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ISSUE 13
APRIL 1995

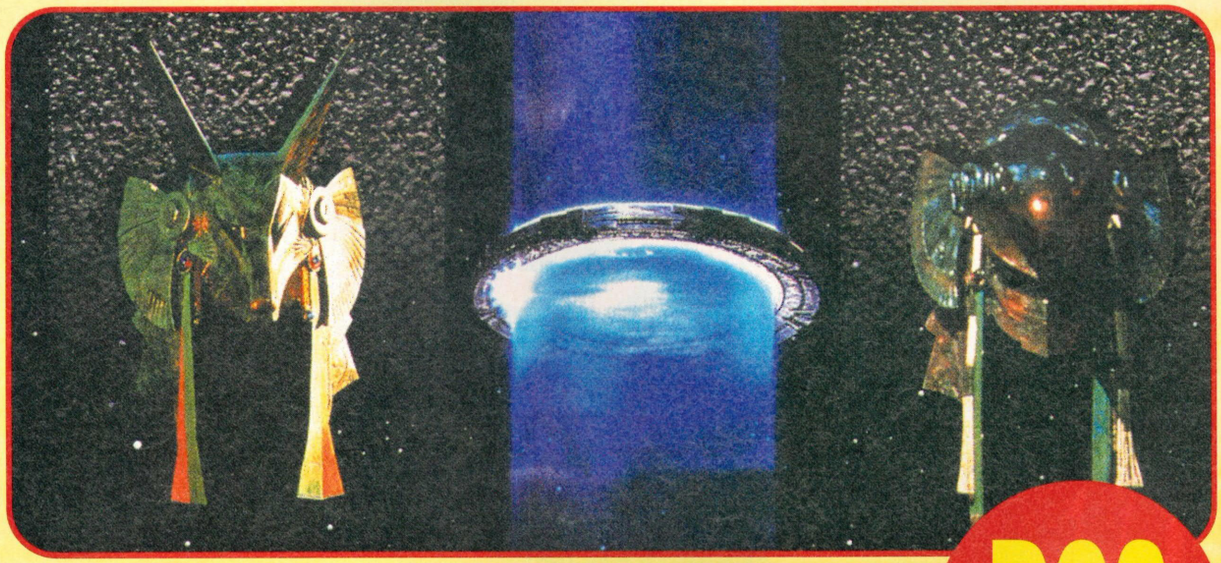
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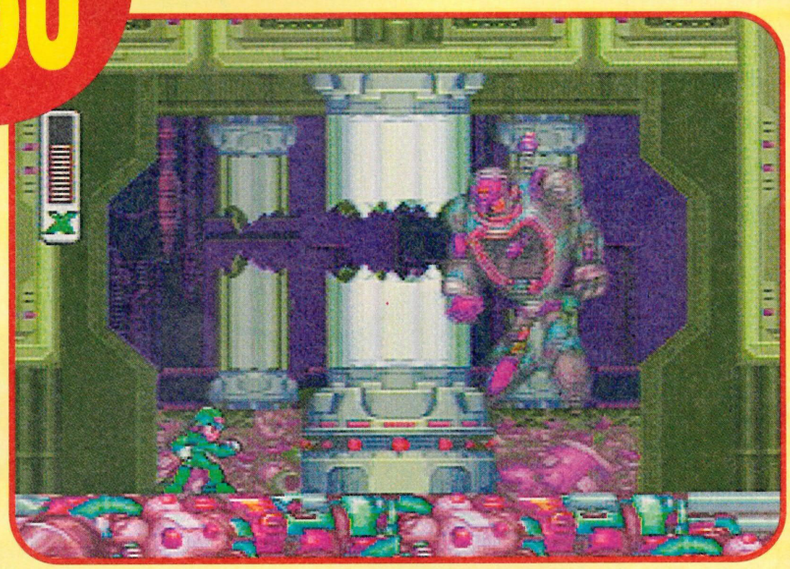
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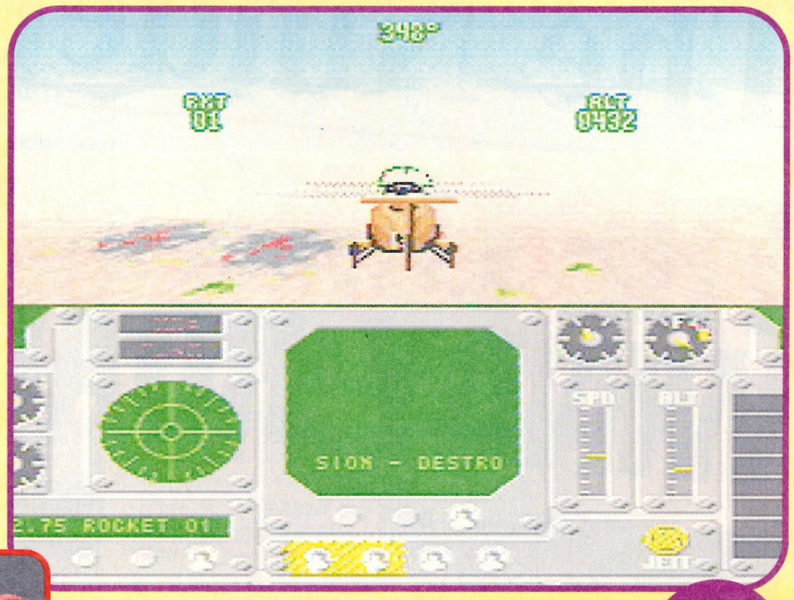
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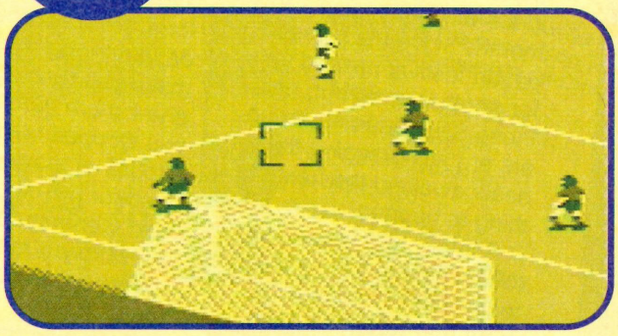
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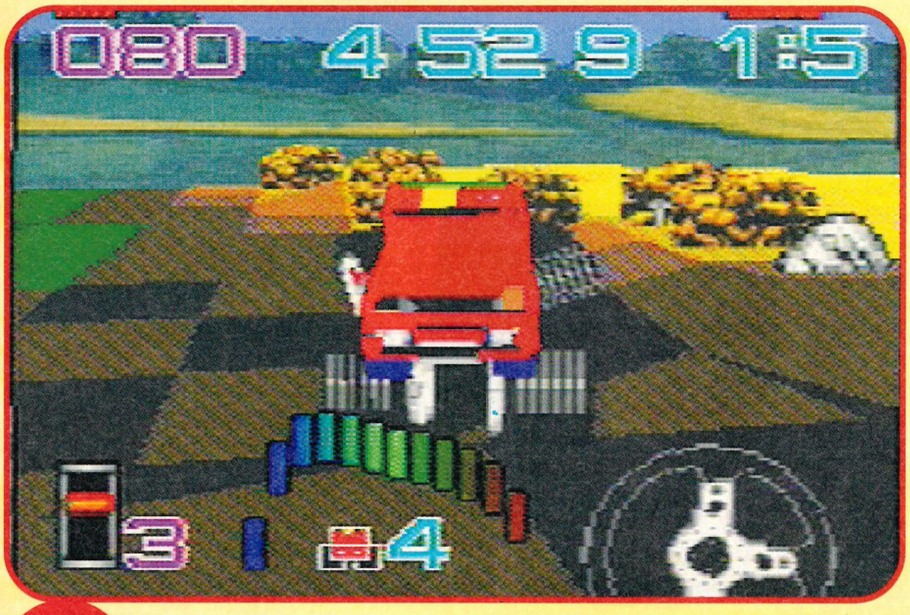


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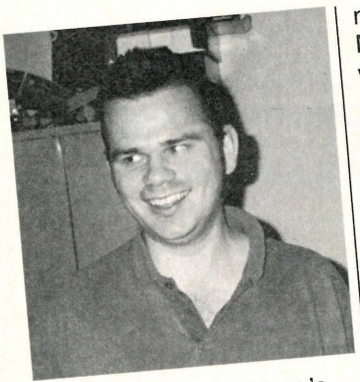
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The Nindependent

THE LONG AND WINDY ROAD



Right, now the first issue's out of the way (the first issue of a mag's always the toughest, or so they say), it's downhill from here! Now, let's jump on a soap box together. Ready? One, two...

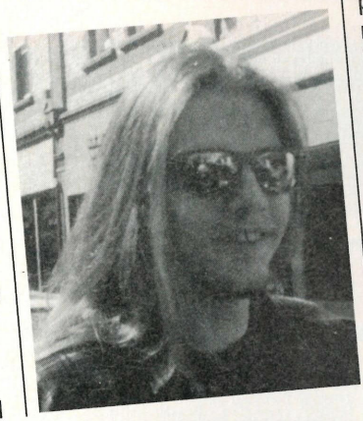
There's a distinct feeling of after-Christmas-before-Summertime blues hanging in the air. Okay, so it's three months since the blessed pagan festival passed us by for another year, but, hell, these SNES game producers are still dragging their heals awaiting the next big thing to happen.

Actually, the whole plan took a severe kick in the teeth with the announcement that Nintendo have decided NOT to launch the Ultra 64 or the Virtual Boy in Europe this year. Once more we wonder at Nintendo's bullish stance on what seems an indefensible decision. Still, at least they're putting their weight behind the SNES, which obviously has got a market to serve, which can only be good news for SUPER GAMER readers and SNES users everywhere.

I wonder where the attitude will lead us. I somehow expect that those companies doing a runner, so to speak, may well miss out – while things may be a little quiet at the moment, there's nothing that a few good games and a price decrease (there we go again!) wouldn't help to solve. We'll have to wait and see how the likes of *Superstar Soccer* and *Donkey Kong Land* perform. Here's a cause for debate though – what would make you rush out and buy a few more games? Have you stopped buying carts altogether, saving all your dosh for the day that the Next Generation blooms, or is it simply a matter of economics – can't buy what you can't afford?

Having recently read about all the money being sunk into the marketing and advertising of games, is it really worth it? Surely consumers don't buy games on the strength of marketing alone. We know you're a discerning lot, so let us know – a few comments could go a long way if whispered in the right ears (a brown package stuffed full of readies may help too!).

There's certainly a few companies holding back on the software these days. There was a time when the likes of Virgin, Sony and Konami were pulling out the stops to cover us in decent new software but it's dried up of late. Software sales don't usually pick up 'till Easter, and then it goes all quiet again until we hit September, but it sure does seem that only the sure-fire hits will be making it to the shelves. A good thing in itself, although it does mean that the smaller companies simply cannot afford to fund a project that may not make it to the packaging stages. After all, where would we be without the likes of *Sensible Soccer* and co? hardly funded by big companies, but they altered the face of a genre forever.

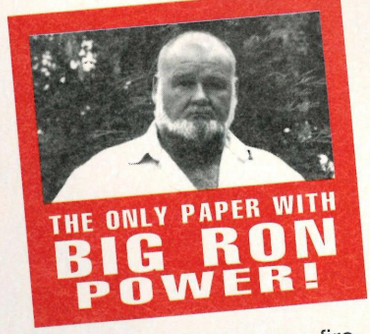


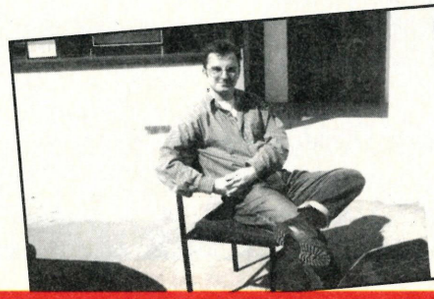
Despite a little less space than normal, we'e managed to cram plenty to whet your appetite in this issue. There's the full low-down on *Dirt Race FX* and *Top Gear 3000*, which looks like it could be the surprise hit of the year (well, the next few months anyway).

There's also plenty more previews plus a number of reviews, in spite of what's been a relatively quiet month, with *Mega Man X2*, *Stargate*, *BC Kid*, Game Boy *FIFA International Soccer*, *Pocky & Rocky 2* and others getting the SUPER GAMER treatment.

Digest, enjoy and write in – let us know what you think!

Mark Smith





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It's true! Now that Future and Europress have been sold, Paragon Publishing is the only independent computer magazine in the UK! But, how do they do that? Well, it all begins when you release one mag - it's a success, then you add a couple more, and guess what, they're all successes. The years roll by and the directors get bigger and bigger cars until you reach Paragon proportions. 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. Blimey cripes!



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MONSTER MAX

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E V A S T G R A N D I O S E G

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

the BEST GAMEBOY GAME EVER

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

"the perfect game for the Gameboy" - TOTAL

96%

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

94% GB Action

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

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

"simply the best Gameboy title ever" - Super Gamer

THANK YOU TO GB ACTION MAGAZINE FOR VOTING

MONSTER MAX "THE BEST GAMEBOY GAME OF ALL TIME EVER" (Jan '95)

IF YOU HAVEN'T GOT IT YET, GET IT NOW!

So, without further ado - it's time to let the fanfares ring out as we present the GB Action Top Ten Game Boy Games Of All Time...

1. Monster Max - Titus
2. Legend of Zelda - Link's Awakening - Nintendo
3. Tetris - Nintendo
4. Micro Machines - Sony
5. Donkey Kong '94 - Nintendo

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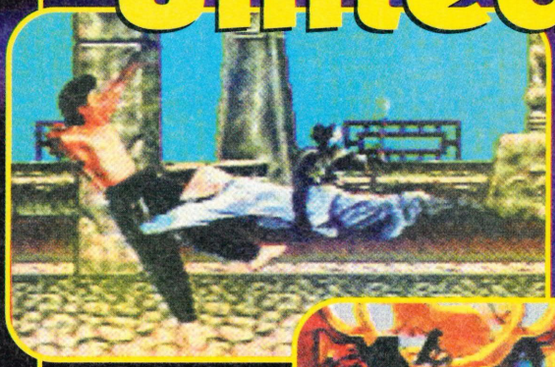


Back for the future!



Well we should have expected it I suppose. Yet again Nintendo UK have been left in the cold by its bigger compatriots in the USA and Japan with the much heralded release of the Ultra 64. Widely expected to have been targeted around autumn of this year, it has now been put back until the spring of '96. Although a 'worldwide' release was promised at the recent Las Vegas CES, this apparently only meant America and Japan and Europe must wait another six months for its release. This is a bitter blow for Nintendo UK, what with Sony launching the Playstation and Sega the Mega Drive 32X, just before Christmas. Mark Edridge, of Nintendo UK, believes, however, that this will not give these rival consoles a significant head start over the Ultra 64. As a result of the delay Nintendo UK are going to continue concentrating on the 16-bit market as well as handheld games. With loads of titles lined up for release over the coming year, they are confident they have enough to keep the public satisfied until the Ultra finally comes up for sale...

Mortal Kombat United





Here's one for all you karate-kicking, Palace bashing fans. Yup, Ocean have the rights to produce the official Man United computer game on the SNES, although they must be kicking themselves (or, rather, Eric's doing it for them) following the rather bizarre and very-Man-United-like (ie, unsporting) events of late. Will Roy Keane mouth off to the ref every time a throw goes against him or will he just sulk in the corner? Will Incey run to his defence and go nose to nose with the officials? Will Cantona appear suddenly, preparing for the coup de grace while the crowd roar 'FINISH HIM!'? All shall be revealed following the law suits...

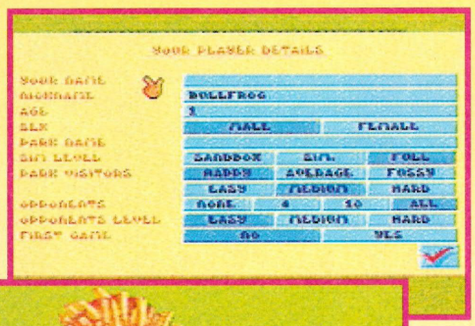
IT'S JUST NOT CRICKET...

Or, rather, it is. Nintendo UK, ever the daring, sporty types, are lauching Super International Cricket on the SNES come May time – may be they're hoping that, by then, we'll have all forgotten the dismal performance by the English team in their effort to pinch the ashes from the Aussies. Ironically, Code Masters are launching Brian Lara's Cricket on the Mega Drive at around the same time. Let]s hope that they don]t knock Nintendo for six. or six hundred come to that...



Theme Park

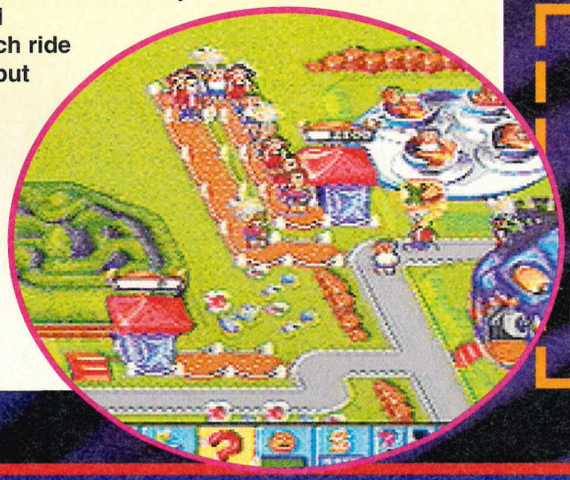
Ever wondered just how Alton Towers runs (apart from slowly)? Or how Euro Disney loses so much money after those silly share investor chappies assured th punters that it would be a sure fire hit, and, hell no, you couldn't lose money on a Dsiney venture? Me too. That's why I'm looking forward to Theme Park, due out from Ocean soon.





Bullfrog's classic management sim has been available on PC's for some time now, but hey, we've got patience. We don't mind waiting. Honest!! Grrrr! Still, it looks like it's been worth the wait and except for a few, minor, irrelevant, pointless, useless little buggy bits, it's near completition and ready to keep us playing all night.

The idea is simple – build the biggest and best theme park in the world, but doing it is far from easy. You control and build everything, from which ride to buy and where to put it, to hiring and firing the staff. Not that we wanna do any of that – we just want to make the burgers so fatty and the ice creams so sugary that everyone will puke up everywhere. Happens, y'know...



DONKEY KONG Crowned King

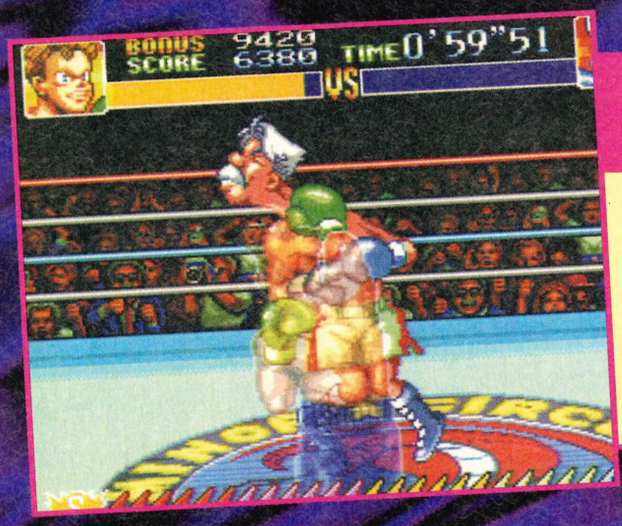
Hopefully, you all heard about the Daily Mirror's readers poll on the best video and computer games of 1994 and subsequently entered. If you did it will probably come as no surprise that Donkey Kong Country absolutely walked it! Readers voted in their thousands and



the King of all Kong games took both the Overall Game of the Year For 1994 and the Best SNES Game of the Year. Congrats to Rare and Nintendo UK!

ILLUSION OF TIME

Good news for RPG fans – Nintendo are lining up another feast of Zelda type action in the forthcoming Illusion of Time. This enthralling, in-depth RPG is shaping up nicely and is aimed at a May-ish release, so watch out for a review next issue.



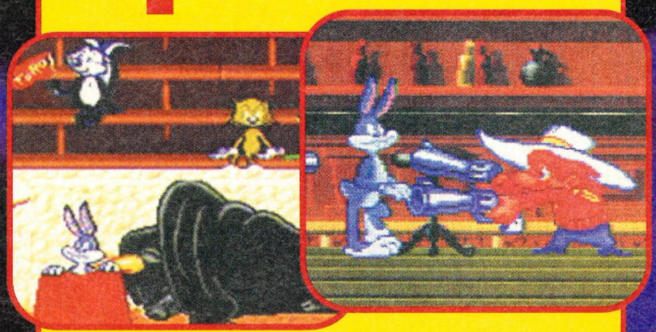
It's a Knockout!

Finally, Super Punch Out!! has finally made it to these shores and is available, well, right about now. Featuring plenty of funny little fellow in shorts and no shirts, it's one of the best boxing games we've ever played, with the geeks-r-us team of old giving it a respectable 82%. A damn fine game and no mistake. Buy it. Can't say fairer than that, can we guv?

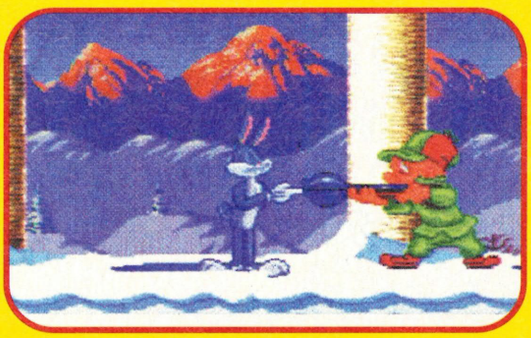




What's up Doc?

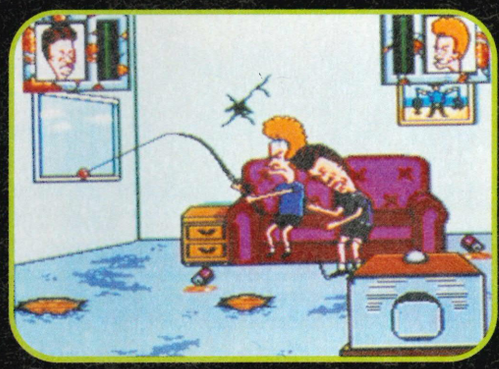


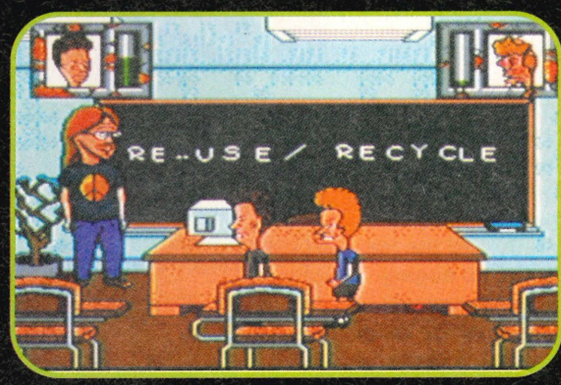
Sound familiar? Weird this, doncha think? Why, only 13 months ago, as Damian and co planned the very first issue of Super Gamer, Bugs Bunny Rabbit Rampage made it to the front page, but it's only now that all the wranglings between Marubeni and Sunsoft have been sorted and this 90% rated game has become available. Spooky. With ten levels of rabbit-rampaging levels, it's sure to be a hit with platform-fanatics so check it out.



Don't be a butt-head

Cool, huh, huh, huh, cool...hey this sucks, huh, huh! Hey Beavis, huh, huh, like, what are we doing here?
Shut up Butt-Head! Heh, heh. I don't know, I think it's because of our game, heh, heh, but, like, who cares? Heh, heh, heh.
Cool! huh, huh, hey, huh, huh, like, what game?
Are you nuts, heh, heh? Some guy's going to give us loads of dosh, heh, heh, like, just for doing some nutty game, huh, huh. Cool, or what?
Cool! Hey groovy, like, check out this chick man, look at that hair, is she from another planet! Heh, heh, heh, heh.





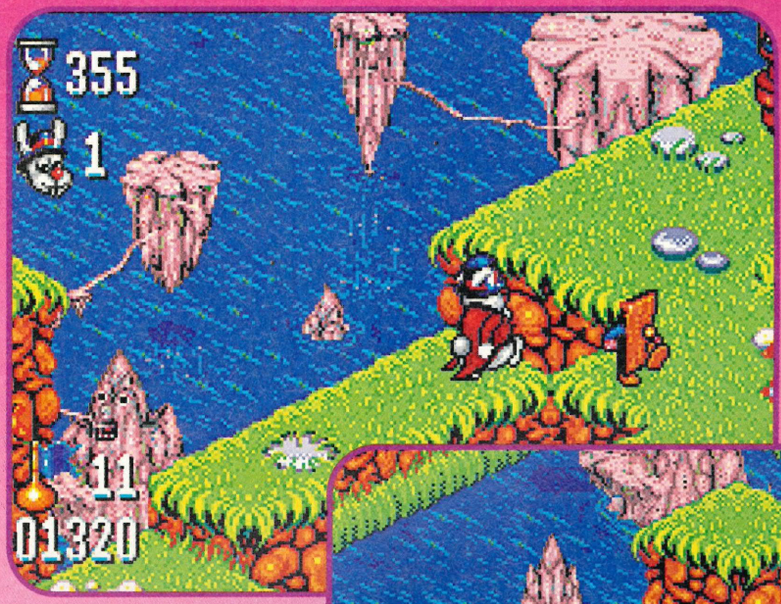
Lion King roars Virgin to the Top



Christmas is always an important time for software companies as each competes for the number one slot as the counties top games brand. This year an impressive list of classic games, such as Lion King, Earthworm Jim and Jungle Book sent Virgin storming to the top of the charts. The likes of Nintendo UK, Sega UK and Electric Arts were left trailing well behind.



Titus Triple Score





Apart from Wild Guns, reviewed in this issue, Titus also have a few other goodies on the way. There's Oscar, a conversion of the Amiga CD32 platformer, whit pits you into the midsts of Hollywood and it's classic movies, and Whizz, another CD32 'classic' which is portrayed in rather impressive 3D isometric surroundings. Both are very much in the computer rather than console vein, so if you're after something a little different, keep an eye out for these!





MINI PREVIEWS

THEME PARK



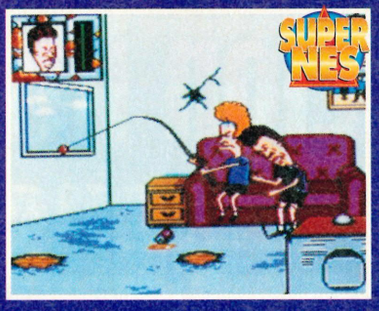
Ever been to Alton Towers and got completely narked off with all that queuing? Think you could organise things better? You'll soon get to prove it as EA's quite wonderful PC and Amiga hit wings it's way onto the Super NES in the near future. All the fun of the fair, and a bit of strategy too!

INTERNATIONAL SUPERSTAR SOCCER 2



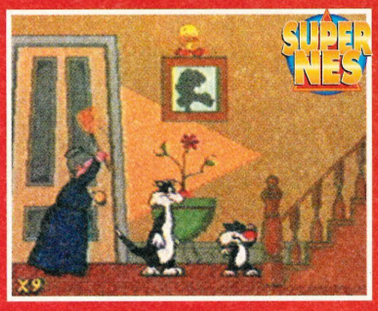
It seems like only a couple of months ago we were reviewing *International Superstar Soccer*, and guess what — it was! Strange though it may seem, already Konami are working on a sequel. Though we have no firm details as yet, it looks like being the SNES footy experience.

BEAVIS AND BUTTHEAD



Cool! Huh! *Beavis and Butthead* are coming to our SNES screens. Cool! The game promises all the slapstick humour of the cartoon show. The most moronic duo in history will hopefully be released and causing trouble around April/May time. For more info check out the news!
We've all, I'm sure, felt sorry for the hapless

SYLVESTER AND TWEETY



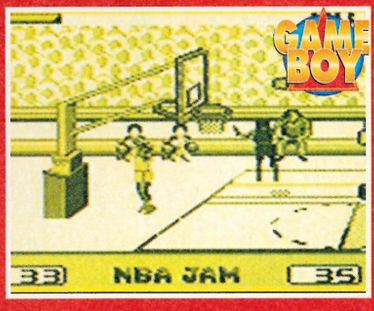
Sylvester as he's constantly taunted by that infuriating canary. Soon you'll be able to lend a helping paw in getting Tweety out of his cage and into a steaming stew pot. Just watch out for that fat old woman with the demon broom!
Despite the undoubted class of *NBA Jam* and now

SUPER NBA BASKETBALL



NBA Jam Tournament Edition, we're still awaiting a decent full simulation of America's second favourite spectator sport. This full five-a-side game could be the one to change all that. Let's hope Tecmo pull out all the stops!
More basketball, this time for hand-held owners. *NBA*

NBA JAM TE



Jam on the Gameboy was a surprisingly playable conversion of the 16-bit game and now the update is under development. Let's hope it's more of an improvement over the original than the *Super NES Tournament Edition* which made few advances.
Gameboy owners need feel blue no longer. After the

DONKEY KONG LAND



stunning Christmas success of *Donkey Kong Country* on the SNES, you'll soon be getting your own adaptation of the rendered monster. Obviously it won't be on quite the same scale but it's sure to be a must purchase.
They do like their tiny sprites, those Sensible boys.

SENSIBLE GOLF



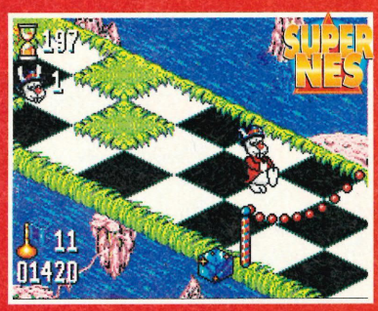
First they had them kicking cowskins around fields, then they got them to blow seven shades of poo out of one another in the jungle, now they're going to be yelling 'Fore!' and wearing colourful plus-4s in their very own clubbing simulation!
The much acclaimed *Sim City* is hugely updated with

SIM CITY 2000



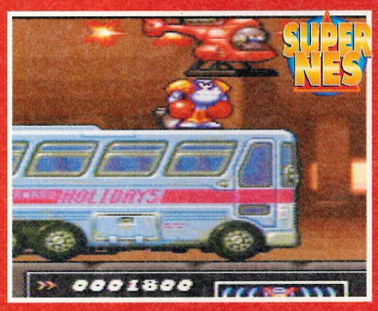
loads of new features and massively enhanced graphics allowing you to create your own perfect living and working environment. This promises to be one of the most fascinating and addictive strategy outings to grace the SNES.
If you're beginning to tire of huge guns and death, or

WHIZZ



maybe your brain is becoming addled with too much in-depth strategy, why not join a cute, tail-coated rabbit in a bizarre adventure across the prettiest and most colourful lands you can imagine. He's loopy, droopy and his name is Whizz!?
As you can imagine, the hero of Ocean's forth-

MR. TUFF



coming action spectacular is no push-over. This'll be a cartoony shoot-'em-up with the main character, Mr Tuff, blasting his way through level after level of fat n' fearsome nasties. Look out for a whole range of awesome weapons and a full preview soon.
Hollywood has a rising new star! No not Hugh Grant,

OSCAR



but *Oscar*. One minute he's a game show host, the next a vampire, cowboy, or just about anything! Whatever he is, this multi-directional platform adventure looks like it might be a good 'un

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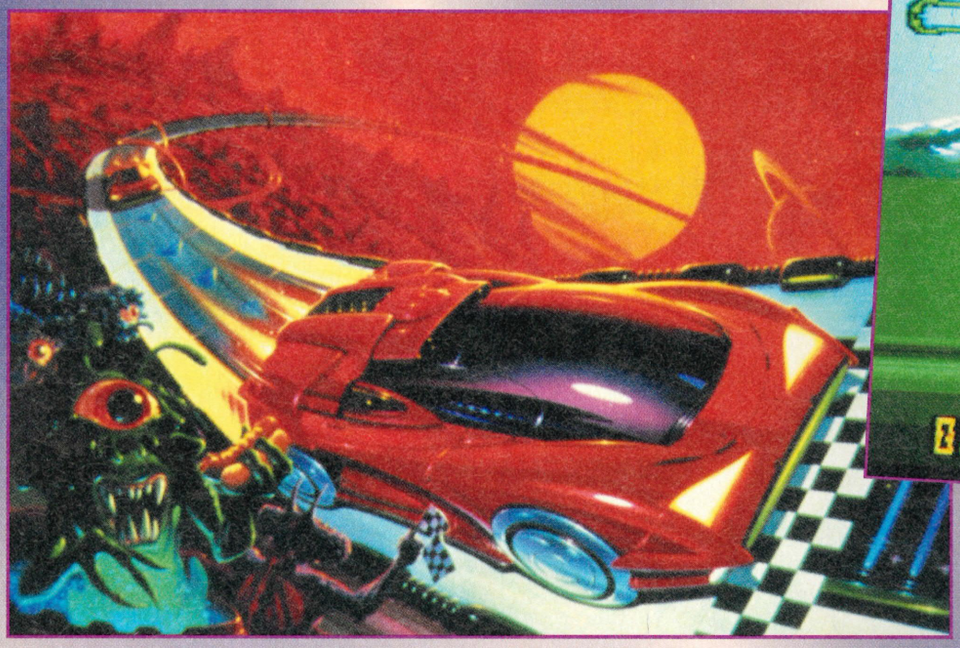
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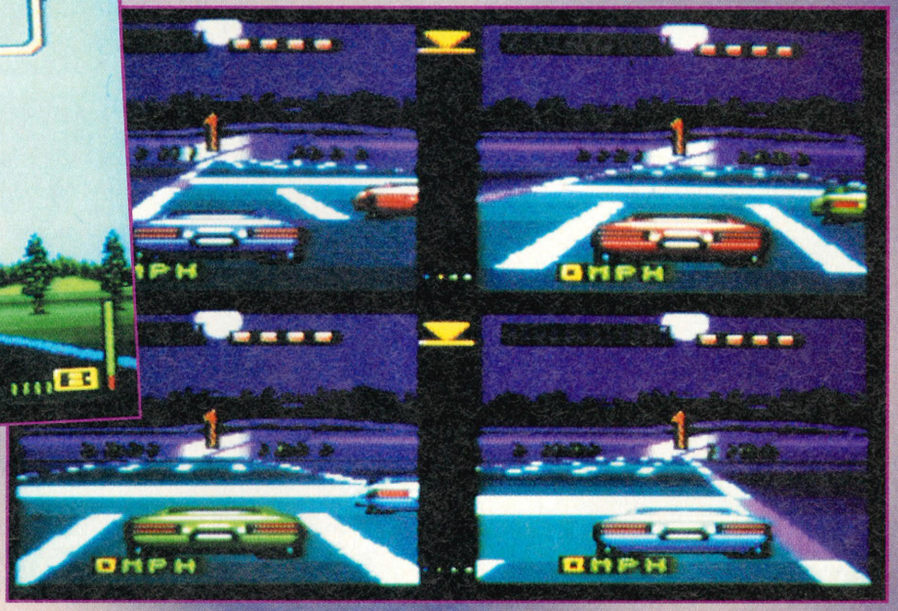
△ What a lovely green hue to the landscape. Let's say stuff the race and have nice picnic instead. I suppose nobody thought to pack any sarnies. Didn't think so. Still, it was a nice idea while it lasted.

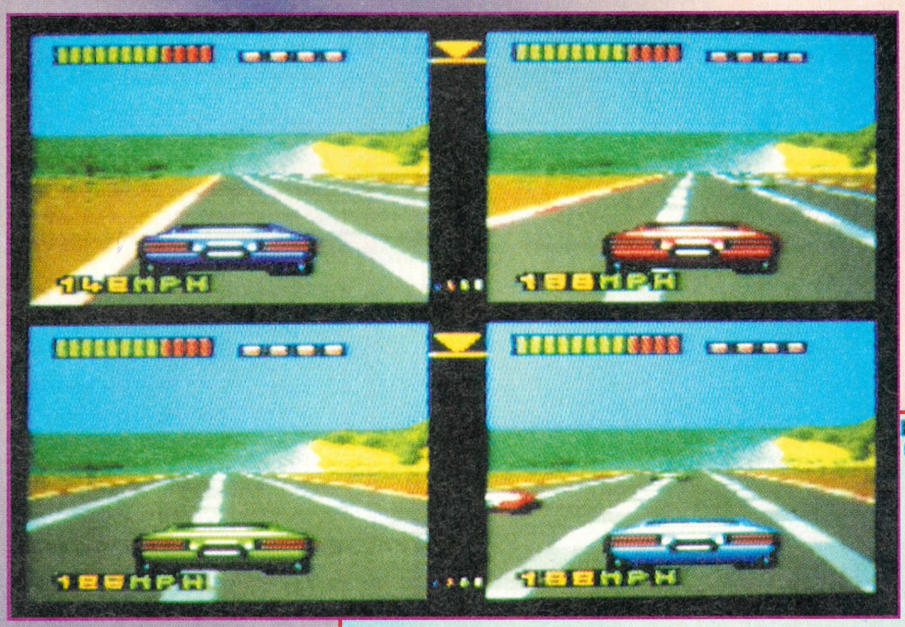
TOP GEAR 3000



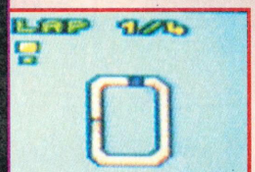
△ Here we are, ready for the off, and what a beautiful day for it. The wind in your hair, the smell of burning rubber, the roar of the engines. Gosh, are we real petrol-heads or what?

▽ 8 mph — you're gonna get done for curb-crawling at this time of night mate!



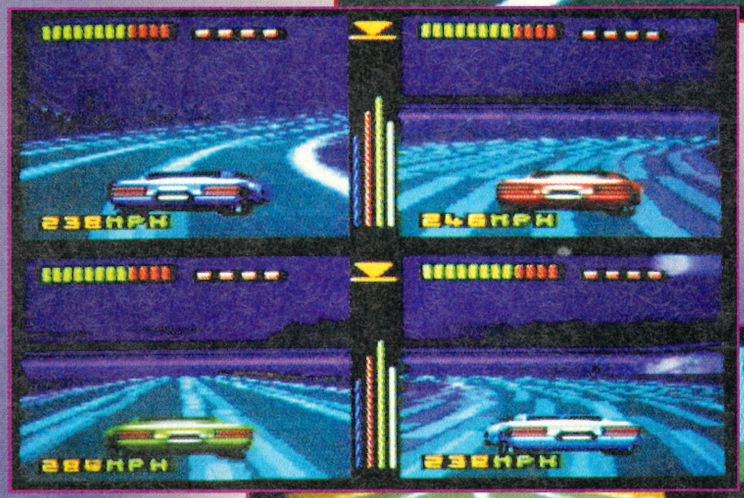


▽ *Halfway through the first lap and we're already down to 15th in the field. Hmm — there's certainly some room for improvement. Get out of second gear you sap. Honestly, we're supposed to be a bunch of Pepsi Max drinking, snow-boarding, boy-racers and look at us. Zero street cred and no sign of the situation improving. Damn!*

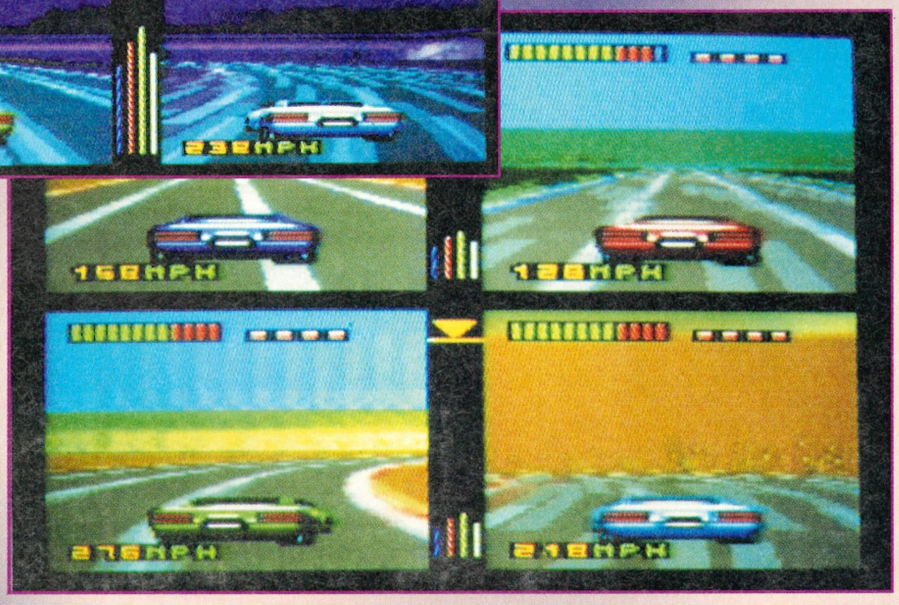




▽ *Grab a multi-tap and get down to some seriously fraught simultaneous four player action. Is this the first 3D racer to include such an option? We certainly can't remember any others. We just hope there won't be any slow-down with so much happening on-screen. Mind you, knowing the office SNES, it'll probably blow up!*



▽ *The previous Top Gear games have really looked the part but, sadly, have been let down by rather dodgy gameplay. Hopefully the same quibbles will not befall the third installment. To be honest, the addition of the four-player mode alone should be enough to make most people sit up and take notice. The Super Gamer joypads are already shuddering at the thought of the beatings in store!*



▲ *At first we thought dividing the screen into four would make the play area too small to be workable but as you can see from the screenshots, it looks absolutely fine. Mark in his Rover200, Hayden in his Astra and Miles in his Cavalier go head to head. Unfortunately for poor old John he had to sit out cos he ain't got no wheels. Everybody now — aah!*

PRODUCER
GAMETEK
(0753) 553445
PRICE
SET BY RETAILER
RELEASE DATE
MARCH '95

Following the success of *Top Gear* one and two, Gremlin have returned with another instalment of this popular racing game. *Top Gear 3000* takes racing into the future and enters into new dimensions of racing simulation. Although work is still going on, the release date shouldn't be too far away and this looks like it might be a racing classic.

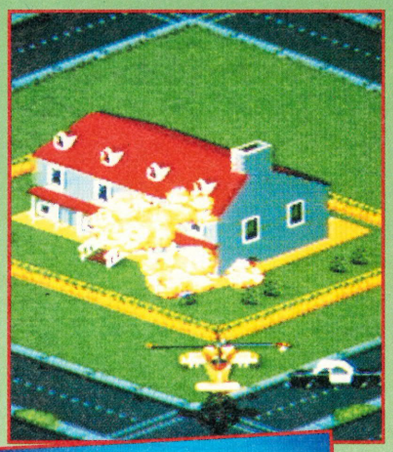
A galactic plutocrat has arranged for the biggest race in the history of the cosmos, to take place across a whole galaxy of planets. With a fortune in prize money up for grabs, the competition is tough and no inch will be spared. If you've the bottle, you must race hard and long in an attempt to win the dosh you need to improve your car. Only by improving and customising your vehicle will you have a chance of winning the BIG race.

Top Gear 3000 has loads of new features, most importantly the four player option. This lets you play with three mates, all at the same time, by splitting the screen into quarters. This exciting new option should make this one of the best multi-player games around.

With loads of pick ups, ramps and boosters littering the track, as well as all your opponents, the races won't be short of action and excitement.

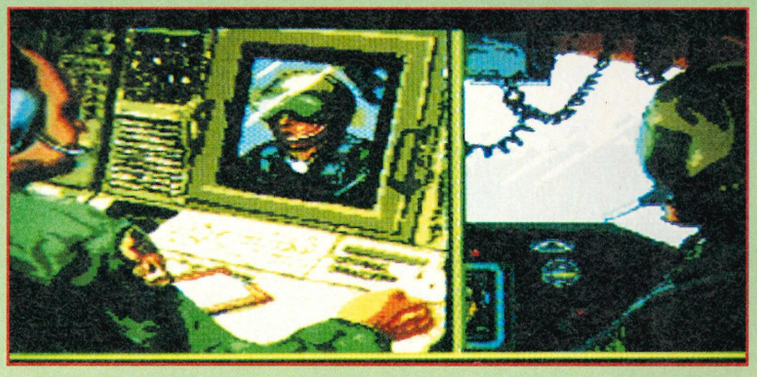
Top Gear 3000, promises to be fast and furious and with add ons like phosphorous bombs, you can bet it's a little dirty too! The previous Top Gears scored well and if this is just as playable, it should be a good 'un. The graphics aren't up to the standard of the SFX chip and with Dirt Racer approaching completion there's some stiff competition, but with all the depth and loads of playability, it should be able to compete with the best of them.

JUNGLE STRIKE

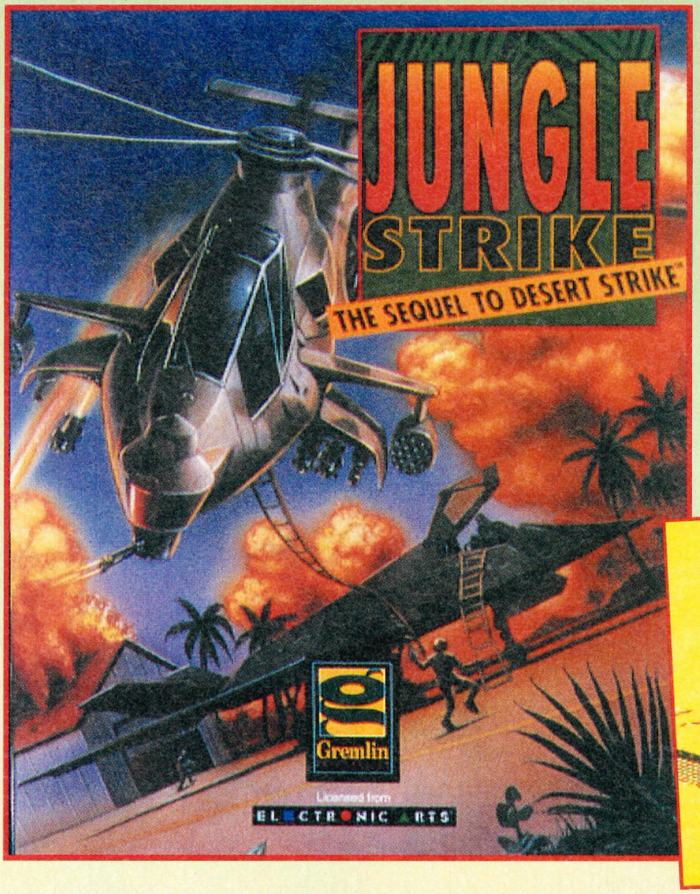








△ *Sorry mate, but balancing a marrow on your nose just isn't funny anymore!*





▽ *Yesss! Another slimeball bites the dust!*



PRODUCER
GREMLIN
(0742) 753423

PRICE
£ TBA

RELEASE DATE
TBA

At last, after months of waiting, *Jungle Strike* is finally coming up for release on the SNES. For those of you who have been sitting around, twiddling your thumbs waiting for this release, you are about to be rewarded for your patience! Owners of other games consoles may well have enjoyed *Jungle Strike* for some time, but you know the old saying, "the best things come to he who waits."

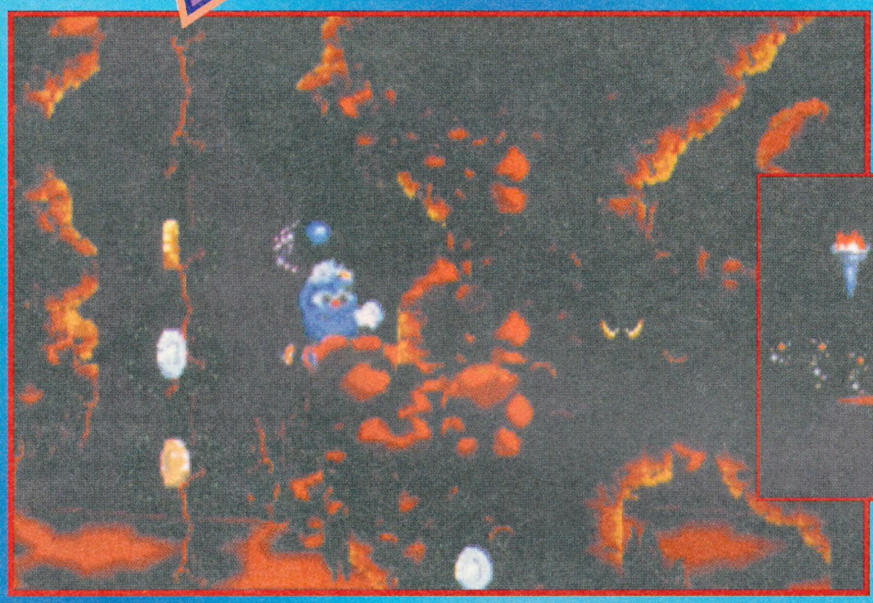
Gremlin have been working ferociously on making this the best *Jungle Strike* around and the number one SNES game of the year.

You must have all heard the story by now... what do you mean, no? Have you come from another planet? Oh, alright .... I'll explain one last time.

The evil Kilbaba is dead, killed by our hero and his amazing flying machine in the last adventure, *Desert Strike*. Unfortunately, his son lives and he's out for revenge. Kilbaba Jnr has teamed up with a drug lord and together they are planning an invasion of America. With a massive private army and the possibilty of some nuclear weapons, they pose a serious threat to national security. You - as a chopper pilot - must fly over thirty dangerous missions, spread over eight tough levels, in an attempt to crush this wicked pair and all their forces and restore peace and order to the nation. Initially you fly your Commanche helicopter, with all its guns and missiles, but you must also take the controls of a motorbike, a F-117 Stealth fighter and even an MX-9 attack hovercraft!

Jungle Strike looks packed with great action. It's sure to be the same mix of strategy and shoot-em-up that made its predecessor so popular.

IZZY'S QUEST



▽ *Oh no, it's that bloke out of Jaws! I thought he couldn't swim so what the hell's he doing in charge of a submarine?*



△ *And what's Woody Woodpecker doing lurking about the place?*

▽ *Many weird and wonderful creatures inhabit the seas, but I don't recall seeing any of this lot in the TV show.*





PRODUCER
GAMETEK
(0753) 553445
PRICE
SET BY RETAILER
RELEASE DATE
MARCH '95

Isn't it amazing how time flies! It seems as soon as all the excitement from one Olympics subsides, the next one's knocking on your door. With Atlanta '96 rapidly approaching, the hype machine is beginning to swing into motion. U.S Gold, in association with the Atlanta Committee for the Olympic Games, are currently producing *Izzy's Quest for the Olympic Rings*. Don't get me wrong, this isn't a sports sim like *Track and Field*, but a very smart platform adventure game.

Izzy is something of a hyperactive young lad, who dreams of one day competing at the Olympic games. Living in a fantasy world within the Olympic torch, he is given the chance to fulfill his ambitions, but only if he can find the five Olympic rings. These rings, given for perseverance, integrity, sportsmanship, excellence and brotherhood, are scattered around many levels and will provide more than a stiff challenge for our young friend. The task is made all the more difficult by all the baddies out to stop him. Fortunately, despite the odds being against him, Izzy has some useful morphing capabilities that will help him overcome anybody that stands in his way, or so the theory goes!

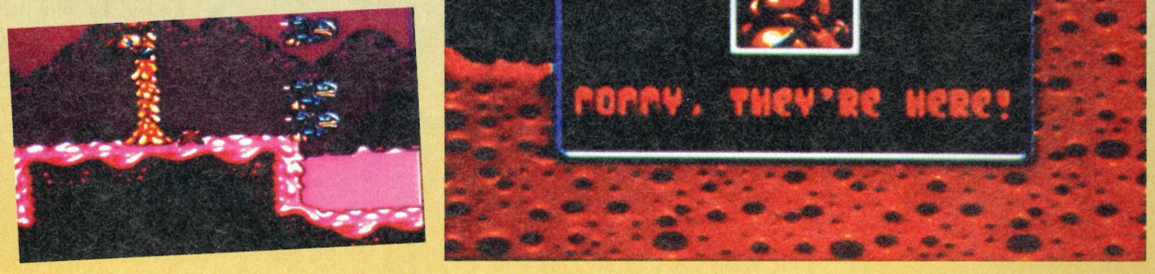
The game is nearing completion, and as you can see, the graphics are looking very impressive indeed. We are also assured it'll be as fast as anything on the SNES and full of playability.

U.S Gold are also bringing out a cartoon series based on the new hero, which looks set to propel this game to the dizzy heights of *Sonic* and *Mario* - let's just hope it's worthy. You can rest assured, in true Olympic fashion, we'll be on the case and will have a full review faster than Linford Christie can tie his laces!



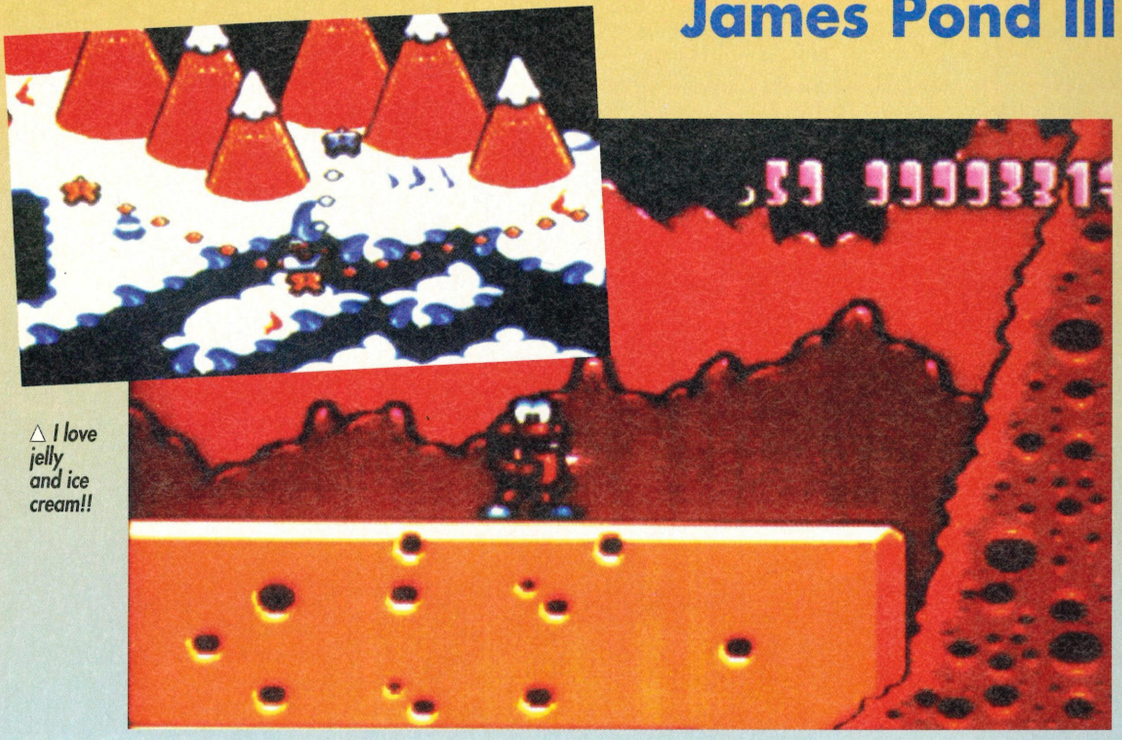
A fine set of molars! Tell me, do you use Mentadent-P?

▽ *He's back, he's bad, and he smells a bit fishy. The world's first underwater agent once more pits his wits against those aquatic crime lords.*



OPERATION ST★RFISH

James Pond III



△ *I love jelly and ice cream!!*

PRODUCER
U.S. GOLD
(021) 606 1800
PRICE
£ TBA
RELEASE DATE
MAY '95

Something smells fishy and it's not Miles - well I hope not anyway! U.S Gold are back with more fishy tales in *Operation Starfish*, the latest game featuring the worlds wettest hero James Pond. Okay, so he's appeared in some pretty crummy games and some indifferent ones, but this should be the quality game he's been promising, but never quite providing.

After his embarrassing defeat by Robocod, Dr Maybe had gone into hiding. Fi5h, the MI5 of the fish world, had been trying desperately to find him, but had turned up with nothing. Then suddenly a NASA space shuttle, carrying an important defence satellite, went missing and Dr Maybe was immediately suspected. A team of three Fi5h agents were sent to investigate, but shortly after going behind the moon they were caught by the evil Dr Maybe.

So James Pond is once again called upon to risk flipper and fin in an attempt to rescue the agents and capture Dr Maybe. Armed with his trusty apple-gun, and dressed in his designer suction boots and protector suit, he sets off for the dark side of the moon. Taking on all sorts off bizarre lifeforms and unearthly aliens, Pond must battle his way to the cheese mines of the moon, where, deep within, he'll come face-to-face with his arch enemy Dr Maybe.

Operation Starfish is a massive run and jump platformer. Featuring over sixty sections with various objectives and degrees of difficulty, it'll certainly keep you going. It's objectives include puzzle solving, rescuing agents, collecting objects and most importantly scoring squillions of points.

It all sounds good, but you'll have to wait for a full review next month to find out if it all turns out to be a bit of a damp squid!

primal RAGE



As kids, there's something about dinosaurs that fascinates all of us. Whether it's the vicious Tyrannosaurus Rex, or the more dippy, but equally humongous, Diplodocus, they catch our imagination and we can't seem to get enough of them. When I was a nipper we had to make do with some plastic models, but things have moved on a bit since then and now we have *Primal Rage*! This classic coin-op from Time Warner Interactive is in the process of being converted for the SNES and will be roaring on to our screens shortly. In an exclusive preview we get our teeth and claws into what promises to be one of the hottest releases of the year.

Although *Primal Rage* has only been in the arcades for a relatively short time, it has already made quite a reputation for itself. Kids everywhere have become addicted to this unique beat-em-up and someone, somewhere's getting pretty fat out of it.

This beat-em-up, or should I say eat-em-up, involves taking control of a fictitious Dino and trying to bite, scratch and claw your way to victory. Okay, so they've been dead for millions of years and are probably a bit smelly now, but Time Warner have really brought these creatures to life.

The game incorporates a new four button control, instead of the usual six, to allow more comfortable and easier control. In addition there's also a new method of executing special moves, so as to allow more impressive combinations. Learning special moves and how to perform combo's is all part of the challenge, and if players are to get anywhere then these have to be learnt and perfected.



You may think that there's not much you can do with a dinosaur, but you're wrong. Time Warner have spent a lot of time and effort in making beasts that had maximum potential for performing moves, and, as a result of their labours each character has loads of special moves that should keep even the most ardent *SSFII* or *MKII* supporters happy.

As you can see from the screenshots *Primal Rage* looks out of this world. Special care and attention was put into making the Dinosaurs look as realistic and fluent as possible. A new stop motion animation technique was used and some top Hollywood talent was flown in to help out. The results as you can see, are spectacular and with a new ' Total Immersion Audio ' system providing some great sound, this should be one of the most atmospheric games ever.

In the past we've seen some games that have relied too heavily on looking good, and have forgotten about the gameplay itself. Thankfully, Time Warner have not forgotten what makes a great game and have promised that this will play as good as it looks. With a one or two player option, a host of unique characters and lots of hidden features to find, there should be enough in it to keep us all amused for quite some time. Add to this enough action and excitement to make *Jurassic Park* look like a sunday stroll and you've a good idea of what *Primal Rage* is all about.

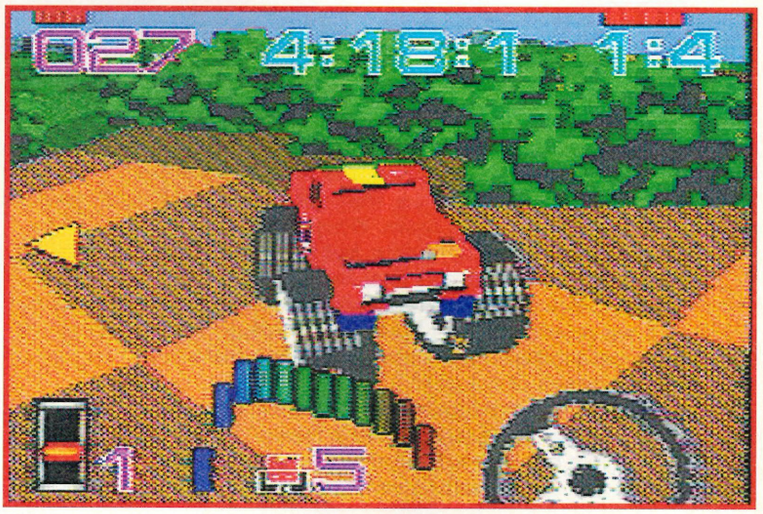


The official release is still hoped for around September time, so we've a while to wait yet. Until then, drool all over our screenshots, and rest assured that we'll keep you informed.



DIRTY

Waaaaahey! The stunning SFX chip is back and looking better than ever! The new off-road drive-'em-up, *Dirt Racer*, is fast approaching its release date and promises to be the SFX game of the year. Not wishing our beloved readers to miss out, we managed to kidnap a couple of the Elite staff and get a sneak preview that will knock your socks and pants off!





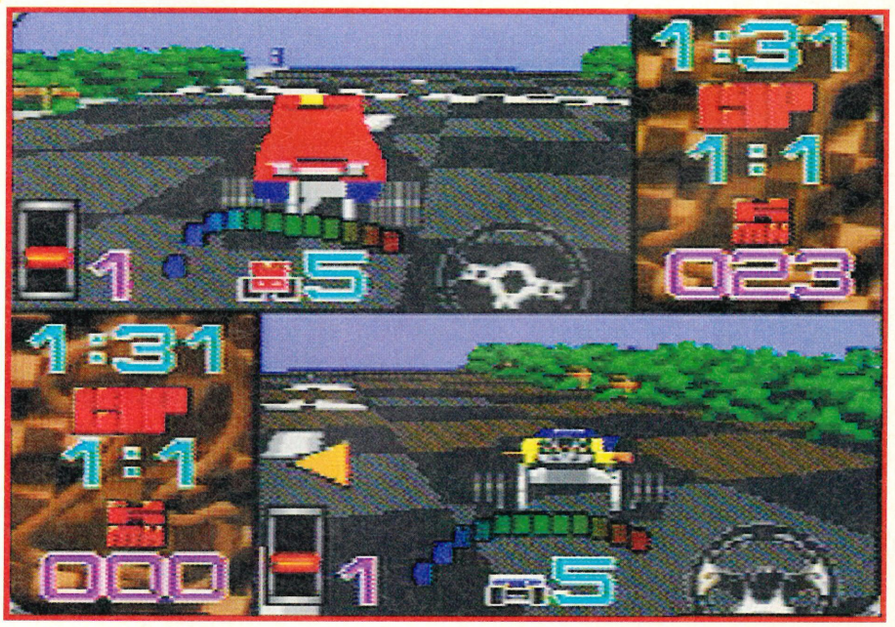
Dirt Racer is a fast paced, action-packed, off-road driving sim, which, apart from looking great, also plays absolutely brill. In the past we've seen some SFX games that have relied too heavily on looking impressive. With *Dirt Racer*, though, the game itself has been put first and the graphics a close second. With a choice of entering a cup competition, or setting up a league, this game has far more depth to it than racing around in a pretty car, with some nice scenery flashing past.

When setting up a league you start in the third division and must work your way up to the first, with the ultimate goal of becoming the Dirt Racer World Champion. This is no easy feat and with up to eight of your mates playing, as well as all the computer drivers, you'll have to battle hard and long for the Championship.

The league and cup competitions take place in three countries, each with a choice of five different tracks. Division three races are held on the grass and mud of England, division two races on the sand of Australia and division one the snow and mountains of Alaska. Each of these terrains requires a different style of driving and will provide a real challenge to your skill and reactions.

To help you, on each track you can choose from three different cars. First there's the 4x4 Monster truck, this is best for the slow, clumsy drivers (ME!!) who always seem to crash into absolutely everything. It's also best for learning and use on rocky tracks. Second there's the Dune buggy, which is faster, but has an unhealthy habit of blowing up. This is good for tracks with a mixture of straights, hills and bends. Last there's the Off-Roader, which is the fastest, but hardest to control. This baby requires some pretty skillful driving and as you only have six crashes per race (any more and you're disqualified), it's best to leave this one until you've had a few lessons from Nigel Mansell.

To ensure maximum fun and challenge, each computer opponent has been programmed to read how good or bad you are and race accordingly. This means you will never thrash the computer, or get thrashed yourself. As you learn and get better, so will



DRIVING

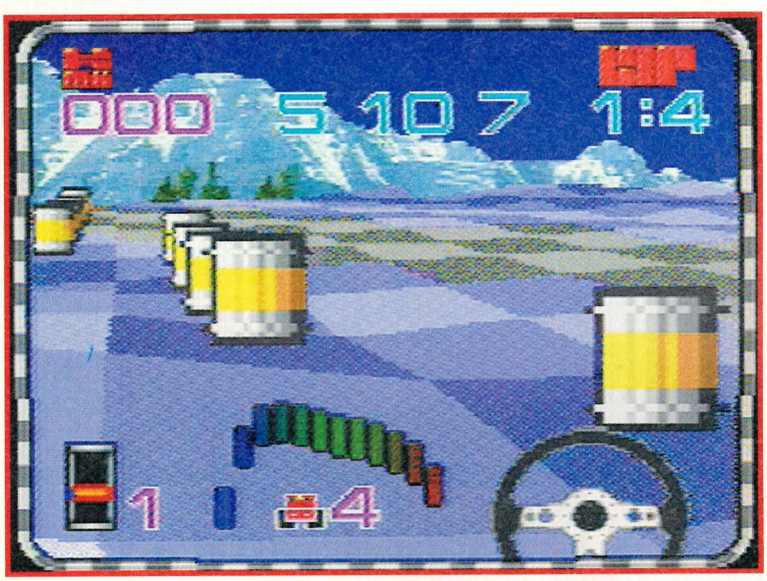
the computer. Each computer driver has also been given his own personality and style of driving, so it feels very much like you're playing with your mates.

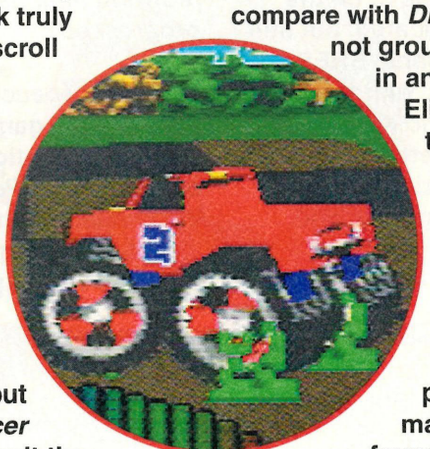
Dirt Racer looks to be the most realistic racing game produced for the SNES. Elite combined forces with students at Bath University to research and capture the true feel of racing.

All the playability of a traditional driving game is there, but with the added bonus of genuine car handling. From the ninety percent finished cart that we tried out, the driving really did have an authentic feeling. Skidding, wheel spinning, suspension and even hand-brake turns are all part and parcel of this superb game.



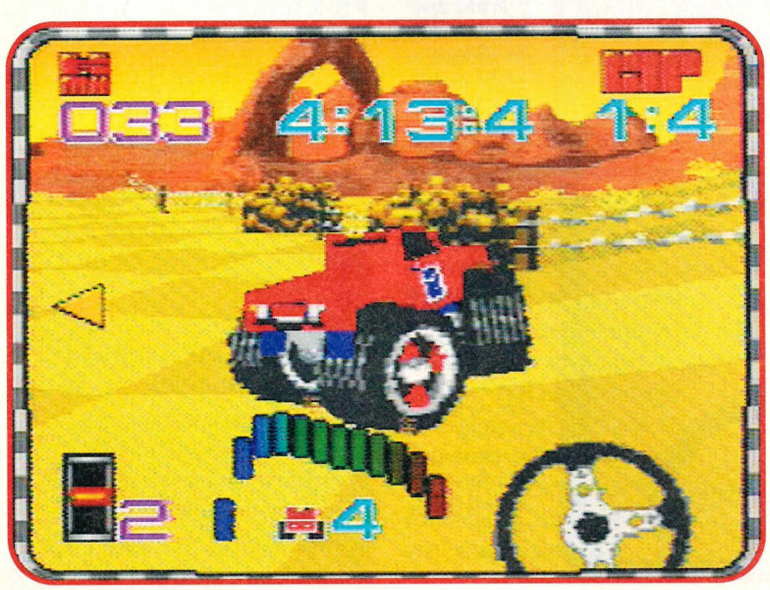
The races themselves take place in a very impressive 3-D environment created using the Super FX chip. The high speed polygon graphic landscapes, backgrounds and cars look truly superb and scroll across the screen effortlessly. The touble with some games of this type is that you get jerky and slow movement, but with *Dirt Racer* this simply isn't the case. The car obediently reacts to every touch on your joypad, even if you are driving straight towards a tree!





For pure thrills,excitement and realism not much can compare with *Dirt Racer*. It's not ground-breaking in any way, but Elite have taken the SFX chip another step forward, and proved that there's still plenty of magic to be found in it.

This racing sim looks like it's certain to become a classic, so just remember that you saw it here in SUPER GAMER first!





Oi — what's going on here?

Just who do these programmers think they are, and why do they reckon we should play their games? Let's ask them shall we?



1 With games like Mario Kart *and Stu*nt Race FX *already doing the rounds, how are you looking to carve a niche for* Dirt Racer*?*

Dirt Racer aims to be the most sophisticated, but still the most playable SNES driving game, with lots more to it than *Mario Kart* and graphically better than *Stunt Race FX*, including more complex 3D models and texture maps. The split screen mode is very slick and most of the staff here are already addicted to it.

2 What was the original spec for Dirt Racer *and how much has this altered as programming has progressed?*

Originally specced as an off road driving game using the vehicle simulation model developed for *Powerslide*. We chose to enhance the visuals and the playability. Once we were up and running, it almost developed a personality of its own; new ideas were introduced on a daily basis and included where possible.

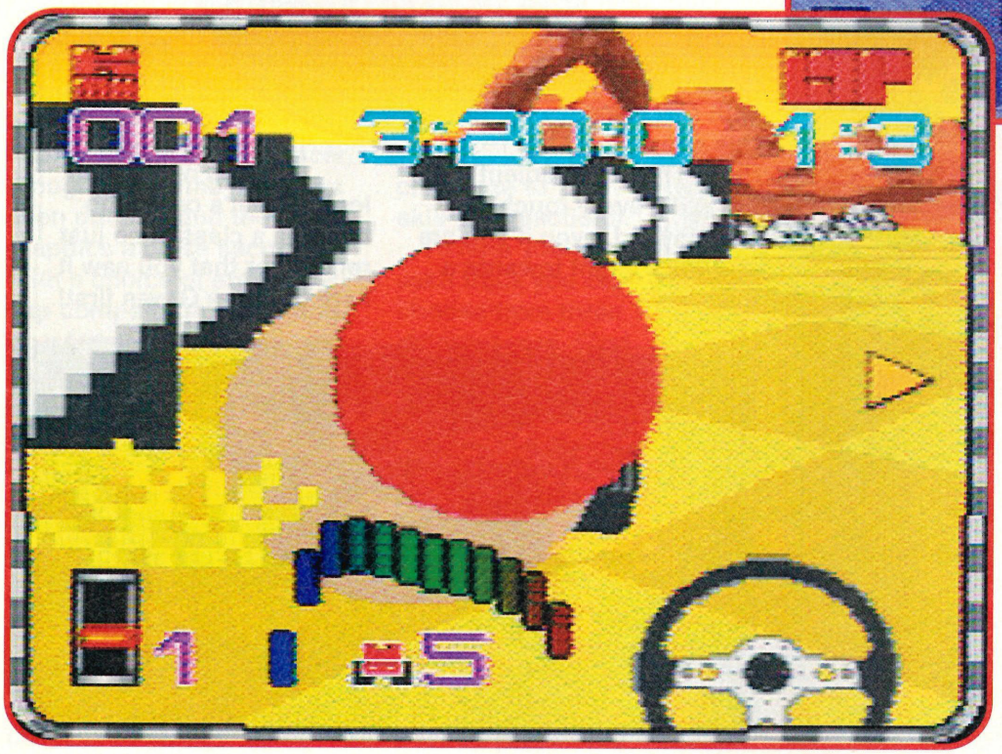
3 The game features arcade style drive-'em-up action combined with a more realistic driving 'feel', momentum, skids etc. How did you go about capturing these elements?

The realism was taken from a 'Core Vehicle Simulator' whereby we worked in conjunction with Bath University who specialise in 'Real Vehicle Simulation'. We greatly exaggerated parameters such as suspension to get the arcade feel.

4 How much of a breakthrough is the Super FX chip really?

On paper the SFX chip doesn't appear that impressive compared to the PS-X for example. But the effect it can have on a SNES game is quite a breakthrough making quite a difference.

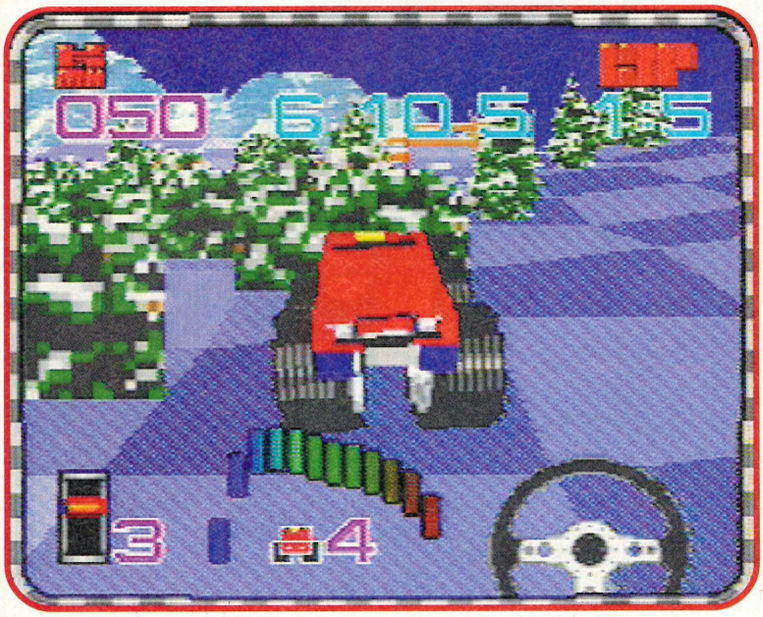


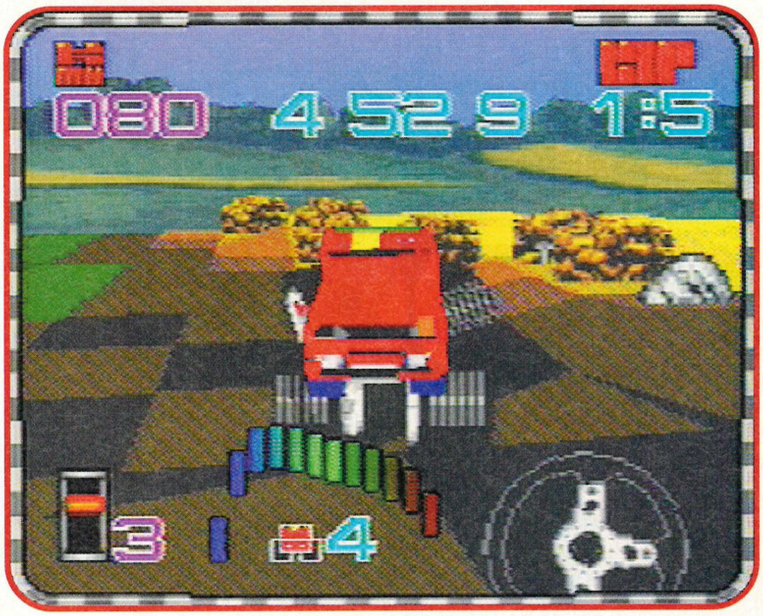


△ *In true devil-may-care style, the SG team put the monster truck through it's paces. "Right" yelled Miles, '... "let's see what happens if we ram some roadside hazard signs at 150 mph." The results were quite conclusive and can be seen on the left. On being questioned after the incident, Miles replied 'Uergh!'*

5 What's been the biggest problem to overcome during the programming so far?

The SFX itself - it sometimes seems to get in the way of the SNES side of things, also getting everything to fit on the cartridge, there was some pretty horrendous compression to make sure we got everything in.





6. Roughly how much time does it take you to create a single course?

Each new landscape will take us approximately five days. We include five courses on each landscape; the course objects will take two days to design and two days to place around the course.
Q.C. will then train the opponents (using our own technique) - this will take a further day per course.

7 A criticism levelled at SFX games so far is that, behind the graphics, the gameplay's fairly shallow, Vortex *being a prime example. What's your opinion?*

Yes; in the past programmers became so obsessed with the technicalities of 3D that they neglected the gameplay and then included it as something of an afterthought. In *Dirt Racer* the gameplay was the prime concern; you can simply pick the game up for a quick time trial, or alternatively, choose to enter Leagues or Cups and venture on to new courses. It could literally take months to get to terms with!

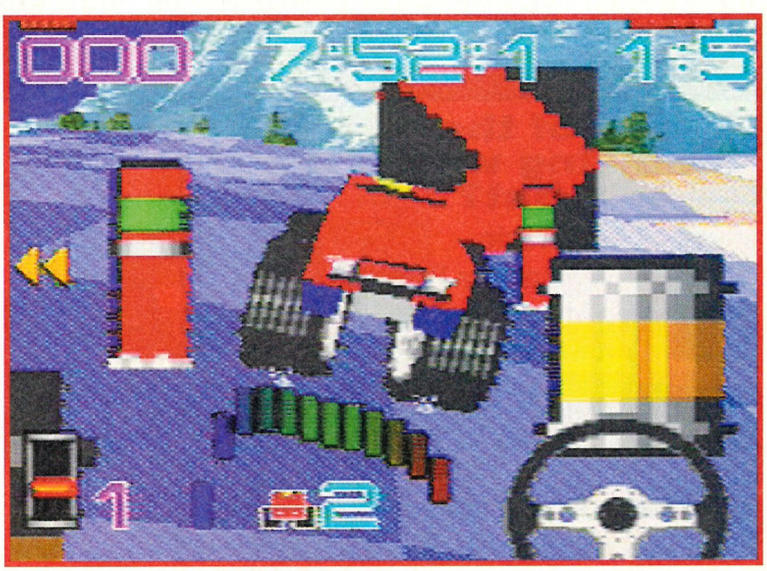
8 Are there any features you would have liked to have incorporated into Dirt Racer *but couldn't, and if so what were they, and why not?*

A few; the main one being a points system for the stunts performed. We would also liked to have included more cars, graphics, tracks and the action replay mode, though unfortunately we ran out of time and cartridge space. We did manage, however, to include the Stunt and Puzzle tracks. Who knows, there may be a follow up, but not now . . . we're shattered!

9 Now the novelty of the SFX chip has, to some extent, began to wear off, what do you think is the way forward for SFX games?



Programmers are going to have to excel . . . existing SFX products have only scraped the surface of what it can achieve. Games still need to become a lot more playable and challenging but still retain the fun element, graphics and technical boundaries are not everything in fact they are very little without the gameplay element.



△ *Crash bang wallop — the Super Gamer boys arrive at work for another hard day's gaming n' ravin'. Living on the limit, that's us!*



We're all Wild about Wario!





Sit awhile as I recant two very different stories which by and by were to become one. One was the oft-told saga of that most enduring of gaming heroes — Mario. The mustachioed plumber starred in countless games down the years, beginning with that age old arcade machine Donkey Kong through many SNES and NES adventures, not to mention the high-speed drive-'em-up mayhem of Mario Kart. Then, one day, something strange happened. The evil in the previously merry Mario surfaced and escaped — Wario was born.

At the start of the 1990s a game was born that destroyed friendships and had those dirty do-gooders up in arms. Bomber Man allowed up to four players to simultaneously attempt to blow each other to Kingdom Come using a range of powerful and deadly incendiary devices. Unlikely though it may seem, these two gaming legends came together in the outstanding form of Wario Blast!

Last issue we gave this corking GB raver a well-earned 88% rating and now we're pleased to be offering you the chance to sample its explosive delights for the mere cost of a stamp. Not only that, but you'll also get a Gameboy, a hat, a T-shirt, a key-ring and a bag to keep it all in, and all with the Wario logo emblazoned proudly for all to see. There's three of these goody bags up for grabs and one could be yours if you can answer the following questions and complete the tie-breaker in no more than eight words.

1 **Which of the following wears a hat?**

A. Wario
B. Barney Rubble
C. Gary the SG coffee table

2 **What is Wario?**

A. A hippo
B. A doppleganger
C. A pillock

3 **In which of these games did Wario appear?**

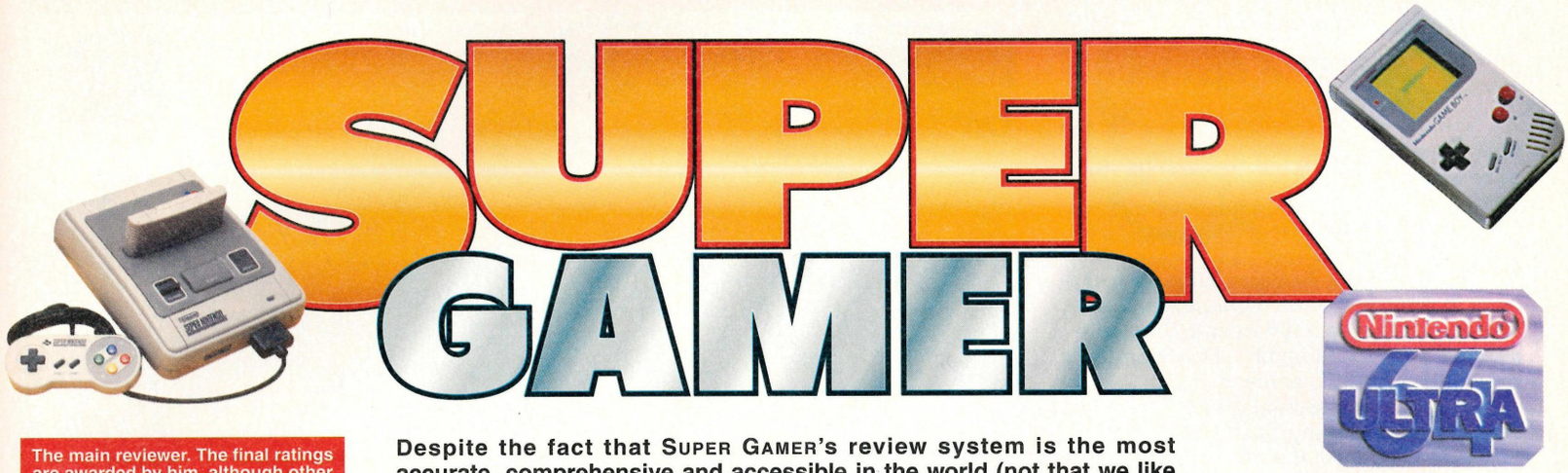
A. Wario Land
B. Super Air Diver
C. The 1992 FA Cup final

If Wario nicked my conkers I would.....

.....

Photocopy the page, fill in the answers and send your entries to: More Wario stuff than I could shake a stick at compo, SUPER GAMER, 14A Union Street, Newton Abbot, Devon, TQ12 2JS

REVIEW INTRO



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

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

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

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



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

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

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

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

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

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

The game's controls!

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

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

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

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

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

THE OVERALL RATING

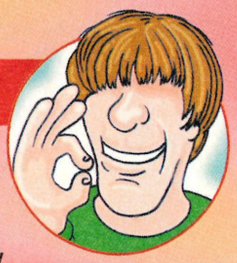
0-29%
Could any game stoop so low? It most certainly could – see page 68 for the proof! Yeeuck! Any game scoring this low should be burnt and have its ashes mixed with salt.

30-49%
Ugh. This band is the wasteland for 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.



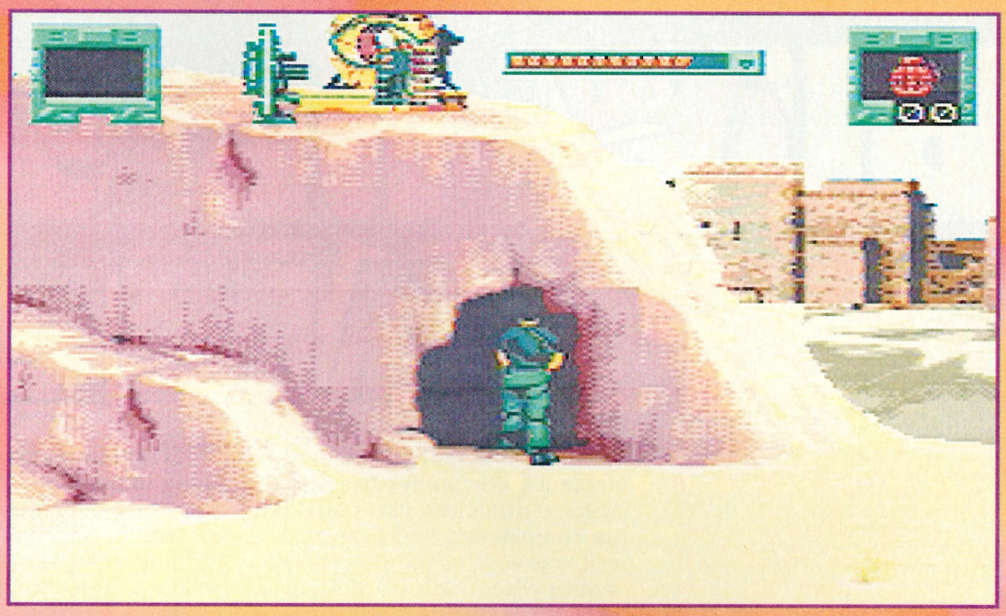
JON

Well, here I am once again, writing about *Stargate*, the new platform adventure/ shoot-em-up from Acclaim. First we had a work in progress, then a preview and now, at long last, we've a full review. The long-awaited block-busting film, finally finds its way onto our SNES screens.

Last month we reviewed the Gameboy version and were impressed by its attempt to break away from the usual, tedious film conversions. The concept of turning a film into a puzzle game was an excellent and refreshing change. Unfortunately, rather than releasing the same game on the SNES the publishers have opted for a more conventional shoot-em-up. Why? I'm not sure, but to be fair, the Gameboy *Stargate* would be a bit dull on the SNES and wouldn't fulfill its potential. Still, you would have thought that someone could come up with something a little bit more original!

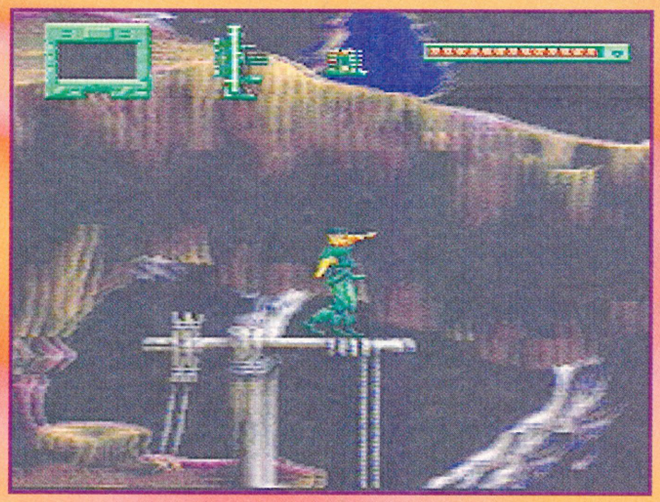
For anyone who's just returned from Mars and hasn't heard of *Stargate* yet, I shall explain... AGAIN!!! A portal, or Stargate, has been found in the Egyptian desert. A team of soldiers, led by Kurt Russell, bravely go through and find themselves in another world led by the evil Ra. It turns out that Ra uses these Stargates to attack other planets, enslaving its people and generally being a bit of a pain in the butt. Kurt decides that the portal must be blown up to stop Ra getting to earth. Unfortunately, as usual, things go a little wrong, as he loses his soldiers, nuclear bomb and the Stargate. This is when you boldly step into the shoes of Colonel Jack O'Neil and start taking the fight to Ra! The object of the game is to roam around all the levels completing various missions and collecting enough supplies and pick-ups to feed an army. Alas, this army consists of you, you and, erm... you! This makes the odds a paltry 1000-1; not very good really! To win the game you must collect the seven pieces of Stargate code that are spread around the inter-connected levels. The nuclear bomb has also been split up into several pieces and all of these must be found as well.

This is no ordinary shoot-em-up; the inter-connected levels make this more of a spaghetti junction than a one-way street. You can go near enough anywhere you want and at any time. This freedom of movement not only sets this aside from the normal shoot-em-ups, but is also essential to the gameplay.



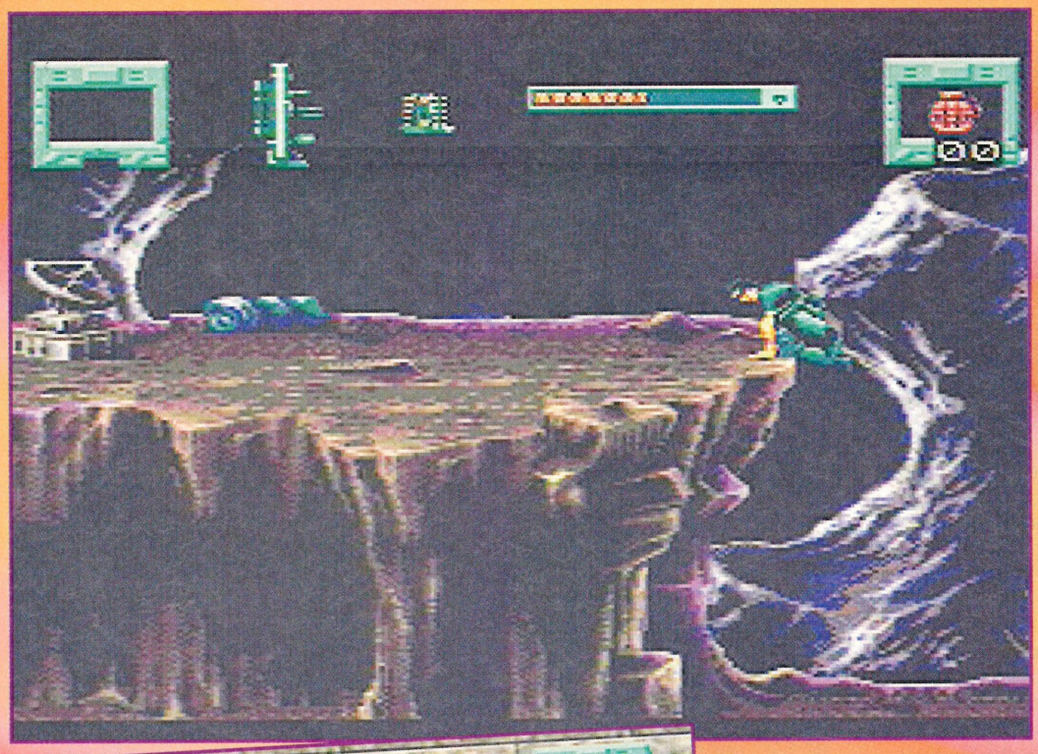
STARGATE

Stars in our eyes!



△ *Eek, steady on! One false move and it'll be a nasty tumble for the plucky colonel. I hope he hasn't been down the pub!*





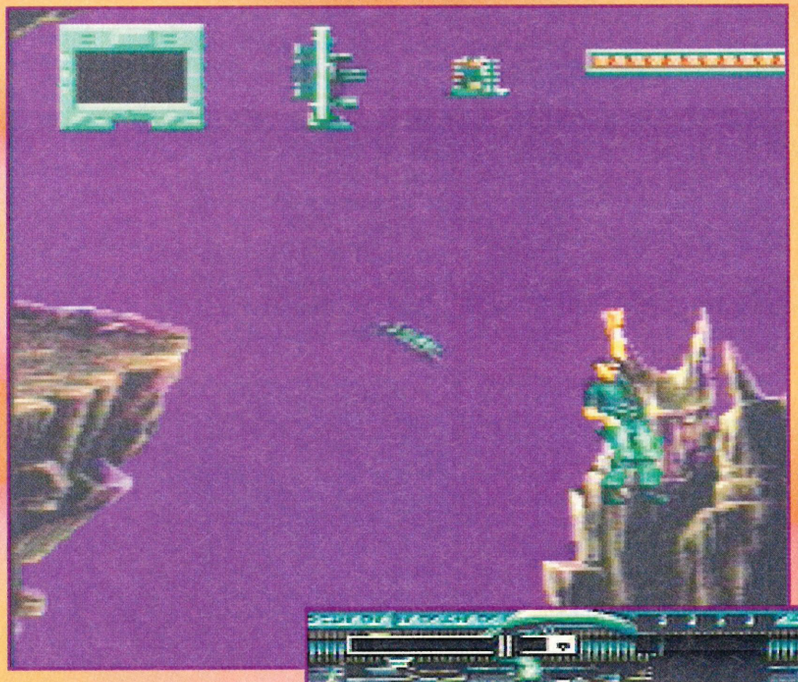


△ *Gis a bunk up will ya?*

HAYDEN



Unfortunately I haven't yet managed to get myself along to the cinema to see *Stargate*, so in many ways it's hard for me to comment on whether this is an accurate film license or whether it captures the 'feel' of the film.
In my experience though, film licenses generally take a few of the more exciting (saleable) aspects of a film and make a game from them.
This 'ain't bad, and I found the climbing about type idea really enjoyable. In fact the game reminded me a lot of *The Empire Strikes Back,* or aren't we allowed to mention that? Anyway, enough jibbering. Doesn't break down any barriers, but it's still a neat little game.



As you wander about, or run, you meet lots of characters from the film who give you missions. The first and most frequent, being Daniel Jackson. He constantly pops up to tell you what to do and where to go - now this is when it gets clever! If you don't finish a mission and decide to explore somewhere else or do another mission first, you can just go and do it. You don't have to finish a mission in any specific order. So not only do you have the freedom to move about, you can also choose the order in which you want to play.



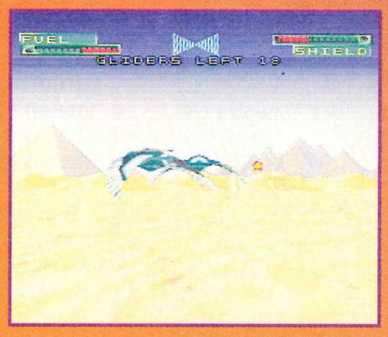
STAR CRAZY

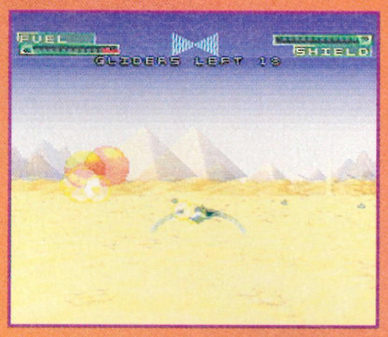
It might seem a tad unfair that our hard-hitting, seriously kitted out squad of marines start laying into all these seemingly primitive races of people. Believe you me — it's not. These dudes give as good as they get, and usually a lot better.



SHOOTING STARS

The platform action of Stargate is broken up with some slick mode 7 shoot-'em-up shenanigans. Steel a ship and try to blow 20 enemy craft out of the sky. Looks smart, dunnit?





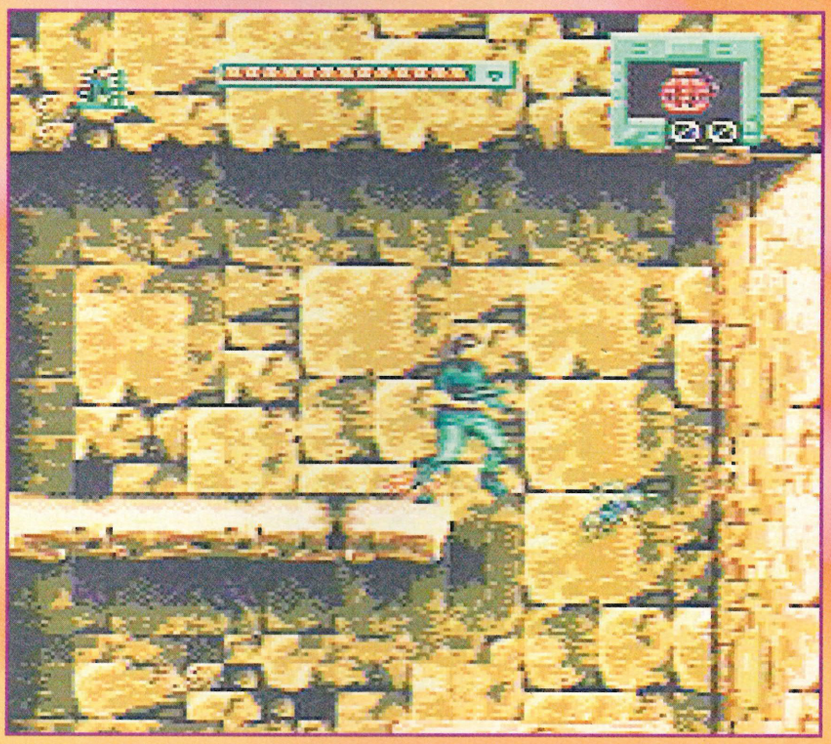


The missions in the game are all fairly similar, such as find five boxes, or six traitors, or five elders. Get the picture? This basically means lots of tearing around and exploring and although this game is big, you'll soon find yourself thinking you're suffering from deja-vu! Fortunately there's plenty of sub-games and puzzles to break things up. These sub-games are excellent in their own right, one in particular - the glider attack - is outstanding. These sub-games are hidden and you have to find them and believe me, unlike in some games, these are worth finding.

As you travel around you also come across loads and loads of pick-ups. These are usually things like hand-grenades, extra ammo, etc, nothing really interesting. This is a bit disappointing as the hoard of bad guys and aliens are a bit tricky to kill and seem to be able to kill you quite easily. Still, Hollywood never makes it easy for the good guys.

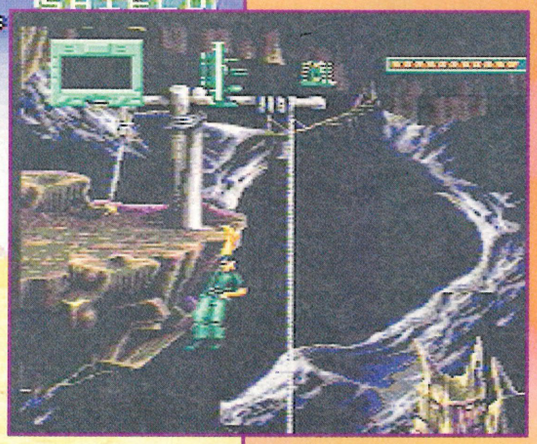
Luckily the programmers are a bit more considerate than Hollywood and have given our hero six lives and up to four continues. There is also a password whenever you finish a level, which means you don't have to painstakingly re-do each level every time you load the game.

With all the film games that have been released over the years none have ever matched the film for energy and atmosphere. That was until now! *Stargate* looks as spectacular as the film and the music sets the scene



△ *No grenades left, me sunglasses have gone out of fashion and I'm just about to accidently walk off this ledge. It must be Monday!*





perfectly. The digitized character of Kurt Russell moves fantastically with frame after frame of animation. He can run, jump, crawl, climb, dangle, and fire in any direction at the same time! A lot of effort has been put in trying to make him move and look as realistic as possible and it's worked. Colonel O'Neil is without doubt one of the most fluent and impressive characters on the SNES. The colonel can't take all the limelight, though, the whole game is a visual feast. The backgrounds are just as stunning and uses some clever parallax scrolling. As you can see from the screen shots, the whole thing is saturated in an atmosphere that really helps get you





△ *With nerves of steel and a glint in his eye, Kurt heads for the make up chair cos he's smudged the axle grease on his cheek!*

MILES

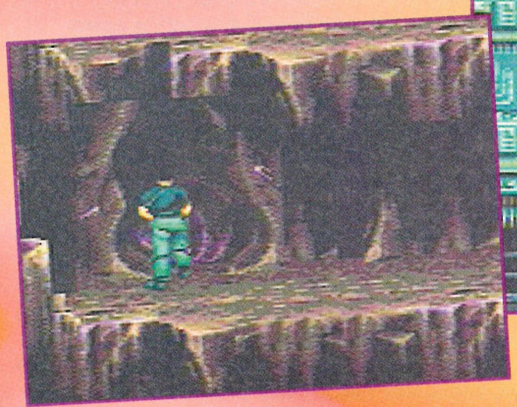


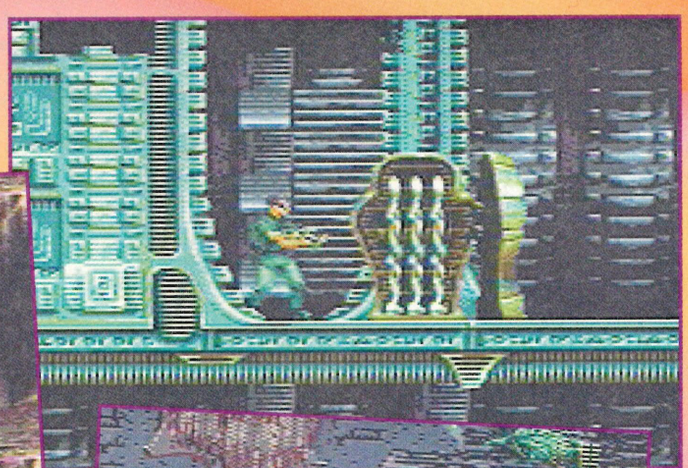
I'm sorry to say I haven't actually seen the film yet — a situation I intend to remedy very soon. Oh well, at least I can content myself with the game for the time being. It's a sprawling platformy shooter in the vein of the *Super Star Wars* series and none the worse for it. Graphically it's not quite up to Luke and Co's standards with backgrounds looking a tad grainy though the main sprite is well 'ard. My principal moan is that it's way too tricky for it's own good. Often baddies seem able to take everything you throw at them while your energy bar plummets towards zero at an alarming rate. There's a helluva challenge in there if you're tough enough, but only worth consideration if you think you're up to the job.

involved in the game.

Stargate also scores highly in playability and longevity. The missions, although not very varied, keep you constantly on the go and there is always something to be done. Along with all the sub-games, *Stargate* carries you along at a breakneck pace and will keep you enthralled for hours. This fast-paced and action packed cart is certainly one of the better platform games around. The only criticism is that it's a bit tricky, (a lot of the time it's easier to jump over the enemy rather than fight them), but even in the land of dreams nothing is rarely perfect!

If you loved the film, you'll definitely like this. If you haven't seen it yet, then get this game and you'll soon realise what you're missing! Guaranteed to keep you busy for ages, this is a brilliant release bound to do well.







△ *As the mission begins to hot up our hero finds himself in the embarrassing position of being caught short. Even tough guys have to go sometimes!*



PRODUCER
ACCLAIM
(071) 344 5000

PRICE
£ TBA

RELEASED
MARCH '95

GAME TYPE
PLATFORM ADVENTURE

CART SIZE
16MBit

FEATURES
PASSWORD

CONTROLS



RATINGS

GRAPHICS	90
SOUND	90
GAMEPLAY	86
LONGEVITY	88

OVERALL

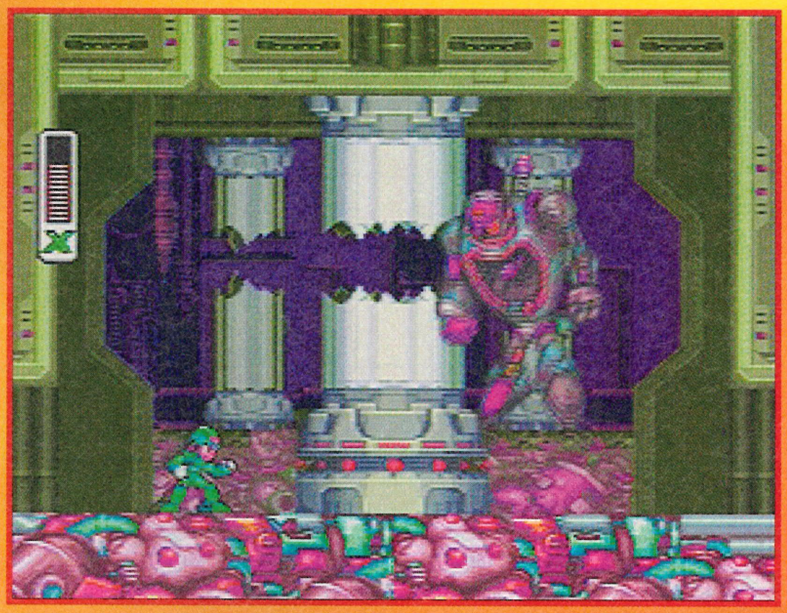
90

JON



Who would have believed it? *Mega Man* is back . . . . again! This long running saga seems to have gone on longer than *Coronation Street*! Our hero has returned and is back with a vengeance in Capcom's new release, *Mega Man X2*. This cleverly titled, action packed, arcade shoot-em-up is easily the best yet. The original SNES game, although great fun, was flawed in several areas and managed only a moderate 75%. This new game, with the C4 graphics chip, looks and plays much better than any of its predecessors and looks certain to give the tiring *Mega Man X* a new lease of life.

If you read the review on the original game, then you should have a good idea what this is all about. If you missed it, then you're probably scratching your heads, wondering what the hell I'm talking about. Mega Man X is a robot hunter who must destroy the evil and twisted

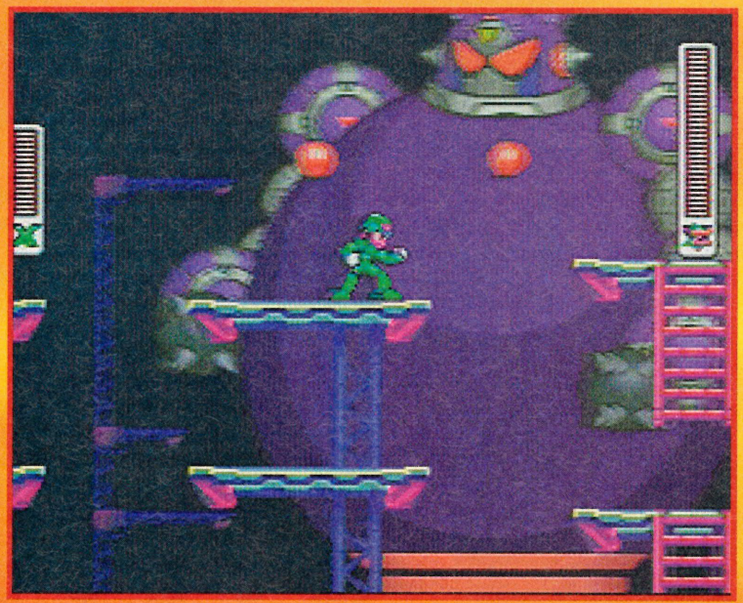




MEGA MAN X2

He's a man of distinction!

Reploids. These Robotic killers, believed to have been wiped out in the first game, were unfortunately only forced into hiding. Having regrouped and re-armed, it is up to Mega Man X to rid the planet of these rusty robots once and for all. This platform shoot-em-up requires the usual rapid tapping of the fire button, but also tests your reflexes and skill on a number of challenging levels.



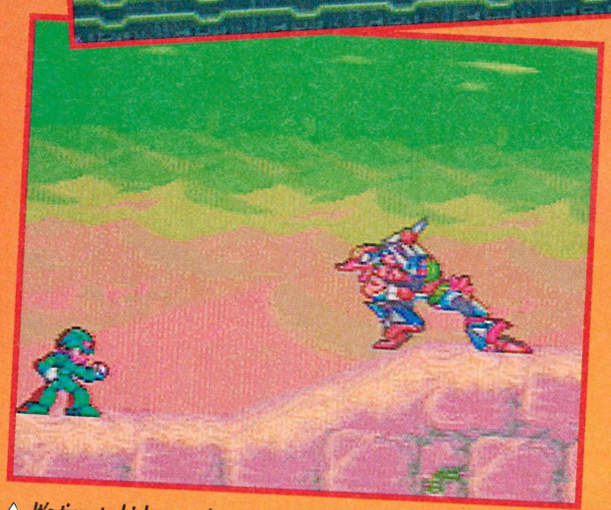
Once you get past the first, pretty easy level, you can then pick in which order you want to try the next eight. Each level contains plenty of bad guys to blow to bits and at the end of each, you will come across one of the leaders. These are exceptionally hard to destroy and each will test your skill in a unique way. Once you have killed all the bosses you will be faced with another eight levels and must do the same thing all over again. Although there's no specific order in which to do the eight levels, you will soon find that a certain order produces the best results and will help you live longer. This is because each time you kill a boss, you get a special weapon that will help kill one of the other's. After a bit of trial and error, not to mention a lot of death, you will eventually find out which weapon kills who and where to find it.

As you tear around, blowing up everything that moves to bits, you will come across lots of pick ups. These are extra energy and armour capsules, with the occasional extra life. To start with, the lack of any power ups is a bit disappointing, but as you progress through the levels, picking up a weapon at the end of each, you will soon have enough guns to supply an army!

With the levels taking place in all sorts of exotic locations, such as under-water and in the desert, there's plenty of scope for variation within the game. Unfortunately, although the backgrounds and enemies vary, the actual game becomes all too familiar pretty quickly. The usual run-jump-shoot type of thing. The only real variation in the gameplay comes from the two machines that you can ride on. The mobile attack cycle and battle tank provide a nice change, but although you can find them on most levels, they only play a very limited part in the game. A few more vehicles, or better use of the existing ones, would have improved things quite a bit.

Although *Mega Man X* is great fun to start with, it can wear a bit thin, especially as it's so hard. The end-of-level bosses, although





△ *It's time to kick some butt!*

MILES



After multitudinous appearances on the NES, not to mention three outings on everyone's favourite yellow-screened buddy, that man of the mega variety is set for his second 16-bit adventure and it's every bit as good as the others. There's the usual array of enemy guardians to be destroyed, each with their own devious level to jump n' thump your merry way through before reaching the end-level fatty's chamber. Anyone who knows *Mega Man* knows the score. It's another succulent slice of more of the same which all Mega-fans will spread on warm wholemeal bread and enjoy with a mug of cocoa on a chill November's eve.

Graphically it's good, but never aspires to greatness and the gameplay is firmly lodged in the in the classic '80s arcade style. Nevertheless it's playability in rather large metric measures which keep your fingers in contact with the joypad for hours on end. Maybe it's a bit hard, maybe I'm just a bit of a wuss. I don't care. If you liked the other games you won't be disappointed.

some of the most ingenious I've seen, are also some of the hardest. Still, a hard game is better than an easy one!

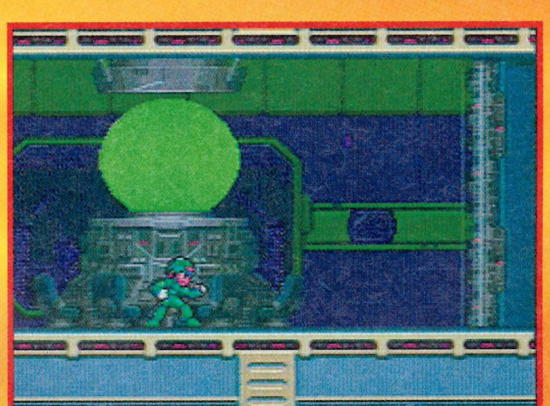
The graphics are one of the most impressive things about *Mega Man X2* and the C4 chip seems to have been the reason. It's improved the quality of the graphics and animation and also the scrolling, giving the whole game a better quality feel. The only criticism is that the main sprite, Mega Man, is so limited in what he can do. Okay so he can run and jump, but what about crouching and so on? There's so much more that could have been done!

This can be said for the whole game. *Mega Man X2* is easily better than the original, but Capcom haven't taken the improvements as far as they could have. On the whole this is a fun and playable game, with tons and tons of challenge, smart graphics and some excellent bad guys. Unfortunately it's lacking in any variation and is desperately short on originality. If you want an attractive and challenging platform shoot-em-up, which doesn't test your brain too seriously, then *Mega Man X2* is as good as any. This isn't one for wimps, but if you think that you've got what it takes, then it'll keep you amused for some time to come!



△ *Right, I'm feeling mean. Who wants some?*

▽ *Oh no, attack of the giant pea people!*







PRODUCER
CAPCOM

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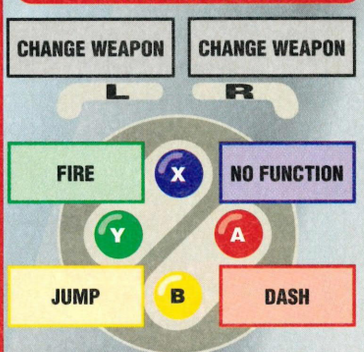
RELEASED
JAP IMPORT

GAME TYPE
SHOOT-'EM-UP

CART SIZE
16MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	85
SOUND	75
GAMEPLAY	81
LONGEVITY	88

OVERALL

85

WILD GUNS

GAMER GOLD

The way the West was won!



JON



Alright!! This is my type of game! Loads of blowing people away, not that I'm a psycho or anything, but I love that sort of Rambo out-numbered a thousand to one type of thing. Actually blowing people away is only half the story, as Wild Guns combines all the technology of the future, robots, guns and so on, with the heroism and bravery of the Wild West. Titus have sure hit a winner with this exciting and original shoot-em-up and I, for one, think it's a classic.

Take on the role of Annie or Clarabell, oh no, sorry, that's Thomas the Tank Engine, Annie or Clint, in this great sci-fi/western shoot-em-up. The story begins when Annie's family are kidnapped and killed by the Kid family. She swears to get her revenge and after getting the renowned space bounty hunter, Clint, to help her, she sets about fulfilling her vendetta.

This is when you step into their shoes and must shoot and blast your way through the five, extremely tough, levels. This may not sound much, but with several sections to each level, there's a lot more than you bargained for! With hundreds of robots and cowboys to kill, not to mention some pretty awesome bosses, each section is, in a way, it's own level.

Wild guns uses a behind-the-gun view similar to that of Terminator 2 and Operation Wolf, except you're behind the characters as well. This is because, not only do you have to aim and shoot, you have to run, jump and roll around! This may sound difficult, but it all fits together superbly.

No good shoot-em-up can be without a whole arsenal of weapons and bombs. Wild Guns doesn't disappoint here and with six guns and some special bombs that blow the whole screen to bits, there's enough raw blasting power for everyone. You start with a poxy six-shooter, but as the bad guys start falling under your hail of bullets, you'll be able to pick up some bigger one's. These only have a limited amount of ammo, so you need to pick your targets carefully, but it's more fun to just blast away!



▲ *Eat lead, scuzzballs!*

▼ *Okay so it looks dead, but it always pays to be sure!*



Wild Guns is unlike most shoot-em-ups in that there's no energy bar, one hit is all you can take! This makes it damn hard, hell, even Rambo would have trouble getting through this one, but that's all part of its challenge. Just in case it is too tough for you, though, the game is designed so that after the first level you can choose which one of the four you want to do next. This means you're not stuck on the same level forever!

Wild Guns has a great two-player mode, where you can either take each other on in a head to head contest, or combine your fire power in the main game. In the shooting comp you battle it out over three stages to see who can hit the most targets and get the most

points. As well as being great fun, this is also good for shooting practice, which you'll need plenty of!

Playing *Wild Guns* two-player is a classic case of two guns being better than one! The combined fire power will give you the best chance you'll have of getting anywhere, especially against the end-of-level bosses. Theoretically you'll be competing for points, but you'll both be so preoccupied with trying to stay alive you'll not care about the score. The only problem with it is that it can get a bit confusing with two cross-hairs on the screen, but that's your problem, not the games.

Graphically *Wild Guns* looks as good as it plays. The characters are nothing special, but the locations and bosses are superb. The best thing, though, is the way whatever you shoot, either blows up or becomes riddled with holes. Don't you just hate those games where you shoot at a window and it doesn't even crack! Well *Wild Guns* changes that and when you look around at the end of a level, you'll know you've been in one heck of a scrap!

Wild Guns is one hell of a surprise! What we thought would be just another run of the mill shoot-em-up has turned out to be one of the best! It's not got anything that's ground-breaking, but just relies on its excellent playability and some of the most frantic action ever seen. The pace is electric and will leave you gasping for breath! If you want a shoot-em-up, done the way it should be and in the best possible style, then *Wild Guns* comes highly recommended.



MARK



At first the game seems a bit simplistic, then you get bigger guns and baddies and you forget everything. There's loads of scenery to blow away (when you have time between blowing away the robots and other strange creatures). It's a kind of mix between the wild west and science fiction — it seems a bit strange having robots in a saloon, but hey, who cares, they aren't going to be there for all that long anyway!

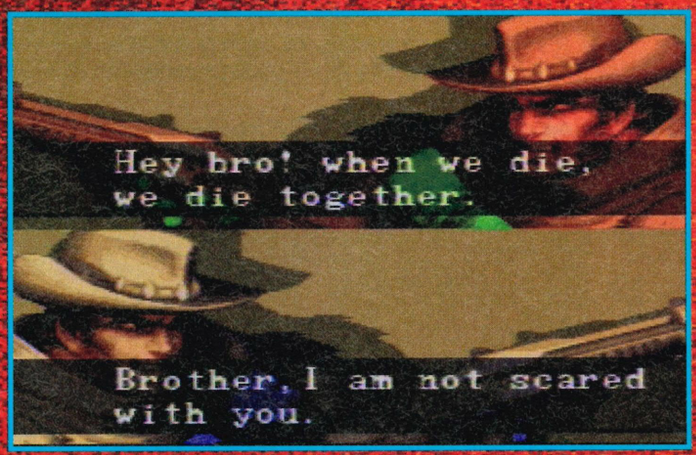


▼ *You bro! Hey brother! Dontcha just hate all that male-bonding stuff. Ugh! It all looks very hard and tough in the cinema but if real people acted like that you'd think it was well suss!*

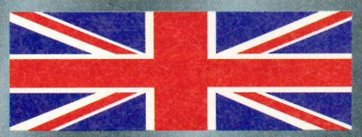
MILES



This is the rootin'est, tootin'est and downright shootin'est game in the West . . . and beyond. It's always good to see an original idea, but execution is all too often not up to par. Graphically, this game has heaps to admire if only you had the time 'cos when the bullets start to fly it's heads down and let rip all the way! From six-shooters to vulcan-cannons, there's blood to spill and the means to do it. A heavy dose of lead-rich slaughter for all space cowboy's with a point to prove!







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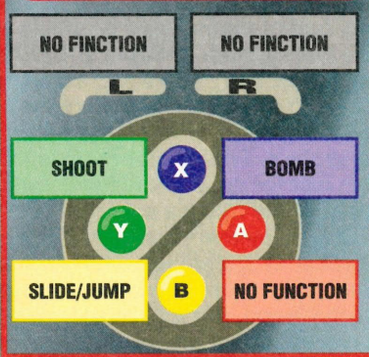
RELEASED
APRIL '95

GAME TYPE
SHOOT-'EM-UP

CART SIZE
12MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	85
SOUND	80
GAMEPLAY	93
LONGEVITY	92

OVERALL

91

BC KID

Jurassic wierdness!



MILES

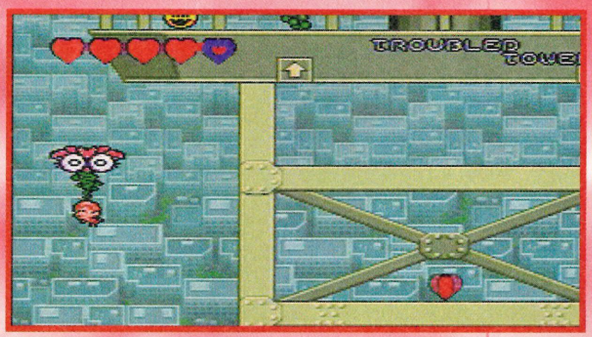
Yikes! *BC Kid* is so off the wall you'd have to shoot the programmers if they were responsible for papering your living room! The Kid himself bears a striking resemblance to Chuck Rock Jnr (he of *Chuck Rock 2* fame) but there the similarity ends. They might both be platform games, but some platform games only give you one direction to go, others seem to have so many possible routes you end up getting all confused and having to have a lie down. *BC Kid* though, is just so laid back that any way will do. No matter which path you choose they'll always be a few baddies to contend with, a few goodies to filch and something oddly out of context going on somewhere. To start off with, BC is a cumbersome, top-heavy stone-age tot armed with just a head-butt, but collecting certain icons gives him special powers and even transforms him physically. Some items blow him up to huge proportions, making him quite a bit more formidable. Others shrink him allowing access to tiny passageways.

Many games boast this many hidden rooms and that many secret levels but they're usually so blimmin' hard to find you never see half of them. You'll probably never see the half of them in *Super BC Kid* either, but for the simple reason there's so many. Leaping off almost any platform into the unknown results in discovery of a new area to explore. The result of this is that a game can last for quite some time, especially as most of the nasties are fairly easily avoided and anyway there's always a generous number of energy top-ups lying about. This may make proceedings seem a little lacking in challenge, but it makes exploration far more encouraging as you're not staring a 'game over' screen in the face with every step.

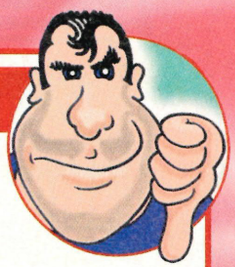


The plot's got something to with keeping history on the right course for the development of the human race but this soon fades into the background as you become embroiled in one strange setting after another. In fact there doesn't seem to be much continuity from one section to the next yet this strangely doesn't seem to be a problem. Normally you wouldn't expect a game which flits from one location to another completely different one to 'hang together' too well but here it doesn't matter. One minute you can be in a prehistoric forest, dodging the stamping feet of giant dinosaurs, the next you're jumping around a sub-urban bedroom trying to wallop a pesky dragonfly. And if at any point on your travels you happen to get crushed you temporarily turn into a crab. Strange!

If you're after a traditional style platformer with a touch of the zany you can't go far wrong with this. S6



MARK



There's nothing wrong with *BC Kid*, apart from it being too easy. It's just too darn similar to so many other platformers on the Super NES. The way you can power up the character is very Mario, especially the way you lose special abilities instead of energy points when you're hit (assuming you have some special abilities of course). Get this only if you can't get enough of the platform genre. Otherwise you'll find it too derivative to hold your attention for more than a couple of hours.





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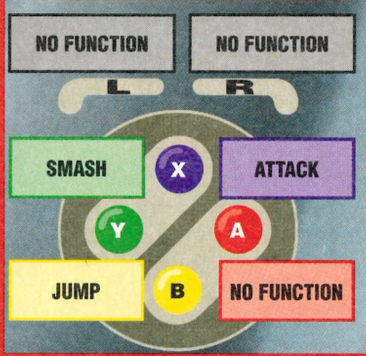
RELEASED
MARCH '95

GAME TYPE
PLATFORM

CART SIZE
12 MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	79
SOUND	78
GAMEPLAY	87
LONGEVITY	83

OVERALL

85

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POCKY & ROCKY 2



JON

Pocky, everybody's favourite 'femme fatale', is back, in Oceans new release Pocky and Rocky 2. The original game was something of a smash (89%) and as usual, whenever a company thinks they're on to a money-spinner, there's a sequel not too far behind. Saying that, a follow-up is not a bad thing and if *Pocky and Rocky 2* is as good as the first, it should be another winner.



There's a rocket in my pocket!

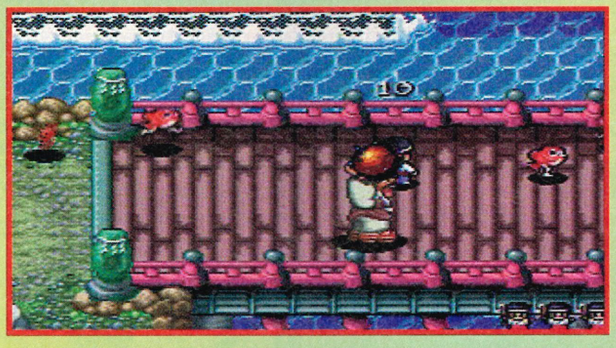
Basically the game is a multi-directional scrolling, arcade adventure, which revolves around Pocky's attempt to rescue the kidnapped Princess Luna. Guide Pocky through eight levels packed with ghosts, goblins, fire balls, fish and all sorts of other weird and wonderful creatures, with the aim of finally freeing the imprisoned maiden.

To help you in your battle, some of Pocky's friends will accompany you. Rocky the raccoon, bomber man, the scarecrow and so on are all useful companions, especially as they can be chucked at the bad guys! (That's a nice way to treat your friends! Hmmm!) In one player mode these guys just follow you around and can be a bit of a pain, as they're not very good at taking care of themselves. The best way to do it, is get a buddy to be the second player. They may not like being thrown around, but it'll makes things a lot, lot easier.

As well as throwing her chums around Pocky has a few other tricks up her sleeve. Magic cards (magic in the sense she chucks hundreds of them and never runs out!) and a magic wand are also part of this young lady's armoury. Watch out though, if you get hit twice by any of the ghosts etc, you're history!

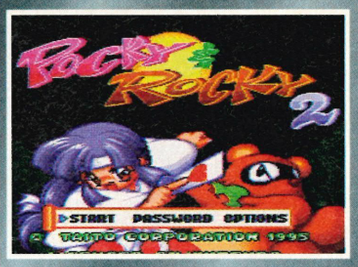
Pocky and Rocky 2 is typically Japanese, from the landscapes, to the cartoony characters and even the strange mix of comedy, fantasy, magic and mystery. And why not! The result is a wonderful game to look at and play. Okay it's tough, but there's a special training stage and password feature to help you out.

The only real complaint with this game is the annoying sound FX. The music's alright, but Pocky keeps squealing every time you do something and this can become really irritating. Overall, *Pocky & Rocky 2* has a strange feeling of uniqueness, without doing anything really original!





Arf! Arf! That birdy better not mess on my drive, golden or not!



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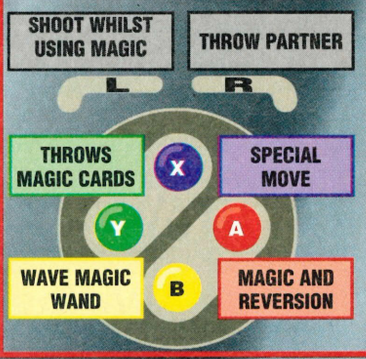
RELEASED
APRIL '95

GAME TYPE
ARCADE ADVENTURE

CART SIZE
? MBit

FEATURES
PASSWORD

CONTROLS



RATINGS

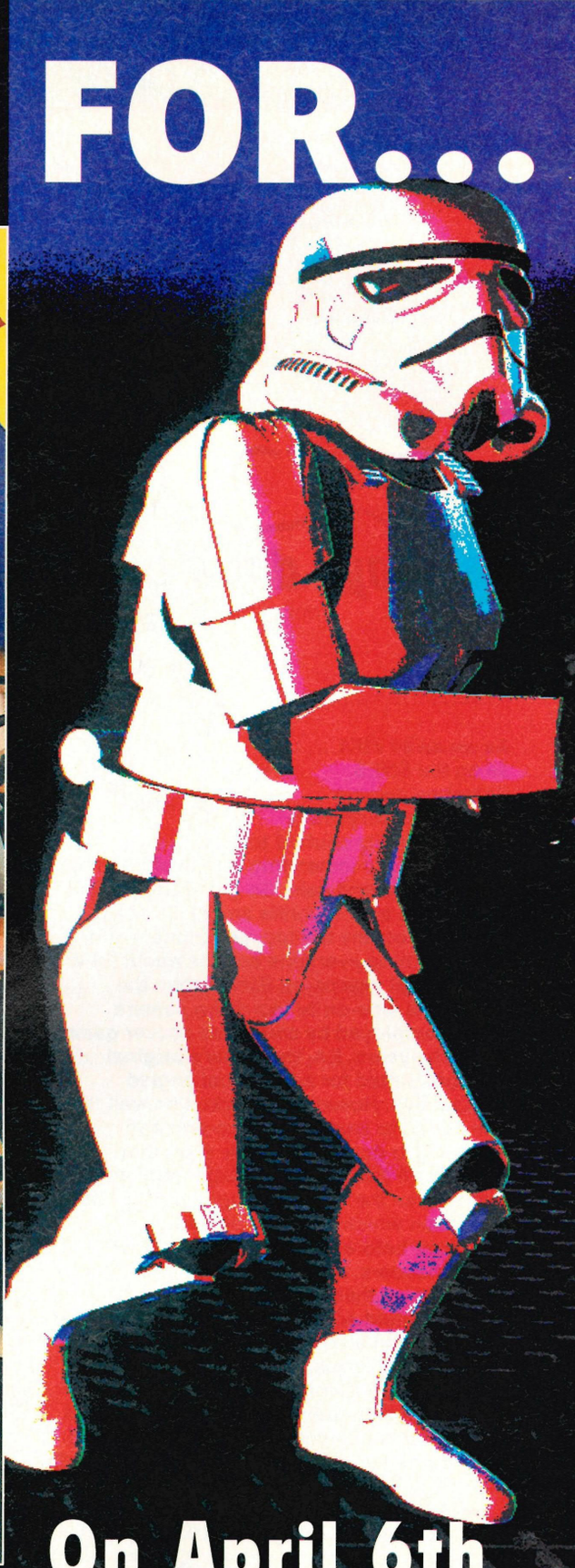
GRAPHICS	85
SOUND	79
GAMEPLAY	60
LONGEVITY	84

OVERALL

83

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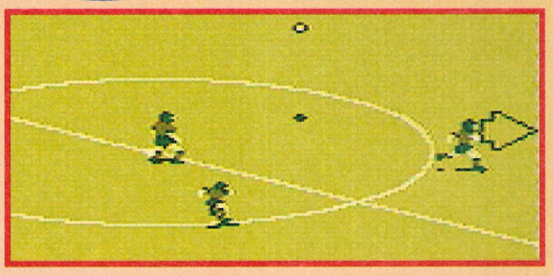
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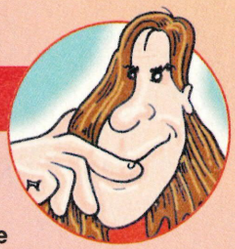
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FIFA SOCCER

The boys done good!

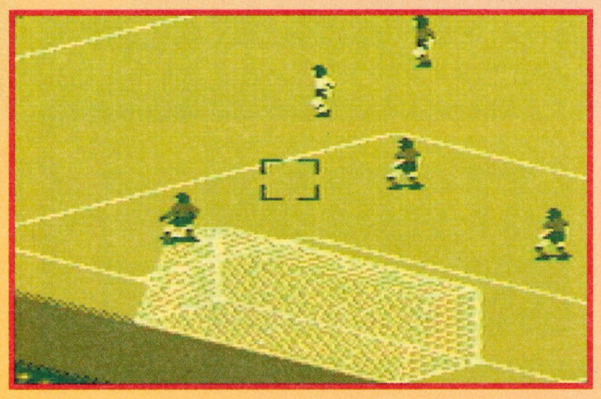


MILES



As we await *FIFA 96* on the SNES, Gameboy owning footy fans everywhere will be mightily chuffed to hear about the impending arrival of plain old FIFA on the hand-held. So get ready for four meg of live action, thrills and skills as you battle to become the top side in the world. The first thing everyone notices about FIFA is the unusual viewpoint. Rather than the traditional side-on or top-down camera angles employed by countless soccer games down the years, EA, the game's original creators, opted for an unusual angled perspective. However, it worked so well that one began to wonder why no-one had bothered to do it before. The Gameboy retains this panoramic vantage point and really looks the biz. Amazingly much of the animation which gave the players such character before has also been retained. Flying headers, bicycle kicks and diving saves are all there to be admired amid the hectic on-field action. Not only that, but most other options also remain. Sadly though, there's no multi-player mode or replays.

There's 48 international teams to choose from, each with ratings in a host of different areas such as defence, attack, shooting etc. Each game begins with a bit of blurb from the commentator high-lighting the strengths and weaknesses of the sides involved. Choose to play either an exhibition (friendly) match, World Cup-style tournament with a mini-league system leading into a knockout competition, or a full league. Knockout games go into extra time if the teams are level at the end of the normal period. If they're still on terms at the end of extra time you're taken into a sudden death situation with the first team to score winning the game. Goals are greeted with somersaults and wiggles by the players, and even the now-famous score-board animations are in there. In fact, visually, this is as close as anyone could have hoped to the acclaimed 16-bit versions. What might put people off is the tricky control method. Gaining control of the ball is extremely awkward. Heavy inertia on the players makes rapid adjustments a mite hard and you have to be almost pixel perfect to take the ball in your stride. If you're prepared to persevere you'll find this a very close adaptation which many thought was impossible, but not for those with a low patience thresh-hold.

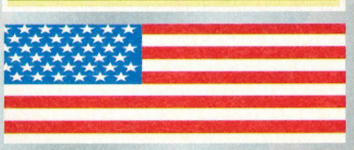


JON



Football . . . it's not a matter of life and death - it's more serious than that. So said the great Bill Shankly, and who can argue? Not us, we agree entirely! If you think the same then you'll be both pleased and disappointed with this game. It looks excellent for the Gameboy and the sound is pretty smart, but it's a tadge on the hard side. Still if you can master it all the fun and playability you'd expect from a FIFA game is there.





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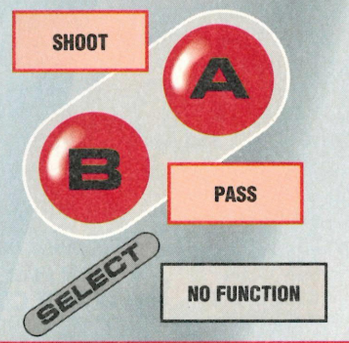
RELEASED
MARCH

GAME TYPE
SPORTS SIM

CART SIZE
4 MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	89
SOUND	75
GAMEPLAY	78
LONGEVITY	83

OVERALL

85

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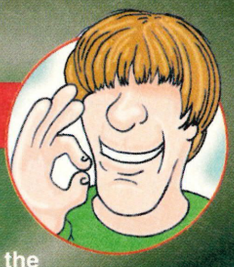


▲ Go on — give your mates a biffing!



AIR CAVALRY

Horses that fly, not 'alf!



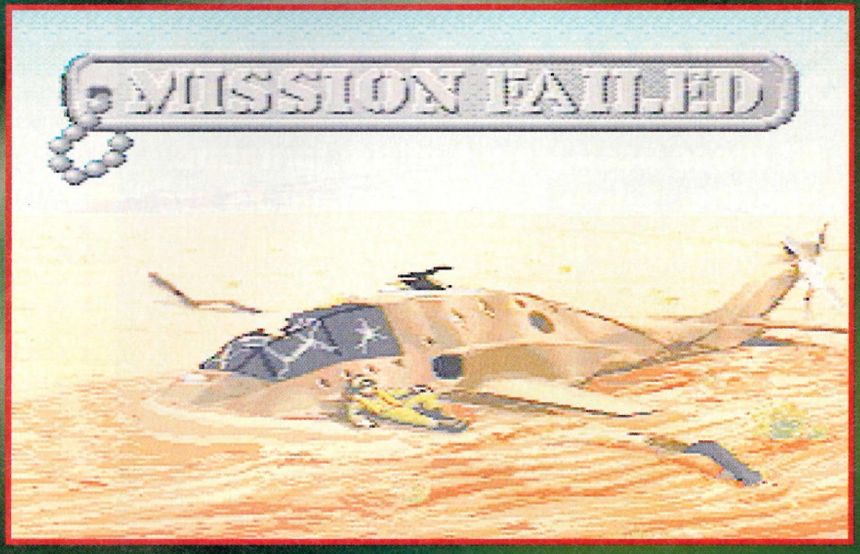
JON

GameTek, already on a bit of a roll, seem to be well into their flying games at the moment. Following hot on the heels of *Carrier Aces*, they now bring us their next flying simulation shoot-em-up, *Air Cavalry*. Set in the present day, you must take to the skies in a variety of helicopters and attempt to accomplish a host of challenging missions, with the aim of winning the war.

Helicopters seem to be fashionable things for games recently, what with *Jungle Strike*, *Desert Strike* and the *Choplifter* series. For those of you a bit more ancient you might even remember the first helicopter sim, *Lynx*! Personally I suffer from vertigo, preferring to keep my feet firmly on the ground, even if my head is in the clouds; anything to do with flying immediately makes me think of small brown paper bags! With *Air Cavalry*, though, GameTek have produced a fun and playable game that, fortunately, doesn't have you reaching for a sick bag!

As a U.S chopper pilot you must defend American interests in three theatres of war. Choose from the three progressively difficult scenarios - Middle East, Central America or Indonesia - and take on the full might of the enemy. Before you start you can also choose one or two player mode. If you choose two player you can either be on the same side, each having your own chopper, or against each other. The two player option, is without doubt the most fun, but at a cost. Due to the split screen you lose the control panel of the helicopter, meaning you can't see how much fuel, or how many missiles you have left. Although this isn't a fatal flaw, it certainly doesn't make anything any easier.

Once you have chosen the scenario and number of players, it's straight onto the messy, but fun business of winning the war. To complete each scenario, or campaign, you must fly a multitude of successful missions. Most of the missions have fairly similar objectives, such as

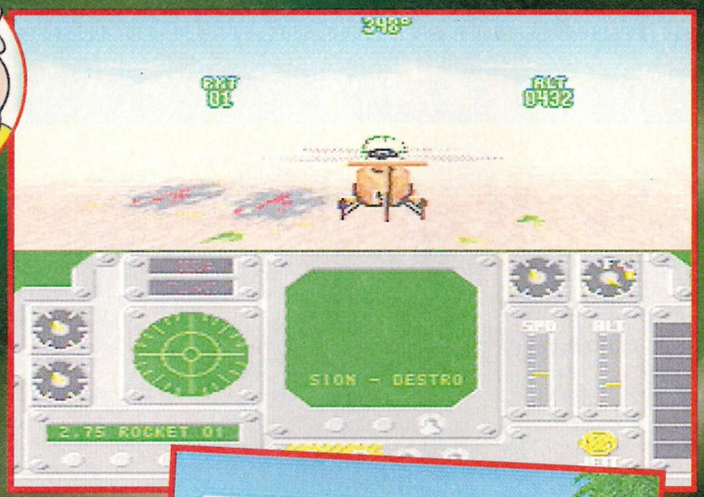


▲ THat's the last time John borrows the Super Gamer Chopper to go to the chippy!

HAYDEN



Blimey . . . another chopper game! *Air Cavalry* looks smart; the graphics - thanks to some good 'ol mode seven wizardry - really bring it alive. Unfortunately it lacks the gameplay of its rivals *Jungle Strike* and *Choplifter*. It's a completely different game to them, and though it looks good and plays fast, *Air Cavalry* lacks any real depth.



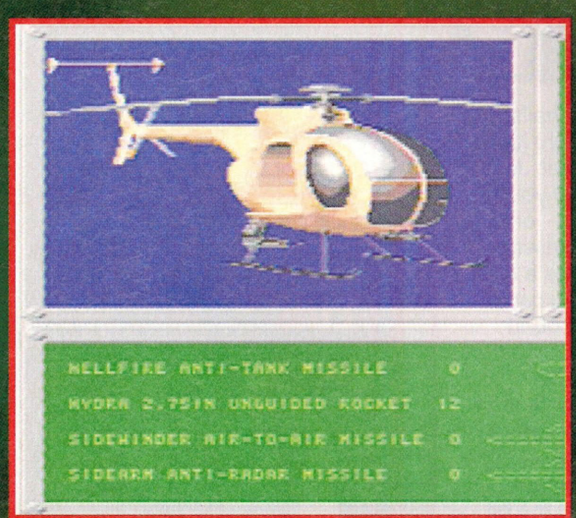


▲ *Oh no, he's done it again!*

destroy five trucks, or six tanks and so on. Occasionally, though, there's a few different one's, most noticeably the rescue missions, where you have to pick up shot down pilots or trapped Commando units. Before a mission you will get a briefing and be shown a map explaining what you have to do. Unfortunately you can't call the map up during the mission (which is a real pain), so it's important to familiarise yourself with it. If you forget it, you will still be able to manage, though, as the battle area is fairly small. To complete the mission you must achieve your objective; once this is done you will automatically return to the briefing room, upon where you will be given your next task.

On your missions you will come up against all sorts of opponents: tanks, AA guns, trucks, helicopters and even frigates. Fortunately the American army is one of the best equipped in the world and you have a whole range of different choppers and weapons you can use. With a helpful heads-up display and a useful screen that tells you what you are targeted on, you won't have too much trouble dispatching the enemy. Especially as most of the opposition have an annoying habit of sitting around waiting to be blown up! This can make some missions far too easy, but as you go on, they get progressively more difficult, so don't be lulled into a false sense of security.

On the whole the enemy resistance is restricted to a few missiles and although you only get four lives and no continues, you should be able to last quite a while. The most common death you will probably suffer is running out of fuel. For some reason your choppers never seem to have enough fuel and if you can't find the enemy quickly you will soon run out.



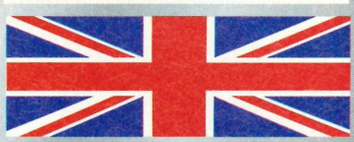
▲ *Caption to this piccie*

Despite some of the obvious faults in this game (such as rescuing soldiers who walk on water), it's still great fun - blowing lots of things up usually is! The game is fast and slick and is visually very impressive. This is largely due to some good use of mode 7 graphics, which give the game a real depth and air of quality. The briefing room looks a bit naff, but everything else looks smooth and well finished. The sound is decent enough during the intro, but during the game the emphasis is put on sound effects. Hell, how many people do you know that go into war with the stereo on full blast? Anyway, the sound effects and audio comments are enough on there own to give this game a decent atmosphere.

Having three very long campaigns, this should provide quite a lasting challenge and although, after a while, it becomes a bit familiar, it's still good fun. Unfortunately, there's no password or continues, so you have to keep starting at the beginning. Whilst this makes it a lot harder, the first few levels soon become very tedious.

On the whole the easy and enjoyable playability and excellent graphics win over the faults in this game. So although it's far from perfect it's still a reasonable basg and if you're a fan of this type of game, it's certainly worth putting on your shopping list.





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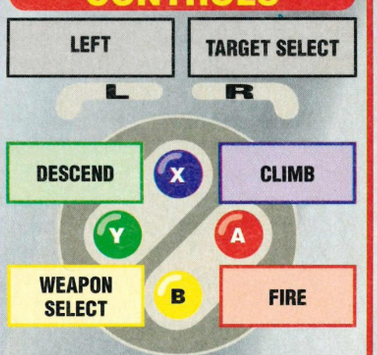
RELEASED
MAY '95

GAME TYPE
SHOOT-'EM-UP

CART SIZE
8 MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	87
SOUND	65
GAMEPLAY	86
LONGEVITY	82

OVERALL

85

JON



Cue, chalk, table, balls! All the essential ingredients for a good night out at the pub. Well, nearly anyway. If you haven't guessed, pool is the name of the game and if you fancy yourself as a bit of a hustler, then Marubeni's new game, *Side Pocket*, just might be what you're looking for.



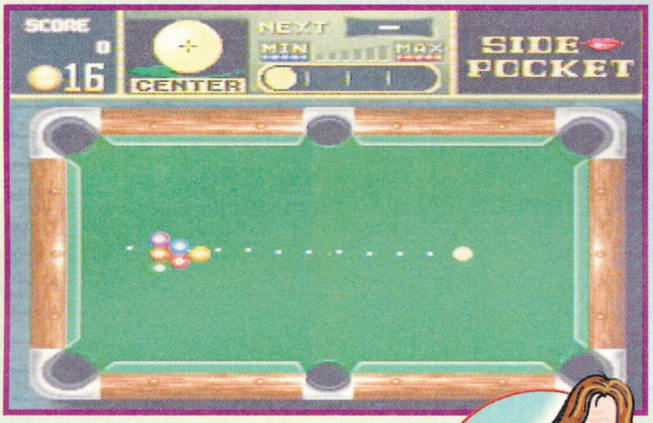
△ *She's a bit of alright, eh lads!*

SIDE POCKET

Going down in a baize of boring!

The older ones amongst you may remember an arcade game from several years back, which was similar to this. It was most noted for a woman who took more and more clothes off the better you played! Before you get a bit excited, you won't find this happening in *Side Pocket*, but it's still a fun and playable game.

You're offered a choice of one or two players. In the two player game, which is by far the best way to play, you get a choice of nine-ball pool or the pocket game. Nine-ball is where you have to pot all the balls, numbered one to nine, in numerical order. The person who knocks in the last ball wins the game. This is great if you're useless, as even if your friend pots the first eight balls, if you pot the last, you've won!

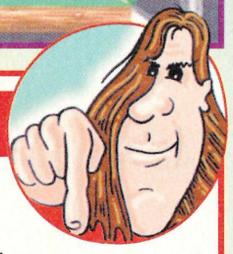


The pocket game, though, is a bit fairer as it's done on points. Not surprisingly the more balls you pot, the more points you get. With bonus points and trick shots also up for grabs and the game played over five frames, this is definitely the most exciting way to play *Side Pocket*.

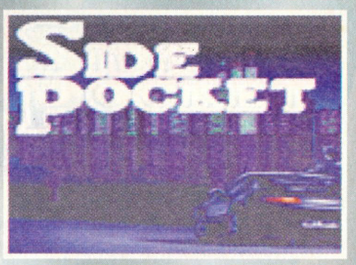
The one player game is much the same, except you must score points to move to the next level, rather than beat your opponent. Without stating the obvious, you score points by potting the balls and get bonuses for getting them in sequences and rows. To add a bit of spice and variety to the gameplay, you must also perform a number of challenging trick shots. It's absolutely vital to perfect these, as they give you extra points and more shots on the table. The trick shot option is the best place to practice and will get your brain ticking in overdrive.

The emphasis with *Side Pocket* has been put on fun and playability, rather than accurate simulation. The game is seriously lacking in the realism department, with jerky and unnatural ball movement and a dodgy aimer. So if you're after a pool game that's detailed and authentic, you're better off saving your money. Still, with a game like this, it's the fun factor that counts, and in this area it scores well. It won't turn anyone into a pool lover, but if you're already a hot-shot, this might just be for you. If you have the choice, though, get out there and play it for real!

MILES



If you consider yourself a bit of a Paul Newman type, hanging around smoky pool halls, playing for big bucks you might just want to check out *Side Pocket*. Just stick the word 'fast' in front of your name and you're ready to go - or not. Graphically it's pretty unimpressive and the ball movement leaves a lot to be desired. What's more, you can't welly it one then watch it rebound around like a mad thing. It's almost as if the table's covered in treacle! Having said that, the trick shots are a nice idea but can be a bit irksome to master. Head-to-headers are hampered by the lack of different games; there's only two, and the bit where you get to uncover a foxy chick by completing a series of trick shots soon loses its attraction. The bonuses add a nice twist but overall it's pretty ordinary fare.



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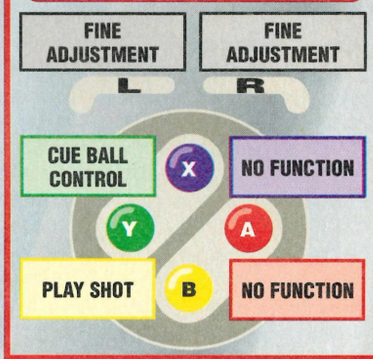
RELEASED
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GAME TYPE
SPORTS SIM

CART SIZE
8 MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	62
SOUND	76
GAMEPLAY	78
LONGEVITY	75

OVERALL

68

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THE FLINTSTONES

JON



Yabba dabba doo! No *Flinstones* review can be complete without these immortal words at least once! Seeing as I've got them out the way I suppose I'd better get on with the review. Fred's amusing antics on the T.V kept us laughing for years and this equally enjoyable game should do the same - well, for weeks anyway. This platform adventure, though, owes more to the film than the much better cartoon series. All the old favourite characters are there, Fred, Barney etc, but look more like the actors from the film. Shame on you Sony! Everyone remembers Fred for being . . . well Fred, not John Goodman! Maybe I'm being picky, but it just doesn't feel the same.

At the start you take control of Fred, er. . . John Goodman - or whoever he is, and must guide him through several perilous levels. As with all platformers, this largely means jumping all over the place, but at least with this one there's a variety of challenges you'll face. With loads of baddies, lots of secret passages and some smart end-of-level bosses, there's plenty to keep you going. As you progress you will also have to take control of Fred's sidekick, Barney. This is a nice touch, but adds very little to the game.

One of the best features and strengths of the game is the arcade sub-games littered around the levels. From Simple Simon to Space Invaders, these games really break up the platform action and give the whole thing a lot more depth and interest. To play you have to find some tokens, they'll usually appear after jumping on one of the baddies. As soon as you get some try 'em out, you won't be disappointed.



Although the characters look more like the actors they're still well animated and move around well enough. Added to this are the great looking sub-games, some smart baddies and even some paralax scrolling! The sound ain't too bad either and altogether the *Flinstones* is pretty Yabba dabba do! (You could see that coming, couldn't you!)

Moulded in a similar fashion to *Mario* and *Wario*, some of it looks all too familiar, but there's enough variety in the levels and sub-games to make this something quite special and unique. The only real complaint I have is that it's a bit on the easy side. Still, at least that means Hayden should be able to play!

HAYDEN



Hey Fred, I hardly recognised you! And as for this game, well, this is a family magazine . . .

Here's yet another film license which is nothing more than a cynical and, some may say, pointless attempt at getting some more money out of the punters. The film itself I hear (I'm not allowed out of the office except to go to the toilet), was a huge disappointment and a flop by todays cinematic standards. ie It didn't take fifty billion squillion quid at the box office, and I fear that the same fate awaits this flimsy little platform title.

I presume that the characters within the game are based on the actors that portrayed those cartoon icons, Fred and Barney in the film, as opposed to the time-honoured cartoons.

Lots of jumping up and down on the heads of prehistoric creatures, exploring and... what do I mean 'and', that's all there is. ZZZZZZZZ!



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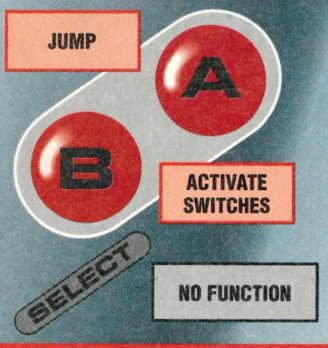
RELEASED
MARCH '95

GAME TYPE
PLATFORM ADVENTURE

CART SIZE
2 MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	80
SOUND	82
GAMEPLAY	84
LONGEVITY	80

OVERALL

82

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ALIEN 3

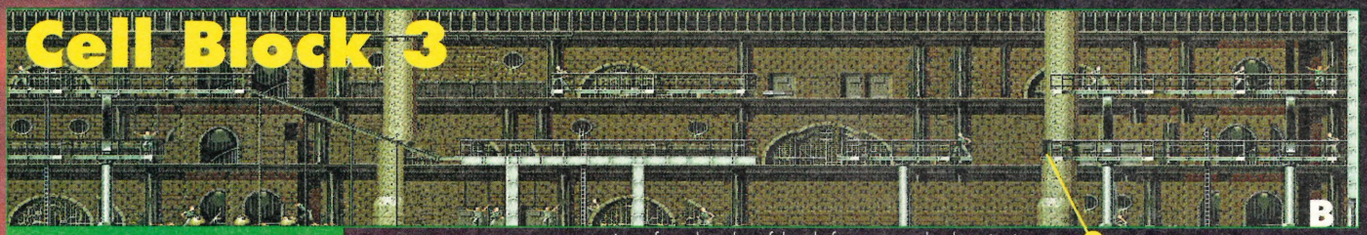
ACCLAIM ● PLATFORM SHOOT-'EM-UP

"Get away from her, you bitch!" After drifting through space for decades, you're finally brought out of suspended animation only to find the aliens are at it again and your xenomorph splattering talents are once again required. Grab yourself a pulse rifle and prepare to protect the prison planet Fury 161 against the alien scourge. *Alien 3* is a graphical masterpiece, full of enthralling action and death-defying missions. *Alien 3* is without doubt one of the best Super NES games to date and worthy of anyone's collection.

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LEVEL 1

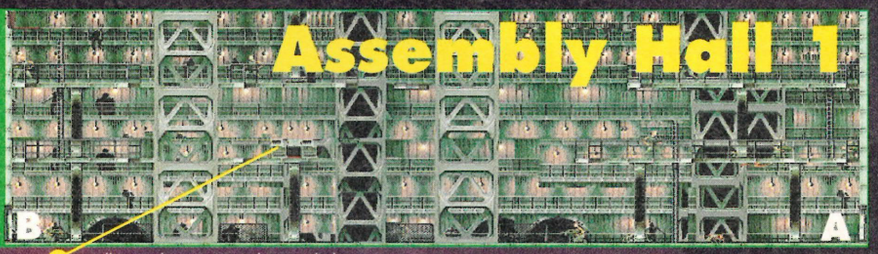
Cell Block 3



Here's where you start the first mission. You must rescue the four chained prisoners before they're cocooned, then get back to the terminal to check in for the next mission. Use the map to find the quickest route and get back to the air duct.

Jump from the edge of the platforms to reach otherwise inaccessible areas. The prisoners are released by walking into them.

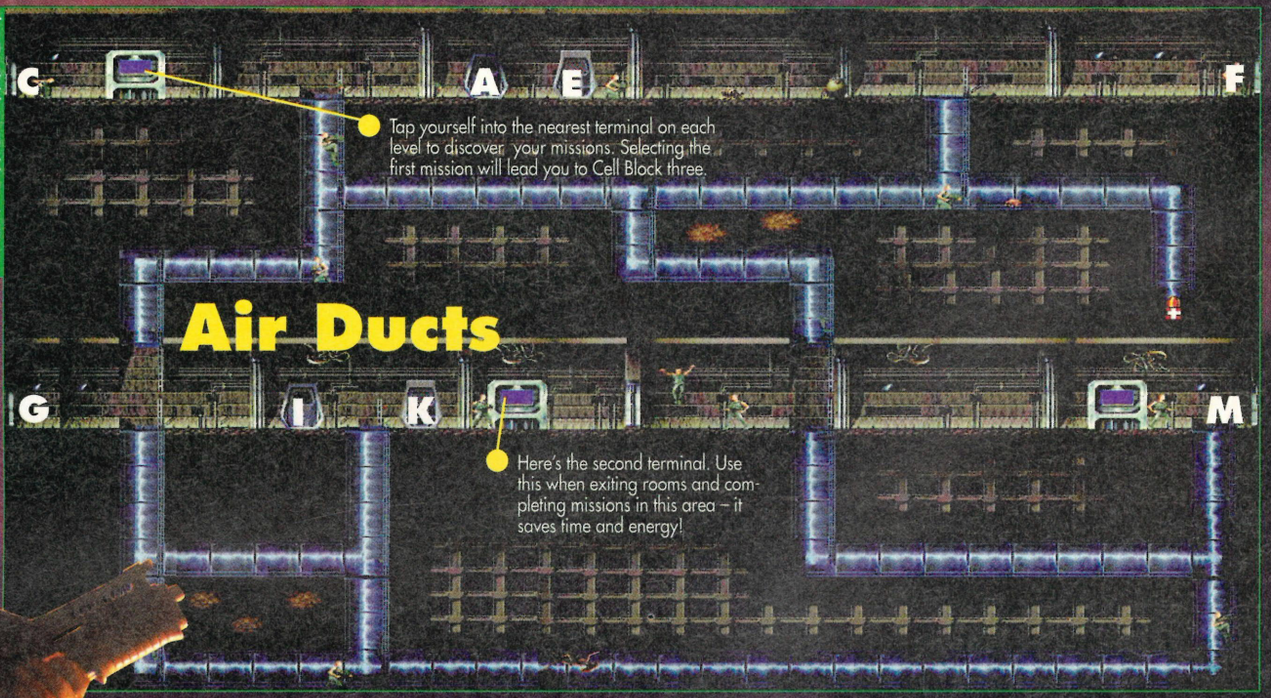
Assembly Hall 1



This room has a generator in it. Whilst carrying out mission four, you must bring an ignition unit here to restore the lost power. There's only one rifle magazine to find so be careful of alien attack. Remember the aliens keep coming however many you kill, so jump over them if you can to save energy.

Walk past the generator here with the ignition unit on mission four to restore power.

Air Ducts



Finding yourself in the air ducts at the start of each level, you must locate a computer terminal whilst fighting off alien attacks. The ducts are filled with doors leading to different rooms. Use the letters on each door to locate the relevant room you need to find to complete each mission.

Tap yourself into the nearest terminal on each level to discover your missions. Selecting the first mission will lead you to Cell Block three.

Here's the second terminal. Use this when exiting rooms and completing missions in this area – it saves time and energy!



The Alien Corridors have secret hand rails allowing you to shimmy across and fire down onto the eggs to avoid face hugger attack. Jump up to grab a hold.

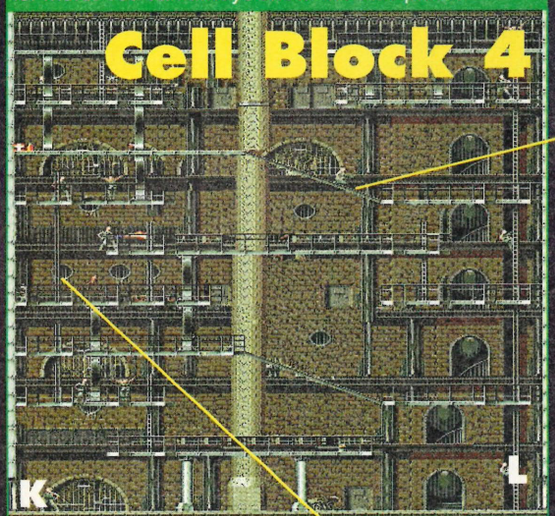
Alien 1



The 'Heat It Up' mission will bring you to this desolate corridor. The flame thrower will splatter the eggs with the best effect.

In this cell block you'll find the three prisoners which require the female touch on mission one. Listen for the chime after a mission is completed before leaving a room on any level, or you'll find yourself coming back for more. You can always check the blue prints.

Cell Block 4



Run up this incline to get to the right and slip down the ladder where you'll find hostages.

Descend this ladder to rescue your first prisoner

Bugwash 12



More fuse boxes need repair and you're just the woman for the job!

The Bugwash levels are an elaborate shower area. Usually inhabited by eggs and wrecked fuse boxes, you'll be up against a whole horde of the alien scum. This room is separated by a wall so you'll need to access from either end.

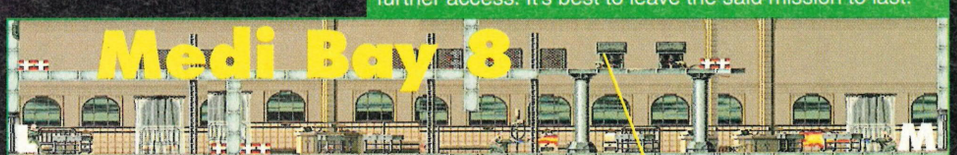
The medi bays are just that. Get into these rooms and grab a load of handy energy boxes to replenish your life force.

Medi Bay 9



This medical bay is loaded with energy boxes. Use them up before embarking on the total control mission, as you need to come here and seal the doors up; denying any further access. It's best to leave the said mission to last.

Medi Bay 8

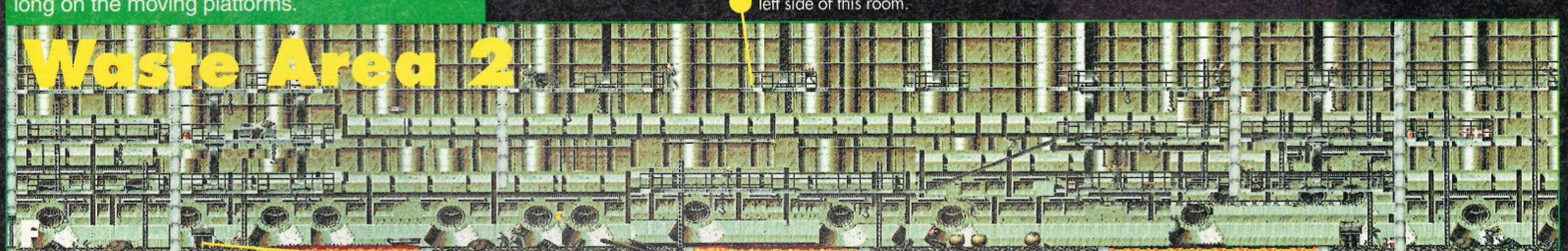


Although it's not in the mission, you can still weld up these fuse boxes if you feel the need.

There's a junction box and two fuse boxes to repair here. Aliens are everywhere so beware, especially of the larger acid-spitters, they'll knock you into the lava if you hang around too long on the moving platforms.

Leap between these platforms from the very edge to reach the left side of this room.

Waste Area 2



Move up to the fuse boxes and use the flame thrower button to start welding.

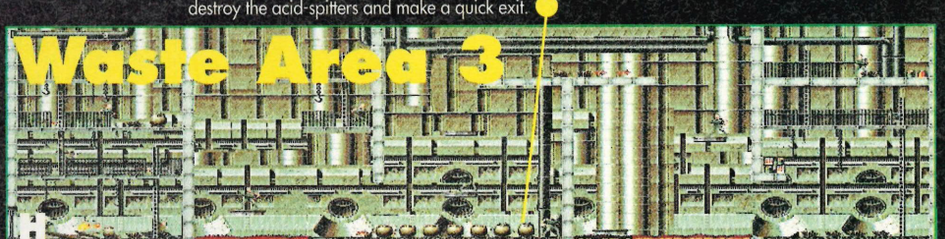
Weapon 1



The weapons room is just as it suggests – full of weapon power-ups. Although there are still aliens to contend with, you won't come to this room on a mission.

Rows of eggs litter the floor. It's here you must destroy the acid-spitters and make a quick exit.

Waste Area 3



Using the moving platforms to traverse the lava pits, get across and waste a total of 18 newly laid eggs. Alien offspring will fly from the openings as you commence the mission, so keep blasting.

YOU'RE READY TO ROCK 'N' ROLL



The standard yellow flame thrower is effective on lower levels, but useless on queens, although it last longer.



Green is more powerful, but tough aliens still get by, takes out all face-huggers but is quite thirsty and could let you down.



Now this is power! The blue flame thrower is rough, tough and dangerous to know. All aliens die instantly on contact.

Jump on the moving platform from the left to reach the higher areas on the right.

Yummy power-ups can be found on certain levels. Be sure to grab them if you want to survive.

Get out your welding tool, Ripley! You'll, need to use the flame thrower to weld up the four split pipes in this room and complete mission two. Aliens will move in for the attack as you weld, so pull away even if you're close to that 100% mark, then kill them off.

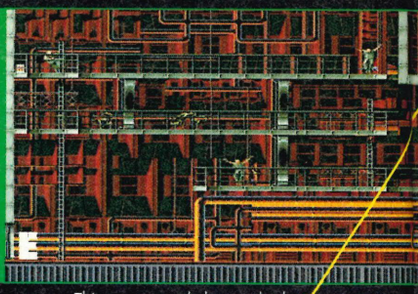
Mine 22



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LEVEL 2

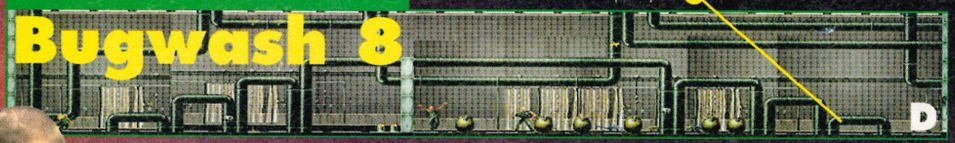
The action really heats up in the furnace areas! These rooms are always huge, leaving you scratching your head as to where you go next. Luckily, SUPER XS is here with the maps! You must rescue eight lost souls here before the mission is complete, entering the area from both doors at either end. Leap across the lava pits and keep those blasters at the ready to keep the aliens from knocking you back in. The longer stretches have moving platforms to assist your adventures.

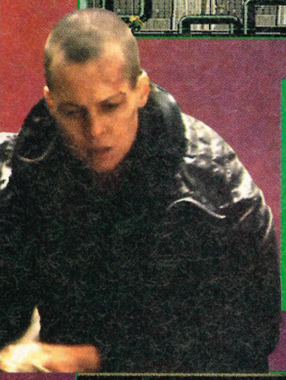


This guy can only be reached from the ladder on the right.

One of the smaller rooms, but still none too hospitable. Dripping acid from the over-head pipes is a new danger here. Beware of dark green patches of slime as they drip on your head.

Jump onto the pipes to get high enough to reach the parts other welders couldn't reach. Any yellow patches signify the need for a repair job.

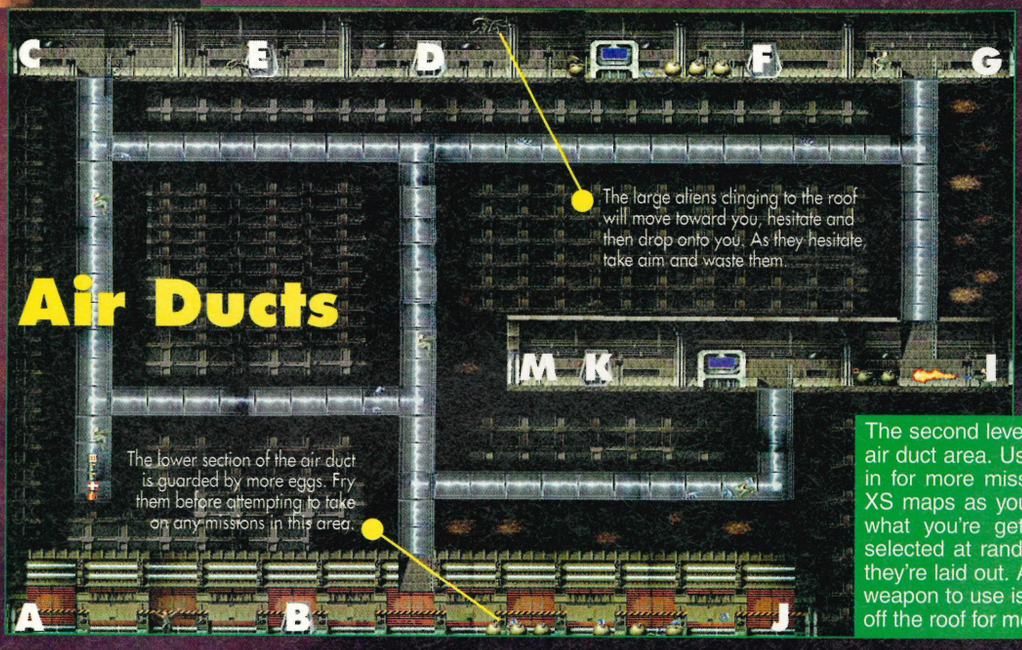




The final mission will bring you here. The mission is to locate the six fuse boxes as shown and repair them. This room has secret passage-ways through walls allowing you to reach power-ups. Jump up and push forward to find the secret holes.

Jump up into this wall here to reach those elusive goodies hidden below the beaten track.

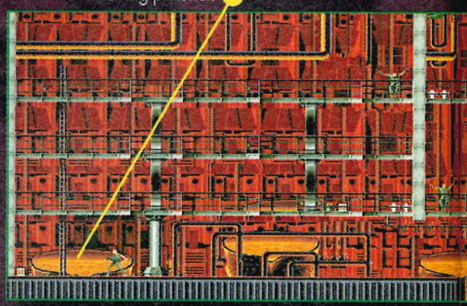




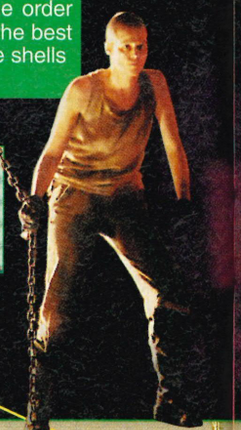
The large aliens clinging to the roof will move toward you, hesitate and then drop onto you. As they hesitate, take aim and waste them.

The lower section of the air duct is guarded by more eggs. Fry them before attempting to take on any missions in this area.

Quickly climb this ladder to the top to find another waiting prisoner.



The second level will throw you into a slightly more intricate air duct area. Use the map to locate the terminals and plug in for more mission information. Don't forget to check the XS maps as you select your mission so you know exactly what you're getting yourself into! The missions can be selected at random, but it's best to take them in the order they're laid out. As you move through the air ducts, the best weapon to use is the grenade launcher. Ricochet the shells off the roof for more destructive power.



The first mission requires you to take a power pack from hanger bay four and plug it into the generator situated on the top floor of this room. Jump about to grab the weapon power-ups and exit quickly after the job is done.



Although there's plenty of weapon ammunition in this room, you'll also find a generator on this top level.

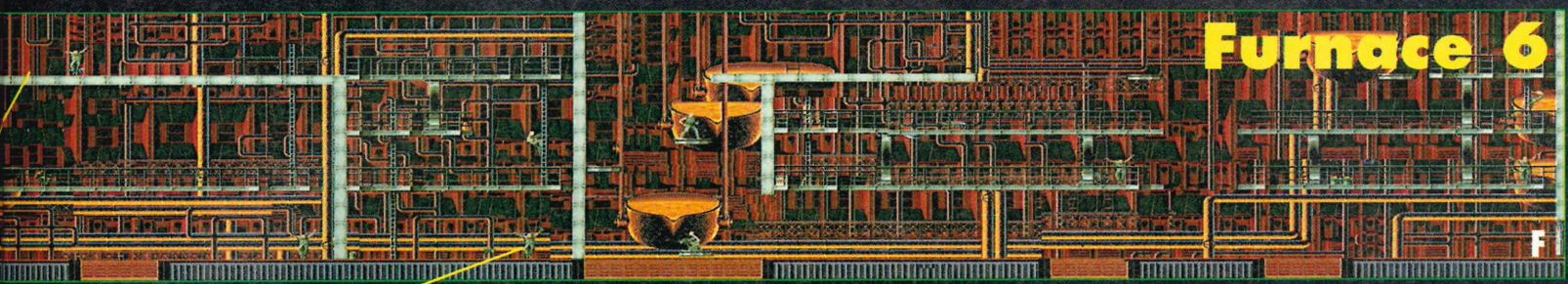
This medic bay has four fuse boxes to repair, in accordance with mission five. There are eggs to locate on the ground level, needing to be torched, before you get welding.

Climb up this ladder and take a leap from the very edge to reach the far right, where you'll find a fuse box in need of repair.

Reaching this side of the room from the left door, you'll need to jump from the left and repair a fuse box here.



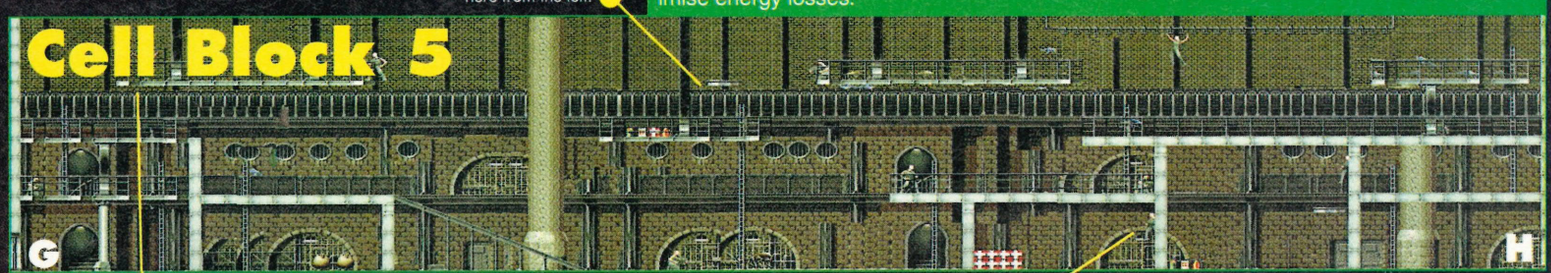
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After setting this prisoner free, make your way back to the corridor and enter the room from the opposite door.

Cell block five has no purpose other than being a route through to furnace area seven. There's a prisoner to rescue although he's not actually part of a mission and of course a few power-ups to be found. Move quickly through this room using the map for the route to minimise energy losses.

Jump onto the platform here from the left.



After riding the moving platform from the left you'll reach the last prisoner here.

Those energy boxes look tasty. Jump through the wall here to grab them.

Hot stuff baby! This area is full of twists and turns, each in turn leading you to one of the four trapped prisoners. The alien population is high so make sure you either visit the weapons room or grab all the available hardware left lying around at the points shown. The aliens will also scale the hand rails so keep blasting as you move across.



Shimmy across the lava pits with these hand rails. Aliens will attack, so fire your weapons off as they approach.

Prisoners are scattered throughout the area, needing to be rescued.

Jump up at this point and you'll automatically grab hold of the hand rail above.

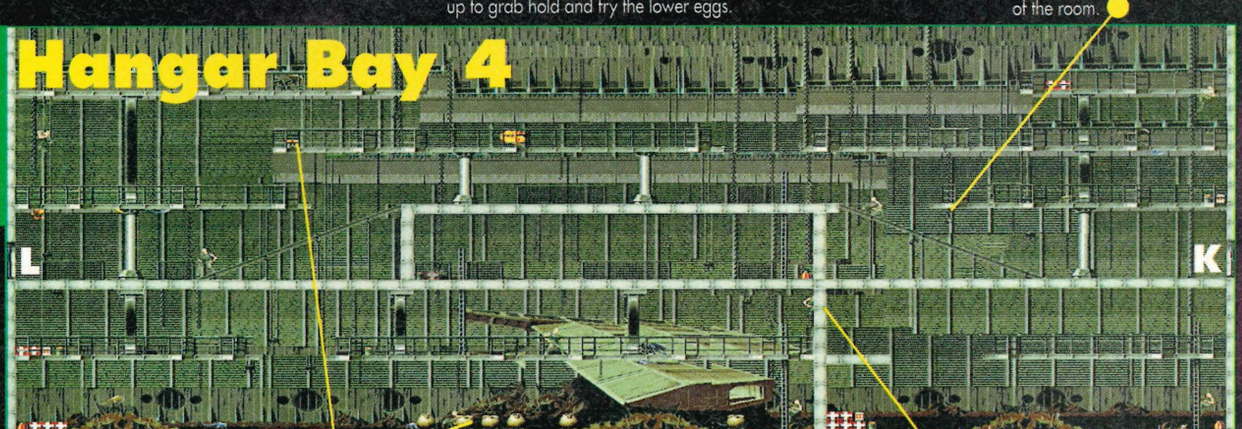
As with the other alien corridors, your task is to waste all the eggs before the place is overun. The dark and murky atmosphere hides the secret hand rails so jump about to grab a hold.



There are secret hand rails to grab hold of to make the exercise slightly easier. Jump up to grab hold and fry the lower eggs.

Jump back from the ramp to get over to the right side of the room.

Coming to the hanger bay should mean only one thing: grab the power pack and make a run for it. This room is part of your first mission, to collect the power pack and bring back the power after it fails.





Located here is the power pack that needs to be connected to the generator in Weapons Bay eight. Walk over it to collect.

The eggs should be enough to deter you from coming to this area. There's energy at the end, but you'll probably lose loads in the fight.

Another secret passage can be found in the upper part of this wall. Jump through to grab the power-ups below.

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LEVEL 3

This is the first time Ripley will venture to the great outdoors. You'll need to come here on the slaughter 'em high mission to fry six eggs and take on the might of a mother alien. In fact, she's no harder to kill than the medium aliens, only she'll move faster.

There's a broken junction box here in need of your immediate attention.

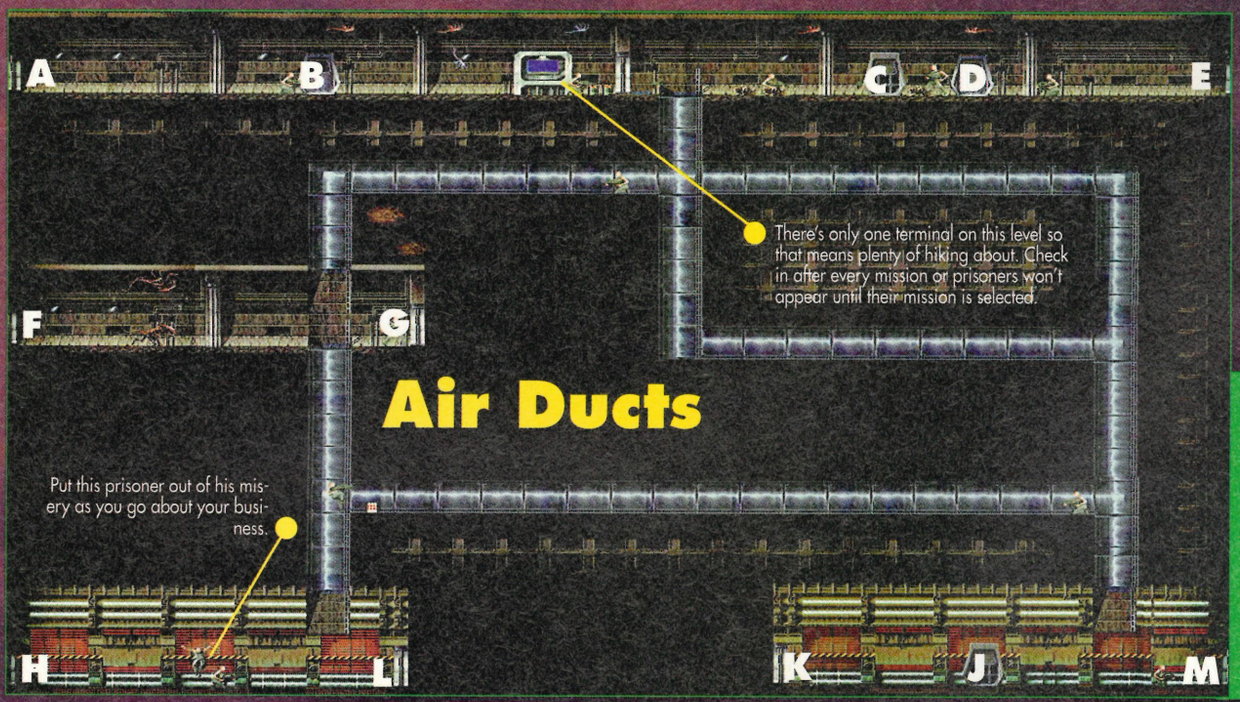


Collecting the green flame thrower fuel will give you that much more fire power. There's one to be found here.

Cell block six is another prisoner rescue room. There are four trapped in here, so use the map and follow the route across each of the platforms to track them down. Don't bother using the scanner, you'll see the prisoners before the device has even picked them up!







There's only one terminal on this level so that means plenty of hiking about. Check in after every mission or prisoners won't appear until their mission is selected.

Put this prisoner out of his misery as you go about your business.



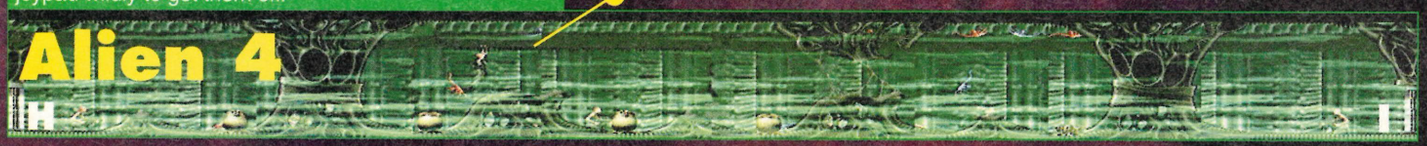
Although there's only six missions to complete on this level, most of your time is taken up getting to the terminal after each mission to log on. The level introduces the first real size mother alien, found on the surface of the planet and being part of your mission, you must destroy her eggs and take her down in the struggle.

As part of system failure mission you'll come to this room to repair three fuse boxes. Once done it's off to Bugwash 14 for the last of the electrical repairs.

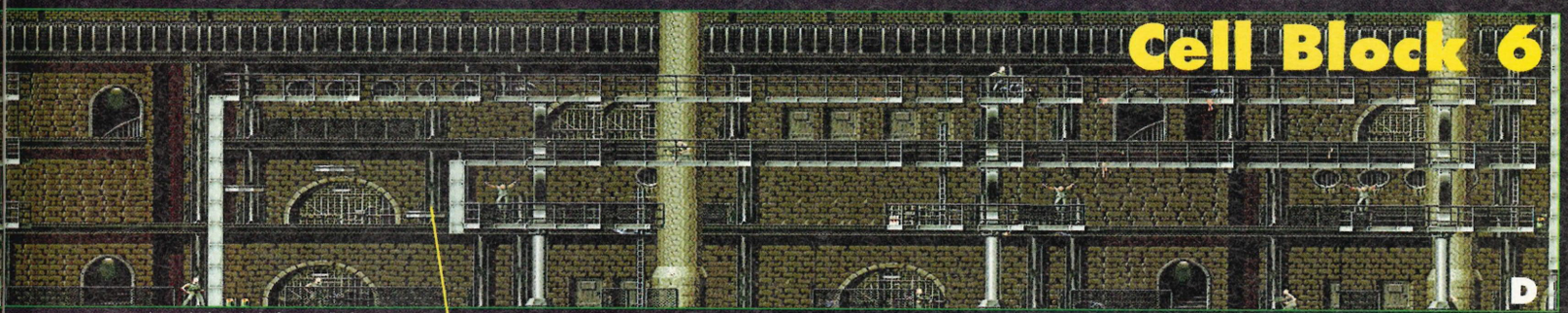


As before with the previous corridors, jump up to find the hidden hand rails and blow the living daylights out of the eggs on the ground. If face huggers latch on, shake the joypad wildly to get them off.

The aliens will skulk along the ceiling as well as the floor so be sure to fire up as well as down.



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The right-hand platform will lift you up to the higher platform on the right.

Beware the ceiling hangers! They'll wait for you to move in and grab the power-ups below, then drop on you from a great height.



The second surface area needs more negation. The dark and shadowy timber struts block your path in many places, forcing you to take to the ladders.

Make use of the rising platforms to reach the tops of the constructions.



The brown patches on the metal frame found here are deadly acid. Jump over to save yourself from that burning sensation.

The fuse boxes seem to be going down everywhere. There are another four to be repaired here during the second part of the system failure mission.



Three prisoners to rescue here as you tap into operation rescue. Move to the left and make your way to the top of the room, then back down on the right.

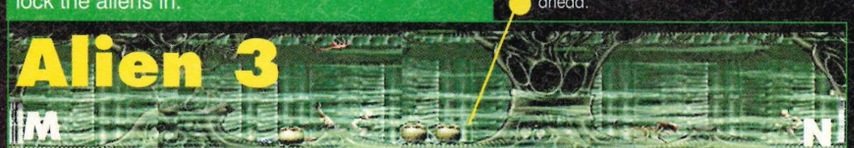
Grab the coveted green flame fuel here.

Short, sweet and to the point, that's weapons room 11. Run around and stock up on much-needed ammunition. The goods will return after the next mission is completed!



Smaller then the average corridor, but still as deadly! This is the down town mission area. Weld the end doors with the flame thrower to lock the aliens in.

If a face hugger goes to leap on your face don't try to shoot it on the ground, fire straight ahead.



Ripley's plumbing services are required again here as there's four pipes to repair. Keep to the main path shown by the map and try not to wander around too much or the extra alien population here will make light work of your efforts.



As with the previous levels, move up to the pipes when the aliens ease off and get welding wherever you see a yellow patch.

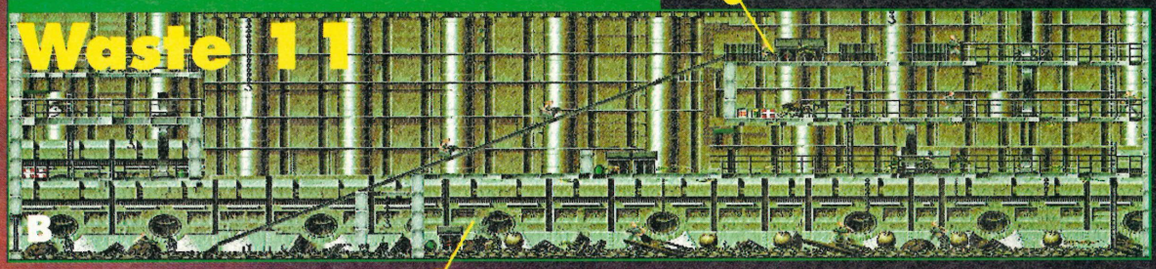
Jump back from the ramps to reach the left hand platforms.

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LEVEL 4

The first mission of level four brings you to this desolate waste area. Amongst the stinging rain you must locate five fuse boxes and repair them. Clear the eggs in the immediate area of the lower box to keep the alien attack minimal, then run up the ramp to the higher faulty electrics.

Waste 11



Two of the fuse boxes are on this level, with two others in the middle section to the left.

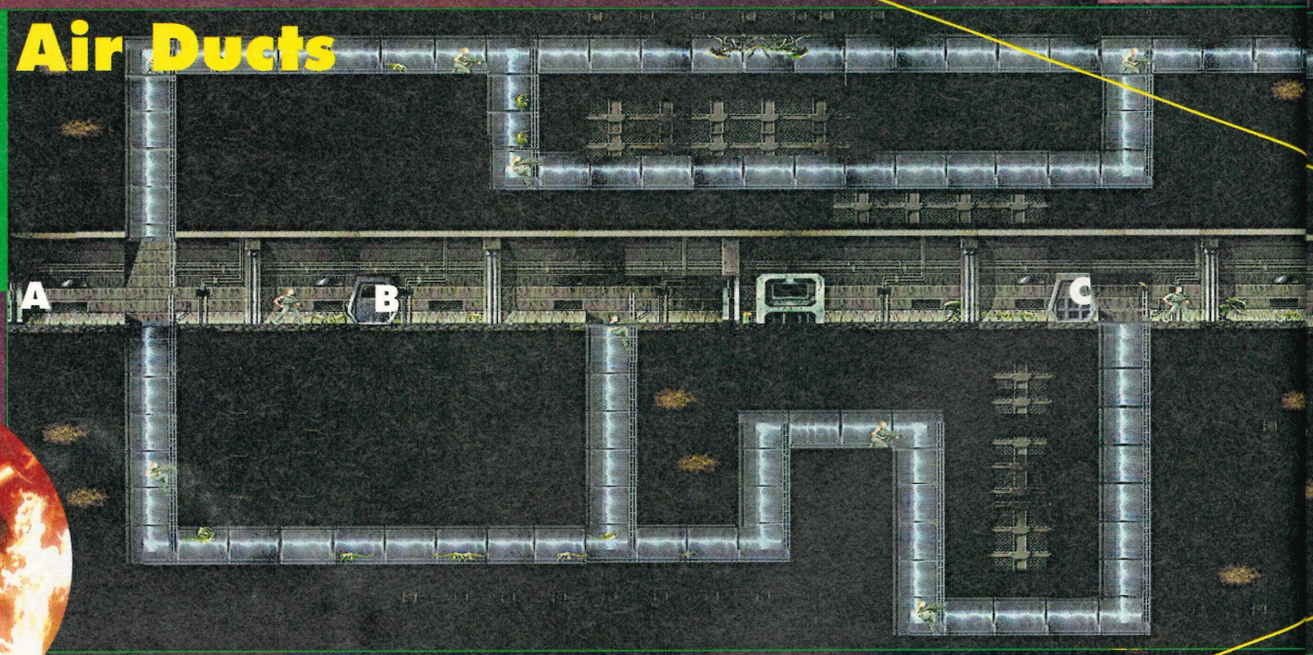
The fourth bow can be found here amongst the eggs. Use the flame thrower to clear the path of eggs and face huggers.



On starting the level, aim to appear at this point and run left to tap into the terminal.

What a downer! The first terminal is just out of reach behind a solid door in this air duct area, meaning you must go all around the outside through the ducts to access it. There are seven missions to complete, before you can move onto level five, testing Ripley to the limits.

Air Ducts

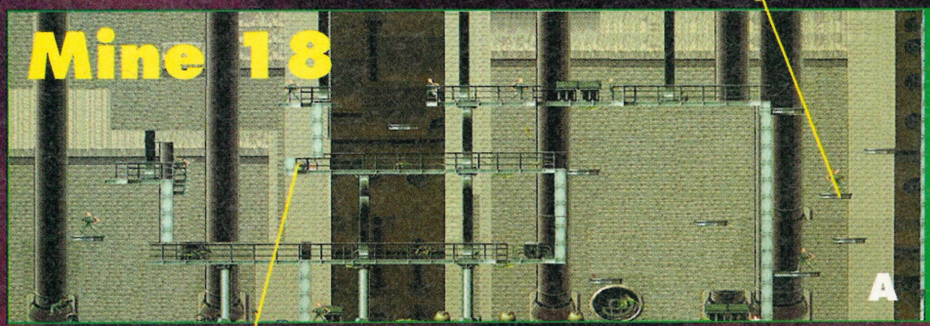




Use the mapped layout to find your way around this maze. Little red herrings like this one will keep the aliens snapping at your energy bar.

Moving platforms here will take you to the top. As they all reach different heights, you must jump between them, so be careful before leaping.

Mine 18



Mine area 18 is short with very little structure to navigate. There's an ignition unit here to be used on a later mission to restore power. Aliens are crawling all over the place now, so get into the habit of crawling around and shooting on sight. It's slow, but sure to kill the huggers before they kill you!



Collect the ignition unit from here and take it to the generator in Weapons Room 14. This will complete the Super Search mission on selection. The ignition unit won't appear unless the mission has been selected!

Eggs have been laid at the bottom of the ramp at either end. Be sure to use your flame thrower or grenades to waste them.

It's bath time again for the bugs. They seem to be thin on the ground in this room however and there are only four eggs to contend with. The fit to burst mission will bring you here to fix four pipes.

Bugwash



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Cell block ten has a multitude of tasks behind its walls. The Free and Fry mission will instruct you to come here and blast the 15 eggs laid along the ground, whilst rescuing three prisoners from the clutches of the alien death sentence.

Sometimes, you'll be able to access the next platform with a timely jump rather than dropping down and using the conventional ladders.

Cell Block 10



Systematically march along the ground and take out the eggs, pausing just to make sure they're reduced to dripping acid, before attacking the next. Whichever weapon you use, aim for the top to disperse the face huggers that attack on approach. The eggs can only be destroyed when they are open.

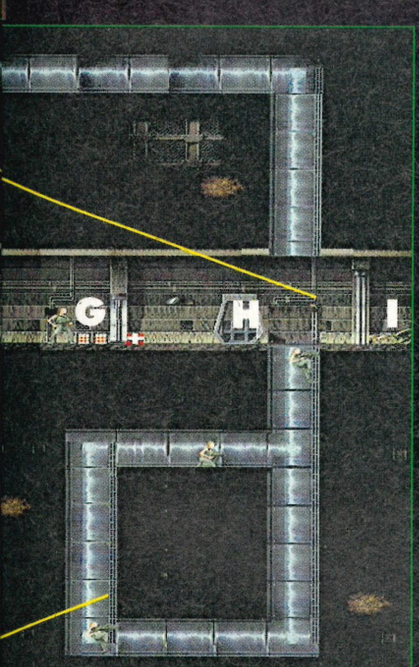


Although this corridor is not a feature of any particular mission, you'll need to pass through to reach other rooms. As usual there are plenty of eggs to splatter.

Don't forget to jump around to uncover these hidden hand rails.

Alien 5

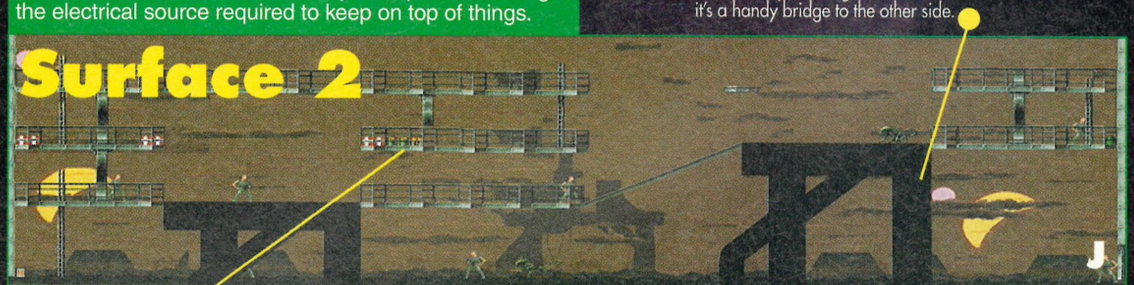




You'll discover from the Salvage and Scorch mission that yet another generator has gone for a 'Burton'. Come to surface area two and collect the power pack here to get the electrical source required to keep on top of things.

These dark and moody graphics tend to fool you into thinking this structure is just background. Not so, it's a handy bridge to the other side.

Surface 2

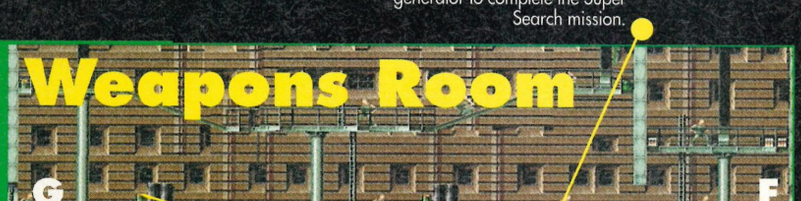


Take the power pack from here to complete the salvage mission.

The blue orb can be placed in this generator to complete the Super Search mission.

The generator in this room will go down half way through this level. Collect the power cell from mine area 18 and bring it to this weapons stash to get things moving again.

Weapons Room



Plenty of ammunition can be collected from these crates.

This medic bay is teeming with newly laid eggs. Totalling 17, you'll find yourself frying everything in sight to get through, especially as this is the mission when you select Hot Toast.

If your energy is below 20%, get yourself along to the energy boxes found here.

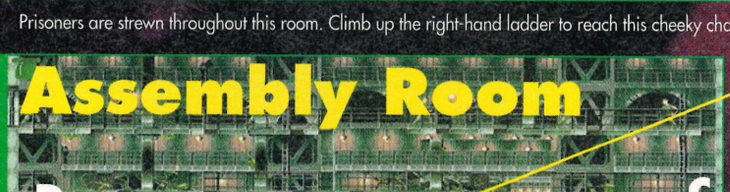
Medi Bay



Prisoners are strewn throughout this room. Climb up the right-hand ladder to reach this cheeky chappie.

There's nothing too exciting in this room, even the power-ups are thin on the ground. There are, however, four junction boxes in desperate need of repair.

Assembly Room

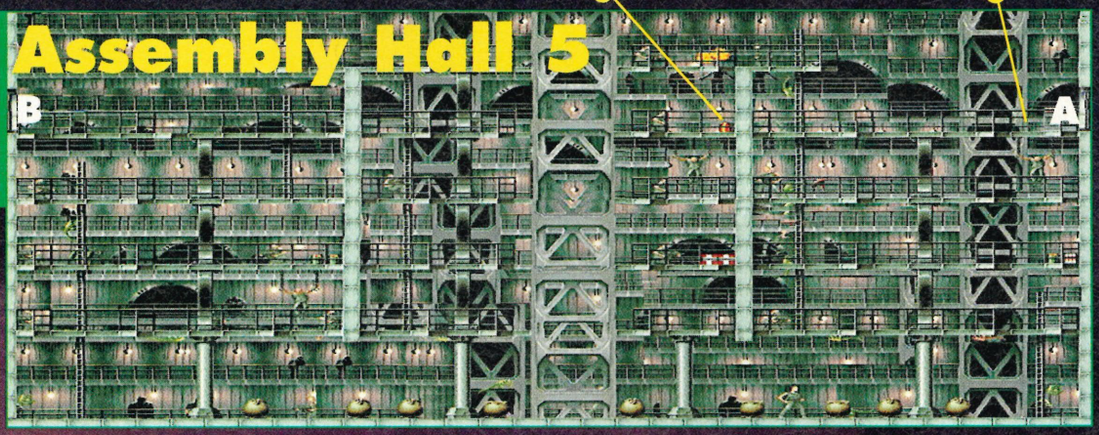


There are four junction boxes gone down in this room, leaving a mission to be completed. Select Electric Storm to sort things out.

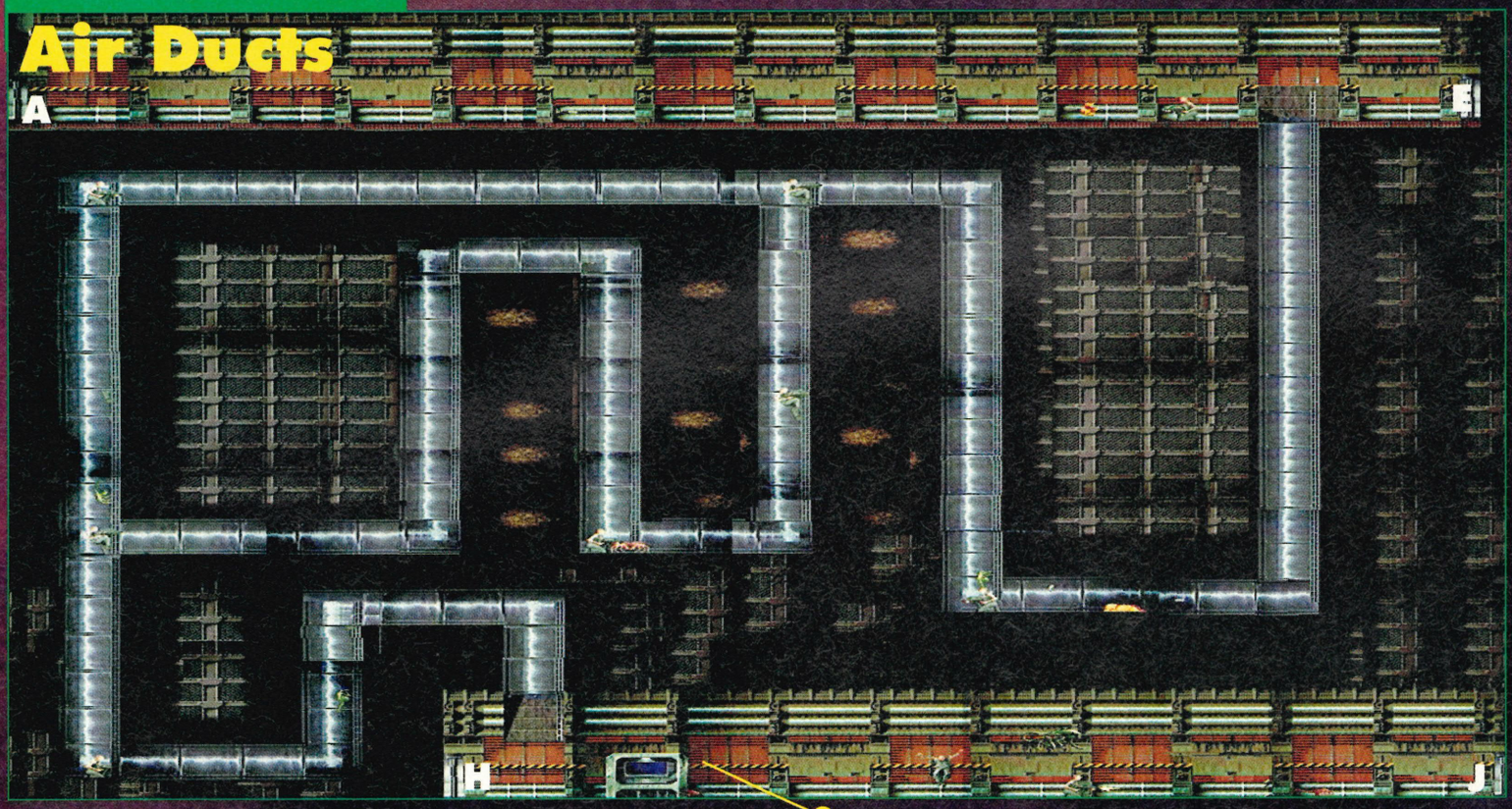
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LEVEL 5

The multi rescue mission is two fold. You must rescue five prisoners in this room then move on to mine area two where four others are trapped. The room is split in two, with a simple jump between platforms allowing you to explore the area to the full. As you might expect the floor is covered with eggs.



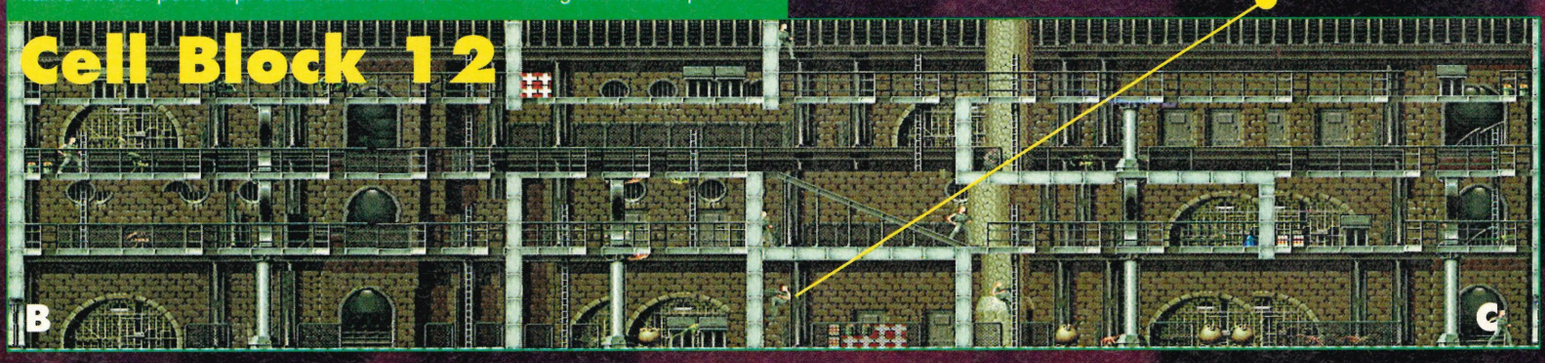
You start the level with a long run to the far end of the top corridor to reach the air duct entrance. The small chest bursters run amok through the maze of pipes, so use the flame thrower whenever possible, taking your time between short bursts forward if a gap appears in their attack.



There are seven fuse boxes in this room and as if you need telling it's up to you to repair them all! Energy boxes can be found all over the place so the clinging pests shouldn't be much of a threat. In the centre of the room you'll find a blue flame thrower power-up. Grab this at all costs for amazing destructive power.

Eventually you'll reach the terminal here. Check yourself in for the first mission which will take you to hall area five to rescue even more worthless crimes.

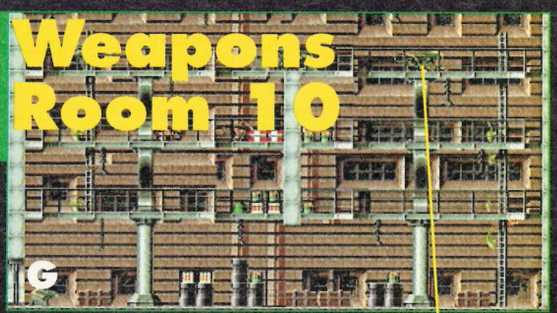
There's a secret ladder here allowing you to reach the huge pile of energy below. Push down next to the wall above to find it.



Not another dodgy generator! This one's situated at the far side of the room to the right. Select the hunt high and low mission and bring the power pack from surface area nine here.

The final mission is amp cramp. Come to this room and simply repair a single junction box on the top level before it's on to level six! As with all the power-ups they'll reappear after a time in all rooms, so dive into the nearest one when things are tight.

Weapons Room 10



Repair the junction box here keeping the aliens at bay then grab all the booty. You can come back after passing onto other rooms to re-stock!

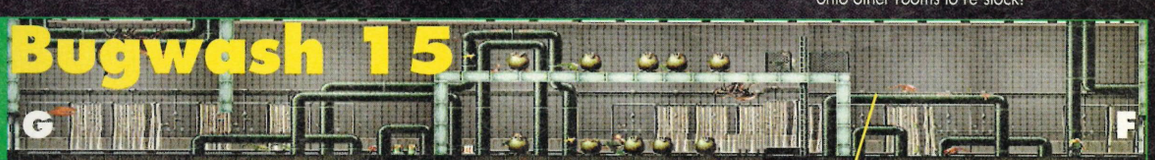
Medi Bay 15



Come down the ladder on the left and crawl under the metal framework here to reach the goodies.

The perils of this room will have to be faced when you embark on the tip toe special mission. There are ten eggs to fry on different ledges throughout the room before the mission is completed.

Bugwash 15

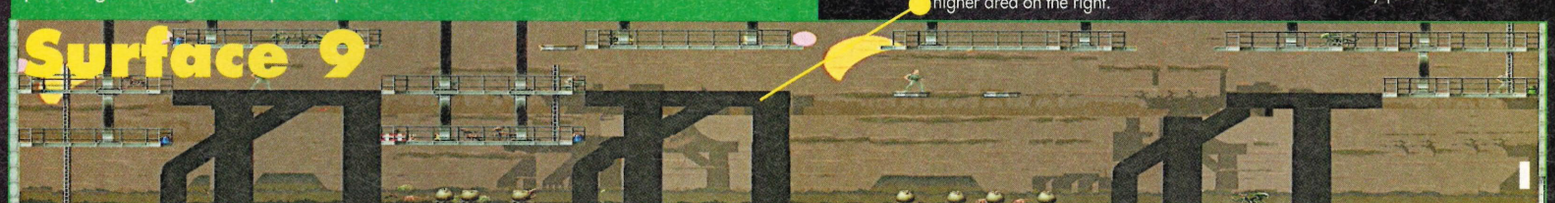


After the generator calls it a day in the medic bay, you'll have to face the outside perils again and grab the power pack from this area.

Run across on to the top of the structure here and jump on to the moving platform to reach the higher area on the right.

Dripping acid splays all over the pipes, so be sure to jump around and avoid the murky patches.

Surface 9



Alien corridor six is much the same as the others with plenty of eggs to fry. Hang around to get across.

Alien 6

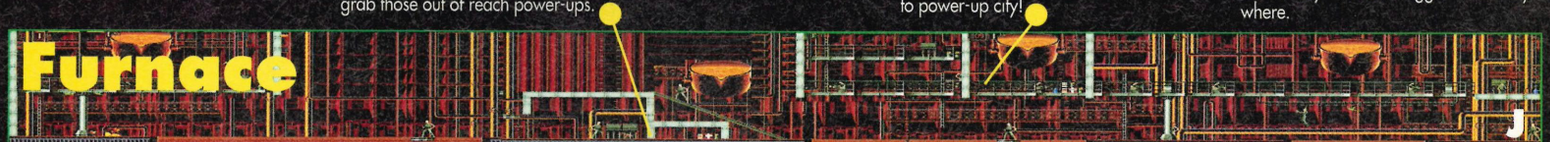


If you're on ground level, leap into the air and fire constantly as you go behind the scenery. The face huggers lurk everywhere.

Crouch down and slip under here to grab those out of reach power-ups.

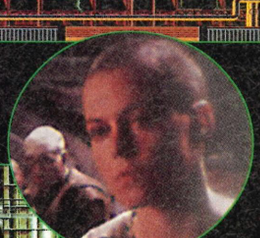
Be sure to push up against the walls and jump to find the secret passages. Usually they'll lead to power-up city!

Furnace



The furnace area is associated with the electro shock mission. It's time to repair another six fuse boxes, in this long room.

The big bitch is hiding in this area. Use the platforms from the left to get directly here and fire off loads of grenades in her general direction. She moves fast so keep away from that cloud



There's a big mother alien to destroy at the far right of waste area and she's quick on her feet! After taking her down, move up to the higher areas to grab some power-ups. This will complete the burning desire mission.

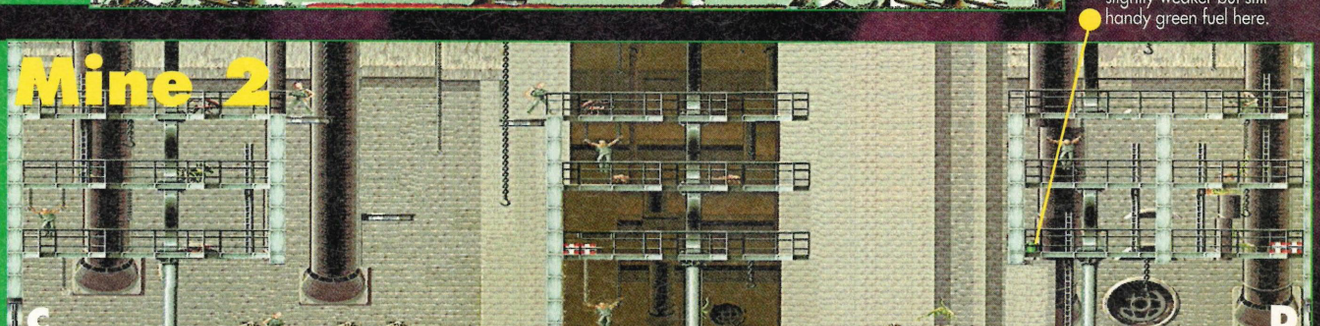
Waste 10



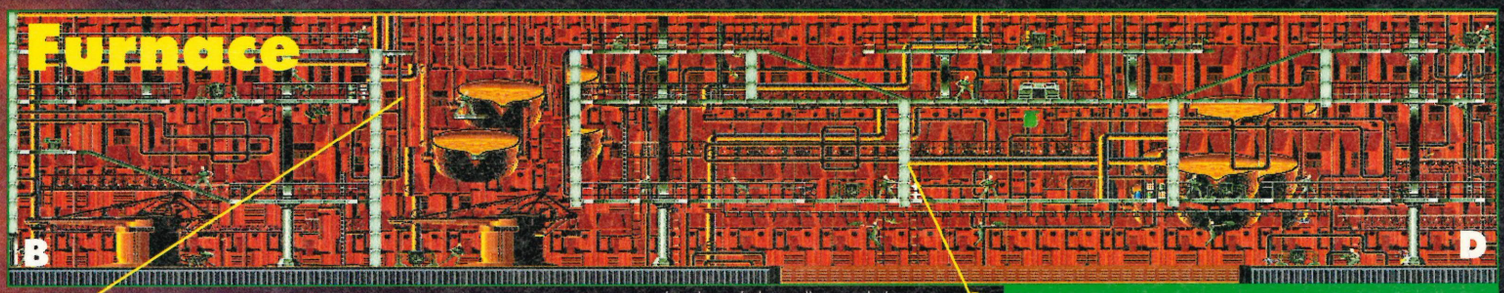
If you've squandered all of the blue stuff, grab the slightly weaker but still handy green fuel here.

Here's where you carry on the second part of the multi rescue mission. The four prisoners in this room are well spread out and are swarming with xenomorph activity. Use more moving platforms to traverse the open space.

Mine 2



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Use the multiple platforms here to cross the massive gap and reach the platforms on the right. You will notice there are some bonus items to the left.

You can dive through this wall to reach the ammo power-ups on the right. Always try to leap through these girders as there is often a way through.

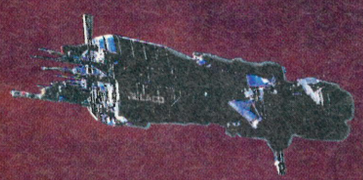
The furnace is one of the toughest rooms in level six and certainly makes Ripley sweat (but then so did Charles Dance!). The aim of this level is to get the ignition unit from Hanger Bay two and bring it to the generator in the centre of this level. This will switch all the power back on.

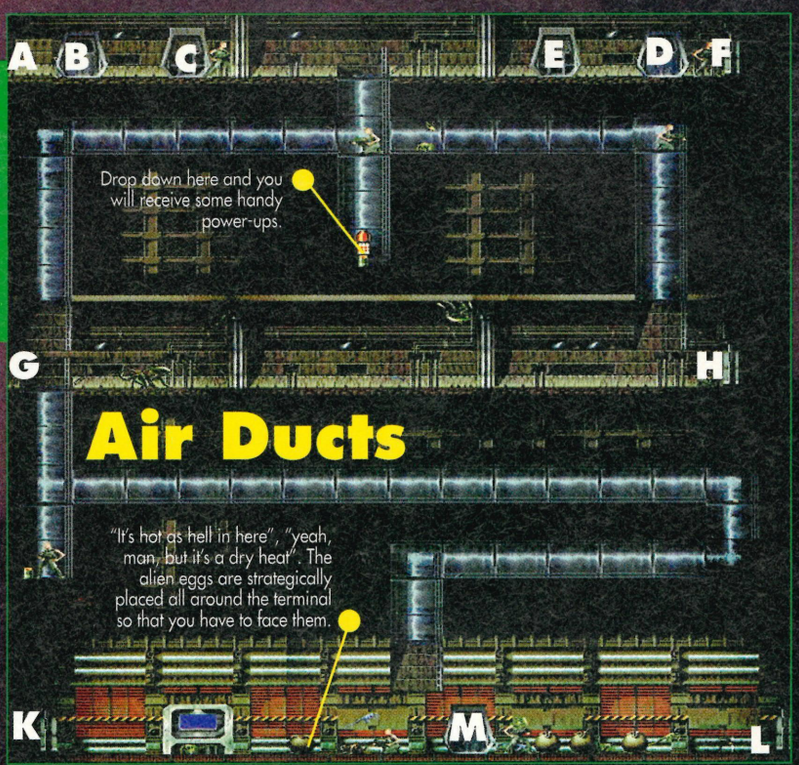


The sole purpose of these rooms (one per level) is to stock up on ammo between missions. The problem is that you will probably use up most of the ammo getting it in the first place!

You will have to crouch down and blast any fast face huggers with your flame thrower to get the bonuses in this room.

You know this is the last level because the crafty guys at Probe have put the terminal right at the bottom of the level and you will have to do a lot of backtracking to view new missions and scan the blue prints. As you would expect, the alien queen has really pulled out all the stops to prevent you from reaching her, and the place is crawling with face huggers!





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Weld these junction boxes together for this mission by crouching down and pressing the flame thrower button.

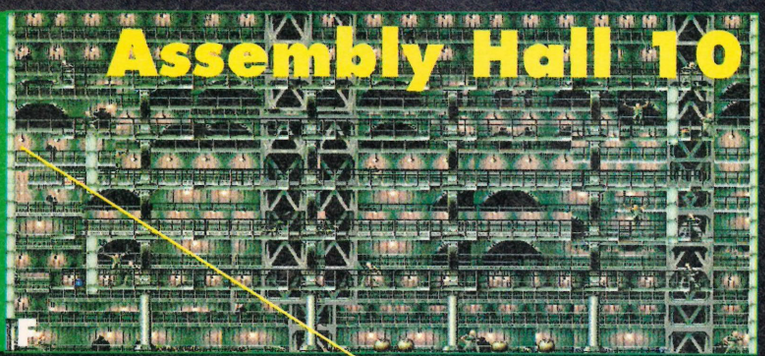
Mine five is the location of the Confusion mission, where you must repair five broken fuse boxes before the aliens take control of the complex. Simply crouch down and press fire on the flame thrower to begin welding the box closed. If you are disturbed, you will have to begin again.



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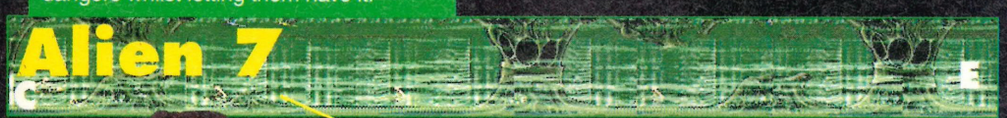
LEVEL 6

The assembly hall looks difficult to climb, but if you get past the eggs on the ground, then you can go up in the lift on the right. Some of the prisoners are easily rescued but you will need to bounce off the walls on the left to reach many of the lower platforms. If you drop one level too many, you must go all the way back again.



If you want to get to the platforms below here, leap towards the wall and when you hit, press right quickly and you should just touch the next platform down. This takes practice, but it is the only way to get the prisoners on the other level.

The alien corridor is just an access route to other highly-populated alien areas. The eggs are placed all over the floor and there are full blown aliens scaling every surface. Luckily you can climb the rungs in the ceiling and swing over most of the dangers whilst letting them have it!



The aliens on the floor like to hide in the scenery so take these corridors on bended knee with your flame thrower on full burst.



The hanger bay is where the Sulaco's EEV capsule is being stored and it is also where the ignition device is being held by the aliens. Leap over the lava pits to reach the unit and remember to always stay alert as you never know when an alien warrior will leap out at you.



This is the ignition unit that you need to place in the furnace level. You will need to leap all the lifts with pin-point precision to make it though.

The surface is the setting for the last mission – Red Hot – in which you have to find and defeat the huge alien queen with any weapons at your disposal. If you have completed all the other mission on this level, you will be treated to the end of game sequence.

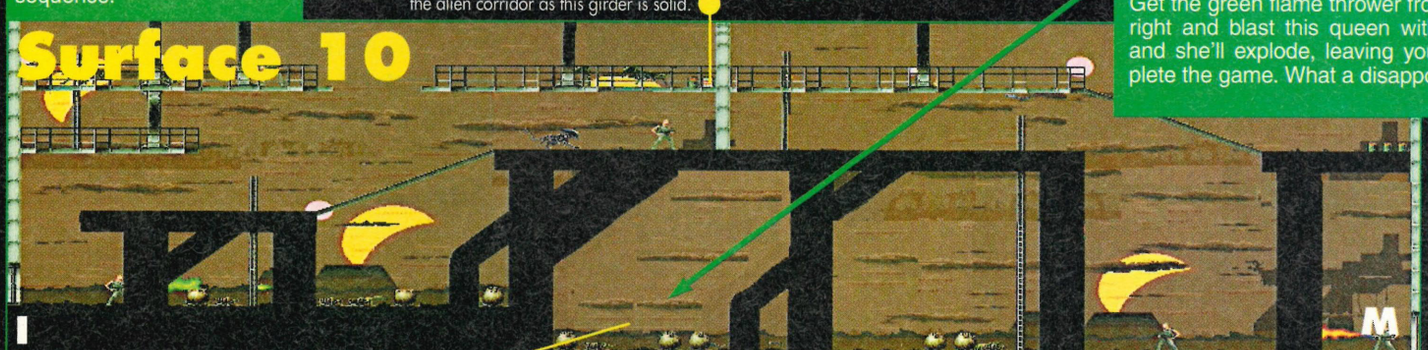
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Get the green flame thrower from the top right and blast this queen with ten hits and she'll explode, leaving you to complete the game. What a disappointment!

Get these bonuses for the battle with the queen if you need them but remember that you have to enter this room through the alien corridor as this girder is solid.



The alien queen is to be found here – leaping all about the place. You can use any weapons on her and she does not take many hits.



The other alien corridor is more of the same. Don't forget to leap onto the rails hidden in the ceiling and shoot the aliens from above.

SUMMARY

GAME NAME: Alien 3
TIME TO COMPLETE: 5 days
HIGHEST SCORE: n/a
NUMBER OF LEVELS: 6 (48 stages)
CHALLENGE RATING: hard

If you think you can beat the pros at SUPER XS on any of the games covered in this issue, why not send in your high score, together with proof to SUPER XS High Scores. The address is at the front of the mag.

Rush into the medi bay when you're low on energy and find these first aid kits to restore 30% energy per box. Watch out though, even the medi bay has aliens on the prowl.



Nip into the medi bay for some much-needed medical attention. Try not to waste the boxes when you have full energy as they do not re-appear.

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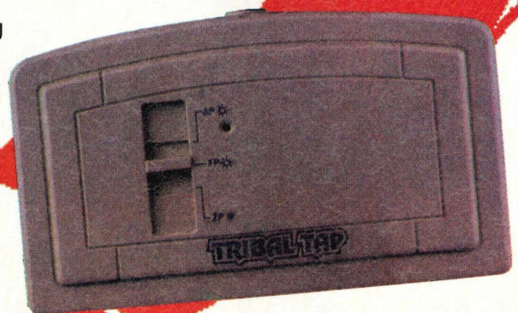
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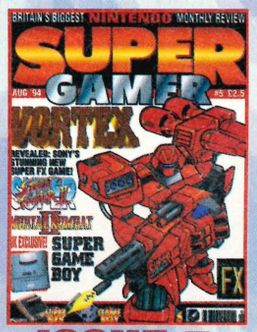
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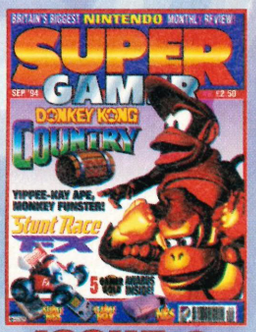
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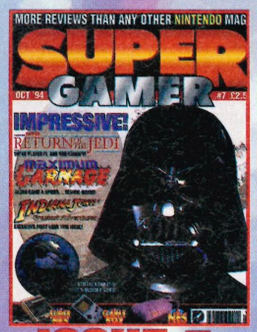
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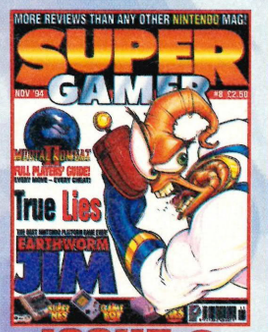
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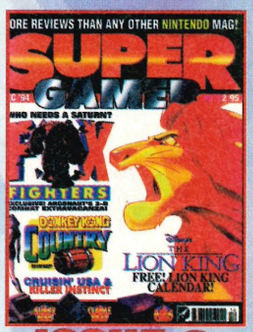
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SUPER NES

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: `196420` to receive a full arsenal of totally powered-up weapons.

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

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

`171058`	`462893`
`950745`	`583172`
`472149`	`743690`
`672451`	`103928`
`272578`	`144895`
`652074`	`775092`
`265648`	`481376`

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.

CHAMPIONSHIP POOL

Special warp
This nifty little cheat enables you to start the game at the Nine Ball World Championship. All you need to do is score 140 or less on the first game of Speed Pool challenge, abandon and start the tournament again to go into the new championship.

CHOPLIFTER III

Level codes
Level 2 – `DSRTLLN`
Level 3 – `MRDSTGN`
Level 4 – `MDCTLVN`

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.

EQUINOX

Invincibility
Wait for the title screen to appear and press the following buttons in this order on controller one: L, L, R, R, L, L, L, R, R, R, L, L, R, R, L and R. If the code has worked the copyright notice will turn from blue to green.

F1 EXHAUST HEAT

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

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

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

F1 EXHAUST HEAT 2

On the notice screen, press the following:
Rank select
Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Right.

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

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

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

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.

FIFA

Special cheat mode
Try the following codes on the option screen to get some strange cheats:
Invisible walls – Y, Y, Y, X, A, A, A and B.
Super offence – R, R, R, R, R, L and R.
Super defence – L, L, L, L, L, R and L.
Crazy ball – X, A, B, Y, Y, B, A and X.
Crazy curve ball – B, A, R, B, Y and L.
Super kick – B, A, B, B, B, B, B, B and B.
Dream team – A, A, B, B, Y, Y, X and X.
Super goalie – A, A, A, A, A, Y, Y, Y, Y and Y.
Super defence – L, L, L, L, L, R and L.

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, L, R, R, L, L, R, L, R, L, L.

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

FIRST SAMURAI

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

FLASHBACK

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

FLYING HERO

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

F-ZERO

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

GODS

Passwords
Temple – SD1
Labyrinth – MGB
Underworld – BMH

GOOF TROOP

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

GRADIUS 3

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

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

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

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

HOLE IN ONE

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

HOOK

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

HUMAN GP

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

THE HUNT FOR RED OCTOBER

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

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

JACKI CRUSH

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

JAMES BOND JR

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

JERRY BOY

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

JIM POWER 3-D

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

JOE & MAC

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

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

JOHN MADDEN

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

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

JOHN MADDEN '93

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

KABLOOEY

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

KRUSTY'S SUPER FUN HOUSE

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

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

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

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

BUSTERS

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

MACROSS

Level select
When the Zamuse logo appears press Up, then rotate the D-pad in an anti-clockwise direction twice then press L, R, L, R and Start. You should now have access to a level select which can be found on the option screen.

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

Loads of lives
When you have completed the first stage, go to the Armadillo level and work your way to the right. After a while you will find a bat hanging down from the roof. If you blast it, it should reveal a 1-Up. Now if you keep going back to the left and then shooting the bat you will get another life. Keep doing this to get nine lives. You can return to the Armadillo stage at any point in the game to stock up on lives.

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.

Invincibility
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

PINK GOES TO HOLLYWOOD

Debug Mode
Start playing the game and when Pink is standing still press B on controller two. Once this has been done, press Y on controller two to activate the invincibility mode. If you want even more after that try pressing the R button on controller two to get a slow motion mode.

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.

RAINBOW BELL ADVENTURE

Power-up cheat
Pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and then unpause it. You should have every power-up possible.

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.

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

30 lives and password
Once the title screen appears go to the password option and enter the code which you can see here. What this will do once you have entered it is reward you with 30 lives and take you very near the end of the game.

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

Mission select
On the game map, hold down the L and B buttons, then the X and Y buttons. Whilst holding all these down, release X and hold it again. Now let go of all the buttons and move the jeep into the unlit area. Press L and B to enter the stage.

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 and grab it.

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 METROID

Restore all your energy
First of all in order to get this cheat to work you must have at least ten missiles, ten super missiles, 11 power bombs, 50 points or less on your power meter, and your reserve tanks must be empty.

Use the default setting on the controller and roll into a ball, then press Select three times. Drop a power bomb and keep holding the X button while simultaneously holding L, R and Down. The bomb will exploding causing the screen to turn white and you will then see Samus floating in a ball of white light while 14 of your energy tanks get refilled. This is extremely useful for fighting bosses.

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!

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.

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, R, L, L, L, L, L, L, L, R

SUPER TENNIS

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

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

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

SUPER TURRICAN

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

SUPER VALLIS IV

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

SUPER WIDGET

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

TAZ-MANIA

Continues and Level Select
Go to the options menu and press B, A, Y, A and X for ten continues.
Press Y, X, B, X, A, X, L, R, B, A, Y, A, X and A for 20 continues.
For a stage select, press 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

All the level codes!

Floor 1	Floor 4
Level 2 – **TUTKLF**	Level 1– **MCKLTP**
Level 3 – **UTKLKH**	Level 2 – **MNKLTP**
Floor 2	Level 3 – **NCKLUS**
Level 1 – **UTCNLF**	Level 4 – **NNKLUS**
Level 2 – **RRKLSQ**	Level 5 – **KCKLMR**
Level 3 – **RNKLPT**	Floor 5
Level 4 – **SCJQRP**	Level 1 – **KNJFUN**
Floor 3	Level 2 – **LCDFNU**
Level 1 – **SNKLQN**	Level 3 – **LNDLSQ**
Level 2 – **PCKLRM**	Level 4 – **HCKLPT**
Level 3 – **PNKLRM**	Level 5 – **HNKLPT**
Level 4 – **QCKLSQ**	Level 6 – **JCKLQN**
Floor 6	
Level 1 – **JNKLQN**	
Level 2 – **DCKLRM**	
Level 3 – **DNKLRM**	
Level 4 – **FCHLVN**	
Level 5 – **FNKLSQ**	
Level 6 – **BCFQVS**	

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 – 01633.

WWF ROYAL RUMBLE

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

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

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

X-KALIBER 2097

Level select cheat
All you need to do to access this option is go to the title screen and press the following buttons on controller one: R, R, L, L, U, D, L, D, D and D. If the cheat has worked the music will restart. Following this you must now press the Y button to move the cursor to 'New Game', press Y again. The word 'Round' appears and you can now choose the stage you want and press Y to begin.

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

GUERILLA WAR

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

GUN*NAC

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

GUNSMOKE

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

GUNSMOKE 2

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

HOOPS

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

THE HUNT FOR RED OCTOBER

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

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

IKARI 3

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

IKARI WARRIORS

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

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

IRONSWORD

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

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

ISOLATED WARRIOR

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

JACKIE CHAN'S ACTION KUNG FU

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

JAMES BOND JR

Passwords
Mission 1 – `Ø33481`
Mission 2 – `2586ØØ`
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`
2 – `HPTZ hNDJ`
3 – `JnCn hvcb`
4 – `JQVP LrCH`
5 – `KqGT hhCC`
6 – `KRdv LNDV`
7 – `LrFs LLCb`
8 – `LSXq hfDG`
9 – `Mt1d hLCZ`
10 – `NBqb nQCZ`
11 – `NBqh hVCh`
12 – `NVQK Lrcm`
13 – `PChg nQCZ`
14 – `PWMG LICH`
15 – `QDgf nQCZ`
16 – `QXJC LfCB`
17 – `RZJH nnBg`

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 `8UUUUUU 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	Air guns	3E
No Crash	2E	No bubble guns	3C
Bubble guns	1D	Boomerang	4B
No metal guns	1E	No wood	5B
Heat guns	2B	Metal gun	5E
No air guns	2D	No heat guns	5D
Wood shield	3D	Crash	5C
No boomerang	4C	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):
ØØ5 737 5423 – WVBA minor champ
777 8Ø7 3454 – WVBA major champ
267 853 7538 – world circuit bout
ØØ7 373 5963 – versus Tyson
135 792 468Ø – another world circuit

MISSION IMPOSSIBLE

Level passwords
Here are the codes for later levels:
HMPR – level 2
KMVW – level 3
XDGJ – level 4
TVJL – level 5
QBYZ – level 6

MONSTER PARTY

Passcodes

Level 2	–	CnDo4Ø3sH
Level 3	–	RvX"HSin4
Level 4	–	tvLG-B6me
Level 5	–	1yF84O77D
Level 6	–	UtBDGC,OJ
Level 7	–	sfhsQVF9B
Level 8	–	a!BBOL?hxNARC
Final	–	DTvgs.iNT

Extra continues
To start the game with two continues in the bank press A, B, Select and Up, then press Start on the title screen.

THE NEW ZEALAND STORY

Warp to an extra life
Just as in the arcade version, there are two warps in this game. The first can be found on level 1-2. Jump up to the second platform from the start, face left and fire until the warp appears. Jump into it, take the warp on the right, continue right on the new screen and grab the extra life. The second is found on 1-3. After you've been through the water near the end, jump to the top platform and shoot to the right. After you've entered the warp, press Left to land on the middle platform, shoot right to reveal the warp and you will reach a room with two more extra lives.

NINTENDO WORLD CUP

Passwords
Codes for every possible match follow:
1Ø3Ø7 – second match
3Ø7Ø7 – third match
Ø15Ø7 – fourth match
22Ø27 – fifth match
721Ø7 – sixth match
115Ø7 – seventh match
424Ø7 – eighth match
626Ø7 – ninth match
6Ø2Ø7 – tenth match
223Ø7 – semi finals
128Ø7 – finals

PARODIUS

Full Power
Press Up, Up, Down, Down, Left, Left, Right, Right, A, B, A and B.

POW

Extra lives
On the title screen press A, B, B, Up, Up, Down, Left and Start for extra lastibility.

POWER BLADE

Passwords
Get to the stage of your choice with these codes:
B2712209 – stage 2
G3784JD2 – stage 3
6843D12F – stage 4
IBJ39FK4 – stage 5
J23KGBBK – stage 6
77KDIOGJ – stage 7

PROBOTECTOR

Level codes
Level 2 – 1227
Level 3 – Ø5Ø1
Level 4 – Ø948
Level 5 – 2168
Level 6 – Ø666
Level 7 – 1192

30 Lives
At the title screen, type in the following before the music stops. Up, Up, Down, Down, Left, Right, Left, Right, B , A then Start.

Extra lives
To get 30 extra lives, press Up, Up, Down, Down, B, A, Start on the title screen.

THE PUNISHER

25 Bazookas
At the start of the game on the wanted poster screen, enter the following code using the cursor pad of the second controller and the A and B buttons on the other one. Press as follows: A, B, B, Up, Up, Left, Down, A, then press A to start the game. If you enter it correctly a noise will sound and you will be given 25 bazookas, each with 25 rounds.

RAD RACER

Continue
To continue on the same track you were previously racing on, press A and Start simultaneously.

Stage select
To choose any level, select your car and then on the demo screen press the B button to increase the tachometer by two lights. Each time you press the button the level selected increases by one. Once you've decided on your course, hold Up and Right and press A and Start.

RESCUE RANGERS

Get back lost lives
As soon as you lose a life and are off the screen, go to the inventory screen and push A and B simultaneously. It should say "Start Again". Now click on your player again, you will not have lost a life.

ROBIN HOOD

Passwords
On the title screen, press A eight times and B eight times to get a password screen. Now enter any of the following to reach various parts of the game.
CATACOMB, WALL, LOCKSLEY, DUBOIS, CHONE, CATHEDRAL, BOAR, WELL, CHAPEL, MASTER, TAX, POND, VILLAGE, TOWN, TOWNHANG, CASTLEIN.

ROBOCOP

Infinite continues
When your continues have been used up, you can still carry on by pressing A, B, Select and Start on the title screen.

ROCKIN' CATS

Recharge energy
Pause the game, hold Down, A, B, then press Start to recharge your energy. You can use this cheat as often as you like throughout the game.

Channel select
Pause the game, then press A three times to allow you to return to the channel select screen at any time during the game.

ROLLING THUNDER

Passwords
Story 1, area 3 – 6426Ø99
Story 1, area 5 – 1450Ø64
Story 2, area 7 – 6Ø9Ø8Ø9
Story 2, area 9 – 3495242
Story 3, area 1 – 6692956
Story 3, area 2 – 4516110
Story 3, area 3 – 6396857
Story 3, area 4 – 4249741
Story 3, area 5 – 6916Ø79
Story 3, area 6 – 7236972

SILVER SURFER

Passwords
To access the cheat screen, press Up on both control pads and enter these codes.
Extra continues – J8SCL9
Invincibility – KJTTJK
Infinite continues – SJM333
Full power – CKWJT4

SKATE OR DIE 2

Stage select
Start the game with two controllers and press Start, A, Select and B on controller two. Now push Right to go to the Mall, left for the Beach or Up for the Planet level.

SMASH TV

Secret warp
Go to the title screen, on controller two, hold Down and the B button. With these held, press Start on controller one and then choose all of the normal options for a circuit select.

SNAKE RATTLE N ROLL

Warp
To warp to level 3 go to the first island and press B and A.

Warp to world eight
Try to reach the end of the first level within four seconds. If you make it, you'll come across a rocket which will allow you to warp to level eight.

Extra continue
Make sure you are hit by the last yellow anvil on level four. You must be standing on the square in front of the scales when it hits you.

SOLAR JETMAN

More money
DDDDDDDDDDDD – $111,111
GGGGGGGGGGGG – $222,222
LLLLLLLLLLLL – $555,555
PPPPPPPPPPPP – $888,888
QQQQQQQQQQQQ – $999,999

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

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

SOLSTICE

Infinite lives and magic
During the game, get the sub-screen up with the Select button. Press B, Start, Start, B, B, Start, Start, B, B, Start, Start, Start, B, Start, B, B, B, Start, Start, Start, B, Start, B, Start, Start, B, Start, Start, B, B, Start, B and Start. If you've done it correctly the screen will flash and, the next time you look at the sub-screen, your lives will be at maximum and all of the potions will be full.

STAR TREK

Passwords

Masaba	–	R6XW MLFT ?6XD
Lekythos	–	P?RV !RZH LAQD
Romulan	–	KA55 R?XC LA4D
Shroud	–	J!3L RZX7 M?BD
Lotia	–	JH1L !XX3 K?DD

STAR WARS

Unlimited lives
In Obi-Wan Kenobi's cave you will find two extra lives hidden behind a secret wall. To find them, go right from the start of the cave section, drop down to a long platform near the end of the level, go left to the wall, fall to the platform on the right, and then fall down to the long platform directly below. On the left you will see a small platform; jump from this into the wall, and you'll find that you can walk through the wall to two extra lives. Leave the cavern and repeat the manoeuvre until you have nine extra lives. It's really that easy.

SUPER MARIO BROS

Warp to world 8
In level 4-2, find the invisible blocks just after the first lift by jumping up and down. Use these invisible blocks to punch the otherwise unreachable block. The punched block will reveal a most useful vine which, upon climbing, leads to a bonus level and the wonderful warp.

SUPER MARIO BROS 2

Warp from world 1-3
At the end of the first section of world 1–3, drop a potion next to the large plant pot, go in the door and down the pot to warp to world four.

Warp from world 3-1
When you reach the waterfall, fall into it and land on the platform at the bottom. Go through the door, head right, pick up the potion from under one of the plants, drop it by the pot, go in the door and down the pot to world five.

Warp from world 4-2
On the whale section, run to the right, pick up the potion, and continue until you reach the flower pot. Work your way around to it, drop the potion, do what's required and head off to world six.

Warp from world 5-3
You'll need Luigi to be able to make it to this warp. After climbing the ladder into the level, super leap to the top platform, and use the potion to go in the warp door and down the pot. This leads to world seven.

Warp whistles
The first warp whistle is on world 1–3. Go to the white block surrounded by four other coloured blocks, then crouch down for five seconds on top of it. You will fall through behind the background – run to the right and you'll eventually reach a house. Toad will give you the first whistle. The second is in the first world's fortress. At the end of the first section, fly up to the roof, get on top and run to the right. When you stop, press Up – you will then enter a door leading to the second whistle. To get to world 8, blow one whistle to get to the warp section, then blow it again once there to get to the final stage.

SUPER MARIO BROS 3

Extra lives.
At the end of a stage, do a super run into the black area, when the whistle blows hit the card and you will get a star. Keep repeating this to get extra lives and points.

27 "P" Wings
Complete the game and press Up, Up, Down, Left, Right, Left, Right, A, B, Start. This will give you 27 "P" Wings to use at will.

SWORD MASTER

Infinite continues
On the title screen, hold Down and press Select. Now press Start for infinite continues.

TEENAGE MUTANT HERO TURTLES 2

Level select
At the title screen, press Down five times, Right seven times, B, A then Start.

Extra lives and level select
To begin with ten lives and have the option to choose the start level, press the following when on the title screen: B, A, B, A, Up, Down, B, A, Left, Right, B, A and Start.

TMNT (US)

Energy replenish
When low on energy, pause the game and press Up, Down, Left, Right, A then B.

Stage select
On the title screen press, Down, Down, Down, Down, Down, Right, Right, Right, Right, Right, Right, Right, B, A and Start. A stage select screen will present itself.

Ten lives player one
Press Up, Right, Right, Down, Down, Down, Left, Left, Left, Left, B, A and Start on the title screen. You can now play with ten lives.

TERMINATOR 2

High score cheat
Earn a high score on the Cyberdyne level by emptying Arnie's big gun and standing him on one of the desks. He may then crouch down and punch people repeatedly for stacks of points.

TETRIS

Instant completion
Hold down A, B and Select in B Mode Games as one of the shapes falls. When the shape stops, you will have magically completed the game.

Faster game
To add ten levels to the one you've selected, press A and Start simultaneously when the cursor is in the right place.

THUNDERBIRDS

Level select
To select any level, on the title screen press and hold Up Left diagonal and press Reset. Now when the title screen reappears, press A, B and Select to choose any stage.

TIGER HELI

Extra continue
When you have lost all your lives and the black game over screen comes up press the following: B and A together and then Start. Now you can restart the game where you died.

TINY TOON ADVENTURES

3-Up Duck Vader
Complete any level with multiples of 11 carrots such as 33, 55, 66 etc, and then return to the main map (see SUPER XS#1) and you will warp to Duck Vader's ship. Hit Vader three times to get three extra lives.

TOM AND JERRY

99 mice
When the screen with the drawing of Tom and Jerry on (the second title screen) appears, press the following to start the game with 99 mice: Right, Right, Up, Left, Up, Right, Down, B, A, Select, then press Start twice.

TOTAL RECALL

Extra life
Simply sit through the cinema credits to earn yourself and extra life.

TOTALLY RAD

Extra lives
Get to the first green soldier and position yourself so that a massive number of troops come onscreen. Now hold the fire button and get slaying. You will receive an extra life – up to a maximum of 13 – for every 100 men.

TRACK AND FIELD

Last day codes
US – 54HLPHJNI
GB – YAWWWHJ45
France – 5ZHDPZJ2S
USSR – 2M15PZJWS

VIGILANTE

Level select
On the title screen, press, Up, Left, A and B to enter a secret level select menu.

WCW WRESTLING

Championship code
Here's a handy code to get you to the championship as ANIMAL with only two bouts to go. Enter H5YT1YQ7OHNZ on the passcode screen.

WWF WRESTLING CHALLENGE

Tag team cheat
Press Select and B in the Tag Team and Survivor series mode. Now your partner will run around the outside of the ring and beat up your opponent's partner who is also outside the ring.

GAME BOY

THE ADDAMS FAMILY

Restore All Energy
On losing a life, immediately hold down A, B and Select simultaneously, then press Start to restore all your energy.

ADVENTURE ISLAND

Level select
On the title screen press Right, Left, Right, Left, A, B, A and B. The level select is yours for the taking.

ADVENTURES OF LOLO 2

Final Level
Last level code – VQTD

ALLEYWAY

Bat speed-up
To speed your bat up, hold down A.

BART VS THE JUGGERNAUTS

More Money
When you play 'Captain Lance Murdock's skateboard crash and bash', jump two times higher than the Juggernaut's head and get your skateboard. Now lose two times. Now smack the waiting Juggernaut off its platform. This will give you between $7,500 and $8,500.

BATTLE BULL

Final level code
To get to the last level enter 4F** on the passcode screen.

BATTLE OF OLYMPUS

For every item code
Enter: BFFXVNXQNLS8K,CM2FHUX4GW5ZD

BATTLE UNIT ZEOTH

Level select
When the title music ends, press Down, A, B all together five times. You should now hear musical tones. After the first pressing of Start, you will start on level one, after the second, you will start on level two and so on.

BATTLETOADS

Extra lives
Hold down A, B, Down and Start on the title screen to start with five extra lives.

BILL AND TED'S EXCELLENT ADVENTURE

Passwords

Level 2	–	555 4239
Level 3	–	555 6767
Level 4	–	555 8942
Level 5	–	555 4118
Level 6	–	555 8471
Level 7	–	555 2989
Level 8	–	555 6737
Level 9	–	555 6429
Level 10	–	555 1881

BIONIC COMMANDO

Level skip
Whilst playing any level, press and hold Start then press A and B simultaneously. You'll return to the DX-Turbochopper and be able to select a different level.

BLADES OF STEEL

No goalies
Hold A and B on both controllers, then start on controller one.

BLAST MASTER BOY

Level select
On the title screen, highlight the continue option and hold A and press Start.

BOMBER MAN

Codes
IHOLBKMIHL
HKEFPHIDJC

BOXXLE 2

Level Codes

Level 2 – BYNS	Level 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

BUSTERS

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 – 506210

CAPTAIN SKYHAWK

Level skip

When playing, press Up and B together.

To become Indestructible

Push pad Up, Right, Down, Left, then Up four times.

CASTLEVANIA

Extra lives

Don't destroy the first candle in stage one, but do whip all subsequent ones and the 11th will reward you with an extra life.

Bonus stage

On stage one, keep climbing one of the last ropes despite the fact that there's a ceiling in your way – you'll come to a bonus room.

CASTLEVANIA II

Extra lives

Enter two candles then two hearts as your password and you will have nine extra lives.

Passwords

Crystal Castle – BLANK, CANDLE, HEART, HEART

Rock Castle – CANDLE, HEART, HEART, CRYSTAL BALL

Plant Castle – CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL

Cloud Castle – HEART, HEART, CRYSTAL BALL, BLANK

Final Showdown – BALL, HEART, CANDLE, HEART

CAT TRAP

Level skip

Press Start, Select, A and B at any point in any level to activate the cheat.

CHOPLIFTER II

Passwords

SKYHPPR – stage 1–2	LKYBYSS – stage 1–3
CHPLFTR – stage 2–1	BYMSFWR – stage 2–2
RGHTHND – stage 2–3	GDGMPLY – stage 3–1
TRYHRDR – stage 3–2	SPRYSKS – stage 3–3
CMPTRWZ – stage 4–1	CHPYBYS – stage 4–2
VRYHPPY – stage 4–3	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	11: TCMF
2: VCSB	12: RBCN
3: TRFF	13: NBNF
4: ZFRG	14: GPBL
5: NGSF	15: RBCT
6: QDCZ	16: RCNG
7: KCNG	17: FCRF
8: TRBD	18: YBRB
9: LGCK	19: SGNG
10: WGRD	20: GGLD

GARGOYLE'S QUEST

Passwords

Level 1 – K8ED HWA7
Level 2 – JXAH VR6Y
Level 3 – WPXD 4BGO
Level 4 – D57A GTUO
Level 5 – 9FJA TLJA

Last area password

Go straight to the very last area by entering KKKK KKKK as your password.

GAUNTLET

Open doors

To open all the doors, stand in a safe place for 100 seconds and all the doors will open.

GHOSTBUSTERS 2

Guardian strategies

When fighting the end-of-level guardians, try to position the trap buster in front of you since it is invincible and can stop their attacks; leaving you to concentrate on shooting them.

GREMLINS 2

Level code

Code for level 4-2 – VLBB.

GO! GO! TANK

Invincibility

On the title screen, press Left, Up, Right, Up, Left, Left, Up, Right, Up, Left, Up, Right and Start to become invincible.

GOLF

Reset shot

If you play a bad shot, press A, B, Select and Start before the ball comes to a stop. This will reset the game, yet – thanks to the Game Pak's battery – when you restart, you'll begin on the shot that you just played.

HUMANS

Passwords

1: XXXX	10: LKLQ
2: CVBM	11: HDZW
3:QWSD	12: NBGF
4: PLKP	13: SWQR
5: MNBV	14: TYTL
6: VBCD	15: XRTD
7: ZXVZ	16: CDSR
8: KJKR	17: JHYD
9: PYST	18: MJHN

THE HUNT FOR RED OCTOBER

25 Extra lives

On the Map screen, hold down Select. At the same time press Up, then Down.

Extra missiles

On the screen showing you the map, press A and B simultaneously then Up and Down. You'll start the game with 25 missiles.

Stage select

On the title screen, press Left, Right, B, Select, Left, Right, B, Select and Start. Use Left and Right to select the level and Start to begin.

HYPER LODE RUNNER

Stage select

When you start the game and the initial score screen appears, press A or B to raise or lower the stage number. You can only go up to stage 16 in this way; for anything else you need a password.

JURASSIC PARK GB

Stage skip

When the T-Rex appears and opens his mouth press Up, Down, Left, Up, Down, Right and Select. Do this twice, then press Start to enter the game. During the game press and hold down Start, then press Select to skip the levels.

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
Up, Select, A, B and Start: Pirate Ship.
Down, Select, A, B and Start:Castle.
Right, Select, A, B and Start:Ocean.
Left, Select, A, B and Start: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, 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
When defeated, press Down and A.

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	GROW – level 6
GRIN – level 3	TALL – level 7
REAP – level 4	YALI – level 8
SEED – level 5	

PRINCE OF PERSIA

Passwords

Level 2 – 51798075	Level 9 – 21498085
Level 3 – 41698065	Level 10 – 81498054
Level 4 – 71198015	Level 11 – 51798074
Level 5 – 61098005	Level 12(a) – 41698064
Level 6 – 11398035	Level 12(b) – 71198064
Level 7 – 47769332	Level 12(c) – 61098014
Level 8 – 31998095	Level 13 – 77Ø 27514

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.

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.

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 5 – BGQTVKJP
Stage 3 – GPLDMSRC	Stage 6 – RTJBWN34
Stage 4 – MMCFGWXJ	

WIZARDS AND WARRIORS

Extra lives
When you get on to the high score screen, enter HEART as your name and you will start the next game with six extra lives.

Extra power-ups
At the start, go left rather than right to find some useful items.

WORDZAP

Tour of the levels
To see all of the level screens, and go on a world tour press Select, A, Left, A, Down, B, A, Right.

WORLD CUP SOCCER

Passwords

Level 3	–	Ø3313
Level 5	–	36313
Level 6	–	17123
Level 7	–	42913
Level 8	–	56113
Level 9	–	51313
Level 10	–	97113
SEMI	–	Ø8613
FINAL	–	Ø1613

the write stuff

Here we are, into our second mag under the new regime and already a few home truths are becoming apparent. One point of concern is undoubtedly the number of reviews. Without wanting to sound like we absolving our selves of all blame (even though we are), this is simply a reflection of the number of new releases around at the moment. The message is, don't panic! Nintendo aren't phasing out the current systems and there's still a very healthy release schedule for both Super NES and Gameboy over the coming months including several big licenses. This is the traditional spring lull period but things will pick up momentum again soon.

Disillusionment over Nintendo's pricing policy is still rife with no light at the end of the tunnel. Our esteemed benefactors seem determined to ring every last penny out of the punters when surely a price reduction would would lead to greater sales and more profit. Still you've got to assume their market research people know what they're doing. Let's just hope they don't kill off their own market. Surely a suicidal move with the unhappy news that the Ultra 64 won't now be here until next year. I for one am convinced there's plenty of life in the old dog yet, but it must not be neglected or milked during the transition to the next generation. Right then, now it's your turn.

Dear SG
Could you please, please answer the following questions:

1 Should I buy an Ultra 64 when it comes out, or a Sega Saturn?

2 When will *Front Mission* be released in the UK?

3 Is Mech Warrior worth the money?

4 Why is the Mega-Drive so crap?

By the way Super Gamer rules!
Darren McCready, Co. Down

1 No question — an Ultra 64. Unfortunately it won't be out until next year now. Gumph!
2 Unfortunately we can't say just at the moment.
3 Most definitely.
4 It's a poser, innit!

Dear SG
I was going to write to you about some suggestions I had for your magazine, but I thought you probably get enough of them. So instead I've decided I'll just have a chat! Well the weather's a sad topic so I'll start by asking you what's your favourite game? I got *Starwing* when it first came out and reckon this is still my favourite. Also what other things do you like doing, other than writing SG? Do you like footy, or are you lot more into staying in watching EastEnders?

Well I was going to ask loads more, but I'd better let you get back to the more serious letters. I reckon that Super Gamer is absolutely brilliant; don't listen to the moaning few.
John Parry

Sad weather. You haven't seen the dreary grey skies of normally sunny Newton Abbot! Still, never mind, eh. Anyway, being the sporty, competitive types we are, you'll not find many a lunch hour creeps past without a few sessions on *NBA Jam*. However, the all-time office favourite is without doubt the timeless *Mario Kart*. It rules! Footywise we're a bit of a mixed bag. Our allegiances lie as wide apart as Wolves, Arsenal and Torquay United (!?). That should just about cover most of the country!

Dear SG
I have recently received two copies of issue 11 of Super Gamer. I don't know how this happened, I really don't care as now I have two brilliant issues instead of one and that suits me fine.



Due to your excellent review of *Donkey Kong Country* I went out and bought it and found it as good as you said. As I now have two DKC booklets I can have twice the fun with my game. Keep up the good work, Thanks.
Duncan Ireland, Glasgow

I'm glad you're happy, but spare a thought for poor Jimbeleen Birchtree. Jimbeleen must be the unluckiest person in the whole world. You see, whenever anything goes wrong, anywhere in the world, it's always Jimbeleen who gets the worst of it. I suspect that you have probably received Jimbeleen's copy of SG by mistake. What a terrible thing to happen to anybody, let alone poor Jimbo.

Dear Super Gamer
Before I start I just want to say that I think your mag is brill!

That's not an attempt to kiss your a@@! Anyway, I'm writing in to say I agree with your star letter in issue 7. I know that was a long time ago, but it was not until the other day, when I was charged nearly £70 for *Rise of the Robots*, that I decided to do anything. I'm fifteen and apart from a paper round, I only have my pocket money to survive on. How are we supposed to be able to afford such expensive games, we're not all made of money? It may be alright for the rich, but what about the rest of us? People moan about piracy and stuff, but what do the companies expect when they charge such ridiculous prices?

All I can afford to buy is second hand games, and that money doesn't go to anyone except the shopkeepers. If prices were reduced, then a lot more new games would be sold and everyone would be happier.

In this day and age £70 is a lot of money and if Nintendo think anyone has this sort of money to waste on a game then they're in for a shock. I'm sorry to go on so much, but at the moment I'm really p@•∞@d off!!
Yours annoyed
Jamie Condor, Norway

I must say I agree with you, but as Nintendo have a monopoly there's not a lot that you or I can do about it. It's a moan which has been around as long as the machine itself - which is a pretty long time. Let's face it — if it hasn't been sorted out by now the chances are it ain't going to be. Sad but true. The only thing you can do is keep reading SUPER GAMER so you'll know exactly what games are worth shelling out for and what aren't.

STAR LETTER

Dear SG
First of all, I would like to say Happy Birthday! Yes, it has been one whole year, twelve months, 365 long days and twelve brilliant issues since SG1 way back in April 1994. All together now hip, hip hooray — here's to another great year.

Your mag is one of the best, no, the best, Nintendo mag on the market. What first attracted me to SG was all the reviews, the A-Z index, players guides and cheats. All this was too good to miss, so I subscribed and am still here a year on, a testament to your greatness.

Your reviews are excellent. They are not biased and the opinion of more than one reviewer is expressed. I think it is ace the way the reviewers faces sum up the game - good or sh*te.

SG is fun to read and is straight forward and easy to understand. The news section is good — helped by your contacts with your American counterparts. The cheat guides and player guides are especially good and this makes the mag appreciable to a whole range of gamers, old and young. I myself am nineteen.

With the aid of your reviews I have purchased loads of top games: *Super Metroid, Stunt Race FX, Starwing, Street Racer, MK2, DKC*, to name just a few.

Now, off on a tangent, what do you think about *DKC*? I think that it's brill! The *DKC* guide with issue 11 helped me get 101%, but I think that the longevity of the game has suffered. Is there a special ending for completing it within a certain time?

In the future what I think will happen is that as the graphics and sound get better and better, people will become more accustomed to them and they will eventually become arcade perfect. But arcade machines are also getting better, so the games players with consoles and computers will want games with better graphics and better sound. The games also need good gameplay.

Just one question please - I just can't pull off Shang Tsung's Kintaro death move. I hold down light punch for 30 seconds during the round, then let go when I've killed him, but nothing happens! Please help me with this one.

Finally for all of you out there who are having problems with MK2, here is a cheat for infinite continues. When you are playing and you know that you are going to lose, press start on the other joypad. Choose your fighter and choose another for player 2. Then beat up the other player and then you will carry on to fight where you left off. This will destroy your winning streak, but hey, you can't have everything!

So from me to all the SG crew Happy Birthday and goodbye!
Paul Kittri, Smethwick (!)
P.S please print this letter - it'll make my day. Thanks again!

Just a quick point (he made us put this in) since you mention *Super Metroid*, our very own Miles actually wrote the player's guide . Wow! As for the *DKC* guide, sure it could shorten the life-span of the game, but no-one's forcing you to read it. It"s main purpose is to help you go back and find things you missed having completed the game. I personally wouldn't simply use the guide to complete the game — it's like looking up the answers to a crossword. All you're doing is cheating yourself. As far as we know there's only the one end sequences.

Dear SG
Hi there! This is a new experience for me, writing in like this, but I've heard a rumour that Elite are working on a new SFX racing game. I have to say, I'm not one to eaves drop, but I just wondered if this was true and if so how come we haven't heard about it? Or have I missed something? Hell, I'll be really embarrassed now if it was in the last issue! Still I don't care!

Actually, seeing as I'm bothering to put pen to paper, I might as well have my say in all this fuss about the number of pages, reviews and so on. What do people expect. When a mag starts it's bound to be bumper packed, but this can't last forever. It's like those damned mags you see on TV, you know the ones you're supposed to collect in about 5000 parts. They always say buy the first one and get the second free etc, etc. This is to encourage you to get the first and then hopefully you'll keep buying. So people should shut up about the number of pages.

Saying that, I do have one complaint, how come the number of reviews in the Feb and march issue have gone down? I don't care about the pages as long as the reviews are there!

Still, SG is definitely the best SNES mag around and just like Tottenham, I'll support you evermore. Keep it up lads, I think you're doing great.
Ryan Macintosh, London
P.S I think Pamela Anderson's a babe!!!

Yes, Elite are working on an SFX game, and it's previewed this very issue. Flip over to page 18 for the full gen on Dirt Racer SFX. We're nothing if not prompt. Now then , the reason the number of reviews is down over the last couple of issues is simply due to the time of year. Things always go a bit quiet after the big Chrimbo rush but you can bet your bottom dollar things'll start to pick up again in the near future.

On the Pamela Anderson front (and what a front), the fair maiden doth gaze down from the wall above my very desk as I write, and in the words of the late Frankie Howerd, cwor!

It's true that arcade machines will always advance ahead of home systems but it really is the games that count. Even when the SNES market is dead and buried as far as new releases are concerned, there'll still be games that you'll want to play.

Dear SG
I am writing to you to ask a few questions: -

1. Does the Playstation play music CD's or Video CD's?
2. Does the Saturn?
3. If I bought an import Playstation, will the English games (when they're later released) be playable on it?
4. Does the Saturn's cartridge and CD slot give it any advantage over the Playstation?
5. What are the average import prices for both?
6. What do you expect the English prices will be?
7. In your opinion, which is best - the Playstation or the Saturn?

Yours sincerely
Gary Dann, Wigan

Just a word of advice, Gary. This is actually a Nintendo magazine, yet not one of the machines that you've mentioned is a Nintendo product. Not having yet seen either a PlayStation or Saturn I can't really judge them but, you'd be better off writing to a Sega magazine for more information on the Saturn.

To Super Gamer
I am writing to you, as I would like to design a computer game for Nintendo, for the SNES. Should anyone be interested in finding more information about my idea, I would be more than delighted to discuss it.

I would also be delighted if you would tell me about a club which I could join in Ipswich to achieve my goal. Please let me know the cost of a programmer from Nintendo to program my game.

I look forward to hearing from you.
Iagpreet Rai (11)
P.S I also enclose a little plan of my idea.

My game is going to be based on the Stone Protectors. It will be a platformer.

16 or 24 Mbit Cart Size.

It will use all the buttons on the SNES joypad.

If someone did want to design with me they would be welcome. Most people would like it because it is a popular programme. The stone protectors have there special powers, and have to fight baddies and Zog to free the princess and the gemstones. It will have 1-5 stages (lots of levels) which means it well help kids, the game will be challenging but fun. The kids will already be familiar with it.

Unfortunately it's not as easy as simply putting your ideas down on paper. There's a lot more to a game than just typing in lines of code. There's musicians, artists, coders . . . the list goes on. The best advice I can give is to learn a bit about programming. Try and gain access to a PC if possible. Programmers are always in demand. Otherwise concentrate on your school work and when you're older write to some of the big developers. Becoming a game designer, you'll be up against a lot of strong competition but if the ideas are good you never know!

Dear SG

Firstly , I would like to say that the mag is brilliant (and no I'm not crawling) but in issue 2, a mini preview of *Speed Racer* was in there. In the preview it said how good it was. You said it looks hot and has awesome graphics and the game has high hopes. Yet in issue 6, when you reviewed the game you gave it 15% and said it was crap. Is it good or is it bad?

Also in issue 7, you said that there was no two player mode in *MKII* for the Gameboy. There is!

Anyway the main reason for this letter is this: I got *MKII* for Xmas and it is great, But what do I do when a little man pops up in the corner like on the SNES version? it is really annoying me. I also have *MKI* for the Gameboy. How do I do Sonya's moves? Thanks for your time.

Chris Bird

Previews are meant to be completely uncritical and we try to concentrate on the potential plus points of a game. It's not until we get to the actual review that we can give a solid opinion. Often ideas look a whole lot better on the drawing board than they do in practice and this, sadly was the case with *Speed Racer* — it looked promising early on but the finished article turned out to be a complete pile of doggy-doings (in a metaphorical sense of course). It happens.

Dear SG

Instead of writing my views on everything that's going on in the world of computers and that I've decided to ask some questions and basically talk about the mag.

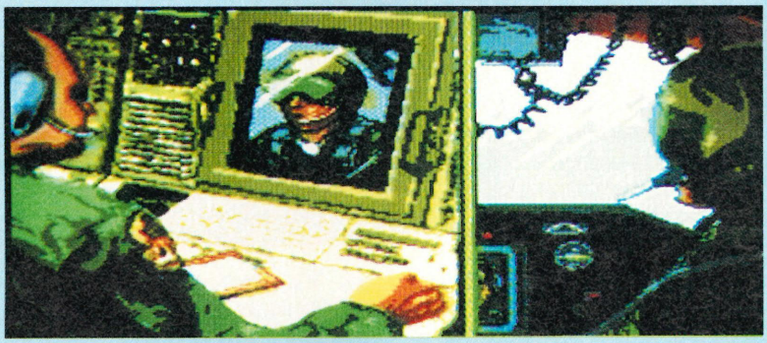
First of all I,ve been looking at other mags recently but decided to stay with this one because.

A The other ones are crap

B Even though this is meant to be an adult mag it still appeals to me (I'm 12).

Now on to my ideas.

How about a video of reviews and cheats (if it's not too expensive)? We as readers now get to see how the game plays and sounds and all you need to do instead is use the old mouth to tell us. The cheats would be easy to show too.Think about it.



The reviews are brill. But how a bout a cheat or two if you can get them. I also agree with the guy who said to do an in-depth feature of how SG is made in the first issue I saw many things. The joy of Sticks, A-Z tips, A-Z games Etc. But by issue 9, they weren't there — why?

Okay now questions.

1 Do you think I should get *Donkey Kong Country* or *Earthworm Jim*?

2 On all of Paragon publishing who's the best at *SSFII*?

This has nothing to do with computers by the way.

3 What's Ryan's favourite film?

4 Do any of you support SPURS?

Andy Mc Dowell, Belfast

PS. Why do you have the crap part at the bottom of the Nindependant?

PS.2 This is the second letter i've written to you. DO ANSWER!!

A video magazine, eh. Interesting idea. Mind you, why not just watch *Games World* on the telly. It would all amount to the same thing in the end. Let's have a look at those questions, shall we?

1 It's a matter of personal taste. I'd go for *DKC* but that's just me.

2 Dave Perry reckons he's the tops, but any of the Super Gamer team could give him a run cos we're that 'ard!

3 Who? Oh, him, sorry. Sadly Mr Butt is no more in the land of SG so I asked our new staff-writing type, John Evans instead, and this is what he said — 'Um, I dunno, I haven't seen a film in years. Er... just put Wayne's World or something like that.' Fun guy, huh!

4. NO!

Dear SG

I absolutely adore your magazine. This is why I am writing this letter in contrast to all the other complaint letters written to you by other readers.

First of all I am getting sick of everyone writing in saying that they're upset that at the beginning SG had 130 pages, but now they are starting to wear thin, blah, blah, blah. Who cares? I would rather have 96 pages of a good magazine like Super Gamer, than 130 pages of a crappy magazine like US' Nintendo Power. There's simply no reason to spread 96 pages out to make it look like a bigger magazine.

Another issue that I disagree with is the idea that reviews should be kept to one page. Previews I agree should get only one page each, but the reviews should be given as many pages as they need in order to capture the whole effect of the game. The previews should be kept to one page as they will all get thoroughly reviewed in the next issue anyway.

Now we come to agreements. I completely agree with Emma Moore about the fact that the tips section should be a lot bigger. It should contain not just major guides to major games, but little tips and cheats for smaller games. You should also forget the big tips book that we got with issue 10. I also think it would be a good idea to have a section devoted to questions people have about games (a problem page), so that people don't feel as shy to write in. When I got my first issue of Super Gamer I felt this way because everyone had written such long letters and I only had three questions to ask.

On to the questions:

1 Is SG going to come to an abrupt end like Super Pro did after fifteen issues?

2 I recently got a letter in the mail saying that I will not get the February issue, for some reason or other, even though I have already got it!! What does this mean?

3 I have an American SNES. Will the joypads bought over here work on the American system, or will I have to get some from the US?

I will never stop reading Super Gamer until you cease to exist!

David Fried, Buckinghamshire

It's good to hear from a satisfied punter. Glad you like what we're doing. As a general rule, previews won't be more than a page unless we're dealing with a really high profile release. Just by way of an example, another *Mortal Kombat* II would get a lot more in the way of coverage simply because people want to know little everything as it happens. You're still right though — reviews are the most important thing.

If you want more tips we'll do our best to include them, but don't knock the books as many people like them.

Question time!

1 Not while there's games to play and readers to read.

2 Not a clue. It sounds very odd to me.

3 English pads will work just fine, but you'll need an NTSC monitor if you want to get any sort of picture.

And finally, we'll never stop writing Super Gamer 'til we do!

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.

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April 13

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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%

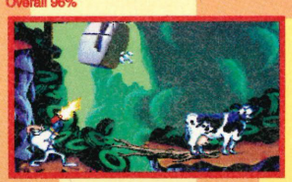
DRAGON'S LAIR
One of the best looking and worst playing coin-ops emerges still looking good, but playing like a pretty darn good platformer.
Overall 78%

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
Aleddin took animation and Disney graphics to new limits, but this is simply superb. You almost feel you are in the cartoon, as Mowgli tries to find his parents in one of the best games of the year!
Overall 90% GAMER GOLD!

JURASSIC PARK
An ambitious 16Mbit cart which combines overhead and first-person 3-D perspectives. Can become irritating due to the lack of a save game.
Overall 90% GAMER GOLD!

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

KAWASAKI CARIBBEAN CHALLENGE
Simplistic, repetitive overhead race game; alternating between motorbikes and jetskis.
Overall 43%

KEVIN KEEGAN PLAYER MANAGER
On pitch action is disappointing, while control icons are obscure. However if you concentrate on the management side this has plenty of intriguing challenge.
Overall 80%

KICK OFF 3
At first we thought this was going to be the biggest turkey of the year, however, hours of play soon showed that it had more depth than any other football game. Perfect for enthusiasts.
Overall 87%

KING ARTHUR'S WORLD
Another *Lemmings* variant, this time set in medieval England with you in charge of troops whose various skills you must exploit to complete 30 levels.
Overall 88%

KING OF DRAGONS
Dire import scrolling beat-'em-up, this reeks of *Golden Axe*, but isn't as playable – we've seen it all before. Yawn.
Overall 53%

KING OF MONSTERS
The beat-'em-up action takes place on a 3-D battlefield, but it's all very dull.
Overall 46%

KING OF THE RALLY
An overhead view makes great use of Mode 7 as you follow the arrows to whiz about maze-like tracks. Fun for a while, but soon becomes dull.
Overall 59%

KNIGHTS OF THE ROUND
Huurghh! Umph, excuse me I was just remembering this awful platform slash-'em-up which we consequently hacked to pieces in the review.
Overall 26%

KONAMI GOLF
Excellent golf game, which almost beats Nintendo's Golf to the top of the showbiz golfing tree. Highly playable and graphically perfect, what more could anyone ask?
Overall 87%

KRUSTY'S SUPER FUN HOUSE
A *Lemmings* variant where you lead rats into a mincing machine! Fun, but graphics and sonics are poor while gameplay fails to equal the game which inspired it.
Overall 68%

LAGOON
Lagoon is similar to the Zelda games, being an adventure full of searching, finding, fighting and, inevitably, dying! It's pretty good, but a little on the slow side.
Overall 83%

LAMBORGHINI AMERICAN CHALLENGE
The solo-mode is distinguished by a big challenge and the option to gamble with your racing competitors. Two-player mode isn't bad either.
Overall 80%

LAWNMOWER MAN
An ambitious and imaginative conversion of the movie. Nicely detailed platform shoot-'em-up and stunning Mode 7 cyberspace levels.
Overall 85%

LEGEND OF THE MYSTICAL NINJA
An enjoyable mix of varied arcade action and RPG adventuring.
Overall 89%

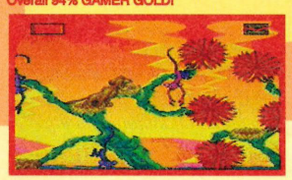
LEMMINGS
One of the best games of the Eighties has you saving lemmings from their own stupidity. There's 125 levels to complete!
Overall 90%

LEMMINGS 2
Glorious sequel to one of the most original and best selling games ever. *Lemmings 2* is tougher, bigger and even more inventive, with hundreds of different lemmings to control. Excellent.
Overall 86%

LETHAL ENFORCERS
Stunning conversion of the popular gun-toting coin-op. This features real plastic guns, but the game is a hefy £75!
Overall 87%

LETHAL WEAPON
All three movies rolled into one five level platformer with plenty of gunplay, but very small sprites and very ordinary backdrops.
Overall 68%

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



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

LOST VIKINGS, THE
A huge variety of puzzles to this 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 huge, if somewhat dated PC RPG.
Overall 77%

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

MONOPLOY
The classic boardgame makes a surprisingly good Super NES game.
Overall 78%

MORTAL KOMBAT
The coin-op's digitised graphics have been brilliantly recreated – but it doesn't play as well. All the blood and gore has been censored. Ya boo sucks Nintendo!
Overall 71%

MORTAL KOMBAT II
We thought it was going to be crap, but *MKII* does the business and proves to be the best beat-'em-up on the Super NES since *Turbo* (even better than *Super Street Fighter*). Loads of blood, loads of moves – coin-op perfection.
Overall 94%



MR NUTZ
It's not that original, but the graphics, sonics and sheer playability are among the best yet seen on Super NES.
Overall 93% GAMER GOLD!

MUSCLE BOMBER
A huge 24Mbit wrestling game which even gives you the chance to play four characters at once. Good to look at and definitely the best wrestling sim on the market. Will it be released officially?
Overall 86%

MUSYA
A great build up is let down by a distinct lack of gameplay as you plod through simple surroundings, with poor animation.
Overall 45%

NBA ALL-STAR CHALLENGE
The four sub-games here only use half the basketball court, most being simple variants of one-on-one.
Overall 55%

NBA BASKETBALL
A stunning sim with slick, fast animation, good sound and great playability. All the real players are in there, plus a battery save tournament.
Overall 90% GAMER GOLD!

NBA JAM
Boomshakaleka! 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. 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!

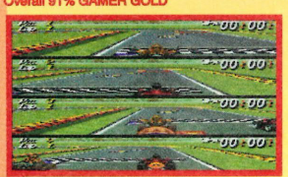


STREET FIGHTER II
What can we say? Eight different fighters to choose from, each with brilliant animation and an incredible wealth of moves fully utilizing every button on the joypad – and then some! It's an excellent and very tough one-player game, an utterly brilliant two-player game.
Overall 93% GAMER 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!

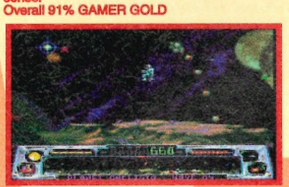


SUPER BOMBERMAN 2
Disappointing sequel to one of the most classic games for the Super NES. They shouldn't have messed with the killer two player mode... but they did.
Overall 83%

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%

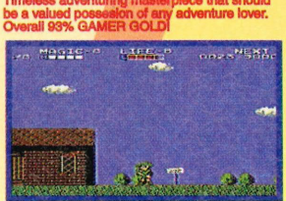
ACTION IN NEW YORK
Dire shoot-'em-up with nothing to redeem itself. Yuck.
Overall 51%

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 possesion of any adventure lover.
Overall 93% GAMER GOLD!



ADVENTURES OF LOLO 2
A fiendish puzzle game that will keep you engrossed for hours, providing you get past level three, which seems to be the hardest one.
Overall 77%

AIRWORF
Boring flight sim type game, you will not want to find this in your stocking.
Overall 39%

ALFRED CHICKEN
Enjoyable, if occasionally frustrating platform game, which boasts some amusing graphics and humorous touches.
Overall 80%

ALIEN 3
Badly defined graphics make this an eyesore, but quite playable if you stick with it.
Overall 75%

BAD DUDES VERSUS DRAGON NINJAS
Laughable beat-'em-up which can be completed by repeatedly performing the same move over and over again. Far too easy.
Overall 21%

BALLOON FIGHT
Two player coin-op conversion where you must pop each other's balloons whilst avoiding the opponent. Great fun, says Keith.
Overall 70%

BARBIE
This game is so bad I'd rather play with the doll.
Overall 15%

BART VS THE WORLD
Not as good as *Space Mutants* and highly Americanised. Complete various little puzzles and travel across the globe.
Overall 60%

BATMAN
One of the best platform games ever released on the NES, brilliant graphics totally capture the atmosphere and feel of the *Batman* legend.
Overall 91% GAMER GOLD!



BATMAN II: RETURN OF THE JOKER
Another good Batman tie-in, not quite as good as the original though.
Overall 78%

BATMAN RETURNS
Better than average beat-'em-up which follows the film closely.
Overall 76%

BATTLE OF OLYMPUS
Good brain-bending adventure, watch out for the collision detection though.
Overall 75%

BATTLETOADS
Good varied arcade action, colourful graphics and very playable.
Overall 81%

BATTLETOADS & DOUBLE DRAGON
More beat-'em-up action from the two groups. A good game, but very similar gameplay to originial *Battletoads* game.
Overall 79%

BAYOU BILLY
Terrible beat-'em-up which flickers so badly, the characters disappear!
Overall 35%

BIONIC COMMANDO
Mighty arcade conversion which looks good, plays even better and offers one of the best challenges on the NES.
Overall 90% GAMER GOLD!

BLACK MANTA
Average beat-'em-up which boasts a huge amount of special moves, unfortunately it plays very badly indeed.
Overall 48%

BLADES OF STEEL
Best Ice hockey game on the NES, very fast, very playable, loads of difficulty levels and a two-player mode. Excellent.
Overall 85%

BLASTER MASTER
A mixture of platforms and top-down views encorperated into gameplay comprising of arcade and strategy elements make this a curious game, worth a go.
Overall 66%

BLUES BROTHERS
Dire platformer with no appeal, no singing and dancing, and no John Belushi!
Overall 39%

BLUE SHADOW
All out platform blast, good graphics but gameplay is a bit bland, a bit more variation on what you can do and it could have been a winner.
Overall 74%

BOULDER DASH
A brilliant puzzler which is addictive, incredibly playable and has loads of levels. If you like puzzlers you will worship this!
Overall 83%

BUBBLE BOBBLE
Classic platform coin-op where you play a dragon who uses bubbles to trap the enemies and then pop then for massive points. Utterly compulsive two player action.
Overall 91% GAMER GOLD!

BUBBLE BOBBLE 2
More of the same from the bubble-blowing dragons from the planet cute. More levels, more fun?
Overall 82%

BUCKY O'HARE
Slick, colourful platformer which plays well, but not quite a classic.
Overall 79%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
Well drawn characters and playable. Great fun for a four year old, but so very, very easy.
Overall 45%

BURAI FIGHTER
Forgettable shoot-'em-up. Very colourful lots of interesting bosses, but too ordinary.
Overall 65%

CAPTAIN PLANET
Very colourful platform blast that is a bit too difficult and fiddly.
Overall 38%

CAPTAIN SKYHAWK
Interesting shoot-'em-up viewed from a 3-D angle which works quite well, fairly easy so not much challenge though.
Overall 70%

CASTLEVANIA III
A step back in time to the original *Castlevania*, an average platform game which is similar to the Super NES version, but without the frills!
Overall 71%

CRACKOUT
Pretty sad *Breakout* clone, it's a shame this type of game can still rear its ugly head.
Overall 38%

DARKWING DUCK
Good graphics, fine sound and the playability is right there too. Let down by a lack of originality.
Overall 82%

DAYS OF THUNDER
This has to be the worst racing game ever to grace the NES. Awful graphics and sound, coupled with no playability, combine to create a most horrifying experience.
Overall 9%

DEFENDER OF THE CROWN
A great strategy game with loads of different sub games. Everything slots into place to create a very worthwhile game.
Overall 80%

DENNIS
Similar to *Home Alone* on 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%

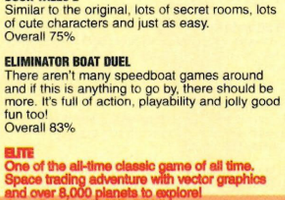
DUCK HUNT
Shoot the ducks with the zapper gun. It really is as boring as it sounds. This cart is best used to put hot cups on and avoid rings on the furniture.
Overall 49%

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 Enforcers*.
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!



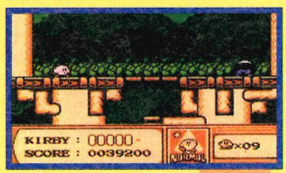
JURASSIC PARK
Above average film conversion, which offers plenty of playabilty. The T-Rex is best!
Overall 74%

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.
Oveal 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%

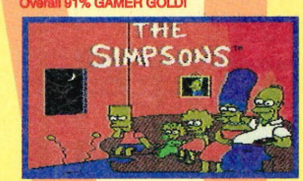
SHADOWGATE
An icon driven adventure, which is more like the old graphical adventures originally found on the Spectrum, still it's worth solving.
Overall 63%

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%

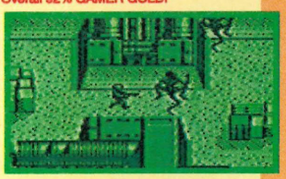
ALIEN OLYMPICS
Curious-looking ET version of the old *Hypersports* and *Track 'n Field* coin-ops. Many different events such as shooting, long jump, javelin and shot putt, but some events are tricky to control.
Overall 84%

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%

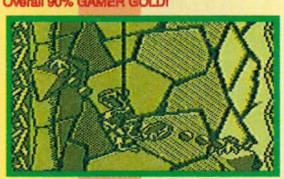
BATMAN
A mix of platform and shoot-'em-up action which ties together very nicely for an all-round entertaining product.
Overall 80%

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%

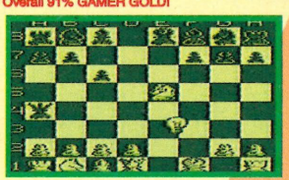
CASTLEVANIA
Tricky platformer that you won't complete in a hurry. Good graphics and challenging gameplay make this one to consider.
Overall 71%

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%

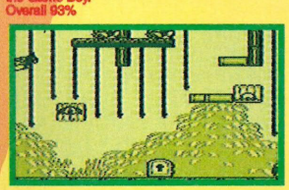
DAFFY DUCK
Fast moving and challenging platform licence which manages to convey the frenetic action of Daffy's cartoons and is full of surprises. Good for kids.
Overall 83%

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%

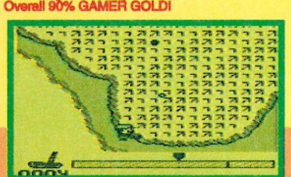
GARGOYLE'S QUEST
Brilliant arcade adventure featuring lots of moves, loads of playability and a massive play area. Absolutely superb, can't be missed.
Overall 92% GAMER GOLD!

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%

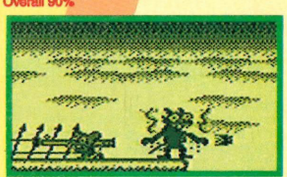
HOME ALONE
Quite literally one of the saddest, most demented games ever to be seen in this universe.
Overall 18%

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%

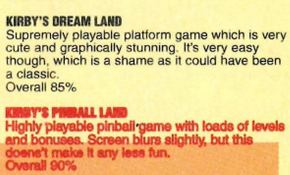
JURASSIC PARK
A massive arcade/adventure that is worth playing if your after a time consuming challenge.
Overall 83%

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 98% 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%

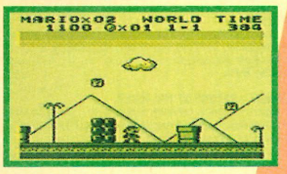
STAR TREK: TNG
Technically accurate, but intensely boring and lacking in any kind of 'zing' whatsoever. Trekkie fans will abhor this sad attempt at a conversion.
Overall 62%

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%

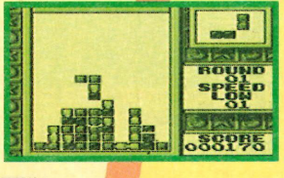
TALESPIN
Quite a tricky shoot-'em-up this. Features characters from the cartoon, but certainly won't appeal to younger players when it's this difficult.
Overall 65%

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%

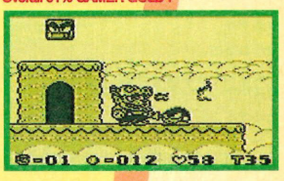
TOM & JERRY
More perilous adventures with the famous cat and mouse duo, but this time the two have become friends (yeuch!) to escape the people smashing up their house.
Overall 71%

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 – Huuuuuuurrrghhhhhhh!
Overall 35%

WWF SUPERSTARS
Why wrestling games were ever deemed viable is a mystery to me. This uncontrollable mess of a game looks as appealing as Hulk Hogan's T-shirts.
Overall 33%

YOGI BEAR
Here's Yogi! Arrrgh, shut up you furry moron! *Yogi Bear* ion the Game Boy is in fact quite good, despite the fact that he needs a good kicking, but it could have done without being yet another platformer.
Overall 80%

YOSHI'S COOKIE
Great fun on two player link-up. Very playable on your own too. A really good *Tetris* clone.
Overall 78%

ZELDA IV – LINK'S AWAKENING
Unanimously acclaimed as the best Game Boy game of all time. This vast adventure takes playability to the limit and the graphics are quite breathtaking. Buy now, off you go, go on!
Overall 96% GAMER GOLD!



ZEN – INTERGALATIC NINJA
Pretty good nothing new, but you'll like it until numbness sets in during the later levels.
Overall 71%

ZOOL
If you've seen one *Zool* – you've seen them all! Zany platform game which loses something now that it's in black and white. Still good, though.
Overall 85%

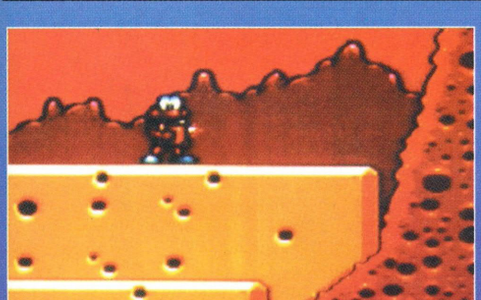
NEXT MONTH

SUPER GAMER GETS READY TO RUMBLE IN THE JUNGLE!

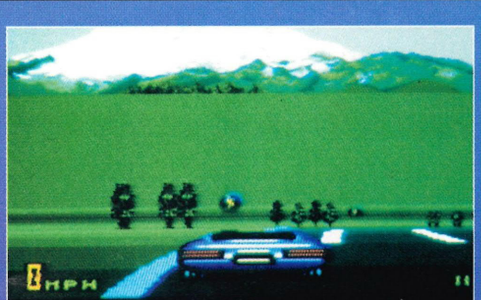
JUNGLE STRIKE

THE SEQUEL TO DESERT STRIKE™

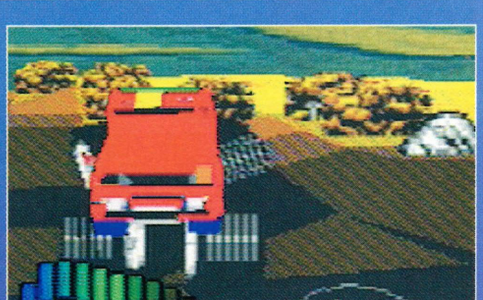
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OPERATION STARFISH



TOP GEAR 3000



DIRT RACE FX

ILLUSION OF TIME, STARWING 2 & TIME COP

WE'VE SAVED THE BEST FOR LAST!

International Superstar Soccer

NMS 96%... The best football game ever.

CVG 96%... The best football game to be released on any format.



KONAMI

SUPER NINTENDO™
ENTERTAINMENT SYSTEM