. Now go to the barman and ask him about **shadowrunners**, **cyberdeck** and **deckers**. This will give you the keyword **hiring** which enables you to hire shadowrunners to fight for you. Go to the busy man in the bar and question him to get more keywords. Now go to the business man who has his own office next door. Ask him about **firearms** and he will offer you grenades. Ask about **Lone Star** and he will offer you a **fake ID badge** for 150 Nuyen. Buy this and wear it. Go back to the morgue and ask about **Grinder**. The mortician will unlock the filing cabinet and let you rummage around. Inside you will find **tickets** for the Maria Mercurial concert and a **Universal Credstick**.

Go back to Apartment 6 and use the **credstick** on the video phone. Call Sassie and question her. Use Glutman's telephone number that she gives you and speak to his secretary. Question her to get the **Cage** as a keyword. Go to the Cage and give the **tickets** to the bouncer. On the left is a heavy dude who gives you the keyword **Ghouls**. Ask the waitress about Glutman and she will point you to him. Go and talk to him and you will end up in the caryard.

SPELLS

Jake is really a shaman, and has to re-learn all his old skills. By bringing the correct items to the dog spirit at the docks, you will be rewarded with an increase in your powers. Do not visit the spirit 'til you have the heal spell ingredients.

ARMOUR



With the mermaid scales found at the docks and the serpent's scales from the Naga, you will receive this powerful protection spell that keeps you from harm.

FREEZE



Collect the incubus ink from the octopus in the black bottle and this, in combination with the mermaid scales, will give you the power to freeze enemies cold.

HEAL



Get the leaves from Kitsune and the dog spirit will grant you access to him and this spell. It provides five lost hit points per level of skill.

INVISIBILITY



Collect the clean fountain water and the toxic water from the ship in the blue and green potion bottles to render yourself invisible and undetectable to enemies.

POWERBALL



Collect the ghoul's bone from the graveyard, the paperweight from the room adjacent to Glutman's office for this damaging blasting spell.

SUMMON SPIRIT



A very useful skill! Collect the dog collar from the dog outside the morgue and the dog tag from the ship for this spell that ravages all the enemies on screen.



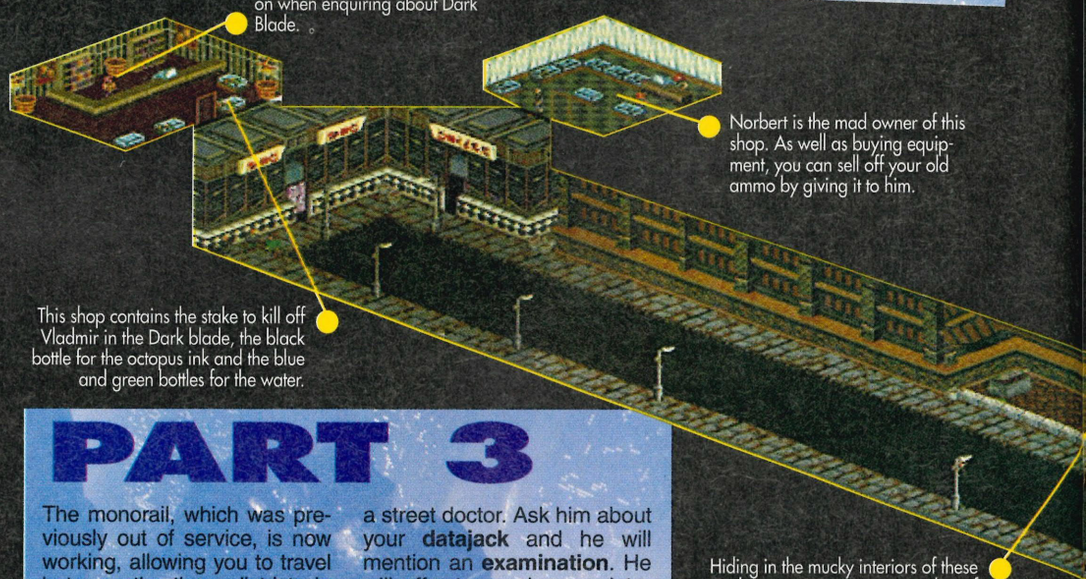
DEREK RICHARDSON

Hats off to this splendid chap who gave us an enormous amount of help in bringing you this solution. Derek earned himself a new Super NES title for his trouble. If you think you are good enough to help out the XS posse, drop us a line!

This Is The Age of the Train



After waiting on the platform of the monorail station for a while, a train appears. Hop inside when the doors open to be whisked off to your next destination.



PART 3

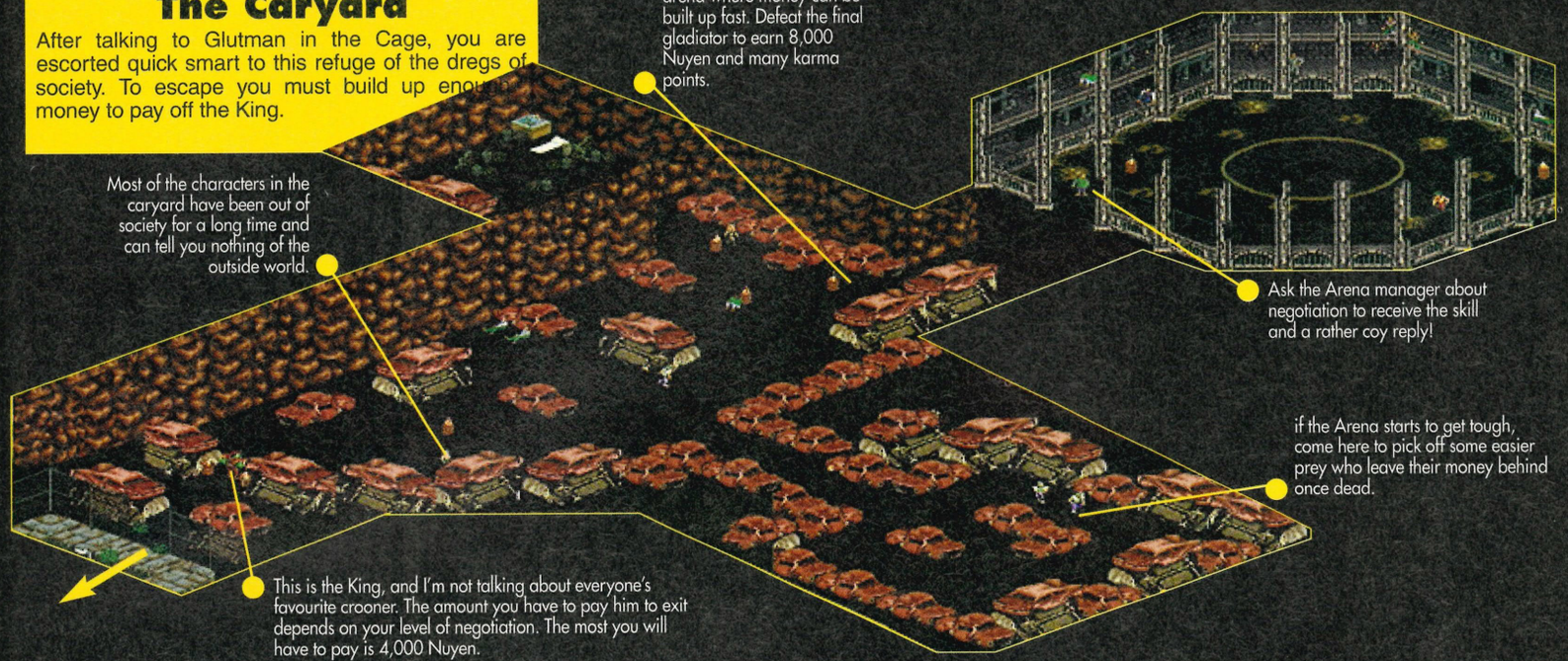
The monorail, which was previously out of service, is now working, allowing you to travel between the three districts in the game. Quiz the customers in the club outside the caryard entrance to get any keywords you can get out of them, before walking along the streets to the talisman and firearm shops. Speak to the owner of the magic shop to get his phone number and the keywords **talisman** and **shaman**.

Go to the side alley to find a street doctor. Ask him about your **datajack** and he will mention an **examination**. He will offer to repair your datajack for 500 Nuyen. In doing so, he sets off a **cortex bomb** in your head and refunds your money. You now have 30 hours to get the bomb defused. Ask the doctor about **Street Docs** and he'll mention Dr. Mablethorpe. He is found in the next district, so hop to the monorail station and go to Daley station.

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The Caryard

After talking to Glutman in the Cage, you are escorted quick smart to this refuge of the dregs of society. To escape you must build up enough money to pay off the King.

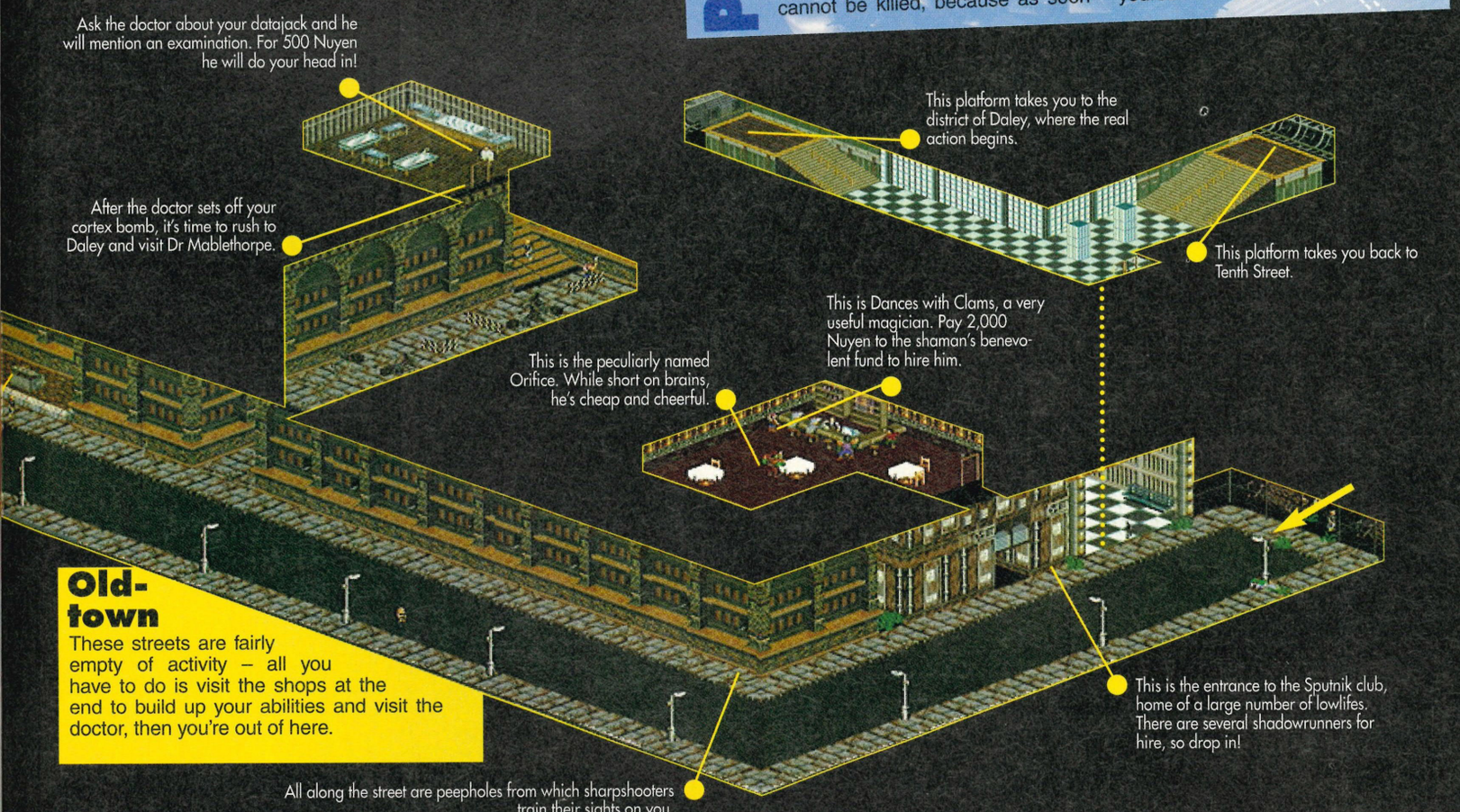


OLDTOWN

Your first contact with Oldtown will be in the caryards which is ruled over by an iron fist of the King. The town is basically where you stock up on ammo and magical supplies. You must also visit the dodgy doctor down the side alley to get your head examined before ditching this hell-hole for good, and taking the tube to Daley.

PART 2

Talk to the girl in the yard who will mention the **King**. Talking to the others will give you the keyword **matrix**. The King is in charge of the yard and won't let you out until you pay him 4,000 Nuyen. He can't be killed, so you must raise the cash. The quickest way to do this is to go and fight in the Arena. Initially, you cannot be killed, because as soon as you approach death, the fight stops and you are pulled out in time. The more fights you win, the greater the prize money and the tougher the fighters become. Beat all the fighters and you may then obtain the skill of **negotiation** from the Arena owner. Once you have 4,000 Nuyen, pay the King to find yourself in Oldtown.



Old-town

These streets are fairly empty of activity – all you have to do is visit the shops at the end to build up your abilities and visit the doctor, then you're out of here.



Daley Plaza

This market square contains traders who are of no use whatsoever. Over the road takes you to the Aneki corporation and at the bottom right, Dr Mablethorpe who can defuse your cortex bomb. The plaza also leads on to the only entrance to the Rat

When the second thug dies, he leaves a key. Pick it up to later gain entrance to their hideout. As you walk on, the dog spirit appears to remind you to seek him out.

As you enter the station forecourt you are attacked. Kill both gang members to discover the name **Rust Stilletoes**.

This unfriendly orc will only appear when you first come in. Just blow him away.

Make sure you talk to the barman to get the keyword **Ice**.

Wastelands Club

This club is home for a terrific rock band and a number of useful shadowrunners. Get the keyword **Ice** from the barman and when he appears, use it on the business man who stands at the bottom of the stairs to get it delivered to the docks.

Walk down this alley to find the ghoulish entrance to the Rat Shaman's underground lair. The gate will only open when you have visited the dog spirit and got the Rat Shaman's name.

The Ice man doesn't appear 'til you kill Vladmir.

Norbert, the owner of the gunshop in Oldtown, likes to frequent the Wasteland bar. He's an excellent shadowrunner and extremely loyal.

To open this door, use the key dropped by the gang member at Daley station. If you bring Jetboy with you, he will find 2,000 Nuyen that no-one else can find.

You may not enter until you have destroyed the Rust Stilletoes. Then you may go in for a measly 50 Nuyen.

Watch out for snipers hiding in the undergrowth, trying to kill you.

Ask the barkeeper, Cecil, about vampires and he will give you the keyword **strobes**.

You will be using this room very often and at 50 Nuyen it's a snip. Talk to the manager.

Jagged Nails Club

Kitsune performs here. Pass your hand over the wall to talk to her and she appears on your side

After speaking to Cecil, ask Ralph about **strobes** to get their old set. He will ask for them back when you are finished.


This is the entrance to the Aneki Corporation's building. Don't enter until the very end. The place is heavily guarded and requires a keyword from Professor Pushkin.
The entrance to Dr Mablethorpe's office.
A stoned hippy dances on the spot in a hypnotic trance! Any attempt at a conversation will prove fruitless.
The bubble car of the future. Run quickly over the walkway to avoid getting run over.
Daley Streets
These dark streets are the most action packed parts of the game. After getting your cortex bomb defused at Dr Mablethorpe's practise, go and visit Kitsune at the Jagged Nails club before going to the dog spirit at the docks. Use the text guide to find out where to go next.
This area is only accessible from the plaza. Go down the alley to find the Rat Shaman.
Ask the secretary about cortex bombs and she will rush you inside. To see the doctor in the future, ask her about cyberware. The doctor can supply you with Boosted Reflexes (15,000 Nuyen) and the skill of Leadership (3,000 Nuyen). Visit him again to obtain Dermal plating armour.
Ask the good doctor about cortex bombs and he will repair your head for 2,000 Nuyen.
This is the gangleader. Have all your shadowrunners train their fire on him, as he is heavily armed.
Once dead, the gangleader mentions Drake.Leave the room and reenter to find a password where his body lay.
Dark Blade Club
The club is home to the local vampires – the head biter being Mr Vladmir. Ring him up and tell him about the magical fetish to get the doors opened. Even if you kill Vladmir off, he will later reappear, allowing you to kill him off again giving you stacks of cash.
One of the orcs will eventually leave his crowbar behind. It is later used to prise open a door in the ship at Bremerton.
This door will not open until two ferocious orcs appear. Kill them, and enter the next room containing the gang leader.
This side alley takes you to the best gunshop in the game. Although initially low on stock, keep coming back to find the latest in hardware.
DRAKE
This is the entrance to the Drake building. After storming the ship and killing the Jester, you should start your assault on this fortress.



This octopus mutates from a sweet-looking girl to its slimy self. Shoot it until it leaves a pool of ink that is stored in the black bottle.

This is your dog spirit. Do as he says and bring spell ingredients to him to gain new powers.

This is the home of Matrix systems. Jack into the computer to find a large sum of money and a data file that tells you that an anti-AI program is complete.

After the ice has been delivered, the waters are too cold for mermaids so they disappear, leaving some scales here. They contribute to the armour spell.

After the ice has been delivered, an orc will appear. Shooting him reveals some explosives to be picked up.

The boat taxi driver will not take you to Bremerton until the mermaids have been scared off, so get the ice delivered to the docks to force them away.

Come here for the ultimate weapon – the assault cannon – after storming the Drake building.

Use the key from the bookcase in this building to open up this rusty gate. Make sure you have heavy firepower, the stake and the strobe.

Give Vladmir the fetish and ask about the Jester spirit. Then search the computers to find that his info was false.

Dark Blade Club

Once you have spoken to Mr Vladmir on the phone and mentioned the magical fetish, the doors will open. You can either come into the building politely and speak to the concierge, or alternatively you can take the storm in, guns blazing approach. The second way alerts the building security for a right royal battle, so make your entrance according to your temperament!

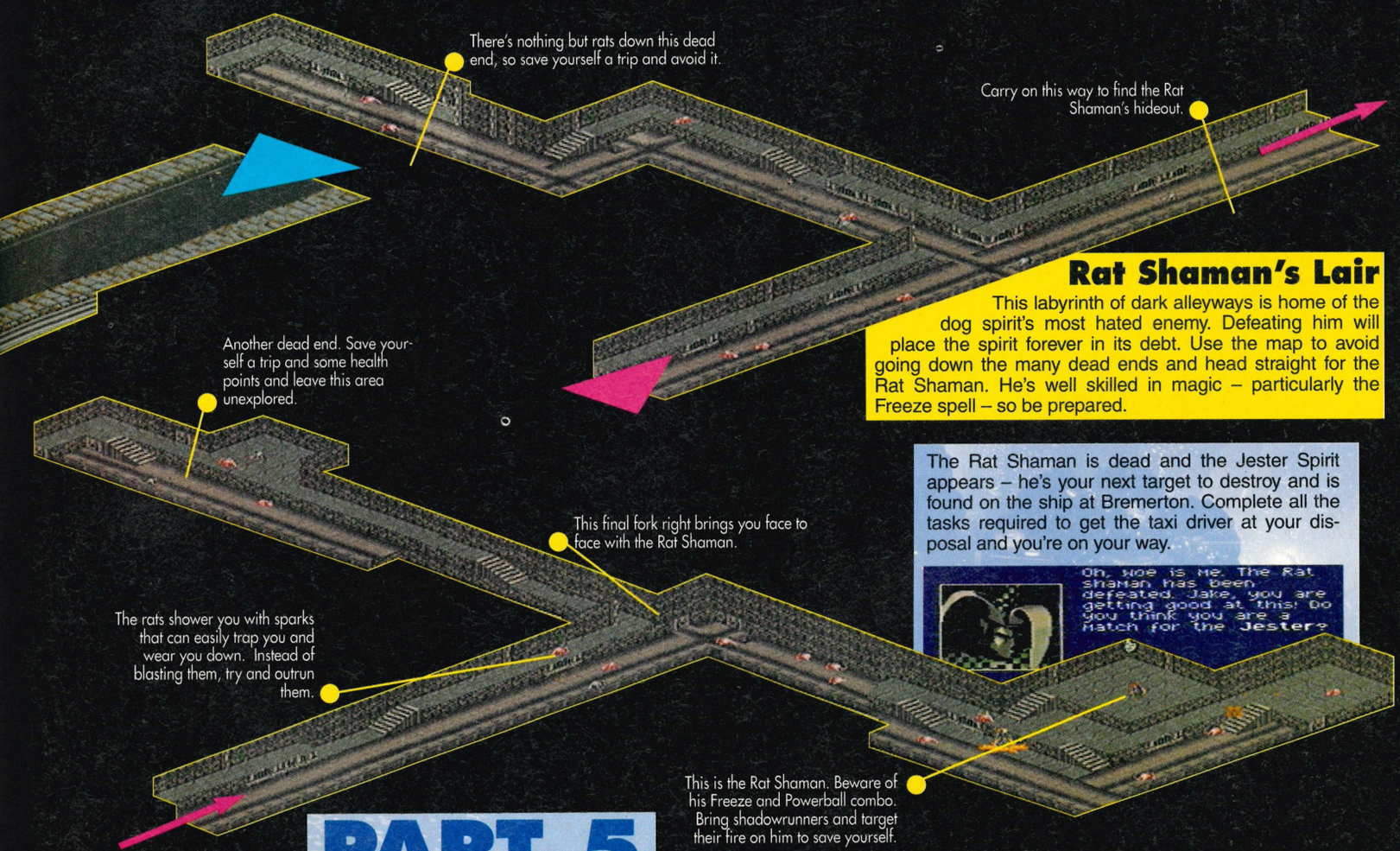
Collect this key to gain access to the basement and hiding place of Vladmir – the head vampire!

PART 4

As soon as you get off the monorail, you will be confronted by a load of gang members. Kill the first one and the second one will tell you about the **Rust Stilletoes** gang. He will also drop a **key** which must be collected. Go to Dr Mablethorpe's office. Talk to the secretary about the **cortex bomb** and she will rush you to Dr. Mablethorpe. For 2,000 Nuyen he will defuse the bomb. After defusing it, he will offer you some **cyberware**. 15,000 Nuyen will buy you **boosted reflexes** which allows you to shoot more quickly, and for 3,000 Nuyen you can buy the skill of **leadership**. Now your datajack is working, you can hack into the matrix and start searching for data files. Go back to the office in Oldtown where you obtained the **cyberdeck** and use it on the computer.

Now go to the graveyard. Shoot all the ghouls until one leaves behind a giant **ghoul's bone**. Now open the crypts. Use the **slap patch** from the morgue on 'Chrome Coyote', the shaman. He will give you a **magic fetish**.

Go back to Daley to the Wastelands club. Talk to the barman and he will offer you an iced tea and the keyword **Ice.** Now you must storm the Rust Stilletoes' hideout, so employ as many shadowrunners as possible. Go up the alleyway and use the **key** dropped by the gang member at Daley station to open the door. In the second room is the gangleader. Make your shadowrunners train their firepower on the gangleader in the corner. Before dying, he will mention the keyword **Drake**. Exit the room and re enter to find a **password** lying where his body was. One of the gang members will also leave behind a **crowbar**.



Rat Shaman's Lair

This labyrinth of dark alleyways is home of the dog spirit's most hated enemy. Defeating him will place the spirit forever in its debt. Use the map to avoid going down the many dead ends and head straight for the Rat Shaman. He's well skilled in magic – particularly the Freeze spell – so be prepared.

The Rat Shaman is dead and the Jester Spirit appears – he's your next target to destroy and is found on the ship at Bremerton. Complete all the tasks required to get the taxi driver at your disposal and you're on your way.

PART 5

Go to the Jagged Nails club and talk to the barman on the right to get the name **Kitsune**. Speak to Kitsune over the wall, and she will materialise next to you. Ask her about **Dog** to get **leaves.** Ask her also about the **magic fetish** to get the key word **Dark Blade**. Now go to the docks and open all the doors. The first opens into the office of Matrix Systems. Log on to get a data file. Enter the room with the dog spirit and make sure you have the **leaves,** the **ghoul bone** and the **dog collar** to receive a **heal spell** and to be allowed to talk with him. The spirit will mention the **Rat Shaman**, deadly enemy of the dog spirit.

The next accessible door in the docks contains an octopus. Keep shooting it to kill it off, earning you 2,000 Nuyen. It will leave behind a pool of **incubus ink** which can only be picked up by placing it in the **black bottle** obtained from the magic shop.

The entrance to the Rat Shaman's lair is near the Daley monorail station entrance. Having spoken to the dog spirit, it is now accessible. Go into the labyrinth of alleys to find and destroy the Rat Shaman. He will leave you with the keyword **Jester Spirit** and 3,000 Nuyen.

Go back to the dog spirit and ask him about **Drake** and also **Jester Spirit**. Now go to the Jagged Nails club and use the phone to ring up the Shaman at the magic shop. Ask her about Dark Blade. She gives you their number. Ring them up and ask Mr Vladmir about the **magic fetish**. He will leave the Dark Blade's club door open so that you can discuss the fetish further. You may now enter the building. Go to Mr Vladmir and give him the **magic fetish.** He will give you keywords **Bremerton** (a place name) and **Nirwanda** – the Jester Spirit's alleged true name. Jack into the computers nearby to obtain data files, including one giving you 10,000 Nuyen. Another tells you that the name given to you by Vladmir is false. Go to the other end of the building to find a **bronze key** stored in the end bookcase.

Go back to the Jagged Nails club and ask the barman about **Dark Blade**. He will give you the keyword **vampires**. Question him to get the keyword **strobes**. Ask the other barman about strobes and he will give you their old set. Now you are ready to kill off Vladmir.

On the way back to the Dark Blade club, go to the docks and ask the boat taxi driver about **Bremerton**. He will give you the keyword **docks**, but refuse to take you to Bremerton because of **mermaids**. Go to the Wastelands club and talk to a busy man who has appeared at the base of the stairs. Ask him about **ice** and he will ask you if you want it delivered and where to. Tell him to deliver it to the **docks**. This puts the boat taxi driver at your disposal. There will now also be some **mermaid scales** on the jetty at the docks. Leave and go to the Dark Blade club.



Dark Blade Basement

Vladmir likes to hang out in this dark and dank basement when the sun's up, so bring the strobe along to brighten up his life. The stake from the magic shop in Oldtown is used three times to kill him off. Instead of returning the strobe to its owner, keep it so that you can return and kill Vladmir again and again!

As soon as you reach the bottom of the steps, the ghouls start to come at you. Whilst not too hard to beat, they're a good source of karma.

If you find yourself here, you've gone the wrong way! Go back and down the steps.

As well as the ghouls, there are a number of other beasties that come running, zombified at you.

These graves, unlike the ones found in the graveyard, cannot be opened, so don't try and force them.

PART 6

Using the **bronze key** from the bookcase, open the entrance in the kitchen that leads to the basement – Vladmir's hideout. When you meet Vladmir, use the **strobe** to blind him. You can now use the **stake** on him. The first time he will repeat what he said before. The second time he will confess that the Jester Spirit's true name is in fact **Laughlyn.** Stake him once more to kill him off, earning you 5,000 Nuyen.

Approach Vladmir and use the strobe on him to blind him. And then stab him with the stake and question him.

The first time you question Vladmir he will repeat what he said before. The second time he will capitulate and tell you the Jester's true name. The third time, he dies.

Jester Spirit's Lair

Once teleported, you arrive in the extremely dangerous Jester's lair. You must have the Jester's real name (Laughlyn NOT Nirwanda) to bring him to his knees. If you come ill prepared, he will laugh at any firepower you care to put against him.

This frothing mess spews dangerous bubbles. Shoot it until it stops frothing to get safely by.

This is the first of many Nagas that you will meet. They're very strong, but not too vicious. Train your fire on its head to cause it harm and kill it off.

The fridge contains a detonator. This combines with the explosives to make a time bomb used at the end of the other long corridor of steps.

This switch, and others, like it are easily missed. Turn them on to open up doors.

These puddles of ooze can be treated as any other baddie. Shoot them 'til they disappear.

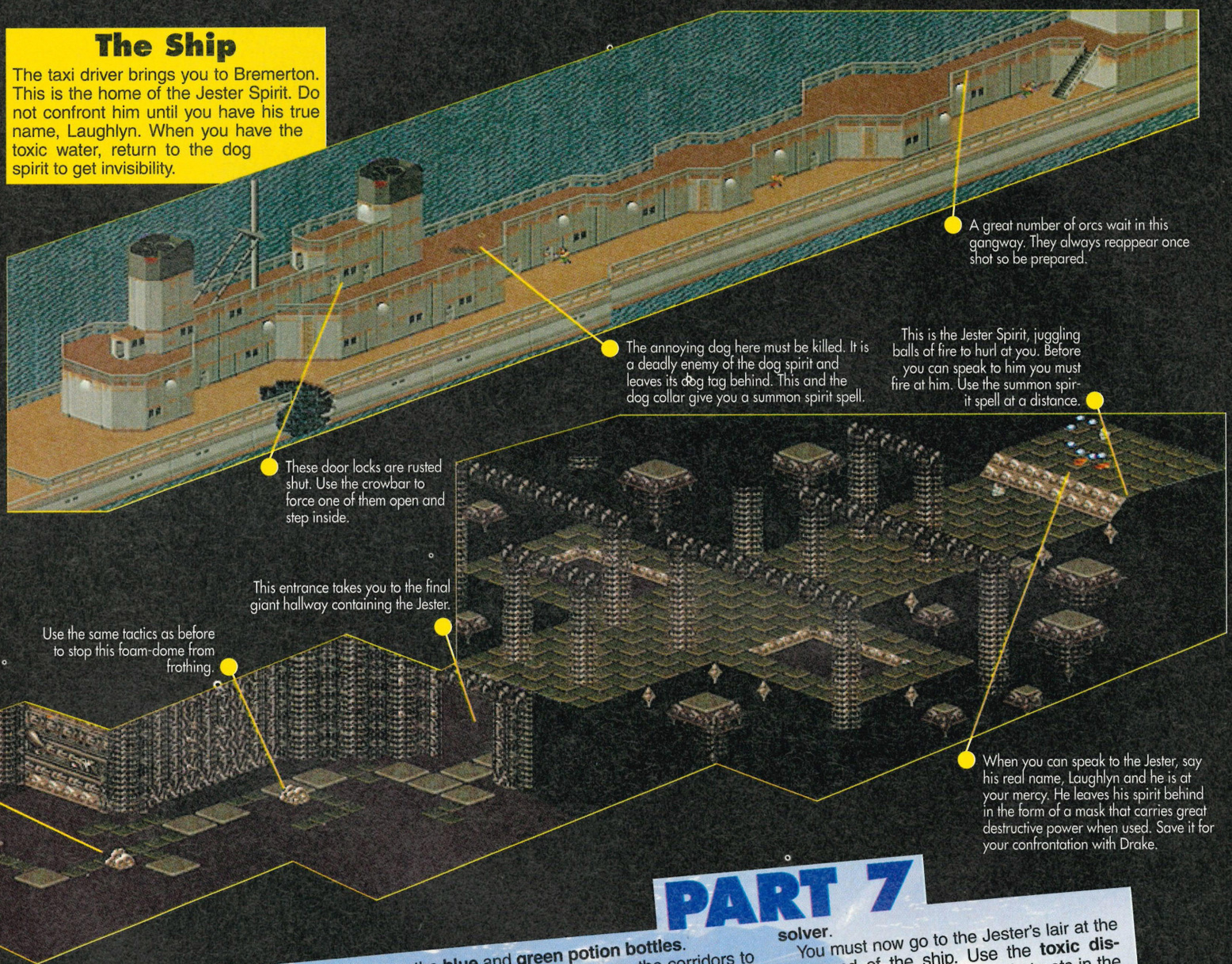
As you enter this room, turn invisible or you are dead for sure. The orcs cannot be killed, but will try their best to kill you.

Use the time bomb on the safe and get out! Come back in to find the door open. Take out the toxic dissolver and exit.

Around here you will find some toxic ooze. Shoot it and it becomes toxic water. Place in the blue and green bottles to complete the invisibility spell.

The Ship

The taxi driver brings you to Bremerton. This is the home of the Jester Spirit. Do not confront him until you have his true name, Laughlyn. When you have the toxic water, return to the dog spirit to get invisibility.



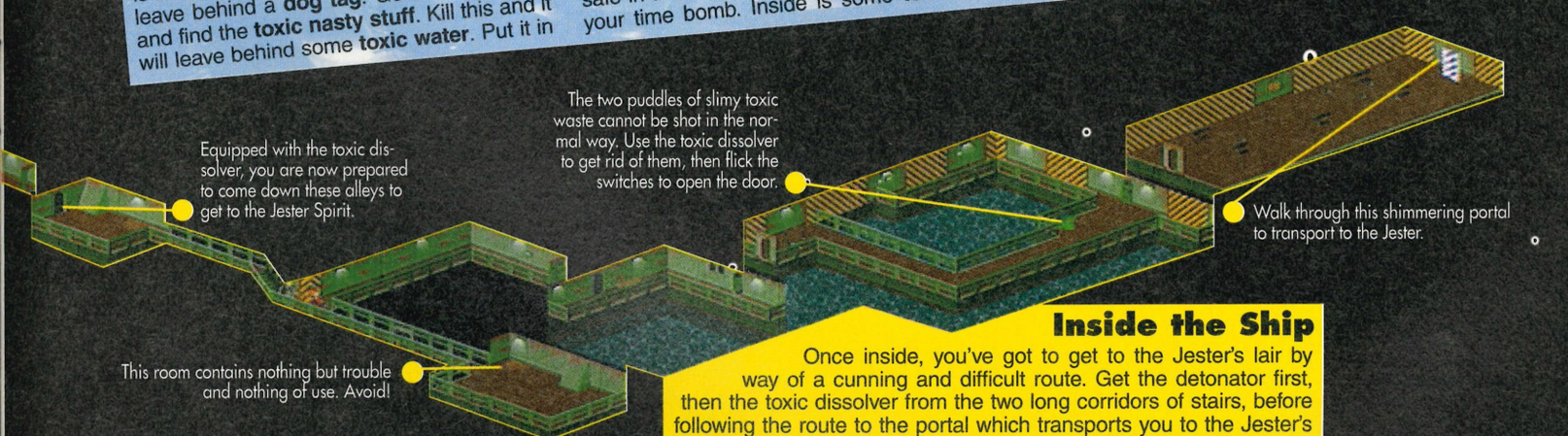
PART 7

Go to the boat taxi driver and shoot the orcs and mages that appear. Eventually, one will leave a set of **explosives** to be picked up. Hop in the boat to take you to the ship at Bremerton.

On the top deck of the ship is a dog which is an enemy of the dog spirit. Kill it and it will leave behind a **dog tag**. Go inside the ship and find the **toxic nasty stuff**. Kill this and it will leave behind some **toxic water**. Put it in the **blue** and **green potion bottles**.

You now need to go down the corridors to a room containing an orc and a fridge which holds a **detonator** and a **broken bottle** labelled 'toxic dissolver'. The detonator and the explosives combine to make a **time bomb**. Now go to the room at the end of the corridors that contains four huge orcs. The safe in this room has to be blown open with your time bomb. Inside is some **toxic dissolver**.

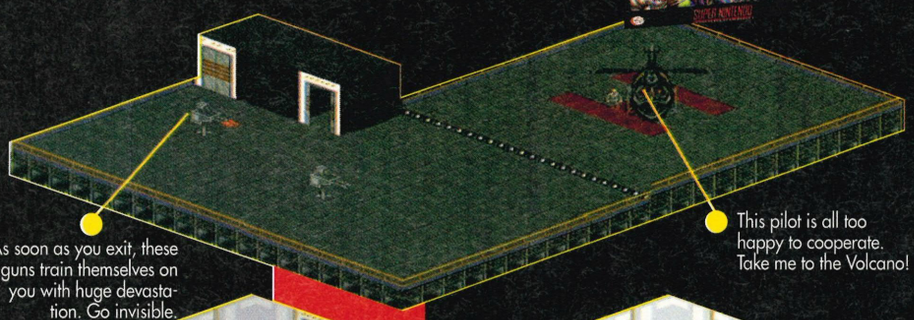
You must now go to the Jester's lair at the other end of the ship. Use the **toxic dissolver** to kill any toxic waste that gets in the way. When you confront the Jester, shoot him until he talks. State his true name, **Laughlyn** and he will be at your mercy. Ask him about **Drake** to get the keyword **Volcano**. Pick up the Jester's mask and leave.



Inside the Ship

Once inside, you've got to get to the Jester's lair by way of a cunning and difficult route. Get the detonator first, then the toxic dissolver from the two long corridors of stairs, before following the route to the portal which transports you to the Jester's home.

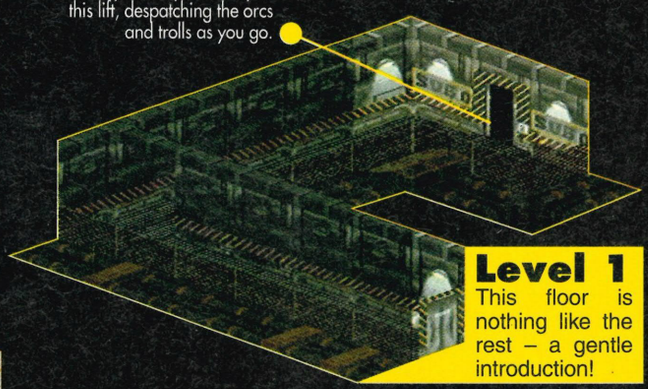




As soon as you exit, these guns train themselves on you with huge devastation. Go invisible.

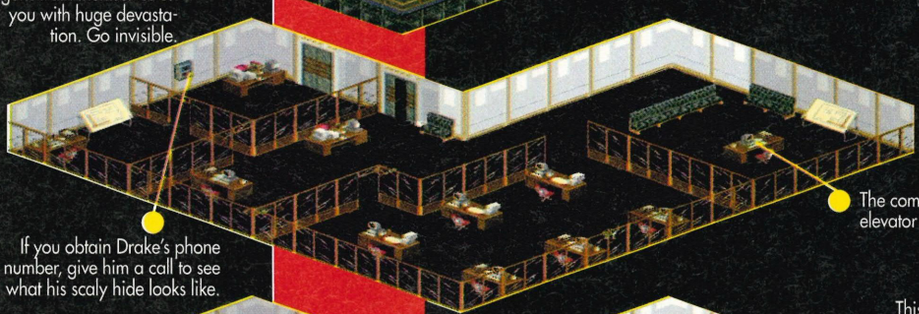
This pilot is all too happy to cooperate. Take me to the Volcano!

Make your way resolutely to this lift, despatching the orcs and trolls as you go.



Level 1

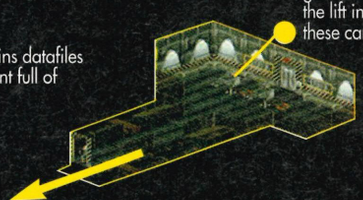
This floor is nothing like the rest – a gentle introduction!



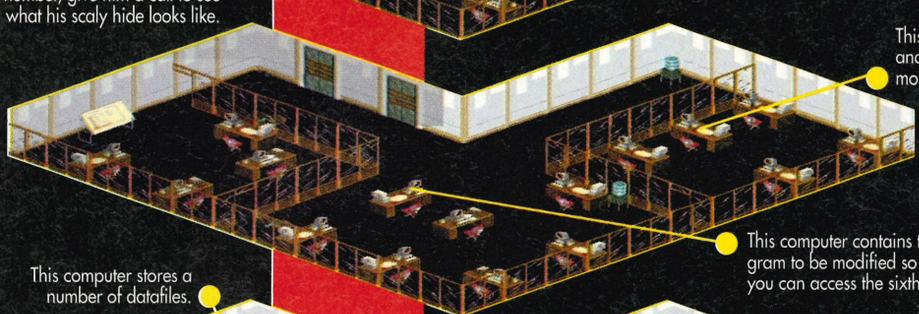
If you obtain Drake's phone number, give him a call to see what his scaly hide looks like.

The computer here contains the elevator program to be modified.

This is the lift down is guarded by two gigantic guns. It's best to lunge for the lift instead of battling these cannons.

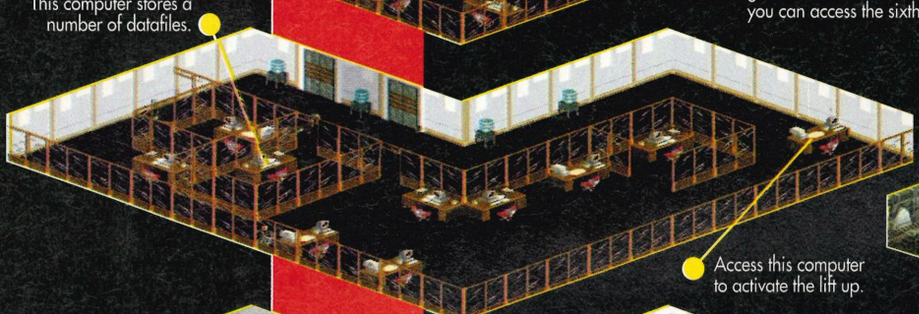


This computer contains datafiles and a loaded account full of money.

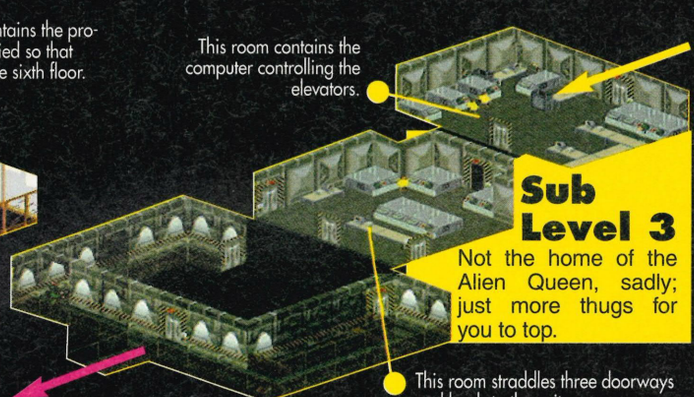


This computer contains the program to be modified so that you can access the sixth floor.

This computer stores a number of datafiles.



This room contains the computer controlling the elevators.

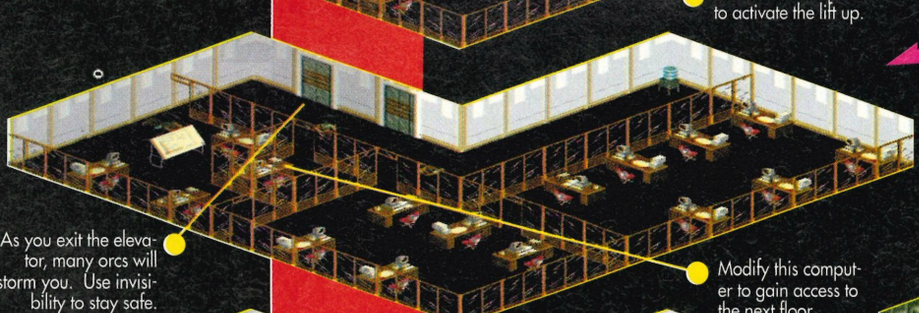


Sub Level 3

Not the home of the Alien Queen, sadly; just more thugs for you to top.

Access this computer to activate the lift up.

This room straddles three doorways and leads to the exit.

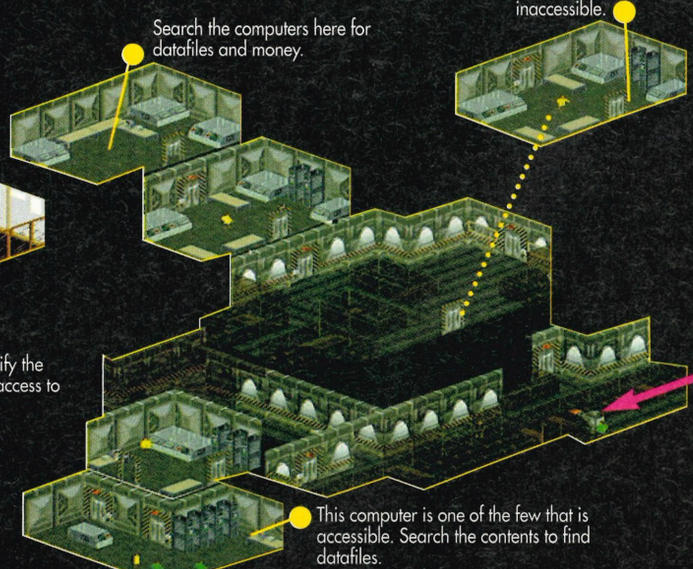


As you exit the elevator, many orcs will storm you. Use invisibility to stay safe.

Modify this computer to gain access to the next floor.

The computer in this room is another that is inaccessible.

Search the computers here for datafiles and money.





Jack into this computer to activate the elevators. The most proficient hacker is Steelflight if your skills aren't good enough.

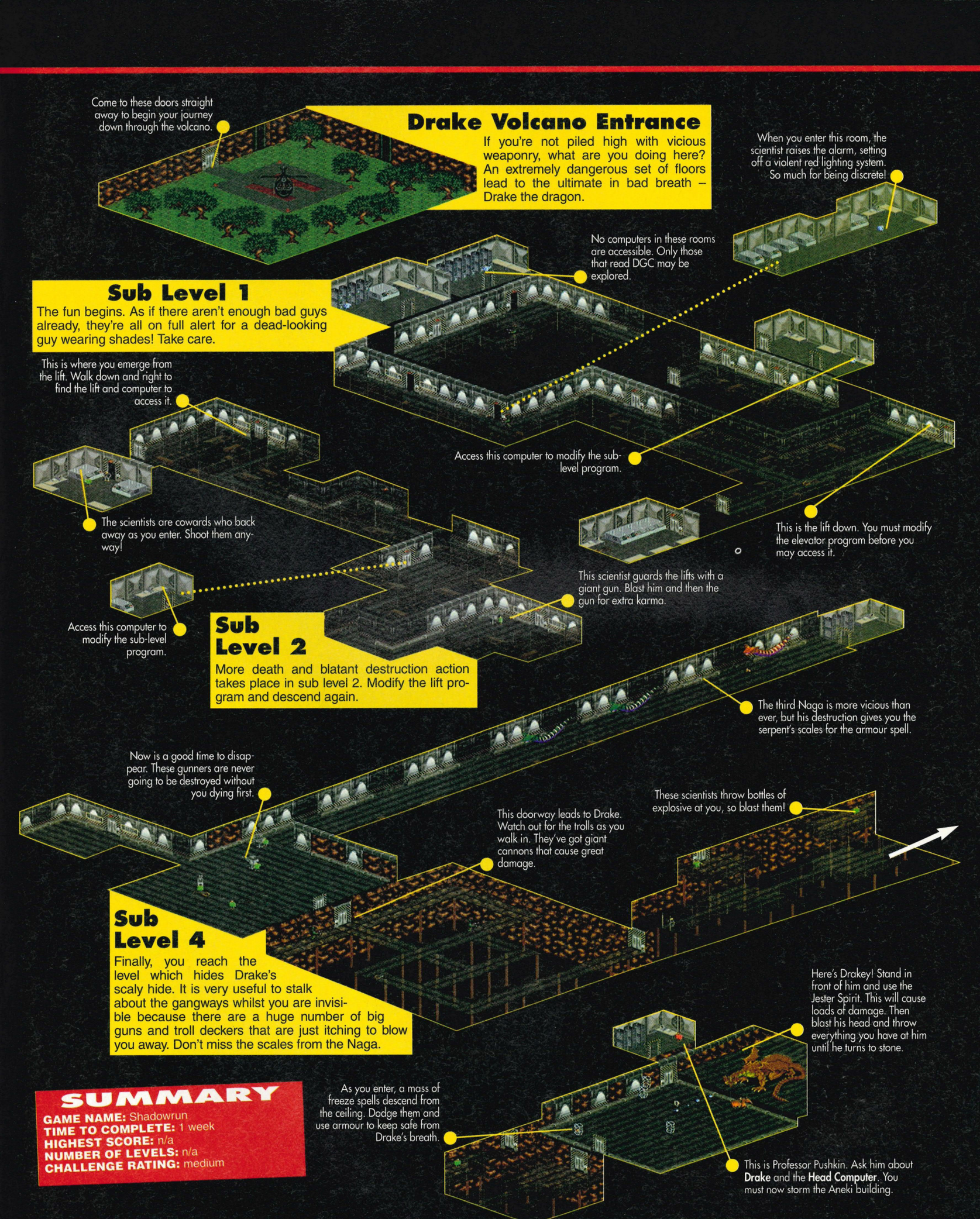
Access this computer to modify the elevator program and gain access to the next floor.

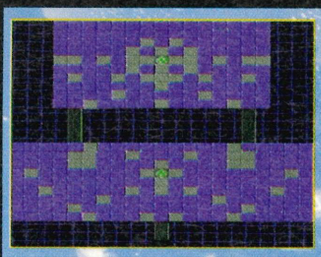
This computer is one of the few that is accessible. Search the contents to find datafiles.



Drake Building

It's serious carnage and computing time. Storm all the way up the building, but make sure you have the **Volcano** keyword. If you bring Jetboy along, he will discover Nuyen that no-one else is able to find.


Drake Volcano Entrance
If you're not piled high with vicious weaponry, what are you doing here? An extremely dangerous set of floors lead to the ultimate in bad breath – Drake the dragon.
Come to these doors straight away to begin your journey down through the volcano.
When you enter this room, the scientist raises the alarm, setting off a violent red lighting system. So much for being discrete!
Sub Level 1
The fun begins. As if there aren't enough bad guys already, they're all on full alert for a dead-looking guy wearing shades! Take care.
No computers in these rooms are accessible. Only those that read DGC may be explored.
This is where you emerge from the lift. Walk down and right to find the lift and computer to access it.
Access this computer to modify the sub-level program.
The scientists are cowards who back away as you enter. Shoot them anyway!
This is the lift down. You must modify the elevator program before you may access it.
This scientist guards the lifts with a giant gun. Blast him and then the gun for extra karma.
Access this computer to modify the sub-level program.
Sub Level 2
More death and blatant destruction action takes place in sub level 2. Modify the lift program and descend again.
The third Naga is more vicious than ever, but his destruction gives you the serpent's scales for the armour spell.
Now is a good time to disappear. These gunners are never going to be destroyed without you dying first.
These scientists throw bottles of explosive at you, so blast them!
This doorway leads to Drake. Watch out for the trolls as you walk in. They've got giant cannons that cause great damage.
Sub Level 4
Finally, you reach the level which hides Drake's scaly hide. It is very useful to stalk about the gangways whilst you are invisible because there are a huge number of big guns and troll deckers that are just itching to blow you away. Don't miss the scales from the Naga.
Here's Drakey! Stand in front of him and use the Jester Spirit. This will cause loads of damage. Then blast his head and throw everything you have at him until he turns to stone.
As you enter, a mass of freeze spells descend from the ceiling. Dodge them and use armour to keep safe from Drake's breath.
This is Professor Pushkin. Ask him about Drake and the Head Computer. You must now storm the Aneki building.
SUMMARY
GAME NAME: Shadowrun
TIME TO COMPLETE: 1 week
HIGHEST SCORE: n/a
NUMBER OF LEVELS: n/a
CHALLENGE RATING: medium



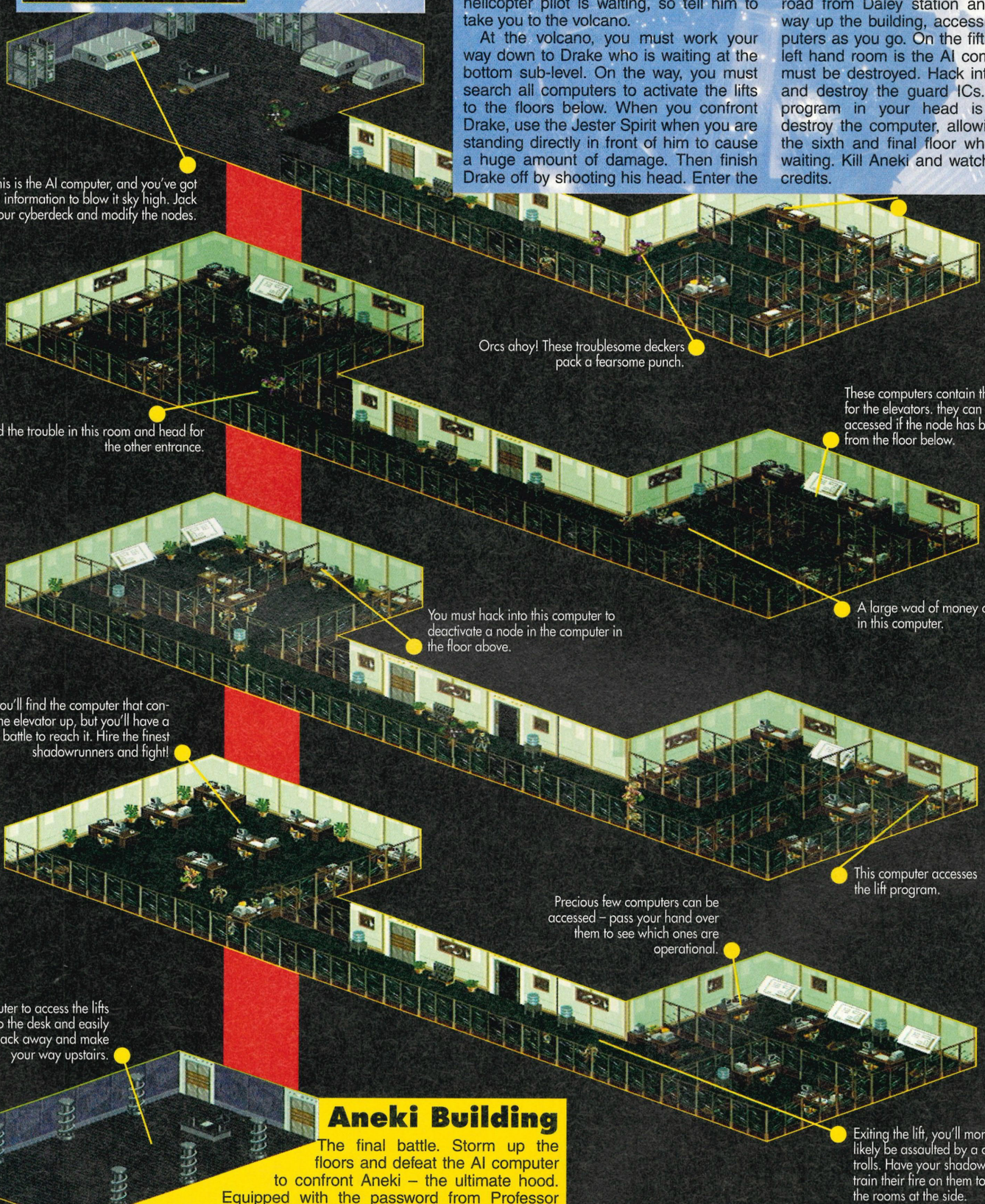
This map shows you the location of the ICE in grey. There's no way avoiding them all but this should guide you to the end with the minimum of fuss. Now sit back and enjoy the ending.

THE FINAL CONFRONTATION

You must now battle up the Drake Company building. Make sure you either have computer ability 6, or Steelflight with you, to battle through the matrix. Access all the computers to activate the lifts and obtain data files. At the top, a helicopter pilot is waiting, so tell him to take you to the volcano.

At the volcano, you must work your way down to Drake who is waiting at the bottom sub-level. On the way, you must search all computers to activate the lifts to the floors below. When you confront Drake, use the Jester Spirit when you are standing directly in front of him to cause a huge amount of damage. Then finish Drake off by shooting his head. Enter the final door to find Professor Pushkin. Ask him about Drake and he will mention Aneki, who is the brains behind the assassination plot. You must now find and destroy Aneki.

Enter the Aneki building across the road from Daley station and work your way up the building, accessing the computers as you go. On the fifth floor in the left hand room is the AI computer which must be destroyed. Hack into the matrix and destroy the guard ICs. The anti-AI program in your head is enough to destroy the computer, allowing you onto the sixth and final floor where Aneki is waiting. Kill Aneki and watch the closing credits.



Aneki Building

The final battle. Storm up the floors and defeat the AI computer to confront Aneki – the ultimate hood. Equipped with the password from Professor Pushkin, ain't nothing gonna stop you now!

SHADOWRUNNERS FOR HIRE

The stars of the game are undoubtedly the shadowrunners, fearlessly entering battles where no sane dwarf would dare to go. Their cost will vary according to your level of negotiation and they will put up with rotten conditions for longer if your leadership rating is high. It's always useful to have a decent cross section of magicians and warriors with you as while the grunts are wading in recklessly, giving the bad guys a rough time, the shamen can sit back under your control, healing and protecting those brave souls, foolish enough to risk their lives. The price listed by each shadowrunner is the most expensive one they will be.

COMPU-ID



Cost: 10,000 Nuyen. Find datafile in Drake building and telephone to arrange contract. The best magician – skilled in all spells. When there's no-one to fight, she likes to demonstrate her considerable repertoire of card tricks.

AKIMI

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 1,000 Nuyen. Found in the Wastelands club. Bearing a striking resemblance to his distant cousin, Spatter, Anders is a regular all-round kind of chap. Medium strength and weaponry make him a sound purchase.

ANDERS

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 2,000 Nuyen. Found in the Sputnik club. Declining any personal payment, he prefers a donation to the shaman's retirement fund. Wicked with magic and a loyal servant, Dances with Clams is a winner.

DANCES WITH CLAMS

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 1,500 Nuyen. Found in the Wastelands club. The only creature ever to come with a negative amount of brain cells, Frogtongue is strong and hardy and very useful in a fight. Avoid all intellectual conversation however.

FROGTONGUE

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 500 Nuyen. Found in the Grim Reaper bar. Equipped with a datajack, but only the one brain cell, he's a poor man's mercenary and no mistake. In the heat of battle, he's been known to shoot himself in confusion!

HAMFIST

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



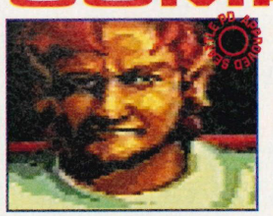
Cost: 1,500 Nuyen. Found in the Sputnik bar. Always on the phone making dodgy deals, Jangadance is a skilled magician and very knowledgable about mind-destroying potions! Hire him by all means, but don't expect dedication!

JANGADANCE

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 1,000 Nuyen. Found in Wastelands bar. A sneaky computer hacker who finds money that no-one else would. He probably finds a lot more, but stashes it in his pocket when no-one is looking.

JETBOY

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 3,000 Nuyen. Found in the Jagged Nails club, entertaining the crowds. Half mage, half fox, she is extremely skilled in magic and not afraid to show it. Always dedicated and never one to leave before a battle is over. A fox.

KITSUNE

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 2,000 Nuyen. Found in the Wastelands club. He's mad as a hatter and can't resist a good run. He's always loyal, but not because he likes you – he just likes blasting innocent bystanders! An excellent runner!

NORBERT

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 500 Nuyen. Found in the Sputnik club. Whilst lacking the brains to change his name, Orifice is a cheap and cheerful aid to bring on a run. Reasonably strong and too stupid to run away, he fights to the death.

ORIFICE

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 2,000. Found in Jagged Nails club. Skilled in magic, but in reality is working for the forces who are trying to kill you. Take him to the Drake building and he turns his fire on you. Be warned, his loyalties are easily bought.

SPATTER

PERSONAL DATA

SEATTLE PD CODE

COMPU-ID



Cost: 5,000 Nuyen. Found in the Jagged Nails club. Very skilled at hacking, but a bit of a mincer when it comes to fighting. All too often he's caught urinating in the corner or hiding behind old ladies when the battle hots up.

STEELFLIGHT

PERSONAL DATA

SEATTLE PD CODE

BUSTERS

Think of a tip, any tip, then look it up here. You should find every single cheat for every single Nintendo game right here. If not, write in and tell us what it is. You could win a SUPER GAMER T-shirt for your troubles, or even a game of your choice. If you cannot get any of these tips to work, or you want to show us some new ones, send your letters to *Busters, SUPER GAMER, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

SUPER NES

ACTRAISER

Extra life
Call on the rain over the forest in the Northeast and the people will hand you a 1-Up.

Another extra life
In Kasandora, when the pyramid appears, cause an earthquake and a 1-Up will appear.

ACTRAISER 2

Play the demo screen
Set the difficulty level to 'Hard', then enter the following password: `BJQX YRKC DLSZ.` You can now fight your way through the demo screen.

Password
Death Heim: `MFCL SYMC MSXF`

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

THE ADDAMS FAMILY

19 1-Ups
First of all, go to the secret room. When in the room, go to the bottom left corner and walk up the stairs. At the top of the stairs (Up in the top left corner), you will find yet another secret room. In this room, there is a heli hat power-up. Get this and go back the way you came as fast as possible. Up the stairs, and go to the Clock room. Now push the jump button very fast so you fly. Make your way to the upper floor. Behind the door here, you will find 19 1-Ups.

100 Lives
Enter the code `11111`, and start the game. The life starts at zero, but when you die the lives roll over to 99.

Extra Hearts
Enter the password `BLRRR`. You'll start with five hearts, 36 lives and only have Morticia to find.

ADVENTURE ISLAND

Level Select
Press Right button, Right button, X and Start on the title screen.

AERO THE ACRO-BAT

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

ALADDIN

Passwords
Level 1: Genie, Abu, Aladdin, Sultan
Level 2: Jafar, Abu, Jasmine, Genie
Level 3: Genie, Jafar, Aladdin, Abu
Level 4: Abu, Aladdin, Genie, Jasmine
Level 5: Jasmine, Jafar, Sultan, Jasmine
Level 6: Jafar, Jasmine, Aladdin, Jafar
Level 7: Aladdin, Jasmine, Abu, Sultan

ALFRED CHICKEN

Warp Zone
On the first level of the game you will see a balloon with a sunflower on it. Jump past this balloon so you hit the right hand wall, if this is done correctly then a block on the wall should appear. Use this block to jump up on to the top of the screen and then walk left. When you can't walk any further, press up on the control pad and you will be taken into a room with a door. go through this door to enter the warp-matic screen which gives you the chance to go to levels 2,3,4 and 5.

ALIEN 3

Cheat mode
On controller two press A, B, Y and X. On controller one, the A, B and X buttons will activate different cheats.

Passwords
Stage 2 – `QUESTION`
Stage 3 – `MASTERED`
Stage 4 – `MOTORWAY`
Stage 5 – `CABINETS`
Stage 6 – `SQUIRREL`
End Squence – `OVERGAME`

ALIENS VS PREDATOR

Secret options
During the intro screens, wait until the girl has turned into stone, then press Start. Now press and hold L, then Right, then X and then press Start. The secret options screen will now appear.

Level select
Select configurations and enter the options menu. Press and hold Left button, Right button, X and A on controller two, then press Start on controller one. A level select will appear.

ANOTHER WORLD

Passwords

Stage 02 – `HTDC`	Stage 03 – `CLLD`
Stage 04 – `LBKG`	Stage 05 – `XDDJ`
Stage 06 – `FXLC`	Stage 07 – `KRFK`
Stage 08 – `KLFB`	Stage 09 – `DDRX`
Stage 10 – `HRTB`	Stage 11 – `BRTD`
Stage 12 – `TFBB`	Stage 13 – `TXHF`
Stage 14 – `CKJL`	Stage 15 – `LFCK`

ARCANA

Level skip
On the title screen press Down, Select, Select, X, Y, Select, Select, Left button, Right button, Select, Select, Left, Right, Up. Now press the following buttons to select any level.

Chapter 2	–	Press A
Chapter 3	–	Press B
Chapter 4	–	Press X
Chapter 5	–	Press Y

AXELAY

Level select
When the start sign appears, press Up and Down repeatedly.

Infinite lives
Pause the game, unpause then pause it again. Press Select, Up, Down, Left, Right, Y, B, A, X. Now unpause the game and if the cheat has worked it should say "Mutek" where the lives should be.

BATMAN RETURNS

Lives cheat
At the title screen, move the bat down to the options and press Start. On controller two, press Up, Up, Down, Down, Left, Right, Left, Right, B and A. Music will tell you if the cheat has worked. Using controller one, move down to the option that says "REST". You can now make your lives go up to nine.

BATTLE BLAZE

Special play mode
When the title screen appears, hold the Select button then press Start to access the options screen. Hold the R button, then press the following buttons: Up, X at the same time, Right, A at the same time, Down, B at the same time the Left, Y at the same time. If you have entered this correctly, the screen will change to the extra-play mode.

Infinite credits
From the title screen, press Start and Select to access the options screen. Now press and hold the Left button then press Up and X at the same time. Then press Left and Y simultaneously, followed by Down, B, Right and A.

BATTLETOADS AND DOUBLE DRAGON

Warp Zone
On the character select screen press the following buttons on controller two: Up, Down, Down, Up, X, B, Y, A then press Start. You should see the warp screen and have an extra ten lives in the bargain.

BATTLETOADS IN BATTLEMANIACS

Five lives and five continues
On the title screen, hold down A and B, then press Start. When the flag blinks red the cheat has worked.

BEST OF THE BEST

Super fighter
For a score of 99-99-99, type in the code: `RHT255SZ7G.`

BLAZING SKIES

Power-up
To power-up Marcel LeBlanc to the maximum, select the "Continue Game" option and then go to "End".

THE BLUES BROTHERS

99 lives
Collect the 11 extra lives at the Denver concert then kill yourself. Repeat the process until you've achieved the 99 lives limit.

BOB

Maximum power
Enter the password as: `19642Ø` to receive a full arsenal of totally powered-up weapons.

Infinite lives/energy
Change the second number of the password code to nine. This will give you 99 of everything. When your 99 lives expire, they become infinite energy.

Passwords
The levels are divided into sections of four or five – the following passwords will bring you to the start of each group.

`171058`	`462893`
`950745`	`583172`
`472149`	`743690`
`672451`	`1Ø3928`
`272578`	`144895`
`652Ø74`	`775Ø92`
`265648`	`481376`

BOXING LEGENDS OF THE RING

Level codes reverse order

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

BUBSY

Level codes

Level 1 – `JSSCTS`	Level 9 – `DBKRRB`
Level 2 – `CKBGMM`	Level 10 – `MSFCTS`
Level 3 – `SCTWMN`	Level 11 – `KMGRBS`
Level 4 – `MKBRLN`	Level 12 – `SLJMBG`
Level 5 – `LBLNRD`	Level 13 – `TGRTVN`
Level 6 – `JMDKRK`	Level 14 – `CCLDSL`
Level 7 – `STGRTN`	Level 15 – `BTCLMB`
Level 8 – `SBBSHC`	Level 16 – `STCJDH`

CARL RIPKIN JR

Championship game
To get to the championship game, enter the following code:
`RCCJKJBDSPKDGGGFFRC`

CASTLEVANIA IV

Invisible stairs
On the screen, just before the final confrontation of Dracula, you will see some stairs. Do not climb them, instead walk to the end of the ledge and take a large jump to the left. You will land on an invisible ledge, walk a little to the left and climb down the invisible stairs. Move as far left as possible and power-ups will start falling from the sky. Wait until you have collected 99 hearts, a triple boomerang and the best whip. Now go back the way you came and fight Dracula.

COOL SPOT

Level select
Hold L and R together and then reset the machine, when the Virgin logo appears press Select 30 times to enter the debug menu.

See end sequence
On the title screen press the following buttons on controller one: L, Left, R, Right, Up, X, Down and B.

CYBERNATOR

Infinite continues
On the title screen, move the selector to 'Option', then simultaneously press and hold Up, Right button, Left button and Start. You can now select "Free Play" and continue indefinitely.

Unlimited Napalm Flame
Play the whole of level one without shooting anything, then kill the end of level guardian. Now on the next level you can choose a Napalm Flame Thrower and hang on to it throughout the game.

D-FORCE

Different demo
Grab yourself at least 100,000 points, then enter your name in the hall of fame as **ZTT**. The demo will run without any enemies.

DARIUS

49 lives
Go to the options screen and plug in controller two. Hold down the Left and Right buttons and press Select and Start on controller one.

DEATH VALLEY RALLY

Start with 75 lives
On the title screen press, Left, Select, Right, Y and Start simultaneously. When the 'Zippety Splat' comes up, press X as well.

DESERT STRIKE

Ten Lives
On password screen enter: **B59JS27**. You will get ten lives. When you complete a level, any lost will be restored.

Game over code
Enter this code to see the final screens without playing any levels.
99P55LM.

Passwords
Mission 1 – **3ZJMZT7**
Mission 2 – **K32L82R**
Mission 3 – **JR8P8M8**
Mission 4 – **F9N5CJ8**
Game over – **99P55LM**

DINOSAURS

Passwords
Stage 2: **H1KHDEOMXFQ3**
Stage 3: **XVBXQMRSNSW6**
Stage 4: **V1O4KEWYXV4N**
Stage 5: **VSGHJWWGX43N**

DRAGON'S LAIR

Passwords (easy level)

Level 1	–	**2A, 4B, 6D, 7C**
Level 2	–	**3B, 5C, 7D, 8A**
Level 3	–	**2C, 3D, 6A, 8B**
Level 4	–	**1C, 2D, 3B, 8A**

Extra lives
Locate the three extra lives available on level one, then simply return to collect them as many times as you want at any point in the game.

DRAGON BALL Z

Control all characters
Hold down Y, X, A, B, L, R, and rotate the D pad until you hear a shout.

DRAGON BALL Z 2

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

DUCK TALES

Save $300,000
To avoid paying the $300,000 to the statue in the Amazon, you have to do this with Launch pad. Crawl one screen up, and jump up onto the ledge at the right. From there you can jump into a hidden passage, it goes left and takes you direct to the statue.

F1 EXHAUST HEAT

Music select
When you come to register your name input **OTO** as the first three letters. A selection of different back ground music is yours.

Turbo boost
During any part of the game, press Left button and Right button simultaneously to accelerate immediately to 400kph.

Loads of cash
On the password screen, enter your name as **SETAUSA** to earn yourself a handy £10,000

F1 EXHAUST HEAT 2

On the notice screen, press the following:

Rank select
Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right.

Time configuration mode
Up, X, Right, Y, Down, B, Left, A, A and Start.

Car select mode
Up, Down, Left, Right, X, B, Y, A, A, A, A, A, A, A and Start.

F-1 Track Select
A, A, A, A, B (repeat 14 times) and Start.

Sound Test
L, R, L, R, L, R, L, R, L, R, L, R, R and Start.

Two player tank game
Y, Y, Y, Y, X, X and Start.

Breakout style sub-game
X, X, X, X, Y, Y and Start.

FACEBALL 2000

Cyberscape mode
Go to the title screen and hold both L and R buttons at the same time, Choose one or two players while still holding these down and press Start. Let go of L and R and a new option called Cyberscape will appear. This is a completely new game and features loads of new enemies and a split screen mode.

FATAL FURY

More characters
Go to the 'Street Fight' mode. Player one chooses one or two players, now press Down on controller two. This will reveal more characters.

Boss select
Pressing down on player two's joypad will allow him to be the guardians.

FATAL FURY 2

Select bosses
When the Takara title screen appears and the music starts, press B,A,X,Y,Up, Left, Down, Right, L, R. You should then be able to select the bosses.

FINAL FIGHT

Hidden options menu
On the title screen, press and hold the Left button and Right button and press Start. You can now select number of lives as well as difficulty level.

FINAL FIGHT 2

Same player code on 2 player
On the title screen enter the following: Down, Down, Up, Up, Right, Left, Right, Left then the L and R buttons at the same time. The screen will turn blue, select a two player game. Let player two, choose the character you both want and then have player one choose the same character.

FIREPOWER 2000 (US)

Level warp
Level 1 – R, L, R, R, L, L, R, L, R, R, L, L.
Level 2 – R, L, R, R, L, L, R, R, R, L, R, R.
Level 3 – L, R, L, L, R, R, L, L, L, L, R, R, R, L.
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, L.
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, L.

Control both Jeep and Helicopter
On the title screen, press Select to get two player option. On this screen press Start and A simultaneously. Now you can start a one player game controlling both vehicles.

FIRST SAMURAI

Stage select
On the options screen, hold L,R,X and A together, when the doors start shutting, press one of the following directions on the control pad to go to a new level.
Right: stage 1-2
Down: stage 2-1
Left: stage 2-2
Up: stage 3-1

FLASHBACK

Passwords
Level 2 – **JWLYX**
Level 3 – **RSVP**
Level 4 – **DXCPT**
Level 5 – **SLMN**
Level 6 – **ZTHRK**
Level 7 – **CRLQXZ**

FLYING HERO

Level select, Extra continues, Extra lives
On the title screen, press Select to access the option screen. Now, on the second controller press Select and Start simultaneously to bring up a further secret screen allowing you to select any level and set the amount of continues and lives you want.

F-ZERO

Short cut
When you play on Port Town 2, go round one lap and just after the line you will see a jump. Activate the power boost and press Right just as you hit the jump. You should clear the gap and land on the other side of the track.

GODS

Passwords
Temple – **SD1**
Labyrinth – **MGB**
Underworld – **BMH**

GOOF TROOP

Passwords
Level 2 – Bananas, Red Diamond, Cherry, Bananas, Cherry.
Level 3 – Cherry, Red Diamond, Blue Diamond, Cherry, Bananas.
Level 4 – Red Diamond, Cherry, Blue Diamond, Blue Diamond, Red Diamond.
Level 5 – Bananas, Cherry, Blue Diamond, Red Diamond, Bananas.

GRADIUS 3

Extra continues
On the title screen, press the X button repeatedly to gain extra credits. Each time it is pressed ten times you'll be rewarded one continue, so you can keep pressing for up to nine credits. Make sure you start the game before the title screen disappears or the number of credits reverts back to four.

Extra Arcade level
This cheat will not only make the game harder but also add an entirely new level! On the options screen repeatedly press the A button as quickly as possible. The word **ARCADE** should appear where the level of play is shown.

Weapon power-up
Pause the game and press Up, Up, Down, Down, L, R, L, R, B, A and then restart the game. You will have missiles, options and shields – use the cheat wisely as you can only use it once per stage.

Extra lives
On the title screen hold Left, press A three times and then start the game. This will give you 30 extra lives to play with.

HOLE IN ONE

Special clubs
Enter **METALPLAY** as your name and you'll receive a special set of clubs.

HOOK

99 Peter Pans
When you are in the caves on level five, fall down the first hole on the right. Tinkerbell is waiting below, walk or fly to the right and you will see a 3-Up and a leaf. You have to go underneath the rocks to get both of these then kill yourself and they will re-appear!

HUMAN GP

Change grid position
On the starting grid, press and hold Select and then press B. This will change the position.

THE HUNT FOR RED OCTOBER

Level select
Pause the game, then press Y eight times.

Soundless
Hold A and B down, and at the same time, press Up and Down. Now you can make yourself soundless 25 times.

JACKI CRUSH

Loads of balls
On the password screen, type in as many fives as possible in a row. Now go into the game and you'll find yourself with 840 million points and more balls than you know what to do with.

JAMES BOND JR

Passwords
Level 5 – **9Ø25**
Level 6 – **1813**
Level 7 – **3353**

JERRY BOY

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

JIM POWER 3-D

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

JOE & MAC

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

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

JOHN MADDEN

Championship finals
Go straight to the championship finals by entering **GDRFDDMC**.

Super bowl
To get straight to the Super Bowl type in the code **BBBB5NZ5C**

JOHN MADDEN '93

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

KABLOOEY

Passwords

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

KRUSTY'S SUPER FUN HOUSE

Start at the last level with 50 lives
Hold down X, then reset four times. You should start at the last level with 50 lives.

Level codes

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

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

LAMBORGHINI AC

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

LEGEND OF THE MYSTICAL NINJA

Password
Level 9 – **Z+LHd H**

LEMMINGS

Level codes

	FUN	TRICKY
Level 20	**RMHOGBX**	**XTMWFLP**
Level 21	**ZXBLWZK**	**FLMTVPM**
Level 22	**HTLDXLB**	**KSGVVWK**

Level 23	ZDGHTWD	ZBPBXCT
Level 24	CFHXPSM	WHCHBQW
Level 25	PZBXCXB	LHDPGNN
Level 26	CWLGDBC	HVLXXTH
Level 27	WDNLSMJ	STVNDPK
Level 28	WDZWWCB	JFTQVSX
Level 29	WXBRTMV	SKKWSZZ

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

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

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

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

Level codes

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

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

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

MARIO IS MISSING!
Passwords

First room	Second room
Door 1 – PVV23CZ	Door 1 – CX746YF
Door 2 – FCBSB6W	Door 2 – NBGR6CF
Door 3 – YHYAMLZ	Door 4 – X42KLDK
Door 4 – Y4MOPFW	Door 5 – S48O5N4
Door 5 – G5F96CX	

Third room	Code for last boss
Door 1 – DWV6P78	ZPF*M86
Door 2 – PCD1384	
Door 3 – DJ49LZ3	
Door 4 – D9FKPTR	
Door 5 – TTMGMQM	

MECHWARRIOR
Invincibility
Select 'Start Game' from the title screen, highlight the third option and press the B button. On the next screen, choose what you want and then exit. The previous screen will appear again, except there will be a new option on the left. Choose it and select your Mech, then go into the game. At this point, press Start to pause the game and press the following buttons in this order: A, L, L, Y, A, L, L, Y, A, L, L, Y and A. You will see the word 'Invincible' appear.

MEGAMAN X
Passwords for import version

Strom Eaglead	Icy Penguigo	Spark Mandrill
4426	4661	4123
8712	5248	1846
7536	1287	7128
Sting Chameleon	**Armour Armage**	**Launcher Octopuld**
4423	1561	1426
1842	8817	2456
7164	1176	3444
Burning Noomander	**Boomer**	**All Villains+Sub-T**
1467	6417	1147
2457	3138	2247
1431	4551	1451
2 Sub-T	3 Sub-T	
4141	5556	
6427	2242	
8126	7580	

Ryu's fireball!
To gain this you must have first killed all the bosses, have all the armour, sub-tanks and heart containers. Go back through Armoured Armadillo stage and collect the power-up at the top of the cliff before entering the boss door . Enter and exit the weapon select screen five times, and you will see a chamber, go in here to get the ultra powerful fireball which kills enemies in one shot!

MORTAL KOMBAT
Silver Goro trick
When you reach Endurance three, make sure you are using Rayden and perform the finishing move to take out your opponent. Once you have completed Endurance three, a metallic Goro will jump onto the screen, he will only stay this way for one round and then revert back to his normal form.

Reptile cheat
Fight your way to the pit stage. Get a double flawless victory and you will have to fight Reptile in the pit stage.

Strange finish using Sub-Zero
Kill your opponent by any means possible in the first round. In the second round you must get your opponent's energy all the way down without 'Finish Him' appearing. Use Sub-Zero's freeze to make the 'Finish Him' appear, then slaughter him with the finishing move. The ice around your opponent will shatter leaving the body standing.

Stun cheat
This cheat will work with practise. Get close enough to the opponent to perform a flying kick so that you land just to the other side. Quickly perform the same move back again before there's any retaliation and once more. On landing the third time, instantly jump back over the opponent with a normal rolling jump. The opponent will now be stunned and unable to move. Push them up to the edge of the screen and uppercut, then follow up with a series of low punches. The opponent will be unable to fight back.

NBA JAM
Special characters
Answer "yes" to the initials question and then enter the first two letters of the code, and highlight the last one. Now press and hold L, R, Start and the required button, either X or A.

Character	Initials	Button
Bill Clinton	ARK	X
Al Gore	NET	A
Turnell	MJT	A
Rivett	RJR	X
Divita	SAL	X
Air Dog	AIR	X
Chow-Chow	CAR	X
Weasil	SAX	X
P-Funk	DIS	A
Warren Moon	UW	A
Kabuki	QB	X
Scruff	RO	X

Harder game code
To play a team which is a lot more difficult than all the rest, type in the following code: NPNRDYY PM13JKY.

Juice mode
To access the 'juice' (faster) mode, on the "tonight's match-up" screen press any button 13 times, then hold B and X until the tip-off. The word "juice" will appear on the screen and the players will be much faster.

Better defence
Choose your game and then pick the team as normal. When the 'Tonights match up' screen appears, press any button five times. On the fifth time, hold the button down until the tip off occurs and you will have a better defence.

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

NHPLA HOCKEY '93
Codes for the final rounds of the game
H5J3V79RM4ZVHW2P – Minnesota vs Washington
H5L19CY59FPZPT22 – Winnipeg vs New Jersey
BN7Y34ZSP46DIT4R – Buffalo vs Louis
DHYLKFDGB0B402SP – Washington vs Los Angeles
C42Z8MN44Y4YLG39 – Qubec vs Vancouver
HZ2B48N9HY55MK8W – Chicago vs New Jersey
HFPY7KLT9VXYCFV1 – Calgary vs Hartford
C4Z358NMFJG3JMK0 – New Jersey vs Toronto
FZV795XCZ344SNSM – Calgary vs Montreal
B14J9L0YLTCP9LDS – Boston vs Chicago
G75X97V90T0M6MNY – Vancouver vs Qubec
HFNB55PZ9WLTMZSM – Vancouver vs Boston
HL61CRJ3NX49PT3K – Edmonton vs Buffalo
B17F5MF0ZG238V8F – Boston vs Minnesota
HTPTRGHGWB79VHZP – Winnipeg vs New York
FFB1LC1K10YZW0V2 – Detroit vs Buffalo

Final code
To go straight to the final between Los Angeles and Boston, enter the following code on the password screen: C42BWBG00P37LV9J

NIGEL MANSELL'S WORLD RACING
Race passwords
Mexico – LZ9ZN40LJ2541STCVL
Brazil – 6CL732YLZ3H07VNBR9
Spain – PZPP693R91Q7NHQ..2
San Marino – R49RGKFH.JBDSV0T79
Monaco – L0XJ.XVCH3L7GDCFOR
Canada – B7JPR46QRB.RG08HNL
France – LV0ZB206FG0K62K2D7
Britain – TKX.B7G3VTJFS1QSKX
Germany – TQPCLTBTB7X21.JQGT
Hungary – HLL2FWG1Y20FL.1NG5
Belgium – YMGW4BXM3BV61JR565
Italy – 4QX4JKWXT50ZQ..K35
Portugal – 4F3M0TZ507064KGC5D
Japan – R48RR9GT7JB.BZVR4D
Australia – 33DV4B,F1ZZG538GW3
End screen – PV2JTFBK4Y696H4DXY

ON THE BALL
Access codes
Field 2 – MHWYR
Field 3 – HCCWD
Field 4 – WRJMH

OUTLANDER
Infinite energy
Press Up, Left button, Right button, Up, B and A during the game.

PAPERBOY 2
Higher level
Go to the Route Option in the Player Select screen, and enter the code 6479.

Passwords
Route: 5738 – Week 2
Route: 6479 – Week 3

PARODIUS
Use super bombs three times
Pause the game press X, X, X, B, B, B, Y, Y, Y, A, A, A, Left and Right.

Level select
On the ship select screen, choose the Octopus ship which is below Vic Viper and press Up, Left button and X simultaneously. Continue to hold the buttons down until the level select screen appears.

Secret level
Go to the bottom of the water beds on level three to access a secret level.

Full power-up
Pause the game, press B, B, X, X, A, Y, A, Up, Left button and Start. This gives you full power and weapons.

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

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

THE PEACE KEEPERS
Play all characters
When the Jaleco logo appears, hold down the following buttons on controller one: L, R and A. When the title screen appears release them, go to the player select screen and choose different characters.

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

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

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

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

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

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

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

Passwords

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

PUSH-OVER
Passwords

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

Q*BERT 3
Level warp
On the title screen, highlight the Game Options menu and press Start. As soon as you're in the options mode, press the B button eight times. If successful you'll hear a

sound. Start a one or two-player game and you'll warp straight to level eleven.

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

RANMA 1/2

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

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

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

THE REN AND STIMPY SHOW

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

ROBOCOP 3

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

ROBOCOP VS TERMINATOR

Level codes

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

THE ROCKETEER

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

ROCK N' ROLL RACING

Special code
This code will give you access to a special level: **KHHRSJ.**

Be Olaf the Viking
On the hero select screen, press and hold L,R and Select. Keep them held down and scroll through the characters until Olaf appears.

Play on Inferno instantly
Choose the Vs mode and then go to the 'change planet' option. Press and hold L, R and Select, and as you scroll through the planets, you can select Inferno.

Passwords
Drakonis: !B!R T5C3 X5PT
Bogmire: 7JM8 QQCB 9SPS
New Mojave: 1FQ8 R5CL 9KK2
Nho: V2L8 14BV 92K!
Inferno: XWC7 HZB5 5TJ!

ROCKY RODENT

Infinite continues
On the title screen press Start to make Rocky run across the screen and then very quickly press the following buttons: Y, A, R, A, B, A. An options screen will appear, once on this screen, put the cursor on continues and change it to '?' this will give you infinite continues.

SIM CITY

Transport, Police and Fire work for free
At the end of a tax year, save the game, and reload it. Transport, Fire and Police now work free for the year .

More maps
Select "Start New City" and choose any map from 1–999. Go to the map and select the "Goto Menu" icon. Instead of saving your map, select "Start New City" again. You'll now have access to 1,998 different maps.

Earn a million
Spend all of your money in one year. When the tax screen appears at the end of the year, hold the L button and exit the screen. While still holding L, go back to the tax screen again and increase spending to 100%. Exit again and release L. When the people start spreading the money, your funds will raise to $999,999.

SIM EARTH

Level select
On the select screen, choose the first scenario. Then press and hold L button, R button, Y, X and A.

SKYBLAZER

99 lives
On the third screen you will see a 1-Up in an alcove high up on the left side of the screen near a moving platform. Collect this and carry on to the fourth screen and then double back to the third screen and repeat this until you have 99 lives.

SMART BALL

Game skip
When the title screen appears, press Up, Up, Left, Right, Left, Right, B, A, Select then Start. This will put you on stage 4–A.

Level select
Go to the options screen and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Select and Start. Now you can choose any level you want.

SMASH TV

Speed up mode
On the options screen: press Left, Right, Up, R button and R button again.

Extra lives and continues
At the options screen, press L button, R button, Up and you should hear "Bingo". Now you can bump up lives and continues.

Extra lives
On the player number/ difficulty screen, press Down, Left button, Right button and Up. You can now alter the number of lives and credits.

Kill all enemies
On the title screen enter Right, Right, Up, Down, Right button and Left button. Now start the game but before you enter a room, press and hold Select. When you go through now, all the enemies die and a voice will say "Let's Go!" Simply repeat this process to go straight through to the end of the game.

Circuit warp
On the player/difficulty screen, press Right, Right, Up, Down, Right button and Left button. Select the number of players and level of difficulty and you'll go onto the warp zone.

Stage select
Go to the options screen and press R button, R button, Up, Down, Right, L button and you will hear "Bingo" from the host. Now choose one or two players and you will see a stage select. This gives you the chance to start on any level including all the bosses.

SOCCER KID

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

SONIC BLAST MAN

Punch round warp
On the option screen, go to music select and select 10 HIT. Now hold down Select and press Left button, Right button, Right button, Left button and Start. You can now warp to the bonus punching rounds without having to complete the various scrolling levels.

SPARKY'S QUEST

Passwords

354	Level 3-1
116	Level 4-1
988	Level 5-1

SPINDIZZY WORLDS

Level select
Enter the password MIMICHAN to access a special test mode. You can now select your start level.

STARWING

Secret fruit machine level
There's a secret fruit machine level to be found on level 3-2. Go into the level and shoot the second large indestructible asteroid you come across (they're a slightly darker grey than the others). Attack it until it explodes to reveal a Star Bird. Carefully guide the your ship into its mouth to access the secret level. Play the fruit machine by shooting the arm to spin the reels and shooting the buttons when flashing to hold. Get three sevens and you'll see the game over sequence!

Secret black hole level
The secret black hole level is to be found on level 1-2 in the asteroid field. Shoot the first three spinning columns of asteroids with the orange asteroid in the centre. You must take them out just before you crash into them for the cheat to work. A grey asteroid will appear with a smiling face. Crash straight into it and you'll warp to the black hole. This cheat is extremely difficult to activate so if at first you don't succeed, try try again! If you stay in the black hole long enough you will appear on many later levels including Venom.

Sprite change
On the continue screen, plug in the second controller and press Y and B to change your spinning Arwing into any sprite within the game. Also with the first controller press A and X for some funky FX. The Left and Right buttons will zoom the image back and forth.

STREET COMBAT

Secret options screen
From the title screen, opt for a two player game. After this hold down the L and R buttons together and press Start. The secret options screen will appear.

STREET FIGHTER II

Get to last four bosses easily
Start the game with both 1P and 2P pads connected. Then, when the game starts, immediately choose any opponent and let him join in the fight so that you can knock him out. On the player select screen you will see a cross over the player you have just beaten showing that you have completed the stage. When your own player is getting low on energy, switch to player two. This does use up continues but you can reach the last bosses with ease.

Fight the same character
Press Start when choosing a character then Down, Right, Up, Left, Y, B, X, A in rapid succession with the 1P pad and you can use the same character only in a different colour. The computer player will also be in different colours. Spooky!

View endings
To view the character endings on *Street Fighter II* without having to slog it out on the higher difficulty levels, change the game to Championship Mode by pressing Down, Left button, Up, Right button, Y, B, X, A on the Capcom screen. Set the difficulty setting to two. After you've cruised through the game and beaten M Bison, simultaneously press Start and the Right button before the screen fades away to view the character ending.

Sound FX
To hear some new sound effects in *Street Fighter II*, go to the options screen and press the R button rapidly on sounds 25, 26 or 27. You'll hear new sounds on 1 through to 23.

STREET FIGHTER II TURBO

Prevent special moves
When the Capcom logo appears, press Down, Right button, Up, Left button, Y, B, X and A.

Ten Turbo Stars
Enter the same code as above using controller two when the word 'Turbo' scrolls across the screen. If the cheat has worked you should hear a sound. If you're having trouble getting this cheat to work, try entering the code repeatedly when the game is turned on.

STRIKER

Play as Elite
Select the world league and enter the following password: BCDFGHJKLMPQRST. Ignore the screen message which will then say password error and go to the team selection. You can now select the Elite squad who are probably the best team in the game.

Passwords

Super cup indoors finals	Super cup outdoors
N 2 K J D C H L	Z D ? 6 F G G B
B B B B B B B B	B B B B B B B F
3 B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B
B B B B B B B B	B B B B B B B B

STREET COMBAT

50 Lives
On the option mode screen, move the cursor to the Credit option. Now press the Select button ten times. Your credits should now be increased to 50. Exit this screen and start the game to find 49 credits displayed in the bottom right hand corner.

SUPER ADVENTURE ISLAND

Round select
Wait for the story screens to appear and press Start, so that the second title screen comes up. At this point, press diagonal top left, Left, X and right on the joypad. While holding these three buttons press Start to enter the round select screen.

SUPER BOMBERMAN

Extreme Firepower
In one player mode, drop some bombs as soon as you start. When they explode, press the bomb button repeatedly to keep the explosions going – you can clear most of the level with this. Watch out though, you will die as soon as your invincibility runs out so be quick!

Small bomber
Enter 5656 as a password at the start of the game. Go into the game and find a special version containing tiny bomberman sprites.

SUPER CONFLICT

Stage select
On the map, press B,L,X,Y release X only and then press X again. Release all the buttons and now every time you press B and L together, the next map will appear.

Change computer's weapons
When you engage in a computer battle, you can switch his weapon before he fires it by repeatedly pressing the B button on controller two.

SUPER DOUBLE DRAGON

Unlimited continues
Press Start on controller one to access the mode select screen. Press Select to choose Mode A and then start the two-player game. Play until there is only one continue left for each player (if one has more than the other then deliberately get him killed). When asked to continue, press Start simultaneously on both controllers and you will both be given an amazing seven continues.

SUPER EMPIRE STRIKES BACK

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

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

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

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

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

Sound test and eventually 7 credits
Go into any level , press and hold Y, B, X, A, Down. While still holding these down press Start. You will go into the sound test where you can change the music to what you want. Press Start to exit the sound test and then keep entering and exiting it until a message comes up telling you to enter Y,Y,Y,Y for title fun. Enter this on the title screen to rotate the logo. Go into the sound test once more and there will be another message telling you to enter X,Y,A,B,X,X. Once again enter this on the title screen to gain 7 credits.

Using the Force
On the title screen press X,B,B,Y,X,A,A,X and you will here a sound. Begin the game by pressing Start, then when you want to use a force power press Select where upon some force options will appear which you can choose by pressing the L and R buttons.

Skip to the man in black!
You can go straight to Darth Vader by entering the following code on the title screen: A,Y,X,B,A,A,X,B,B,Y,X.

Passwords
Rebel Base: `WLJWDN`
Dagobah: `PGPNMG`
Cloud City: `NCDGRJ`
Final battle: `NSRSCL`

SUPER FIRE PRO WRESTLING

Watch mode
Ever wish your wrestler could be secretly controlled by the computer when fighting someone else? Well, here's how you do it. While you're selecting your character from the Exhibition match screen, hold button X. The wrestler will now be under computer control. Both players can do this. It's especially useful for tag matches.

Bleeding referee
If you run at the ref, using run or hammer throw for instance, the wrestler will occasionally bump the ref to the canvas. Sometimes the ref will even start bleeding. This can prove very useful as he is unable to take counts while on the deck.

SUPER GHOULS 'N GHOSTS

Hidden message
Defeat a boss and hold Up on the control pad for a hidden message.

Stage select
Select the option mode from the title screen and highlight the "Exit" selection. Hold Left and Start on the second controller and another options screen will appear in which you can choose the level and area on which you want to start.

SUPER JAMES POND

Invulnerability
Go just to the right of the first small tower from the start. Stretch up to the roof just above and gather the objects in this order: (C)ake, (H)ammer, (E)arth, (A)pple and (T)ap, spelling out the word cheat. This will give you invulnerability for a short while.

Infinite lives
Go through the first door and go to the right of the first set of spikes. Collect the objects in this order. (L)ips, (I)ce-cream, (V)iolin, (E)arth and (S)nowman.

Open all doors
First of all, activate the Invulnerability cheat. Go through the first door and step to the left to find an exit pole. Go into it and this will open all the doors in the castle.

SUPER MARIO ALL-STARS: SUPER MARIO BROS

Loadsa 1-Ups
Go into the first Super Mario Bros game and make your way to world 3-1. Near the end of the stage you will come across a large staircase with two Koopas walking down the blocks. Stand next to the bottom block and once the second Koopa moves down to the bottom block, jump up to bounce on it loads of times.

SUPER MARIO BROS 3

Unlimited Hammer Bros suits
In world 6, complete levels one and two. You should be able to get to a Hammer Brother, now defeat him and get the hammer. Go right to pipe which is blocked by a rock, smash the rock with the hammer and go through the pipe to enter the mushroom house and pick up the Hammer Bros suit. Return to the map screen, save the game. Start from the last save, enter the nearest pipe, go back into the mushroom house and get the suit again. Repeat this process as many times as you like.

THE LOST LEVELS

Loadsa lost 1-Ups
Go into the Lost levels game and begin on world 1-1. At the beginning of the level go right and locate a 'C' shaped block with a Koopa in it. Nudge the second block from the left to produce a red mushroom. Nudge the other blocks to launch the mushroom over the edge so that you can grab it and become Super Mario.

Be careful not to scroll the screen too much so that you can return to the blocks. Jump up and smash the left hand block and then the one to the right of the mushroom block. When you do this make sure the Koopa is always to the right so that you trap him on the right hand block.

Now jump up to balance on the mushroom block and from there smash the top blocks in order from the left. Leave the last two blocks at the top before leaping over to land on the Koopa. If you do this correctly Mario will bounce on and off the Koopa, until time runs out, scoring a 1-Up with every contact.

SUPER MARIO KART

End screens
On the title screen, use controller two and press X, Y, B, A, UP, Left, Down, Right, Right button and Left button. If the cheat is successful you'll hear a sound. Now press start on controller one and begin the game by choosing your character. The end screens will begin.

Race computer on time trial
Select time trial and go to the character select screen. Press Y and A on controller one and Y on controller two. You can now select a computer character to race against you.

Special Cup
Select match race or time trial and highlight Mushroom Cup. Press left on the controller to highlight the left hand side selections, then press Left button, Right button, Left button, Right button, Left button, Left button, Right button, Right button and A. The Special Cup can now be selected and raced.

Drive in the dark
During a two player battle mode, when one player is down to their last balloon, get them to hold down the B button. Keep this pressed, then when the last balloon is burst that player can still drive in the dark even though they've lost.

Change screen
Plug in two controllers, when the title screen appears, start a one-player game and keep the Left and Right buttons pressed on the second controller. The upper screen will be the course map and the lower section will be your playing area.

Shrink characters
Press and hold Y, then press A on the character select screen to shrink all the characters in the next race.

SUPER MARIO WORLD

1-up bonanza
In the secret vanilla fortress, swim to the door before Reznor where there are two Bony Beetles. Jump on them without touching the ground. Keep treading water while they regenerate. Repeat. As long as you don't touch the floor (just keep swimming), you'll earn thousands of points and consequently 1-ups.

SUPER NOVA

Fight all bosses in a row
On the title screen press the following buttons on controller two:
Down, X, Up, B, L, R, Left, A. There will be a message which tells you, a ship is approaching. Loads of bosses appear, see how you do.

SUPER OFF-ROAD

Unlimited continues
To continue on your own forever, select two-player mode. If you play on your own, just leave truck two and you'll always come third or higher.

SUPER PANG

Level select
Access the game select screen and press Left button, Right button, Right button, Left button, Up and Down. A stage select screen will appear.

SUPER PROBOTECTOR

Level select
When the title screen comes up, press Up, Up, Down, Down, Right, Left, Right, Left, B, A, B, A.

Lives cheat
When the screen is scrolling, press Up, Up, Down, Down, Left, Right, Left, Right for 13 lives.

Extra lives
To start the game with 30 extra lives, on the title screen press, Right, Down, Down, Right, Right and Start.

Level select
Grab yourself a handy level select with this cheat. Press Left, Down, Down, Left, Left and Start on the title screen.

SUPER R-TYPE

Weapon select
Go to the title screen and press Down, Right button, Right, Down, Right, Right, Down, Right, Down, Down and Start. As soon as the game starts press Pause then press the Right button, Right, Down, Y, Down, Right, Down, Left, Right, Down, Right and Right. Now you can choose your weapons by pressing:
A for air to air laser
B for air to ground laser
X for reflective laser
Y for split laser
R for shooting gun laser.
Now press A for a homing missile or alternatively X for an air to ground missile.

Level select
At the title screen hold down the R button and press Up nine times. You'll here a tone. Start the game and then pause it. Hold the R button and A together, and press Select. Press Up or Down to choose your level.

SUPER SOCCER

Special Nintendo team
Select one player vs two player game then on the team select screen then press Start and B on the second controller (player two). You can now play with the excellent Nintendo team. Game on!

Same teams
Get player two to select the team he wants to be, then press Start and B to select the Nintendo team. Now get player one to select the previous player two team and press Y on player two's controller. This will cancel the Nintendo selection allowing him to select the same team as player one. Player two will play in the away strip!

Speed-up mode
Enter the player skill selection screen and press Left, Right, Left, Up, R button, R button. You will hear "Bingo" and then you will be able to choose your options before the speeded-up action starts.

SUPER STAR WARS

Debug menus
Switch the Super NES off and on, then on the game start/ options screen press A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y and B. If successful you'll hear a Jawa yell. Enter the game and press Left and Right buttons simultaneously on the second controller to access the debug menu screen. You can now select lives, stage, character, health sword and weapon. At any point in the game, if you wish to skip the level you're playing, simply press Start on controller two. To re-access the Debug menu press the Left and Right buttons on controller two simultaneously.

Invincibility
To become invincible, press and hold A, B, Y, X and Select on controller two on any of the side-scrolling levels. Let go of the buttons to reveal X and Y co-ordinates by your character. You'll now be invincible and even be able to walk through walls!

99 lives
Get to the Sand People on level five and keep moving until you reach the second section of platforms where you have to clear a gap. Instead of attempting the jumps, drop down the face of the cliff and you will reach a ledge with a cave and plenty of 1-Ups to complete the game with.

Special codes
Start on the first level of the game and press Y, B, X, A simultaneously. Now press the Start button. You will now be shown a sound test screen. Press Start to go back. If you return to the sound test, the words under the sound test will have changed. If you keep doing this, the game will give you the codes for various effects. To activate the cheats, turn the power off on the Super NES (not the reset switch) and input the code on the title screen. If you have put it in correctly you will hear a Jawa noise. Here are the codes.
Five continues – X, B, B, A, Y
Light Saber – Y, Y, X, X, A, B, X, A

SUPER STRIKE EAGLE

Secret mission
By entering the code `G6CH4228`, you'll be able to fly a secret mission.

Mission passwords
Libya day – `066F87FH`
Libya night – `062H869D`
Gulf war day – `CGGG4724`
Gulf war night – `90B68G8C`
Korea day – `057F4902`
Korea night – `HF3H09H8`
Cuba day – `DF25449H`

SUPER SWIV

Level skip
Pause and enter the following to skip a level (L and R are both buttons on the top of your joypad).
Level 1 – R, L, R, R, L, L, R, L, R, R, L, L
Level 2 – R, L, R, R, L, L, R, R, R, L, R, R
Level 3 – L, R, L, L, R, R, L, L, L, L, R, R, R, L
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, L
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, L
Level 6 – L, L, L, L, L, R, L, L, L, L, L, L, L, R

SUPER TENNIS

Mega strong player
On select screen, using controller two, press L five times, X, R seven times then X.

Player editing
Press Select during a game to bring up the score. Now press R, R, Left, Down, B, A, L,

and L on controller two. You will hear a round of applause. Press A or B on controller one, and four rows of eight characters will appear. These are the stats of players. From left to right, the eight characters stand for (1) Forehand; (2) Lob; (3) Left/right speed; (4) Back/forth volley speed; (5) Volley; (6) Serve; (7) Jump; (8) Backhand. Set each character by pressing X. (The lowest rating is Ø, and the highest is F) Use this to change both yours and the computer's stats.

Super player
For a more skilful player, highlight the one that you want and press the following on the second controller: L, L, L, L, L, X, R, R, R, R, R, R and X.

SUPER TURRICAN

Level skip
Pause the game. Now press Right, Left, Down, Right, A and Start.

SUPER VALLIS IV

Level select
Press Up, Down, Left, Right, Up, Down, Left, Right, Up, Down, Left, Right, Select, Select, Y, B and then Start when the title screen appears.

SUPER WIDGET

Level codes
Level 02: JHKKWR
Level 03: WKKJWW
Level 04: JKRLWR
Level 05: RBKKWW
Level 06: JBKHRR
Level 07: WJRMWH
Level 08: JJRSWH
Level 09: RSRMWH
Level 10: JSKHHH
Level 11: RLKBHH
Level 12: JLLSFH

TAZ-MANIA

Level select
Go into the options screen by pressing select and then once you've done that press the following buttons on controller one: A, Y, A, Y, X, Y, B, A, R and L

TEST DRIVE 2

Customise your car
Start the game as normal, then before you touch the accelerator and move off, press L and R together on the second controller. You can now fine tune your car.

Jump with your car
By pressing the A button on the second controller, you can jump over oncoming traffic!

THUNDER SPIRITS

99 continues
Press button B rapidly on the title screen until you hear a chime (if you have turbo fire, then use it). or each tone you hear, one credit will be awarded. Wait for the demo to finish to get even more continues.

TINY TOONS

Passwords for hard option
Level 1 – Plucky/Babs/Bookworm
Level 2 – Lil'beeper/M.Max /Elmyra
Level 3 – Gogo/Shirley/Sweetie
Level 4 – Bookworm /Plucky/Babs
Level 5 – Gogo/Calamity/Lil'beeper
Level 6 – M.Max /Babs/Sweetie

Passwords
Level 1 – Babs/Gogo/Montana Max
Level 2 – Plucky/Bookworm/Elmyra
Level 3 – Montana Max/Calamity/Shirley
Level 4 – Bookworm/Plucky/Babs
Level 5 – Gogo/Calamity/Lil' Beeper
Level 6 – Montana Max/Babs/Sweetie

Sub-game select
On the password screen enter ELMYRA, Shirley and Calamite Coyote. A secret option screen will appear enabling you to select and play any of the bonus rounds.

TMNT TOURNAMENT FIGHTERS

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

Be bosses in Vs battle mode
On the title screen enter the high speed code on controller two which is: Up, Up, Down, Down, Left, Right, Left, Right, B, A and you will here Aska's voice. Follow that with; X, Up, Y, Left, B, Down, A, Right, X, Up and you should here the voice again. Go into the VS battle mode and to the left of Shredder are Rat King and Karai.

Fight on Karai and Rat King Stages in VS battle mode
On the title screen using controller two press: L, R, L, R, L, R and A.

TOM AND JERRY

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

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

TOP GEAR

Passwords

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

TOP RACER

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

TUFF E NUFF

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

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

Stage codes
Stage 2 – 427Ø11
Stage 3 – 537Ø71
Stage 4 – 43Ø7ØØ
Stage 5 – 5ØØ76Ø
Stage 6 – 4Ø1637
Stage 7 – 511617
Stage 8 – 412526
Stage 9 – 562506
Final – 463455

TURN 'N' BURN

Level codes
Mission 2: GZWBFPT
Mission 3: RRHCZJVM
Mission 4: BPYXDLNF
Mission 5: PDTBCZNJ
Mission 6: DKVWGSQK
Mission 7: GKQZBLCT
Mission 8: DCMHRPFJ
Mission 9: WZGNJYZX
Mission 10: JDZFMLFV
Mission 11: SPBCTRRG
Mission 12: SPWVJKDH
Mission 13: LPKQBPFZ
Mission 14: TDLJGSHX

TURTLES IV: TURTLES IN TIME

Ten lives
On the title screen use the second controller and press Up, Up, Down, Down, Left, Right B and A. Now use controller one to select your lives up to ten.

Boss select
On the title screen, use controller two and press Up, Up, Up, Down, Down, Down, B, A and B. You will hear a chime, now start the game, choose your turtle and a menu will arrive showing all 11 bosses. You can go to any one. You will have 16 hit points and three turtles for each fight.

ULTRAMAN

Hidden option screen
On the title screen press Select and Start simultaneously to uncover a hidden options screen.

UN SQUADRON

Gamer level
Go to the options mode, highlight the game level and plug in controller two. On controller two, hold A and X. With these held down, go through the difficulty levels until you reach "Gamer". This is incredibly hard.

UNIVERSAL SOLDIER

Passwords
Level 1.2 – BZCXD
Level 1.3 – FWGVH
Level 2.1 – MRKSN
Level 2.2 – PRGMR
Level 2.3 – TCMCB
Level 3.1 – QWYRW
Level 3.2 – BCMVG
Level 3.3 – XVXVX
Level 4.1 – QWRTY
Level 4.2 – KBRDS

VIRTUAL SOCCER

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

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

WANDERERS OF Y'S

Invincibility
Start the game, then press Reset on the Super NES. When the American Sammy logo appears, press Up, Down, Up, Down, Select then Start on controller two (you have to wait for the logo to come in completely before you key in the code, and it has to be entered before it starts to fade away). When the start/continue screen appears, use controller one to select the continue option. When you enter the saved game, press Select on controller one to call up the menu. Go to the status screen. When it appears, press Start on controller two. The word 'debug' will appear next to Status and now you are invincible.

WARP SPEED

Campaign codes
Campaign 2 – 4N3 LJO BDY
Campaign 3 – 4P? 8YJ LVP
Campaign 4 – 4P? 85? 4B?

WAYNE'S WORLD

Level select
On the title screen, hold down X, Y, B, L, R, and Down. Then press Up. A level select will then appear in the bottom of the screen. Press Select to advance through the various stages.

WING COMMANDER

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

Secret options
Go to the option screen that allows you to choose the start and continue options. On this screen press, B, A, B, Y, B, Y, L, A, R, A and Start. A secret options screen will appear allowing you to select your series and mission, become invincible and make use of a sound test!

WING COMMANDER: THE SECRET MISSIONS

Options menu
On the title screen, with controller two, press L, R, Start, Select at the same time to enter a secret menu which gives you the choice of many extras including invincibility.

WINGS 2

Passwords

Bombing run	FGXHMBQ!nG!xF
Strafe	r5xKNJH2pg!3
Dogfight	HMdMJ6C!brG!v!
Dogfight	LV!xv!HLPQBCP
Bombing run	T!BRLQ!wC7IBF!
Dogfight	X2TBGnkGC!w
Strafe	sZG7ØwW6HBF
Dogfight	!4!FIGCwPQk8Y
Bombing run	hVYØ9Gs4BG!Z
Dogfight	7YW2yn!R7Hzh
Strafe	LHxPFCb!4!!BsG!
Dogfight	S!!dNpG9BwH96
Bombing run	6m!CQG!NCGGL8
Dogfight	DvkbP4T!dXwb
Strafe	B!HdPBB!gQLTB!
Dogfight	zq5gPNL8Hq!B
Dogfight	!c!LIKGsKQFXj
Bombing & dogfight	7dzI2G8MwR!Z
Final stage	BBHnwLL1CB!r

WOLFENSTEIN 3-D

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

WORLD CUP

The final
Avoid the semi-final by entering the code – Ø1633.

WWF ROYAL RUMBLE

Super punch
When you turn on your Super NES you will see a legal screen. As soon as that begins to fade, take controller one and press B then Y. When you hear a loud growl you will have the super punch and be able to finish off any opponent with two punches.

Twin rumble
On the player select screen, press the top L button to stop the WWF logo in the background from moving. Hold the L and R buttons without making the logo move again and then press Select. Move through the selection screen to find your twin. You can now fight against the same character or double up in a tag team.

Deck the ref and upset your opponent
Start the game by choosing Tournament mode or One Fall mode. Choose your character and then the oppponent's character. Start fighting and knock your opponent down. Now line yourself up with the ref and hold the Y button. With a bit of luck, the ref won't move and your character will steam into him and knock him down. With the ref down, try attacking your opponent with the L and R buttons, this will bring into play some nasty cheat moves such as eye gouging and choking. Very humane, I don't think.

YOSHI'S COOKIE

Play extra levels
In the option screen set the music to Off, set the speed to High and the round to 10. Then hold up and press the Select button. The 10 will change to 11 and now you can change any option you like and move the round number up to 99.

Select extra rounds
Use controller one and opt for the 'Action' option. Put the Round number on ten, the speed on high, and the music type off. Now on controller two, press and hold L, R, Select and Start. You will hear the game say "Yoshi!". You can now play up to round 99.

Access four new bosses
Select the VS mode. When you get to the VS Options screen, set the mode on **COM**.

Now press and hold L , R, and X. Still holding them, press Start. The game will say "Yoshi!". Press Start again – a character selection screen should appear.

YOSHI'S SAFARI

Harder game
Once you have completed the game, enter the following code on the title screen: Controller 1:Hold X, Y, L, R then press Start.

ZELDA III

Secret code
When the title screen appears, press Right, Up, B, A, Down, Up, Down, Up, B. Now you can look at the tasks in the game.

Rupee loop
In the Light World, go to the Desert of Mystery and find two large rocks just down from the old man. Pick up the bottom one and keep going in to get fifty Rupees. You can repeat the process for up to 999 Rupees and also go back to stock up later.

Extra lives
When you come across a fairy, capture her in a jar. Now when you lose a life she'll revive you. You can only use a particular fairy once, but there are plenty scattered throughout the game.

ZOMBIES

Bonus level
Enter the password `BCDF` at the beginning of the game as normal. This will take you straight to an excellent bonus section.

Passwords

Level 05: `FHRX`	Level 29: `XLZG`
Level 09: `NBGW`	Level 33: `WJQK`
Level 13: `RFCR`	Level 37: `BZVG`
Level 17: `RKYL`	Level 41: `BRPK`
Level 21: `PXBG`	Level 45: `VLHX`
Level 25: `XYLZ`	

ZOOL

Level select
Press Down, Left, Right, Down, Left, Up, Down, Up, Right, Up, Right, Up and A and B. On the "Get Ready" screen, hold down L and R and push Up and Right to select levels.

NES

1943

Codes

Wave 2	–	`7G117`
Wave 3	–	`EGØ13`
Wave 5	–	`E4113`
Wave 6	–	`ZDIIX`
Wave 7	–	`IRIID`

ABADOX

Invincibility
On the title screen press A, A, Up, B, B, Down, A, B and Start and hey presto! You're invincible.

ADVENTURE ISLAND 2

Island select
To start off on any island, press the following on the title screen: Right, Left, Right, Left, A, B, A, B.

ADVENTURES OF LINK

The Final Guardian
When fighting your shadow, move to the left-hand side of the screen and continuously press the B button. Your shadow may hit you once or twice, but you should land many more strikes during that time.

Sword skills
To discover the art of the upward attack, go to Darunia and use the jump spell to leap up to the house with a chimney. Drop down this and go right to find the warrior who will teach you the skills. The downward attack is found in Mido town. Use the jump spell to reach the open door at the top of the church, and go through to find the man in the know.

ADVENTURES OF LOLO 2

Extra levels
For a greater challenge, enter any of the following codes at the password screen: `PROA`, `PROB`, `PROC`, `PROD`.

AMERICAN GLADIATORS

Password

Level 2	–	A, B, A, A, A, A, B, B
Level 3	–	A, B, A, A, B, A, A, A
Level 4	–	A, B, A, B, B, B, B, B

BACK TO THE FUTURE II & III

1875
To start the game in 1875, hold down A and B on the title screen to access the password screen. Now enter `FLUXCAPACITOR ISTHEPOWER` as the password and press Select, then Start.

BAD DUDES

Extra lives
For 64 Bad Dudes, enter the following button sequence with the second controller on the title screen: B, A, Up, Down, Up, Down. Use the first controller to start the game.

BART VS THE SPACE MUTANTS

Bonus screen
If you go to the theatre between 2:00 and 4:00 you'll find a bonus screen.

BATMAN

Get rid of the killer moth
If you want to get rid of the killer moth. Pause the game then press B, A, B and A. It should then fly the other way.

Infinite continues
On the title screen press, Up, Up, Down, Down, Left, Right, Left, Right then A and B simultaneously. You can now continue the game indefinitely.

Infinite power-ups
When you come across the falling drop claws, crouch next to their landing position and punch repeatedly. Each drop claw that you destroy will turn into a heart, weapon bonus or points bonus. Three normally drop one after the other and then there will be a slight pause, so rush in and grab the loot before returning to the crouching position.

BATMAN: RETURN OF THE JOKER

Passwords
Check out these passwords to later levels:

Stage 4-2	–	`KHCN`
Stage 5-1	–	`QGVN`
Stage 5-2	–	`WBZT`
Stage 6-1	–	`FFHG`
Stage 6-2	–	`CKQG`
Stage 7-1	–	`GPZT`

BATTLE OF OLYMPUS

Extra items
To gain extra items try the following code with each one:
`BFFXVNXQNLS8K`
`CM2FHUX4GW5ZD`

BATTLETOADS

Level skip
On level one, there is warp zone at the top of the first rock. Just walk on up there and you will see a Mega Warp screen. The second warp is on the *R-Type*-like shoot-'em-up bit, the third level. It's on the second half at the bottom. Watch out, though, because it's right before the barrier, so you really have to hope you get the right one. The last one is on the second stage of level six.

Ride the dragon
You can get on the dragon that you encounter during the latter half of level one. Take the stick sword from the tool worker by beating him up. Now use the sword to kill the dragon. Now lie on the dragon and press A, and you'll be able to ride it. You can now control the dragon using B for breathing fireballs and continually pressing A to fly.

Extra lives
On the title screen push Down on the joypad and press A, B, Start. You will hear an explosion and when you start you will have six hearts instead of three. You can also do this on the continue mode.

BATTLETOADS AND DOUBLE DRAGON

Extra lives
After you have chosen your character, press up, A, B all at the same time, then press Start to begin the game. You should have five lives instead of three.

BIONIC COMMANDO

Easy way out
If you enter a section that you don't wish to play or cannot continue in, press the A and B buttons simultaneously and you'll return to the map screen.

Infinite continues
Press A when the game over appears for infinite continues.

BLACK BASS FISHING

Password
Enter the following password to get yourself into the wonderful world of class B: `TSVWDEDODIBPUYGC`.

BLASTER MASTER

Instant death for guardians
Kill the bosses with one hand-grenade on levels two, four, six and seven. Throw a grenade at the Boss. Just as it explodes, pause the game. After a couple of seconds, start the game again. The boss should be dead.

BLUE SHADOW

Power shot
For a devastating lightning attack, hold the B button down for a few seconds, and you will release a bolt which will subsequently strike most of the enemies onscreen. The only problem is that it will use up about half of your energy, so use it sparingly.

BOULDER DASH

Passwords
Enter the following codes for the required world:
`635870` – Ice world
`840137` – Sand world
`840967` – Ocean world
`225378` – Relic world
`752053` – Volcano world

BOXXLE

Passwords

Level 1	–	`BDBD`
Level 2	–	`DBBD`
Level 3	–	`GBBG`
Level 4	–	`HBBH`
Level 5	–	`JBBJ`
Level 6	–	`KBBK`
Level 7	–	`LBBL`
Level 8	–	`MBBM`
Level 9	–	`NBBN`
Level 10	–	`PBBP`
Level 11	–	`QBBQ`

BUBBLE BOBBLE

Stage select
To be able to select any stage, enter `DDFFI` on the password selection screen.

BUCKY O'HARE

Passwords

Deadeye Duck	–	`67KIJ`
Willy	–	`M7Lak`
Blinky	–	`M7KZ3`
Final Stage	–	`MPW2L`
Final Stage 2	–	`MPL65`

BUGS BUNNY

Passcodes
Here's a selection of codes to get you further into the game.

Level 20	–	`ZTPZ`
Level 40	–	`TX9W`
Level 60	–	`YTKW`

BURAI FIGHTER

Passwords

Stage 2	– `BALL`	Stage 5	– `PAIL`
Stage 3	– `JOKE`	Stage 6	– `GOAL`
Stage 4	– `DOLL`	Stage 7	– `GAME`

Start with full weapons
To start the game with a full complement of weapons, enter `LTBB` on the password screen.

CAPTAIN PLANET

Passwords
Use any of the codes here to get to later stages in the game:
`763754` – level 1-2 `786565` – level 3-2
`955783` – level 2-1 `920272` – level 4-1
`637511` – level 2-2 `799274` – level 4-2
`148574` – level 3-1 `344551` – level 5-1

CAPTAIN SKYHAWK

Level skip
Press A, B and up on the second controller to skip levels.

CASTLEVANIA

Different endings
After you've finished off Dracula, enter these codes for alternative end sequences.
For the second ending enter: `CTMV W26K R5KN SIBK`.
For the third ending enter: `C1DF Ø26D L1KN SWJK`.

Defeating Dracula
To kill the first incarnation of Dracula, kneel on the platform on the right-hand side and whip him in the head. When he dies, he will change shape – go to the left-hand side and use your whip in conjunction with any weapon that you may have (the holy water and boomerang are best).

CASTLEVANIA III

Extra power-ups
On the first level collect all of the power-up pods that you can. Use them to increase your speed and missiles. Ensure you collect the extra life near the beginning. Let the time run out, and repeat the manoeuvre – as long as you keep collecting the 1-Up, you won't lose any lives and you'll be able to build up your powers.

COBRA TRIANGLE

Extra lives
Enter `Help Me` on the name screen and you'll start with ten extra lives.

CRACK OUT

Passwords
Enter the following to get to later stages:
`NOBCZ2.CW5103` – stage 4-10
`NOBCZ3.DWK503` – stage 4-11

End of game password
Enter the password `MERRY CHRISTMAS` into the computer at the end of the game.

DIRTY HARRY

Infinite lives
On the password screen, enter `CLYDE`. Dirty Harry is now immortal!

DOUBLE DRAGON

Defeating Willy
To defeat the end-of-game guardian, evade him until he starts firing. When he starts shooting, position yourself just above or below him, and move in with a jump-kick. Repeat the manoeuvre.

Mega Warp
After choosing one or two player game, go to the character selection screen and on controller one, press; Down, Up, Up, Down, A, B, B and A. This will give you ten lives and the ability to skip to any level.

Super Warp
This code gives you five lives and the ability to warp. On the title screen on controller one press B, A, Down, B, Up, Down. Once you here a tone press Start to access the warp screen.

Five lives
On the character select screen, hold Up, A, B and then press the Start button.

DOUBLE DRAGON II

Extra lives
If you are playing alone, select the two player Game B mode and beat up the other character. Each time you kill the other character, you will be rewarded with an extra life.

Continue mode
Press the following combinations to continue the game at the end of the relevant stage (use the second controller for entering the very last cheat):
Up, Right, Down, Left, A: Stages 1 to 3
Up, Down, Left, Right, B, A, A: Stages 4 to 6
A, A, B, B, Down, Up, Right, Left: Stages 7 to 9

DRAGON'S LAIR

30 Lives
Enter your highest score as `BATS`. This will give you 30 lives.

The elevator
Take the following exits from the elevators to get to Singe:
After the hallway – second exit
After the mines – third exit
After the reaper – first exit

DUCK TALES

Infinite lives
Go to the African mines and you will be instantly transported to Transylvania. Find the two extra lives. One is found by going right, up the first rope, right to the next rope and up, and it is in the chest on the top-right. The second is one screen down and to the right of the section where you ride in the mine train. Return to the mirror near the beginning of the stage, jump over the chest (so that you don't collect the key), and then return to the African Mines to repeat the procedure.

Bonus stage
If the 10,000 digit of your score is 7 (the fifth digit from the right) when you accept a lift back to Duckberg with Launch pad, you will stop off at a bonus stage on the way.

DYNABLASTER

Go straight to level 50 with one life
Level 50 – `FECPIANNMJGGKOIDJABA`
Secret Level – `BACDIHCLOAFHABDNMOL`

THE EMPIRE STRIKES BACK

Full Force powers
Press Start while playing to call up your force powers, then hold Right on the controller, then press Select, Start, A, B, together then B, B, Start, A, B, Start, B, B, Start.

FARIA

Extra options
Enter your name as `GAOGAO` to receive invincibility, unlimited gold and other great bonuses.

FAXANADU

Extra money
To get an extra 1500 gold pieces at the start of the game, visit the King to get the first lot of money, spend it all so that your money level is zero, then go back to the King and he will find an extra 1500 gold pieces for you.

Password
For just about every conceivable item you could imagine, enter the following code:
`k8fPcv?,TwSYzGZQhMIQhCEA`

GAUNTLET 2

Exits
To turn all of the walls into exits simply stand completely still for two to three minutes – first the doors will disappear, then the walls themselves.

GHOST BUSTERS

Loads of money
Fancy starting the game with just under $2 million. Enter `AA` on the first stage, then and `1173468723`. Now press A and the dosh is yours!

GHOSTS 'N GOBLINS

Level select
To start on any level, hold Right, press B three times, release B, press and release Up, then B three times, press and release Left, press B three times, press and release Down, and then B three more times, finally press Start.

GI JOE

Passwords
Mission 1 – `PSON5XGZ4`
Mission 2 – `NSPN5DPZ`
Mission 3 – `N36HN5XGB`
Mission 4 – `5369N5XGG`
Mission 5 – `DRBJ0VD8H`
Mission 6 – `ZND39N5XF`

GOAL

Passwords
Use these codes to play in the various matches leading up to the semi finals and finals:
`GTXAREZC`
`GZHIKUIK` – Semi finals, England vs Brazil
`HTXAREZC`
`GZHIKUIL` – Final, England vs USSR

GODZILLA

Special passwords
Following are a number of special passwords and their effect:
`DESTROY ALL MONSTERS` – to fight all the monsters
`MONSTER Ø` – to fight monster zero
`START TO END` – to watch the end sequence

GOONIES 2

Password
For all Goonies and necessary equipment, enter the following password: `Z4G "!41 40" "KOK`

Extra equipement code
`SugNY4wT!NUU!!uF`

GRADIUS

Full weapons
Pause the game, and push Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start. This will give you missiles, options and shield, but you can only use it once per game.

Continue mode
As soon as your last ship is destroyed, press Down, Up, B, A, B, A, B, A, B, A on controller one. You'll need to be on stage two or higher, and you'll also have to enter the code quickly.

GREMLINS 2

Stage codes
No matter what stage you want to get to, there's a code for it:

`BVKH` – level 1-2	`ZFPJ` – level 3-2
`DXNH` – level 2-1	`SHMC` – level 4-1
`CGMW` – level 2-2	`VLBB` – level 4-2
`NJDT` – level 3-1	`NXRD` – level 5-1

GUERILLA WAR

Level and Difficulty select
When the title screen appears press A, B and Start. A separate menu will reveal itself allowing you to choose your start level and game difficulty.

GUN*NAC

Level Select
On the title screen, enter the "Config Sys" mode and set the sound test to Ø5. Now you can go to any area in the game.

GUNSMOKE

Unlimited ammo
On the title screen, press Right, Right, Right, Right, Select, Select, Select, Select, Right, Right and then begin the game. You'll be given a machine gun with plenty of ammo to help you rid the townships of pesky bandits.

GUNSMOKE 2

Extra weapon
For a machine gun and 100 bullets, press A, A, A, A, Right and Right.

HOOPS

Final match
Enter `LUXLRZTLR` on the password screen to play the final match. Win and you'll be treated to the brill end sequence.

THE HUNT FOR RED OCTOBER

Submarine power-up
To power-up your sub during the game, pause the game and then press A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, Select, A, B, B, A. You can only use this once per game, so use it wisely!

Jump levels
Another cheat which you can only employ once per game is this level skipping one. Pause the game and press A, B, Select, Right, Left, Left, Right, Select, B, A, B, B, A.

IKARI 3

Infinite continues
To continue when you've lost all your lives, press Up, Right and A when you die.

IKARI WARRIORS

Extra continues
To continue when you have lost all of your lives, press A, B, B, A before Game Over comes up.

Level select
On the title screen, press Up, Down, A, A, B, Left, Right, A, B, Up, A, Down, Right, Right, Left, B, Up, Left, A, Right, B, Left, Right, A, Left, Up, A, Down, A, Right, Left and finally B very quickly. Use A and B.

IRONSWORD

Boost
For a power boost, enter this code:
`NTTMMNWLPPBDZ`

Extra lives
If you have less than two extra lives recorded in your password, alter the fifth character to an `N`.

ISOLATED WARRIOR

Level codes
Use the following codes to progress further into this infuriatingly demanding game:
`5963` – level 2
`8920` – level 3
`Ø7Ø5` – level 4
`5826` – level 5
`2687` – level 6

JACKIE CHAN'S ACTION KUNG FU

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

JAMES BOND JR

Passwords
Mission 1 – `Ø33481`
Mission 2 – `258ØØ`
Mission 3 – `32Ø37Ø`

JIMMY CONNOR'S TENNIS

Passwords
These codes should get you to later tournaments enter the ball sign as % to get them to work.

```
DM*X T%*W BWB2 *7BQ *VTZ *Q*P
*P*T *T*M *WMZ
FZ*V v%*W BWBH B7BV *6*8 *2*%
*%*5 *%*T *W3T
%*B1 VRBW B2B3 WKCV *6*C B2*%
*%*o *%*T *597
1*B6 VXV9 VDVC X5DV **BC B2*%
*%*F B%*T * WFC
2*B6 B6V7 WWW3 DCF% TNBC BBB7
*7*F B7*3 *M2%
```

KABUKI QUANTUM FIGHTER

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

KENDO RAGE

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

KICKLE CUBICLE

Special game passwords

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

KID ICARUS

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

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

KING OF THE BEACH

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

THE LAST NINJA

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

LEGEND OF ZELDA

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

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

LEMMINGS

Passwords

	Taxing level	Mayhem level
Level 20:	`BDRMLN`	`LJJDJJ`
Level 21:	`JSDASV`	`KBGVXM`
Level 22:	`QWRTLR`	`SSHSJS`
Level 23:	`QHQLJS`	`LZTRYD`
Level 24:	`MRGHFW`	`VGXNFM`
Level 25:	`WHGXZL`	`ZQQPLM`

LIFE FORCE

Steal a life
To steal a life on a two-player game, press A and B simultaneously.

Extra lives and continues
On the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start for 30 lives and four continues.

LITTLE NEMO

Stage select
On the title screen, press the following buttons: Up, Select, Left, Right, A, A, B. "DREAM SELECT" will appear, so put the arrow next to that, and press the A button once for each stage that you wish to skip. Once you have decided the number, press the Start button.

LOW G MAN

Level codes

Level 1.1 – `JPN1`	Level 3.3 – `8ØMB`
Level 1.2 – `386V`	Level 4.1 – `SCRD`
Level 2.1 – `M1CH`	Level 4.2 – `LV12`
Level 2.2 – `31ØØ`	Level 5.1 – `SØN8`
Level 2.3 – `MØ52`	Level 5.2 – `5VLB`
Level 3.1 – `FLLF`	Level 5.3 – `SGJK`
Level 3.2 – `HV1Ø`	

Start with eight lives
Code – `LØBB`.

Increased weapons
Code – `SHOT`.

Stage passwords
Get to later levels in this massive, tough game by using the following codes:
`M1CH` – level 2
`FLLF` – level 3
`SCRD` – level 4
`MP45` – level 5

Secret Stages
Enter the following for two new stages:
Train – `AMAN`
Hovercraft – `NAKA`

MANIAC MANSION

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

Calling the police
To call the Meteor Police, use Bernhard to get the tube from the radio in the living room, and then put it into the socket of the radio in Dr Fred's room. Call the frequency

written on the wanted poster with the Radio.

Destroying the mansion
Go up the stairs and through the security door and go to the fifth strip of wallpaper hanging down. Look for a keypad and select "Use Keypad", a number comes up and shortly after the mansion explodes.

MARBLE MADNESS

Extra time
Select a two-player game when playing solo, then finish the level and you will be granted extra time in the next stage.

MCDONALDLAND

Extra heart energy
On the club house level 1-2, kill the first squirrel with the top block and move on. Pick up one block from the pile of six and then stand under the spider. When the spider climbs to its highest point, press the the B button while pushing Up. This will send the block up to kill the spider, bounce off the stump and then off the screen. Do this as often as you like; gaining an extra heart of energy every time.

MEGA MAN

Lightning trick
To increase the damage caused by a lightning shot, repeatedly press the pause button as soon as the beam connects – each time that you unpause the game, another hit will register.

MEGA MAN 2

Level codes
Airman – A1, B5, C3, C4, C5, E1, E2, E3, E4.
Bubbleman – A1, B2, B5, C3, C4, E1, E2, E3, E4.
Quickman – A1, B2, B5, C3, C4, E2, E3, E4, E5.
Heat man – A1, B2, C3, C4, D3, E2, E3, E4, E5.
Woodman – A1, B2, C4, D1, D3, E2, E3, E4, E5.
Metalman – A2, B1, B3, C1, C4, C5, E3, E4, E5.
Flashman – A1, B2, B4, C1, D1, D3, E2, E3, E5.
Clashman – A1, B2, B4, C1, D1, D3, E2, E3, E5.
Dr Willy – A1, B2, B4, C1, C5, D1, E3, E5.

No guardians
To play the game without having to take on the end of level guardians, enter the following codes:
Airman A1, C145, D135, E13
Woodman A1, C34, D235, E12

Weapon codes
Enter the following codes for weapon selection:

Flash guns	1C
No Crash	2E
Bubble guns	1D
No metal guns	1E
Heat guns	2B
No air guns	2D
Wood shield	3D
No boomerang	4C
Air guns	3E
No bubble guns	3C
Boomerang	4B
No wood	5B
Metal gun	5E
No heat guns	5D
Crash	5C
No flash guns	4E

Password
To get to Dr Wily enter the following code:
A1 B2 B4 C1 C5 D1 D3 E3 E5

MEGA MAN 3

Password
To get to the last boss, enter the following on the password screen (you may not automatically appear at the desired location; if so, let yourself be killed and then continue as normal to reach the last of the areas):
T1111 11611 11111 11111 11116

Passwords

Top man	A3, C5
Hardman	A3, C5, E6
Snakeman	A3, C1, C4
Geminiman	A3, B5, C7
Magnetman	A3, B5, C5, D6, F5
Needleman	D3, A3, B5, D6, F2
4 special	A3, B5, D3, F4, F2
Dr Wiley	A1, A3, D3, F4

METROID

Extra weapons
Enter your name as JUSTIN BAILEY to become a woman with extra weapons.

Super jump
To jump really high without the Rushcoil, hold Right on the second controller, then jump as usual with the A button, making Mega Man fly into the air!

MICRO MACHINES

Qualifying race
It doesn't matter what position you come, as long as when the race is over, you press Up, Select and B, holding them until the screen goes the colour of the water. Now press Start. The game should now read, "Qualify – 6 Lives."

Race 2 (Desktop Dropoff)
When you jump off the folder, pause the game. The screen should now go white. Unpause the game, and you should have got yourself an extra life, but this will not show until you finish Tuff Trax or lose a race.

Race 4 (Sandy Straights)
Go backwards until you get to the first bend, quite near to the water and pause the game. The lap counter will go down. Now go back, cross the line and you've won.

Race 7 (Handman's Curve)
Go to the bottom left of the track, leaving the other warriors and you will come to a big oil can. Go to the spout, and drive in as far as you can and pause the game a couple of times. The screen will go white, and you will have won.

Race 9 (Sahara Straights)
Follow the track around until you come to a footprint in the sand. Go to the bottom of it and Pauses the game. The screen should turn white. Unpause the game,and you will have got turbo acceleration.

Race 10 (Potted Passage)
Follow the green pipe down until it disappears into the plants. Get your chopper into the little gap, and Pause the game. The screen will go white, and you will find that you have super sticky grip.

MIGHTY FINAL FIGHT

Stronger characters
Start a game and select Haggar as your fighter. Quickly allow yourself to be killed and when you continue the game select either Cody or Guy and they will have the strength of Haggar.

MIKE TYSON'S PUNCH-OUT

Passwords
Enter any of the codes below to get to the section of your choice (for the last password to work you must press Select, A and B simultaneously):

005 737 5423	–	WVBA minor champ
777 807 3454	–	WVBA major champ
267 853 7538	–	world circuit bout
007 373 5963	–	versus Tyson
135 792 4680	–	another world circuit

MISSION IMPOSSIBLE

Level passwords
Here are the codes for later levels:
HMPR – level 2
KMVW – level 3
XDGJ – level 4
TVJL – level 5
QBYZ – level 6

MONSTER PARTY

Passcodes

Level 2	–	CnDo4Ø3sH
Level 3	–	RvX"HSin4
Level 4	–	tvLG-B6me
Level 5	–	1yF84O77D
Level 6	–	UtBDGC,OJ
Level 7	–	sfhsQVF9B
Level 8	–	a!BBOL?hxNARC
Final	–	DTvgs.iNT

Extra continues
To start the game with two continues in the bank press A, B, Select and Up, then press Start on the title screen.

THE NEW ZEALAND STORY

Warp to an extra life
Just as in the arcade version, there are two warps in this game. The first can be found on level 1-2. Jump up to the second platform from the start, face left and fire until the warp appears. Jump into it, take the warp on the right, continue right on the new screen and grab the extra life. The second is found on 1-3. After you've been through the water near the end, jump to the top platform and shoot to the right. After you've entered the warp, press Left to land on the middle platform, shoot right to reveal the warp and you will reach a room with two more extra lives.

NINTENDO WORLD CUP

Passwords
Codes for every possible match follow:
1Ø3Ø7 – second match
3Ø7Ø7 – third match
Ø15Ø7 – fourth match
22Ø0Ø7 – fifth match
721Ø7 – sixth match
115Ø7 – seventh match
424Ø7 – eighth match
626Ø7 – ninth match
6Ø2Ø7 – tenth match
223Ø7 – semi finals
128Ø7 – finals

PARODIUS

Full Power
Press Up, Up, Down, Down, Left, Left, Right, Right, A, B, A and B.

POW

Extra lives
On the title screen press A, B, B, Up, Up, Down, Left and Start for extra lastibility.

POWER BLADE

Passwords
Get to the stage of your choice with these codes:
B2712209 – stage 2
G3784JD2 – stage 3
6843D12F – stage 4
IBJ39FK4 – stage 5
J23KGBBK – stage 6
77KDIOGJ – stage 7

PROBOTECTOR

Level codes
Level 2 – 1227
Level 3 – Ø5Ø1
Level 4 – Ø948
Level 5 – 2168
Level 6 – Ø666
Level 7 – 1192

30 Lives
At the title screen, type in the following before the music stops. Up, Up, Down, Down, Left, Right, Left, Right, B , A then Start.

Extra lives
To get 30 extra lives, press Up, Up, Down, Down, B, A, Start on the title screen.

THE PUNISHER

25 Bazookas
At the start of the game on the wanted poster screen, enter the following code using the cursor pad of the second controller and the A and B buttons on the other one. Press as follows: A, B, B, Up, Up, Left, Down, A, then press A to start the game. If you enter it correctly a noise will sound and you will be given 25 bazookas, each with 25 rounds.

RAD RACER

Continue
To continue on the same track you were previously racing on, press A and Start simultaneously.

Stage select
To choose any level, select your car and then on the demo screen press the B button to increase the tachometer by two lights. Each time you press the button the level selected increases by one. Once you've decided on your course, hold Up and Right and press A and Start.

RESCUE RANGERS

Get back lost lives
As soon as you lose a life and are off the screen, go to the inventory screen and push A and B simultaneously. It should say "Start Again". Now click on your player again, you will not have lost a life.

ROBIN HOOD

Passwords
On the title screen, press A eight times and B eight times to get a password screen. Now enter any of the following to reach various parts of the game.
CATACOMB, WALL, LOCKSLEY, DUBOIS, CHONE, CATHEDRAL, BOAR, WELL, CHAPEL, MASTER, TAX, POND, VILLAGE, TOWN, TOWNHANG, CASTLEIN.

ROBOCOP

Infinite continues
When your continues have been used up, you can still carry on by pressing A, B, Select and Start on the title screen.

ROCKIN' CATS

Recharge energy
Pause the game, hold Down, A, B, then press Start to recharge your energy. You can use this cheat as often as you like throughout the game.

Channel select
Pause the game, then press A three times to allow you to return to the channel select screen at any time during the game.

ROLLING THUNDER

Passwords
Story 1, area 3 – 6426099
Story 1, area 5 – 1450064
Story 2, area 7 – 6609809
Story 2, area 9 – 3495242
Story 3, area 1 – 6692956
Story 3, area 2 – 4516110
Story 3, area 3 – 6396857
Story 3, area 4 – 4249741
Story 3, area 5 – 6916079
Story 3, area 6 – 7236972

SILVER SURFER

Passwords
To access the cheat screen, press Up on both control pads and enter these codes.
Extra continues – J8SCL9
Invincibility – KJTTJK
Infinite continues – SJM333
Full power – CKWJT4

SKATE OR DIE 2

Stage select
Start the game with two controllers and press Start, A, Select and B on controller two. Now push Right to go to the Mall, left for the Beach or Up for the Planet level.

SMASH TV

Secret warp
Go to the title screen, on controller two, hold Down and the B button. With these held, press Start on controller one and then choose all of the normal options for a circuit select.

SNAKE RATTLE N ROLL

Warp
To warp to level 3 go to the first island and press B and A.

Warp to world eight
Try to reach the end of the first level within four seconds. If you make it, you'll come across a rocket which will allow you to warp to level eight.

Extra continue
Make sure you are hit by the last yellow anvil on level four. You must be standing on the square in front of the scales when it hits you.

SOLAR JETMAN

More money
DDDDDDDDDDDD – $111,111
GGGGGGGGGGG – $222,222
LLLLLLLLLLL – $555,555
PPPPPPPPPPP – $888,888
QQQQQQQQQQ – $999,999

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

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

SOLSTICE

Infinite lives and magic
During the game, get the sub-screen up with the Select button. Press B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, Start, B, Start, Start, Start, B, B, Start, B and Start. If you've done it correctly the screen will flash and, the next time you look at the sub-screen, your lives will be at maximum and all of the potions will be full.

STAR TREK

Passwords

Masaba	–	R6XW MLFT ?6XD
Lekythos	–	P?RV !RZH LAQD
Romulan	–	KA55 R?XC LA4D
Shroud	–	J!3L RZX7 M?BD
Lotia	–	JH1L !XX3 K?DD

STAR WARS

Unlimited lives
In Obi-Wan Kenobi's cave you will find two extra lives hidden behind a secret wall. To find them, go right from the start of the cave section, drop down to a long platform near the end of the level, go left to the wall, fall to the platform on the right, and then fall down to the long platform directly below. On the left you will see a small platform; jump from this into the wall, and you'll find that you can walk through the wall to two extra lives. Leave the cavern and repeat the manoeuvre until you have nine extra lives. It's really that easy.

SUPER MARIO BROS

Warp to world 8
In level 4-2, find the invisible blocks just after the first lift by jumping up and down. Use these invisible blocks to punch the otherwise unreachable block. The punched block will reveal a most useful vine which, upon climbing, leads to a bonus level and the wonderful warp.

SUPER MARIO BROS 2

Warp from world 1-3
At the end of the first section of world 1–3, drop a potion next to the large plant pot, go in the door and down the pot to warp to world four.

Warp from world 3-1
When you reach the waterfall, fall into it and land on the platform at the bottom. Go through the door, head right, pick up the potion from under one of the plants, drop it by the pot, go in the door and down the pot to world five.

Warp from world 4-2
On the whale section, run to the right, pick up the potion, and continue until you reach the flower pot. Work your way around to it, drop the potion, do what's required and head off to world six.

Warp from world 5-3
You'll need Luigi to be able to make it to this warp. After climbing the ladder into the level, super leap to the top platform, and use the potion to go in the warp door and down the pot. This leads to world seven.

Warp whistles
The first warp whistle is on world 1–3. Go to the white block surrounded by four other coloured blocks, then crouch down for five seconds on top of it. You will fall through behind the background – run to the right and you'll eventually reach a house. Toad will give you the first whistle. The second is in the first world's fortress. At the end of the first section, fly up to the roof, get on top and run to the right. When you stop, press Up – you will then enter a door leading to the second whistle. To get to world 8, blow one whistle to get to the warp section, then blow it again once there to get to the final stage.

SUPER MARIO BROS 3

Extra lives.
At the end of a stage, do a super run into the black area, when the whistle blows hit the card and you will get a star. Keep repeating this to get extra lives and points.

27 "P" Wings
Complete the game and press Up, Up, Down, Left, Right, Left, Right, A, B, Start. This will give you 27 "P" Wings to use at will.

SWORD MASTER

Infinite continues
On the title screen, hold Down and press Select. Now press Start for infinite continues.

TEENAGE MUTANT HERO TURTLES 2

Level select
At the title screen, press Down five times, Right seven times, B, A then Start.

Extra lives and level select
To begin with ten lives and have the option to choose the start level, press the following when on the title screen: B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start.

TMNT (US)

Energy replenish
When low on energy, pause the game and press Up, Down, Left, Right, A then B.

Stage select
On the title screen press, Down, Down, Down, Down, Right, Right, Right, Right, Right, Right, B, A and Start. A stage select screen will present itself.

Ten lives player one
Press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left, B, A and Start on the title screen. You can now play with ten lives.

TERMINATOR 2

High score cheat
Earn a high score on the Cyberdyne level by emptying Arnie's big gun and standing him on one of the desks. He may then crouch down and punch people repeatedly for stacks of points.

TETRIS

Instant completion
Hold down A, B and Select in B Mode Games as one of the shapes falls. When the shape stops, you will have magically completed the game.

Faster game
To add ten levels to the one you've selected, press A and Start simultaneously when the cursor is in the right place.

THUNDERBIRDS

Level select
To select any level, on the title screen press and hold Up Left diagonal and press Reset. Now when the title screen reappears, press A, B and Select to choose any stage.

TIGER HELI

Extra continue
When you have lost all your lives and the black game over screen comes up press the following: B and A together and then Start. Now you can restart the game where you died.

TINY TOON ADVENTURES

3-Up Duck Vader
Complete any level with multiples of 11 carrots such as 33, 55, 66 etc, and then return to the main map (see SUPER XS#1) and you will warp to Duck Vader's ship. Hit Vader three times to get three extra lives.

TOM AND JERRY

99 mice
When the screen with the drawing of Tom and Jerry on (the second title screen) appears, press the following to start the game with 99 mice: Right, Right, Up, Left, Up, Right, Down, B, A, Select, then press Start twice.

TOTAL RECALL

Extra life
Simply sit through the cinema credits to earn yourself and extra life.

TOTALLY RAD

Extra lives
Get to the first green soldier and position yourself so that a massive number of troops come onscreen. Now hold the fire button and get slaying. You will receive an extra life – up to a maximum of 13 – for every 100 men.

TRACK AND FIELD

Last day codes
US – 54HLPHJNI
GB – YAWWWHJ45
France – 5ZHDPZJ2S
USSR – 2M15PZJWS

VIGILANTE

Level select
On the title screen, press, Up, Left, A and B to enter a secret level select menu.

WCW WRESTLING

Championship code
Here's a handy code to get you to the championship as ANIMAL with only two bouts to go. Enter H5YT1YQ7OHNZ on the passcode screen.

WWF WRESTLING CHALLENGE

Tag team cheat
Press Select and B in the Tag Team and Survivor series mode. Now your partner will run around the outside of the ring and beat up your opponent's partner who is also outside the ring.

GAME BOY

THE ADDAMS FAMILY

Restore All Energy
On losing a life, immediately hold down A, B and Select simultaneously, then press Start to restore all your energy.

ADVENTURE ISLAND

Level select
On the title screen press Right, Left, Right, Left, A, B, A and B. The level select is yours for the taking.

ADVENTURES OF LOLO 2

Final Level
Last level code – VQTD

ALLEYWAY

Bat speed-up
To speed your bat up, hold down A.

BART VS THE JUGGERNAUTS

More Money
When you play 'Captain Lance Murdock's skateboard crash and bash', jump two times higher than the Juggernaut's head and get your skateboard. Now lose two times. Now smack the waiting Juggernaut off its platform. This will give you between $7,500 and $8,500.

BATTLE BULL

Final level code
To get to the last level enter 4F** on the passcode screen.

BATTLE OF OLYMPUS

For every item code
Enter: BFFXVNXQNLS8K,CM2FHUX4GW5ZD

BATTLE UNIT ZEOTH

Level select
When the title music ends, press Down, A, B all together five times. You should now hear musical tones. After the first pressing of Start, you will start on level one, after the second, you will start on level two and so on.

BATTLETOADS

Extra lives
Hold down A, B, Down and Start on the title screen to start with five extra lives.

BILL AND TED'S EXCELLENT ADVENTURE

Passwords

Level 2	–	555 4239
Level 3	–	555 6767
Level 4	–	555 8942
Level 5	–	555 4118
Level 6	–	555 8471
Level 7	–	555 2989
Level 8	–	555 6737
Level 9	–	555 6429
Level 10	–	555 1881

BIONIC COMMANDO

Level skip
Whilst playing any level, press and hold Start then press A and B simultaneously. You'll return to the DX-Turbochopper and be able to select a different level.

BLADES OF STEEL

No goalies
Hold A and B on both controllers, then start on controller one.

BLAST MASTER BOY

Level select
On the title screen, highlight the continue option and hold A and press Start.

BOMBER MAN

Codes
IHOLBKMIHL
HKEFPHIDJC

BOXXLE 2

Level Codes

Level 2 – BYNS	Level 7 – BDZB
Level 3 – YBZB	Level 8 – YZPZ
Level 4 – BYPZ	Level 9 – ZYYN
Level 5 – BDYN	Level 10 – DBNS
Level 6 – YZNS	Level 11 – ZYZB
Level 12 – DBPZ	

BUBBLE BOBBLE

Harder game
Enter VLT1 on the password screen to get a much harder game.

Codes
Here are the codes for the last five levels to this classic platform action adventure:

BGL3	–	level 96
VLLD	–	level 97
VGLD	–	level 98
KLLD	–	level 99
KGLD	–	level 100

BUGS BUNNY

Passwords
Level 40 – TX9W
Level 50 – 2TWX
Level 60 – YTKX
Level 70 – SHE2
Level 80 – XHØ2

BURAI FIGHTER DELUXE

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

Eagle	Albatross
HGKM – level 2	HGNC – level 2
CPFG – level 3	BMHB – level 3
JJCM – level 4	DGBF – level 4
DKLF – level 5	JGJH – level 5
Ace	**Ultimate**
GBHC – level 2	GDCP – level 1
MHCB – level 3	LMCJ – level 2
CDMN – level 4	CCHL – level 3
KDPG – level 5	HFKP – level 4
	BNGN – level 5

Password
Enter this password for 100 lives: HGDM

BURGER TIME DELUXE

Level codes

2-1	–	EEHB
3-1	–	HBBP
4-1	–	PEEP
5-1	–	TTPB
6-1	–	PTTH

CAPTAIN PLANET

Level code
Game end – 5Ø621Ø

CAPTAIN SKYHAWK

Level skip
When playing, press Up and B together.

To become Indestructible
Push pad Up, Right, Down, Left, then Up four times.

CASTLEVANIA

Extra lives
Don't destroy the first candle in stage one, but do whip all subsequent ones and the 11th will reward you with an extra life.

Bonus stage
On stage one, keep climbing one of the last ropes despite the fact that there's a ceiling in your way – you'll come to a bonus room.

BUSTERS

CASTLEVANIA II
Extra lives
Enter two candles then two hearts as your password and you will have nine extra lives.

Passwords
Crystal Castle – BLANK, CANDLE, HEART, HEART
Rock Castle – CANDLE, HEART, HEART, CRYSTAL BALL
Plant Castle – CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL
Cloud Castle – HEART, HEART, CRYSTAL BALL, BLANK
Final Showdown – BALL, HEART, CANDLE, HEART

CAT TRAP
Level skip
This cheat will complete any level you're playing and is in effect a level skip. Press Start, Select, A and B at any point in any level to activate the cheat.

CHOPLIFTER II
Passwords
SKYHPPR – stage 1–2
CHPLFTR – stage 2–1
RGHTHND – stage 2–3
TRYHRDR – stage 3–2
CMPTRWZ – stage 4–1
VRYHPPY – stage 4–3
LKYBYSS – stage 1–3
BYMSFWR – stage 2–2
GDGMPLY – stage 3–1
SPRYSKS – stage 3–3
CHPYBYS – stage 4–2
GMBYQZD – stage 5–1

DAEDALIN OPUS
Level select
Type in ZEAL on the password screen for a level select.

Final level
Type in FINE on the password screen to access the last level.

DEAD HEAT SCRAMBLE
Level skip
To play any level, on the title screen, press B eight times, A eight times and B for as many levels as you would like to skip.

DYNABLASTER
Passwords
Enter the following code to go to Faria:
35NPSDJD

ELEVATOR ACTION
Items
The items given to you from the ? doors are selected by the third digit from the right of your score. The chart below shows the item you will receive.

Ø, 1	–	Shotgun
2, 3	–	Machine Gun
4, 5	–	Pistol
6, 7	–	Grenade
8, 9	–	Heart

FACEBALL 2000
Level Warp
At the end of level one, turn and face the opposite wall. Shoot it to reveal a secret door with an orb behind it. Activate the orb to find yourself warped to level ten.

FERARRI GP CHALLENGE
Passwords
Level 2 – BPDFGMJLBKDHGJKT
Level 3 – CHDJGTJLBKDJGKLZ
Level 4 – CPDNGTJLCCDLGLNP
Level 5 – CSDPGTJXCHDLGMPS
Level 6 – DLDPGTKLCMDPGNQ2
Level 7 – DSFHGTKLCMDSGPSN
Level 8 – FLFLGTKLCPDSGQTN
Level 9 – FLFLGVKQCRDSGRTX
Level 10 – GPFLHKRDCDSGSWL
Level 11 – GJFXHQKVDCSGTXV
Level 12 – GJFXHSLNDCFGGVYY
Level 13 – GJGHHVLSDKFHGWZZ
Level 14 – GJGHZLSDKFKGX1P
Level 15 – GJGKJSLSDKFLGYJM

THE FLASH
Passwords
Level 2 – 23 DELIVERY
Level 3 – DENIM BLUD
Level 4 – TRACK 29
Level 5 – 99 PICASSO
Level 6 – INGOT LANE
Level 7 – 7th MARKET
Level 8 – TRACK 12
Level 9 – RUE IE DAY
Level 10 – TIN ALLEY
Level 11 – GORBY WAR
Level 12 – TRACK 66
Level 13 – FUN HOUSE

FORTRESS OF FEAR
Extra lives
You will first need to score enough points to get on the title screen. Then enter your name as W♥W. In the next game that you start, you'll have six extra lives!

GARFIELD
Passwords
1: LFDB
2: VCSB
3: TRFF
4: ZFRG
5: NGSF
6: QDCZ
7: KCNG
8: TRBD
9: LGCK
10: WGRD
11: TCMF
12: RBCN
13: NBNF
14: GPBL
15: RBCT
16: RCNG
17: FCRF
18: YBRB
19: SGNG
20: GGLD

GARGOYLE'S QUEST
Passwords
Level 1 – K8ED HWA7
Level 2 – JXAH VR6Y
Level 3 – WPXD 4BGO
Level 4 – D57A GTUO
Level 5 – 9FJA TLJA

Last area password
Go straight to the very last area by entering KKKK KKKK as your password.

GAUNTLET
Open doors
To open all the doors, stand in a safe place for 100 seconds and all the doors will open.

GHOSTBUSTERS 2
Guardian strategies
When fighting the end-of-level guardians, try to position the trap buster in front of you since it is invincible and can stop their attacks; leaving you to concentrate on shooting them.

GREMLINS 2
Level code
Code for level 4-2 – VLBB.

GO! GO! TANK
Invincibility
On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start to become invincible.

GOLF
Reset shot
If you play a bad shot, press A, B, Select and Start before the ball comes to a stop. This will reset the game, yet – thanks to the Game Pak's battery – when you restart, you'll begin on the shot that you just played.

HUMANS
Passwords
1: XXXX
2: CVBM
3:QWSD
4: PLKP
5: MNBV
6: VBCD
7: ZXVZ
8: KJKR
9: PYST
10: LKLQ
11: HDZW
12: NBGF
13: SWQR
14: TYTL
15: XRTD
16: CDSR
17: JHYD
18: MJHN

THE HUNT FOR RED OCTOBER
25 Extra lives
On the Map screen, hold down Select. At the same time press Up, then Down.

Extra missiles
On the screen showing you the map, press A and B simultaneously then Up and Down. You'll start the game with 25 missiles.

Stage select
On the title screen, press Left, Right, B, Select, Left, Right, B, Select and Start. Use Left and Right to select the level and Start to begin.

HYPER LODE RUNNER
Stage select
When you start the game and the initial score screen appears, press A or B to raise or lower the stage number. You can only go up to stage 16 in this way; for anything else you need a password.

KICKLE CUBICLE
Level code
Level 30 – TJBY EGCE

KID DRACULA
Passwords
Level 2: 5613
Level 3: 3272
Level 4: 7283
Level 5: 5346
Level 6: 7225
Level 7: 5539
Level 8: 7158

KING OF THE ZOO
Stage select
When choosing your character, move the cursor to the desired animal, hold Left and B, and then press A to make the round number appear. Use Up and Down to alter it and then use the Start button to begin.

KIRBY'S DREAM LAND
Configuration Mode
On the title scren press Down, B and Select all at the same time and a configuration mode appears. Using this you can give yourself more lives, listen to a sound test and change the amount of energy you have.

Extra energy
On the title screen, press Down, Select and B simultaneously.

Change difficulty
Also press the following buttons on the title screen to access the more difficult extra game: Up, Select and A simultaneously.

KIRBY'S PINBALL
Play bonus games
On the title screen press Left, B and Select simultaneously, when the high score table appears, a cat will walk across the screen. Begin the game and select any of the stages, but what will happen is that you will start playing immediately on the bonus games.

KLAX
Duplicate block
Wait until you get a block you're happy with and press Select if you want to duplicate it.

KRUSTY'S FUN HOUSE
Passwords
Level 2 – MCBAIN
Level 3 – MILHOUSE

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

LEMMINGS
Passwords

	FUN	TRICKY	TAXING	MAYHEM
20	PLSTFL	PSDHWJ	DRMLND	LJDJWR
21	JXFCBS	CHTLNX	JSDHSW	KBCVXM
22	SDFGLD	GFTTYQ	RRHRNS	SHSJSG
23	QGHSDF	BSWHTW	QHQJSD	LZTRYW
24	OKZDTS	KSSLSNF	RGHFWX	GXNFPL
25	LZDGQH	JTYRDN	WHGXZL	ZQPLMG

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

New tune
Enter your name as ZELDA and a slightly different, funkier tune will begin.

Stealing bow
When you have enough money for the bow, go into the shop, buy it and as the money is being deducted, save the game. When you return to the game you will have the bow at no cost!

Stealing bow (method b)
Pick up the bow, run around the shopkeeper a few times to confuse him. When he is not looking at you, run out the door and the bow's yours. The shopkeeper's not to happy about it though and will kill you if you try and go back in!

LOCK 'N CHASE
Stage select
Press A, A, B, B, A, B, B on the title screen to reach all new stages.

MARIO TENNIS
Super service
Press A and B together for a huge rollercoaster of a serve.

MEGA MAN
Battling Dr Wily
To go to Wily's fortress enter the following code:
A2 A3 B4 C2 C3

Codes
Elecman: A2, 4, B3, D1, 2
Iceman: A1, B4, C1, D2, 3
Fireman: A2, 3, C1, D2, 3
Cutma: A2, 3, B4, C2, 3

MEGA MAN 2
Passwords
Air – A2, B1, B3, B4, C3, D2, D4
+ Needle – A1, A3, A4, B3, C1, C4, D1, D2, D4
+ Clash – A2, B1, B3, B4, C3, D1, D2, D4
+ Metal – A2, A3, B1, C3, D1, D2, D4
+ Wood – A2, A3, B1, B4, C3, D1, D2, D4
+ Hard – A1, B3, C1, C2, D1, D4
+ Magnet – A3, A4, B1, B3, C1, C2, C4, D1, D3
+ Top – A1, A3, A4, B3, C1, C2, C4, D1, D3

METAL GEAR
End of game code
Enter: T1111116111111111111111116

MERCENARY FORCE
Level select and extra money
On the title screen, press Up, Select, A and B simultaneously, then press the Start button. You will then have 50,000 yen to spend. Once you have chosen the characters that you want to take on the adventure, the stage number will appear – quickly alter it to the level that you want and get ready for a far easier fight!

MICKEY MOUSE
Level skip cheats
Press Up, Select, A, B and Start to reach the Pirate Ship.
Press Down, Select, A, B and Start to reach the Castle.
Press Right, Select, A, B and Start to reach the Ocean.
Press Left, Select, A, B and Start to reach the Woods.

MONSTER MAX
Level codes
Level 2: -LNRX*49
Level 3: V?259JQX
Level 4: -8BHMT#1
Level 5: *Z!?49KV

MORTAL KOMBAT
Finishing moves
Liu Kang: Right, Right, Left, B
Rayden: Left, Right, Down, A and B.
Kano: Down, Right, Right, A.
Sub Zero: Right, Down, Right, B.
Sonya: Left, Left, Right, A and B.

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

MYSTERIUM
Super power
When the map appears press A, B, Start and Left to grab a pass key. Drop it into the pool to get the down level then drop that to get the up level. Now drop that to get the super power.

NARC

Extra continues
Before you start your game on the title screen, press and hold Up, Select, A, B, then press Start. When you die, you will be given two continues.

NEMESIS

Extra power-ups
For additional speed and a force field, pause the game and press the buttons B, B, B, B, B, A, A, A, A, A. When you unpause to continue the game you will be equipped with the extra power-ups.

Extra weapons
For complete weapons, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

NINJA BOY

Extra Continue
On losing your last life, press A, B and Start. You can now continue from where you left off.

NINTENDO WORLD CUP

Passwords
Following are all the codes for the various matches you can play:
Ø8645 – semi, England vs Argentina
Ø1645 – final, England vs Germany

Supershots
When playing as England, try running with the ball for five steps and then shooting. If you time it just right you will let loose a supershot which is unstoppable.

OPERATION C

Ten Lives
On the title screen press Up four times, Down four times, Left four times and also Right four times. Follow that with A, B and finally Start to begin the game with ten lives.

PARODIUS

Extra weapons
Pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B and A. This will give you a whole set of extra weapons!

Max power-ups
While you're flying through space press Pause, then Up, Up, Down, Down, Left, Right, Left, Right, B and then A to obtain all of the power-ups.

PENGUIN WARS

Stage select
On the title screen hold down Left, then press B then A. A number will appear in the corner of the screen. Push Up or Down to select your starting level.

PIT-FIGHTER

Continues
Upon being defeated, press Down and A to continue.

PIT-MAN

Level codes
Here's a selection of codes to get further into the game:

Level 50	–	**C75X**
Level 80	–	**LGHQ**
Level 95	–	**Q2ZH**
Level 100	–	**RGIH**

PIPE DREAM

Passwords
Enter the following codes to get yourself further into this frustrating puzzle game:
HAHA – level 2
GRIN – level 3
REAP – level 4
SEED – level 5
GROW – level 6
TALL – level 7
YALI – level 8

PRINCE OF PERSIA

Passwords
Level 2 – **51798Ø75**
Level 3 – **41698Ø65**
Level 4 – **71198Ø15**
Level 5 – **61098Ø05**
Level 6 – **11398Ø35**
Level 7 – **47769332**
Level 8 – **31998Ø95**
Level 9 – **21498Ø85**
Level 10 – **81498Ø54**
Level 11 – **51798Ø74**
Level 12(a) – **41698Ø64**
Level 12(b) – **71198Ø64**
Level 12(c) – **61098Ø14**

Final level
To reach the level 13, enter **77Ø 27514** on the password screen.

PROBOTECTOR

Level select
On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A then Start. You will now get a music tone, use the arrows to select the level, then press Start.

Extra lives
On the title screen, press Up four times, Down four times, Left four times and Right four times. Now press Start.

PUZZNIC

Level codes
Use these codes to get further into the game. All the full stops and spaces are to be entered for some of the codes to work.

Level 5	–	**DON. DOKO**
Level 10	–	**TAKA MINE**
Level 15	–	**YUVA NISI**
Level 20	–	**HORI MOTO**
Level 25	–	**SEXY ITOM**
Level 30	–	**SANT O.OB**
Level 35	–	**GAME BOY.**
Level 40	–	**HATT ORI.**
Level 45	–	**TENT SUKI**

Q*BERT

Special movie
On the title screen press, Right, Up, B, A, Down, Up and B. Now sit back and watch a special *Q*Bert* movie!

Q BULLION

Passwords

Level 1	–	**WALL**
Level 2	–	**IDEA**
Level 3	–	**NOON**

RAGING FIGHTER

Player vs same player
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A then B. If it has worked, it will say "command on."

ROBOCOP

See the ending
When the title screen appears, simultaneously press A, B, Select and Start. Now to see the ending without playing the game press Left on the control pad.

ROCKETEER

Level codes

Level 2	–	**492629312**
Level 3	–	**435765818**
Level 4	–	**775545421**

SIDE POCKET

Trick shots
Trick shot 1 – Tap Up four times so that the indicator is just touching the first ball, then have one 'follow', and hit the ball at full strength.
Trick shot 2 – Simply hold Right so that the indicator is perfectly straight then shoot at full speed.
Trick shot 3 – Aim directly at ball number 2, draw back three times and hit the cue ball at full strength.

THE SIMPSONS

Bully-boy tactics
To defeat the three tree-house bullies, fire the boomerang left, then jump over to the bully on the right. He will turn around to face you, and the boomerang will hit him in the back sending him to the ground below.

SNOOPY'S MAGIC SHOW

Passwords
Codes for various later stages in the game:

XQ1A	–	stage 20
TTOT	–	stage 35
BTND	–	stage 40
V5K2	–	stage 50

SNOW BROS JR

Level skip
At the title screen, hold down Up, Select and B. Then press Start and press Up or Down to select your starting stage.

SNOW BROS

Invincible
To become invincible, on the title screen press and hold Left, Down, A and B simultaneously, then press Start.

Map select
Hold Up, Select, B and then press Start.

SOCCERMANIA

Transparency!
Make your opponents invisible by pressing Up, Up, Down, Down, Left, Right, Left, Right, B and A on the title screen.

SOLAR STRIKER

By-passing guardians
When you reach a guardian, go to the top left corner and stay there. After a few seconds, the guardian will disappear. This works well on almost all bosses.

SOLOMAN'S CLUB

Passwords

1–5	–	**RQJSJJJJ**
1–10	–	**RYSY?JJ?**
2–5	–	**JZ4JSJJJ**
2–1Ø	–	**6ZYSYJJ?**
3–1Ø	–	**XZZ7SY88**
4–1Ø	–	**K3ZZY5Y8**

SPANKY'S QUEST

Stage select
Enter **Ø199** as your password and you'll find a rather handy stage select screen.

STAR TREK

Codes
Stage 1 – **Ø523-4**
Stage 2 – **4262-Ø**
Stage 3 – **6841-2**
Stage 4 – **3310-7**
Stage 5 – **7Ø57-3**
Stage 6 – **6Ø46-2**

Enterprise warp
Press Down Left and Select to warp the ship when you are in space. You can only do this once per game.

SUPER MARIO LAND

Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

Extra lives
On stage 2-3, you'll find MARIO spelt out in coins. Shortly after that, a 1-up heart will appear in the wall. Collect as many coins as possible, then grab the heart and let yourself be killed by the next enemy. You'll start off just before the coins – collect them all over again, as well as the heart, and repeat the manoeuvre. Since 100 coins grants you an extra life, your reserves will build up in no time!

TECHMO BOWL

Final level
Enter the code **94BFFDAI** on the password screen to reach the last level.

TEENAGE MUTANT HERO TURTLES

Energy replenish
If your turtle is low on energy, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start to join the action again. You can only use this once per game.

Bonus game select
On the stage select screen, press A, B and Select together, and a question mark will appear on the right-hand side. Choose this and you can practise on the bonus games.

TENNIS

Super serve
Press A and B together on a serve to smash the ball at an incredible rate.

Winning serves
When serving, throw the ball into the air, purposely miss it, and move under it so that it goes through your head; you'll win the point.

TERMINATOR 2

Cheat the clocks
As you play a level press and hold Select to slow down the circuit clocks.

TETRIS

Speed
At the title screen, press and hold Down. Now press Start. When the game starts, you will see a heart next to the level number, this means that the speed has increased ten fold.

Finish Quickly
To finish the game quickly, as the blocks fall press Select A and B simultaneously.

TINY TOONS

Passwords
Level 2 – **Space, Carrot, Space, Carrot**
Level 3 – **Melon, Space, Melon, Space**
Level 4 – **Pineapple, Pineapple, Melon, Melon**
Level 5 – **Melon, Melon, Melon, Space**
Level 6 – **Carrot, Carrot, Space, Space**
Level 7 – **Space, Melon, Space, Space**
Level 8 – **Space, Melon, Space, Space**
Running Bonus Game – **Carrot, Carrot, Carrot, Carrot**
Mallet bonus game – **Melon, Melon, Melon, Melon**

TRACK MEET

Passwords

S Pastrami	–	**BHCBTWVB**
K Ninja	–	**GXMBGWNC**
I B Cheetin'	–	**TBRBNNQM**
Jack Strop	–	**HHTBSRLR**

TURRICAN

Invincibility
Press the following buttons on the title screen and the word "Start" will change to the word "Cheat". If you select it, you will become invincible. The buttons are A, B, B, A, B, A, A, B, A, A, B, A, A.

TURTLES 2

Level select
On the title screen press Up, Down, B, A, Left, Right, B, A, then Start.

WWF SUPERSTARS

Extra energy
Dropkick at the ring, then go back in again and climb up to the top rope. Wait there and your energy bar will be topped up.

WHO FRAMED ROGER RABBIT?

Passwords
Stage 2 – **DLT3QYBY**
Stage 3 – **GPLDMSRC**
Stage 4 – **MMCFGWXJ**
Stage 5 – **BGQTVKJP**
Stage 6 – **RTJBWN34**

WIZARDS AND WARRIORS

Extra lives
When you get on to the high score screen, enter **HEART** as your name and you will start the next game with six extra lives.

Extra power-ups
At the start, go left rather than right to find some useful items.

WORDZAP

Tour of the levels
To see all of the level screens, and go on a world tour press Select, A, Left, A, Down, B, A, Right.

WORLD CUP SOCCER

Passwords

Level 3	–	**Ø3313**
Level 5	–	**36313**
Level 6	–	**17123**
Level 7	–	**42913**
Level 8	–	**56113**
Level 9	–	**51313**
Level 10	–	**97113**
SEMI	–	**Ø8613**
FINAL	–	**Ø1613**

the write stuff

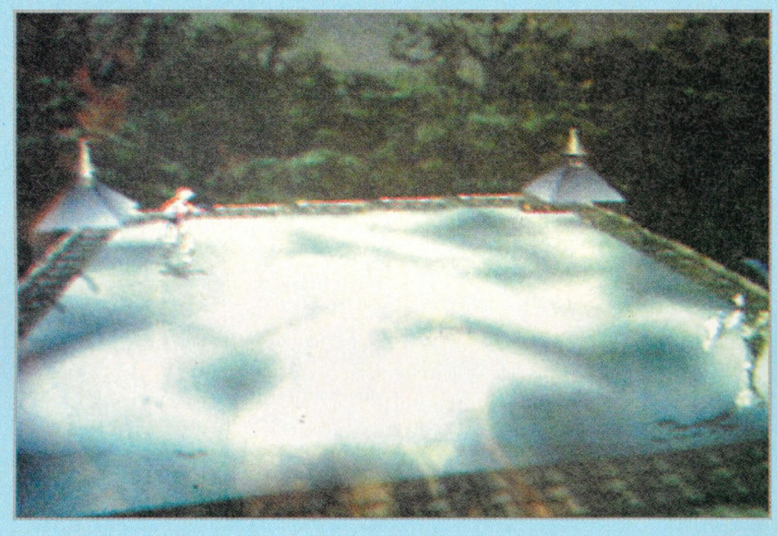
Dear SUPER GAMER
I am a 14 year old Super Nintendo player. My brother and I bought our much loved SNES this year in October. It cost us £100 second hand for the SNES, two control pads and seven games — *Street Fighter 2, Pebble Beach Golf, Super WWF Wrestlemania, Striker, NHL Hockey '93, Super Mario Land* and *Super Mario Kart.* The reason I am saying this is I want to swap these games for something like *Donkey Kong Country* so how many games do you think I will need to swap with a shop to get a game that costs around £50?

Since I had my SNES I have been purchasing your mag issues eight, nine, and this one, ten and will continue simply because it's the best, very clear, has lots of reviews and so on. However I do find it a bit expensive at present; £2.95 a time. Apart from that factor it's brilliant. I have had another mag before called Super Play and I hated it as it was always yapping on about Japanese games and Manga videos and hardly any reviews. It's good that yours isn't like that!

For Christmas I'm hoping to get *Earthworm Jim.* I didn't want to get *DKC* as lots of friends are getting it so I can just borrow it. But one thing did bother me when comparing them from your mags eight and nine. They both scored 96% but *DKC* got more in graphics, sound and longevity so how come *DKC* only got 96 not more? When dividing the ratings I saw the answer — you rounded *EWJ* up 0.5 and DKC down 0.25 so there is not much between them but in all your opinions which is the best?

More people know about *DKC* than *EWJ.* I think Shiny would get more business if they advertised so why don't they.

Just one last thing. The cheat for *Super Mario Kart* where on battle mode you can drive in the dark printed in the cheats book on issue ten, I can't work. Does this cheat actually work? Because other cheats you've printed don't work either, or is it just me? Thankyou for reading my letter. I would really like to find the answers on my letter so could you please publish it in your next mag. Keep up the good work and don't lower your standards to mags like Super Play!
Alex, Hitchin



Super Play, what's that? But seriously, there's no danger of us stooping the levels of inferior mags. As for *Donkey Kong Country*, you're not going to get a shop willing to swap games in the way you suggest. Your best bet is to put an ad in your local paper saying which games you have and which game you would like then see what turns up. There's bound to be loads of people who got *DKC* for Christmas and who'll have finished it by now so there's a good chance you'll get some joy.

As for *Earthworm Jim*, as you say — there's not much in it. It's really down to personal taste whichever one you prefer. Speaking for myself, I reckon *DKC* just about shades it but there really is little to choose between them. They're both excellent titles and both well worth a place in your collection.

I don't know why the *Mario Kart* cheat isn't working. All cheats are tested before going to print. Unfortunately the office copy of *Mario Kart* seems to have gone AWOL so I haven't been able to try it out for you. If anyone else has had a problem with it, please write in and let us know and we'll get it sorted out.

Dear SUPER GAMER
Firstly thank you for the *Lion King.* It has taken pride of place on my wall. Secondly, I am in a state of confusion at the present moment and hope you will help me to solve this. The problem is that I recently visited the US and most stupidly purchased some games for both my SNES and NES. On my return I found that the NES titles did not work without the aid of a convertor, so I turn to you! My SNES games, *Super Street Fighter 2* and *Biometal* are excellent. As for my SNES, I do have a convertor.

What I have found out already is that the Action Replay on the NES works as a convertor but I wondered if the convertor facility is available separately as the Action Replay is expensive and will double the cost of my games that I bought. If you could help me in this very humiliating problem I would be most grateful. One last question that has aroused my curiosity is where have the cheat and review A-Z sections gone in your superior magazine?
Peter Jones, Cardiff

Sadly, Pete my old china, you're out of luck. There was an NTSC to PAL NES convertor at one time but it was so ineffective that it was discontinued. I hope you've learned your lesson. Always think before shelling out money. Just take me for example. I'm not tight, just careful. In fact I often hear people whispering about me, things like 'he's a right banker, that bloke'.

Dear SG
Thanks for bringing out such an entertaining and informative mag.

I bought my SNES a couple of months ago after my Acorn Electron packed up and I couldn't afford a PC. I was initially delighted with the great sounds and graphics which create a terrific backdrop for the games. That however, leads to a problem. The repertoire of games seem to consist mainly of tedious

platformers, beat-'em-ups which I don't like and sports sims I don't want to play. True there are some good games — *Sim City, Zelda* (though I don't understand why most RPGs seem to look and play like this one), *Syndicate* and above all, *Shadowrun*.

Looking back at my Electron, with all its faults it managed to produce humorous adventures (like *Hampstead* and *Dodgy Geezers*) and decent strategy games. So why don't software houses produce games like *Leisure Suit Larry* and *Civilisation* for the SNES. What happened to the *Monopoly* sim and strangest of all, why no chess program?

The future looks just as grim. The new consoles will produce amazing graphics and awesome sounds but predictably dull, boring, samey games.

Unless we can have more variety in the choice of games available, people like me are going to give up on consoles and buy PCs.

Andrew Mitchell, Birmingham

It seems to me, Andrew, that the problem is not with the machine or the games, but with your decision to buy one. From the game's you mention — *Sim City, Shadowrun*, it's obvious that your tastes lie in the RPG/Strategy vein — surely the realm of the home computer rather than the console. Cart based consoles are geared for action arcade games which many people enjoy.

From the tone of your letter, 'sports sims which I don't want to play', it sounds like you probably haven't given them a chance. Get your head out of the sand and try something new. You never know — you might just like it!

As for *Monopoly* and Chess, maybe consoles are just a little too insular for such exploits. Seems unlikely we'll see much of either, since it's hardly commercially viable to put out such games right now.

STAR LETTER

Dear Super Gamer

I'll refrain from spending the first paragraph wittering on about how great your mag is as that's what everyone else does so you must know it already.

Now, I know it's getting to be a boring old subject but I want to have my tuppenny's worth on that old chestnut — cartridge prices.

I've owned a SNES for nearly three years and in all that time have never had very much money to spend. I got it for my birthday when I was 16 and still at school. At that time I used to get about £5 a week pocket money meaning it would take me about six weeks to two months to save up for a new game.

I'm now at university and, as you probably know, we students are a poor breed.

For this reason I rely heavily on magazines such as your good selves when deciding which games to buy as I can't afford to make a mistake. Thankfully your reviews have thus far proven to be spot on. I currently own nine excellent games including *Street Fighter 2 Turbo, Mario Kart* and *John Madden '94* but I still have a problem. No matter how good a game is you still get bored of it eventually. Before my SNES I owned a Commodore 64 for years and collected hundreds of games, some of which, okay, I admit it, were copied from my mates. The point is this — even though the individual games weren't as good, there was always something there, no matter what mood I was in. Variety is the key. I've absolutely played my SNES games to death but I won't be able to afford another one for at least a month. I've thought about trying these companies who swap games but that's not the point. I like the game's I have and will want to come back and play them in the future. I understand that Nintendo continue with their ridiculous pricing policy because people seem willing to pay it, but surely if they halved the price of the carts their sales would more than double so they'd actually be making more money. If games weren't so highly priced I'd consider buying the odd 70 or 80%er rather than only 90%+ rated titles as I do at the moment. What do you think about this?

A quick question — a while back I heard of something called the Mega PC which was a standard 386 PC with a cartridge port compatible with Mega Drive games. Whatever happened to it and why wasn't there a Nintendo PC (perhaps titled Super PC for originality) to go with it?

Right then. I know I've droned on a bit so I'd better go. I hope I haven't bored you.

Jon Nobbs, London

It's that old, old question again. Unfortunately it's a case of the value being what the market will pay. Nintendo have researched their pricing policy down to the smallest detail, you can bet your bottom dollar on that. It might not be much consolation, but there's plenty of people in the same boat and, to be honest, it looks like things are going to get worse before they get better with the next generation systems. Try getting together with friends and agreeing not to double up on games. At least that way you can keep swapping. Oh, and make sure they start getting Super Gamer on a regular basis as well!

I do recall the Mega PC fiasco. Why fiasco, you may ask. Well, for the price of the Mega PC you could have got a stand alone 386 PC, a standard Mega Drive and a couple of games to boot. Bit silly really. I've not heard anything recently so I don't know if the idea's been scrapped or what. It always seemed a bit daft to me anyway.

Dear SUPER GAMER

I am writing about the criticism that Nintendo magazines give to passwords.

Passwords are for people who either are unable to complete the game in one session or for those who don't have enough time to play. I come under the latter category. I just don't have the time to complete a game in one go. I have other commitments. So, because of passwords I am able to complete the game without having to play for hours on end.

I love passwords, and for those who don't like them - well, then don't use them. If can you play the game from start to finish without using any passwords, then congratulations! This doesn't mean that passwords aren't a good thing. In fact they are very useful indeed, so please stop giving them a bad rap!

Steven Sloan, Airdrie

I heartily agree, matey. In fact I consider it to the detriment of most games if a password system is not incorporated. There's nothing worse than trudging time and again across familiar ground just to get back to that bit where you keep dying. As you say, if people don't like them they needn't use them. There's no-one holding a gun to anyone's head. Personally I wouldn't use passwords printed in magazines to get further into a game, I only ever use passwords I've earned myself. What's the point of buying a game then cheating to complete it? Surely the pleasure of play and the satisfaction of achievement is what gaming's all about. But everyone to his own. It's choice which makes life worth living.

THE WRITE STUFF

Dear SG
While reading through Nindependent in issue eleven you were on about the underpowered Mega Drive and the laughable 32X. I was frustrated by Nintendo's apparent lack of new machines. Why don't they bring out a Super CD to match the Mega CD for the Mega Drive? It seems to me that Sega always come up with the answer first. In 1993 I bought a Mega Drive but was disappointed with it because of the cartridge port. After a while it became worn and games would crash so I got rid of it.

Now I own a SNES, and wish I'd got a Mega Drive 2 so I could benefit from Mega CD. Come on Nintendo, what's going on?. Could you answer my question?

Is there going to be such a thing as a Super CD for the SNES and if so when?

And yes, I do like Super Gamer and wish I could impress my friends. Keep up the good work SG. Thanks!
Jim Morrison, Wigaw

I'll try not to make any comments referring to your name as you've probably heard 'em all before. Anyway. ever heard of something called the Ultra 64? Admittedly it seems like we've been waiting several millenia for its arrival but it will be here soon. Just have a smidgeon more patience. Oh, and don't start fretting over the Mega CD. Between you and me, it really is a waste of time. Other than a few flashy intros the games are almost all very dull. There's certainly nothing in the way of software to justify shelling out £250. If I were to list my own personal Sega top ten there wouldn't be a Mega CD title in with a shout. The only ones worth buying are those also available on cartridge. Well, that's my opinion anyway.

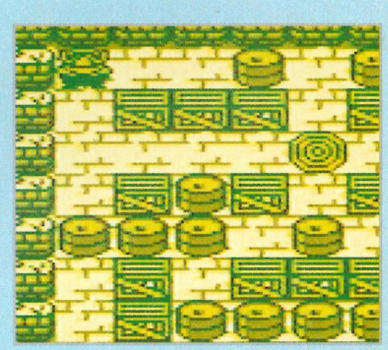


Dear Super Gamer
I want to to complain about the two most over-rated games in the history of the world. Last year we were bombarded with publicity for *Mortal Kombat II*, claiming it was going to be the beat-'em-up to end all beat-'em-ups. Having played and disliked the original I was sceptical but after reading review after rave review I succumbed to temptation and bought it. Now don't get me wrong, the game's okay, but it's not that good. It doesn't flow any where near as well as *Street Fighter II*, the moves aren't as fluid and once you've tried out all the death moves it just becomes monotonous, even with two players. I haven't bothered even playing it for four months. No matter what anyone says, *SFII* is still the king of beat-'em-ups. Why, you may be asking, am I bringing this up now, so long after the event?

The reason is that I suffered a similar experience this Christmas. After months of hype I finally saw reviews of a new game to make Nintendo owners foam at the mouth (and Sega owners curl up and cry). Every review was littered with such words as 'classic' and 'unmissable' so, obediently, I wrote it down on top of my Chrimble list. On Christmas morn I dashed downstairs and there it was — *Donkey Kong Country*. Eagerly I tore open the packaging and slid the cart lovingly into the slot. True the presentation is outstanding, true the graphics are brilliant, but where oh where is the game? It's just another boring old platformer. I've got *Super Mario Land* and, alright so it doesn't look as nice, but the game is far more playable.

It seems to me that magazines are swayed by publicity but this is wrong. They are supposed to look beyond that and tell us civilians what's what otherwise we have no way of descriminating between the good, the bad and the average. Generally I find your reviews to be fair and very helpful.
Hugh Jass, Dorking

I completely take your point about *MKII*. I thought I was the only person in the world who thought it pretty uninspired. I don't think it's fair to say reviewers are swayed by publicity. A game review is always based on merit rather than hype. Personally I thought *DKC* was an t'riffic game but I understand what you're saying. Everyone's entitled to their own opinion. Anyway, you've probably noticed by now that there's an entirely new posse at the helm of your favourite Nintendo magazine and we mean to provide even better, even more concise and, most importantly, even more accurate review than ever before. We won't let you down!





Well, that's it for this month! Remember, if you want to write to us here at SUPER GAMER, send your letters to : *'The Write Stuff', 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF.*

Also, if you want any readers' ads printed for Swaps, Wanted etc., send them to the same address, but mark them 'Free Ads'. Keep those letters coming in, and don't forget tp tell us exactly what you think .... after all, a magazine is only as good as its readers make it!



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SUPER NES

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

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

ACTRAISER 2
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%

BUGS BUNNY
Gorgeous graphics make this a very special cartoon game indeed. Playability is much more friendly than Bubsy and it's damned original to boot!
Overall 90% GAMER GOLD!

BULLS VS BLAZERS
A comprehensive basketball sim with great FX and music. Unfortunately, it runs too slowly 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 rem-embering 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%

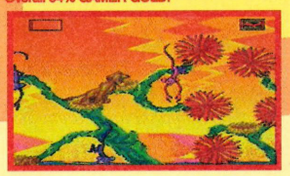
LEMMINGS
One of the best games of the Eighties has you saving lemmings from their own stupidity. There's 125 levels to complete!
Overall 90%

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 Lemmings 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 hugé, 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%

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 platformer stakes.
Overall 41%

RUN SABRE
Similar to Capcom's excellent *Strider*, this boasts imaginative levels, lots of action and a good simultaneous two-player mode. Unfortunately, it's too small and far too easy.
Overall 50%

SECRET OF MANA
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%

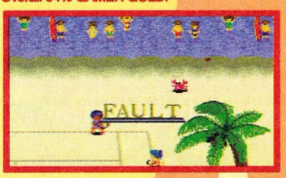
SIDE POCKET
Side Pocket shines as the best pool game on the Super NES. Great graphics, but slightly dodgy cue action
Overall 86%

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, 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!

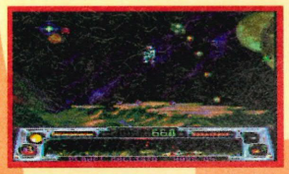


SUPER BOMBERMAN 2
Disappointing sequel to one of the most classic games for the Super NES. They shouldn't have messed with the killer two player mode... but they did.
Overall 83%

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%

UN SQUADRON
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans.
Overall 93% GAMER GOLD!



UTOPIA
Play God in this futuristic version of Populous. Space ports, energy stations and sports centres are all you need to keep the people happy. Enjoyable only to Sim City freaks.
Overall 85%

VAL D'ISERE
A great idea on paper, however the superb Mode 7 skiing sim suffers from repetition and loss of interest. Graphics are great and speed is never a problem, but after a few goes this turns out to be nothing more than *OutRun* on skis.
Overall 77%

VEGAS STAKES
Poker, Craps, Roulette, Blackjack and Slot Machines are well implemented with slick presentation allowing you take your winnings from one game to another on your quest to break each casino's bank.
Overall 60%

VIRTUAL BART
Like *Bart's Nightmare* only with more sub games and some even more hilarious samples. Bart must escape from the VR machine by completing every special game. A laugh from beginning to end.
Overall 84%

VIRTUAL SOCCER
Overhead, angled and side-on perspectives are on offer here, along with surprisingly in-depth gameplay. Battery back-up saves customised teams.
Overall 93% GAMER GOLD!



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 LINK
Timeless adventuring masterpiece that should be a valued possession of any adventure lover.
Overall 93% GAMER GOLD!



ADVENTURES OF LOLO 2
A fiendish puzzle game that will keep you engrossed for hours, providing you get past level three, which seems to be the hardest one.
Overall 77%

AIRWORF
Boring flight sim type game, you will not want to find this in your stocking.
Overall 39%

ALFRED CHICKEN
Enjoyable, if occasionally frustrating platform game, which boasts some amusing graphics and humorous touches.
Overall 80%

ALIEN 3
Badly defined graphics make this an eyesore, but quite playable if you stick with it.
Overall 75%

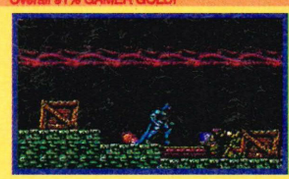
BAD DUDES VERSUS DRAGON NINJAS
Laughable beat-'em-up which can be completed by repeatedly performing the same move over and over again. Far too easy.
Overall 21%

BALLOON FIGHT
Two player coin-op conversion where you must pop each other's balloons whilst avoiding the opponent. Great fun, says Keith.
Overall 70%

BARBIE
This game is so bad I'd rather play with the doll.
Overall 15%

BART VS THE WORLD
Not as good as *Space Mutants* and highly Americanised. Complete various little puzzles and travel across the globe.
Overall 60%

BATMAN
One of the best platform games ever released on the NES, brilliant graphics totally capture the atmosphere and feel of the *Batman* legend.
Overall 91% GAMER GOLD!



BATMAN II: RETURN OF THE JOKER
Another good Batman tie-in, not quite as good as the original though.
Overall 78%

BATMAN RETURNS
Better than average beat-'em-up which follows the film closely.
Overall 76%

BATTLE OF OLYMPUS
Good brain-bending adventure, watch out for the collision detection though.
Overall 75%

BATTLETOADS
Good varied arcade action, colourful graphics and very playable.
Overall 81%

BATTLETOADS & DOUBLE DRAGON
More beat-'em-up action from the two groups. A good game, but very similar gameplay to original *Battletoads* game.
Overall 79%

BAYOU BILLY
Terrible beat-'em-up which flickers so badly, the characters disappear!
Overall 35%

BIONIC COMMANDO
Mighty arcade conversion which looks good, plays even better and offers one of the best challenges on the NES.
Overall 90% GAMER GOLD!

BLACK MANTA
Average beat-'em-up which boasts a huge amount of special moves, unfortunately it plays very badly indeed.
Overall 48%

BLADES OF STEEL
Best Ice hockey game on the NES, very fast, very playable, loads of difficulty levels and a two-player mode. Excellent.
Overall 85%

BLASTER MASTER
A mixture of platforms and top-down views encorperated into gameplay comprising of arcade and strategy elements make this a curious game, worth a go.
Overall 66%

BLUES BROTHERS
Dire platformer with no appeal, no singing and dancing, and no John Belushi!
Overall 39%

BLUE SHADOW
All out platform blast, good graphics but gameplay is a bit bland, a bit more variation on what you can do and it could have been a winner.
Overall 74%

BOULDER DASH
A brilliant puzzler which is addictive, incredibly playable and has loads of levels. If you like puzzlers you will worship this!
Overall 83%

BUBBLE BOBBLE
Classic platform coin-op where you play a dragon who uses bubbles to trap the enemies and then pop then for massive points. Utterly compulsive two player action.
Overall 91% GAMER GOLD!

BUBBLE BOBBLE 2
More of the same from the bubble-blowing dragons from the planet cute. More levels, more fun?
Overall 82%

BUCKY O'HARE
Slick, colourful platformer which plays well, but not quite a classic.
Overall 79%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
Well drawn characters and playable. Great fun for a four year old, but so very, very easy.
Overall 45%

BURAI FIGHTER
Forgettable shoot-'em-up. Very colourful lots of interesting bosses, but too ordinary.
Overall 65%

CAPTAIN PLANET
Very colourful platform blast that is a bit too difficult and fiddly.
Overall 38%

CAPTAIN SKYHAWK
Interesting shoot-'em-up viewed from a 3-D angle which works quite well, fairly easy so not much challenge though.
Overall 70%

CASTLEVANIA III
A step back in time to the original *Castlevania*, an average platform game which is similar to the Super NES version, but without the trills!
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!



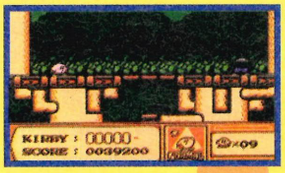
JURASSIC PARK
Above average film conversion, which offers plenty of playabilty. The T-Rex is best!
Overall 74%

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

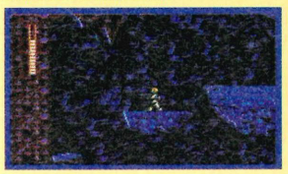
SOLSTICE
3-D isometric adventure with over 250 rooms, perspective can be misleading but it's a fine game, great title music also.
Overall 90% GAMER GOLD

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%

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!



GAME BOY

ADVENTURE ISLAND
Standard platformer which fails to shine, dull graphics and duller gameplay make this one to avoid
Overall 67%

ALADDIN
Pixel perfect conversion of the Mega Drive version, surprisingly. Great graphics and sound, but a bit too similar in playability to *Jungle Book*. Only buy one Virgin platform game and you should be fine.
Overall 81%

ALFRED CHICKEN
Wacky platform/puzzle game involving the only video game character ever to run for Parliament. Addictive gameplay, but it soon becomes annoying.
Overall 78%

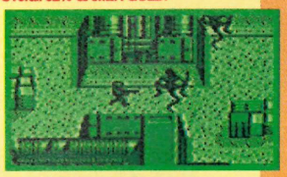
ALIEN OLYMPICS
Curious-looking ET version of the old *Hypersports* and *Track 'n Field* coin-ops. Many different events such as shooting, long jump, javelin and shot putt, but some events are tricky to control.
Overall 84%

ALIENS VS PREDATOR
Sad film licence with some of the worst graphics we've ever seen. The predator looks like Bernard Breslaw and moves with all the ancient grace of Bella Emberg! Don't "stick around."
Overall 54%

ALLEYWAY
Breakout clone which is so basic it makes bangers and mash look sophisticated. It was a launch title and really does show its age.
Overall 38%

ASTERIX
Very average all round. Nothing there to keep you playing more than a couple of hours.
Overall 65%

ALIEN 3
Brilliant game which conveys the creepy, scary atmosphere of the film. Top view of the corridors and loads of aliens make it a must for any Game Boy owner.
Overall 92% GAMER GOLD!



BALLOON KID
An old platform game where you fly along with a couple of balloons avoiding spikes and other obstacles. Very good considering its age.
Overall 83%

BARBIE
Awful, grotesque platform game. The graphics are a mess, the gameplay shocking, and anyone that wants to play the part of a doll is strange...
Overall 23%

BART SIMPSON – ESCAPE FROM CAMP DEADLY
Platformer which is fairly difficult and pretty boring too. Good graphics, lots of characters from the cartoons, but very average.
Overall 67%

BART VS THE JUGGERNAUTS
Weird title and very weird collection of mini games. Quite original and worth trying.
Overall 82%

BASEBALL
Excellent sport simulation, which includes link-up option. Lots of playability and a must for any mobile baseball fan.
Overall 81%

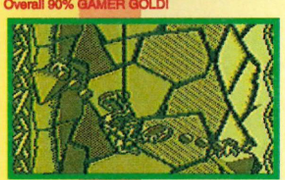
BATMAN
A mix of platform and shoot-'em-up action which ties together very nicely for an all-round entertaining product.
Overall 80%

BATMAN – RETURN OF THE JOKER
Platformer which creates some very atmospheric gameplay and graphics. Big sprites and good animation make it a worthwhile purchase.
Overall79%

BATMAN – ANIMATED SERIES
Another Batman romp which is fairly playable, but ultimately too repetitive to hold any lasting appeal.
Overall66%

BATTLESHIPS
A pen and paper is a lot cheaper...
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%

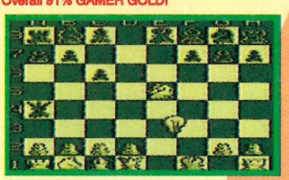
CASTLEVANIA
Tricky platformer that you won't complete in a hurry. Good graphics and challenging gameplay make this one to consider.
Overall 71%

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%

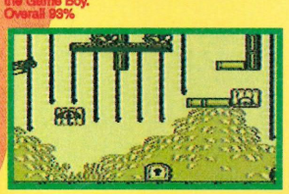
DAFFY DUCK
Fast moving and challenging platform licence which manages to convey the frenetic action of Daffy's cartoons and is full of surprises. Good for kids.
Overall 83%

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 moves, loads of playability and a massive play area. Absolutely superb, can't be missed.
Overall 92% GAMER GOLD!

GAUNTLET 2
Conversion of the arcade game which goes down pretty well really.
Overall 84%

GB KID
Nutty prehistoric adventure, which suffers from being far too easy.
Overall 74%

GHOSTBUSTERS 2
Original gameplay and hectic busting action ensure this is one to be remembered.
Overall 80%

GOLF
One of the best golf games ever, let alone on the Game Boy. Bunkers, water, bogeys the lot, it's a must for golfers everywhere.
Overall 90% GAMER GOLD!



GREMLINS 2
Majestic platformer, behold the heavenly gameplay and wonder at the cute little Gizmo as he slaughters the sublimely drawn gremlins. Oh, how I wish every platformer was like this.
Overall 91% GAMER GOLD!

HAMMERING HARRY
Smashing platformer that doesn't hold back in terms of sheer playability. The graphics round off one hell of a decent game.
Overall 81%

HOOK
Standard platform affair which sort of follows the film, but doesn't really hold much lasting appeal or excitement.
Overall 78%

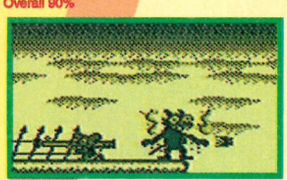
HOME ALONE
Quite literally one of the saddest, most demented games ever to be seen in this universe.
Overall 18%

HUMANS
Boring, slow, irritating Lemmings rip-off. Unoriginal uninspiring but may appeal to some puzzle freaks.
Overall 67%

HYPER LOAD RUNNER
Good platform/puzzle game which is surprisingly addictive when persevered with.
Overall 80%

THE HUNT FOR RED OCTOBER
Perfectly playable shoot-'em-up, which completely avoids the film's story line, still it's a fine underwater blast.
Overall 82%

ITCHY & SCRATCHY
They sever heads! They eat grenades! They rip out intestinal tracts – it's the Itchy & Scratchy show! This novel golf sim uses all the sick humour of the cartoon and is consequently quite quite brilliant.
Overall 90%



JELLY BOY
Dull platform game which lacks the Super NES version's attractive graphics. What more can I say, apart from the fact that you walk to the right a bit and collect the power-ups.
Overall 58%

JOE AND MAC: CAVEMAN NINJA
Difficult stone age platform game which features some fine graphics. Unfortunately, it is let down by it's boring gameplay.
Overall 65%

JUNGLE BOOK, THE
Very much the same as the great NES version, this is one of the Game Boy's best platform games, with one of the funkiest tunes around!
Overall 83%

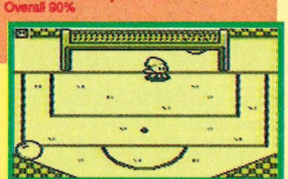
JURASSIC PARK
A massive arcade/adventure that is worth playing if your after a time consuming challenge.
Overall 83%

KID DRACULA
Easy, kiddies platform game, nice graphics but it won't take long to complete.
Overall 69%

KID ICARUS
Conversion of the old NES classic. This platformer works better on the Game Boy than it ever did on the NES. Well worth a look.
Overall 71%

KIRBY'S DREAM LAND
Supremely playable platform game which is very cute and graphically stunning. It's very easy though, which is a shame as it could have been a classic.
Overall 85%

KIRBY'S PINBALL LAND
Highly playable pinball game with loads of levels and bonuses. Screen blurs slightly, but this 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%

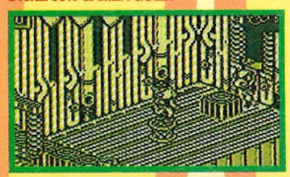
MEGA MAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics and fine playability.
Overall 83%

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%

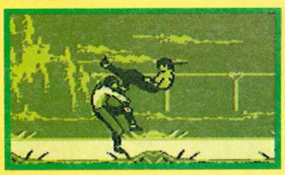
MICKEY'S DANGEROUS CHASE
Average platform games run riot on the Game Boy and here is another one. Everything about it is dull. May appeal to younger players though.
Overall 68%

MONSTER MAX
Game Boy games don't come better than this. Ritman's return is a triumph, with marvellous graphics, a funky rockin' soundtrack – and some of the most fiendish puzzles ever encountered in any game. Simply the best.
Overall 96% GAMER GOLD!



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%

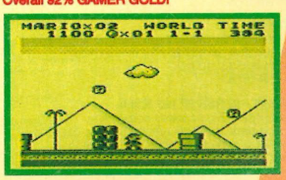
STAR TREK: TNG
Technically accurate, but intensely boring and lacking in any kind of 'zing' whatsoever. Trekkie fans will abhor this sad attempt at a conversion.
Overall 62%

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%

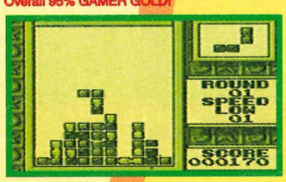
TALESPIN
Quite a tricky shoot-'em-up this. Features characters from the cartoon, but certainly won't appeal to younger players when it's this difficult.
Overall 65%

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 – INTERGALACTIC 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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