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It's a fight frenzy!

SUPER GAMER

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MAY 1995

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P42 MR TUFF

FLINTSTONES P40



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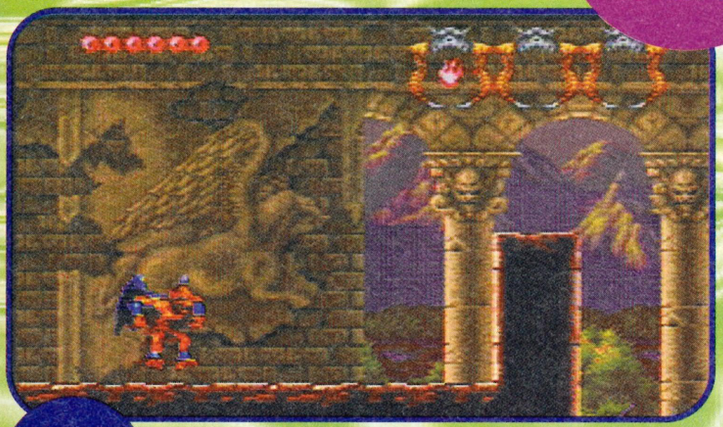
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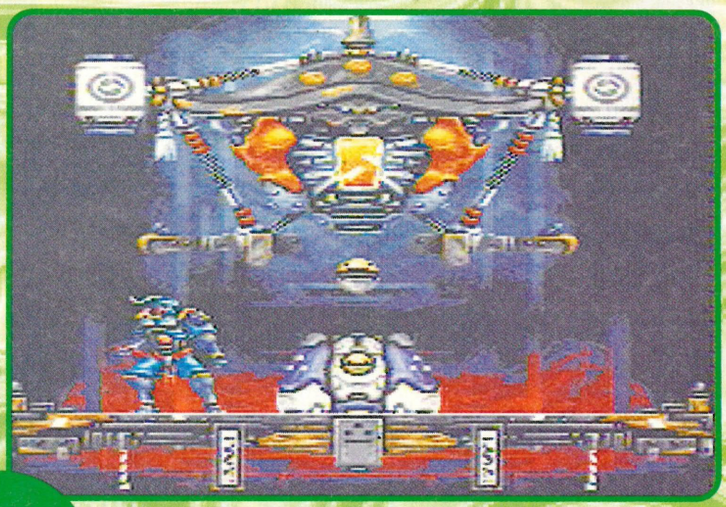
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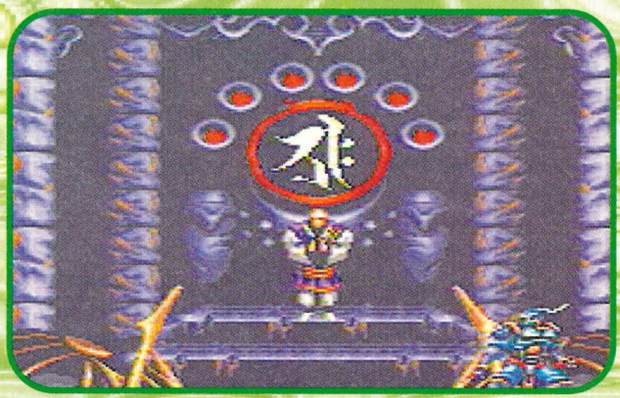
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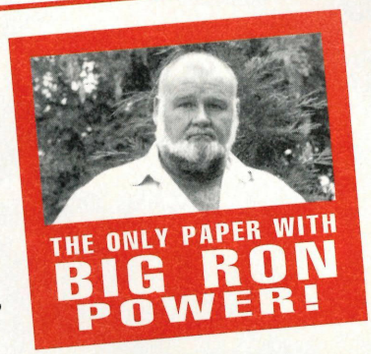
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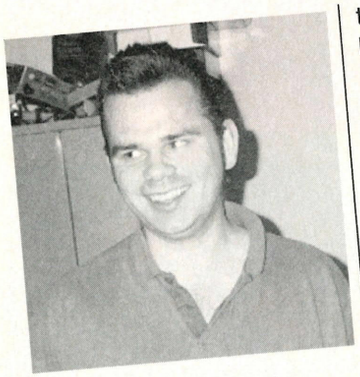


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The Nindependent MONOPOLIES





So the over-paid, under-worked moaners in parliament have finally decided to get off their behinds and do something about the extortionate prices of console carts! Wonders will never cease. After years spent whingeing on about how the younger generation are being turned into techno-junkies, or that playing *Super Bomber Man* makes kids want to stash their school satchels with grenades in order to incinerate their mates at play-time, someone's finally decided to do something about the one issue upon which everyone's been in agreement since day one. And what do they do? They try to make out that it's all their idea and we should be glad they're stepping in to protect our interests. Don't get me wrong. It's as much a relief to me as anyone that something's finally being done, but it would be nice for someone to acknowledge that it's been a long time coming! And Satan might be skating to work next week I don't think! Anyway, check out the news section for the full brief.

On a lighter note, the new team are settling nicely into the SG offices. After three issues under the new regime the place has certainly undergone a few changes. Where before there was space, now there's empty pizza boxes. Where before there was the exit, now there's a wall of bricks and mortar. And that's the way we like it. We live, eat and breathe Nintendo and wouldn't have it any other way! Mind you, it's turning John's skin a particularly harrowing shade of yellow.

So what do you lot reckon now we're fully up and running? The mail's been coming in at fair old rate with opinions on the (slightly) new look. Feel free to write in with ideas and we'll try to incorporate them. We want SG to remain as the number one choice for discerning Nintendo users and the best way we can do that is listen to what the users have to say.

Reviews, or lack of them, have been a point of contention of late. We know things have been a little slow, but believe me, it's not for the want of trying on our part. Start saving up your cash, as before you know it the summer flood will be on our hands, with quite a line-up promised over the coming sunny months.

The yellow-screened machine continues to defy the doom-mongers with a steady stream of top-notch titles rolling off the production line and some awesome conversions to come, with classics such as *PGA Euro Tour* and *Super Star Wars* to name but two. As long as games of this calibre are hitting the shelves, everyone's favourite handheld will continue to go from strength to strength, and that can only be good.

Equally un-bleak is the SNES outlook. It may have been disappointing to read last month that Nintendo have decided to delay the UK release of the Ultra 64 until next year, but it does underline just how much confidence they still have in the humble SNES. Even with the PlayStation and Saturn on the way, not to mention the 3DO and Sega's 32X Mega Drive bolt-on already here, the huge use 16-bit user base is not being dumped in order to promote new and as yet commercially untried hardware. This means that there are still plenty of big licenses and hot new original releases to look forward to.

Well, we're all getting ourselves geared up for the ECTS in London. It's a great excuse to sup loads of beer and attempt to score with any female PR reps unfortunate enough to be strolling through the complimentary bar. Only joking! Seriously, this is where we, the media, get to grill the software companies face to face for all the gen on forthcoming attractions. It's so much easier to be threatening than when you're talking on the telephone. Expect a full report next issue, provided of course that we've sobered up sufficiently!

But enough of my digression. You're no doubt eager to get stuck into this latest feast of Nintendo natterings, so on with the mag.

See ya next mumf!

PAY PER PARAGON

The latest venture from pioneering publishing company Paragon Publishing, has taken the media world by storm and all the big-boys are expected to follow suit soon. Dreamed up by the YTS boys during their 10-minute lunch break, the concept of publishing magazines, charging a small price and allowing the reader to then 'read' the publication, has paid great dividends in recent months. Magazines available under the read-per-pay scheme include our very own Super Gamer, along with Gamesworld, Sega Pro, Sega XS, 3D0 Magazine, PC Power, CD32 Gamer and a host of others!

THERE'S NOTHING WRONG WITH INVERTEBRATES SAYS NATIONAL POLL!

It may or may not have escaped your attention, but SUPER GAMER has recently undergone major surgery to have its spine removed. This doesn't mean however that the contents or quality which you've come to expect from this esteemed publication will deteriorate in any way shape or form. It'll just be a bit floppier, that's all!



you'll never REACH THE END

MONSTER MAX

U S G I G A N T I C E X T E N

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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

to get this FAR takes AGES

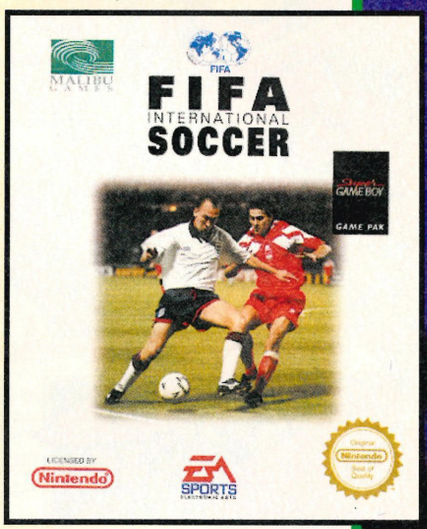
Original Nintendo Seal of Quality

GAME BOY™

telstar fun & games



Last months review of *Fifa 95* on the Gameboy served two purposes; not only did it prove that footy games can work on our tiny buddies, but it also whetted our appetites for the SNES release. Alas, this is not to be so. EA have decided that *Fifa 95* will no longer be coming out on other formats.
Don't panic though, instead a bigger and better *Fifa 96* has been promised and it has already been pencilled in for a winter release. This may be a little disappointing, but look on the bright side - it gives us something to look forward to when those long winter nights start to draw in.



Don't let the price go down on me!

After years of grumbling, the Department of Trade and Industry launched an enquiry into the extortionate prices at which games have been retailing.

The Monopolies and Mergers Commission duly investigated, and a report condemning the action has just been released.

It doesn't look favourably on Nintendo's policies who were found to 'conduct their affairs so as to prevent, restrict or distort competition.' Unfortunately, despite this criticism, the DTI has announced it will not make a decision on what, if any, action to take for another three months. A 'period of consultation' is being held whilst we all wait with bated breath, though what exactly that means is anyone's guess!

The government is unsure what to do and to be honest, it's all a bit too late now. The number of carts being made and sold is on the decline and we're left wondering why something wasn't done sooner.

If anything is done, the most likely beneficiaries will be the third party publishers anyway. Although they'd have more freedom to publish games, the RRP would probably stay the same.

It seems unbelievable to us that it's only now that the situation is being properly addressed. There have always been rumblings of discontent for as long we can remember but until now the huge money behind the two major console producers has frightened off any serious would-be challengers.

The problem lies with the fact that, though anyone can produce Sega or SNES carts, you need a license from the company concerned to market them. For this reason they can dictate RRPs and there's nothing anyone can do about it. Without any serious competition they're free to do this. Why is there no serious competition? The simple reason is that the two Japanese giants are so huge that it would take years, not to mention unimaginable quantities of cash to reach a level where a new company could compete. The PC market, though healthy, remains daunting for the uninitiated who prefer instead to go for the seemingly affordable and techno-friendly consoles. The reason they seem so attractive in the first place is due to the comparatively trifling asking price of the machines themselves. With a SNES bundled with a couple of decent games retailing at around the £120 mark it's easy to see why many shy from PCs which could cost anything upwards of £600. Nintendo and Sega rely on game sales to make their profits, not the machines. A sound business idea. Once people have the machine they're bound to by the games. But think about this. How many ads are there in local papers a couple of months after Christmas for second hand SNES' and Mega Drives? In the old days of the home computer boom when games could be picked up for as little as £1.99 most enthusiasts would have literally hundreds in their collections. Admittedly none would look to impressive by today's standards, but at least you had choice. These days a collection of 20 games is likely to set you back somewhere in the region of a grand. Out of most user's price ranges, we think you'll agree. When you consider that a goodly number of these will be fairly similar in format you'll soon tire of the majority. The odd gem shines through, but not many games warrant further play after you've finished them once.

Nintendo's argument in their defence is that the system allows them to retain control over the quality of the title released on the system, but this doesn't really hold any water when laid bare to close scrutiny. Okay, so there aren't many really bad SNES games around, but there is an awful lot of very samey, very boring fodder out there. How many platform games could you name which would be identical if the graphics were changed?

They've been getting away with it for ages now, but perhaps the time has come for the mighty ones to rethink their pricing strategy. People are wising up, and continued persistence with the OTT cost of games could well result in them unwittingly destroying the market which they created and which has rewarded them so handsomely.

Fever pitch



Footy is a game on the ropes. Scandal after scandal has left it in tatters. Even Gary Lineker, Mr Nice Guy himself, seems to have become a crim who'll steal your crisps!

If the players have a nasty habit of attacking fans, wrecking taxi cabs and rigging games, what are we, the supporters, supposed to do? Should we go out and do the same? Well, we could, but the judges probably wouldn't be as lenient on us as they are on our footballing idols.

So what else can we do? Well, U.S Gold seem to have come up with a pretty good solution. *Fever Pitch*! This 'risque' footy sim will undoubtedly be charged with bringing the game into disrepute, but it'll have you in stitches and open your eyes to the way football is really played.

Haven't you ever wondered why footy games never have players fighting or arguing with the ref, or just generally lack that aggression and passion that matches stir up? I mean, you play a game of footy down the park and there's always some wally flying into the tackles, or sticking his elbow in your face, and yet the sims - they have the players running around being as nice as pie to each other. Rubbish! Okay, everyone shakes hands at the end, but during the match it's WAR!

Over the years we've had a lot of football games that have been labelled 'as close to the real thing as you can get.' But how can a game be real without fights and aggro?

Not surprisingly, it's U.S Gold that have finally decided to add this element of passion, emotion and pure blood 'n' guts aggression into a sim. Some will moan that it's not in the spirit of the game, but who cares - it's fun and that's more important. So get your kit on, tie your laces and take to the pitch for a feast of footy mayhem!





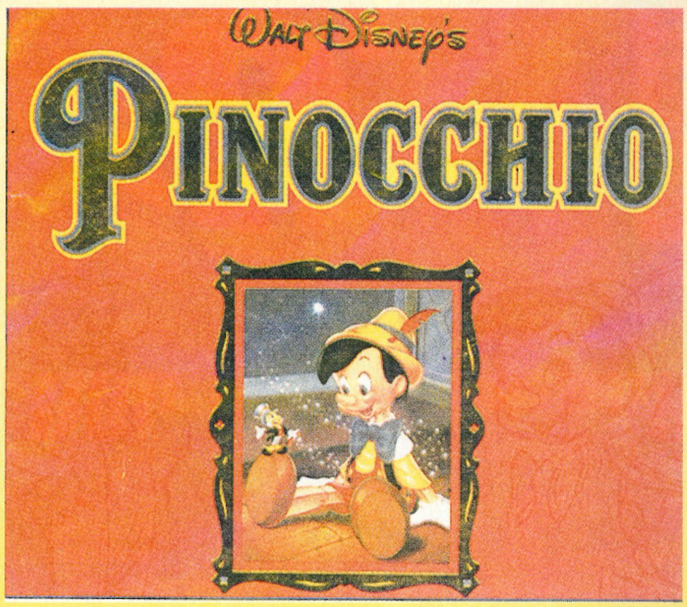


Fever Pitch features stunning graphics and an atmospheric sound that will have you glancing over your shoulder expecting to see 40,000 screaming fans. On top of this, there's excellent SG rendered players, some kicking beat-em-up elements and ten crazy characters with special moves.

On the good guys side are Striker, Marker and Playmaker, all perfect gentlemen and great ambassadors for the game. On the rougher Vinny Jonsish side there's Barger, Tricky and Cheat. These beer-swilling, drunken yobs don't know the meaning of fair play and will stop at nothing to win. If this means eating a very strong curry the night before and farting in your face, they will! Whilst this will have you rolling around in fits, the ref will be pulling his hair out and desperately trying to keep order.

Fever Pitch isn't just a laugh though (there's a serious footy sim in there as well, I think!) with enough team tactics to give Alex Ferguson a headache, plenty of different types of pitches and conditions and much, much more.

AHEAD BY A NOSE



Following Virgin's great success with Disney conversions they've got the nod for the cartoon giants next release, *Pinnochio*. Following the likes of *Lion King, Jungle Book* and *Aladdin*, expectation is high. Not much has been said yet, but all will be revealed at the ECTS show and you can rest assured our roving reporters will be there to catch up on all the latest gossip.

ULTRA update

The Ultra 64's release may be a while off still, but Nintendo are already enlisting a 'dream team' of producers to ensure that there's plenty of great material around when the machine does finally arrive. Joining a select group which presently includes Rare and DMA Design, Sierra are to develop an Ultra 64 version of their smash PC hit, *Red Baron*.

NIN-DEM-DO

Playing a friend who lived a hundred miles away used to be just a fantasy, but now with the help of a new modem, you can do battle down the telephone line. Nintendo have signed a deal with Catapult Entertainment to license their Xband modem for the SNES. This will basically allow you to play people all other the country without either of you having to leave your own home. The modem should be on sale in America around April, so with any luck we may see a release over here before the end of the year, but as of yet no plans for a UK release have been announced.

WAITING FOR WATERWORLD .....

Kevin Costner, the man who brought us *Dances with Wolves*, is set to make another huge impact on Hollywood with his latest film, *WaterWorld*. Set in a future that has seen the Polar ice caps melt and most of the planet submerged underwater, the film promises lots of explosive action and stunning FX. We're not a film magazine, but when Ocean picked up the rights to make SNES and Gameboy versions our ears pricked up. There's not much news yet, but the games are being targeted for a August/September release and will hopefully live up to the potential of the film.

ocean ROAD SHOW 95

Having already visited Glasgow in March, Ocean's Roadshow 95 is southward bound. You can catch it at the following places and please, please, make sure you get the right date. You'll look a bit of a donkey turning up a week late and besides, you won't know what you've missed.

OXFORD : 26 April
LIVERPOOL : 24 May
BIRMINGHAM : 24 August
LEEDS : 27 September
BRISTOL : 25 October
MAIDSTONE : 22 November

CHARTS

They're back by popular demand. It's time to put on our best Smashy and Nicey voices to bring you this months SNES top ten, plus the five best-selling Game Boy carts currently doing the rounds. The only real surprise is that *Starwing*'s still hanging in there and actually outselling *DKC*. What an odd lot you are! Also, just for good measure we've decided to include the current top ten titles as voted by the SG team. This isn't meaningful or anything; it's just to give you an idea of which recent releases have kept us playing at lunch times and long after the home-time bell has tolled!

SNES

1. International Superstar Soccer
2. The Lion King
3. NBA Jam TE
4. Mortal Kombat II
5. Cannon Fodder
6. Starwing
7. Donkey Kong Country
8. Winter Olympics
9. Micro Machines
10. Jungle Book

GAME BOY

1. Mortal Kombat II
2. Wario Blast
3. Micro Machines
4. Road Rash
5. Jungle Book



SG TOP TEN

1. NBA Jam TE (SNES)
2. Wild Guns (SNES)
3. Illusion of Gaia (SNES)
4. Stargate (SNES)
5. Jungle Strike (GB)
6. Mega Man X2 (SNES)
7. Super Turrican (SNES)
8. Donkey Kong Country (SNES)
9. Wario Blast (GB)
10. Cannon Fodder (SNES)

GAME BOY BOY, OH BOY!

We've had one or two (or three) queries about the number of reviews recently, and to be honest, things have been a bit slow of late. But don't get yourselves all worked up, as plenty of releases are lining up in the stalls for the next few months.

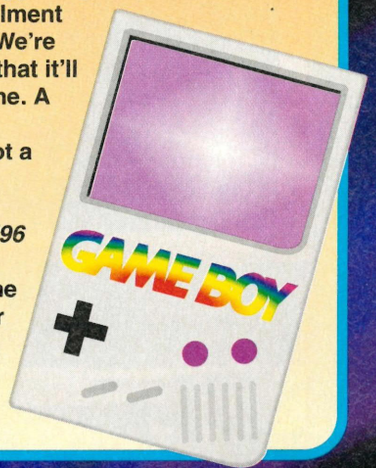
Game Boy owners are in for an exceptionally fruitful period with a whole host of top quality, high profile titles on imminent release stand-by.

Having seen both *Desert* and *Jungle Strike* in recent weeks, news that the follow-up, *Urban Strike*, is already on the way has got the offices staff quivering with excitement. So far (to the best of our knowledge) *Urban* is only available on the Mega Drive but, speaking as a committed fan of the series who's played all the games in depth on most formats, I can safely say that *Urban Strike* is easily the best in terms of graphics, variety and gameplay. *Jungle Strike* must go down as one of the top action games on the Game Boy but *Urban* could well blow it away.

If pacing around fields in a pair spike shoes and colourful knee-length trousers is more your scene, then you'll be pleased to hear that the definitive golfing sim is coming to a yellow screen near you. *PGA European Tour* is widely accepted as the crème de la crème of its genre. The original included five full 18 hole courses, over fifty real life professional players, up to four human players playing simultaneously, four excellent games to play - the list goes on. What really made it great was the incredibly easy to use control system which offered huge flexibility without slipping into over-complexity. How the Game Boy version will cope we don't yet know, but there's no reason why it shouldn't be a world-beater.

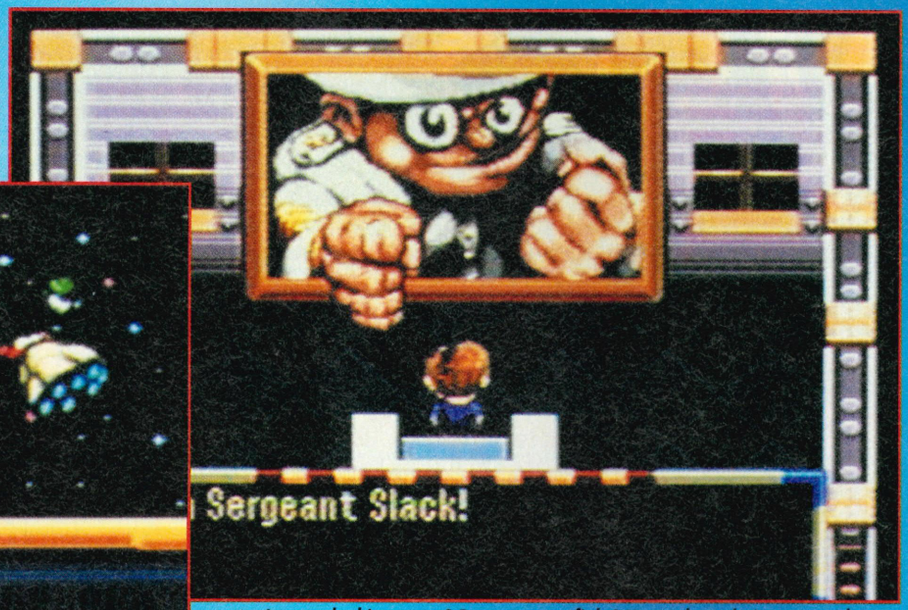
If you've already read through the movie-tie in feature this very issue you'll see the *Star Wars Trilogy* is right up there with the best of 'em and soon the first installment will miniaturised for GB consumption. We're not entirely sure yet, but it looks likely that it'll be a direct conversion of the SNES game. A tall order in anyone's books, but we'll reserve judgement 'til we've actually got a copy in our sweaty palms.

American Football fans will be apprehensive to hear of *John Madden '96* on the way, after the debacle of the previous GB *Madden* game, but this time around THQ, the people responsible for Game Boy *FIFA Soccer,* are handling it, so you can expect major improvements.



▽ *My what a big screen you've got.. I know games consoles are getting bigger and bigger, but this one takes the biscuit.*





△ *Are you looking at me? Do ya wanna fight? Hang about, he's on our side!*

Big Sky TROOPER





△ *Palm trees, exotic fruit; looks like the perfect place to have a summer holiday, except for that slimey green alien!*



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SUMMER '95

Whenever you hear the name Lucas Arts you know you're in for a treat. So with Hal Barwood at the helm, there's no surprise in finding this game looks like quite a gem.

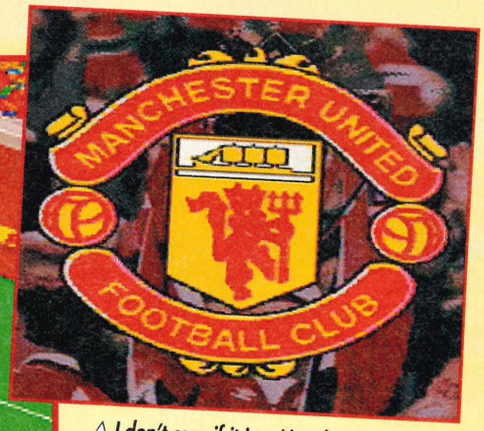
Slimey aliens have discovered earth and are appalled by our bad habits. So appalled, in fact, that they have decided to rid the Universe of our pesky existence.

Times are bad for the military though, as no-one wants to fight; something about they'd rather stay at home playing on their SNES's! So some sly recruiters are hired to lure unsuspecting fools into enlisting. One such fool is the hero, Jack Spudtop, a surfing couch potato, who, before he knows it, has signed up and is promoted to a 21 star General in the Big Sky Troopers. You step into his shoes and embark on a crazy adventure to save Earth from destruction.

Jack Spudtop may not have wanted to be in the army, but he's no coward and bravely takes to the skies in his battle cruiser to confront the enemy. Unfortunately, he's the only one! The rest have chickened out, so our hero must fight alone. Armed with an atomic cannon and assisted by a computer called FIDO, you must discover the secret to the Universe, as only this can help you win.

The game is described as a RPG/ adventure game, which means plenty of fighting together with dozens of mazes and puzzles. With a battery back-up you'll thankfully be able to save your position, and it's just as well, as this game is HUGE! With over 100 worlds to discover and explore, *Big Sky Trooper* promises a massive challenge. This one's well worth keeping an eye out for and could be the perfect cure for those mid-summer blues.





△ *I don't care if it is a Manchester United badge, I'm still going to say come on you YeLlows! Up the Gulls.*

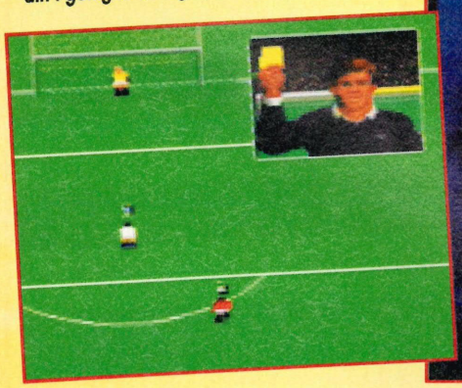
MAN UTD championship SOCCER





△ *Schmeical dives and makes a great save. Well, I think so anyway!*

▽ *Honest guv, I never touched him, he dived. Are you blind, etc, etc, It's no use though, he ain't going to change his mind.*





PRODUCER
OCEAN
(061) 832 6633

PRICE
£ TBA

RELEASE DATE
TBA

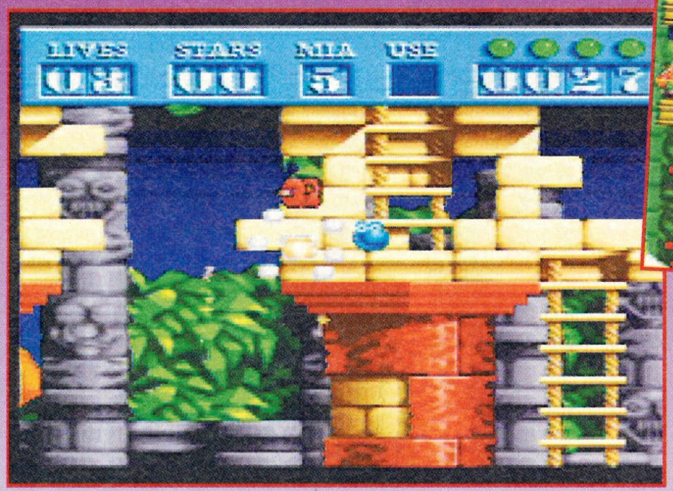
Ah, at last! A chance to pan Man Utd and all those so-called supporters who've never been within a hundred miles of Old Trafford! But hold your horses, I'm here to preview games, not criticise the state of the English game. So, prejudices aside, that's what I'll do, and as much as I hate to admit it, *Manchester United Championship Soccer* looks like quite a beauty.

With the likes of *Sensi* and *International Superstar Soccer* doing the rounds, the competition is stiff to say the least, though *MUCS* looks perfectly able to hold it's own.

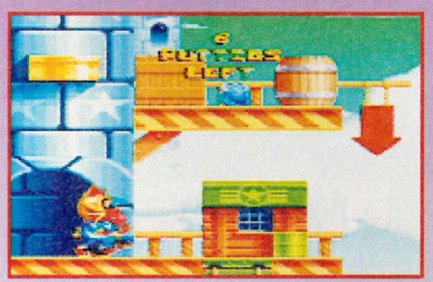
The game bears an uncanny resemblance to *Sensi*, with tiny sprites and similar gameplay. Despite this, there's no denying that *MUCS* is a game in it's own right and quite a cracker at that. We've only seen a half finished cart, but it looks good, plays well, and is - most importantly - great fun.

Obviously the main team is Man Utd, but there's plenty of choice for everyone, ranging from other Premier League teams to a European All Stars eleven. This gives the game a broader base of appeal so that everyone can enjoy it, not just Man Utd fans. The game incorporates all the real players and despite the tiny sprites it's easy to spot who's who. This gives the game a nice feel, especially for Man Utd fans who'll be able to control Giggs on the wing, Ince in midfield and Schmiechel in goal.

With a choice of friendlies, league or European Cup there's plenty to give the game lasting appeal, and with an option of up to four players it should provide some some great entertainment. It's bound to challenge the top footy games, but if you were thinking of rushing out and buying *Sensi* or the like, it just might be worth waiting for a full review.







△ *30 points? Is that all? Hey lads, it's time to strike!*

PUTTY SQUAD



▽ *It's always best to see London by night and from the air. You can see less then!*





▲ *For such a small part of the game, this balloon's getting in a lot of pictures!*

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

Thinking of words to describe a game is never easy, but *Putty Squad* makes it a piece of cake. New, original, exciting, entertaining and great fun all fit the bill and give you some idea of how delirious we are about it.

After twenty years of war between the Putty people and the evil Wizard Scatterflash, the Putty people withdrew, leaving their once prosperous nation to the forces of evil. Several years later, after receiving pictures of Putty prisoners, a UN force was sent in to restore order. Unfortunately, the leader, Commander Napalm the cat, went mad and set himself up as a God. Things weren't going too well for the Putties, so a special hit squad was formed. Super Putty and his enemy-cum-ally Dweezil must enter the troubled land to kill Napalm, rescue Putty prisoners, not to mention taking on all the various factions involved in the war.

Putty is an extraordinary little fellow who can stretch, bounce, melt, absorb, inflate and much more. All these movements are easily controlled by the player and allow Putty to venture where most games would never dream of, making him one of the most versatile characters ever seen on the SNES.

Packed full with compelling action, humorous animation and challenging levels, *Putty Squad* is THE game to look out for in the near future. The game features some excellent graphics, an awesome soundtrack and some super sound effects.

Ocean's latest product is the most eagerly awaited release so far this year and looks sure to be the hottest thing around this summer. We'll have a full review soon, but I'd advise you to start saving now, as this is a classic in the making!

OSCAR



△ *The light's on red, but that doesn't stop Oscar! Don't try this at home kids!*





PRODUCER
TITUS
(071) 700 2119

PRICES
£ TBA

RELEASE DATE
WHIZZ - APRIL /OSCAR - MAY

Oscar. The word immediately conjures up glamorous images of top Hollywood film stars, gathering for their annual pat on the back.

Oscar is not about an award ceremony though; he's a lovable character who captures the true essence of tinseltown as he transforms from show-host to a vampire, to a GI and even a cartoonist. He must use these morphing capabilities to conquer seven massive worlds.

The gamer must guide him around the countless levels that make up each world in this multi-directional platformer. With tons of collectibles, warps and secret surprises, it won't win any Oscars, but it could get the coveted Gamer Gold!

WHIZZ





△ *Whizz is a smashin 3D platform adventure that will revolutionise the way platformers are made. Well, maybe . Okay, perhaps not, but we like it anyway, so there!*

It looks cold and yet our hero is out in nothing but a penguin suit. Unfortunately, he's been rumbled and the penguin he nicked the suit off has come to claim it back!

Whizz, already out on the CD32, is beng hailed as something of a classic, so it's with open arms that we greet it's arrival onto the SNES.

The game is a revelation in terms of platform-based run and jump games, taking the concept one step further. Instead of the standard two dimensional side-on view, *Whizz* uses a 3D isometric view allowing the gamer to move the hero, a magician's apprentice, omni-directionally. This, along with clever special effects, plenty of humorous touches and some state of the art in-game features, mean that *Whizz* could set the standard by which all others are judged.

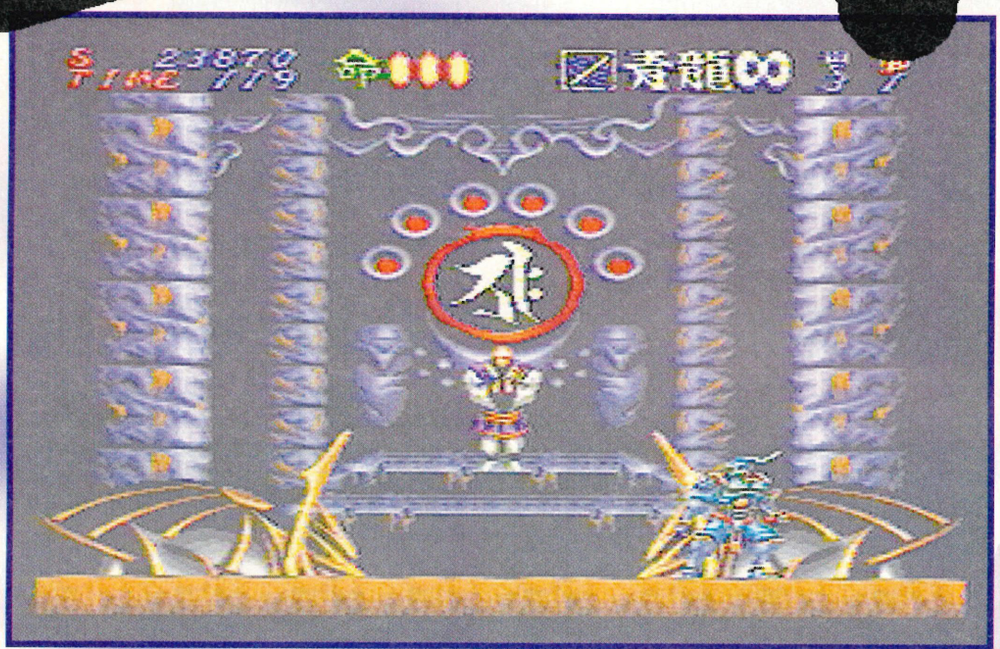
Whizz is packed with imaginative and original levels and puzzles. Along with this, the game features some outstanding graphics, plenty of hidden traps and bonuses and some of the most addictive and entertaining game action ever. Look out for a full review coming soon in Super Gamer!

HAGANE

Hagane! Sounds a bit strange? Well that's because it's the latest Japanese import from Virgin, and what a cracker it is too! We've seen *Super Turrican 2* in this issue and we thought that was excellent, but this looks like it might literally blow it away.

The Japanese are clever chappies, and after some decent and half-decent games (as well as the odd dire one) they've come up with a blinder. No-one seems to know the plot, but who cares - the important thing is that it packs more action into a tiny cart than a whole year of Grandstand!

Hack and slash your way through countless fiendishly difficult levels, and, if you get bored with that, chuck a few bombs in for good luck, and if you get bored of that, well, why not just nuke the whole goddam screen. Great fun!



Say your prayers mate! It's time to meet your maker! Well I hope ....

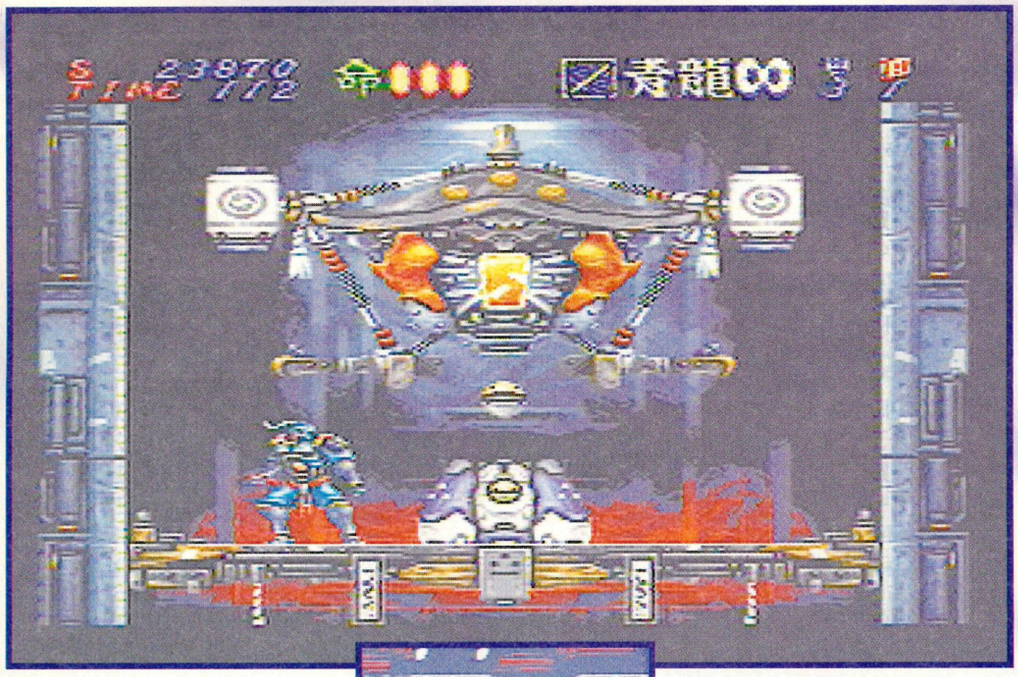
The game is a shoot-em-up extraordinaire with more weapons, moves and baddies to chop and fry than you could wish for. If a fight is what you want, then you've got it here!

Take the role of Hagane, a metal-crushing, bone-crunching robodude, as he battles to save the world, or whatever it is he's trying to do. You start the game with your trusty Seiryuu sword (whatever that is!) as well as a handy chain, a few bombs and more slick moves than Casanova in a nightclub.

Each weapon Hagane has is useful in certain situations and against certain enemies. At first it's not clear which does what, but it soon becomes pretty

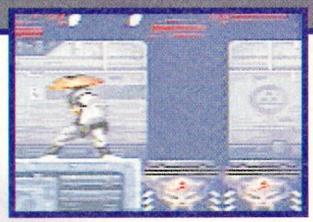






obvious and this is when you can really start to have a blast. Thankfully, the weapon select is really easy, so unlike so many games where you have to go to a different screen, *Hagane* allows you to do it quick and easy even in the heat of action.

There's also a whole load of different moves that can be performed with each weapon. The variety is outstanding and means that where ever you are on the screen and no matter how many bad guys surround you, there's a move that should get you out alive.



The hard part is knowing them!

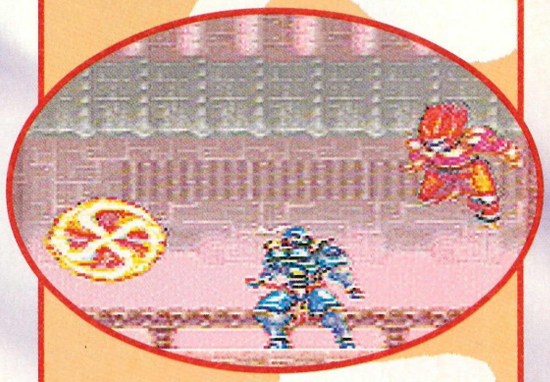
With some excellent and varied enemies, along with some stunning end-of-level bosses and some of the most addictive gameplay this one looks like being one of those games that keeps you up all night for six months. So if the next Super Gamer's late, you'll know why.

With some explosive graphics and equally awesome sound this could be one of the surprise treats of the year. With the likes of *Super Turrican 2* out though, it has some tough competition. *ST2* has already picked up 92% and a well earned Gamer Gold in this issue, so *Hagane* has got a lot to prove. Still, from what we've seen so far, it looks really ace and we reckon it'll be a classic. So start swotting up on your Japanese and prepare yourself for a shoot-'em-up that'll make the Wild West seem like a sunday school outing!

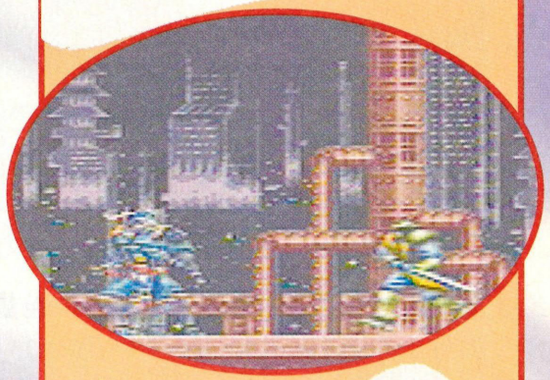


Hagane stands and stares as one of the end-of-level bosses internally combusts. Our 'H' strikes such fear into the opponents that they say a quick prayer before fighting, and then it's au revoir!

Hard as rock!



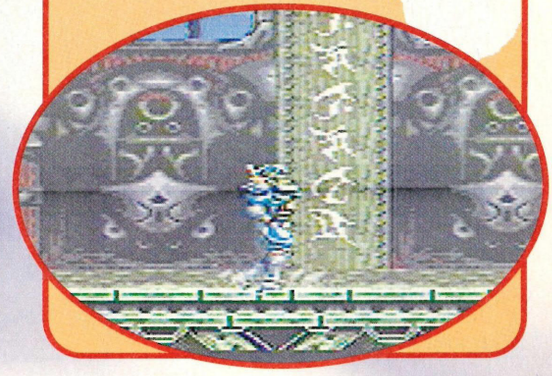
△ *One of the bad guys gets tough with an half-time orange!*



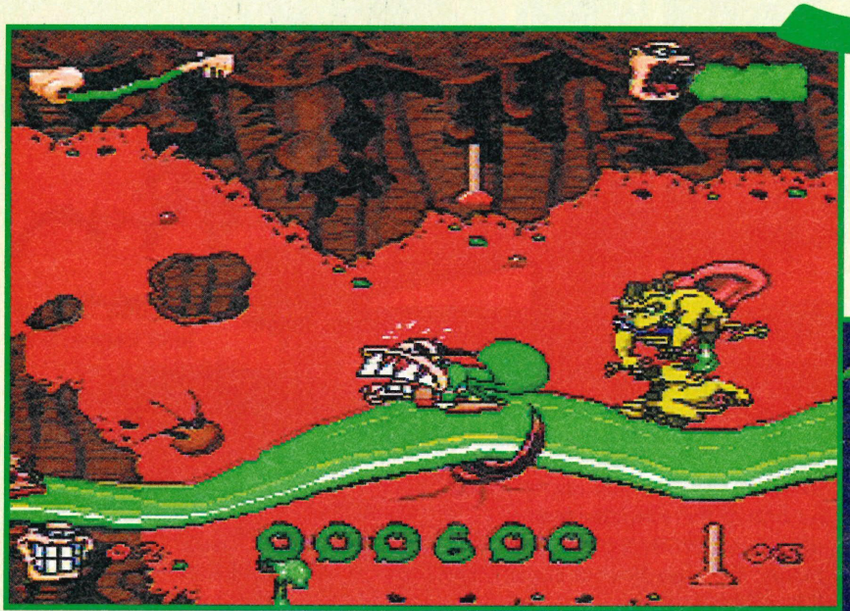
△ *Pull that sword and you're dead sucker. Best put the weapon down, turn and run!*

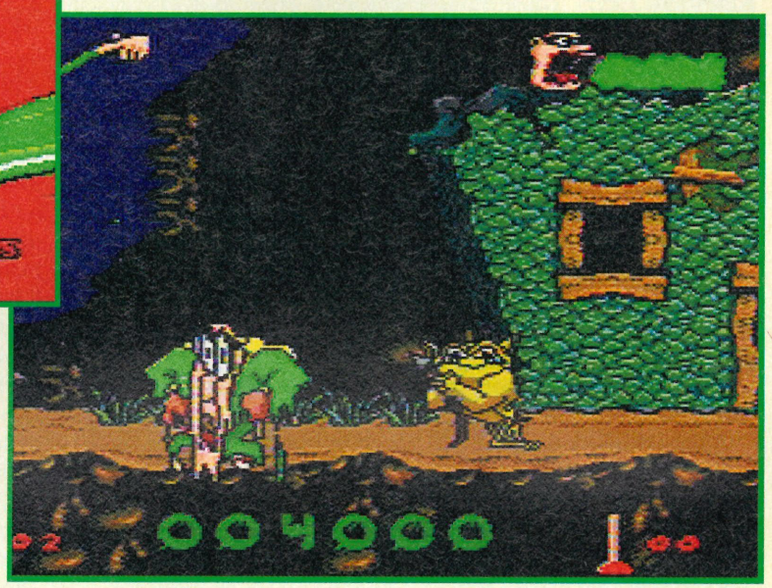


▽ *Hagane cooly strolls through downtown Tokyo, looking suitably menacing.*



Finger Good





***Booger Man*? More like bogey man! Well, booger's what they call 'em in America. For *Booger Man*, with all his snot and flatulence, has to be one of the grossest, yet funniest, super heroes to date. With gas masks on, we take a sneak look at the rising star who's certain to raise lots of laughs, not to mention a few discerning eyebrows.**



△ *Even whilst fighting off one of the zany bosses, our flatulent hero still finds time to practice his ballet!*

The game is based around the exploits of Booger Man, who, under the flashy cape, is in actual fact the eccentric millionaire, Snotty Ragsdale.





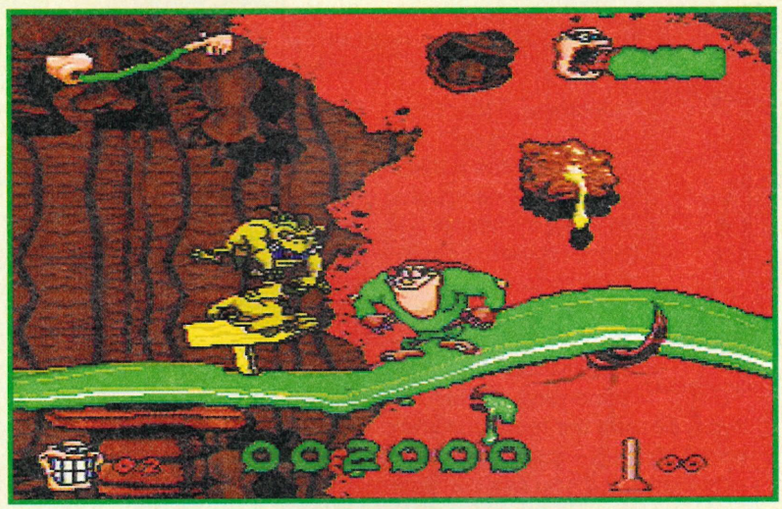
When a mad scientist, professor Stinkbaum, claims he can solve the worlds pollution problem, Snotty Ragsdale, or Booger Man, decides to investigate. Our hero smells something funny afoot and, for once, it's not himself!

Booger Man is basically your usual sort of platformer, which means plenty of running, jumping and killing. There's also the customary end-of-level bosses and pick-ups to look out for as well. This all sounds a bit familiar, but, through its humour and spoof hero, the game breaks away from the norm and proves as well as

Flickin'



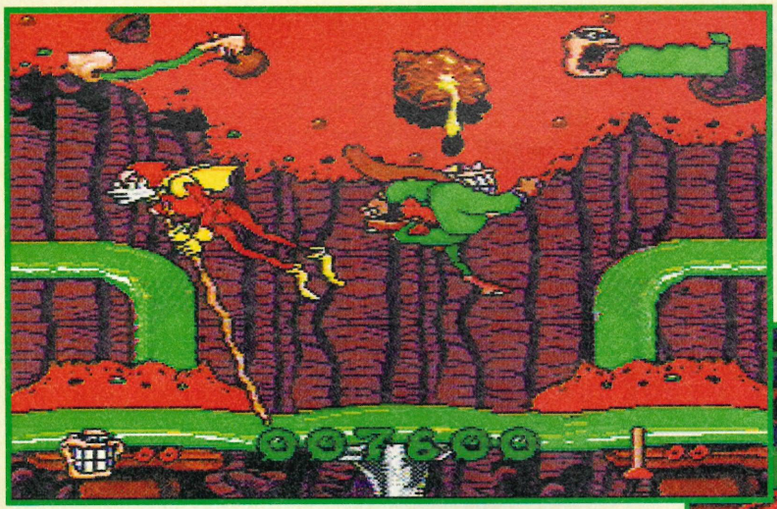
△ *Booger Man's winces as he jumps over Hickory, a particularly nasty opponent. Forget the vicious chicken, though, it's the dungarees that are the real killer!*



△ *Despite a nasty monster about to gobble him up, Booger Man is only to happy to smile for the camera.*

DKC, that despite the multitude of platform games around, there's still plenty of scope for original and exciting releases .

The graphics have a cartoony look and feel, the sound is classy and the game plays superbly, but it's the animation that really makes the game outstanding. Booger Man may not be the most hygienic bloke, but his humorous antics, from blowing obstacles up with his 'wind', to picking and flicking that green gunge up his nose, make him one of the funniest heroes ever seen on the SNES.



△ *Booger Man in typically heroic pose. Better watch that green drip though; it'll soon wipe the smile off his face!*

Booger Man is not just about the star's bad habits though, for it's also a tough and challenging game. There are loads of varied and exciting levels, plenty of weird and wonderful baddies to tackle and some of the wackiest bosses you'll ever come across. Thankfully, Booger Man's arsenal of snot, flatulence and burps should help you on your epic adventure.

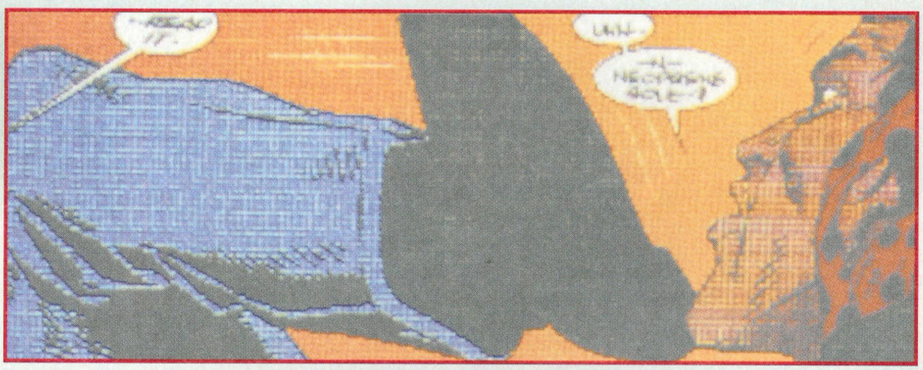
At present we've only seen a half finished cart, but it already looks like *Booger Man* is going to be something special. If you like toilet humour and have a fetish for challenging games, then this should suit you down to the ground. Set for release some time in the next few months, we'll hopefully have a full preview of the game sometime soon; 'til then enjoy the pics . . . and flicks!





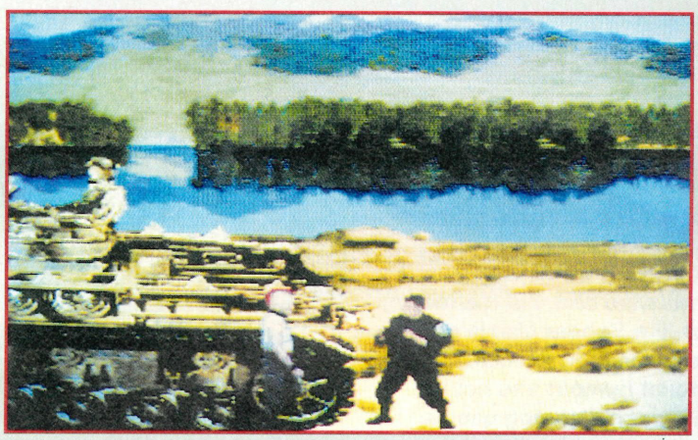
Through

With the resurgence in box office sales in the last year or so, film licenses have indeed become the thing to do again. One of the biggest hits thus far has been Time Cop, starring Jean Claude Van Damme as a time travelling cop of all things. And with all big films it goes that there's a big license tie-in, hence JVC's new blockbuster...



As a movie, *Time Cop* has grossed an estimated $40 million worldwide – enough to keep the whole SUPER GAMER team in beer for at least a month. In the UK, it took $1.6 million in its first weekend according to the hype, despite the local currency being sterling – quite an achievement if you ask us. Now JVC are looking to turn the success of the movie into a major player on the SNES market.

While not exactly following the script line for line, *Time Cop* has all the basics for a good time – action in a multitude of forms, plenty of bruising characters and some rather smart graphics. Cast as a certain Max Walker – Jean Claude himself – you're sent spiralling through time and space, kicking off (literally) in the year 2000 and working your way backwards through the nuclear sites of the1950's, Nazi Germany in the 30's, the odd gangster showdown in the 20's right back through to Neanderthal times. All of this just to save the future from a madman called Hans Kliendast – a stereotype European-type methinks, hell bent on doing us all in with his dastardly schemes.





△ *Time Cop loses his head in the midst of all the action and excitement. Still, here comes the doc, in his nice white suit, to sort things out!*

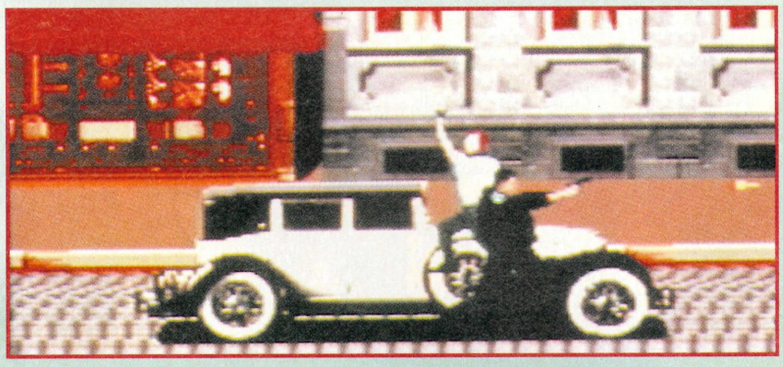


During the game itself you'll be able to utilise many of Max's honed fighting skills as well as a number of powerful weapons to blow people away with. Oh yes, unashamed violence is the order of the day – just line 'em up and pull the trigger.

Of course, if it were that simple there wouldn't be much of a game. Much of the time you're left to using Max's kick-boxing skills, of which he's pretty much an expert. There's high punches, jump kicks, twist turns and more, all portrayed in rather smooth animation. The blasting is saved for later – one man can only do so much with his fists so the odd grenade and 20's-style sub prove more than a little handy.

All the while you're being

TIME and SPACE





△ *How come there's never a toilet around when you need one?*

▷ *This bloke's about to find out America is not only the land of opportunity, but also guns, psychopaths and nutters who can warp through windows!*



opposed by the bad guys of the day – German soldiers with one arm planted firmly in the air, midget submarines with explosive firepower, tough Neanderthals whose intellectual capacities brought back memories of ex-SUPER GAMER Keith (famed for his single digit MENSA score, bless him) and even a body double. Of course, if that body double was that of our own Editor or a certain Mr Jones, there'd be no probs – blast away the flab and it'd be over in seconds. Problem number one - the body double is that of Max himself, so things start to get more than a little hairy.

There are fifteen levels in total, the aim of the game being to find the time element in order to proceed to the next era. Plenty of power-ups help you along the way, yet the opposition come thick and fast so wits are apparently as important as brute strength. Just as in the film, yeah?

Time Cop should be hitting our screens in a few months – look out for the definitive review only in SUPER GAMER – home of the stars and a few oddball journos.

▽ *Those magnificent men and their flying machines!*



Back to the Future

After enthusing so much over the game Time Cop, we thought it only right to go the men that mattered, the brains behind the brawn – Cyro Interactive, co-creators of JVC's newie. Based in the heart of Paris, France, the talented French team were in from the start on the project, seeing it through to fruition with their Japanese counterparts. Mark Smith, travel-addict and movie-goer, bought them all a French beer and forced them to talk...

SG: The game looks as explosive as the film itself, with some excellent graphics and cool action. Did you draw all your inspiration entirely from the film plot or did you add your own twopenneth?

CI: Well, there is a new scenario for the game, although it does include all the major element of the film too, such as the characters, backgrounds and, of course, time-travel. A lot of work on the graphics side has been put on – over 600 models were digitised for the game, such as the Time Shuttle itself, the bank scene and the underwater action, which was produced in a film studio. We even got most of the Cyro staff to dress up in period costume, whom we filmed and digitised into the game.



SG: So there was a major emphasis on atmosphere?

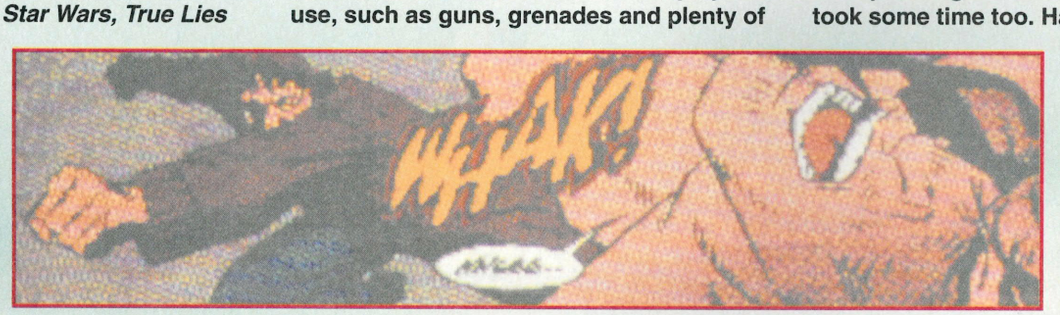
CI: Yes, of course. All the costumes were made especially for the game and then produced professionally in film studios. We've also implemented many of the intro scenes from the film itself, which helps build the atmosphere.

SG: Movie tie-ins are becoming very much the vogue again. Did you consciously consider the likes of *Star Wars, True Lies* and *Stargate* when programming the game in an attempt to make it markedly different and better?

CI: For a start, *Star Wars* is completely different from most other film licenses – *Stargate* and *True Lies* certainly don't capture the environment or depth so well. *Time Cop* will most certainly stand out for the very same reason – it's shoot-'em-up, platform and beat-'em-up rolled into one. The imagery is very strong, the characters are an important and fundamental aspect and there's plenty of depth.

SG: Okay, so what do you consider to be the strongest points of the game?

CI: Other than that stated above, we're very pleased with the sound – the music's been themed to the different eras, and we're especially proud of the 20's 'gangsta' music! The depth in playability is also very pleasing – there's so much for the player to use, such as guns, grenades and plenty of kickboxing moves. Putting the player up against a strict time limit as well as so much action also adds to the pulsating excitement of the game.



SG: Sounds cool! The project must have been running for some time then?

CI: *Time Cop* has been on-going for the best part of two years. It was developed in Japan and coded in Paris. We've seen it through from day one and we're ecstatic with the result.

SG: Capturing the element of time-travel must have been difficult too.

CI: It was relatively difficult, but that's why we've used so many costumes and incorporated the differing musical scores. The digitised backgrounds certainly help.

SG: What was the biggest problem you had to face?

CI: By far the biggest hurdle was not being able to use Jean Claude's face. We had to create an entirely original sprite, yet we believe we've captured the spirit and essence of both the man and the film. Incorporating the various degrees of play took some time too. Having a little bit of everything – shoot-'em-up, beat-'em-up and so on – needed plenty of graphics work as well as thought on the gameplay side. But we reckon it's come out very well – we're extremely happy.

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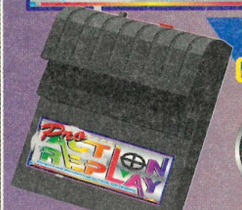


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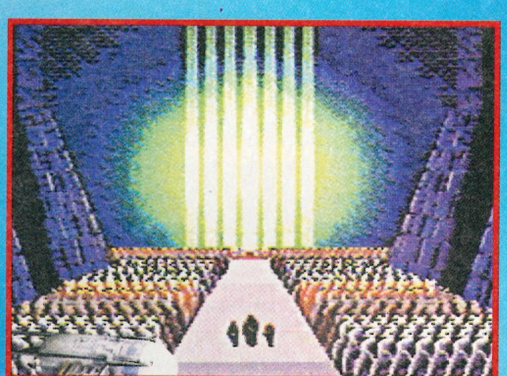


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SUPER NES & GAMEBOY ARE TRADEMARKS OF NINTENDO INC

THE SUPER GAMER OSCARS

It's round-up time again folks! Miles 'Barry Norman' Guttery checks out the best of the numerous film tie-ins to have graced the Super NES over the past couple of years. So grab a bag of popcorn, fidget around in an abortive attempt to get comfortable and join him on a trip through 16-bit celluloid history. And no furtively groping your girl/boyfriend when the lights go down, alright!



ALIEN 3

The first *Alien* movie had audiences squirming in theatres the world over with its no-win scenario as a group of unarmed civilians were picked off by a nameless and silent terror. *Aliens* - the sequel - managed to combine the tense and gripping atmosphere with a feast of gung-ho action. In contrast, *Alien 3* was something of a disappointment, treading the middle ground between its illustrious predecessors and failing to generate much adrenaline or fear. Thankfully the game was a completely different kettle of putrid slime! A huge platform shoot-'em-up with hundreds of aliens, from little face-huggers to terrifying queens. The game captured the mood of the films and still holds enough to quench even the most thirsty of blood-lusts. The only quibble is a lack of long-term challenge.



SUPER STAR WARS TRILOGY

The most celebrated sci-fi epic of all-time came to the Super NES in the form of three absolutely top notch blasters. Each combined famous scenes from the respective films with inspired ad-libbed sequences to provide a truly cinematic experience. Platform shoot-'em-up and Mode 7 sequences gelled brilliantly.

The subject matter certainly helped to give the three games — *Super Star Wars*, *Empire* and *Jedi* — that little bit extra. After all, who can't be lifted by the heroic exploits of Han, Luke and Leia. Superb orchestral soundtracks reproduced the famous theme tune to provide the perfect aural backdrop to a truly outstanding series.

JUNGLE BOOK

The adventures of Mowgli and his jungle-dwelling friends were superbly brought to life with all the charm and character of the Disney Classic. You could listen for all your favourite songs from th movie as you leapt across ravines, swung on vines and generally larked about in true Tarzan fashion.

If cartoony platform capers are your cup of tea, then the *Jungle Book* has all the bare necessities, plus a whole lot more besides! No wonder it caused such a hula-balloo when it first came out.

JURASSIC PARK

There's been a few who've slated Spielburg's dino-disaster flick as a special effects bonanza with little or no real story behind the dazzling visuals. Fair point, but the film never claimed to be anything else. As such a successful pixilated adaptation was always going to be a tall order but Ocean surprised everyone with a highly original and very effective format. As the game began you found yourself moving a sprite around an isometric landscape — pretty run-of-the-mill. Still, it was quite fun spotting various neat touches like the crashed jeep in the swamp. The fun really began however, once you entered a building. You were then switched to a first person perspective, Doom-style affair with excellent texture-mapped graphics and a supremely eerie shadow effect. The corridor faded to black in the distance and you really would jump when a raptor leapt from the darkness. Running around in blind panic after running out of ammo and with a dozen of the blighters on your tail really got the panic lights flashing! A fine conversion.

BATMAN RETURNS

The very idea of taking the classic *Batman* idea and stripping it of the dry humour and wacky visual gags on which it was built always seemed a bit odd to me. Still, love it or loathe it, no-one can deny that SNES *Batman Returns* amply re-creates the seedy streets and dark atmosphere of Tim Burton's Gotham. Essentially a scrolling beat-'em-up in the *Final Fight* mould, but massive, well animated sprites made this a cut above the average fisticuff-fodder. *Batman Forever!* Actually, that sounds like quite a crap name for a sequel, dunnit!?



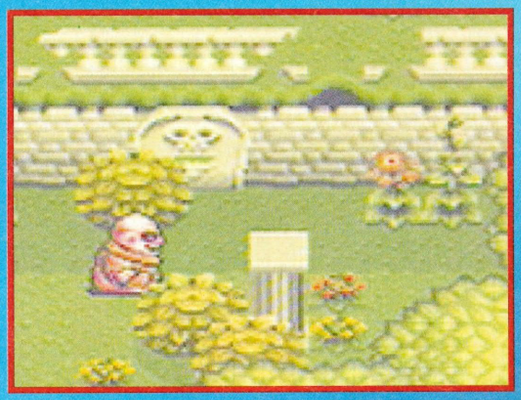
DRAGON

Sub-titled the *Bruce Lee Story*, anyone who witnessed this 'un on the big screen will perhaps have been a little bit dubious as to the authenticity of the piece. If Brucie really spent his youth running around town trying to escape from an eight foot, two thousand year old Samurai warrior then I'm a friendly gherkin dwelling happily in a clover abode, ahem, sorry. Considering the marshal artistry for which Bruce was famous, it's hardly surprising that the programmers opted for a beat-'em-up format. You get to re-enact many of the scraps that featured throughout the movie in a series of best-of-three punch-ups. This was no SF2 but in many ways it didn't try to be. There weren't as many special moves and beating computer opponents therefore relied more on learning their strategies than perfecting combos. This did however limit the two-player mode. What it did do was provide a useful alternative if you were completely Ryued out.



ADDAMS FAMILY

This very issue the ooky, kooky and oh-so-spooky Addams' appear in the follow up to this very game — the tie-in to the smash-hit movie of a couple of years ago. You take control of a short and chubby Gomez as he goes in search of the various members of his family who are trapped around the Addams mansion and grounds. Criticisms that this was a derivative, cutesy platformer which offered nothing new to the tried and tested genre must be sustained but the fact remains that it's still one of the most entertaining and challenging games of its type around. The cartoonized gothicky graphics give it an ambience all of its own and the many locations provide enough variety for even the fussiest of fuss-pots. Gomez himself is an agile little fellow, quite capable of locating the many, Many, MANY secret areas, and the chunky enemies are also many and varied. Great sound effects also add to the comically spooky surroundings to provide a platform game of the highest order which'll keep all but the most ardent of genre-haters happy!



TERMINATOR 2 THE ARCADE GAME

A few years ago, *Operation Wolf* single-handedly dragged the shooting gallery style kicking and screaming back into fashion. A sequel, as well as a host of clones followed, of which this is undoubtedly one of the best examples. Perhaps including this one in a film tie-in feature is cheating a bit, as it's actually lifted from the arcade machine rather than the film. There was an actual *T2* film conversion on the Super Nintendo but it was pretty poor to say the least. The arcade machine took us through a shoot-out amid the burnt out ruins of the Sky-Net ruled future, and back to yet more shoot-outs loosely based on scenes from the movie. Graphically this was as near as damn-it arcade perfect and, though it lost something with the omission of the full-size Uzi which was bolted onto the cabinet, there was still plenty of lead spraying action to get the pulses racing. For the true arcade experience it actually catered for the Super Scope but as it was the only half-decent game which did it's debatable whether the investment was worth it. Nevertheless even with a pad it was, and still is, a quality blast!

Save the Earth with SNICKERS



When the chips are down, real mice don't eat cheese - they eat Snickers. At least, they do if they're six feet tall, ride super-roadsters and come from the planet Mars.

Biker Mice from Mars is s super-fast, all-action Konami video game on the Super Nintendo : it's a race to save the Earth, and there's a head-to-head facility to hot up the competition even more. The stakes are high and the competition's tough, but our three mouse heroes are the men for the job. As well as grit, speed and a clear head, the Biker Mice need four vital commodities to achieve their goal : engine parts and tyres for their multi-functioning bikes and customised buggies, ammunition and SNICKERS - the only food that gives the Mice the hunger satisfaction they need to make them invincible to attack.

Win yourself a chance to save the Earth and prove you're a man, not a mouse. We've teamed up with SNICKERS to offer six lucky readers a great *Biker Mice from Mars* game and poster together with a SNICKERS. And 50 runners-up will win a SNICKERS and a Biker Mice poster.

Just answer the question below and send your answer with your name and address to :

The Biker Mice Need Satisfaction Compo, Computer Facts, 14a Union Street, Newton Abbot, Devon, TQ12 2JS by 9th May 1995



?

What satisfies the hunger of the six-foot superhero Biker Mice from Mars?

A Ten tons of the strongest, smelliest Gorgonzola

B A bucket-load of the best Italian pasta

C Snickers - hunger satisfaction for superheroes

SUPER GAMER

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

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

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

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



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

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

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

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

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

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

The game's controls!

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

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

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

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

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

THE OVERALL RATING

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

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

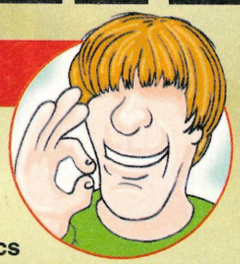
50-69%
The average zone. Games lurking in here might be well-executed, but totally lacking in originality or vitality, or may have playability defects that render them too flawed to be enjoyable.

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

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

DIRT RACER

It's a dirty job and everyone wants to do it!



JON

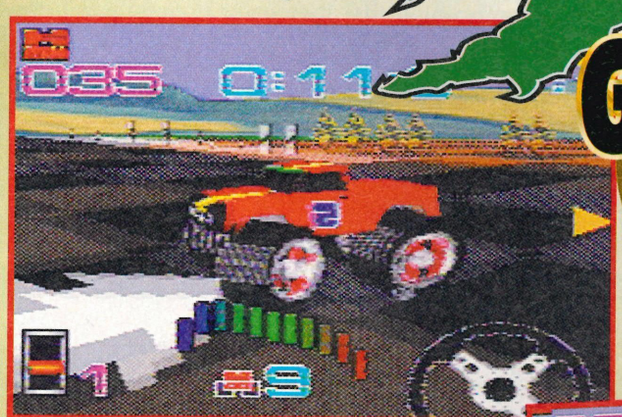
Ah! The smell of burning rubber, exhaust fumes and greasy mechanics who haven't washed for a week. It can only be a racing game, and in *Dirt Racer FX*, one of the best of all time, Elite have done the biz and look certain to hit gold with this, their latest release.

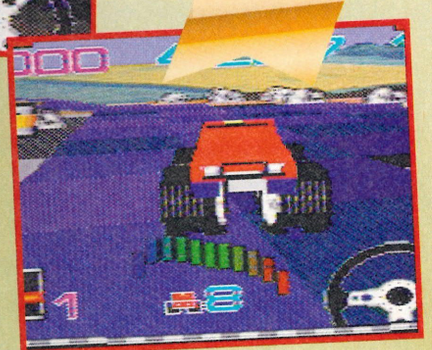
Nintendo's *Stunt Race FX* was the first SFX racing game to come out on the SNES and was rated highly by everyone, getting a massive 94% from the SG posse. Times-they-are-a-changin though, and *Dirt Racer* looks likely to leave Nintendo's offering trailing in its slip stream.

Before I played *Dirt Racer*, my only rallying-type experience was once making the mistake of getting a lift home from Miles. I was a nervous, gibbering wreck for weeks! So, when this turned up, I wasn't sure I'd be the best person to review it. Once into it though, they couldn't tear me away and it's only after a lot of cursing and swearing that I've stopped now to do this review.

The game is basically one of the most advanced and realistic racing games on any games console. Elite have worked in unison with Bath University to make this as perfect as possible... and it shows. The cars behave with unbelievable realism. No other game can take you as close to the real thing as *Dirt Racer* does.

In the past some SFX games have been criticised for having great graphics, but not much else. Once you jam the *Dirt Racer* cart into your SNES, you'll realise that's not the case with this one.





The options screen allows you to choose between a league, a knock-out cup competition, or just rallying around on the practice track.

The league's probably the best bit, allowing you to race against up to eight mates, or computer opponents, on all sorts of tracks. You start of battling for promotion on the mud and grass of England. If you succeed here it's on to the hills and sand of Australia and finally the snow and mountains of Alaska, where, if you're lucky, you might win the coveted Dirt Racer Championship.

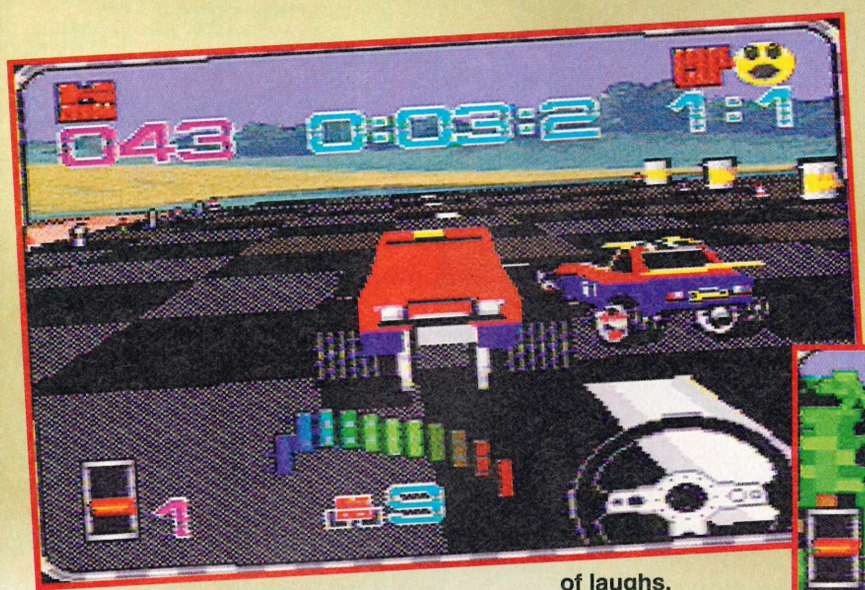


△ *The two-player split screen means double the action and double the fun!*

Each race is a straight head-to-head between you and one of the other opponents. with points awarded for finishing first and also breaking lap and track records.



The league is great fun, whether it be slogging it out for promotion or struggling to avoid the drop, you'll have loads



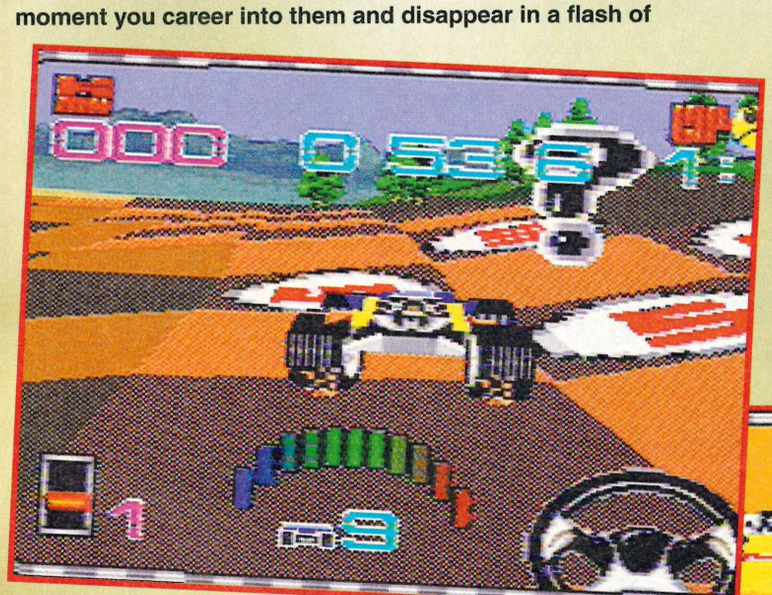
That's the spirit — if you can't beat 'em, ram the blighters off the road. It may not be very sporting but so what!

▽ *Here's the status bar, though what Pac-Man's doing there is anyone's guess. Maybe it's a rave or sammink!*



of laughs. Winning the Dirt Racer Championship is no easy feat, so fortunately, the game has a battery back-up that will save where you've reached.

The obvious comparisons must be drawn with *Stunt Race FX*, you may know it as *Wild Trax*. That game received rave reviews across the board, and that includes this very mag. However it was under different management at the point and the general consensus of the current crew, ie us lot, is that it was somewhat overrated. *Dirt Racer* is faster, smoother and, basically a better game all round. Whereas in *Stunt* the graphics had a nasty tendency to break up when things got close leading confusion, those in *Dirt Racer* stay firmly rooted to the spot right up to the moment you career into them and disappear in a flash of



△ *Get the question marks on the puzzle tracks for extra bonuses.*

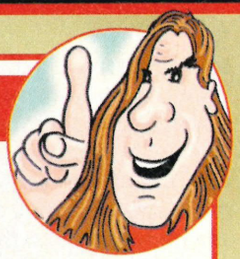
exploding fuel tanks! Another improvement is the use of normal sprite based graphics in conjunction with the polygons. This gives the game world a much more realistic feel with textured trees and electric fences lining the road. Try producing those with a few polygons!

The only other SNES driving game to rate along side is *Mario Kart* but this a different style of game altogether. The emphasis is far more on getting to grips with control of the three vehicles involved. There's a 4X4, a rally car and a buggy in ascending order of speed. Of course the lighter





MILES

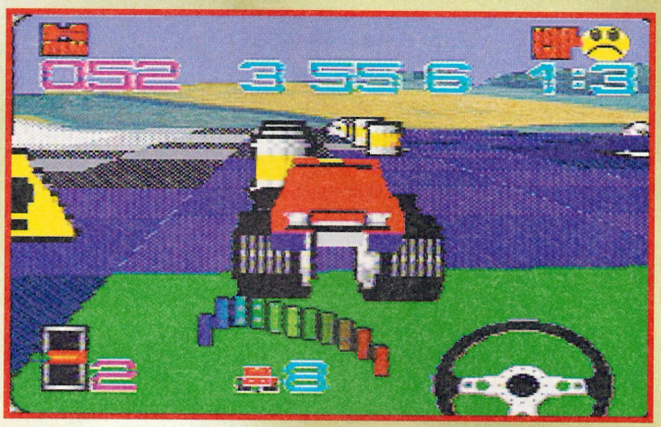


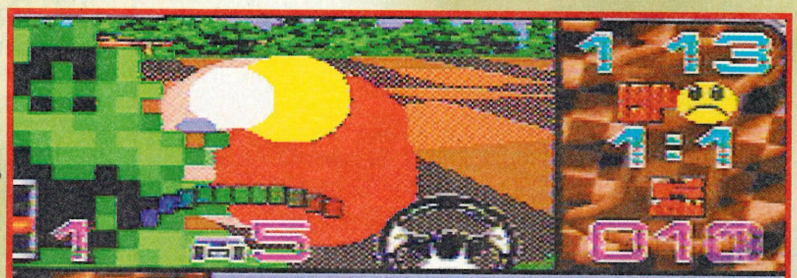
Stunt Race FX was bleedin' good, there's no denying that, but *Dirt Racer* easily knocks it off it's perch as the SNES number one racer.. There's so much more depth and detail, it plays so much smoother and it looks better too. The SFX chip has had a bumpy ride lately, but if anyone needs reminding how great it is, then they only have to look at *Dirt Racer.* The 3D polygon graphics look superb and the game plays like a dream. It's so smooth and realistic it's frightening. With a league set-up and cup competition, plus loads of excellent tracks, it has oodles of playability and you'll find it impossible to put the joypad down.

Elite have come up trumps again and have shown everyone the way forwards with the SFX chip. If you want a racer then, this is THE one! Break open your piggy banks - it's time to rock and roll!

and quicker the machine, the less resilient it has to the all-too-common prangs during a tough race. It's advisable to thoroughly get to grips with the slower vehicles first, before moving up or you'll spend more time in the hedge than on the track. That's a large part of the game's appeal. Though it's frustrating at first, success is ultimately made more satisfying because you know it's all down to your skill. Control is tricky at first, but a solid practice session soon sees you whizzing around with at least a modicum of success.

This the SFX game to show off the SNES at the moment. Let's just wait and see if *Starwing 2* has anything to say about that.





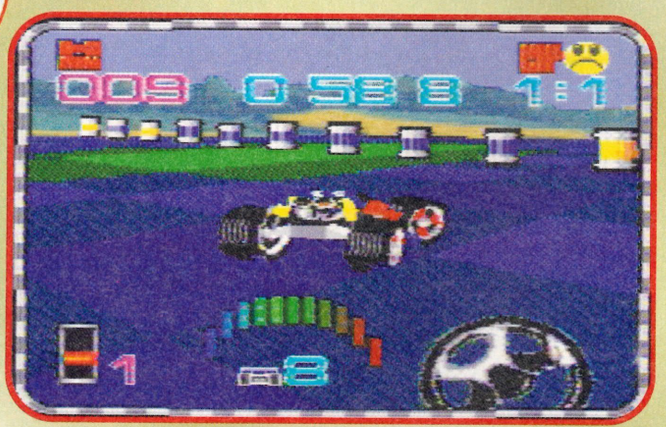
▽ *The buggy and the saloon car compete in the chessboard challenge. Check, mate!*



△ *Uh oh — that's a bit of a nasty spin. Quick, eject!*







△ *Here we are, sailing on the deep blue sea. Is that Cap'n Birdseye?*

HAYDEN



At the risk of sounding boring I'll have to agree with the others. *Dirt Racer* is better looking than Liz Hurley, smoother than a pint of Tetley and more fun than being stuck in a room with Mr Bean! It's fantastic, great, brilliant, etc, etc. I think that say's it all really. So, I won't keep you waiting any longer. (Actually, it's my turn and I've got to win to go up, so go on, be off with you, I've got some serious dirt racing to do!).





PRODUCER
ELITE
(0922) 55852

PRICE
£49.99

RELEASED
JUNE '95

GAME TYPE
DRIVE-'EM-UP

CART SIZE
4MBit

FEATURES
PASSWORD

CONTROLS

STEER LEFT (L)	STEER RIGHT (R)
50% ACCELERATION (X)	BRAKE (A)
FULL ACCELERATION (Y)	HAND BRAKE (B)

RATINGS

GRAPHICS	91
SOUND	81
GAMEPLAY	95
LONGEVITY	92

OVERALL

95

JUNGLE STRIKE

GAMER GOLD

Striiiiiiiiiike two..... Again!!!



JON

Okay, so we're only human. We all make mistakes and we're the first to admit them, especially with the boss ready to jump down our throats. When *Jungle Strike* turned up on our doorstep the day before the last mag's deadline, in true SUPER GAMER spirit, we halted everything to fit in a review. Unfortunately, little did we know that the copy we'd been sent was only a preview one - again. Since then some fine adjustments have been made, and so, after kicking our behinds for the last month, we've decided to give you a re-review. Can't say fairer than that!

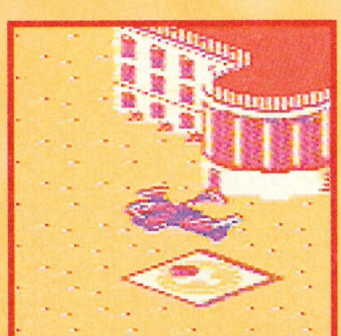


△ *Despite a massive army, yet again it's up to this lone chopper to save the day!*

On first look little seems to have changed, but as I 've said, the adjustments are fine and it's only under close scrutiny that the changes become apparent.

Most importantly, the scrolling has been fine-tuned to give a smoother and clearer picture. In the old version the picture could become a little fuzzy, but the new copy gives a much better view. This is quite important with a game that has so much detail on such a tiny screen.

The music and poor sound FX didn't have much effect on the overall score in the last (p)review, but it's a welcome relief to hear they've improved it. There's now a smart little intro tune to help you get in the mood, although maybe it's just me, but I swear the sound FX are still similar to the *Choplifter* stuff.



On the whole the game has been made slightly easier to play as well. It's still rock hard, but at least you won't be dying every two minutes and left pulling your hair out.

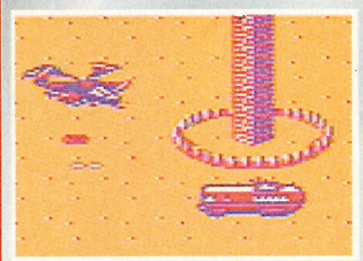
Overall these few changes don't radically improve the game, but add a couple of percent to its score and make it worthy of the prestigious Gamer Gold!

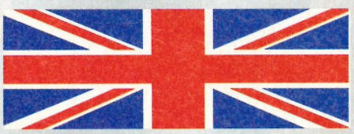
MILES



First time around this game looked and played excellently. So, when I heard it was only a preview copy, I wondered what could be done to make it better? Funnily enough, everything I thought of has been done. The game plays smoother and faster, the sound has been touched up a little and the presentation improved. The result has been to make what already was a great game, an even greater one. This was, and still is, a Gameboy must!







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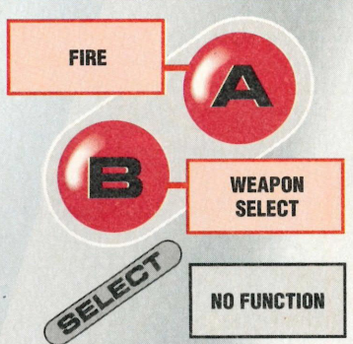
RELEASED
TBA

GAME TYPE
SHOOT-'EM-UP

CART SIZE
? MBit

FEATURES
NONE

CONTROLS

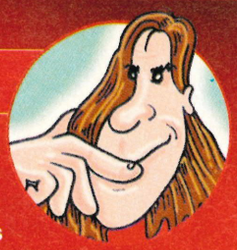


RATINGS

GRAPHICS	91
SOUND	82
GAMEPLAY	91
LONGEVITY	90

OVERALL

90



MILES

What *Addams Family* review would be complete without a generous sprinkling of such words as ooky, spooky, kooky etc? And guess what — this one's gonna be no exception!

The first thing that you notice (if you played the previous *Addams* outing, that is) is the different viewpoint. Instead of a traditional side-on platformer, this time around Ocean have opted for a *Zelda*-ish isometric look, with arcade adventuring replacing the platform bounding of before.

In true video game style, the game uses so much artistic license as to render the plot almost unrecognisable from the film - if you can remember it





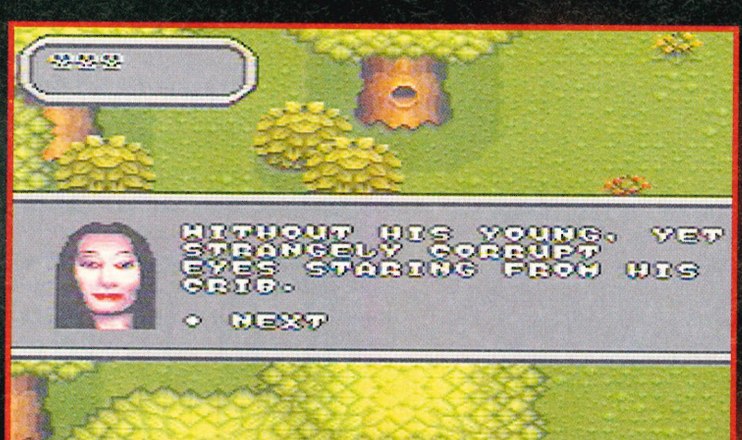
ADDAMS FAMILY VALUES

They really are a scree-um .... well, sort of!



Vegetarians beware! This leafy horror is enough to put even hardened New-Agers off their vegeburgers!

that is. With *Stargate* and *True Lies* arriving hot on the heels of their big-screen counterparts, *AFV* has been almost sloth-like in its development. It's nigh on a full year since it first hit the cinemas of the land. In its celluloid incarnation the story involved poor uncle Fester being seduced by the Addams' glamourous baby-sitter Debbie Jellinsky who then married him in order to get her hands on the family fortune, and we're not talking money-spinning vehicles for failed comedians who first shot to partial fame in the Russ Abbot Show here either!



In the game it's the ooky baby, Pubert, who's been sprognapped by the naughty nymphette, so Fester, along with the rest of the family, heads off to her mansion to get him back.

On arrival in the grounds the kooky ones decide to split up for the search, and it's here that the game begins. Various members of the Addams clan can be seen mooching about from time to time. A tap of the blue button will put you in conversation with them and they'll endeavour to help in a variety of ways. Sometimes they'll offer bit of advice, or they might even give you something useful. For instance if you have a chat with Granny Frump she'll give you some tasty cookies, which, when eaten, replenish all your energy. Mind you, give her the bone-handled spoon (you'll have to find it first) and she'll give you something that's even better!



▲ *Oi, Fester! Stop leering — that's your grandma!*

Presentation on the front end is really excellent. As soon as the opening bars of the famous Addams theme greet you you're treated

to some excellently spooky screen effects, with the highly polished feel being carried over into the game. Graphics are thoroughly impressive throughout, with some great atmospheric touches like the crashes of thunder and lightning as you wander through the graveyard.

Many strange and varied creatures roam the levels, determined to make life difficult, but most can be dealt with using the natty electricity bolts which Fester can conjure from his fingers (I don't remember that from the film either). Look out though, as the electric charge is related to your energy meter — the lower it gets, the less powerful the shot. In addition, more powerful weapons can be collected which are then stored on the inventory screen.

Things begin very promisingly and you soon get into the swing of it all with a few nice, easy puzzles to solve, but it can soon become confusing. Even after collecting the map from the obliging Gomez, the levels are so sprawling that all too often you find yourself getting lost and only after traipsing around for quite some considerable time do you realise you've probably been going around in circles anyway. What's more, as long as you're careful, it's actually quite hard to get to get killed. If energy's running low simply go and find Granny for a couple more biscuits! Infy continues and passwords are very welcome but it does detract from the challenge. It seems the



▲ *The iron gates open with a screech. An icy wind wraps its long bony fingers around your body. Yikes!*



I say, that's not really very nice, is it? I think I'll take my tea-cakes elsewhere. Now who's blubbing?



▲ *Zappo! Eat electric death vegetable slime-bucket. Nya ha!*



JON



Well, Miles has already used the spooky and kooky gags, so have you heard the one about the two nuns in a bath? Oh, I think I'd better get onto the game, before I get into trouble.

First impression of *AFV* was unprintable, but as you get more and more involved with the game, you soon find the hours wittling away. It's a bit on the slow side, but it makes up for that with a plot and gameplay that will have you up into the early hours of the morn.

The graphics are nothing special, but the sound is quite atmospheric and will send more shivers down your back than the rather simple baddies you'll face.

On the whole it's a big game that'll keep you going for many a spook year, but unfortunately it's too big and clever for its own good. It's easy to get lost in the huge depth, especially as you're left in the dark so much. In the end it can become a bit tiring and frustrating. Best leave Fester festering on the shop shelf.

They're spooky and they're kooky



THING

Fancy having a disembodied hand for a pet. It brings a whole new meaning to the phrase 'a swift one off the wrist.'



UNCLE FESTER

With a deathly pallor and two black eyes, everyone's least favourite unc looks like a malnourished friar most of the time!



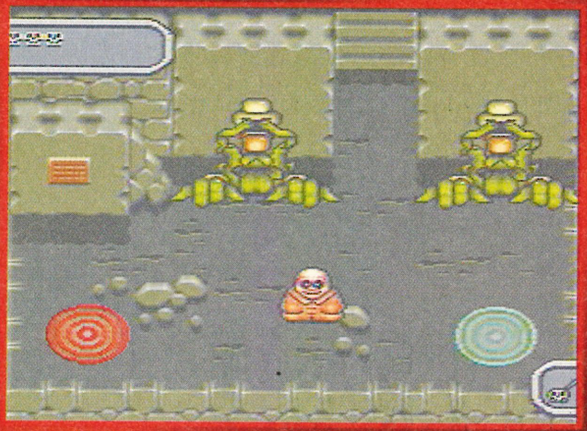
MORTICIA

The slinky, curvy wife. Does anyone else reckon the Morticia in the black and white series was far better looking?



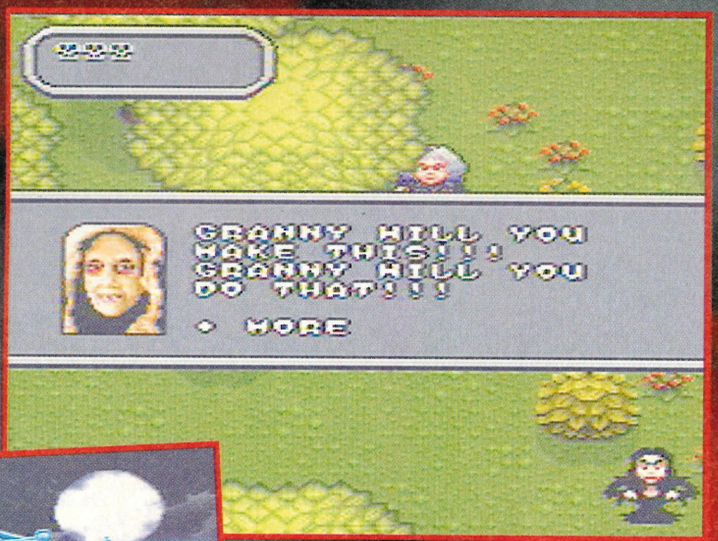
GRANNY FRUMP

One minute she can be as helpful as anything, the next she'll bite your head off. Not literally, though she'd probably like to.



▲ Use the teleporters to transport Fester to new places.

programmers have tried to balance this by making the levels tricky to negotiate without getting disorientated, a problemwhich is made no easier by the masking system used on the backgrounds. Many things (such as trees) can be walked behind, which often leaves you wondering where the heck you are, especially if there happens to be a baddy concealed there. Also, it's often hard to tell which bits of vegetation you can walk over and which you can't. Occasionally you'll wander about for ages looking for an exit, only to realise it was that bit you'd been ignoring all along because of the impassable looking shrub in the way.



▲ What an helpful woman, I don't think!



▲ Eek! Scary! AFV is packed with loads of excellent presentation screens which really add to the atmosphere.





In other words, you have to meticulously scour each and every area whilst at the same time making a mental note of exactly where you've been .

Frustrations aside, it's still a highly rewarding experience when things do go right, and mappers will enjoy *Addams Family Values* immensely. However, people with rather less staying power will soon start to scree-um (ahem)!

HAYDEN



Seeing as all the kooky gags have been well and truly done to death I suppose I'd better not fart about! Now then, call me an old stick-in-the-mud if you like, though I don't know why you'd want to because I'm not even made of wood. Whoops! Excuse me for drifting off the point but I soon found myself losing interest in the game. It all looks nice enough but there's far too much wandering around and rarely do you feel you're actually getting any nearer achieving your goal. Could've been good but, erm... it's not!



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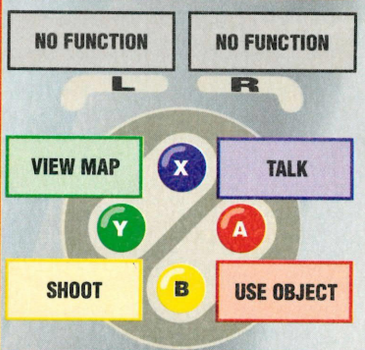
RELEASED
APRIL '95

GAME TYPE
ARCADE ADVENTURE

CART SIZE
16 MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

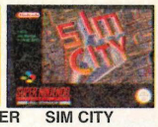
GRAPHICS	87
SOUND	84
GAMEPLAY	80
LONGEVITY	74

OVERALL

75



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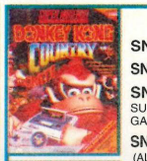


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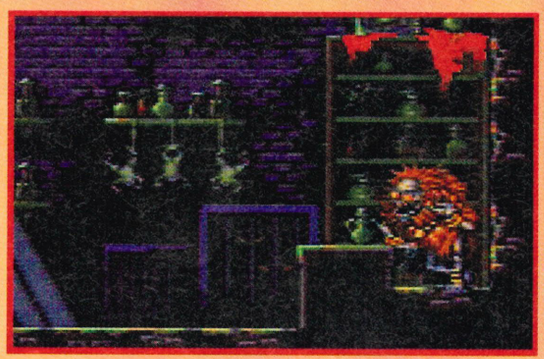
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Demons Crest





JON



It's been an office joke for some time now that Miles' girlfiend looks like something of a monster, but even she looks like Cindy Crawford compared to some of the ugly beasts in Capcom's new release, *Demon's Crest*. Packed full of dragons, goblins, ghosts, ghouls and, of course, the odd demon, it continues the great tradition of fighting fantasy adventures.

If, at first glance, you think the hero geezer looks a bit familiar, you're probably right. Although the name has changed, he's starred in a couple of games over the years, most recently the excellent *Gargoyles Quest* on the Gameboy. This is generally where the similarities stop though, as *Demon's Crest* is far superior to it's predecessors.

The story is set many years ago, in an ancient time, when Humans and Demons lived side by side in two parallel realms. The two races lived together in relative harmony, until one day, six magical rune stones fell into the Demon's realm. These stones symbolized the strength of Fire, Earth, air, water, time and Heaven and when combined, could give the wielder powers beyond all belief.

Hell hath no fury like a demon scorned!

As you can imagine the stones get into the wrong hands, blah, blah, blah and basically it's up to you to save the day. So warm up those wings and flap off on an adventure of batty proportions!

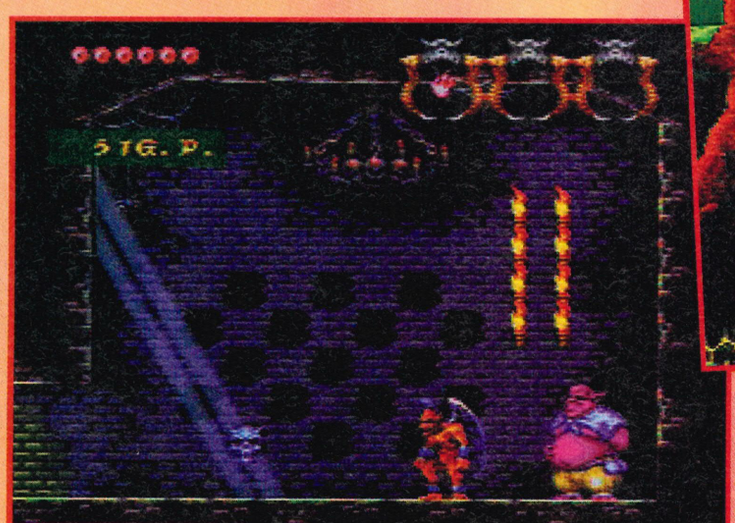
The game features plenty of varied and challenging levels that pit you against some vicious opponents. All your strength, cunning, wits and daring will be required if you're to survive.

One of the smart things about *Demon's Quest* is that once you get through the first level you can pick where to go next. The level select screen sees the hero, Firebrand, flying above a chain of islands that make up the demon realm. You can guide him around, swooping down low to check things out, before finally deciding which level you want to have a go at. This part of the game looks really impressive; unfortunately it's not an important element of the game.

Spells, on the other hand, play a big role in the game. To succeed in your task you'll need as many as possible. On the level select screen you'll fly past all sorts of shops and wise men selling their wares and it's here that you can pick up a handy spell or two. To buy them, though, you'll need hard cash - no cheques accepted here!

Money can be found in the form of pick ups that appear after killing some of the bad guys. As well as money ,vitality crystals, urns and vellums can be found. The vitality crystals restore all or part of your health, whilst urns and vellums will help you stock up on both potions and spells.

As you progress (and progress you will, for one of the let downs of *Demon's Crest* is that it's so easy), you'll start to find some of the Magical stones. Each of these lets



△ *Firebrand knocks a few holes in the wall to make his point.*



△ *Oh no! Mr Booger Man has already been here. I'd know that green gunge anywhere.*

Firebrand morph into another character with different abilities, or will give him extra firepower. Learning the skills and benefits of each of these characters and weapons proves extremely beneficial and will improve the odds on survival.

Demon's Crest is graphically pleasing to the eye, without doing anything too special. It's got everything you'd want, clear and colurful sprites, good scrolling, neat backgrounds, etc, etc, but doesn't take them as far as perhaps they could have. In fact the best graphics are spent on the level select stage, which really seems a bit strange!

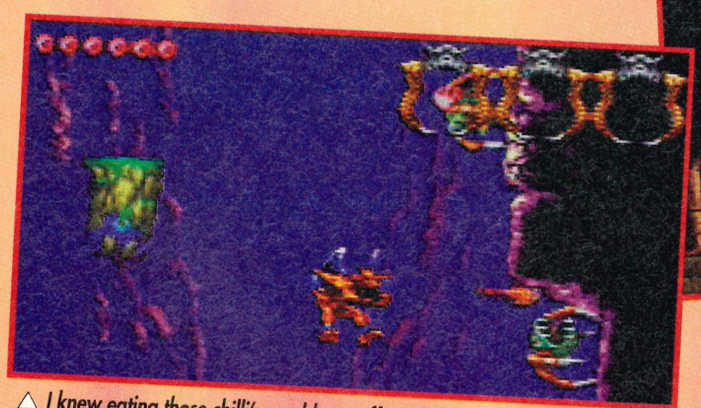




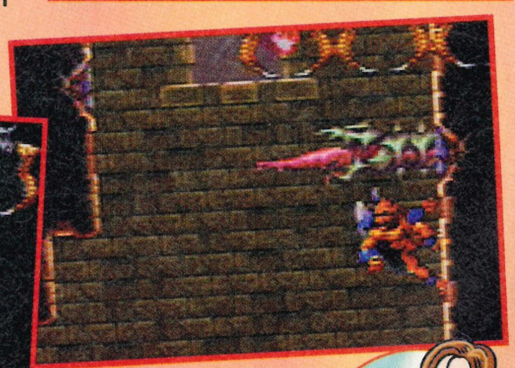
△ *Would you believe this is how you select a level? Very smart, indeed!*



Overall this game oozes in that sort of Tolkienish fantasy adventure, although the emphasis is definately on action rather than role-playing. In simple terms it's an upbeat update of a classic type of game and is one for the collection.

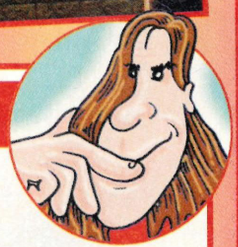


△ *I knew eating those chilli's would pay off!*





MILES



Whaddya we have here? Aha, *Ghouls 'n' Ghosts* — I remember this little fellow from years ago in the arcades. I love the bit where the hero gets hit, his armour disintegrates and he has to carry on in his pants heh, heh! 'Ang on! Why has the gallant Sir Arthur grown wings. Yikes! That's not him at all. Okay, okay, maybe I'm being a bit unfair. The main sprite, Firebrand, is quite a lot more versatile but the comparisons with the age old coin-op cannot be ignored. John really liked *Demon's Crest* but for me it's all just a little too old hat for comfort. Having said that the graphics are decent enough but it lacks a certain something to earn serious recommendation.



PRODUCER
CAPCOM

PRICE
£49.99

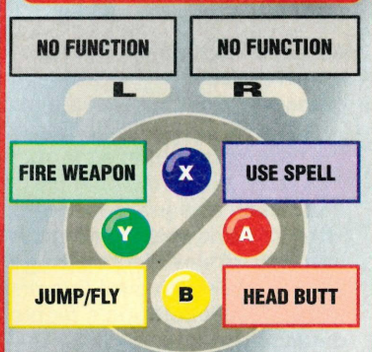
RELEASED
OUT NOW

GAME TYPE
ADVENTURE

CART SIZE
? MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	81
SOUND	82
GAMEPLAY	87
LONGEVITY	88

OVERALL

83

SUPER TURRICAN 2

If anyone can, Turri-can!

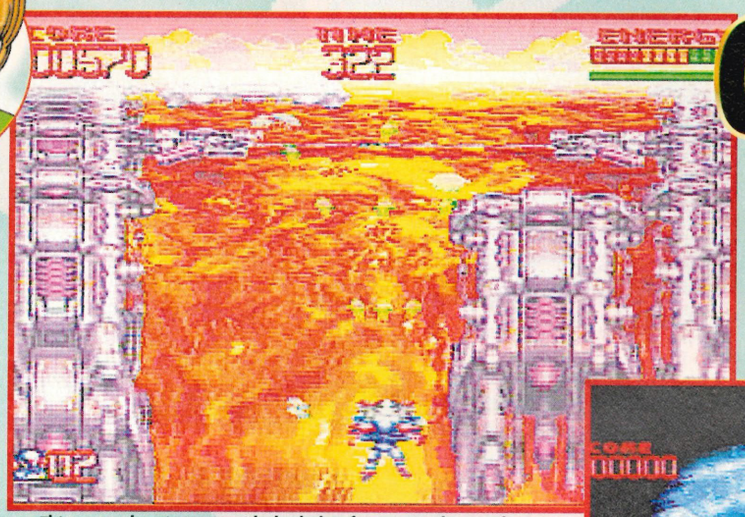


JON

They say lightning never strikes twice, but for *Super Turrican* it's just about to. Having saved the country, planet and even the galaxy in the last outing, *Super Turrican* returns madder and meaner than ever in an attempt to destroy the army of Darkness once and for all.

The original game was a feast of blast-'em-up action that scored an impressive 89% in Super Gamer. When you've got a great game then sequels are inevitable, but as with films, they very rarely live up to the original. With *Super Turrican 2*, however, Ocean have not made the game as good, but made it better!

After defeating the forces of evil, the federation believed that the war was over, but it had only just begun. The peace was just a cover for the army of Darkness to reorganise, re-arm and rethink. Before long they were ready again, and this time all the wiser. The Federation's feeble defence was no match for the attacking forces and the United Freedom Force was soon crushed. The galaxy was left a smouldering wreck and darkness reigned.



△ *Things are heating up, with the help of some Mode 7 trickery!*



Super Turrican was the only fighter to survive. Shipwrecked on a devastated planet; he swears to thwart the forces of Darkness - and this is when you bravely take over.

Before you start the game there's a handy options screen that gives you the choice of three difficulty settings - easy, normal or hard. *Super Turrican 2* is tough enough on normal setting as it is, so there won't be much use for the hard one, but the easy option is quite useful for the wimps out there! It won't make too much of a difference, but it gives the game a bit more appeal as you won't find yourself stuck on the first level forever.

The first thing you notice when you start is a number of bars, clocks etc around the edge of the screen. These are there to help you, and you need to keep a constant eye on them to see how you're faring. The most important is your health bar and the clock; if either of these get to zero you're history!

One of the most impressive features of *Super Turrican 2* is the number of weapons and vehicles available. There's four main weapons, the



△ *Turrican practices on his space hopper and woe betide anyone who cuts him up!*

GAMER GOLD

MILES



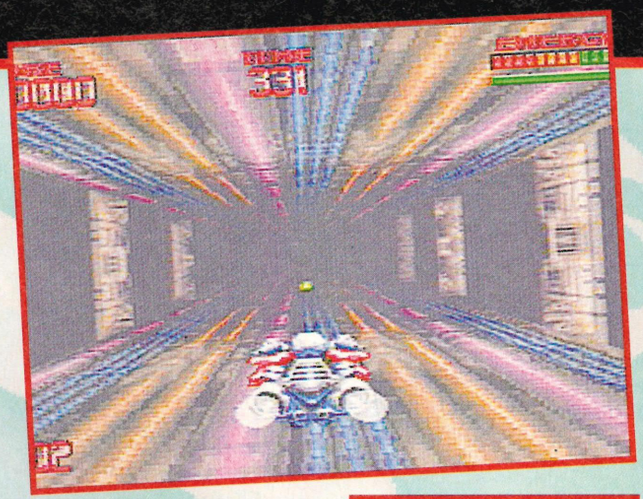
A blaster supreme! This game's got more weapons, vehicles and bad guys than an entire series of the A-Team. What I liked most about *Super Turrican 2* though, was the huge variety of action and the range of different levels. With some excellent graphics to boot, this is definitely one of the best SNES games I've had the pleasure to review so far this year. If fast and frantic action is what you're looking for, then you need look no further than *Super Turrican 2*.

spread rifle, laser, flame thrower and rebound laser. Each of these can be upgraded three times and is best suited against certain enemy and in certain environments. A little experimentation and you'll soon know which does what, and then you can really start to blast away.

As well as the four main weapons, *Super Turrican 2* has a few other tricks up his sleeve. First there's his extending arm, which helps him climb up walls, grab things and so on; secondly an energy wheel, which makes him invincible, and lastly some Smart-bombs, which blow everything on screen to bits.

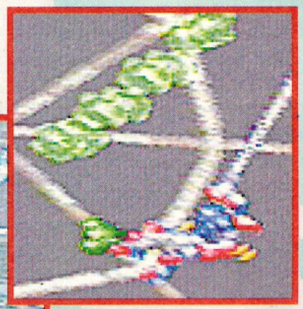
That's not all though, as *Super Turrican 2* also features some amazing vehicles that will help our hero battle through the levels. From sand buggies to galactic choppers, Super Turrican must learn to utilise them all if he's to survive.

All the weapons and so on must take second place, though, when it comes to the graphics. The Mode 7 wizardry brings this game to life and stands it out on a pedestal. It really does look absolutely fantastic! The screen shots can't do it justice, as they don't show all the scrupulous detail that has gone in to it, such as empty bullet cartridges flying out of the gun, superb backgrounds, hundreds of finely animated robots and monsters and, of course, Super Turrican himself. Admittedly graphics don't make a great game, but when you've already got one, they make it all the better. Add to this some of the best sound ever on a SNES game, and you have a wonderfully atmospheric blaster of the highest quality.

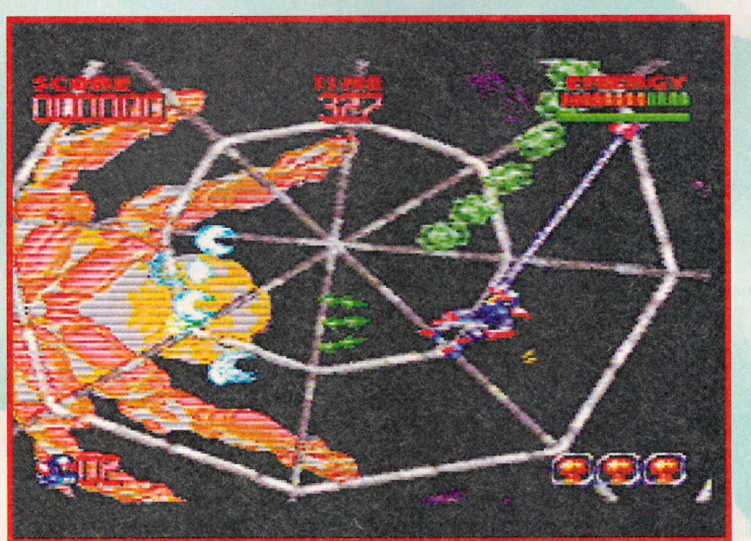


△ Turry seems to have taken a wrong turn and ended up in the channel tunnel!





△ I would have thought Turrican was a bit too old for the swings!



Super Turrican 2 is not without fault, though; it's not perfect, but then nothing ever is. Unfortunately, it's only a one player game, which can be a bit frustrating, as despite the immense fire power at your disposal, you'll be begging for more.

Perhaps the biggest let down is the lack of any password or battery back-up. That basically means the game has to be finished in one sitting, and although there's three continues, there's over eighteen worlds to conquer, so you'd have to be at the machine for one hell of a long time!

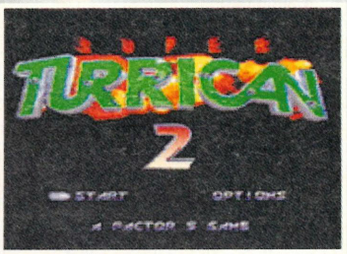
Still, putting that aside, *Super Turrican 2* is an excellent blast-em-up. The action is non-stop, the fire power awesome and the graphics superb, so put your best G-suit on and embark on one of the best platform shoot-em-ups of all time.



Turrican has a wide variety of weapons. Each is good for a certain situation. The bouncing bombs are good for firing at enemies below you.



Another one of the psychedelic levels. The variety of action is incredible and if you can survive a level, the next will always have a surprise in store.



PRODUCER
OCEAN
(061) 832 6633

PRICE
£ TBA

RELEASED
TBA

GAME TYPE
PLATFORM SHOOT-'EM-UP

CART SIZE
? MBIT

FEATURES
NONE

CONTROLS

NO FUNCTION (L)	ARM GRABBER (R)
FIRE (X)	SMART BOMB
JUMP (B)	ARM GRABBER

RATINGS

GRAPHICS	91
SOUND	87
GAMEPLAY	90
LONGEVITY	85

OVERALL

92

JON



"Meet the Flinstones, you'll have a Yabba dabba doo time, you'll have a gay old time." So the song said anyway, and the cartoon certainly had us all in fits. Unfortunately, Ocean's new release doesn't quite manage to live up to either the song or the cartoon.

The Flintstones have always been popular, but the recent film starring John Goodman has given them a new lease of life. Fred, Barney, Wilma, Betty and the rest of the clan have re-taken the world by storm. They're no strangers to Nintendo-ites, having graced our NES screens what feels like many years ago. They now return on the SNES in a smart, but dull platform adventure.



First the Earth was a big, unstable, fiery mass. Then things settled down and for a while everything was nice. Then the people came and it became nasty once more!



▽ *I bet a porker like John Goodman couldn't do all those moves for real!*

THE FLINTSTONES

Yabba dabba don't!

The game features Fred in a desperate bid to rescue the clan from the clutches of a madman. Cliff Vanderclave has some sort of grudge against Fred and has kidnapped all his family and friends, including Dino! You must take control of Fred and guide him through various zones in a bold attempt to rescue them back.

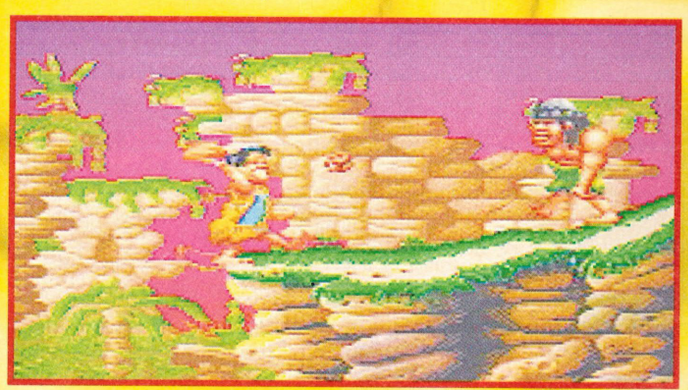
The game is your usual type of platform adventure, requiring the normal run and jump sort of thing. As you'd expect, there's also an element of exploration with the typical baddies to kill and end-of-level bosses to see off.

When you start playing the game you have nothing but three lives and your trusty club. A life is simply worth three hits from any of the hoard of bad guys; any more and it's goodnight baby! Fred is a big chap and therefore quite an easy target, so you have to be on your toes to stay alive. It's not that the bad guys are quick, or well armed, in fact they're quite slow and docile, but so's Fred!

The club is the main weapon, but as you boogie along you come across rocks and bowling balls that can also be added to Fred's armoury. The bowling ball can be rolled along the ground, knocking over everything that gets in its way, and the stones can be thrown in a similar manner. Unfortunately, these weapons are not limitless, so you can't just keep your finger on the fire button and blast your way through the levels.

There's also a couple of power-ups that you come across dotted around. Gems, trophies and coins give you more points and will help you get on that all-important list of high scorers. Most importantly, occasionally you come across a head; this will either restore Fred to full health, or give you an extra life.

In *The Flinstones* there's a strong emphasis on exploration. To finish a level every nook and cranny has to be searched as there's loads of hidden switches that have to be found. This gives the game an added dimension and saves it from what would otherwise have

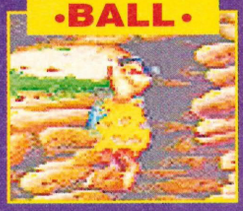




△ *Hiya! Uh oh! Hong Kong Phooey never had this problem. Then again he was called Janet, I think!*

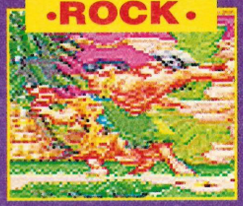
Sock it to 'em Mr Flintstone!

•BALL•



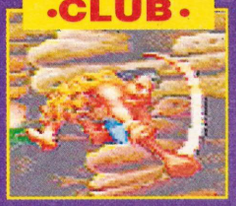
Go for a strike with your trusty bowling ball. It's always a hit with the bad guys!

•ROCK•



Alternatively lob a few rocks. It may not come with a ready-made pun but it's fun.

•CLUB•



Captain Caveman impersonation ahoy. Ooh, Cavey wavey, erm, etc...



Whammo — take that! I've really got to get this fear of the ground under control!

▽ *Cruising in the Flintstone-mobile. There's nothing like a neanderthal Sunday drive to clear the mind!*



been a rather mundane platformer.

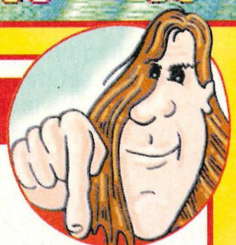
The Flinstones bravely attempts to capture the spirit and atmosphere of the cartoon. All the old clichés are there (Yabba Dabba Doo, etc, etc) but, as with the Gameboy version, it's based more on the film. The main character looks more like John Goodman than Fred Flintstone and the scenery, although excellent, looks more like a Hollywood film set than Bedrock. The result is a wonderful-looking game, but if you're a true Flintstone fan, you may be a little disappointed.

The game is tough and can be a bit frustrating due to the slow and methodical plodding along. Fred has some great animated sequences, but he's a bit on the slow side - not surprising with all that weight he's carrying around! The point is if you want a fast paced and action-packed platformer, this isn't it.

The game does have a two player option, but it's a bit of a cop out. Instead of playing together you play one after the other, swapping over each time either of you lose a life. If a two player game with Fred and Barney playing side by side had been included the game would have been all the better for it, as it is, the two player game is a big pile of Dino droppings!

One saving grace of *The Flinstones* is that with five large and challenging zones, along with a password and a couple of continues, it does have a lasting appeal, if you can keep your cool! In the end, though, it's let down by the slow pace and the lack of anything innovative or exciting.

MILES

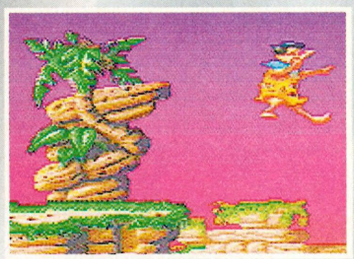


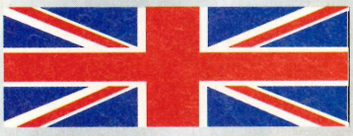
The Flintstones - a stoneage adventure - and it really shows! The game is slow, repetetive and becomes tedious almost as soon as you start. Sure, there are some smart graphics and animation but as we all know, those features on their own don't necessarily make a good game and this just proves it. There's nothing much in the way of thrills or excitement. Ocean have got some excellent games lined up for release during the next few months, but this isn't one of them. Give it a miss unless you hate yourself!



△ *WILMA, I'M HOME! The bread-winner returns for nosh and sleep.*







PRODUCER
OCEAN
(061) 832 6633

PRICE
ETBA

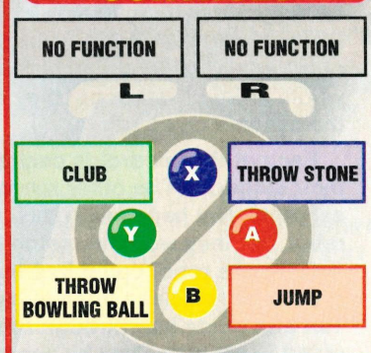
RELEASED
SOON

GAME TYPE
PLATFORMER

CART SIZE
?MBit

FEATURES
PASSWORD

CONTROLS



RATINGS

GRAPHICS	88
SOUND	86
GAMEPLAY	70
LONGEVITY	72

OVERALL

72

MR TUFF



JON

When the going gets Tuff , get Mr Tuff!

It is the year 2008. Earth is riddled with pollution and is no longer fit for any living thing. So, when an identical planet to earth is discovered, the human inhabitants decide that it's time to leave. After packing their bags, they board a fleet of spaceships and set off for Utopia. All living things are taken, but there is no room for the robots that had, for so long, served their human masters.

The robots, stranded on earth and unsure what to do, tried to set up a new society. Six military droids had other ideas. Using their military knowledge, hundreds of military machines and a whole array of weapons, they soon set themselves up as rulers.



△ Mr Blobby gets mean, but Mr Tuff's still waiting for Noel to pop out with his Gotcha.



Each of the six droids decided to take an isolated island for their kingdom. The other robots became their slaves and servants. Not happy with this, the domestic droids decided to rebel, but they were no match for the military machines.

Only one robot could free them - Mr Tuff! As a demolition droid who has been pushed too far, you must take control of Mr Tuff and guide him through the six islands, defeating all who stand in his way. Only by conquering each island and destroying each of the six military droids, can he free his fellow robots.

Mr Tuff, another of Ocean's excellent spring/summer line-up, is a wonderfully original platform beat-em-up that'll glue you to the screen. With tons of weapons, vehicles, backpacks and hidden bonuses, it's one of the best of it's kind.

On each of the six islands there's a number of buildings. All of these must be destroyed before you can go on to the end-of-level boss and the next island. To destroy a building you must take out a number of pillars that hold the building up. These are easy, but the military droids and creatures that protect them are not!

One of the smart things about the game is that you can attempt the buildings in any order you like. At first there seems to be no reason for this, but before long the benefits become apparent. Weapons can be found in each building, all are useful, but some are more powerful than others. So, a level with the most potent weapon is best left till last so you can use that weapon against the end-of-level boss.

Mr Tuff starts the game with just his metallic fists to see him through, but along the way





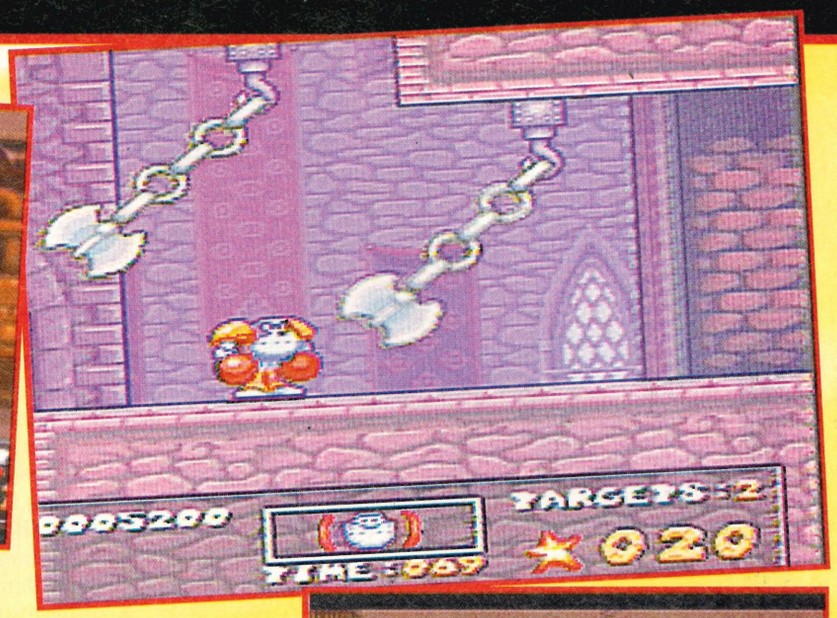
△ Mr Tuff's mad, bad and for some reason, determined to beat himself to death!

there's plenty of pick-ups to help him pack a bigger punch. On each level a number of glass pods can be found (some are hidden) and inside are bonus items including first aid kits (restores health), extra lives and extra weapons. Amongst these are: power fist, laser fist, electric drill, yoyo and chainsaw.

That's not all though; some of the objects in each building can be destroyed, and inside some useful backpacks can be found. These include a jetpack, missile launcher and flame thrower. Finding these backpacks is not always easy, but they will come in extremely handy, especially against the end-of-level bosses that are extremely hard to kill without either extra lives or extra weapons.



△ *My mum always said fight fire with fire, but not literally!*

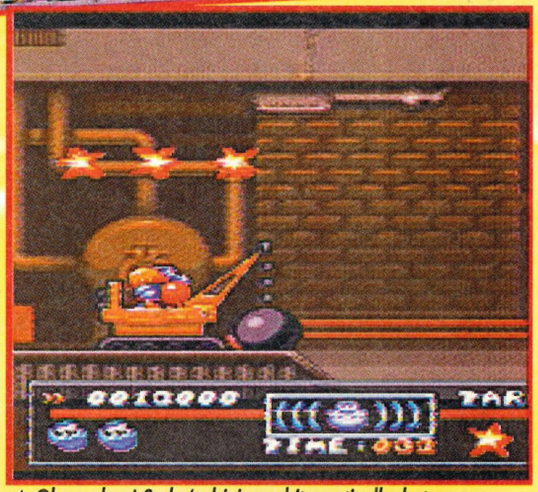


And still there's more! Not only does Mr Tuff have his weapons and backpacks, but there's also some vehicles conveniently lying around for him. These include a tank, demolition truck, laser surfboard and a submarine. Using these can be tricky to start with, but with a bit of practice and a lot of death you'll soon be using them like a pro. Unlike the weapons, they can't be taken from level to level though.

Mr Tuff has a lot of good features, one of these being all the hidden sections. There's so many all over the place that you'll be exploring for ever.

During the game Mr Tuff must collect as many of the stars scattered around each level as he can. These stars aren't just there to look nice; they can be used in the shop to buy essential upgrades. The shop can be entered at any point during the game (except when fighting a boss), by simply pressing 'select'.

It allows you to have a go on the lucky dip, to save your place, to buy an extra life or purchase a password so that you can restart where you are. This shop has the same sort of prices as Harrods though, so literally hundreds of stars must be collected. Happy hunting!



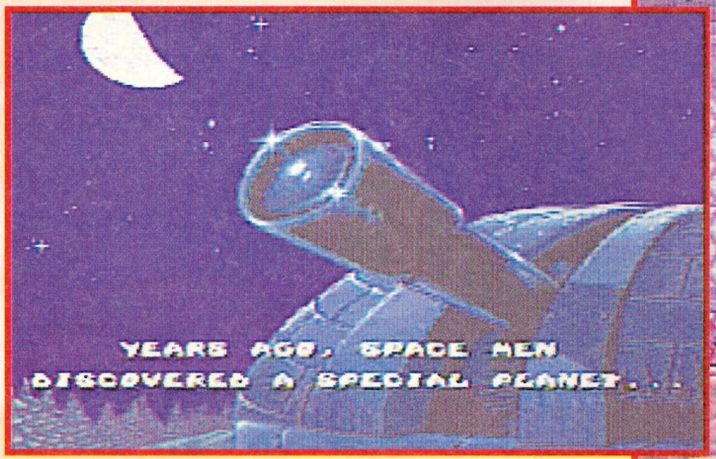
△ *Okay, okay! So he's driving a bit erratically, but are you going to ask to see his driving licence?*

HAYDEN



When I first heard about *Mr Tuff*, I mistakingly assumed it was going to be a boxing game, or summit like that. Instead we get a cute story of robots left on a dying planet, struggling to live a peaceful life. Admittedly, the plot sounds a bit naff, but the game is actually quite good. There's plenty of different weapons and vehicles to give a bit of variety and there's also loads of hidden rooms for you to search out.

Mr Tuff may look a bit basic, but it's great fun and easy to get into. One problem though, is that it's a tad too easy and with only five islands too conquer, the serious gamer will have it finished in no time. Still, it's great for kids and anyone who just wants a fun and playable game.



△ *I'm still not convinced the moon isn't made of cheese.*





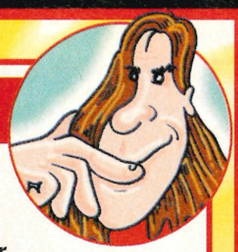
△ *Destroy each building and it's off to see one very angry boss!*

Graphically *Mr Tuff* is not particularly stunning, but it's good enough. The sprites are clear and well-animated, the scenery and backgrounds okay and the scrolling smooth. The sound is just the same - nothing spectacular, but okay.

Mr Tuff is not about smart graphics or sound though; the strength of this game comes from the excellent gameplay. At first it appears a bit easy, but it's just coaxing you into the game, encouraging you to get involved, explore a bit, try out a few things before it gets gradually tougher and tougher.

With all the weapons, vehicles and hidden rooms *Mr Tuff* makes sure that boredom never enters your head. The only shame is that there's no simultaneous two player game, but hey, with a friend like *Mr Tuff* you won't need any others anyway!

MILES



It's cooky and it's spooky .... oh hang on, I'm thinking of the wrong game! *Mr Tuff*, oh yeh! Well, as you can see, it didn't really make much of an impression on me. It's fun and there's a certain amount of variety and challenge, but in the end it lacks any punch (excuse the pun).

It has a few vehicles and so on, but the levels are near enough the same thing over and over again.

It amuses for a bit, but then dies a death and will spend most of it's life gathering dust next to the Super Nintendo. The others in the SUPER GAMER review team liked it, but for me, if you're going to have a platform action game, it's got to have some action! We've reviewed some great games in this issue of SUPER GAMER, and if thrills, action, excitement and a proper challenge is what you're after, you'd do much better for yourself checking one of them out.



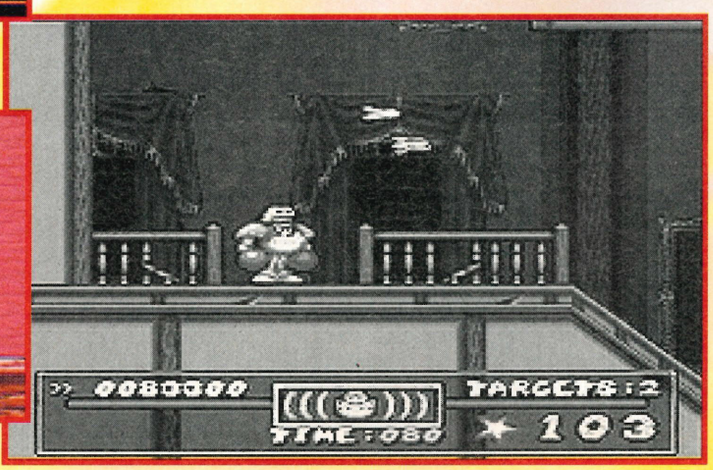
△ *Well we have a landing, nice curtains, bannisters a bit ropey, but anyone want a hose?*

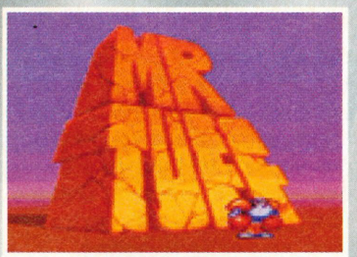


△ *The above mentioned angry boss. He looks a bit of a wimp actually!*



△ *He used to be a surfing champ, you know!*







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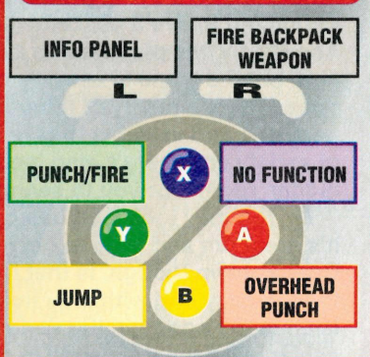
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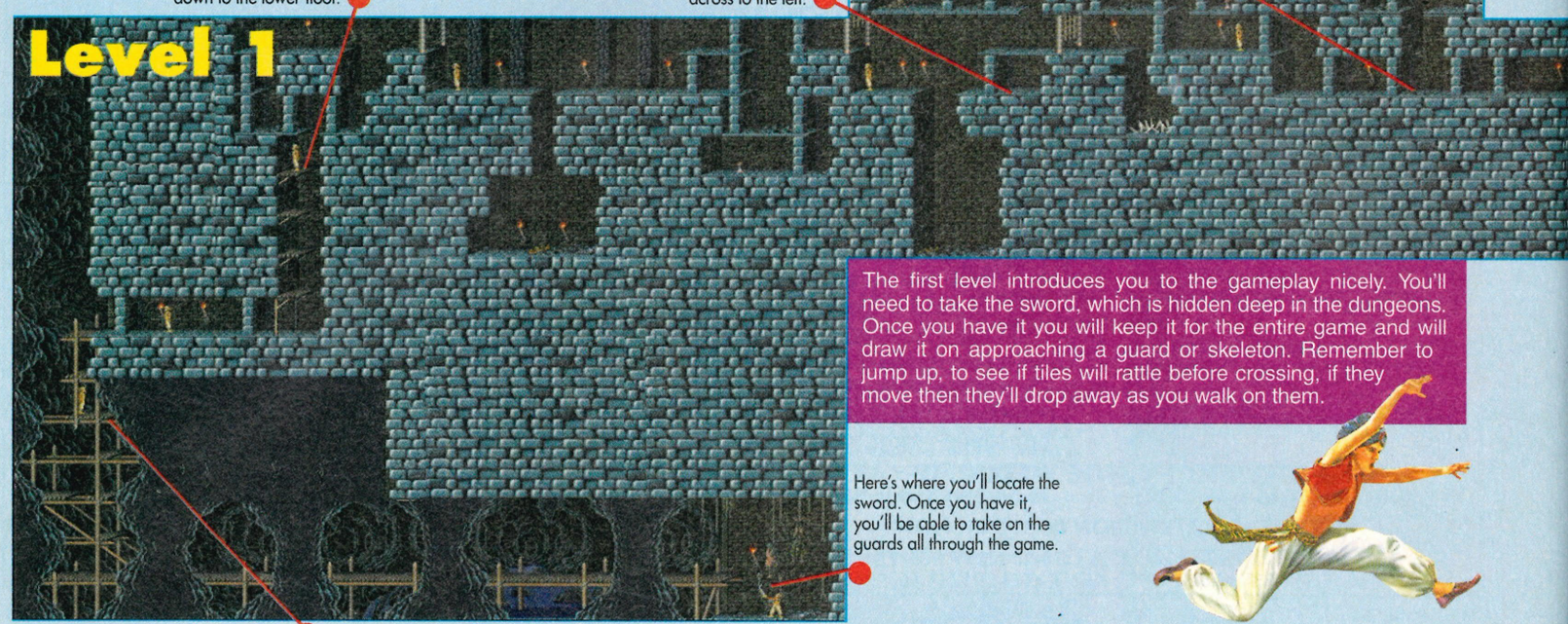


PRINCE OF PERSIA

KONAMI ● PLATFORM SHEIK-'EM-UP

Swash buckling action? You got it! *Prince Of Persia* is a classic game that has graced just about every format known to man – now, the Super NES. Bigger and bolder than previous versions, with animation and graphical expertise to make your eyes pop, this is the game that every self respecting console head should add to their collection. The fiendish maze of dungeons and deadly traps will keep you scratching your head in despair, but then again, you've got the Super Gamer solution! Hang on honey, I'm coming!

Level 1



Face left when you reach the platforms here. Now keep pushing down to make the prince climb down to the lower floor.

Press the switch here to open the gate on the left. Go through and jump the gap, making your way across to the left.

After collecting the sword, make your way back to this area. Fight the guard here and run right to the exit.

The first level introduces you to the gameplay nicely. You'll need to take the sword, which is hidden deep in the dungeons. Once you have it you will keep it for the entire game and will draw it on approaching a guard or skeleton. Remember to jump up, to see if tiles will rattle before crossing, if they move then they'll drop away as you walk on them.

Here's where you'll locate the sword. Once you have it, you'll be able to take on the guards all through the game.

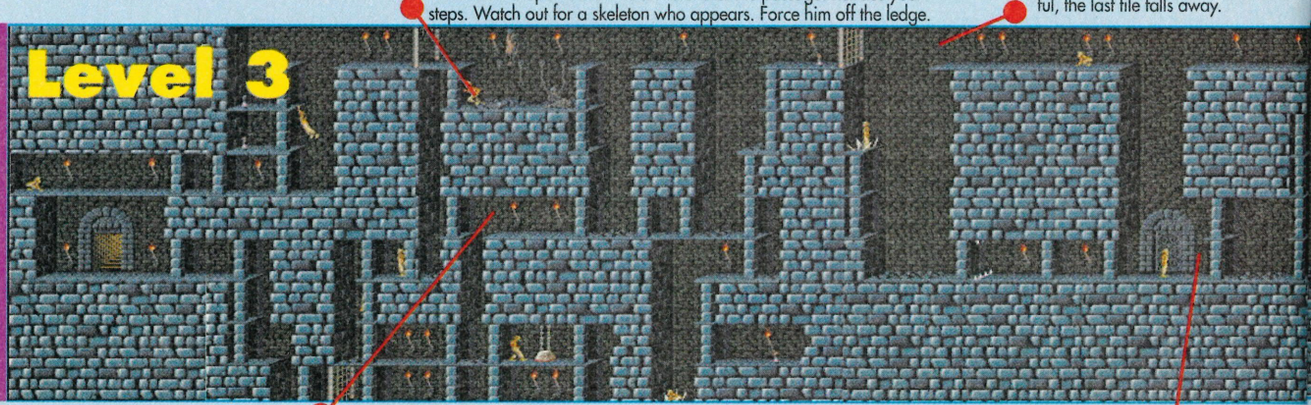
Move to the right side of this platform and go down to the lower bridge. Now run right to the room where the sword can be found.

From the gate, head right being wary of falling tiles. Go to the very end then drop down, not touching the top potion which takes health points. The switch to open the exit is at the end of the passage. Retrace your steps. Watch out for a skeleton who appears. Force him off the ledge.

Timing is essential. At the last moment, make the jump to the gate. Be careful, the last tile falls away.

Level 3

Level three introduces new problems. You will have to conquer a long line of running jumps in quick succession. Only practise will get you through. If you die once you have got through the gate, don't worry, you won't have to do it again – you are automatically taken beyond the gate to continue the level. In the second half, you will also face falling pendulums and bad potions.



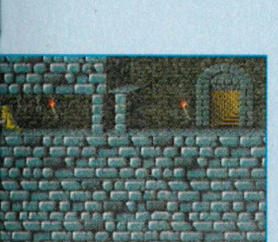
Drop down, and go left; being careful of the falling tile. Keep going left and drop down again. Now head right, jumping past the falling pendulum. Go down again, the switch to the gate is in the passage.

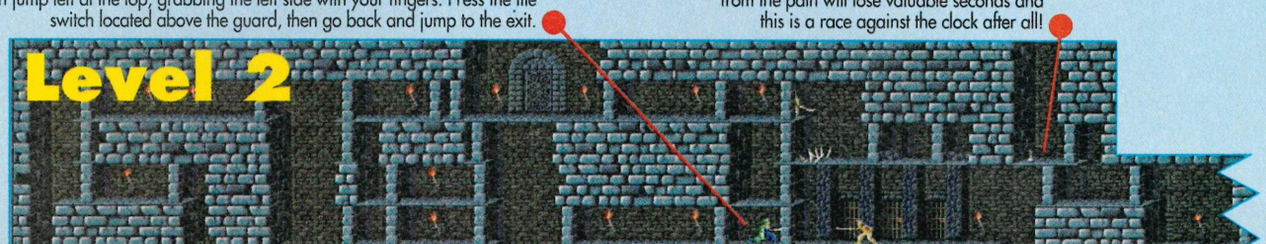
Run right from the starting gate and climb the first two levels. A standing jump will get you across to the platform on the other side. Move across the platform and again climb up.

Level 2

Kill this guard, then jump over the large gap on the left. Climb up the ledges. Then jump left at the top; grabbing the left side with your fingers. Press the tile switch located above the guard, then go back and jump to the exit.

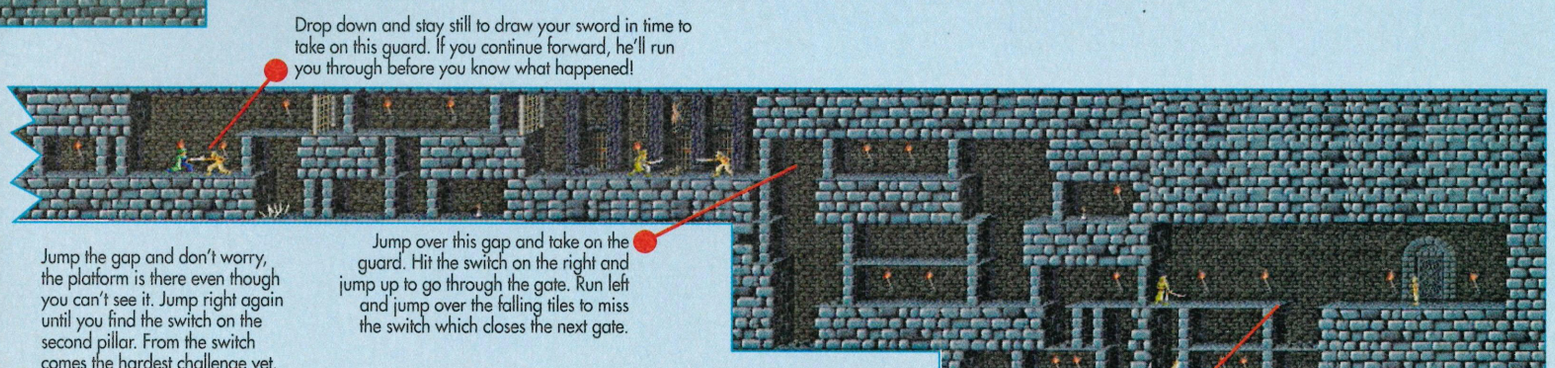
Secret potions are around, but only make use of them if you're desperate. Any deviations from the path will lose valuable seconds and this is a race against the clock after all!





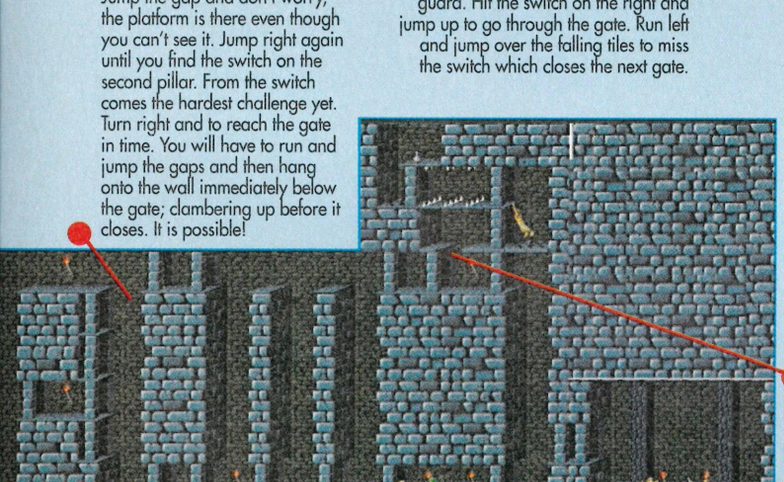
Level two has more of the labyrinth style you'll soon be getting used to. If you find a gate is closing before you reach it, crouch down and you can often slip through. When fighting guards, try to attack just as he lifts his sword.

Drop down and stay still to draw your sword in time to take on this guard. If you continue forward, he'll run you through before you know what happened!



Jump over this gap and take on the guard. Hit the switch on the right and jump up to go through the gate. Run left and jump over the falling tiles to miss the switch which closes the next gate.

Jump the gap and don't worry, the platform is there even though you can't see it. Jump right again until you find the switch on the second pillar. From the switch comes the hardest challenge yet. Turn right and to reach the gate in time. You will have to run and jump the gaps and then hang onto the wall immediately below the gate; clambering up before it closes. It is possible!



From the start, run left over the falling tiles here. Have a scrap with the guard, then drop down for some lip-smacking potion. Now go to the dead guard, jump over the gap and climb the ledges to the top.

By jumping at the roof, you will make a tile fall. Climb through into a secret room. The potion at the top is worth five health points, but first you have to get through the choppers. Do this by shuffling between them.

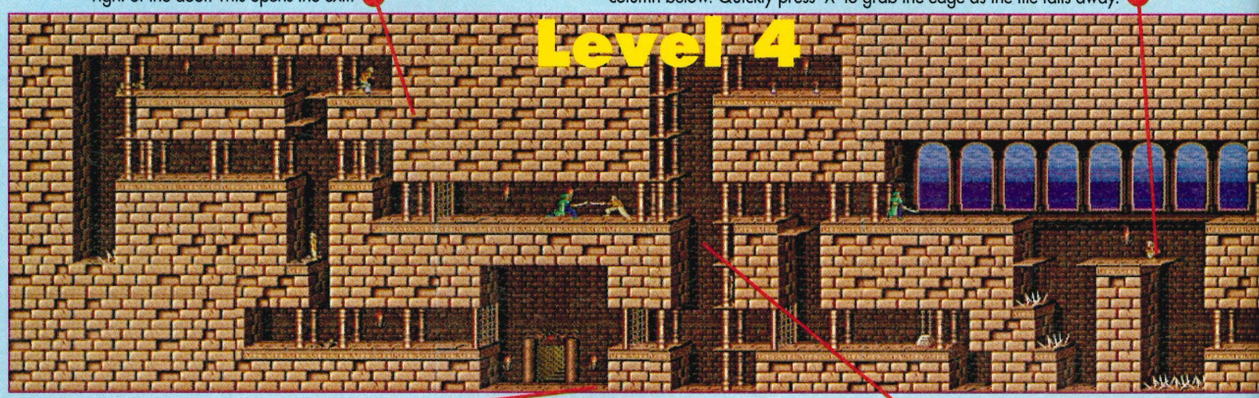
Jump the hole, and sword fight the soldier who blocks your path. Climb the platform and jump into the room with a skeleton. Kill him and run past. The potion is worth five health points. But be warned, the skeleton comes back to life!



Passwords

Level 2 – MRG5L2X	Level 11 – 7F39R1B
Level 3 – B6+TWNN	Level 12 – H9TZD8M
Level 4 – 9Z3NRDX	Level 13 – 7TXF+9V
Level 5 – LQHWTVR	Level 14 – H+KX3L7
Level 6 – CGKDBZ2	Level 15 – GZ9MEZJ
Level 7 – TH4Q++B	Level 16 – 84CPBC6
Level 8 – VXPNBY2	Level 17 – QQNL2PV
Level 9 – QLL!WHR	Level 18 – 4Q7TMHJ
Level 10 – HWB93WX	Level 19 – QHJG!Q7
	Level 20 – H8J12+Y

Level 4



Run back to the exit and step on the tile to the right of the door. This opens the exit.

Jump through the guillotine and kill the guard. There's a switch directly in front of the gate which closes it, so jump over to miss it and drop to the column below. Quickly press 'X' to grab the edge as the tile falls away.

Step on the switch here and pull yourself up to the ledge above. Go right and run under the pounder, step on the loose tile to drop it on the switch below. The gate on the left is now open.

From the column, slippy to the edge and jump right to grab the ledge. Pull up and prepare to do battle. Jump the gap and go down.

Watch out for dropping tiles on this level and don't try to climb up any ledges that aren't supported by a solid wall, you can bet they'll fall away at the touch. It's worth remembering that the slippy slide move to an edge will prevent you from falling, and also it'll reveal a possible dissolving floor before you decide to take a jump.

Level 6

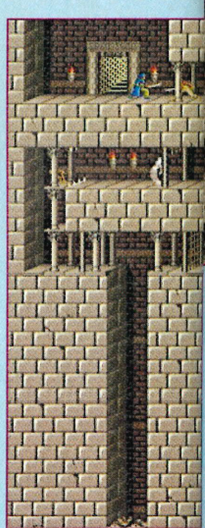


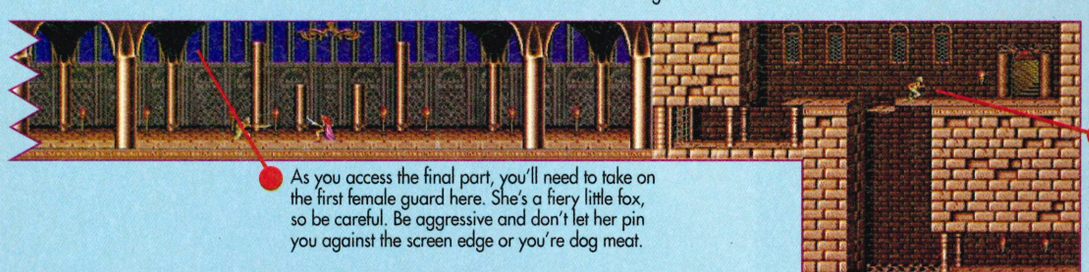
If you're in this area, push against the wall. Hey presto! It's false and you can walk straight through it.

Fight the guard then run right, making sure you don't stop as the tiles fall away. Fight the next guard on the right, jump across the gap and hit the switch. Now quickly jump back, climb down and use a hanging jump to grab the right ledge and slip through the gate before it closes.

Go left from the start and work your way up to this area. Keep going up to get past the guillotine, then climb up the ledges to take on the guard.

On reaching this dead end, jump up to drop the loose tiles. Climb up and go right, shuffling through the spikes to survive.



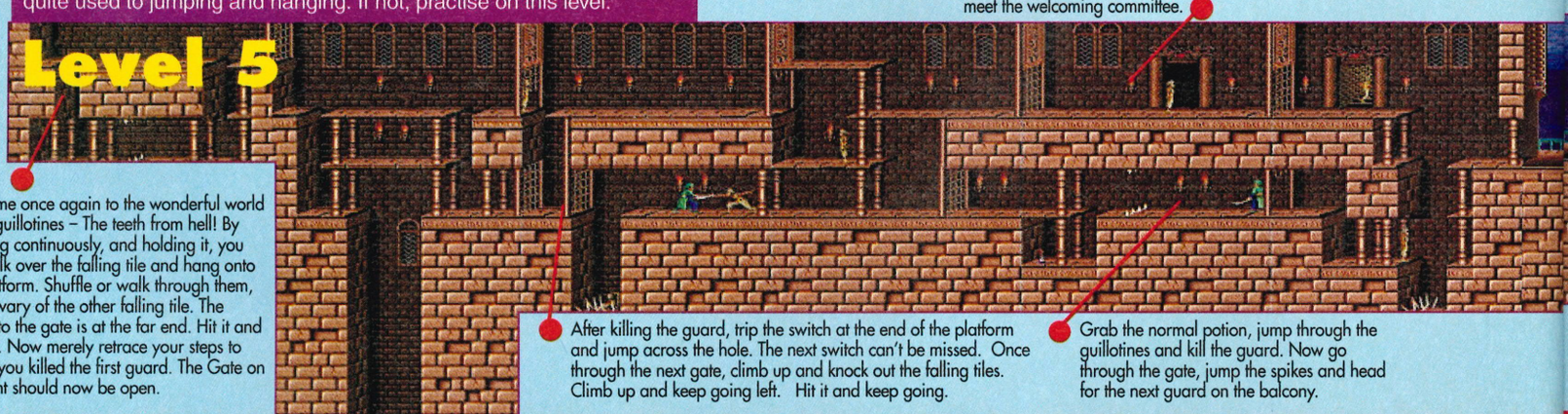


As you access the final part, you'll need to take on the first female guard here. She's a fiery little fox, so be careful. Be aggressive and don't let her pin you against the screen edge or you're dog meat.

Go through the gate and climb up to activate the exit door. Now run right over the falling tiles straight to the exit.

Level five isn't especially difficult. Gradually the numbers of guards, falling tiles and gates are increasing, but it's so gradual you should not face any great problems. By now you should have mastered the control pad, and are used to taking shuffling steps into different rooms and jumping to see if any tiles move Most importantly , you should be able to make a large number of distance jumps in quick succession, and be quite used to jumping and hanging. If not, practise on this level.

Level 5



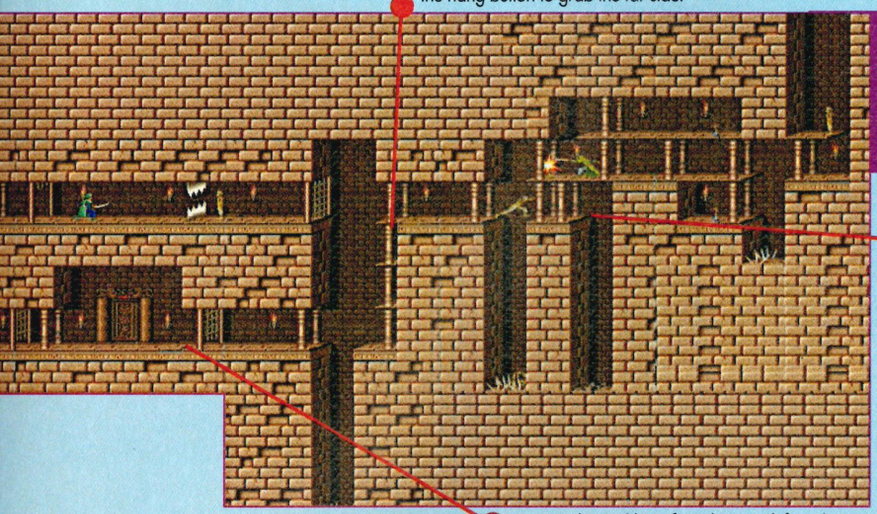
Run right to step on the switch, now run left and go through the gate. It's better not to go through the next gate, but instead to drop down and head left to meet the welcoming committee.

Welcome once again to the wonderful world of the guillotines – The teeth from hell! By shuffling continuously, and holding it, you will walk over the falling tile and hang onto the platform. Shuffle or walk through them, being wary of the other falling tile. The switch to the gate is at the far end. Hit it and get out. Now merely retrace your steps to where you killed the first guard. The Gate on the right should now be open.

After killing the guard, trip the switch at the end of the platform and jump across the hole. The next switch can't be missed. Once through the next gate, climb up and knock out the falling tiles. Climb up and keep going left. Hit it and keep going.

Grab the normal potion, jump through the guillotines and kill the guard. Now go through the gate, jump the spikes and head for the next guard on the balcony.

Jump across the gap and climb up the platforms here. Slippy to the right edge and jump, pressing the hang button to grab the far side.



This level has plenty of spiky traps just waiting to impale our prince. If you decide to take the route on the left of the exit area, don't worry about the spikes, as crossing the higher tiles causes them drop to the spikes – making them harmless so you can drop down and move right to the exit.

Run right onto the falling platform here. As it starts to fall, quickly turn left and press the hang button to grab the left ledge and save yourself from certain death. Go and kill the guard, then jump right to the far ledge. Jump up to drop the tile on the switch.

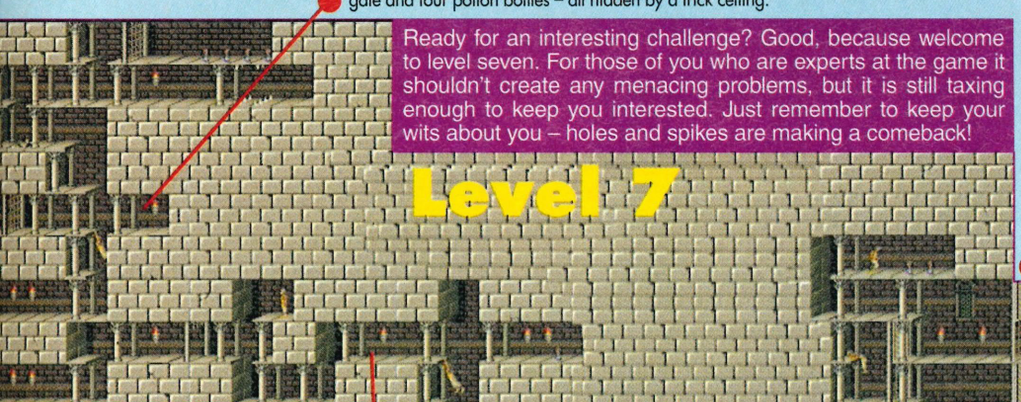
Step on the pad here first, then run left and step on the other pad. The right gate will now be open for you to go through.

Action Replay

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Infinite energy
7E047701
Guards stand still
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Kills off the Grand Vizier on level 20

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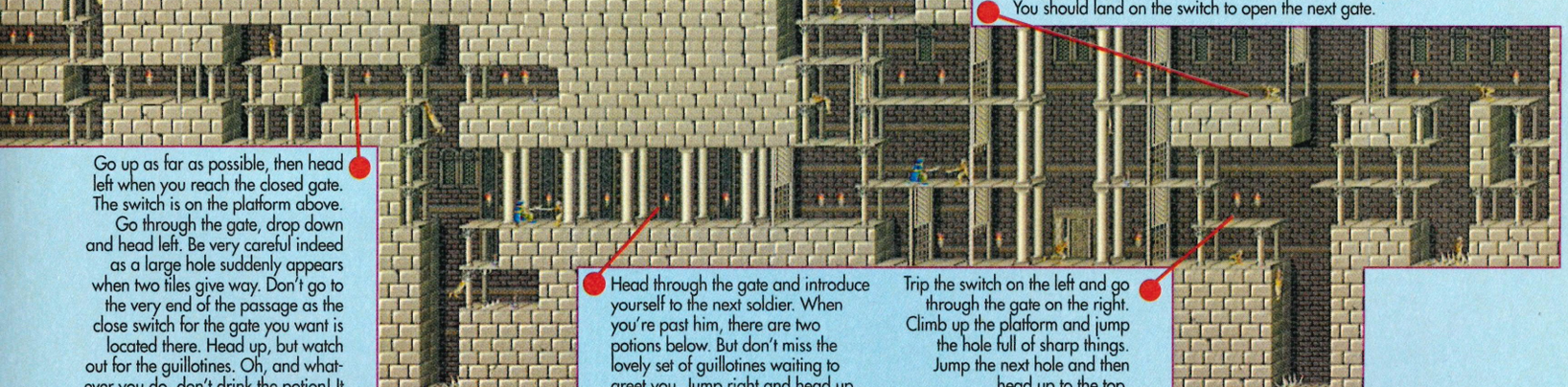
Step on the switch here. It opens both the gate and the exit . On the other side of the gate is a single guard. Try not to die because you'll only have to do the whole thing again! Above are two guillotines a gate and four potion bottles – all hidden by a trick ceiling.



Ready for an interesting challenge? Good, because welcome to level seven. For those of you who are experts at the game it shouldn't create any menacing problems, but it is still taxing enough to keep you interested. Just remember to keep your wits about you – holes and spikes are making a comeback!

Level 7

A good standing jump will get you across the hole. Now go down and then left. Don't miss the switch or the falling tile, or you'll fall into the great unknown. Climb onwards and upwards, jump left to the now open gate. Once through drop, down and pick up a potion. See that gap on your left? Well you've got to jump it to get to the nice man with the sword on the other side. Kill him and drop down a platform. You should land on the switch to open the next gate.

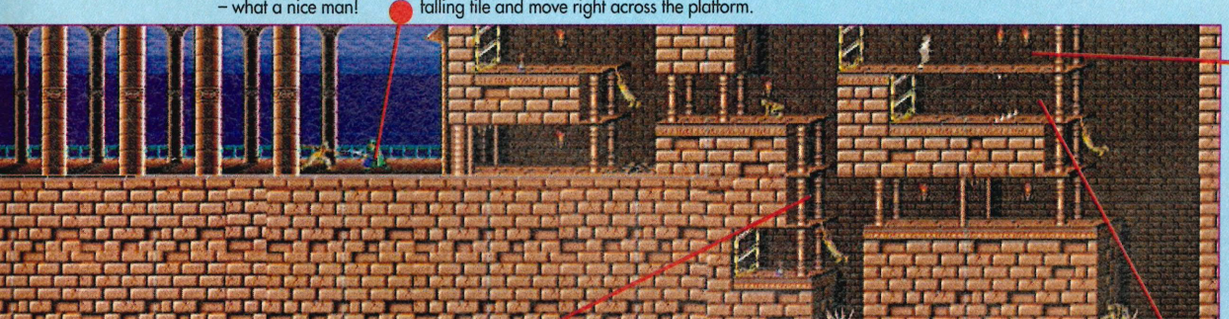


Go up as far as possible, then head left when you reach the closed gate. The switch is on the platform above. Go through the gate, drop down and head left. Be very careful indeed as a large hole suddenly appears when two tiles give way. Don't go to the very end of the passage as the close switch for the gate you want is located there. Head up, but watch out for the guillotines. Oh, and whatever you do, don't drink the potion! It will kill you immediately! Your alternate self should beat you to it though – what a nice man!

Head through the gate and introduce yourself to the next soldier. When you're past him, there are two potions below. But don't miss the lovely set of guillotines waiting to greet you. Jump right and head up.

Trip the switch on the left and go through the gate on the right. Climb up the platform and jump the hole full of sharp things. Jump the next hole and then head up to the top.

Kill the guard and keep heading right. Knock out the falling tile and move right across the platform.



After you have hit the switch, take a running jump at the mirror. This is the only one which will let you pass through. You will find that you land safely on the other side, and from out of the mirror will come a shadow man – your alternate self. Unfortunately, this will take away a couple of health points. Run left and make your way back to the exit.

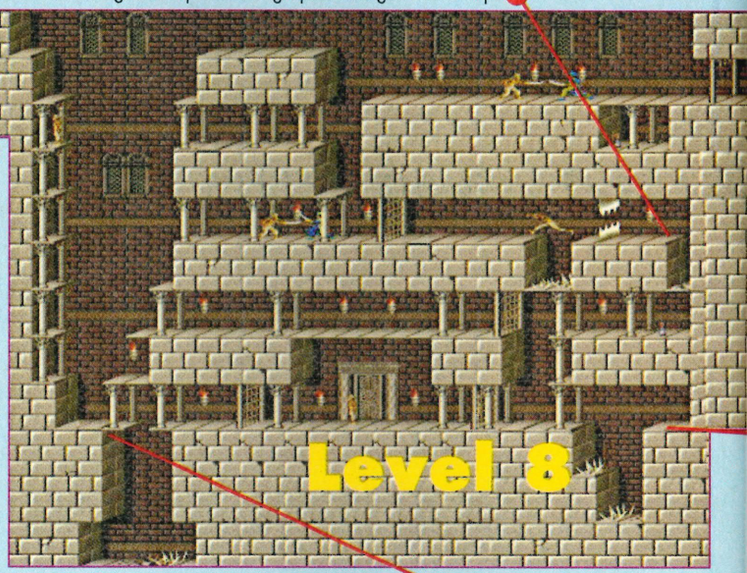
From the platform, drop down and pick up the potion. Now you can go right and then up. Remember, don't fall on the spikes – they dón't help at all!

Jump through the guillotines and trip the switch near the mirror. Now you can go back and up to the top platform.

After fighting the guard below, step on the switch on the left, then go left and climb up. Fight the top guard and run over the tiles to get the one point potion hidden below. Now make your way right, press the switch and go back to the dead guard below. Go past the guillotines and walk on the far right tile. It drops onto a switch below. Now go back up and run right past dead guard at the top.

This level has a secret room, obscured by a wall. The wall is false, however and there's a full energy potion nestling there – fit for a prince. It's worth mentioning that if you're cheating with an Action Replay, turn it off before stepping onto falling tiles or they'll not drop, sometimes making it impossible to progress.

On getting the secret potion here, simply walk through the false wall, make your way back to the start area.



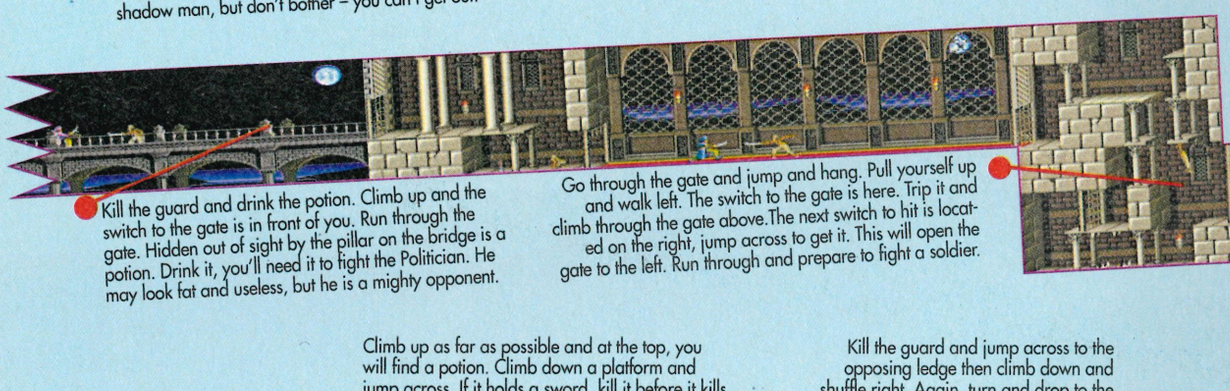
Get to this area by pressing the switch next to the gate to open it. Run across the loose tiles, then climb up the platforms on the left to the top. Go left through false wall for a maximum energy potion. Now go back to the start and right through the gate.

Level nine is not a big level. It will however test your sword fighting skills to the maximum. In level nine you will meet the politician, a mighty adversary. Level nine will also test your faith. Coming this far to throw yourself off the edge of hole is not easy by any means. But believe and you shall reach level ten.



After defeating the Politician, don't do anything silly, like falling down the hole in the floor covered by a falling tile. Jump over it and literally throw yourself off the edge of the biggest hole – you'll just fall into level ten.

On a really good day you might be able to reach the other side and clamber up in time to meet the shadow man, but don't bother – you can't get out!



Kill the guard and drink the potion. Climb up and the switch to the gate is in front of you. Run through the gate. Hidden out of sight by the pillar on the bridge is a potion. Drink it, you'll need it to fight the Politician. He may look fat and useless, but he is a mighty opponent.

Go through the gate and jump and hang. Pull yourself up and walk left. The switch to the gate is here. Trip it and climb through the gate above. The next switch to hit is located on the right, jump across to get it. This will open the gate to the left. Run through and prepare to fight a soldier.

Climb up as far as possible and at the top, you will find a potion. Climb down a platform and jump across. If it holds a sword, kill it before it kills you! Climb up, being careful of the falling floor. Go right until you meet another guard.

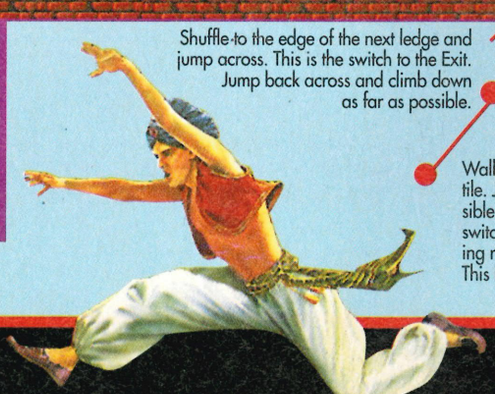
Kill the guard and jump across to the opposing ledge then climb down and shuffle right. Again, turn and drop to the platform below. Jump the small gap and kill the guard who faces you.

From the start, go right. Climb up to the next platform and shuffle across, being careful not to fall onto the spikes below.

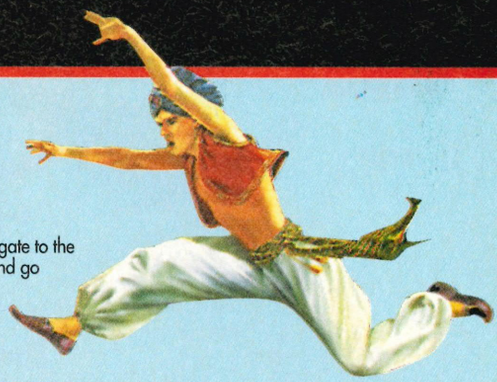


Level 11 introduces new elements to contend with. These include fire from the floor and tougher guards. One thing level 11 does do, is test your acrobatic ability to the full. The maze is large with many unseen drops, more often than not with spikes at the bottom. The level also contains a large number of potion bottles, all of which restore at least one health point.

Shuffle to the edge of the next ledge and jump across. This is the switch to the Exit. Jump back across and climb down as far as possible.

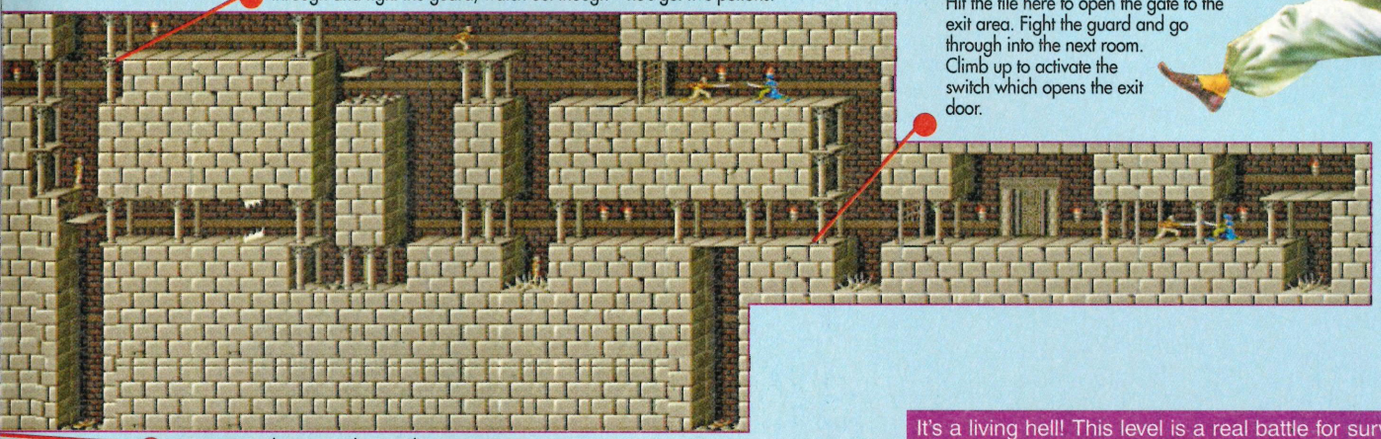


Walk left carefully. Turn and jump up. This will dislodge a loose tile. Jump across the gap and again climb down as far as possible. Once at the bottom, go right. Here in the floor is a switch. It should be covered by the fallen tile. Climb up, heading right, then climb back down. In front of you is a guillotine. This hurts! Stay away at all costs and jump across.



Jump from the left ledge and climb up to the top. Run right across the falling bridge and jump right to the gate. The switch directly before the gate opens it. Go through and fight the guard, watch out though – he's got five potions.

Hit the tile here to open the gate to the exit area. Fight the guard and go through into the next room. Climb up to activate the switch which opens the exit door.



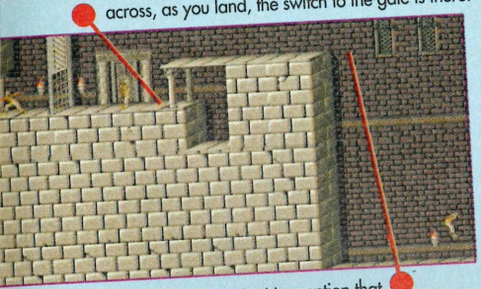
Jump across the gap and use a clinging jump to access the switch located here. This opens the gate above. Go through the gate and get to the left edge above the start area. The tiles fall away at the edge of this floor, so use the shuffle move and climb up the platform above. Now go right and fight the guard.

It's a living hell! This level is a real battle for survival as you make your way through, simply taking on the skeletons. They are, however, particularly ghost-like and can even spring back to life just when you thought it was all over. The best way to seal their doom is to keep lunging at them until they're forced off the edge of a platform, at least that way you can be sure they don't come back for more. Damn their oily hides!

Level 10

Jump from the centre of this platform to make sure you land on the smaller one to the right. Jumping from the edge will send you spiralling to your demise.

From the start walk right. The switch to the gate on the left is set in the floor. Go through the gate and draw your sword, there's a guard waiting. Kill him and head left; looking out for the hole in the floor. Jump across, as you land, the switch to the gate is there.



It seems important to mention that there is nothing to the right on this level. Just a great big drop.

Don't relax for a second when you fight this bony menace. As you seemingly slay him with ease, get ready to climb up the next platform as quickly as possible, as after a few second he is resurrected from the dead!



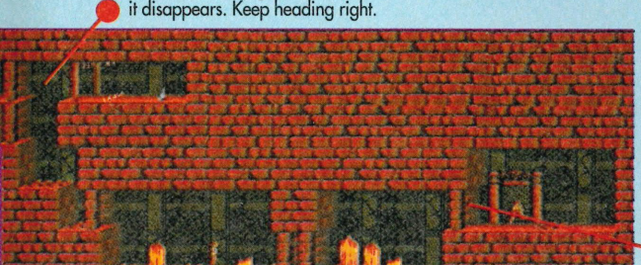
Jump over to the exit door, then drop down to hit the switch tile below. Now all you have to do is go left, jump over the lower skeleton and make your way back to the exit door!

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Get up to this level and walk left, don't worry you can't fall off the edge. Now keep pushing up to access the secret room on the left and guzzle that potion.

As you seemingly plummet to your doom from level ten, Push left and get ready to grab the ledge here. Pull yourself up and jump left to tackle the first skeleton.

Once through the gate, keep going right; being careful of falling floor tiles. When the floor has given way, climb down, and then down again until you can see the room which has jets of fire shooting from the floor. Shuffle across the fire when it disappears. Keep heading right.



When you have passed the fires, climb up onto the platform, in front is the open exit.

Pull yourself up and fight the second skeleton. Try to push him left off the edge of the platform, then jump over and make your way up.

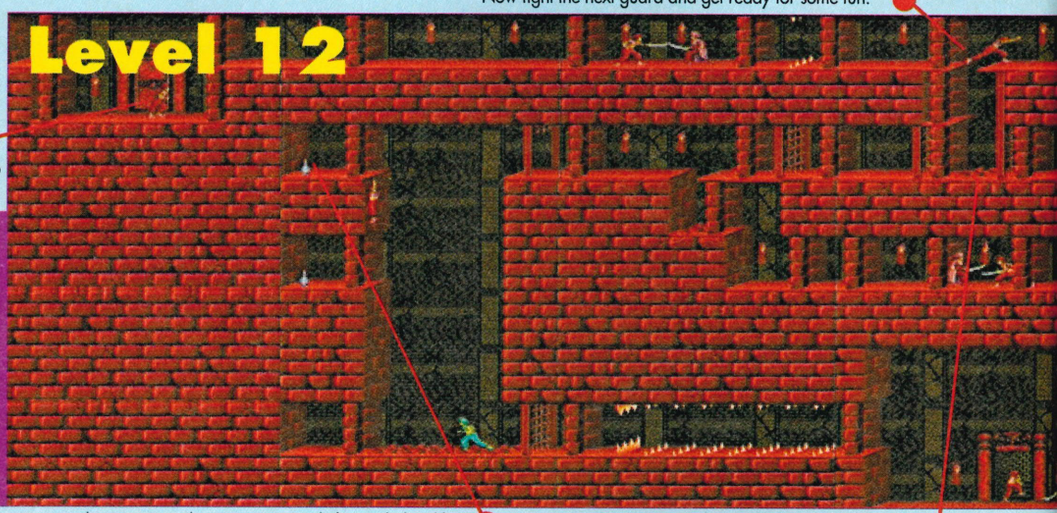


From the start, turn right and climb up a level. Keep heading right until you reach a soldier.

Kill the soldier and keep going right. Jump over the loose tiles in the floor – you don't want to knock them down. Now fight the next guard and get ready for some fun.

Level 12

Welcome to level 11. You'll be sorry to know this is the last red level. Once again, the things that kill have increased in number. There are a few more guards, and a few more holes. However, the couple of surprises you wouldn't expect are the eight guillotines in a line, the five floor tiles in a row (which fall away), and the magic levitation potion. And just like the nice fairy said to Cinderella, "Move fast kid, this won't last for ever!" If you wind up on the right hand side of the level looking for a switch, then don't bother. All you have to do is kill the skeleton.



This is some evil moon juice! Drink this and glow like a nuclear power station. This stuff is a floaty potion. Just jump into the hole and glide to the bottom quite safely. Now hit the switch on the right open the gate, negotiate the guillotines, and kill the skeleton who blocks your escape. The exit will open and you're home free!

You've got two routes to chose from – the Soldier, or the guillotines. Don't forget the switch in the floor. Hit it and the gates in front of you will close. When you're through, run like the wind to the bottle on the far left. Don't stop – the floor has this habit of disappearing!

Kill the guard and jump onto the conveyor belt. Drop into the room below. Jump left through the false wall allowing yourself to escape. Go back to the conveyor belt. You will have to run and jump to land on it and not fall off. Drop down, go left, then drop down again. Now head left towards the gate.

You think the other levels were hard? Oh boy do you have problems! However hard you try, on this level you will invariably manage to throw yourself on a set of spikes – something which doesn't increase your chances of completing the game. Be prepared to face huge chasms, false walls, secret rooms, dodgy looking potions and soldiers with an attitude. This is also an interesting introduction to conveyor belts. Don't be disheartened if you can't get through the first gate – just be glad when you do!

Level 14

Once through the gate, head down and left. The last tile gives way, and has to be knocked down onto the switch below. Now go back and climb to the top platform. Jump right through the guillotines to the switch. Now go through the gate on the left which has just opened. Head left across the falling tiles towards the soldier.

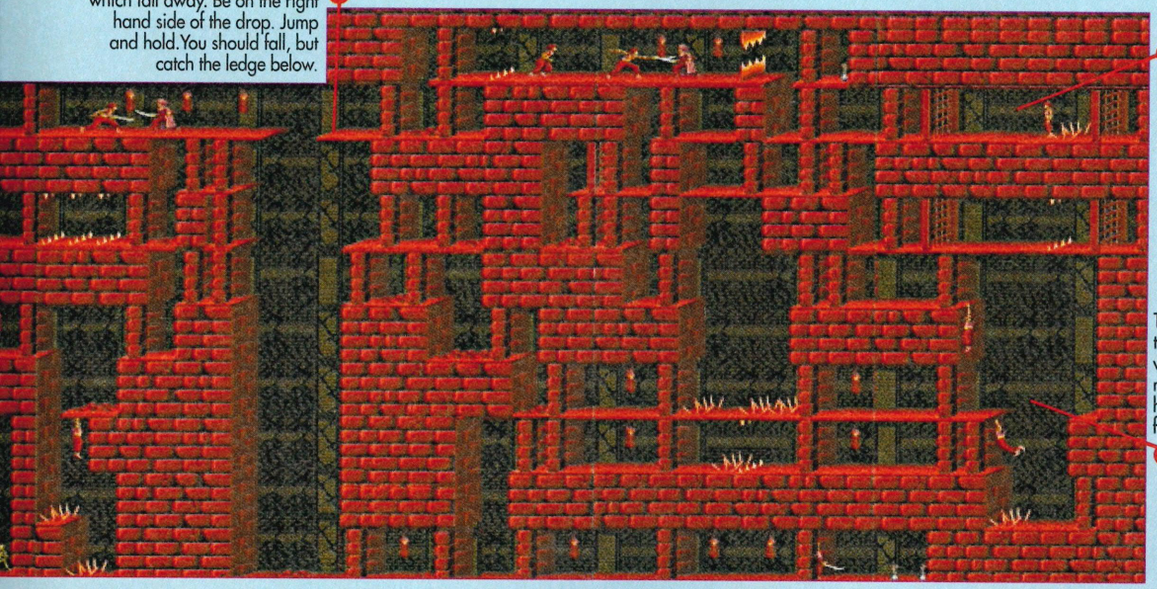
Time to kill another guard. Force him off the edge onto the spikes. Now jump across onto the ledge. The switch here opens the gate to the left. From here you have to be fast and run and jump, while at the same time being very wary of the spikes and the close switch.

Drop down and with a standing jump to reach the falling tile, turn and grab the ledge, which is a switch itself. Go back through the gates which are all open and keep heading right. On the ledge overlooking the exit there is a switch, this opens the exit. Drop down and Leave.

From the start, head left. Almost immediately you will run into a soldier. Say goodbye and put him into the guillotine. Keep going left until you can climb up. Once up, go right, but watch out for the floor that gives way.

Keep going right, past the exit and through the guillotine. Here you have to kill another guard. When he's finished, keep going right until you reach the chasm. Now you have to climb up to the top.

Fight and kill the guard. You can push him onto the lose tiles which fall away. Be on the right hand side of the drop. Jump and hold. You should fall, but catch the ledge below.



If you are here, there is only one question to ask. What the hell are you doing? Go back to the falling tiles and finish the level – time is running out at quite a steady pace.

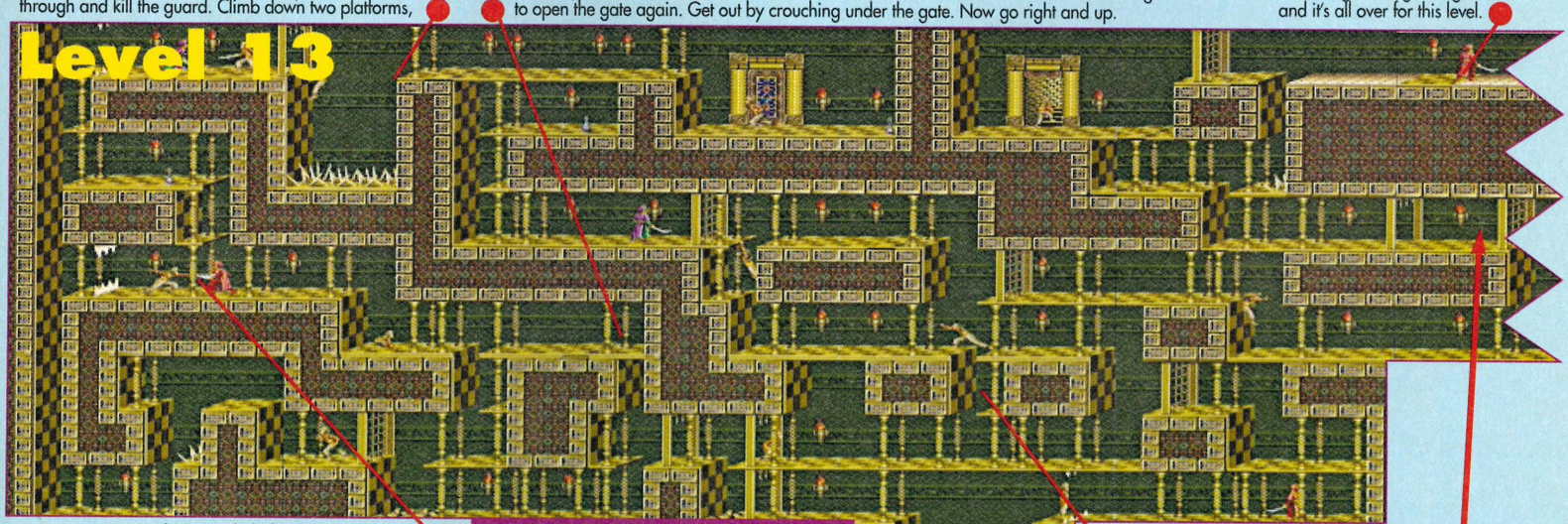
There is no need to be on this side of the level. However, if something goes wrong crossing the falling tiles you may be able to hang on and end up here. Just make your way back to the falling tiles, jump and hang.

Level 13

Not exactly the easiest start in the world. Go left and climb up to the first platform. Make a running jump across the hole and hang until the gate opens. Go through and kill the guard. Climb down two platforms,

Hit the switch, being careful of the falling tile. Go left and down. The gate on the left will be open. Jump from the centre platform to the one on the left, again, be careful of the falling tile. Drop down and the switch is in the bottom left corner. Hit the switch in the bottom right to open the gate again. Get out by crouching under the gate. Now go right and up.

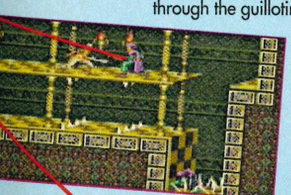
Jump through the guillotine and fight your way past the soldier, then force him into the blades. The conveyor belt should help. Jump left, hit the switch, go through the gate and it's all over for this level.



From the second platform, hang over the edge, drop and grab the platform below. Step through the guillotine and fight the guard.

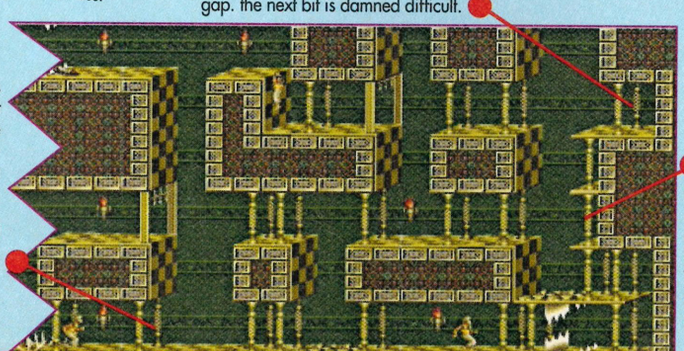
A tricky little level, you might find a few problems at first making it through the gates in time. This can often be done by using a crouching shuffle. The two visitors in this level are especially welcome, because you ain't gettin' through any gates without 'em! Watch out for the summersault the mouse does. It's a classic!

Go up, left, and then up again. Jump the gap, and trip the switch on the right. From here, jump through the gate on the right. Now keep heading right to reach the very end.



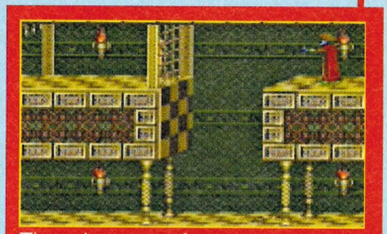
When at the top, go left and climb up again to the next level. Be careful as the floor gives way. Run across.

Trip the switch, and jump through the gate on the left. Head up and jump the gap. the next bit is damned difficult.

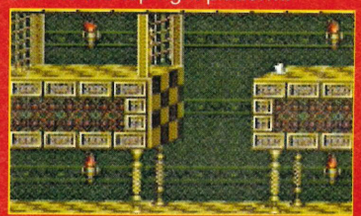


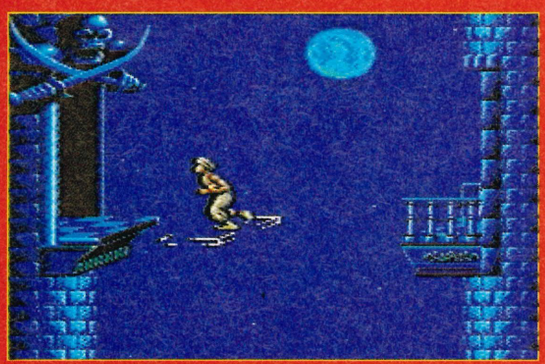
Go as far right as possible. Try not to die on the spikes or the guillotines, which block your path. When at the end, go onwards and upwards.

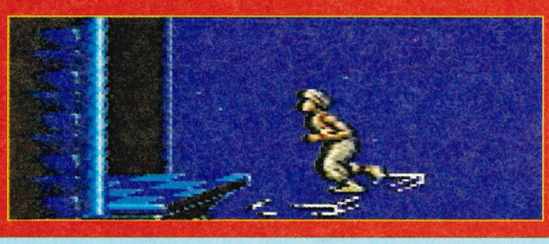
From here, go left. Hit the switch and get through the gate. Keep going left. Knock out the false roof tile. The switch to the exit is in the far left. Retrace your steps back to the gate.



There is no way for you to open the gates. However, wait there and the nice man will come and do it for you. The mouse opens the second gate. Now all you have to do is go back to the top right platform.







On arriving at the balcony area, run left until you come face to face the the evil Vizier himself. He'll use some of his magic to drop the bridge away so, muttering in your prince-like beard you must take an about turn and run back the way you have come. Suddenly, from nowhere, your alter ego will appear and draw his sword on you. Fear not O great prince, simply push down and sheath your sword, then jump into the ghostly figure. You'll now be able to run back into the midnight air and amazingly run across the wide gap. Ghostly stepping stones will appear to save you breaking your neck. How's that for a bit of trickery – you may just have a 'ghost' of a chance yet!

Level 15



From the two teleporters above the red guard, take the right hand one, this will leave you here to fight this guy. Kill him off and push up against the right wall. You'll climb to a secret potion.

Level 16

Seems like repetition? Jump left and then onto the lower left platform. Jump left once again, up one more platform. Walk to the end and drop onto the switch for the gate on the left. Climb through the gate.

Jump across to the platform on the left and climb up. The switch is on your left, but so is a falling tile with spikes at the bottom. Go down and through the gate. Don't forget the spikes in the floor!

Move carefully left. The floor does a disappearing trick. Jump and grab the platform below and left. Jump left again and climb a platform.

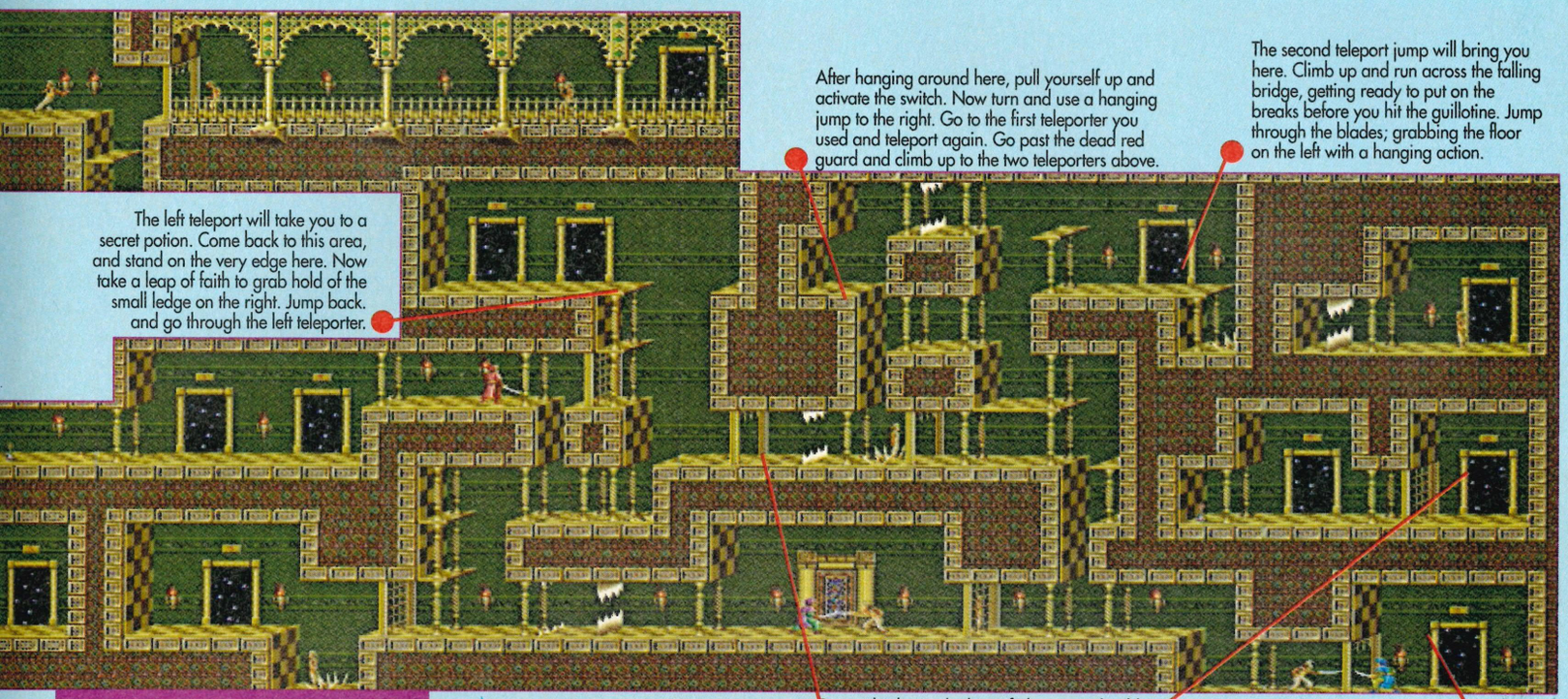
Welcome to a maze and a half. It's not difficult at all to get lost on this level by any means. As you can see from the XS maps, there is a path to avoid most of the guards on the right. The key part of this level is the warp potion you find in the room on the far right. This will magically transport you to the top of the map where you must get past the spikes and through the snake's head to finish the level.

You've got to go up two platforms, jump left. Up another two platforms, jump right. Up another two platforms, and jump right again. Then go up yet two more platforms.

As soon as you appear, move right. Here you will find a switch to open the gate. Once through the gate, head right until a pillar blocks your path.

Kill the guard. Move up two platforms. Jump right and then go up another two platforms. Be wary as you go. The floor gives way about here.

Climb the pillar and jump right. Climb to the next platform. Head right until you can't go any further. Now move up and work your way left until you reach the guard.



The left teleport will take you to a secret potion. Come back to this area, and stand on the very edge here. Now take a leap of faith to grab hold of the small ledge on the right. Jump back. and go through the left teleporter.

After hanging around here, pull yourself up and activate the switch. Now turn and use a hanging jump to the right. Go to the first teleporter you used and teleport again. Go past the dead red guard and climb up to the two teleporters above.

The second teleport jump will bring you here. Climb up and run across the falling bridge, getting ready to put on the breaks before you hit the guillotine. Jump through the blades; grabbing the floor on the left with a hanging action.

This level introduces another prince like transport system – teleporters. Simply walk into a teleporter to find yourself in another room or area, then if you wish to return, walk back into the same door. The small symbols above each door is relevant to the one you'll arrive at, but just check the maps if you're getting lost!

As soon as you enter the level, you're up against a guard. Slay him and jump through the guillotines on the left. Climb up and jump across to the right. Get to this area, and as you press the open switch, jump through the blades to land on the other side. Now shuffle right through the spikes.

This being the last info box, you should now be ready to jump through this teleporter. Arriving in the room above, jump past the guillotines and hit the switch. Now make your way back to the start, go left, shuffle through spike pit and teleport. Take the left teleport.

The second thing to do is get to this area. Fight the guard and take your first teleport jump. Now go left for a potion, then climb up to take on the red guard. Go back and use the right teleporter.

Hello campers and welcome to another level in *Prince of Persia*. The first thing to do is to introduce you to the swinging logs. And the second, is to introduce the six-armed guardian and his falling skulls. Both can do serious damage, but he's 'armless really!



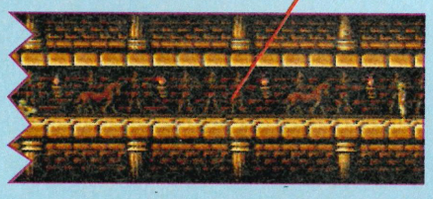
Meet the Level guardian, with his set of six arms. More than enough to finish you. By heading right you can avoid his advances and the falling skulls. Just keep plugging away and he will eventually fall.

The spikes are well hidden, so don't run aimlessly about. If the logs don't get you the spikes will. Just keep heading left until you come across the guardian.





Meet your first swinging log. Don't worry, it won't be your last – there are two more to come. Press down on the control pad, while at the same time moving in the desired direction. Oh, and don't forget about the spikes!



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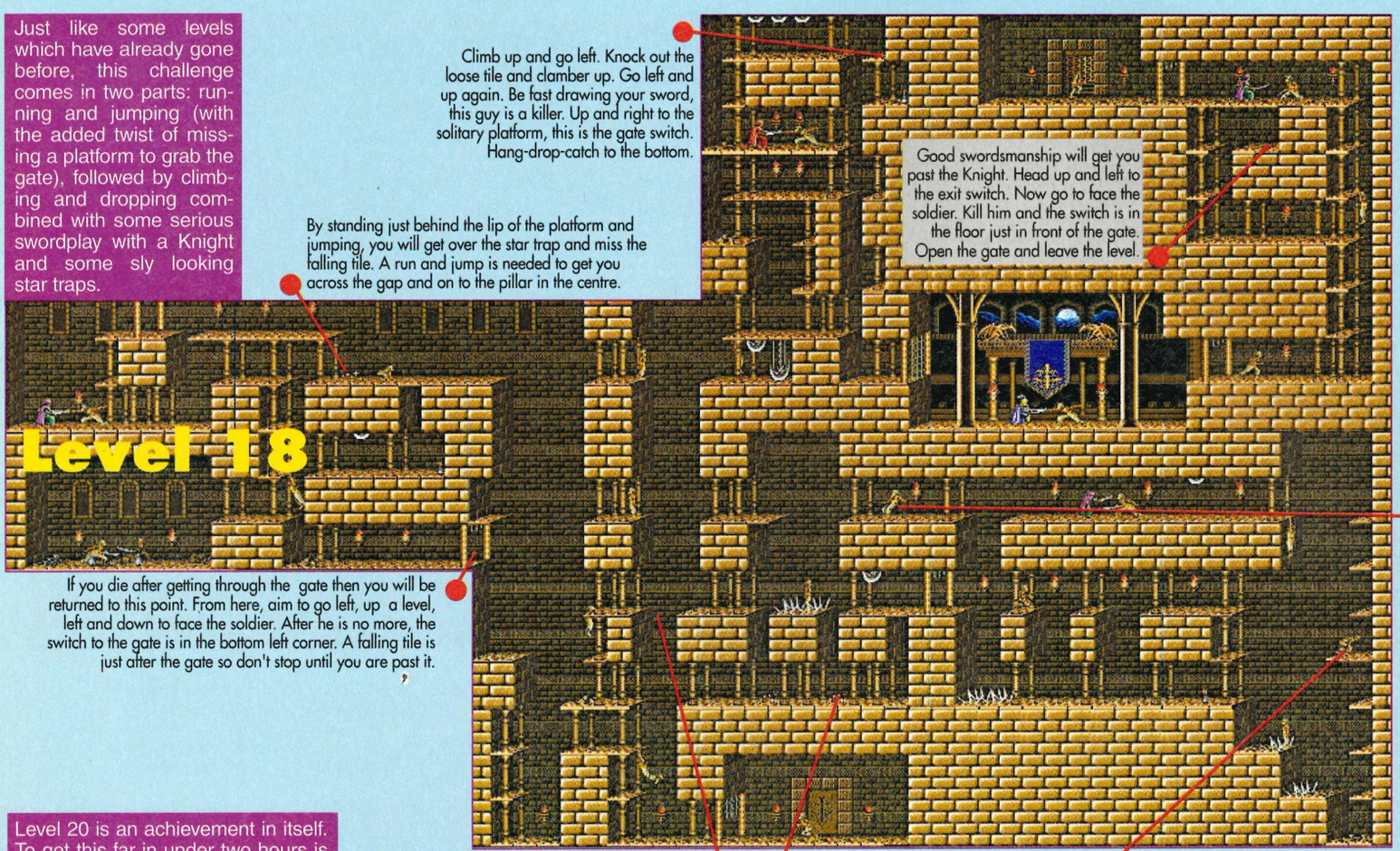
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Just like some levels which have already gone before, this challenge comes in two parts: running and jumping (with the added twist of missing a platform to grab the gate), followed by climbing and dropping combined with some serious swordplay with a Knight and some sly looking star traps.

Climb up and go left. Knock out the loose tile and clamber up. Go left and up again. Be fast drawing your sword, this guy is a killer. Up and right to the solitary platform, this is the gate switch. Hang-drop-catch to the bottom.

By standing just behind the lip of the platform and jumping, you will get over the star trap and miss the falling tile. A run and jump is needed to get you across the gap and on to the pillar in the centre.

Good swordsmanship will get you past the Knight. Head up and left to the exit switch. Now go to face the soldier. Kill him and the switch is in the floor just in front of the gate. Open the gate and leave the level.



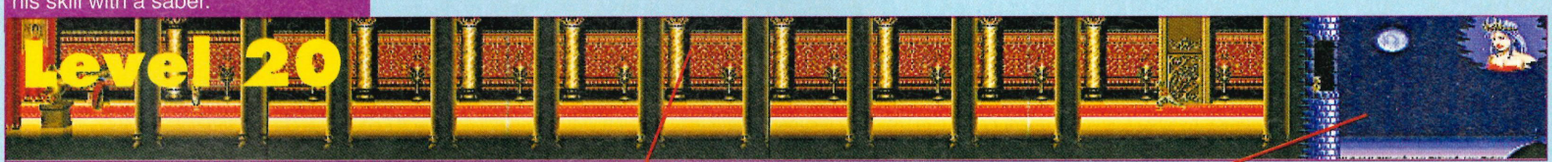
If you die after getting through the gate then you will be returned to this point. From here, aim to go left, up a level, left and down to face the soldier. After he is no more, the switch to the gate is in the bottom left corner. A falling tile is just after the gate so don't stop until you are past it.

Level 20 is an achievement in itself. To get this far in under two hours is quite exceptional. Now the time has come for you to face The Grand Vizier Jaffar. It is down to you and him. You with your sword and the cunning that has got you this far, Jaffar with his magic powers and his skill with a saber.

Start by heading left and then up. Clamber up to the third platform, move left a pace and then climb up another two platforms.The floor tiles give way so be careful.

Now all you have to do is knock the two loose floor tiles on to the star traps without getting spiked. Drop down and knock the third tile onto the switch. It's in the bottom right of the passage. Now get past the slicer and to the edge of the drop.

Jump from the first pillar to the second, and from there to the third. From here, make a run and jump. Beware, falling tiles are everywhere, so keep grabbing. Climb up, jump left, get through the slicer and defeat the guard.



Run the length of the corridor to find the Princess. Jaffar appears to block your path. The evil Vizier will whisk you away to his astrological laboratory.

See the woman of your dreams in the moonlit night, from a palace window. Such encouragement to continue.







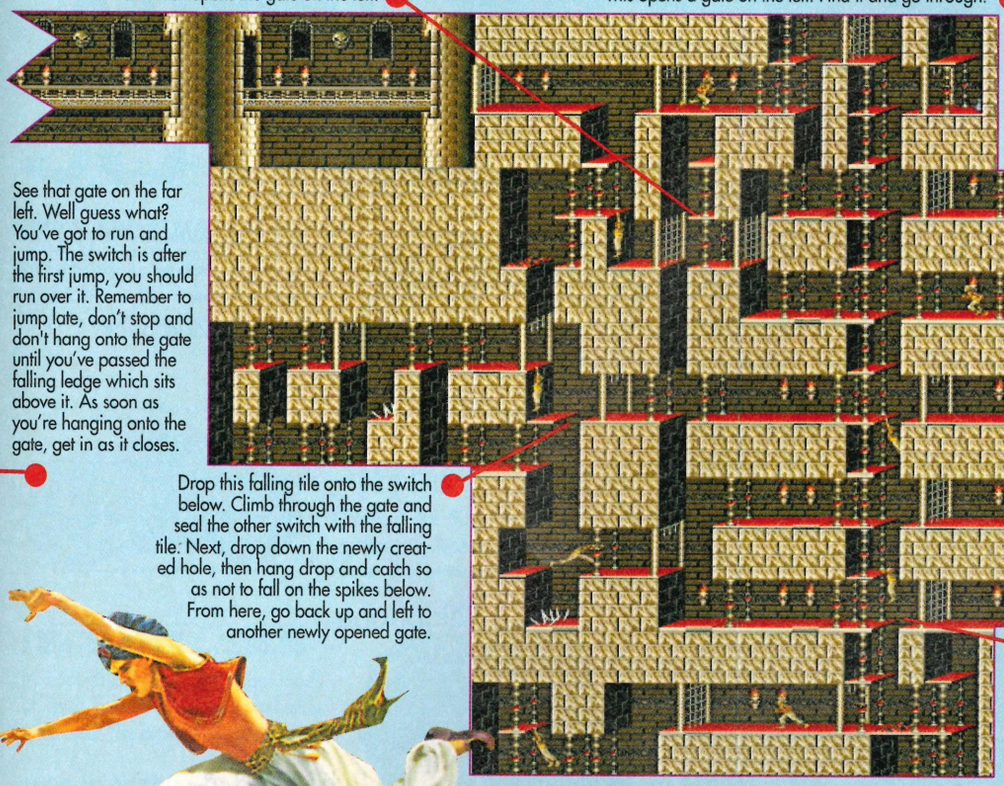
Initially, The Grand Vizier Jaffar attacks using his magic. He will hurl a spell at you. If you are unable to parry it off, one of three things may happen. One situation is for you to lose a hit point. The second is for you to levitate and then to drop to the ground, for which you will lose two hit points, and the third is for you to levitate and for Jaffar to throw a bolt at you, causing you to die in a spectacular manner. You can attack Jaffar with your sword, and take his energy away from him. Using his magic powers, the Grand Vizier Jaffar can also make himself disappear and reappear on different sides. All you can do is follow him and parry away his spells, then lunge whenever possible. Quickly, you will learn

Level 19

This, the penultimate level, will test both your skill to control the prince and your ability as a swordsman. After the maze of gates and switches, you are required to run through the palace and face the Vizier's most loyal servants. Some, like the Politician, you will have faced before, others you won't.

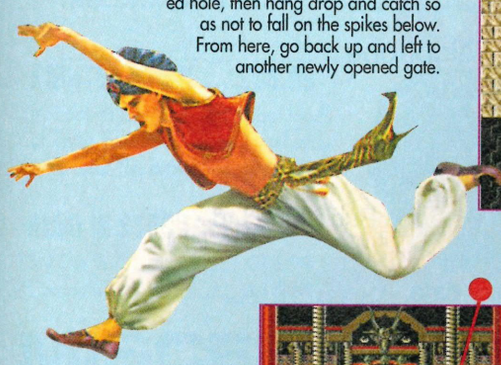
Once through this gate, trip the switch which is above your head. Drop down and through the gate. Now up and right to the next switch which opens the gate on the left.

Climb up, jumping right to trip the gate switch. Back up and head right; avoiding the falling tiles and the closing gate – a jump should get you through. Drop down and seal the next switch with the falling tile. This opens a gate on the left. Find it and go through.



See that gate on the far left. Well guess what? You've got to run and jump. The switch is after the first jump, you should run over it. Remember to jump late, don't stop and don't hang onto the gate until you've passed the falling ledge which sits above it. As soon as you're hanging onto the gate, get in as it closes.

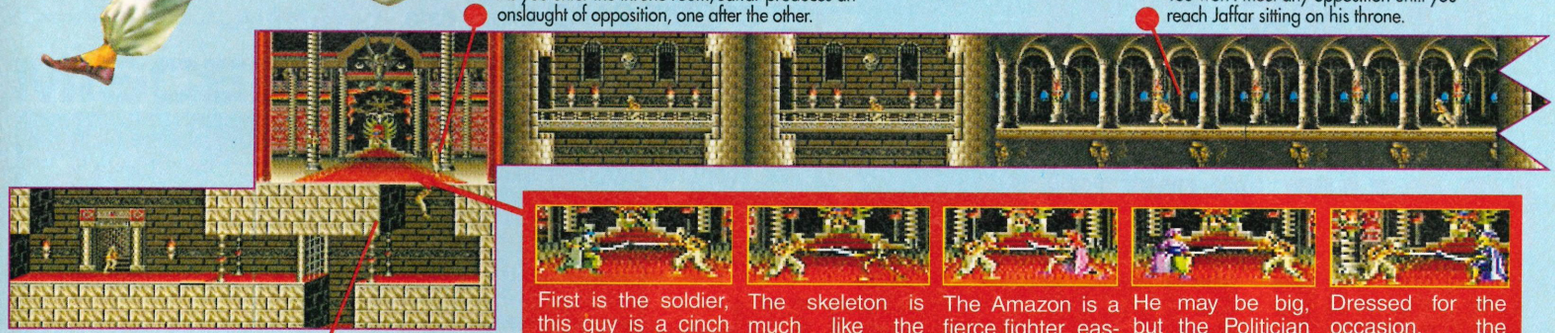
Drop this falling tile onto the switch below. Climb through the gate and seal the other switch with the falling tile. Next, drop down the newly created hole, then hang drop and catch so as not to fall on the spikes below. From here, go back up and left to another newly opened gate.



Being careful of the spikes, go left and then drop down the hole made by the falling tile. Open the gate (the switch is on the right), and seal the switch with the falling tile. Go back through the gate and up. Go through the first open gate on the right, it's the third one.

As you enter the throne room, Jaffar produces an onslaught of opposition, one after the other.

You won't meet any opposition until you reach Jaffar sitting on his throne.



The rest of the level is easy. You drop in to a new room. The gate switch is on the right. Once through the gate, the exit switch is in front of you. Prepare for level 20.

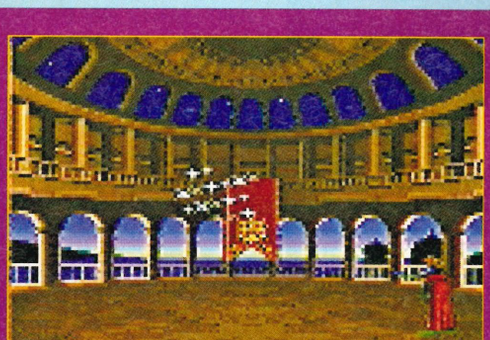
First is the soldier, this guy is a cinch compared to what's coming. To lunge and parry is your only way through.

The skeleton is much like the guard. All in all, he is probably the least challenging.

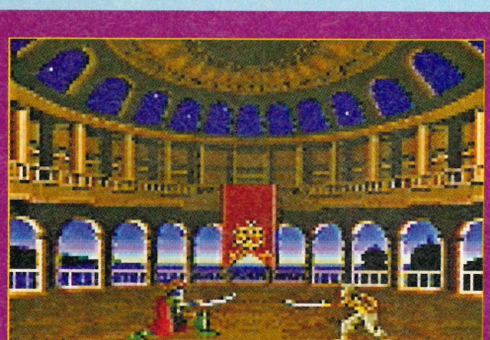
The Amazon is a fierce fighter, easily the hardest yet. Trap her in a corner, and cut her to size.

He may be big, but the Politician is an incredible swordsman. Try to parry his attacks.

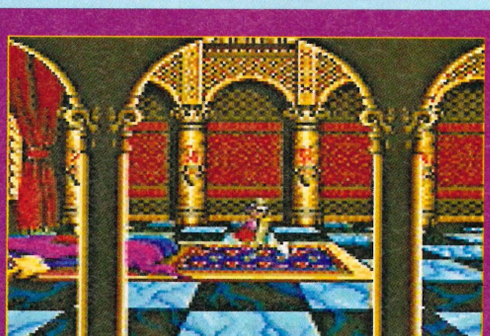
Dressed for the occasion, the Knight is hard to beat. Lunge when you hear swords meet.



that to rush into an attack is futile, and that by waiting and attacking only when Jaffar is not ready to fire, you will receive the minimum amount of hits. You will need full energy when you reach the second stage of Jaffar's defence.



Kill him once and Jaffar returns, this time with a sword. He is the greatest sword fighting opponent you will meet. Treat him like the toughest foes you have come across. Parrying constantly and only lunging when it is certain you will score a hit



Kill Jaffar for a second time, and he is dead forever You however are transported back to the main corridor, where you are able to run forwards and find the Princess. United at last, you can marry and become the Prince of Persia!

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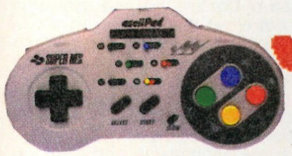
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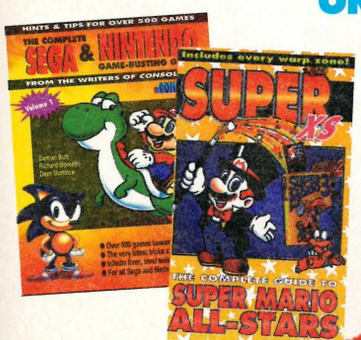
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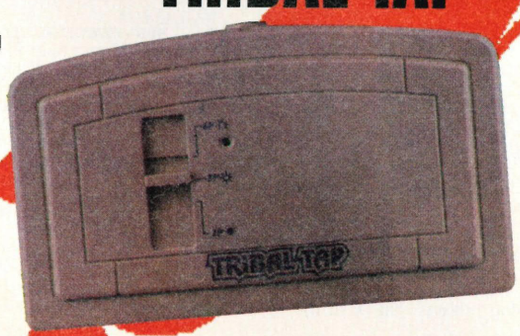


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SUPER NES

ACTRAISER

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

A n o
In Kasandora, when the pyramid appears, cause an earthquake and a 1-Up will appear.

ACTRAISER 2

P l a y
Set the difficulty level to 'Hard', then enter the following password: **BJQX YRKC DLSZ.** You can now fight your way through the demo screen.

P a
Death Heim: **MFCL SYMC MSXF**

N e
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

1 9 1 -
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.

1 0
Enter the code **11111**, and start the game. The life starts at zero, but when you die the lives roll over to 99.

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

ADVENTURE ISLAND

L e
Press Right button, Right button, X and Start on the title screen.

AERO THE ACRO-BAT

L e
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

P a
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

W
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

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

P a
Stage 2 – **QUESTION**
Stage 3 – **MASTERED**
Stage 4 – **MOTORWAY**
Stage 5 – **CABINETS**
Stage 6 – **SQUIRREL**
End Squence – **OVERGAME**

ALIENS VS PREDATOR

S
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.

L e
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

P a

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

L e
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

L e
When the start sign appears, press Up and Down repeatedly.

I
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

L i
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

S p e
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.

I
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

W
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

F i v
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

S
For a score of 99-99-99, type in the code: **RHT255SZ7G**.

BLAZING SKIES

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

THE BLUES BROTHERS

9 9 I
Collect the 11 extra lives at the Denver concert then kill yourself. Repeat the process until you've achieved the 99 lives limit.

BOB

M
Enter the password as: **196420** to receive a full arsenal of totally powered-up weapons.

I n
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.

P a
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

L e v

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

L e

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

C h
To get to the championship game, enter the following code:
RCCJKJBDSPKDGGGFFRC

CASTLEVANIA IV

I
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

S
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

L e
Level 2 – **DSRTLLN**
Level 3 – **MRDSTGN**
Level 4 – **MDCTLVN**

COOL SPOT

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

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

CYBERNATOR

I
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.

U n
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

De i
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

4 9
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

S t a
On the title screen press, Left, Select, Right, Y and Start simultaneously. When the 'Zippety Splat' comes up, press X as well.

DESERT STRIKE

T e

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

G

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

P a

Mission 1 – **3ZJMZT7**
Mission 2 – **K32L82R**
Mission 3 – **J R8**
Mission 4 – **F9N5CJ8**
Game over – **99P55LM**

DINOSAURS

P a

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

DRAGON'S LAIR

P a s

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

E

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

C o

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

DRAGON BALL Z 2

S e

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

S

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

M

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

T u

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

L o a

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:
R a

Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Left, Right, Right.

T i m

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

C

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

F - 1 T r a

A, A, A, A, B (repeat 14 times) and Start.

T w o

Y, Y, Y, Y, X, X and Start.

B r e a

X, X, X, X, Y, Y and Start.

FACEBALL 2000

C y b

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

M

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

B o

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

FATAL FURY 2

S

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, 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 and Y.
Super defence – L, L, L, L, L, R and L.

FINAL FIGHT

H i d

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

S a

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)

L e

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.

C o n

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

S

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

L e v

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

S

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

P a

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

GOOF TROOP

P a

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

E

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.

E x

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.

W e

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.

E

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

S

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

HOOK

9 9 P e

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

C h

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

THE HUNT FOR RED OCTOBER

L e

Pause the game, then press Y eight times.

S

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

JACKI CRUSH

L o a

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

Pe a

Level 5 – **9025**
Level 6 – **1813**
Level 7 – **3353**

JERRY BOY

L e

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

L e v e

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

R e t u

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.

E

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

C h

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

S

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

JOHN MADDEN '93

P a

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

P a

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

S t a r t a

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

L e

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

O p e

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

B o

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

P a

Level 9 – **Z+LHd H**

LEMMINGS

L e

	F	U
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

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

S u
1 – GNNBJWV 2 – RCQRFPZ
3 – FBJJKJB 4 – RMQMZDC
5 – DTCZVMQ

LOCK-ON

I n c r
On the title screen press the following buttons: Y, B, A, B, Y, Y, B, A, B, Y and B.

THE LOST VIKINGS

L e
Hold X, Y, A and B simultaneously.

L e

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

L e
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

P a
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

S
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!

P a
F i r

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	

T h i r d r

Door 1 – DWV6P78	ZPF*M86
Door 2 – PCD1384	
Door 3 – DJ49LZ3	
Door 4 – D9FKPTR	
Door 5 – TTMGMQM	

MECHWARRIOR

I
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

L o a
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.

P a s

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	Ali Villains+Sub-T
1467	6417	1147
2457	3138	2247
1431	4551	1451

2 Sub-T e 3 Sub-T
4141 5556
6427 2242
8126 7580

R y u
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

S
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.

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

S t r a
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.

S
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.

o

NBA JAM

S p e
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.

C h a

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

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

J u
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.

B e
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.

S
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

C o d
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

F i
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

R a c e
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 – 4F3M0TZ5070064KGC5D
Japan – R48RR9GT7JB.BZVR4D
Australia – 33DV4B,F1ZZG538GW3
End screen – PV2JTFBK4Y696H4DXY

ON THE BALL

A c c e
Field 2 – MHWYR
Field 3 – HCCWD
Field 4 – WRJMH

OUTLANDER

I
Press Up, Left button, Right button, Up, B and A during the game.

PAPERBOY 2

H i
Go to the Route Option in the Player Select screen, and enter the code 6479.

P a
Route: 5738 – Week 2
Route: 6479 – Week 3

PARODIUS

U s
Pause the game press X, X, X, B, B, B, Y, Y, Y, A, A, A, Left and Right.

L e
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.

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

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

I
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.

S
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

P i a
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

E
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.

P a
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

D e
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

L i
Start on round D with maximum lives – 3P7DS1WSNDFPPP.

POCKY & ROCKY

L e
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

E
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

F i
Simply enter the code – N::XJT& $+7.

PRINCE OF PERSIA

L e
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.

P a

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

P a

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

L e

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.

A l t e

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

P o w

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

F i

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

S e

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.

E

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

L e

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

R e

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

L e

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

P l a

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

S

This code will give you access to a special level: **K**

B e

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

P l a y o

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.

P a

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

ROCKY RODENT

I

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

T r a n

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

M

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.

E

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

L e

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

SKYBLAZER

3 0 l i

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.

9 9 l

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

G

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.

L e

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

S

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

E x

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

E

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

K

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.

C

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.

S

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

L e

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

SONIC BLAST MAN

P u

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

P a

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

SPINDIZZY WORLDS

L e

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

STARWING

S e

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!

S e

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.

S

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

S e

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

G e

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.

F i g

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!

V i e

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.

S

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

P r e v e

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

T e

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

P l a

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.

P a

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
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 B

STREET COMBAT

5 0

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

R o

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

E x

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!

S

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

M

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.

S

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.

C h a

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

U n

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

U n l

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.

9 9 l

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.

S e

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.

N u

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

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.

S o

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.

U

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.

S k i

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.

P a

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

SUPER FIRE PRO WRESTLING

W

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.

B l e

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

H i

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

S

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

I

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.

I

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.

O

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

L o

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

U n l

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

L o a

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

E

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.

R a c e

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.

S

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.

D r i

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.

C

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.

S h

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 - u

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

R e

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

F i

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

U n

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

L e

Access the game select screen and press Left button, Right button, Right button, Left button, Up and Down.

SUPER PROBOTECTOR

L e

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

L i

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

E

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

L e

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

SUPER R-TYPE

W

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.

L e

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

S p e

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!

S

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!

S

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

D e

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.

I

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!

9 9 l

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.

S

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

S

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

M **i**

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

L **e**

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, R, R, R, L
Level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, L
Level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, L
Level 6 – L, L, L, L, L, R, L, L, L, L, L, L, L, L, R

SUPER TENNIS

M

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

P **l** **a**

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.

S

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

L **e**

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

SUPER VALLIS IV

L **e**

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

L **e**

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

C **o**

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

C **u**

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.

J **u**

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

THUNDER SPIRITS

9 9 c o

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

P **a** **s**

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**

P **a**

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**

S

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.

e

TMNT TOURNAMENT FIGHTERS

E

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.

B **e** **b**

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.

F **i**
b **a**

On the title screen using controller two press: L, R, L, R, L, R and A.

TOM AND JERRY

E

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

I

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

TOP GEAR

P **a**

P	**R**	**O**	
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

D **o**

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

P **l** **a**

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.

S

Stage 2 – **427Ø11**
Stage 3 – **537Ø71**
Stage 4 – **43Ø7ØØ**
Stage 5 – **5ØØ76Ø**
Stage 6 – **4Ø1637**
Stage 7 – **511617**
Stage 8 – **412526**
Stage 9 – **562ØØ6**
Final – **463455**

TURN 'N' BURN

L **e**

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

T **e**

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.

B **o**

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

H **i** **d**

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

UN SQUADRON

G

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

P **a**

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

T **h** **r** **e**

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

I

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

C

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

WAYNE'S WORLD

L **e**

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

S

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

S

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

O

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

P **a**

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	**hVY0Ø9Gs4BG!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

A l l	**t h**
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**	

C

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

T h e

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

WWF ROYAL RUMBLE

S

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.

T w

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.

D e c k t

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

L e

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

P l a

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.

S e

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.

A c c e

Select the VS mode. When you get to the VS Options screen, set the mode on **C** 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

H a

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

S

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.

R u

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.

E

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

B o

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

P a

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

L e

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

h

1943

C

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

ABADOX

I

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

ADVENTURE ISLAND 2

I

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

ADVENTURES OF LINK

T h e

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.

S

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

E

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

AMERICAN GLADIATORS

P a

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

1 8

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

E

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

B o n

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

BATMAN

G e

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.

I

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.

I n

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

P a

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

E

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

BATTLETOADS

L e

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.

R i d

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.

E

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

E

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

E

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.

I

Press A when the game over appears for infinite continues.

BLACK BASS FISHING

P a

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

BLASTER MASTER

I n

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

e P o

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

P a

Enter the following codes for the required world:

635870 – Ice world
840137 – Sand world
840967 – Ocean world
225378 – Relic world
752053 – Volcano world

BOXXLE

P a

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

S

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

BUCKY O'HARE

P a

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

BUGS BUNNY

P a

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

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

BURAI FIGHTER

P a

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

S t a

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

CAPTAIN PLANET

P a

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

L e

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

CASTLEVANIA

D i

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.**

D e

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

E

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

E

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

CRACK OUT

P a

Enter the following to get to later stages:

NOBCZ2.CW5103 – stage 4-10
NOBCZ3.DWK503 – stage 4-11

E n

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

DIRTY HARRY

I

On the password screen, enter **CLYDE**. Dirty Harry is now immortal!

DOUBLE DRAGON

D e

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.

M

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.

S

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.

F i

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

DOUBLE DRAGON II

E

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.

C

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

3 0

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

T h e

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

I

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.

B o

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

G o

Level 50 – **FECPIANNMJGGKOIDJABA**

Secret Level – **BACDIHCLOAFHABDNMOL**

THE EMPIRE STRIKES BACK

F u

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

E

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

FAXANADU

E

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.

P a

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

GAUNTLET 2

E

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

L o a

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

L e

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

P a

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

GOAL

P a

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

S p e

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 sequence

GOONIES 2

P a

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

E x

SugNY4wT!NUU!!uF

GRADIUS

F u

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.

C

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

S

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

L e v

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

L e

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

U

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

E

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

HOOPS

F i

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

S u

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, B, A. You can only use this once per game, so use it wisely!

J u

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

I

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

IKARI WARRIORS

E

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

L e

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

B o

For a power boost, enter this code:
NTTMMNWLPPBDZ

E

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

ISOLATED WARRIOR

L e

Use the following codes to progress further into this infuriatingly demanding game:

5963 – level 2
8920 – level 3
Ø705 – level 4
5826 – level 5
2687 – level 6

JACKIE CHAN'S ACTION KUNG FU

L e v

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

P a

Mission 1 – **Ø33481**
Mission 2 – **258600**
Mission 3 – **320370**

e

JIMMY CONNOR'S TENNIS

P a

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

E

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

S

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

KICKLE CUBICLE

S p e

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

H i

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

I

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

KING OF THE BEACH

P a

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

THE LAST NINJA

I

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

LEGEND OF ZELDA

L o c a

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

S

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

LEMMINGS

P a

	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

S

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

E x

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

S

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

L e

Level 1.1 – JPN1
Level 1.2 – 386V
Level 2.1 – M1CH
Level 2.2 – 3100
Level 2.3 – M052
Level 3.1 – FLLF
Level 3.2 – HV10
Level 3.3 – 80MB
Level 4.1 – SCRD
Level 4.2 – LV12
Level 5.1 – SON8
Level 5.2 – 5VLB
Level 5.3 – SGJK

S t a

Code – LOBB.

I n

Code – SHOT.

S t a

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

S

Enter the following for two new stages:

Train – AMAN
Hovercraft – NAKA

MANIAC MANSION

G e

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.

C a

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.

D e

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

E

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

MCDONALDLAND

E x

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

L i g

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

L e

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.

N o

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

W

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

P a

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

MEGA MAN 3

P a

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

P a

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

E

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

S

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

Q u

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."

R a c e

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.

R a c e

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.

R a c e

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.

R a c e

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.

R a c e

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

S t r o

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

P a

Enter any of the codes below to get to the section of your choice (for the last password to work you must press Select, A and B simultaneously):

005 737 5423 – WVBA minor champ
777 807 3454 – WVBA major champ
267 853 7538 – world circuit bout
007 373 5963 – versus Tyson
135 792 4680 – another world circuit

MISSION IMPOSSIBLE

L e

Here are the codes for later levels:

HMPR – level 2
KMVW – level 3
XDGJ – level 4
TVJL – level 5
QBYZ – level 6

MONSTER PARTY

P a

Level 2	–	CnDo4@3sH
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

E

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

W a

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

P a

Codes for every possible match follow:

10307 – second match
30707 – third match
01507 – fourth match
22007 – fifth match
72107 – sixth match
11507 – seventh match
42407 – eighth match
62607 – ninth match
60207 – tenth match
22307 – semi finals
12807 – finals

PARODIUS

F u

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

POW

E

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

POWER BLADE

P a

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

L e

Level 2 – 1227
Level 3 – 0501
Level 4 – 0948
Level 5 – 2168
Level 6 – 0666
Level 7 – 1192

3 0

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

E

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

THE PUNISHER

2 5 B a

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

C

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

S

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

G e

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

P a

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

I

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

R e

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.

C

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

P a

Story 1, area 3 – 6426099
Story 1, area 5 – 1450064
Story 2, area 7 – 6609809
Story 2, area 9 – 3495242
Story 3, area 1 – 6692956
Story 3, area 2 – 4516110
Story 3, area 3 – 6396857
Story 3, area 4 – 4249741
Story 3, area 5 – 6916079
Story 3, area 6 – 7236972

SILVER SURFER

P a

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

S

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

S

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

W

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

W a

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.

E

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

M

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

S

Enter the following code to enter a secret level: BKKBKKHMBHMB

E

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

SOLSTICE

I n

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

P a

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

U

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

W

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

W a

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.

W a

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.

W a

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.

W a

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.

W

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

E

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.

2 7

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

I

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

TEENAGE MUTANT HERO TURTLES 2

L e

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

E x t r a

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)

E

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

S

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.

T e

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

H i

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

I n

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.

F a

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

THUNDERBIRDS

L e

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

E

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 - U

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

9 9 m

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

E

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

TOTALLY RAD

E

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

L a s

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

VIGILANTE

L e

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

WCW WRESTLING

C h

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

T a g

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

R e

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

ADVENTURE ISLAND

L e

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

F i

Last level code – VQTD

ALLEYWAY

B a t s

To speed your bat up, hold down A.

BART VS THE JUGGERNAUTS

M

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

F i

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

BATTLE OF OLYMPUS

F o

Enter: BFFXVNXQNLS8K,CM2FHUX4GW5ZD

BATTLE UNIT ZEOTH

L e

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

E

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

BILL AND TED'S EXCELLENT ADVENTURE

P a

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

L e

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

N o

Hold A and B on both controllers, then start on controller one.

BLAST MASTER BOY

L e

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

BOMBER MAN

C

IHOLBKMIHL
HKEFPHIDJC

BOXXLE 2

L e

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

H a

Enter VLT1 on the password screen to get a much harder game.

C

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

P a

Level 40 – TX9W
Level 50 – 2TWX
Level 60 – YTKX
Level 70 – SHE2
Level 80 – XHØ2

BUSTERS

BURAI FIGHTER DELUXE

P a

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

P a

Enter this password for 100 lives: HGDM

BURGER TIME DELUXE

L e

2-1	–	EEHB
3-1	–	HBBP
4-1	–	PEEP
5-1	–	TTPB
6-1	–	PTTH

CAPTAIN PLANET

L e

Game end – 5Ø621Ø

CAPTAIN SKYHAWK

L e

When playing, press Up and B together.

T o b

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

CASTLEVANIA

E

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.

B o

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

E

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

P a

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

L e

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

CHOPLIFTER II

P a

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

L e

Type in ZEAL on the password screen for a level select.

F i

Type in FINE on the password screen to access the last level.

DEAD HEAT SCRAMBLE

L e

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

P a

Enter the following code to go to Faria:
35NPSDJD

ELEVATOR ACTION

I

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	–	S
2, 3	–	M
4, 5	–	P i
6, 7	–	G
8, 9	–	H

FACEBALL 2000

L e

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

P a

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

P e a

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

E

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

P a

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

P a

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

L a s

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

GAUNTLET

O

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

GHOSTBUSTERS 2

G u

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

L e

Code for level 4-2 – VLBB.

GO! GO! TANK

I

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

GOLF

R e

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

P a

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

2 5 E

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

E

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

S

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

S

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

S

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

L e

Level 30 – TJBY EGCE

KID DRACULA

P a

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

S

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

C o

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.

E

On the title screen, press Down, Select and B simultaneously.

C

Also press the following buttons on the title screen to access the more difficult extra game: Up, Select and A simultaneously.

KIRBY'S PINBALL

P I a

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

D u

Wait until you get a block you're happy with and press Select if you want to duplicate it.

KRUSTY'S FUN HOUSE

P a

Level 2 – MCBAIN
Level 3 – MILHOUSE

LAMBORGHINI AC

M

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

P a

	FUN	TRICKY	TAXING	MAYHEM
20	PLSTFL	PSDHWJ	DRMLND	LJDJWR
2	JXFCBS	CHTLNX	JSDHSW	KBCVXM
2	SDFGLD	GFTTYQ	RRHRNS	SHSJSG
23	QGHSDF	BSWHTW	QHQJSD	LZTRYW
24	OKZDTS	KSSLSNF	RGHFWX	GXNFPL
25	LZDGQH	JTYRDN	WHGXZL	ZQPLMG

LINK'S AWAKENING

G

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.

N e

Enter your name as ZELDA and a slightly different, funkier tune will begin.

S

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!

S t e

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

S

Press A, A, B, B, A, B, B on the title screen to reach all new stages.

MARIO TENNIS

S

Press A and B together for a huge rollercoaster of a serve.

MEGA MAN

B a t t l

To go to Wily's fortress enter the following code:
A2 A3 B4 C2 C3

C

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

P a

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

E n

Enter: T1111116111111111111111116

MERCENARY FORCE

L e v

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

L e

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

L e

Level 2: **-LNRX*49**
Level 3: **V?259JQX**
Level 4: **-8BHMT#1**
Level 5: ***Z!?49KV**

MORTAL KOMBAT

F i

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.

P I a

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

S

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

E

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

E

For additional speed and a force field, pause the game and press the buttons B, B, B, B, A, A, A, A. When you unpause to continue the game you will be equipped with the extra power-ups.

E

For complete weapons, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A, Start.

NINJA BOY

E

On losing your last life, press A, B and Start. You can now continue from where you left off.

NINTENDO WORLD CUP

P a

Following are all the codes for the various matches you can play:
Ø8645 – semi, England vs Argentina
Ø1645 – final, England vs Germany

S

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

T e

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

E

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!

M

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

S

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

C

When defeated, press Down and A.

PIT-MAN

L e

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

P a

Enter the following codes to get yourself further into this frustrating puzzle game:

HAHA – level 2
GRIN – level 3
REAP – level 4
SEED– level 5
GROW – level 6
TALL – level 7
YALI – level 8

PRINCE OF PERSIA

P a

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

PROBOTECTOR

L e

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.

E

On the title screen, press Up four times, Down four times, Left four times and Right four times. Now press Start.

PUZZNIC

L e

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 15 – **YUVA NISI**
Level 25 – **SEXY ITOM**
Level 35 – **GAME BOY.**
Level 45 – **TENT SUKI**
Level 10 – **TAKA MINE**
Level 20 – **HORI MOTO**
Level 30 – **SANT O.OB**
Level 40 – **HATT ORI.**

Q*BERT

S

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

P a

Level 1 – **WALL**
Level 2 – **IDEA**
Level 3 – **NOON**

RAGING FIGHTER

P l a y

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

S

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

L e

Level 2 – **492629312**
Level 3 – **435765818**
Level 4 – **775545421**

SIDE POCKET

T r i

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

B u

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

P a

Codes for various later stages in the game:

XQ1A – stage 20
TTOT – stage 35
BTND – stage 40
V5K2 – stage 50

SNOW BROS JR

L e

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

I

To become invincible, on the title screen press and hold Left, Down, A and B simultaneously, then press Start.

M

Hold Up, Select, B and then press Start.

SOCCERMANIA

T r a n

Make your opponents invisible by pressing Up, Up, Down, Down, Left, Right, Left, Right, B and A on the title screen.

SOLAR STRIKER

B y - p a

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

P a

1–5 – **RQJSJJJJ**
2–5 – **JZ4JSJJJ**
3–1Ø – **XZZ7SY88**
1–1Ø – **RYSY?JJ?**
2–1Ø – **6ZYSYJJ?**
4–1Ø – **K3ZZY5Y8**

SPANKY'S QUEST

S

Enter **Ø199** as your password and you'll find a rather handy stage select screen.

STAR TREK

C

Stage 1 – **Ø523-4**
Stage 2 – **4262-Ø**
Stage 3 – **6841-2**
Stage 4 – **3310-7**
Stage 5 – **7Ø57-3**
Stage 6 – **6Ø46-2**

E

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

B y p a s

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.

L e

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

F i

Enter the code **94BFFDAI** on the password screen to reach the last level.

TEENAGE MUTANT HERO TURTLES

E

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.

B o n

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

S

Press A and B together on a serve to smash the ball at an incredible rate.

W

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

C

As you play a level press and hold Select to slow down the circuit clocks.

TETRIS

S

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.

F i

To finish the game quickly, as the blocks fall press Select A and B simultaneously.

TINY TOONS

P a

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

sP a

S Pastrami – **BHCBTWVB**
K Ninja – **GXMBGWNC**
I B Cheetin' – **TBRBNNQM**
Jack Strop – **HHTBSRLR**

TURRICAN

I

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

L e

On the title screen press Up, Down, B, A, Left, Right, B, A, then Start.

WWF SUPERSTARS

E

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?

P a

Stage 2 – **DLT3QYBY**
Stage 3 – **GPLDMSRC**
Stage 4 – **MMCFGWXJ**
Stage 5 – **BGQTVKJP**
Stage 6 – **RTJBWN34**

WIZARDS AND WARRIORS

E

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.

E

At the start, go left rather than right to find some useful items.

WORDZAP

T o u

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

P a

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

the write stuff

Dear SG
I have a few questions to ask
1 When will *Starfox 2, FX Fighters* and *Commanche* be coming out to buy?
2 How much will they be?
3 What's better - *Stunt Racer FX, NBA Jam* or *Super Bomberman* (SNES)?
4 How do you make a great mag like yours?
Thanks!
Matthew Bowen,
Inverness, Scotland
P.S Can you put in a swap or sale page for readers to sell things in your mag?

1 There are no firm release dates as yet but keep on eye on the previews section. As soon as we hear something you'll be the first to know.
2 Again don't know yet. Around about the usual £49.99 is a fair bet.
3 *NBA Jam*, well, that's my opinion anyway. Seriously — they're all corking titles but comparisons aren't fair because they're all completely different. Sorry!
4 Loads of hard work and a little bit of love. Oh yeah — and a fearsome editor (Aren't you finished with that yet? — Ed).

Dear SUPER GAMER.
It may have escaped the attention of other readers, but 'SG', being a fantastic magazine (holding the world of 'Nintendo' within it's pages) has undergone a few discrete, yet highly noticeable changes since the turnover of editor and review staff in your offices.
If my fellow readers have not noticed these subliminal changes, I feel I should enlighten them.
The backbone of this mag is missing, both literally and in spirit. Your fellow comrades; Damian, Ryan, Andy and Keith (the old staff) practically promised that 'SG' would always appear as higher quality than other mags. Every month I am enticed by brand-spanking, colourful mags. All with the very same problem — Cheapo spine, In fact it isn't even a spine. You're staring at a few staples with 'SG' now following the same suit, the promise has been broken...
B) My next niggle concerns an area of great dispute at the moment — prices for pages. Let me explain; Issues 1, 2 and 3 - 132 pages for £2.50, Issues 4 and 5 - 114 for £2.50, Issues 6, 7 and 8 - 98 for £2.50, Issues 9, 10 and 11 98 for £2.95, and Issue 12 - 82 pages for £2.95!!! in other words we are paying you an extra 45p for you to get rid of 50 pages! Count them — 50 pages worth of useful information packed literature... all gone.
In response to past letters, the former editor (the formidable Damian) has stated clearly that the 132 pages at the start was just a promotional scheme, but that doesn't warrant you squashing the previous reputation of 'SG'. Quantity does count
C) Finally I'd like to call on you for an explanation as to why the hell certain parts of the magazine (12) have been taken out. What happened to the ELSPA charts ?
Why are there no *DKC* or *Monster Max* solutions being carried on? instead we seem to have this rather naff and page-costly (hint, hint) *Shadowrun* solution — what's going on? And what's happened to the 'Gallery'? where's that gone? I demand a reply to these points!
Right, now that I've got that of my chest you can relax. You (the new crew) are doing a superb job of trying to salvage the phenomenon that was SUPER GAMER from disastrous corruption. I myself enjoy reading 'SG' immensely, even after the very foundation of the magazine (four men by the names of Butt, Butt, Mcdermott and Pullin) were taken away. This letter is just to let you know what might become of this profound magazine if certain things aren't seen to.
Keep trying,
Matthew Smolka, Leicester



Heavy stuff! I'm sorry to hear you're so unhappy mate, but taking it out on us is a bit unfair. As you pointed out, maybe justifiably, the spine was missing in our first issue; sign of the times, yet we'll try to ensure that the quality of the magazine remains the same.
On to your next point and again you've got a valid point. Yes the price has gone up and yes the pages have got less, but have you seen the price of paper recently! The price increase is just to cover all sorts of costs like distribution and so on. We never charge more than we have to and believe me the extra cash isn't going into my pocket, that's for sure!
As for your last point, or should I say points, well it's a case of upsetting a few, but pleasing the majority. Most people seem to want complete, full-blown solutions, rather than half-hearted one's and as for the Gallery well if we get the pictures we'll print 'em.
Admittedly some things have changed, but I hope you'll find things a little more to your liking by the time you read this. If not, we'll fully compensate you by sending Ann, our delicious designer to come around and give you a great big smacker!

Dear SG,
I read in issue that 12 you wanted to know peoples view on the improved S.G, so I'm writing to you to give you my views.
Putting the A-Z of tips and cheats back into the mag has made a few more people buy SG, plus this month's reviews were great. I have a few more

ideas for your brill mag, and here they are :

1 Most people I know have either action replay or a game genie, so maybe if you added some codes for both game enhancers then more people might buy your mag.

2 The price of your mag has gone up; if you were to put it back down I'm sure a few traitors who might have left your mag would come crawling back.

As a Mario fan I was wanting to know when the next Mario game was coming out for the SNES, and how much will it cost? Is Wario going to take over from the bros in red & green or is Mario going to stay the king of Nintendo? I really liked your first issue, and keep up the good work.
Sean Freeman, Seaton

Alright Sean! How's Seaton? I used to live near there! Still, enough mindless bantering .... onto your letter.
Thanks for your kind words mate, I'm glad you're pleased with the way things are going. In answer to your questions, the idea of codes for enhancers is a smart idea and the boss has promised to look into it. So you never know, if you see it next month, we'll know who to thank! As for the price, I can't be so optimistic, as I'm just a lowly staff writer (whatever that means) so it's way beyond me I'm afraid!

Onto your last point, as we mentioned in Issue 12, Mario's a bit of a has-been now, and as far as we know there's not much in the pipe-line where he's concerned, but Wario goes from strength to strength and might soon be on our SNES screens in Wario Woods.

STAR LETTER

Dear SUPER GAMER,
When I found out that your mag was changing its format I was surprised and shocked, but after waiting (a two-week delay!) at last the new style SUPER GAMER arrived in the newsagents.

OK, here goes, I thought, lets see what a mess they've made of this mag. After reading through other Nintendo mags I thought this one was bound to go the same direction as the others, but hang on! Although we have new reviewers, the format is still pretty much the same — except what a great *Shadowrun* guide! This is more like it! I was getting pretty fed up of incomplete guides that were written in past issues. I mean what's the point of obtaining a game, ploughing through half the solution, only to find in the next issue, no solution!

As you've made an effort to keep this mag alive and running, may I suggest you keep this in mind when starting to print a players guide, that it must go through to the end. No matter how long it takes. Lets take an example — *Monster Max* for the Game Boy. I bought the game on the strength of the review and the fact that SUPER GAMER started to print a players guide, but as yet it hasn't completed the guide. So I was left high and dry, unable to carry on any further.

But apart from this annoying feature the mag passed with flying colours, and I'll look forward to reading future issues with completed game guides!!
E.G. Chapman

Thank you, thank you, thank you, oh - and by the way the fiver's in the post! No - just kidding, but the appreciation is appreciated. I agree with what you're saying, it's better to have one completed players guide per issue, than have two or three uncompleted ones. Hopefully we'll be continuing to do this, but we'll have to see what the powers that be think.

Dear SG,
I've recently bought *Mario Paint*. Not long after, a friend told me that you could buy a printer for it. Is this true? If so where from, and how much is it ? I've also been wondering which game to buy next .... *Earthworm Jim* or *International Superstar Soccer*, as you've given them both a brilliant review? Please write back and let me know which to buy as I don't always have enough money to buy your fabulous magazine.
Gregg Peart

A SNES compatible printer eh? At the risk of sounding like a clueless drongo, we've never heard of such a thing. Fret not however. We will look into it and anything we dig up will appear in the news section of a future issue. I must say it sounds like a pretty reasonable idea.

Onto your next question. What you must ask yourself is do you want a footy game or a platformer. Just bare in mind that soccer games, no matter how good, are always best played with a friend so if you're intending to while away the spring alone with your SNES you'd probably be best of with *Earthworm Jim*. If you don't have a football game though, *ISS* is without doubt among the cream of the crop.



Dear SG,
How can you justify a price tag of £2.95 for this months issue? It contains only 82 pages rather than the usual 98, and there are only 8 reviews and 3 previews. The *Unirally* review could easily have fitted on 2 or 3 pages, but instead we have masses of similar looking screen shots.

Even more worrying, however was the 14 pages devoted to a *Shadowrun* solution. This game was highly praised when it was released on import years ago. It then had an official release accompanied by more hype. Surely everyone who wanted to play it must have played it to the end by now (It's not that hard). So do we really need such a lengthy solution. You have also made the same mistake that Super Pro made by saying that the king cannot be killed. If you build up weapon skill and body strength he can be killed giving you a few extra nuyen towards your T-250 Shotgun. Also, the only runners needed are Akimi and Kitsune, whose combined magic is used to kill drake. I finished the game with top of the range armour and weapon and 155,500 nuyen to spare. How about hassling Data East

again for info on *Shadowrun II*?

Sorry to grumble so soon after embarking on your new careers. I realise that the change-over has affected this issue and that it is a slack time of year for new releases, but without some improvement, or a drop in price you will lose a reader who has been with the mag since *Super Pro* Issue one, Unless bribed with a copy of *Earthworm Jim* of course.
Richard Haggis (yes, real name)

Woah there — steady on Richard! You must be a bit of *Shadowrun* whizz. Are you sure you're not just taking this opportunity to try and impress us all? Just kidding. It's quite startling just how many letters have come in directly mentioning the *Shadowrun* solution (of which a smattering appear on these very pages) some for, some against. You can't please all the people all the time as they say.

As for the price to reviews ratio, well, the two aren't related — it's as simple as that. The price of the mag is all down to market forces, production costs, inflation, etc, etc, etc. If we dropped and raised it in relation to the number of reviews you'd be paying a couple of quid in March and about 20 towards Chrimble. We must, as the saying goes, move with the times.



Dear SG
I today received my copy of issue number 12 of my favourite mag. I was just about to open up and dive into the sea of bliss when I noticed that it only weighed about half an ounce!

I rushed to the back of the mag — 82 pages, is that all? I mean it used to be 132 pages then it was 98 and now it has been whittled down to a feeble offering of only 82! Is that good value for £2.95? I said to myself £2.95, what happened to the great price of £2.50?

Oh and while I'm moaning at you, where has the spine gone? The spine for all previous SUPER GAMER mags had added that bit of style that all the other mags on sale have never offered. Now SG has stooped as low as these inferior mags.

I realise that you have been going through a change recently, but what happened to the gallery — surely you had time to fill a page full of readers pictures and some witty comments? Obviously not. Oh and on the subject of writing — the Write Stuff has diminished to only 3 pages again after going up to 4. This is one of my favourite parts of the mag!

In issue number 10, Yew-ming Yoo suggested a free ads page and you offered a page devoted to our adverts. Where is it?

C'mon now SG, pull your socks up — either lower the price or sort out the mag (preferably both!).

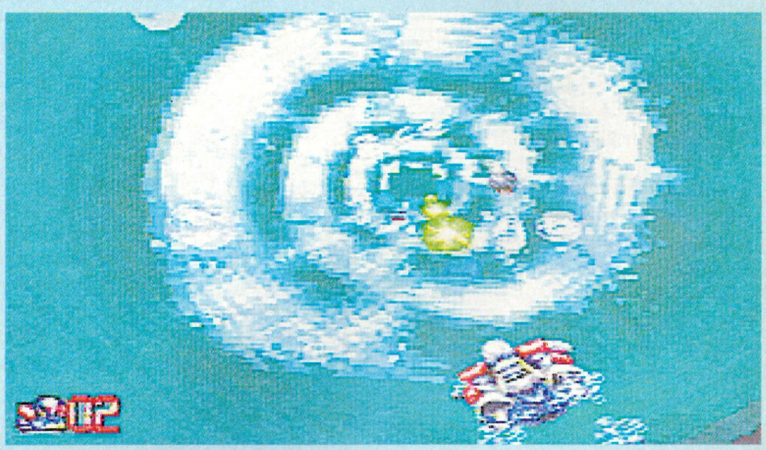
I realise that this letter will not be published — I didn't send it in for fame; just for a chance of a better SG! Please leave me now to wear out the pages of your latest mag for although it is nowhere near as good as it was, SG is still the best mag around!
Stewart Maclean

Sure we'll print your letter. We're not here simply to bask in the glory of grovelling readers all the time, though that's not to say that we don't like it! But hey — it's your mag and constructive criticism is always encouraged. SG's undergone some pretty major changes over the last two months so there was bound to be one or two teething problems, what with the new team settling in and everything. Still, we think we've got the last few loose guy ropes pinned down and things are running smoother with every day that passes.

Dear SUPER GAMER,
I will start by thanking you for an excellent mag. I will now ruin my chances of this being the star letter by commenting about the size of recent issues eg no 12 which had a meagre sum of 82 pages.

On a lighter note, I would like to bring to your attention the eccentric behaviour of games manufacturers: they are continuously bringing out sequels to games that were not that good in the first place, while ignoring classic Amiga games like *Settlers* and *Soccer Kid*, why? Conversions of these games could be very profitable indeed.
Tom Harseldine

Damn right! Software houses do seem incredibly reluctant to dabble with anything that is out of the ordinary. Perhaps it's to do with the higher production cost of cart-based titles, but they do seem determined to stick with tried and trusted formulas and characters. The odd one slips through, like *Sensible Soccer* and *Another World,* but generally it seems that they shy away from Amiga conversions even though the Super Nintendo is quite capable of reproducing most at will. The most obvious explanation is the fact that the majority of Nintendo games are conceived in Japan, and that is where the company has final say when licensing a product. Obviously the huge success of, for example, *Lemmings* could not be ignored but less well known titles, *Settlers* you mention, will find it hard to win over the guys with yen signs flashing in their eyes. They want flashy introductions and explosions to sell games, leaving us with rather few titles of a serious (for want of a better word) nature. It's a case of know what we know and ignore what we don't. Sad but true.





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A-Z OF GAMES

SUPER NES

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

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

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

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

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

AEROBIZ
This puts you in charge of an airline, buying aircraft, routes, hotels, advertising, and even choosing whether to skimp on repairs!
Overall 81%

AERO THE ACRO-BAT
One of the most imaginative and varied platformers about, but not enough in-game action to sustain interest.
Overall 76%

ALADDIN
A beautifully presented 12Mbit cart with great graphics and sonics. However, there's not much gameplay variety and a password save makes it a bit easy.
Overall 88%

ALFRED CHICKEN
A cute and very playable platformer with lots of challenge, but not much originality.
Overall 69%

ALIEN 3
All the movie's stunning atmosphere, with several hundred more aliens
Overall 92% GAMER GOLD!

ALIENS VS PREDATOR
Great graphics, but the scrolling beat-'em-up action is repetitive and unimaginative.
Overall 57%

ALL-AMERICAN FOOTBALL
Competent gridiron simulation with plenty of plays and options, but not as comprehensive or graphically pleasing as John Maddens.
Overall 81%

AMAZING TENNIS
This game looks absolutely fantastic and sounds pretty good too. It's good for one player, but in two-player the novel display is a pain.
Overall 78%

AMERICAN GLADIATORS
Whatever you think of the game show, it didn't deserve this dire lot of sub-games. No horny pics of Jet either!
Overall 35%

AMERICAN TAIL: FIEVEL GOES WEST
Standard fare for a platform game – great cartoon graphics, simple gameplay and repetitive beyond belief.
Overall 74%

ANDRE AGASSI TENNIS
Barely adequate tennis sim with decent enough graphics, but not as much playability as *Smash* or *Super Tennis*. The practice mode is good, though.
Overall 62%

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

ANOTHER WORLD
Highly addictive with plenty of puzzles to solve although it's no Zelda for longevity, being more of a very clever, but still limited platformer. AKA: *Out Of This World*.
Overall 81%

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

ART OF FIGHTING
Another Takara effort to beat Street Fighter – guess what? It fails! Tediously slow animation and uninteresting moves make this one to avoid when there are so many that are better.
Overall 68%

ASTERIX
A simplistic platformer, but the sprites at least perfectly capture the look of the comic strip.
Overall 79%

ASTRO GO! GO!
Remember *F-Zero*? Remember how good it was? Now imagine the same game with its good bits taken out and a stupid new perspective bolted on and you've got *Astro Go! Go!*.
Overall 55%

AXELAY
An absolutely stunning shoot-'em-up. Six long levels alternate between good looking side-scrolling action and unbelievable, into the screen Mode 7 trickery.
Overall 91% GAMER GOLD!

BART'S NIGHTMARE
Bart is plunged into a nightmare wherein he must recover his school essay from eight sub-games. It looks as good as the cartoon, but sadly playability is irritatingly tough and not as imaginative as the graphics.
Overall 73%

BATMAN RETURNS
The soundtrack is awesome, the graphics brilliant and playability excellent. This is undoubtedly one of the finest scrolling beat-'em-ups.
Overall 90% GAMER GOLD!

BATTLECLASH
SUPERSCOPE only
A '50s B-movie is turned into a nice-looking if shallow shoot-'em-up.
Overall 57%

BATTLETOADS & DOUBLE DRAGON
Barely interesting horizontal beat-'em-up with tiny sprites and a lack of real enthusiasm. Adding two great games just demeans them both.
Overall 68%

BATTLETOADS IN BATTLEMANIACS
No fewer than seven games are packed into this cart. The first few are brilliant, but later levels are too simplistic to justify the mega-hard difficulty level.
Overall 82%

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

BEST OF THE BEST
A huge number of moves, a big championship and a good practise mode make this a serious Karate sim.
Overall 81%

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



BIOMETAL
Slick fast shoot-'em-up in the old fashioned sense, plenty of bullets explosions and cries of "what killed me?". Also featuring a 2-Unlimited soundtrack which could be a plus or a minus.
Overall 84%

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

BLAZEON
Terrible scrolling backgrounds and poor gameplay ensure unhappiness.
Overall 31%

BLAZING SKIES
This WWI sim utilises Mode 7 for some good flying sequences, particularly dog-fighting. Unfortunately gameplay is lacking with a frustrating control system.
Overall 67%

BLUES BROTHERS
An extremely funny film becomes an extremely irritating platform game.
Overall 71%

BOB
The eponymous star is a bug-like critter whose head can sprout rotorblades to fly around.
Overall 60%

BOXING LEGENDS OF THE RING
All the blood, missing from Riddick Bowe, with huge boxers and plenty of realistic effects like the girls in bikinis and the training feature.
Overall 84%

BRAINIES
Despite the stupid name, this is actually a fairly decent and enjoyable puzzle game with 100 levels of brain-teesing action.
Overall 84%

BREATH OF FIRE
Massively complex RPG in the *Zelda* mould, with great graphics, but an even better storyline, which even had the SUPER GAMER team gasping at its twisty turny bits.
Overall 85%

BRETT HULL ICE HOCKEY
A 16Mbit sim with an impressive running commentary by Al Michaels. Fast, slick and with a substantial challenge.
Overall 84%

BUBSY
The first 16Mbit platformer is a real treat, Bubsy's animation is brilliant, the sonics are fantastic and the speed is tremendous.
Overall 89%

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

BUBS DUNNY
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%

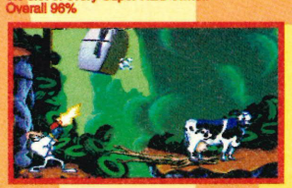
DRAGON'S LAIR
One of the best looking and worst playing coin-ops emerges still looking good, but playing like a pretty darn good platformer.
Overall 78%

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 charactera too.
Overall 90% GAMER GOLD!



IMPERIUM
This vertically scrolling shooter has a novel power-up system and plenty of challenge, but graphics are banal and gameplay is more frustrating than enjoyable.
Overall 60%

INCREDIBLE CRASH DUMMIES
Fun for a short while, but soon becomes tedious due to irksome gameplay and a distinct lack of variety.
Overall 63%

INCREDIBLE HULK
US Gold didn't want you to see a review of this before the game was out. Reason? It's yet another low budget, low effort platform beat-'em-up with no surprises and oh-so-simple graphics.
Overall 79%

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

INT SENSI SOCCER
It's back – and this time it's international. That's right, now you can play the superb *Sensible Soccer* with all your favourite players and teams and still pay an extra £50. Wow.
Overall 85%

INTERNATIONAL TENNIS TOUR
This has a wide range of tournaments and fun, cartoony sprites. Unfortunately, the split-screen two-player mode is a neat idea which doesn't work that well.
Overall 61%

IREM SKINS GAME
An extremely slick golf game. Graphics are good, the control system realistic and complex.
Overall 70%

JAKI CRUSH
Looks great, sounds okay and plays well – although as with real pinball it does get rather repetitive and there could've more than one table.
Overall 76%

JAMES BOND JNR
A cartoon series inspired mix of platforming action and air/sea shoot-'em-up is ruined by dreadful graphics, awful gameplay and weak sound.
Overall 36%

JAMES POND'S CRAZY SPORTS
Eight wild and wacky sports, plus bonus games, sounds like a lot of fun. Unfortunately they're all a bit simplistic. Young children will probably like it.
Overall 63%

JELLY BOY
Stupid concept for a game. Lightning strikes vat of jelly and a small jelly boy is created (as yer do). The result is a platformer with a remarkable eye for detail, but fairly boring to play.
Overall 79%

JERRY BOY
Wobbly blobs a-plenty in this odd game. Extremely frustrating.
Overall 43%

JIMMY CONNORS PRO TENNIS TOUR
The most realistic tennis sim yet with masses of shots, a huge tournament mode (and passwords), lots of options and five tennis coaches!
Overall 86%

J LEAGUE EXCITE STAGE '94
One of the best football games comes from deep in Japan, but was actually programmed by Probe in England. Intense playability and realism make this the next best thing after *FIFA*.
Overall 89%

JOE & MAC
This accurate coin-op conversion offers a simultaneous two-player mode with a pair of cavemen jumpin' and boppin' their way across various platforms.
Overall 69%

JOE & MAC 2
Standard fare platform game with smart graphics and sound, but a bit low in the 'interesting' department. This does prove that not all sequels are absolutely terrible.
Overall 71%

JOHN MADDEN FOOTBALL '93
A massively improved version of the original featuring an easily grasped control system, plenty of plays, teams and options.
Overall 83%

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

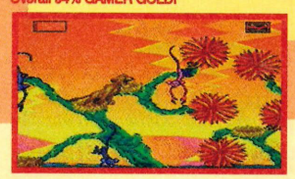
LEMMINGS
One of the best games of the Eighties has you saving lemmings from their own stupidity. There's 125 levels to complete!
Overall 90%

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

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

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

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



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

LOST VIKINGS, THE
A huge variety of puzzles to this 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%

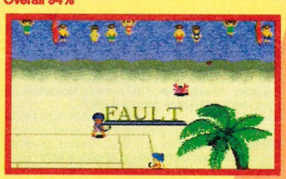
MIGHT & MAGIC II
An efficient conversion of a huge, if somewhat dated PC RPG.
Overall 77%

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
Boomshekalaka! This is THE basketball game, superb graphics playability and a stonking four player game. Awesome!
Overall 94% GAMER GOLD!

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

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

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

NHLPA HOCKEY
Another comprehensive EA sim with masses of stats, rules and atmosphere. It's very playable, but the scrolling is a little sluggish.
Overall 78%

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

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Looks good with plenty of speed, tracks, password save championship and car modification options.
Overall 74%

NINJA WARRIORS
An above average coin-op-style beat-'em-up, with crisp graphics and some of the most ingenious bosses we've ever seen!
Overall 57%

ON THE BALL
You must guide a marble through various mazes by revolving the maze around the ball and letting gravity pull it down. Great fun, but too easy.
Overall 69%

OPERATION LOGIC BOMB
Overhead-perspective walking, exploring and blasting everything type game. Presentation is slick but the game is too easy, too small and repetitive.
Overall 60%

OUTLANDER
This *Mad Max*-style blaster is two games in one. There's a behind-the-car driving/blasting game and a walking along and blasting game.
Overall 57%

OUT TO LUNCH
The sprites may be small, but the detail is stunning – as is the overly hard difficulty level.
Overall 76%

PAC-ATTACK
Intriguing puzzle game which crosses *Tetris* with *Pac-man* and just about pulls it off. The main difference is that you must eliminate ghosts by sending Paccy in to eat them.
Overall 80%

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

PAPERBOY 2
Gameplay is simplistic and repetitive, graphics which were once impressive have become terribly banal. Dire.
Overall 34%

PARODIUS
A brilliant shoot-'em-up which just happens to have some of the funniest graphics ever seen.
Overall 88%

PEACE KEEPERS, THE
Average scrolling beat-'em-up with morose graphics, poor sound and a general lack of enthusiasm in the programming. Also called Rushing Beat 3.
Overall 50%

PGA TOUR GOLF
By far the best golf game, *PGA Tour Golf* has lots of courses, options and computer players. Graphics are poor, but still great fun.
Overall 84%

PILOTWINGS
Parachuting and flying light planes, jetpacks, hang-gliders and helicopters may sound 'interesting' but less than compulsive. But Mode 7 is used brilliantly, and gameplay is totally addictive.
Overall 83%

PINBALL DREAMS
Entertaining pinball game with eight-way scrolling and some good tables, but it is somehow very dull and you don't want to keep playing it.
Overall 73%

PINK GOES TO HOLLYWOOD
Great idea – bad game. Pink Panther is bright colourful and funny, and so's the game, but it plays so badly that I doubt you'll ever want to get past the title screen.
Overall 56%

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



PIT-FIGHTER
One of the greatest beat-'em-ups around is murdered on the Super NES.
Overall 13%

POCKY & ROCKY
Cute, but rock-hard mega-blaster in the Commando mould.
Overall 89%

POP 'N' TWIN BEE
A ton of cuteness, a simultaneous two-player mode and Konami programming should've made this a huge hit. Sadly gameplay is boring and repetitive.
Overall 61%

POPULOUS
A massive game with a thousand levels, ten different worlds and a tough computer opponent.
Overall 77%

A-Z OF GAMES

POPULOUS II
Bigger and much, much better than the original, *Pop II* takes you into ancient Greece. Sheer class and perfect for *Populous* fans. At last a sequel that's better than the original.
Overall 90%

POWERMONGER
Graphically this is one of the Super NES's best wargamer, with some brilliant 3-D landscapes.
Overall 71%

PRINCE OF PERSIA
A classic, boasting superlative animation. 20 big levels need to be completed, with a tight overall time limit and plenty of puzzles to test both your arcade reflexes and your brain cells. Brilliant.
Overall 88%

PUGGSY
Non-descript platform game where you must use various objects to open the exit. An unlikable central sprite (Pie man?) and slow pad response are guaranteed to annoy.
Overall 42%

PUGSLEY'S SCAVENGER HUNT
A superb development of *Addams Family* which looks and sounds good.
Overall 88%

Q*BERT III
A classic coin-op is expanded into a massive challenge, but playability is severely lacking.
Overall 65%

R-TYPE III
Stonking conversion of the classic shoot-'em-up from the Eighties. Graphics are coin-op quality, sound is excellent – and it's b***** hard!
Overall 91% GAMER GOLD!



RAINBOW BELL ADVENTURES
Haven't we all seen something like this before? A standard platform adventure with great graphics, but a bit flat to play.
Overall 72%

RANMA 1/2
The official version has English text, but otherwise this very Japanese, anime-style *SFII* clone is unchanged. Very weird, very funny and very easy.
Overall 68%

REN & STIMPY: TIME WARP
If you like the surreal cartoon show then you'll love this accurate Ren & Stimpy game. Full of annoying samples and colourful graphics, this is better than *Veediots*.
Overall 80%

REN AND STIMPY: VEEDIOTS
Ultra-weird American cartoon retains much of its style in this imaginative and varied platformer. If only there were more of it...
Overall 77%

RIDDICK BOWE
Thumping boxing simulation, but lacking in gritty realism. No blood and bruises makes for a very boring beat-'em-up. Shame on you, Nintendo!
Overall 83%

RIVAL TURF
Too few combat moves, jerky graphics and not enough challenge. The only good point is the simultaneous two-player mode.
Overall 51%

ROBOCOP 3
Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thoroughly misconceived.
Overall 36%

ROCK 'N' ROLL RACING
Awesome rock soundtracks, plus plenty of vehicles, firepower, tracks and planets. A bit repetitive in one-player though.
Overall 90% GAMER GOLD!



ROCKY RODENT
A particularly irksome and mundane entry in the cutesy platformer stakes.
Overall 41%

RUN SABRE
Similar to Capcom's excellent *Strider*, this boasts imaginative levels, lots of action and a good simultaneous two-player mode. Unfortunately, it's too small and far too easy.
Overall 50%

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

SENSIBLE SOCCER
Tiny sprites, but the action is fast, realistic and intelligent. Probably the most sophisticated soccer game ever, but you need a joystick to get the most out of it.
Overall 90% GAMER GOLD!

SHADOWRUN
An incredibly atmospheric and addictive *Blade Runner*-style RPG. The graphics are nicely detailed, the soundtrack great, and the plot brilliantly imaginative. A classic.
Overall 94% GAMER GOLD!



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

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

SIM CITY
City planning must be one of the most boring subjects on Earth, in fact very compulsive, the underlying principles are complex, but initially it all seems very simple. Brilliant.
Overall 85%

SIM EARTH
More of an educational experience than a game, this is a very sophisticated program dealing with geology, ecology and evolution.
Overall 80%

SKYBLAZER
Sony's latest platform adventure is similar to Hook (perhaps too similar?), but it plays very well.
Overall 85%

SMASH TENNIS
Sorry Nintendo, but *Smash Tennis* is and always will be the BEST tennis game on the Super NES – bar none. Excellent four player multi-tap option, but loads of courts and moves. Unbeatable!
Overall 94% GAMER GOLD!



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

SOCCER KID
I don't care what Ocean says, this is a very average game. Nothing special, no frills, just a kid kicking a ball through various worldly levels.
Overall 56%

SOS
Surprisingly good Super NES remake of the *Posiedon Adventure* film, where you play one of four characters in this platformer, who must rescue as many people from a capsized ocean liner before it sinks. Great atmosphere!
Overall 88%

SOUL BLAZER
A slick *Zelda* clone and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable.
Overall 85%

SPACE ACE
Futuristic Dragon's Lair clone with absolutely stunning graphics and a huge varity of levels and tasks. A classic from little known company Empire software.
Overall 86%

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

SPECTRE
Not as good as it could have been – *Spectre* is a conversion of the Apple Mac smash hit, but in the end it's just too repetitive and gets boring after only a few goes.
Overall 64%

SPEED RACER
REALLY BAD racing sim with a platform game bolted on to further turn the stomach. Looks like it was programmed by a five year old on an Acorn Atom and is quite simply the worst Super NES we've ever seen!
Overall 15%

SPIDERMAN AND THE X-MEN
A whole host of superheroes make this attractive for any comics fan. Gameplay is varied and tough, graphics impressive and sound brilliant.
Overall 75%

SPIKE MCFANG
Pretender to the Zelda throne, this RPG lacks both power and conviction. Spike's weapons are annoyingly slow, and the whole game runs at a slow pace. Buy *Breath of Fire* instead.
Overall 68%

SPINDIZZY WORLDS
Guide a spinning top through 3-D mazes avoiding the villains, collecting the gems and pressing switches. A massive and very tough test of joypad reactions and brains which you'll either love or hate.
Overall 89%

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

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

STARWING
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. An unbelievable cart.
Overall 96% GAMER GOLD!



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

STREET FIGHTER II: TURBO
20MBit enhanced version of the above. Graphics and sonics have been toned up, while gameplay benefits from more speed, moves and the option to play as any of the four boss characters.
Overall 96% GAMER GOLD!



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



STRIKER
Blindingly fast, hugely playable and with real player names, masses of leagues, a stunning indoor mode and lots more, this is a fantastic game. In one player mode rather easy, but two-player mode is unbeatable.
Overall 90% GAMER GOLD!

STUNT RACE FX
Again, Nintendo surprises all with this first class Super FX racing game. Unparalleled graphics, speed like you've never seen, and oodles of playability. A must for all Super NES owners.
Overall 94%



SUNSET RIDERS
A typically slick Konami conversion of their Wild West coin-op. Imaginative, funny and great fun to play it's marred only by being slightly easy.
Overall 82%

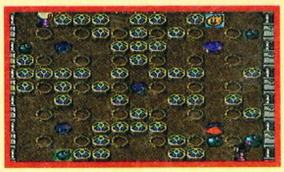
SUPER ADVENTURE ISLAND
This sounds great and doesn't look too bad, but gameplay is irksome with your large sprite coming a cropper all too often. Ugh!
Overall 42%

SUPER ADVENTURE ISLAND 2
An impressive start for Hudsonsoft UK, this improves on the first game and includes bags of challenge and special items to find. Recommended if you want to rediscover platform games.
Overall 80%

SUPER AIR DIVER
An Afterburner-style blast-'em-up. A little simplistic, but a variety of weapons, air-to-air and air-to-ground missions provide both variety and a surprisingly realistic feel.
Overall 82%

SUPER BATTLETANK
Great graphics, but the sim-style looks are misleading while gameplay is extremely repetitive.
Overall 54%

SUPER BOMBERMAN
Fantastic in multi-tapped four-player mode, this has you speeding around mazes; dropping bombs to blow up (ex-)friends. In one or two-player mode it's only okay.
Overall 94% GAMER GOLD!



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

SUPER CASTLEVANIA IV
A great update of the NES series with Simon Belmont running, jumping and whipping his way through huge levels to confront various end-level guardians.
Overall 90% GAMER GOLD!

SUPER CONFLICT
This contemporary war game has 55 scenarios, 46 different types of military hardware and battery back-up.
Overall 70%

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



SUPER EMPIRE STRIKES BACK
Super Star Wars is reworked with new graphics. A bigger, harder and, marginally, better game. The Mode 7 AT-AT attack is absolutely stunning.
Overall 85%

SUPER GHOULS 'N GHOSTS
There's a multitude of power-ups, hideously imaginative monsters and fantastic settings, including a beautifully drawn sunken ship.
Overall 85%

SUPER HOCKEY
Competent Ice Hockey game featuring a Mode 7 perspective and four different views. Good feel, but overshadowed by the superior *NHL '94*.
Overall 77%

SUPER ICE HOCKEY
A highly competent ice hockey game, but overshadowed somewhat by *NHL '95*. It does have a good multi-player mode and four different views.
Overall 77%

SUPER JAMES POND
A bright and cheerful platformer with some tongue-in-cheek humour.
Overall 70%

SUPER KICK OFF
Kick Off provided Amiga enthusiasts with endless hours of football fun, now it's got with the same overhead perspective, a whole host of options, leagues, cups and some slick scrolling.
Overall 71%

SUPER MARIO ALL STARS
This incredible, 16MBit cart boasts *Super Mario Bros, Super Mario Bros: The Lost Levels, Super Mario USA* and *Super Mario Bros 3* – the entire NES Mario saga, in fact. Presentation is excellent with brilliantly reworked graphics and sonics. One of the best games ever!
Overall 91% GAMER GOLD!

SUPER MARIO KART
This superb split-screen racer features all your favourite Mario characters as go-karting fiends who you and a friend can control. Good in one-player mode, unmissable in two-player mode.
Overall 94% GAMER GOLD!



SUPER MARIO WORLD
A classic with plenty of detail, cuteness and imagination. The best thing is how you can choose your own path through the game. A too friendly save game option means it won't take too long to complete, but it's an excellent introduction to video gaming, and finding all 96 levels will test any pro!
Overall 92% GAMER GOLD!

SUPER METROID
A contender for best Super NES game ever. *Super Metroid* is massive, full of originality, crammed with great graphics and sounds – quite simply an essential purchase. Highly recommended.
Overall 95% GAMER GOLD!

SUPER PROBOTECTOR
Each of the thrilling levels hold different surprises; platform side-on shoot-ups, a *Return of the Jedi* style biking adventure, and an overhead view Mode 7 zapping sensation all feature to make this a truly classic game.
Overall 90% GAMER GOLD!

SUPER PUNCH-OUT!
One of the better boxing sims on the Super NES. This is an update of the terrific NES game, but it fails on not having rounds or using strategy. Large and stylish graphics are great, though.
Overall 82%

SUPER PUTTY
An imaginative platformer with some great puzzle elements and impressive claymation graphics.
Overall 84%

SUPER PUYO PUYO
Better than any other puzzle game except the original *Tetris*, this game has you connecting cute looking blobs of various colours, forming lines of four to crush your opponent. A cracking game!
Overall 93% GAMER GOLD!



SUPER R-TYPE
It looks brilliant and plays well, but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon gets tedious.
Overall 74%

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

SUPER SMASH TV
The game that was originally a super-smash coin-op with unbelievable numbers of on-screen sprites and ear-damaging sound-effects, is now available on the Super NES. Can get repetitive.
Overall 75%

SUPER SOCCER
Once one of the best footie sims, competition from more recent releases has made this seem painfully slow and unsophisticated.
Overall 63%

SUPER STAR WARS
A great soundtrack and the graphic attention to detail generally is astounding. Trench scene is brill too!
Overall 90% GAMER GOLD!

SUPER STREET FIGHTER II (import only)
It's back! *Super Street Fighter II* has more characters, more moves and some great sound, but it just hasn't changed THAT much. Showing its age a bit now – we could all do with *Street Fighter III*!
Overall 93%



SUPER STRIKE EAGLE
Air-to-air combat is presented sim-style, but soon gets repetitive. More impressive is some stunning Mode 7, scaling the ground around in fun dive-bombing sections. Not bad, but lacking in variety.
Overall 69%

SUPER SWIV
Another vertical scroller with the welcome addition of simultaneous two-player action. Sadly graphics and gameplay are rather dull and unoriginal.
Overall 70%

SUPER TENNIS
A great tennis game, but overshadowed by *Super Family Tennis*. Tough luck Nintendo!
Overall 91% GAMER GOLD!

SUPER TURRICAN
You've got masses of firepower, but while enemies are numerous, there aren't as many mega-monsters as there could be.
Overall 89%

SYNDICATE
Excellent conversion of the Amiga cyberpunk strategy game featuring replicants who can blow the crap out of innocent civilians while enforcing their police state.
Overall 89%

T2: JUDGMENT DAY
The graphics are awful, but this is still surprisingly playable.
Overall 74%

T2: THE ARCADE GAME
A near-perfect coin-op conversion which may

lack variety for home use. Very tough and you obviously you need a SuperScope to get the most from it.
Overall 84%

TAZ-MANIA
Hilarious toon-like graphics and fun, if limited gameplay.
Overall 88%

TEST DRIVE II: THE DUEL
In truth not all that stunning to look at, but the realistic setting – four American highways with police, tunnels and on-coming traffic!
Overall 85%

TIME SLIP
A sadly underpowered clone of *Super Probotector*.
Overall 54%

TIME TRAX
What a surprise – a platform game that is actually quite good as well! *Time Trax* borrows heavily from *Super Probotector*, but still remains original. Definitely worth a look.
Overall 81%

TINY TOONS
A masterpiece with cutesy sprites and great gameplay which besides brilliantly varied platform levels packs in a fun American Football game!
Overall 95% GAMER GOLD!



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

TOP GEAR
Superb, fast single or split screen racer.
Overall 89%

TOP GEAR 2
A slick development of the original game with better graphics and more depth.
Overall 82%

TOTAL CARNAGE
One of the fiercest, fastest and most challenging shoot-'em-ups around.
Overall 83%

TOYS
A duff movie and a worse game.
Overall 52%

TRODDLERS
Neither as cute nor addictive as *Lemmings*, this game is still fun, scoring particularly well with the two-player modes.
Overall 71%

TROLLS
Yes, it's cute, but does that make it a good game? The answer is undeniably... yes! *Trolls* is fast and fun, but older players may find it is appealing to a much younger age group.
Overall 85%

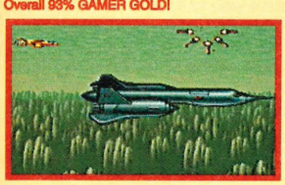
TURN & BURN
Beautifully presented and realistic Top Gun fantasy, but marred by the old Absolute Bugbear – a lack of challenge and originality. Good for a while though...
Overall 75%

TURTLES IV: TURTLES IN TIME
Highly impressive cartoon platform beat-'em-up.
Overall 90% GAMER GOLD!

TURTLES V: TOURNAMENT FIGHTERS
An *SFII* clone with funnier characters, a story mode and great playability. Not quite as sophisticated as *SFII*, but close.
Overall 92% GAMER GOLD!

ULTRAMAN
A below average one-on-one beat-'em-up. Graphics are mediocre and the enemies hold no surprises.
Overall 31%

US SQUADRON
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans.
Overall 93% GAMER GOLD!



UTOPIA
Play God in this futuristic version of Populous. Space ports, energy stations and sports centres are all you need to keep the people happy. Enjoyable only to Sim City freaks.
Overall 85%

VAL D'ISERE
A great idea on paper, however the superb Mode 7 skiing sim suffers from repetition and loss of interest. Graphics are great and speed is never a problem, but after a few goes this turns out to be nothing more than *OutRun* on skis.
Overall 77%

VEGAS STAKES
Poker, Craps, Roulette, Blackjack and Slot Machines are well implemented with slick presentation allowing you take your winnings from one game to another on your quest to break each casino's bank.
Overall 60%

VIRTUAL BART
Like *Bart's Nightmare* only with more sub games and some even more hilarious samples. Bart must escape from the VR machine by completing every special game. A laugh from beginning to end.
Overall 84%

VIRTUAL SOCCER
Overhead, angled and side-on perspectives are on offer here, along with surprisingly in-depth gameplay. Battery back-up saves customised teams.
Overall 93% GAMER GOLD!



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



WARPSPEED
A banal remix of Star Raiders. Mode 7 produces some stunning graphics, but the gameplay is strictly antique.
Overall 69%

WAYNE'S WORLD
Plenty of humour and some good if ultimately irritating samples fail to save this mediocre platformer.
Overall 51%

WORLD CUP STRIKER
Technically brilliant, but strangely similar to the original *Striker*, the World Cup version has battery back-up and more options. Only worth a look if you haven't got *Striker*.
Overall 82%

WE'RE BACK
An overly easy, but still quite playable platformer based on a Spielberg-produced cartoon about cutesy dinosaurs.
Overall 58%

WING COMMANDER
Classic space opera with 30 plus missions, asteroids, enemy fighters, freighters and huge battleships.
Overall 80%

WING COMMANDER: THE SECRET MISSIONS
Virtually identical to the original, but with a better scenario, more ships on screen and an easier (too easy!) skill setting on offer.
Overall 85%

WINTER OLYMPICS
Dire sport game based on the events in Lillehammer. Sad graphics, sound and dodgy collision detection on the events mean you won't ever want to play this again.
Overall 46%

WOLFENSTEIN 3D
A truly stunning, first-person perspective puts you in a stormtrooper-packed Nazi fortress. Action is fast and furious, albeit somewhat repetitive.
Overall 80%

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

WORLD CUP USA '94
Well designed and extremely playable footy sim from the licence masters. Not as good as *FIFA* or *Virtual Soccer*, but a close third, and more suited to those who love loads of options.
Overall 85%

WORLD HEROES
A good *SFII* challenger with an imaginative set of characters, but not enough moves or challenge.
Overall 72%

WORLD HEROES 2
Gosh, another boring beat-'em-up that has been converted from the Neo Geo. This is just like all the others and is therefore donkey doo! Avoid.
Overall 55%

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

WWF: ROYAL RUMBLE
A big (16MBit) improvement over the original: more characters, more moves and a tournament mode.
Overall 79%

XANDRA'S BIG ADVENTURE
An incredibly weird platformer with lots of levels and variety.
Overall 82%

X-KALIBUR 2097
Above average platform fighting game using bizarre robots. A good two player mode, but a bit too samey, samey for my liking.
Overall 77%

YOGI BEAR
He's smarter than the average bear – it's Yogi! In another samey samey platform romp using great cartoon graphics and very little else. A dud!
Overall 69%

YOSHI'S COOKIE
A rather simplistic and easy puzzle game which will appeal mostly to young kids. Two-player game is good though.
Overall 76%

YOSHI'S SAFARI
A pretty and playable light gun blast-'em-up aimed at youngsters – with a difficulty level to match.
Overall 80%

ZELDA III: A LINK TO THE PAST
An RPG for everyone; easy to get into, plenty of action and lots of challenge. A classic.
Overall 95% GAMER GOLD!



ZOMBIES
A hilarious overhead shoot-'em-up cum maze game, with splendid graphics inspired by wacky 1950s B-movies. Great fun, especially in two-player mode.
Overall 87%

NES

A BOY AND HIS BLOB
Tedious, boring platform adventure from veteran programmer David Crane.
Overall 25%

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

ADDAMS FAMILY
Standard platform action in this conversion of the Super NES game. Good challenge, but boring to play.
Overall 74%

ADVENTURE ISLAND 2
A slightly playable platform game, but generally unremarkable.
Overall 64%

ADVENTURES IN MAGIC KINGDOM
Kiddish Disney fun that's far too easyto be worth buying.
Overall 47%

ADVENTURES OF 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 Enorcers*.
Overall 70%

HOOK
Follows the film quite well, but lacks the style required to make it a classic.
Overall 71%

HUNT FOR RED OCTOBER
Apalling game of the film, which has to be one of the worst shoot-'em-ups ever.
Overall 24%

HYPER SOCCER
Miserable soccer game, with no lasting appeal.
Overall 51%

IKARI WARRIORS
Commado-style game with enough challenge to keep most players happy, but doesn't look that good.
Overall 68%

IRONSWORD
Good platform adventure, with loads of levels, spells and other goodies. Worth playing.
Overall 83%

ISOLATED WARRIOR
Weird 3-D shoot-'em-up, which is as boring as *Newsnight*.
Overall 37%

JACK NICKLAUS GOLF
Bad golf game, avoid if possible, playing this has a similar feeling to being stuck in a bunker all night.
Overall 55%

JACKIE CHAN'S KUNG-FU
Good action packed beat-'em-up which is full of moves, has great playability and clear well drawn graphics.
Overall 83%

JIMMY CONNORS
One of the best, if not THE best tennis game on the NES. Fast, playable and the two player is damned addictive. Get it today if you want to win at Wimbledon.
Overall 87%

JUNGLE BOOK, THE
Superbly playable platform romp with faithful Disney cartoon graphics and animation. Definitely one of the best games on the NES.
Overall 90% GAMER GOLD!



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

KABUKI QUANTUM FIGHTER
Possibly the only game character ever to use his hair as a weapon. Good game though, well worth checking out.
Overall 79%

KICK OFF
Playable, but very easy football game. Not the classic it was on other consoles.
Overall 59%

KID ICARUS
Boring and repetitive platform game. Not as good as Darkwing Duck.
Overall 61%

KIRBY'S ADVENTURE
The ultimate platform game for your NES. Loads of secret rooms, tons of special abilities, this is hot, this is very hot.
Overall 92% GAMER GOLD



LEGEND OF ZELDA
The original adventure for the NES is very challenging and features a huge play area. It has stood the test of time.
Overall 85%

LEMMINGS
Not quite as good as on other formats, let down by inaccurate cursor control.
Overall 65%

LIFE FORCE
Excellent shoot-'em-up, better than Gradius and with a stonking two player mode.
Overall 81%

LITTLE NEMO: DREAM MASTER
Great platform game which gives the player the chance to become a bee, gorilla and a frog. There's not many games that give you that opportunity!
Overall 86%

LOW G MAN
Another average platform game, doesn't really hold anything new or appealing, but it is playable.
Overall 72%

LUNAR POOL
Abstract pool game which gives the player the chance to play on a frictionless table?!
Overall 71%

MANIAC MANSION
Wacky adventure game that needs a chain saw to gain full marks.
Overall 80%

MARBLE MADNESS
You must guide the marble through six short levels. A conversion of the coin-op. Good fun, but far too short.
Overall 80%

MARIO & YOSHI
Puzzle game which will appeal to kids.
Overall 70%

MARIO IS MISSING
Educational game, which is still great fun if your not too hot on geography and are willing to bury your pride.
Overall 75%

MEGA MAN
Excellent platform game with loads of weapons and plenty of variety.
Overall 85%

MEGA MAN II
Good platform game with loads of weapons and plenty of variety.
Overall 82%

MEGA MAN III
Challenging platform game with loads of weapons, a bit unoriginal though.
Overall 78%

MEGA MAN IV
Average platform game with loads of weapons and... Oh, it's the same as all the others. Well, whaddya know?
Overall 70%

METAL GEAR
Good stategic adventure, you need to think and you need to shoot.
Overall 87%

METROID
Massive arcade adventure, that will keep you enthralled; Definately one for committed gamesplayers.
Overall 68%

MIG 29
Playable shoot-'em-up from the Cody's. Nice graphics and a neat refueling section makes this a reasonable purchase.
Overall 80%

MISSION IMPOSSIBLE
Gauntlet style action with a few puzzles and twists thrown in for good measure.
Overall 60%

MONSTER IN MY POCKET
Platform game where you run around and kill things. Good fun though, pretty easy too.
Overall 75%

NEW GHOSTBUSTERS 2
The second game of the film, but really not worthy of purchase.
Overall 51%

NEW ZEALAND STORY
This old peach has been around for a while on most formats and it's just as good on the NES.
Overal 74%

NOAH'S ARK
Biblical blockbuster that stars Noah. Whatever next, The story of Moses or The adventures of Adam and Eve in Jelly World?
Overall 40%

NORTH & SOUTH
Part strategy, part beat-'em-up, this has you fighting Confederates and Yankees in the America Civil War. Good fun, but only for a while...
Overall 59%

OPEN GOLF TOURNAMENT
Superb golf game, a choice of three courses, different tournaments and save stats. It's all there and it has to be bought.
Overall 91% GAMER GOLD!

OPERATION WOLF
Average shooting game, converted from the arcade. It never really worked with the zapper gun and the graphics come from the house of sad.
Overall 61%

PAC-MAN
What a good idea, convert an ancient 'classic' onto the NES and charge £25 for a 14 year old game. You could practically buy the coin-op for that price.
Overall 60%

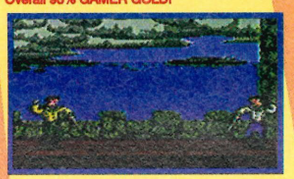
PAPERBOY
Lamentable arcade conversion that will appeal only to paperboys, and then only if they're workaholics.
Overall 30%

PAPERBOY 2
Twice the game the original was, more streets, more obstacles, but still quite sad.
Overall 60%

PARODIUS
Playable shooter that is quite similar to the Super NES version, well worth a few quid.
Overall 81%

PINBOT
A pinball game which is bouncy and playable, but not quite in the same league table as *High Speed*.
Overall 71%

PIRATES
Brilliant swashbuckling Caribbean adventure; combining strategy and arcade action and a multitude of other elements to make this an absolute must.
Overall 93% GAMER GOLD!



POPEYE
A waste of a cartoon licence and one of the NES' worst platform games. Needs to eat a lot more spinach!
Overall 35%

POWERBLADE
In this platform waltz, you have to kill things, then run along a bit more and kill something else – it's unoriginal, but it has got style.
Overall 77%

PROBOTECTOR
One of the better platform games around, it's difficult, but it boasts some meaty bosses and addictive gameplay.
Overall 87%

PROBOTECTOR 2
Much the same as the original *Probotector*, but then if you've got great gameplay, why change it?
Overall 85%

PUNCH OUT
Boxing at its best. This is a storming game, loads of boxers with some incredible special moves – a steal at its new bargain price.
Overall 90% GAMER GOLD!



RAD GRAVITY
Moody space-age adventure, with some great humour and taxing puzzles. It's a big one too – you won't complete this in a hurry.
Overall 85%

RAINBOW ISLAND
Simple arcade game that just keeps you playing and playing. The only game ever to use rainbows as weapons!
Overall 88%

RC PRO AM
Excellent conversion of the Game Boy isometric racer. Very fast and great realistic handling of the cars.
Overall 82%

RC PRO AM 2
Even better than the real thing! This sequel features a four player mode and even more challenge than before.
Overall 88%

RESCUE
Original strategy game; giving you the chance to take on a SAS kind of role and rescue some hostages.
Overall 69%

RESCUE RANGERS
This platform game is far too easy. The current record for completing it is about 40 minutes. Strictly for the gamelings.
Overall 64%

ROAD FIGHTER
If you buy this you are either certifiable, or your hobby involves collecting horrendously bad games. Hueyuuughhhhhhhhh!
Overall 5%

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

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

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

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

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

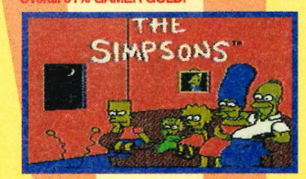
SHADOWGATE
An icon driven adventure, which is more like the old graphical adventures originally found on the Spectrum, still it's worth solving.
Overall 63%

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

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

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

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

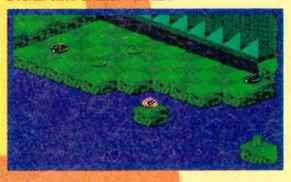


SKI OR DIE
Strange game featuring a host of snow-related activities, including snowball fights and leaping over log cabins.
Overall 67%

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



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



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

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

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

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

SPY VS SPY
You play Black or White, and the idea is to kill each other off with bizarre booby traps. Based on the MAD magazines.
Overall 87%

STAR TREK
Faithful adaptation of the classic Sixties Sci-Fi series. Good plots, but too short. Needs a bigger sequel. Ask Andy McDermott for ideas, Konami!
Overall 88%

STAR WARS
One of the best platform adventures around. Follows the film plot scene for scene almost and features some great flying sections as well.
Overall 91% GAMER GOLD!



STEALTH ATF
An abysmal attempt at a flying game, a real bogey.
Overall 29%

STREET GANGS
Average beat-'em-up with interesting weapons and secret routes to the bosses. Not well known.
Overall 69%

SUPER JAMES POND
Very cutesy game which is colourful, playable and good fun.
Overall 80%

SUPER MARIO BROS
The game which launched Nintendo to stardom, plays like Bryan Cant, graphics are a bit dated though.
Overall 85%

SUPER MARIO BROS II
A good game, but doesn't really live up to previous standards, weakest of the Mario series.
Overall 80%

SUPER MARIO BROS III
The best platform game ever on the NES, superb playability, secret rooms galore and loads of levels – the ultimate in entertainment.
Overall 96% GAMER GOLD!

SUPER OFF ROAD
Good top down racing game, fast, but slightly uncontrollable.
Overall 77%

SUPER SPIKE VOLLEYBALL
Good volleyball game, featuring lots of moves, quite easy though.
Overall 83%

SWORD MASTER
Fairly standard platfrom adventure, tends to become very tedious after a short while.
Overall 68%

SWORDS AND SERPANTS
Different angle on the adventure game, which some people find entertaining, but others detest.
Overall 45%

T2: JUDGEMENT DAY
One of the best NES film conversions. Arnie is mean, and there are plenty of explosions and levels to satisfy even the most ardent war freak.
Overall 85%

TALESPIN
Very hard platform shooter, good graphics but unplayable really.
Overall 62%

TECMO WORLD WRESTLING
Awful wrestling game, that looks a mess and plays even worse.
Overall 51%

TETRIS
Overwhelmingly addictive puzzle game that grabs you and won't ever let go.
Overall 86%

TETRIS 2
Not enough variation on the original *Tetris* to put this in the same boat, but the two player game is worth a go.
Overall 75%

TINY TOON ADVENTURES
Cute platform larks, very repetitive though, but pleasant enough to play.
Overall 80%

TMHT
The turtles made their NES debut in this platform game. Features all the characters and is very, very hard.
Overall 73%

TMHT 2
Much more of a beat-'em-up in the *Final Fight* mould, an improvement on the first game.
Overall 79%

TOM & JERRY
Cartoon capers abound in this average cartoon tie-in.
Overall 69%

TOP GUN 2
Oh dear, another miserable flying game.
Overall 40%

TOTALLY RAD
Outer space is the playground for this cosmic platformer, quite difficult and dull.
Overall 65%

TRACK AND FIELD II
Superlative sports action with lots of events and plenty button abuse.
Overall 89%

TROG
Easy to get into Pac-Man clone with Stone-Age graphics. Still fun, though.
Overall 72%

TURBO RACING
Good racing game that is worth perserving with. Go through a whole season and then the challenge of improvement will grab you.
Overall 82%

ULTIMATE COMBAT
This is the nearest you'll get to a good flying game on the NES.
Overall 79%

ULTIMATE STUNTMAN
Playing – yes! – a stuntman, you battle your way through tough and varied stages to defeat Doctor Evil. Good, satisfying fun.
Overall: 82%

WILD GUNMAN
Another zapper gun game. Good fun with a few friends, but will soon lose its appeal.
Overall 60%

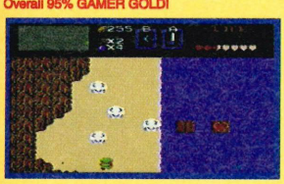
WIZARDS & WARRIORS III
Long-winded RPG with loads of battles, spells and dungeons to pillage. A great time was had by all.
Overall 79%

WORLD CUP
The pileof bad football games on the NES is bolstered by this lame product. The humour may appeal though and there are some curious special kicks.
Overall 38%

WWF
Wrestling games will never work on an 8 Bit machine, this proves it.
Overall 40%

YOSHI'S COOKIE
Neat puzzle game very much in the *Tetris* niche. Two player game is it's strong point.
Overall 84%

ZELDA II: ADVENTURES OF LINK
Easily one of the best RPGs of all time, despite the simple graphics, Zelda II is a worthy addition anyone's collection. Get it, if you haven't got it.
Overall 95% GAMER GOLD!



GAME BOY

ADVENTURE ISLAND
Standard platformer which fails to shine, dull graphics and duller gameplay make this one to avoid
Overall 67%

ALADDIN
Pixel perfect conversion of the Mega Drive version, surprisingly. Great graphics and sound, but a bit too similar in playability to *Jungle Book*. Only buy one Virgin platform game and you should be fine.
Overall 81%

ALFRED CHICKEN
Wacky platform/puzzle game involving the only video game character ever to run for Parliament. Addictive gameplay, but it soon becomes annoying.
Overall 78%

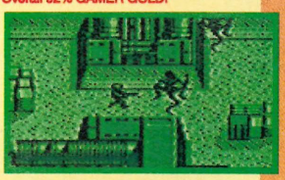
ALIEN OLYMPICS
Curious-looking ET version of the old *Hypersports* and *Track 'n Field* coin-ops. Many different events such as shooting, long jump, javelin and shot putt, but some events are tricky to control.
Overall 84%

ALIENS VS PREDATOR
Sad film licence with some of the worst graphics we've ever seen. The predator looks like Bernard Breslaw and moves with all the ancient grace of Bella Emberg! Don't "stick around."
Overall 54%

ALLEYWAY
Breakout clone which is so basic it makes bangers and mash look sophisticated. It was a launch title and really does show its age.
Overall 38%

ASTERIX
Very average all round. Nothing there to keep you playing more than a couple of hours.
Overall 65%

ALIEN 3
Brilliant game which conveys the creepy, scary atmosphere of the film. Top view of the corridors and loads of aliens make it a must for any Game Boy owner.
Overall 92% GAMER GOLD!



BALLOON KID
An old platform game where you fly along with a couple of balloons avoiding spikes and other obstacles. Very good considering its age.
Overall 83%

BARBIE
Awful, grotesque platform game. The graphics are a mess, the gameplay shocking, and anyone that wants to play the part of a doll is strange...
Overall 23%

BART SIMPSON – ESCAPE FROM CAMP DEADLY
Platformer which is fairly difficult and pretty boring too. Good graphics, lots of characters from the cartoons, but very average.
Overall 67%

BART VS THE JUGGERNAUTS
Weird title and very weird collection of mini games. Quite original and worth trying.
Overall 82%

BASEBALL
Excellent sport simulation, which includes link-up option. Lots of playability and a must for any mobile baseball fan.
Overall 81%

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

BATMAN – RETURN OF THE JOKER
Platformer which creates some very atmospheric gameplay and graphics. Big sprites and good animation make it a worthwhile purchase.
Overall79%

BATMAN – ANIMATED SERIES
Another Batman romp which is fairly playable, but ultimately too repetitive to hold any lasting appeal.
Overall66%

BATTLESHIPS
A pen and paper is a lot cheaper...
Overall 29%

BATTLETOADS
Good mixture of platform beat-'em-up, bike racing and other highly playable elements. Great graphics hold the game together.
Overall 90% GAMER GOLD!



BEST OF THE BEST
Unplayable, blocky graphics and very few characters. Only buy this if you are desperate.
Overall 45%

BIONIC COMMANDO
Classic platform game, which lives up to the quality of the NES version and includes all new levels.
Overall 91% GAMER GOLD!

BLADES OF STEEL
A really fast ice skating game, including many options and difficulty levels. A must for ice skating fans.
Overall 88%

BLUES BROTHERS
Awful platformer which does little justice to the legend of the Blues Brothers.
Overall 32%

BLUES BROS JUKEBOX ADVENTURE
Playable, if incredibly fast (yep, you've guessed it) platform game (arrrghh!) where you play Jake or Elwood, in a quest to get records and escape from a strange world.
Overall 82%

BOULDERDASH
Intriguing puzzle game which is both taxing and very addictive. Highly recommended for those who like thinking.
Overall 90% GAMER GOLD!

BOMBJACK
Classic arcade game, which suffers a little bit on the Game Boy due to its high speed nature which is not really suited to the screen.
Overall 71%

BOXXLE
Mind-bending puzzle antics will keep you glued to your Game Boy. This is very difficult, but worth playing on a rainy day.
Overall 80%

BUBBLE BOBBLE
Very faithful to the arcade original. Sublime gameplay and cheery cute graphics make this stand out as a worthwhile purchase.
Overall 78%

BUBBLE GHOST
Strange puzzle game requiring the player to guide a bubble through some perilous courses.
Overall 65%

BUGS BUNNY
Monotonous puzzle game with bland graphics and dull gameplay.
Overall 34%

BURAI FIGHTER DELUXE
Was pretty stylish when it was released a couple of years ago, but as shoot-'em-ups go, it's looking a bit dated and the gameplay suffers from repetitiveness.
Overall 70%

BURGERTIME DELUXE
Simple, yet playable. The graphics look like something that's been knocked up on an etch-a-sketch, but it's a real dream to play.
Overall 75%

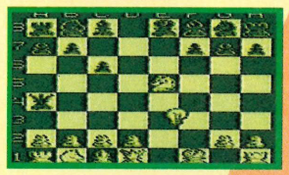
CASTLEVANIA
Tricky platformer that you won't complete in a hurry. Good graphics and challenging gameplay make this one to consider.
Overall 71%

CASTLEVANIA II
Much the same as the first one. This includes a few more ideas though, just as difficult however and great fun.
Overall 79%

CAESAR'S PALACE
Just like being in Vegas, you can just smell the money and expect to see cash pouring out the microphone every time you win. Not!
Overall 54%

CHASE HQ
Handles like a horse and cart in the Indy 500. Horrible graphics – a real disaster unfortunately.
Overall 23%

CHESSMASTER
The ultimate chess game. The computer opponent often verges on genius. It's an excellent learning tool also.
Overall 91% GAMER GOLD!



CHOPLIFTER II
Quality arcade action. Rescue the soldiers on various different landscapes. The graphics are dull, but the gameplay makes up for it. It takes addictiveness to new boundaries.
Overall 85%

COOL SPOT
Incredibly proficient platform game from virgin – a conversion of the hit Mega Drive and Super NES games. Animation is fantastic but it does suffer from speed blur.
Overall 86%

CRASH DUMMIES
Original collection of sub-games cobbled together to produce a very enjoyable off-the-wall product.
Overall 88%

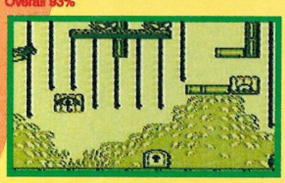
DAFFY DUCK
Fast moving and challenging platform licence which manages to convey the frenetic action of Daffy's cartoons and is full of surprises. Good for kids.
Overall 83%

DARKWING DUCK
Great cartoon platformer. Excellent graphics and animation coupled with the challenging gameplay produce a game which is hard to ignore.
Overall 82%

DESERT STRIKE
Ocean make good with a classic conversion of the chopper sensation. Rescue POWs, destroy camps and SAM sites and get home for tea and crumpets. Just look what the Game Boy can do!
Overall 84%

DIG-DUG
The graphics are nothing special, but the gameplay makes it worth buying if you fancy a classic arcade title.
Overall 81%

DONKEY KONG '94
Nintendo hit the G-spot again with another superb character and a playable game from good old Mario creator: Shigeru Miyamoto. Instantly addictive and one of the best games for the Game Boy.
Overall 93%



DOUBLE DRAGON
This is what platform beat-'em-ups are all about. Pure quality, I can't recommend it enough.
Overall 90% GAMER GOLD!

DOUBLE DRAGON 2
More levels than the original but the gameplay suffers slightly, still a great action product.
Overall 87%

DR FRANKEN
Swanky, moody platformer with lovely graphics, great humour and involving gameplay.
Overall 90% GAMER GOLD!

DR FRANKEN 2
Could have been as good as the first one if it wasn't for the completely awful control method.
Overall 80%

DR MARIO
A *Tetris*-like puzzle game which is very playable and includes a good link-up option.
Overall 86%

DROPZONE
If briefly glanced at, the graphics would shock; if briefly played the playability would enthral. A brilliantly executed arcade conversion.
Overall 91% GAMER GOLD!

DUCK TALES
Cartoony platform game with great graphics, but the gameplay is a bit too easy for any lasting challenge.
Overall 84%

DUCK TALES 2
Another competent platformer from Nintendo. This time Uncle Scrooge has to travel around the world searching for five ancient treasures. Yippee!
Overall 81%

DYNABLASTER
Superb puzzle/action arcade game. The four player link-up puts it up amongst the best Game Boy games ever.
Overall 90% GAMER GOLD!

EDD THE DUCK
Really shocking platformer. Awful controls, basic graphics and dull gameplay. Avoid.
Overall 32%

F1 RACE
Four player link-up is amazing fun and the one player game is very challenging. Loads of tracks and choice of cars make it a must for racing fans.
Overall 87%

F-15 STRIKE EAGLE
The best flight simulation for the Game boy. Requires a bit of thought and planning to enjoy this to its full potential.
Overall 79%

FELIX THE CAT
It's fun for a while but too easy. Totally repetitive as well.
Overall 64%

FERRARI
Uncontrollable racer which is nowhere near the standard of F1-Race in terms of playability and presentation.
Overall 50%

FIRE FIGHTER
Very basic game, which soon becomes so dull you'll want to throw yourself out the window for a bit of excitement.
Overall 68%

FLINTSTONES
Extremely easy platformer which could have been so good with a bit of challenge programmed into the gameplay.
Overall 45%

FOOTBALL INTERNATIONAL
Very limited footy game. Sprites are tiny and the playability factor is even smaller.
Overall 35%

FORTIFIED ZONE
Original shoot-'em–up which is a bit too short to hold anybody in its grasp for long.
Overall 70%

FORTRESS OF FEAR
Fine attempt at a playable, challenging platform game. Loads of levels ensure this will keep you going for a while.
Overall 83%

GAME BOY GALLERY
Awful looking, but actually a highly playable collection of five Game & Watch mini games. The perfect Game Boy game for a quick distraction. Try it, you might like it.
Overall 85%

GARFIELD
Very cute, nice graphics, but you'll find your attention wandering due to severely dull gameplay.
Overall 62%

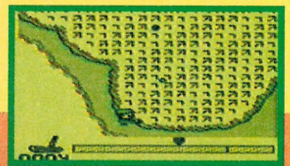
GARGOYLE'S QUEST
Brilliant arcade adventure featuring lots of moves, loads of playability and a massive play area. Absolutely superb, can't be missed.
Overall 92% GAMER GOLD!

GAUNTLET 2
Conversion of the arcade game which goes down pretty well really.
Overall 84%

GB KID
Nutty prehistoric adventure, which suffers from being far too easy.
Overall 74%

GHOSTBUSTERS 2
Original gameplay and hectic busting action ensure this is one to be remembered.
Overall 80%

GOLF
One of the best golf games ever, let alone on the Game Boy. Bunkers, water, bogeys the lot, it's a must for golfers everywhere.
Overall 90% GAMER GOLD!



GREMLINS 2
Majestic platformer, behold the heavenly gameplay and wonder at the cute little Gizmo as he slaughters the sublimely drawn gremlins. Oh, how I wish every platformer was like this.
Overall 91% GAMER GOLD!

HAMMERING HARRY
Smashing platformer that doesn't hold back in terms of sheer playability. The graphics round off one hell of a decent game.
Overall 81%

HOOK
Standard platform affair which sort of follows the film, but doesn't really hold much lasting appeal or excitement.
Overall 78%

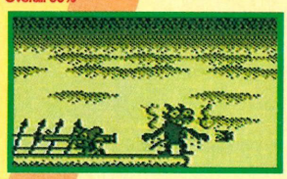
HOME ALONE
Quite literally one of the saddest, most demented games ever to be seen in this universe.
Overall 18%

HUMANS
Boring, slow, irritating Lemmings rip-off. Unoriginal uninspiring but may appeal to some puzzle freaks.
Overall 67%

HYPER LOAD RUNNER
Good platform/puzzle game which is surprisingly addictive when persevered with.
Overall 80%

THE HUNT FOR RED OCTOBER
Perfectly playable shoot-'em-up, which completely avoids the film's story line, still it's a fine underwater blast.
Overall 82%

ITCHY & SCRATCHY
They sever heads! They eat grenades! They rip out intestinal tracts – it's the Itchy & Scratchy show! This novel golf sim uses all the sick humour of the cartoon and is consequently quite quite brilliant.
Overall 90%



JELLY BOY
Dull platform game which lacks the Super NES version's attractive graphics. What more can I say, apart from the fact that you walk to the right a bit and collect the power-ups.
Overall 58%

JOE AND MAC: CAVEMAN NINJA
Difficult stone age platform game which features some fine graphics. Unfortunately, it is let down by it's boring gameplay.
Overall 65%

JUNGLE BOOK, THE
Very much the same as the great NES version, this is one of the Game Boy's best platform games, with one of the funkiest tunes around!
Overall 83%

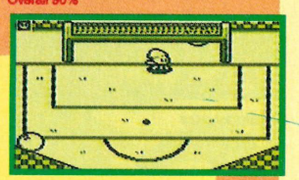
JURASSIC PARK
A massive arcade/adventure that is worth playing if your after a time consuming challenge.
Overall 83%

KID DRACULA
Easy, kiddies platform game, nice graphics but it won't take long to complete.
Overall 69%

KID ICARUS
Conversion of the old NES classic. This platformer works better on the Game Boy than it ever did on the NES. Well worth a look.
Overall 71%

KIRBY'S DREAM LAND
Supremely playable platform game which is very cute and graphically stunning. It's very easy though, which is a shame as it could have been a classic.
Overall 85%

KIRBY'S PINBALL LAND
Highly playable pinball game with loads of levels and bonuses. Screen blurs slightly, but this doesn't make it any less fun.
Overall 90%



KUNG-FU MASTER
Basic beat 'em-up with very few moves. It's far to easy though to keep you playing for longer than an hour.
Overall 38%

KWIRK
A good puzzle game which is very similar to *Boxxle*.
Overall 80%

LAMBORGHINI AC
Below par racing game which is uncontrollable and very boring to play. Steer around it.
Overall 45%

LEMMINGS
Classic puzzle game which is humorous, exciting and very playable, a fine addition to any collection.
Overall 90% GAMER GOLD!

A-Z OF GAMES

LETHAL WEAPON
Hardly lives up to the film's all-action reputation. The game is unplayable and generally uninteresting.
Overall 38%

LOONEY TOONS
Good selection of sub games and platform action make this a playable and fun experience.
Overall 82%

LUCLE
Original puzzler. You control two spinning centrifugal pods who must reach the chequered flag to complete each level. Trickier than it looks, but ultimately compulsive.
Overall 80%

MARBLE MADNESS
Arcade conversion which is not bad, but suffers from slowness and bad control.
Overall 67%

MAX
Very dull and average platform game, nothing new really, seen it all before.
Overall 81%

MCDONALD LAND
Another standard platformer with some nice graphics but would have been better with a free burger voucher.
Overall 70%

MEGA MAN
Playable platformer with loads of bosses and weapons which isn't quite original enough to be considered a classic.
Overall 86%

MEGA MAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics and fine playability.
Overall 83%

MEGA MAN III
Mega Man is the longest running series of any video game character (on the NES anyway), but this latest Game Boy incarnation is sadly far too formulaic to be worth a look.
Overall 81%

METROID 2
Enormous arcade adventure which has dull graphics but absorbing gameplay. Well worth playing for a lasting challenge.
Overall 61%

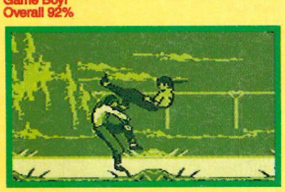
MICKEY'S DANGEROUS CHASE
Average platform games run riot on the Game Boy and here is another one. Everything about it is dull. May appeal to younger players though.
Overall 68%

MONSTER MAX
Game Boy games don't come better than this. Flitman's return is a triumph, with marvellous graphics, a funky rockin' soundtrack – and some of the most fiendish puzzles ever encountered in any game. Simply the best.
Overall 96% GAMER GOLD!



MONTREAUX THE CLEVER SHEEP
Stunning new game concept, from Titus,where you guide Montreaux (a sheep) through a field eating grass and flowers, and avoiding Hercule, an evil goat.
Overall 99% GAMER GOLD!

MORTAL KOMBAT II
Almost the same as the Super NES, but in black and white, oh, and they've also removed a few of the dodgy characters to make room. High playability levels and loads of gory moves (but no blood) make this the best beat-'em-up on the Game Boy!
Overall 92%



MOTOCROSS MANIACS
Really weird bike game with good ideas. No lasting appeal, but fun for a short while.
Overall 72%

MR DO!
Arcade classic brought to the Game Boy in considerable style. Terrible graphics, but playability goes off the scale.
Overall 88%

MR NUTZ
The classic Super NES platform game featuring a Sonic-style squirrel is back on the Game Boy and it's a damned fine game, if you like that sort of thing.
Overall 89%

MYSTIC QUEST – FINAL FANTASY ADVENTURE
Large adventure, but the control method takes some getting used to. Fine graphics create a good atmosphere. Worth shelling out for, and one of the best adventures around.
Overall 79%

NAVY SEALS
Film license platformer which just manages to raise its head above the crowd of mediocre releases.
Overall 74%

NBA JAM
A fair conversion of the Super NES classic basketball game. The graphics are great, with the "on fire!" mode still included, but it blurs excessively when you run, and the collision detection is way off.
Overall 76%

NEMESIS
Dated shoot-'em-up which has dull graphics, boring gameplay and absolutely no outstanding features to make it worth purchasing.
Overall 63%

NEMESIS 2
Why release a game which is so similar to its predecessor it's hard to tell one lame duck from another?
Overall 60%

NEW CHESSMASTER
Chessmaster was the definitive chess game on the Game Boy and it even featured sampled speech. This is more of the same, but this time the in-game tutor is even better.
Overall 80%

NEW GHOSTBUSTERS
Half decent ghostly caper which is adequate is very department, but not especially brilliant in any of them. If you like these guys then you might want to play them for real!
Overall 80%

NIGEL MANSELL WORLD CHAMPIONSHIP
Second only to F1-Race in terms of playability and options. There's a whole season to get through so it certainly lasts.
Overall 78%

NINTENDO WORLD CUP
The guys wandering around the pitch look more like tubs of lard rather than footballers. Appalling graphics and playability.
Overall 40%

OTHELLO
If you're into othello in general, then you'll love this. Holds no lasting appeal for the uninitiated.
Overall 57%

PAC-MAN
Brings back the old arcade game and presents it with style and panaché. Very playable and very addictive, great fun.
Overall 81%

PAPERBOY
As much fun as getting up at Six O'clock on a Sunday morning and dragging a sack load of supplements around town.
Overall 47%

PAPERBOY 2
With playability, graphics and sound this bad it's hard to see why this was released at all. Another sequel which doesn't improve on the original.
Overall 36%

PARODIUS
Good to see that Konami have improved their shooters, this is very playable and very silly.
Overall 85%

POPEYE 2
Nothing original about this one, but it is playable. All the characters are recognisable, so I guess that means the graphics are good.
Overall 77%

POPULOUS
Excellent strategy game, brilliantly detailed graphics and massive longevity means you'll be playing this well into the year 2000.
Overall 82%

POWER PAWS
Boring puzzle game. Don't buy this if you want a brain bender, there's better available.
Overall 56%

PREHISTORIK MAN
Three years in the making, this French designed Jurassic platformer is highly addictive and plays just like the old Wonderboy coin-op. Saucy tunes as well!
Overall 80%

PRINCE OF PERSIA
Superb adventure/puzzle game with very impressive animation and challenging gameplay.
Overall 90% GAMER GOLD!

PRINCESS BLOBETTE
Why on earth is shoddy, rubbish like this ever churned out? Do yourself a favour and burn every copy you see.
Overall 20%

PRINCE VALIANT
Curiously playable beat-'em-up which has nice graphics and plays very well too.
Overall 75%

PROBOTECTOR
Good platform blaster with non-stop action, great sound and graphics and lovely playability.
Overall 82%

Q-BERT
Really old puzzle game, which is going through a bit of a revival.
Overall 78%

QIX
Strange puzzle game which is excellent fun on two player link-up. Don't be put off by the graphics it is worth a go.
Overall 60%

QUARTH
A bit like *Tetris*, but then a bit like nothing ever seen before. Very original and very playable, great game.
Overall 84%

RACE DAYS
The world's first bi-cart, this has *4 Wheel Drive* (Jeep Jamboree) and *Dirty Racing* on one cart for only £24.99. Both games are way above average and this is worth serious consideration.
Overall 86%

RADAR MISSION
Just like *Battleships*. It's only fun on the two player option, but not for long.
Overall 59%

RAGING FIGHTER
Big bolshy beat-'em-up, but is unplayable and soon loses it's limited appeal.
Overall 48%

RAMPARTS
Odd strategy game which becomes very difficult, if you want a good strategy game stick with *Populous*.
Overall 59%

REVENGE OF GATOR
Good pinball game which has the added attraction of a two player link-up. Good graphics, mighty playable. An all-round good egg.
Overall 87%

ROBIN HOOD
Original adventure game with lots of puzzle solving and wandering about. Atmospheric graphics create a good romp around Sherwood.
Overall 85%

ROBOCOP
Large platform game, that oozes playability and conveys the atmosphere of the film superbly. Worth buying for a lasting challenge.
Overall 89%

RODLAND
Cute arcade game which draws inspiration from *Bubble Bobble* and many other games of this type. Very good though and well worth the money.
Overall 86%

R-TYPE
Best shoot-'em-up for the Game Boy. Difficulty level is set just right to create a playable and lasting game.
Overall 90% GAMER GOLD!



SEAQUEST DSV
Completely crap DSV game with gameplay so boring you'll want to dunk your Game Boy down the toilet! Not a patch on the Super NES game.
Overall 53%

SENSIBLE SOCCER
Utterly crap conversion of the Amiga classic, well, that's what I think anyway. Keith begged to differ and gave it...
Overall 80%

SHADOW WARRIORS
Standard beat-'em-up effort, which doesn't stand out at all.
Overall 76%

SIDE POCKET
Great fun if you're into Pool, but you will get bored quickly.
Overall 76%

SKATE OR DIE
Uncontrollable skating game, which boasts some detailed graphics, but is sadly let down by the playability.
Overall 63%

SKATE OR DIE 2
Interesting skating platform game, which is playable and quite original.
Overall 78%

SNEAKY SNAKES
Excellent 3-D arcade game from RARE. Brilliant graphics and great gameplay make it a very original and exciting product.
Overall 88%

SOLAR STRIKER
Dull vertical shoot-'em-up that looks the same all the way through.
Overall 40%

SOLOMON'S CLUB
Inspiring puzzle game that owes a lot to the NES original.
Overall 82%

SPACE INVADERS
More Invaders than you can possible imagine in this first rate conversion of a sadly dated game. SGB owners get the full Super NES game too!
Overall 70%

SPEEDBALL 2
Amiga conversion of the classic futuristic football type game which is very slow, the graphics are badly drawn and sadly misses the mark.
Overall 63%

SPEEDY GONZALES
Sonic-style platform whizz; containing a fair amount of challenge, but hardly any variation. Dull is the only word left to describe it.
Overall 77%

SPIDER-MAN
The best of the series. Tricky bosses, lots of moves and well thought-out gameplay, buy this if you're a fan of the comic.
Overall 80%

SPIDER-MAN 2
More Marvel mayhem which is too similar to the original to get many people excited. More original gameplay required.
Overall 75%

SPIDER-MAN & THE X-MEN
Dire, rubbish comic adventure with no fun involved whatsoever. Yuk.
Overall 49%

SPY VS SPY
Original puzzle/strategy game which first appeared years ago on the C64. Works well on the Game Boy and well worth a look.
Overall 78%

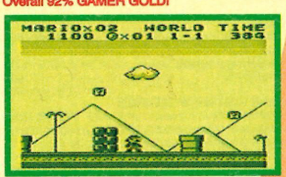
STAR TREK: TNG
Technically accurate, but intensely boring and lacking in any kind of 'zing' whatsoever. Trekkie fans will abhor this sad attempt at a conversion.
Overall 62%

STAR WARS
Absolutely wonderful platform game, involving, playable, atmospheric, in fact everything you want in a platformer.
Overall 93% GAMER GOLD!

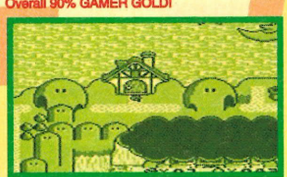
SUPER HUNCHBACK
Luscious graphics and humorously playable, no humps here, just a solid well programmed platformer.
Overall 87%

SUPER KICK OFF
Superb soccer game, with masses of playability. Small sprites, but they move well and don't hold back the general wholesome quality of the game.
Overall 85%

SUPER MARIO LAND
The game that spawned a hundred clones. A real challenge this, but the graphics now look slightly dated.
Overall 92% GAMER GOLD!



SUPER MARIO LAND 2
Amazing graphics, great originality for a platform game but far too easy, should have been bigger too.
Overall 90% GAMER GOLD!



SUPER RC PRO-AM
One of the best four player link-up games around, but a bit easy if you're playing it on your own.
Overall 84%

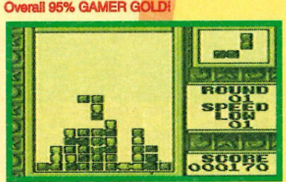
TALESPIN
Quite a tricky shoot-'em-up this. Features characters from the cartoon, but certainly won't appeal to younger players when it's this difficult.
Overall 65%

TARZAN
Boring to play and not particularly stimulating to look at, *Tarzan* is a wasted opportunity, as it is just a platform game where you must collect things. Wow.
Overall 56%

TAZ-MANIA
Looks good, but then looks aren't everything. A bit of playability would have gone down well.
Overall 54%

TENNIS
Buy this and you need not buy another tennis game. The two player link-up works superbly.
Overall 92% GAMER GOLD!

TETRIS
What else can you say about this simple, yet possibly most addictive game ever to be made?
Overall 95% GAMER GOLD!



TETRIS 2
Good, but not as compelling as *Tetris*, the general feeling is that they are trying to be too clever and adding far too much to what should be a simple, but addictive game.
Overall 87%

TINY TOONS
Superb platform game that features original bosses and smooth playability. Pure style.
Overall 90% GAMER GOLD!

TITUS THE FOX
A rare thing to have a platform game with a link option. Good on two player, but not on your own.
Overall 65%

TOP RANKING TENNIS
Offers a few more options than *Tennis*, but isn't as playable. Buy it if you can't get hold of *Tennis*.
Overall 87%

THE ADDAMS FAMILY
A considerably large platform adventure, that has nice graphics and plays pretty well to. Once you're into it, you won't be able to put it down.
Overall 81%

THE EMPIRE STRIKES BACK
Plays very well and the graphics are very good. Not quite as polished as *Star Wars* though.
Overall 80%

TMHT
The Turtles make their GB debut in this slick all action platform beat-'em-up. Fine graphics and playable, not bad for a bunch of green misfits!
Overall 80%

TMHT 2
More of the same, but even better. One of the rare sequels which has learnt from the original and used that knowledge to produce a better game.
Overall 83%

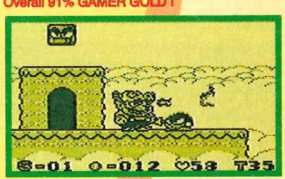
TOM & JERRY
More perilous adventures with the famous cat and mouse duo, but this time the two have become friends (yeuch!) to escape the people smashing up their house.
Overall 71%

TRACK AND FIELD
Button bashing sport simulation which is good fun if you want to destroy your Game Boy in ten minutes flat.
Overall 70%

TRAX
Strange multi-directional shooter which is far too repetitive. What ever happened to variety and playability?
Overall 37%

UNIVERSAL SOLDIER
This platform game is an average, standard, dull, boring, pile of bolts. Just like Dolph Lungren.
Overall 57%

WARIOLAND
Nintendo does it again, now Wario plays the hero and Mario's nowhere to be seen, but it is still one of the best games for the Game Boy.
Overall 91% GAMER GOLD !



WC STRIKER
Could have been great – sadly it isn't! Fiddly control system, badly shaded graphics and not much fun to play. A duffer.
Overall 54%

WINTER OLYMPICS
Even worse than the Super NES version (a feat indeed!), this is atrocious, nightmare stuff – Huuuuuuurrrghhhhhh!
Overall 35%

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

YOGI BEAR
Here's Yogi! Arrrgh, shut up you furry moron! *Yogi Bear* 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%

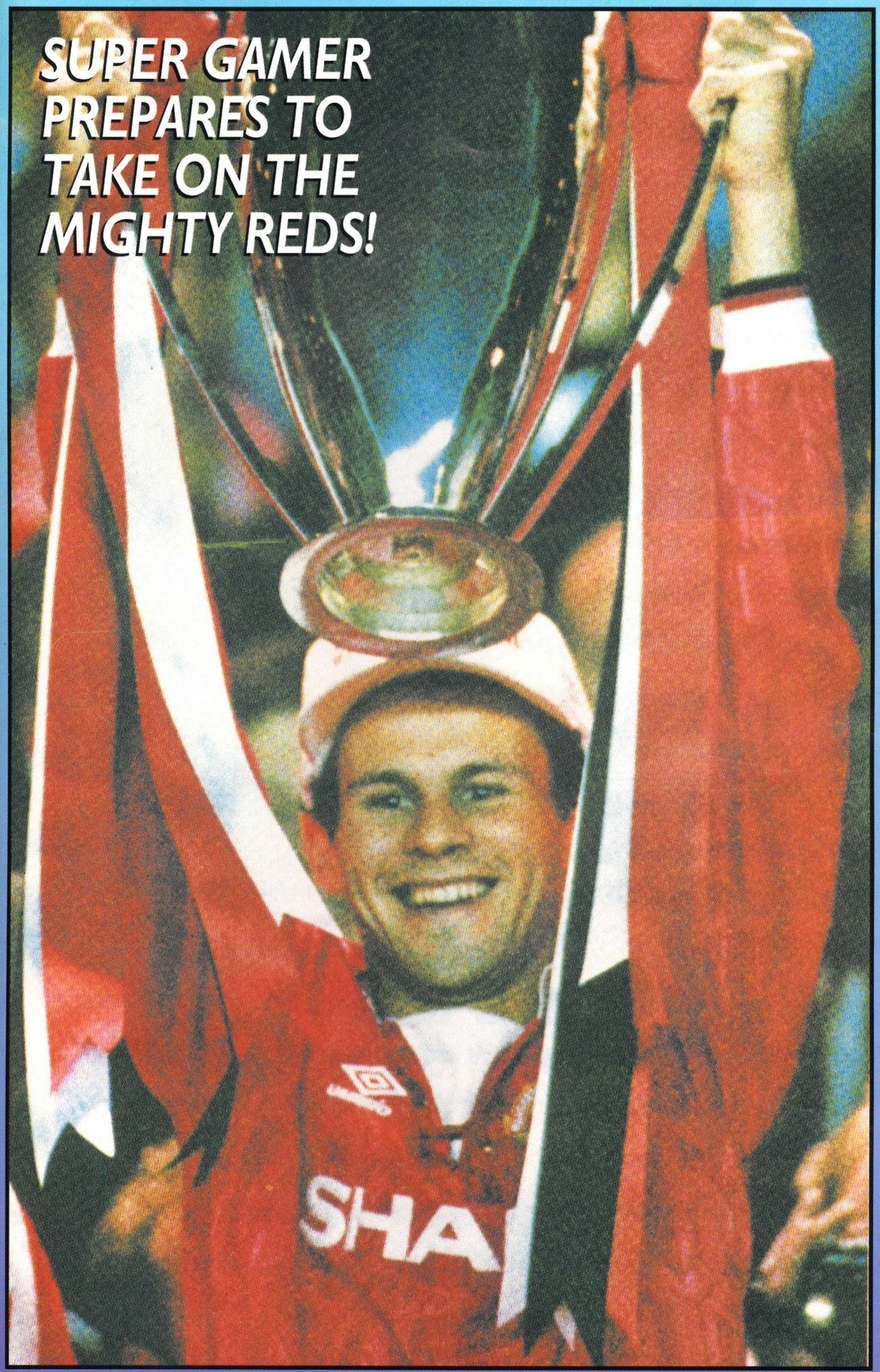
ZELDA IV – LINK'S AWAKENING
Unanimously acclaimed as the best Game Boy game of all time. This vast adventure takes playability to the limit and the graphics are quite breathtaking. Buy now, off you go, go on!
Overall 96% GAMER GOLD!



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



PLUS FULL REVIEWS OF ...



PUTTY SQUAD



BOOGERMAN



HAGANE

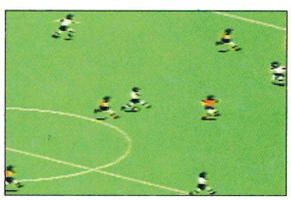
PLUS A FULL REPORT FROM THE ECTS SHOW

CAN YOU HANDLE IT?

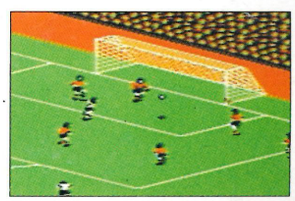


C&VG – "FIFA on Game Boy is a graphical triumph. If you're a footy fan, this is probably the best one on the market."

GB Action 90% **Super Gamer 85%**
"FIFA equals its counterparts on the other formats in every department. No mean feat at all!"







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