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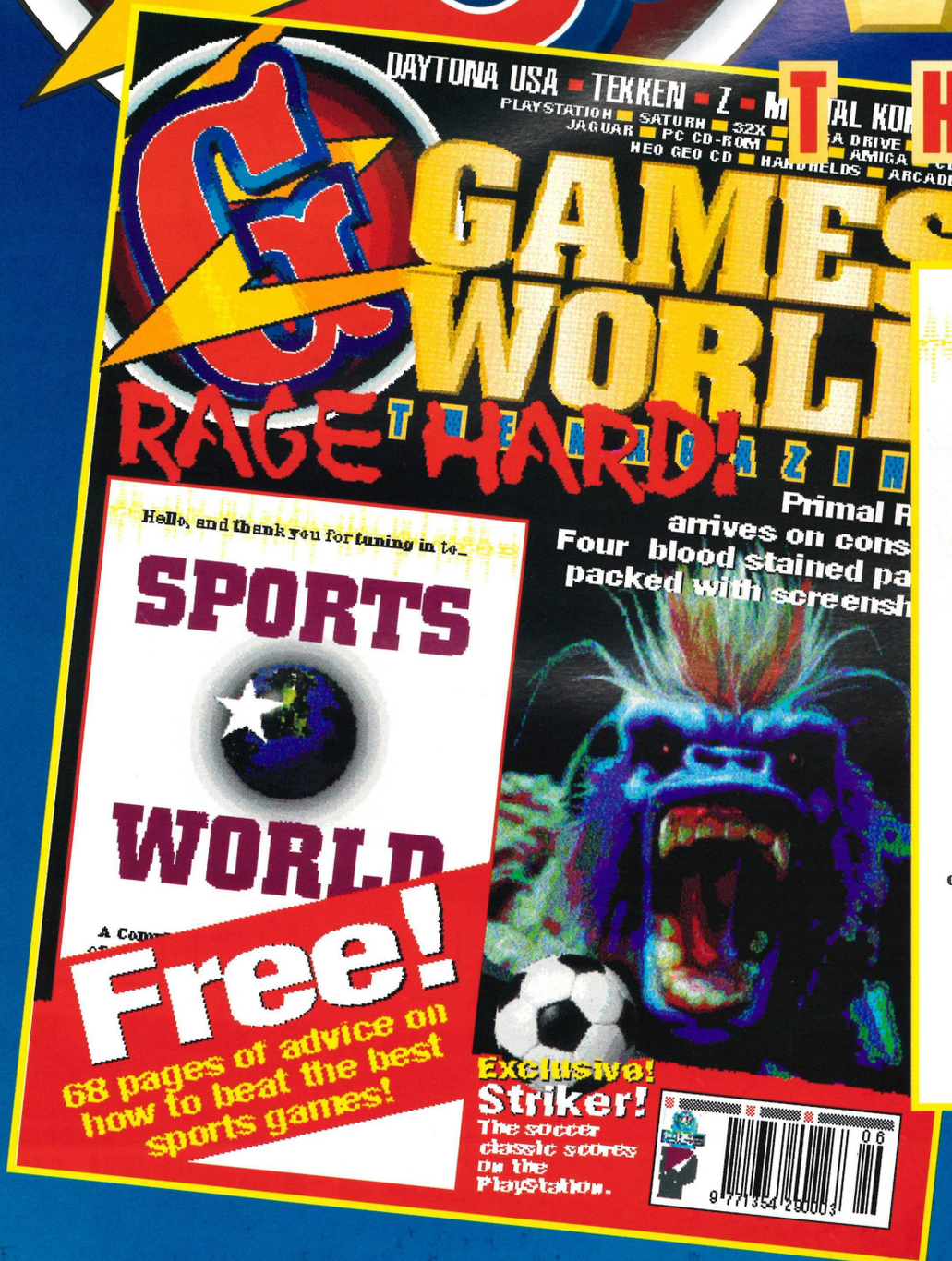


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JUNE 1995

EDITOR	MARK SMITH
DESIGNERS	ANN FRIEND
	MARK AYSHFORD
REVIEWS EDITOR	JONATHAN EVANS
CONTRIBUTORS	HAYDEN JONES
	MILES GUTTERY
	DAVID HALLETT
PRE PRESS	ALAN RUSSELL
SCANNING	SUZANNE RYAN
SUBS/MAIL ORDER	KAREN SHARROCK
ACCOUNTS	MELANIE KRALJ
RECEPTIONIST	PAULA WOOD
ADVERTISING	FAX: (0202) 555011
AD MANAGER	IAN KENYON
SENIOR AD SALES	DIANA MONTEIRO
AD SALES	ALAN WALTON
ADVERTISING PRODUCTION	
AD DESIGNERS	CHRISTA FAIRCHILD
	ALEX TILBURY
ASSISTANT	CLARE LOGGEY
PRODUCTION MANAGER	JANE HAWKINS
PRODUCTION DIRECTOR	DI TAVENER
ASSISTANT PUBLISHER	STUART WYNNE
GROUP PUBLISHIER	PAT KELLY
THE BIG BOSS	RICHARD MONTEIRO

PUBLISHED BY PARAGON PUBLISHING LTD,
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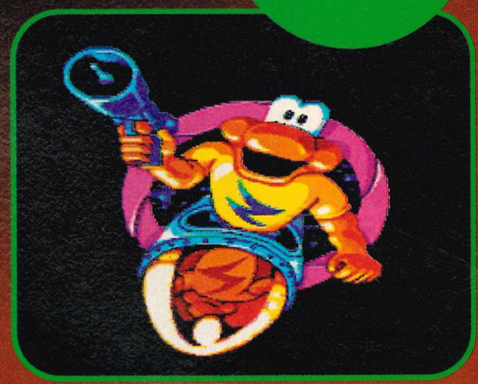
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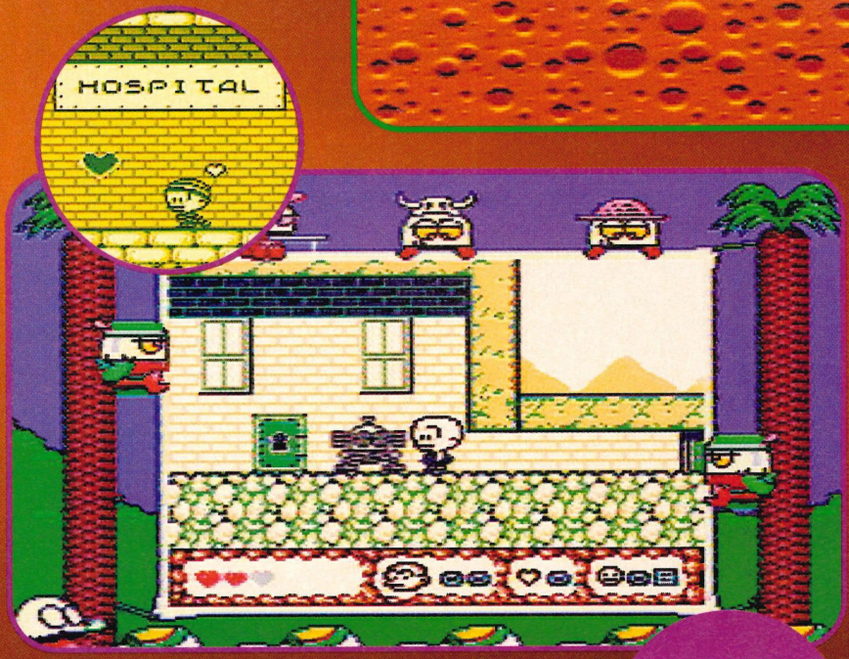
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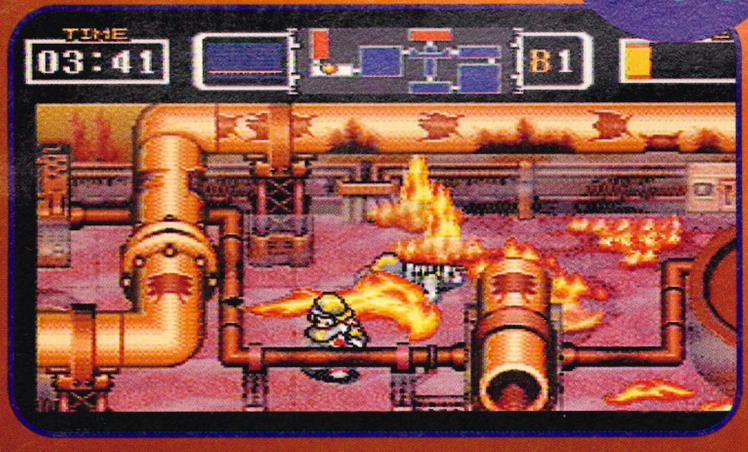
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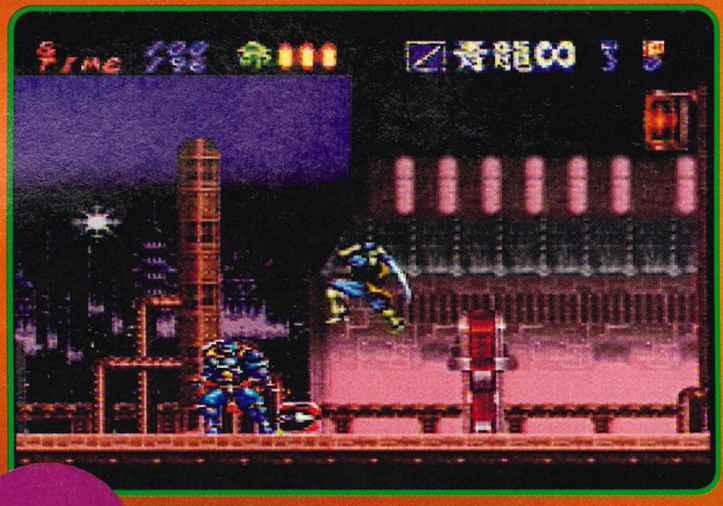


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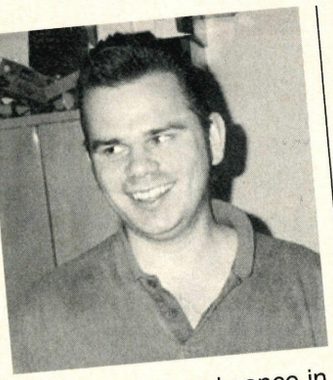


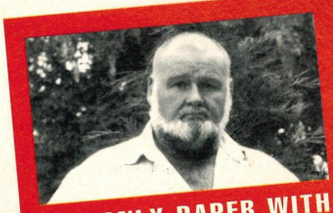
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The Nindependent

DROP THE LAME DONKEY





THE ONLY PAPER WITH BIG RON POWER!

You know, it's only once in a while that a game comes along and completely blows you away. Whereas most games may have big, flashy graphics or more chips than your local take-away, the one important ingredient, original and absorbing gameplay, is often missing or only apparent in part.

I'd hate to take the Butt line and reflect back on my youth with a 'games took hours to load and had monochrome graphics, but, hell, were they good' stance, but the truth is that mainstream success often brings plenty of mediocrity. When games were cheap to produce and fairly straightforward to get on the shelves, there were plenty of companies jumping on the bandwagon. Now you need a few million inheritance or a friendly financier to get things going for you in the software world. Flash packaging sells, visual innovation works, original gameplay takes a back seat.

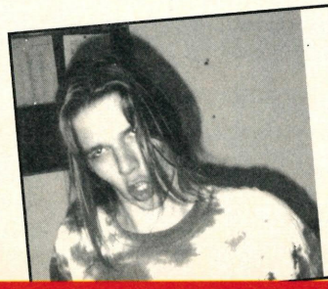
Personally, I'm not a great fan of *DKC* – sure, the graphics are stunning, the techniques used are innovative in the extreme, but it ain't a patch on *Mario*. It doesn't feel fresh or new – it just seems re-packaged to me, although I accept that's a rather subjective viewpoint. Maybe I'm just getting old though...

Obviously, there'll be exceptions to the rule, and the odd game that's been really well put together with the emphasis completely on gameplay. There's a few examples in this issue – *Prehistorik Man*, which inspires by it's fresh style of gameplay and humour origins despite being a platform game, and *The Firemen* from Human, which is a very clever idea indeed. But it seems to me that while most of the companies out there bring out the same old, rather tired games, the industry will remain stagnant. It's all very well jumping on board the new generation of machines, but if everyone's going to give us stunning graphics with superficial gameplay, then we're all going to tire of the whole darn thing pretty quickly.

But back to business. We've managed to squeeze in a whole lot more than usual in this issue, which I'm sure will please you all! There's a wealth of reviews, from the stunning *Hagane* on the SNES through to *BC Kid II* and *The Lion King* on the Game Boy. *Fever Pitch* is featured too – could *International Superstar Soccer*'s reign as the number one SNES soccer game be short-lived? Then there's also *Prehistorik Man*, the potential *Super Mario World/DKC* beater, and plenty of news and previews to keep you busy.

A new introduction to this issue is the new Player Guides, kicking off with *Jungle Strike* and *Addams Family Values* solutions. We promise not to do what the old team did – fail to finish solutions – so be sure to catch the next part next issue. It'd be interesting to have your thoughts on the subjects of solutions – if there's any particular games you want covered then let us know and the majority will decide! Obviously, if we can squeeze the whole solution into one issue then we will, but with games like *Illusion of Time*, which is coming next issue, it'd be almost impossible due to space restrictions.

The news front on the Ultra 64 and Virtual Boy is thin on the ground, although the E3 show in Los Angeles later this month promises to reveal all. We'll bring you the full report in the next issue of SUPER GAMER, so be here. In the meantime, if anyone finds my lost youth, package it up and send it to the usual address...



GO ON ... COME HOME WITH ME. I'LL SLEEP ON THE FLOOR ...

LATE NEWS .... PARAGON PUBLISHING PUBLISHES!

News just filtering through suggests that Paragon Publishing, based in Bournemouth, Dorset, does, indeed live up to its name and regularly publish. Unconfirmed reports suggest that magazines released monthly by the company include Super Gamer, Sega Pro, PC Power, Internet and Comms Today, Gamesworld: The Magazine, CD32 Gamer, 3DO Magazine, CD ROM User, Mega Power and probably a few more too.

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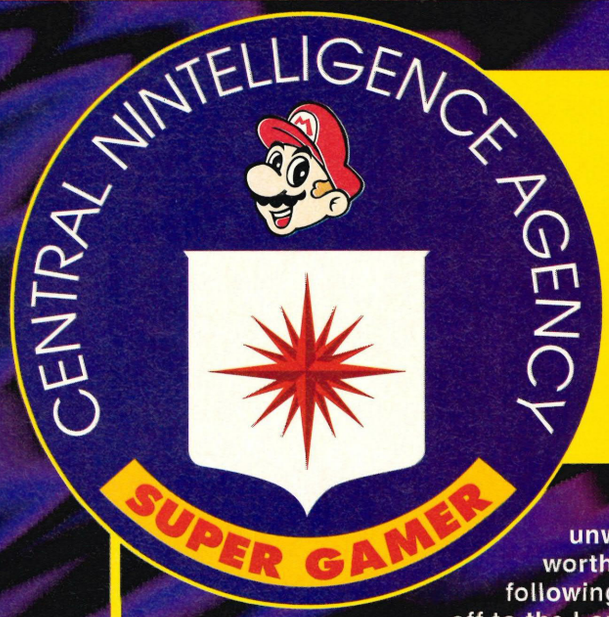
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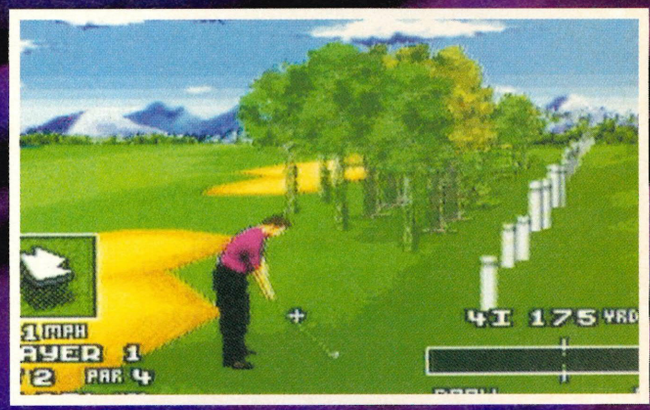
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ECTS hits Olympia

After a hard week's slog most people like to go home for the weekend to unwind, relax and generally spend two days doing absolutely bog-all of any worth. Not the Super Gamer boys. After a Saturday of mild recuperation following another week of slaving over hot SNES' we packed our bags and toddled off to the London Olympia for the Spring ECTS. Decked out in our top togs and armed with only our wits and ingenuity we set off to get the lowdown on what's to look forward to in the wide world of Nintendo over the coming sunny months. And what a show it was! With the Olympia boasting 30% more floor-space than previous show held at Business design centre there was certainly a lot more to do and see. Consequently the whole show had more of a consumer feel to it with lots more gloss and pomp than in previous years. This was reflected in the turn out with approximately 25% more visitors over the course of the three days than at previous events.



Nintendo themselves and software giants Acclaim were conspicuous by their absence but nevertheless there was more than enough to keep us well and truly on our tows, not least the highly impressive Virgin stand. Called the Space Station, the stand cost a staggering £250 thousand to set up and housed reps from all Virgin's subsidiaries as well as rolling and playable demos for many upcoming releases. Among others on show was the potential *PGA* beater *Hooked.* Unfinished as yet, but even the 'still under development' version looked like a golf sim par excellence with tremendous animation, beautiful backdrops and an intuitive control system. However it wasn't anything to do with fairways and tee-shots that necessitated we pull Jon away forcefully. It was his unhealthily keen interest in the busty, long-legged, purple haired Babelonyan chicks manning(!?) the press gantry!

The Virgin set-up made an impressive centre-piece for the show, up against some stiff competition as it was from the Ocean bar — a highly popular area investigated thoroughly by our good selves over the course of the two days we were there. Fortunately the extortionate prices prevented us from getting too limbless before we'd had time to see to the business in hand. £2.25 for a bottle of Becks, I ask you!

Obviously a large portion of the show was given over to CD-ROM software with Sony's *PlayStation* getting its first official unveiling in this country as well as a prominent show of forthcoming Jaguar titles.

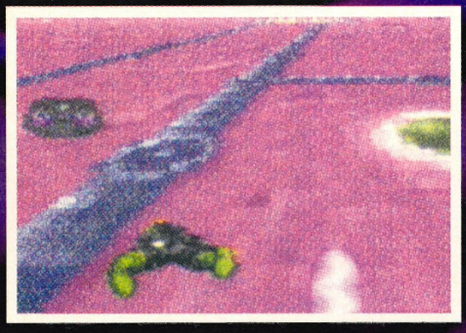
THQ pledged their continued support for the Gameboy, giving us a sneak look at *PGA European Tour Golf* and *NHL '95 Hockey* (see full previews elsewhere this ish). With their highly commendable against-the-odds conversion of *FIFA Soccer* it looks like their relationship with EA can only go from strength to strength. There was even talk of new *John Madden* Gameboy title (forget the farcical *JM Football* already on the market). This one promises to be more of a faithful conversion of the 16-bit original rather than a second rate arcade bash loosely based on Grid Iron with a strong brand name the only real selling point.

In spite of the fact that the show was largely geared towards new CD-ROM software and the unveiling of *PlayStation* and *Jaguar,* the evergreen appeal of cartridge software in general and Nintendo in particular was high-lighted as

Rage against the machine?



One of the biggest crowd pullers at the show was without doubt the dino-beat-'em-up *Primal Rage*. Not only were there several coin-ops up and running in various strategic positions around the arena, but there were also some unfinished but nevertheless extremely mouth-watering home versions on display. Even at this early stage it looks like *Super Street Fighter 2* and *Mortal Kombat II* could well be heading for their final beat-'em-up curtain call! Staying with beat-'em-ups for moment, the new *Rise of the Robots* coin-op was also on show and the limitations of the game pointed out by so many were thrown into sharp relief alongside the glorious images of *Primal Rage*, not to mention the extremely saucy looking *Virtua Fighter*-inspired *Tekken The Ultimate Fight* on PlayStation. Despite all the hype and gossip surrounding *ROTR* it doesn't even look all that special these days having taken so long in development! Still, you probably already know that anyway.



Donkey Kong Country scooped three accolades at the show's awards ceremony at Kensington Roof Gardens. Other prominent achievers were Virgin, Bullfrog and EA.

So what of the event as a whole? Obviously there wasn't as much cartridge material on show as in previous years but that was expected. One thing the shebang did prove beyond a doubt is that the world of interactive entertainment is alive and kicking harder than ever before. Nintendo are still getting great backing for the SNES and Gameboy and with the Ultra 64 on the horizon the future couldn't be brighter.

As for us — we drank some beer, grilled the people in the know and a rather good time was had by all concerned. Now then, roll on ECTS Autumn!

Centrepiece the bar

Back to the Ocean bar (we said that an awful lot) and there was nifty TV wall carrying a promotional video called the *Game Show* featuring a series of recent and upcoming products, many of which were targetted for Super NES release. *The Flintstones, Super Turrican* and *Green Lantern* to name but three. The presentation was fronted by none other than Larry 'Roland Rivron' King. Impressive it was but it did start to grate a wee bit after the fifteenth showing! And, of course, the beer was a little on the steep side...



SAMSUNG SING NINTENDO'S PRAISES



You may or may not remember but Nintendo and electronics giants Samsung were at loggerheads only a few months ago concerning alleged counterfeiting of Nintendo carts. Nintendo sued Samsung after it was claimed they had been producing thousands of SNES cartridges unbeknownst to the console giants over the Christmas period. Chips inside illegal Donkey Kong Country cartridges were supposed to have been emblazoned with the Samsung name and Nintendo took them to court. In response Samsung issued a counter-writ against Nintendo claiming gross deformation. This could well have lead to a massive court battle and even, perhaps,to financial disaster for either or both the companies involved. However it seems the whole sorry incident has been sorted out as both parties have withdrawn their charges and gone happily off into the sunset hand in hand. All very well, but what can have happened to all those fake carts. Who knows, they might be worth something in a few years. A bit like one of those stamps with the Queen's head printed upside down!

Guides ain't for the girlies!

Their back! Just when you thought you'd seen the last of those pesky Street Fighters, well, apart from the movie of course, they're the subject of a new in-depth player's guide from publishing giants IDG Media. The 164 page A4 book should be on sale by the time you read this priced at £4.99. It'll feature in depth profiles and strategies for all 16 World Warriors featured in the arcade and console hit Super Street Fighter 2 and will act as a tester for the market. The print run is 50 000 copies and more titles could get the same treatment depending on its success. So the message is simple. If you're not completely bored of everything Street Fighter after the seemingly eternal publicity this ought to be an essential purchase, reaching you how to pull off those devastating combos you've always wanted to do but never could perfect.



feel the FORCE

The great thing about video games is that they allow you to experience the positive side of so many different things without any of the drawbacks. Beat seven bells out of various muscle-bound, square-jawed hunks without having them knock your teeth back down your throat. Drive around hairpin bends at 200mph minus the worry of hitting a wall and being plastered all over the road. That, folks, is just about to change thanks to the Aura Interactor. It comes in the form of a body pack and when worn you can actually feel those crashes, punches and falls through the suit. One of these crazy gadgets was on show at the ECTS connected up to a SNES playing Street Fighter 2 and it looked reet nifty. We'll try and give you a full road-test when we can get hold of one but as yet we've not been able to and as far as we know they have yet to go on sale in the UK. Still, they should make for the most realistic gaming experience to date. Mind you it would probably be cheaper just to get a mate to stand next to you and punch you in accordance with what happens on screen. Will it be the next big thing or will it go the way of the Super Scope? Time will tell. Stay tuned.

CHARTS

It's time to do our Bruno Brooks bit again and run down the top ten SNES titles and the five best selling Gameboy carts of the month. Things have remained pretty steady in 16-bit land witH only Micro Machines, up two three, altering the look of the top four. Further down Starwing is still selling steadily after all this time though DKC is slipping away.

SUPER NES

(1)	1	International Superstar Soccer
(2)	2	The Lion King
(9)	3	Micro Machines
(4)	4	Mortal Kombat 2
(6)	5	Starwing
(3)	6	NBA Jam TE
(-)	7	Newman Haas Indy Car
(-)	8	FIFA Soccer
(7)	9	Donkey Kong Country
(5)	10	Cannon Fodder

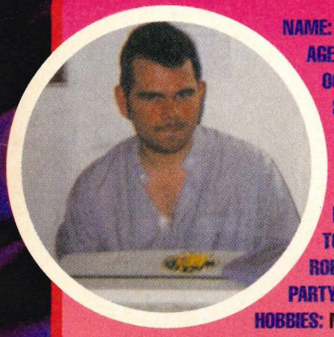
GAMEBOY

(-)	1	The Lion King
(3)	2	Micro Machines
(1)	3	Mortal Kombat 2
(4)	4	Road Rash
(-)	5	FIFA Soccer

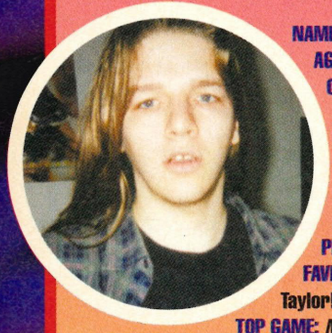


meet the

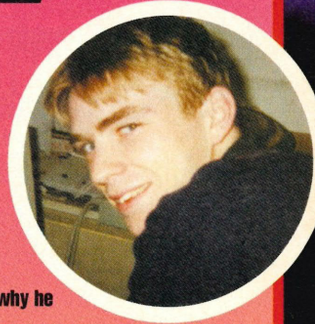
SUPER GAMER crew



NAME: Mark Smith
AGE: 24
OCCUPATION: Wage payin', butt kickin'
SPECIAL MOVES: Storming around the office demanding to know why the mag wasn't finished two weeks ago. Smoking endless large cigars.
PET HATES: The rest of the crew, snarl!
FAVE FOOTBALL TEAM: Arsenal, up the Ars!
TOP GAME: *Wild Guns*, yee hah!
ROBOBABE: Lisa, his wife, aah.
PARTY TRICK: Mark does a mean Elvis.
HOBBIES: Mark's the big chief and so he can afford expensive gear like a satellite dish. That means he can spend hours on end watching WWF wrestling and eating pop-corn. He also enjoys blowing huge wadges of cash down the local casino and boogying the night away to the strains of the Stray cats. He was actually born 40 years too late and would much prefer to be strutting his stuff in the fifties complete with side-burns and winkle pickers.



NAME: Miles Guttery
AGE: 23
OCCUPATION: Hair growin', PR girl ringin'
SPECIAL MOVES: Looking busy without actually doing anything.
Pretending to ring up other members of the staff using office furniture then claiming it was a wrong number anyway.
PET HATES: Deadlines, bleurgh!
FAVE FOOTBALL TEAM: Wolves, we're going up with Graham Taylor!
TOP GAME: *NBA Jam TE*, it rules!
ROBOBABE: Cindy Crawford ever since he saw the workout video!
PARTY TRICK: Dropping his trousers. Well, the old ones are the best ones.
HOBBIES: Miles prides himself on having the saddest line in chat-up lines known to man. These include such gems as 'So this is your lighter then?', 'Go on, I'll sleep on the floor!', and I'll give you a slice of pizza for a... (snip — ed).
He has a very dubious taste for country music and spends much of his spare time in the company of his guitar and mouth organ singing songs about being blue and drinking. His ambition is to spend the rest of his life cruising around the Colorado desert in a convertible Chevvy over-laiden with lager.

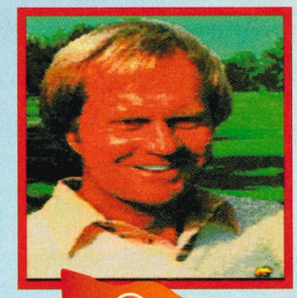


NAME: Jon Evans
AGE: 20 going on 10
OCCUPATION: Rad reviewin', beer swillin'
SPECIAL MOVE: Staggering to the bar and vomiting everywhere!
PET HATES: Miles, Hayden and Mark!
FAVE FOOTY TEAM: Torquay Utd. Any jokes and you DIE!
TOP GAME: *Dirt Racer FX*
ROBOBABE: Sharon, the girlfriend (Well, I'd get a black eye if I said anybody else! — Jon).
PARTY TRICK: Passing out
HOBBIES: Trying to play football, but failing miserably. That's why he always gets stuck in goal (And it ain't bleedin' on! — Jon).
Jon has a great talent for feeling sorry for himself and appears to suffer from mild hypochondria — the one ailment he claims not to have!



NAME: Hayden Jones
AGE: Old!
OCCUPATION: Loud swearin', bacon roll eatin'
SPECIAL MOVES: Waving. It may not sound very impressive but it is very important as he knows everybody in the entire world.
Reciting scripts from the The Young Ones in minute detail.
PET HATES: People ringing him up at 3:40 am to find out what his pet hates are!
FAVE FOOTBALL TEAM: Torquay Utd, come on you yellooooows!
TOP GAME: *The Firemen*, burn suckers!
ROBOBABE: Norma Snockers (Big Ones, Miss February).
PARTY TRICK: Pretending to be from Birmingham and flobbing all over the DJ.
HOBBIES: Hayden's life is football and noise. He is presently growing a goatee beard.

TEES off!



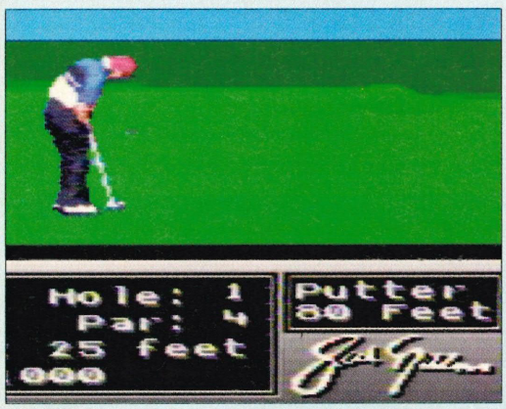


Welcome to the latest installment in our on-going feature rounding up the various genres to have graced the Super NES over the years. With the summer months beckoning, we thought it only right that golf should get the treatment this month, so we packed Miles 'On for a birdie' Guttery off in a pair of plus-fours and spiky shoes to the SG archives to see what he could dig up. Ah ha, here he comes now. FORE!

JACK NICKLAUS GOLF

This one's getting on a bit now and it shows. It's visually crude with sparse scenery and jerky animation on the players. What really annoys though is the way the SNES seems to take an age to recreate the screen after each shot. This would be bearable if you actually finished up with something nice to look at! There are two courses on offer and you given advice from the man himself before each hole though he rarely does more than state the obvious. Surprisingly it doesn't play too badly at first. but the whole thing's way too limited. Basically all you do is set the power of the shot and click the button at the right moment to send the ball winging its way down the fairway. There's no weather conditions to speak of and no sophistication in playing shots. More player involvement is required. Hey, even got hole in one at hole four on my first round!

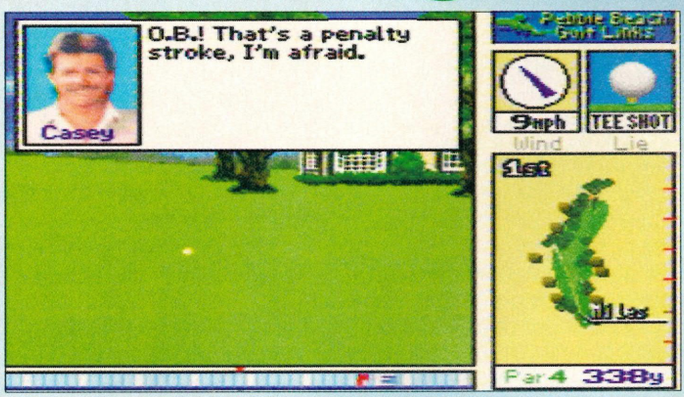
VERDICT — In the rough



PEBBLE BEACH GOLF LINKS



Some fine presentation greets you with plenty of digitised pictures to get you in the mood. Start off by choosing your caddy from a choice of four before heading out onto the course. These guys comment on your shots but other than that they serve little purpose. There's more strategy than with Jack Nicklaus. You can alter your stance and also apply swerve and spin to the ball. Also the greens are contoured so you need to take this into account when putting. Plenty of play options are catered for such as skins, tournament, matchplay and strokeplay but the fact that only one course is included detracts greatly from the lastability. Somehow it doesn't quite capture the feel of the game



either. The balls seem really heavy and look about the size of a football as they zing into the distance, a state of affairs not helped by the sound effects. Each time the balls bounces it sounds like it's hitting loose floorboards, even when it lands in a bunker. Speaking of which, some dodgy perspective makes this an all too frequent occurrence. You could always use the pre-hole fly-by to anticipate hazards but it's so slow and jerky it doesn't seem worth the bother.

VERDICT — Double bogey

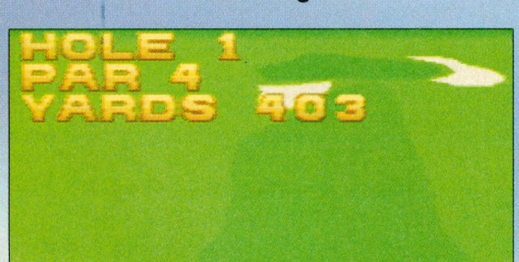
HOLE IN ONE GOLF



This one strays from the well-trodden path of behind-the-golfer views and opts for an overhead perspective. This gives it a rather detached feel. You don't really feel like you're there and competing. In fact it's more like playing on a Gameboy than a SNES. There are some neat close up shots of the ball approaching the hole but these soon lose their appeal when you realise there's only about three animations viewed from different angles.

Some mode 7 trickery never looks like lifting the ultimate tedium of it all and the appeal for lengthy play just isn't there. There's only one course for crying out loud! You'll soon be heading off to the old nineteenth hole to drown your sorrows.

VERDICT — Takes a Mulligan



MAJOR TITLE

As golf games go, *Major Title* presents probably the most simplified method of play of all the games featured in this... well feature. But that doesn't mean that it's in any way less of a game than any of the others. In fact in my humble opinion this is the best of the bunch, after PGA of course. Whilst all the other titles require you to carefully select your club, precariously choose the flight of the ball and a plethora of other tricky facets required to send your swinging to glory, *Major Title* presents all the aspects in a far more straightforward manner.

It's much more user-friendly than the others and as a result it's a pleasure to play, that is if you don't get your ball stuck in a bush, plop it into a lake or whack it against a tree at full velocity. Yes, all the hazards that you would associate with a testing golf course are included, but as I've said, it's easier to read the game and play yourself out of trouble than with many of the other titles we've assembled and there's none of the overly complex, little margin for error type of pre-shot interaction.

A proud and respectable second place goes to *Major Title* and quite rightly so say we.

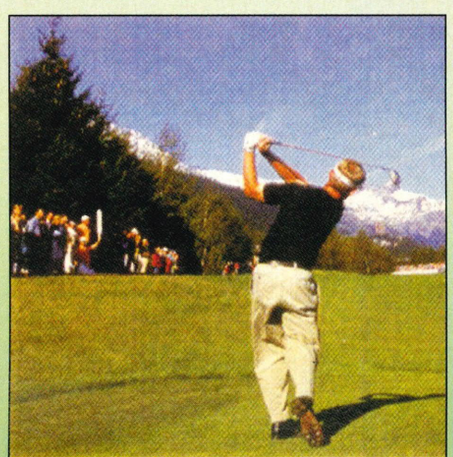
VERDICT — On the green

PGA TOUR GOLF

This is the golf sim to be seen with on the Super NES. Converted from the Mega Drive classic it retains all the features which earned that title such an awesome reputation on pixilated greens the world over. By today's standards the scenery might seem a little bit on the bland side but the game is second to none. It's a classic case of easy to pick up, impossible to put down. You can be up and swinging in no time but there's always a way to improve your technique. The real beauty is the way you're constantly improving your game every time you play, just like the real thing. An unsurpassed range of courses and wealth of options mean there's a heck of a lot of golf to be played before boredom can even think about setting in. It's the perfect way to while away a sunny Sunday afternoon if you can't afford the inflated membership fees at the local toffs club and no-one should be without a copy.

VERDICT — An eagle

COMING SOON .....

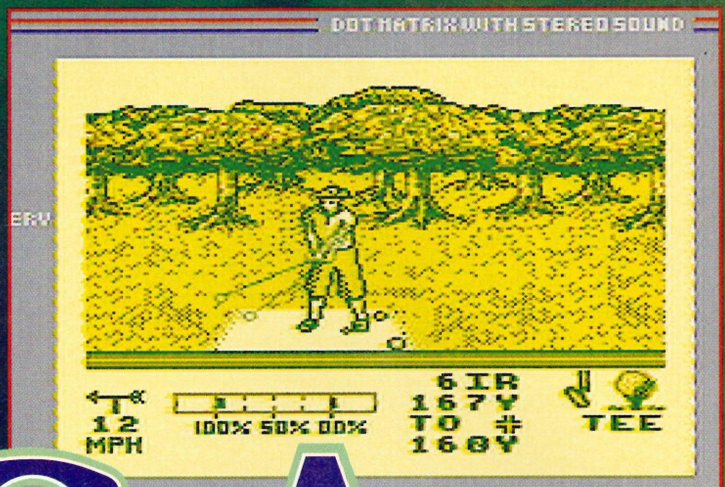


Well, that about wraps up the major golf titles which have appeared to date, but there's some potential treats in store in the form of PGA European Tour from Electronic Arts and Virgin's forthcoming Hooked. PGA Euro on other formats takes the playability of the original and adds more courses, more options and better graphics, so there's no reason why the SNES version shouldn't be a killer. As for Hooked, well, with so many games out there, Virgin are sure to have taken note of what's required, and even in it's early stages the game looks well above par (snigger).

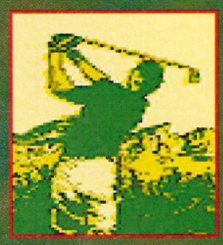
All in all, there should plenty more Nintendo fairway strutting to be done yet.

VERDICT — Could be a couple of holes in one



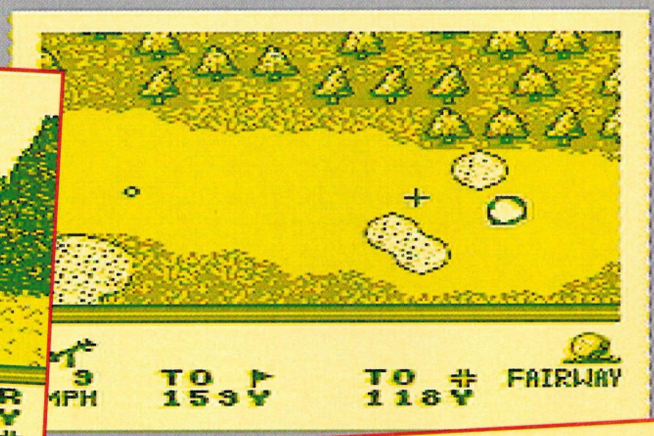


PGA EUROPEAN TOUR

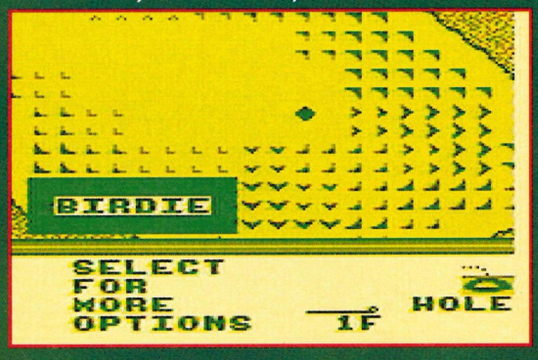


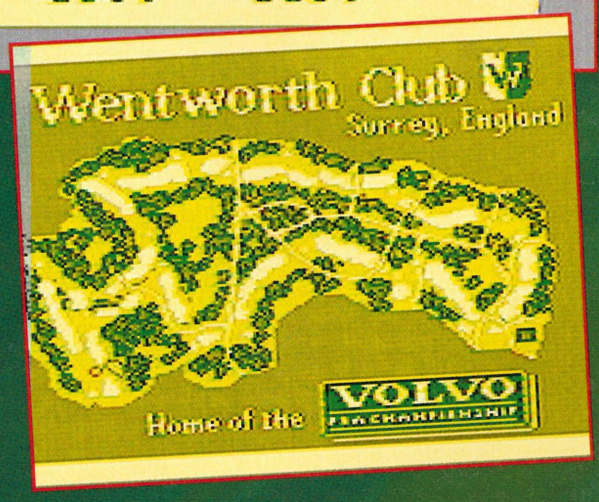
▼ Don't mess about, give it some welly!





▼ Right, we're on the green. Looks like it's time to go for a birdie. The story of Miles' life really!





PRODUCER
THQ
(0171) 935 8954

PRICE
£ TBA

RELEASE DATE
MAY '95

PGA European Tour has to be one of the most successful sports sims of all time. Carts were sold by the bunker load and we reckon it's the most fun and playable golf sim ever. I mean, what can be more relaxing than thrashing around in the rough, swinging wildly at a mound of sand and fishing your ball out of a lake? Not much! So, it's with howls of delight (and a few fores!) that we greet the news of a Gameboy version.

THQ have recently secured the license from EA, and progress is already well underway, with a release date aimed at around May. The game features four of Europe's most exciting and challenging courses: Wentworth, Crans-Sur-Sierre, Forest of Arden and Valderrama, each one offering a different terrain that'll require a subtle difference in playing style.

PGA also boasts a skins challenge, or a full blown tournament. Both of these are great fun to play, and with a two-player option and plenty of computer opponents there's no shortage of competition. To add to this there's an action replay, a wide selection of clubs and a password facility.

As with all the other versions of *PGA*, what makes it stand out from the crowd is the great playability and gallons of fun. It's so simple to get into - you can literally turn it on and be taking on the pros in seconds, and it's so addictive you'll be hammering the ball around for hours.

The game is not quite finished yet, but big things are expected and look like being delivered. THQ, the dudes that brought us EA's other big sport sim, *FIFA 95*, not long back, promise this will be the best golf sim ever on the Gameboy .... and we believe them!

Realm



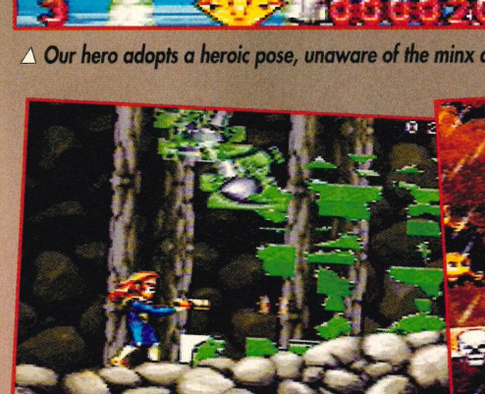


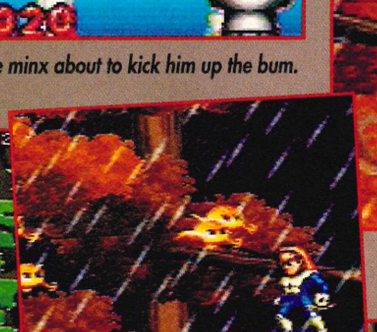


△ Our hero adopts a heroic pose, unaware of the minx about to kick him up the bum.



▽ Rats, another robotic fried chicken escapes laser death!









PRODUCER
TITUS
(0171) 700 2119

PRICE
£TBA

RELEASE DATE
SUMMER '95

Titus have been as busy as anybody recently. Bringing us first Wild *Guns*, one of the best shoot-'em-ups ever to grace our SNES screens, and now, without so much as a breather, they're hard at work on two more.

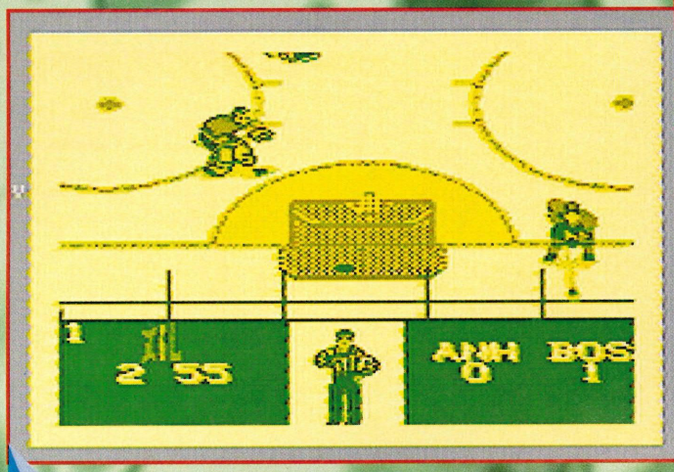
Prehistorik Man (which you can check out later in the mag) is a stone age platform adventure featuring Sam, a crazy caveman, whilst *Realm* is another one of those scrolling platform shoot-em-ups that have for so long dominated the games scene.

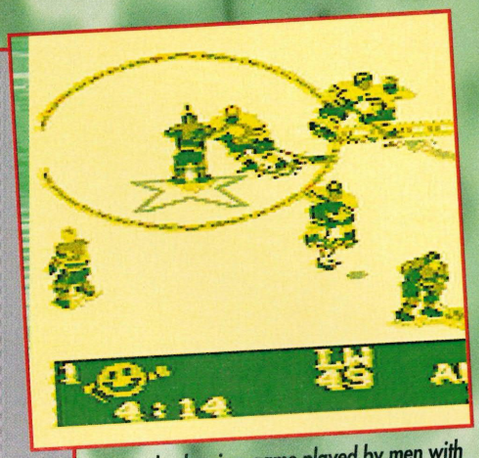
Sometimes this type of game has had to cop a fair bit of stick, as the concept is so old and unoriginal. Recently, though, games like *Hagane* and *Super Turrican 2*, with their superb playability and graphics, have proved this type of game can still be great fun. Looking at an early copy of *Realm*, it looks certain to do the same.

One of the essential ingredients for any serious shoot-em-up has to be plenty of different weapons and pick ups. I mean, who wants a blaster, where you go around with one poxy pea shooter? Not me! This is where *Realm* really stands out. Not only does it have plenty of different weapons, each of them has a particular use. So, experimentation and a quick finger are going to be the key to success.

As well as lots of weapons, a good shoot-em-up has to have plenty of bad guys to kill (the uglier the better) and loads of explosive action. Here again *Realm* promises not to let us down. With tons of nasties to blast at and explosions galore, even Arnie would be impressed.

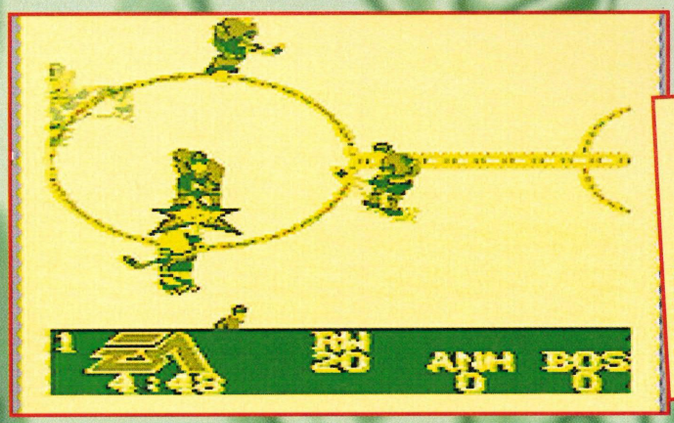
Titus have quite a reputation - well, they have here anyway - for fun and playable games, and if *Realm* lives up to its potential, this could well be their second Gamer Gold in the making. Maybe, anyway ... just have to wait and see, won't you?



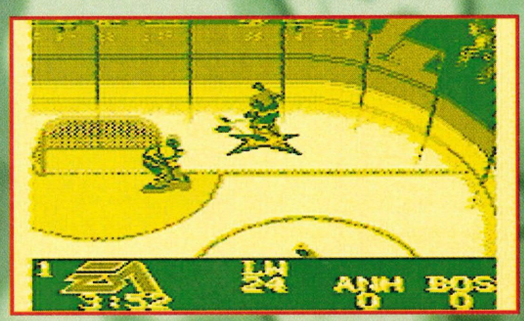


△ *Ice hockey is a game played by men with very bad tempers!*

NHL HOCKEY 95







Pass the puck from player to player, try your hand at little flick shots, dance past the opposition and if you're lucky you might even score a goal!



PRODUCER
THQ
(0171) 935 8954

PRICE
£ TBA

RELEASE DATE
SUMMER '95

Of all the sports throughout the world, you won't find a tougher one than Ice Hockey, and, of all the hockey leagues in the world, you won't find any rougher and more competitive than the NHL. It's fast-paced, aggressive style and hard hitting action has won it the admiration of people all across the globe. It's for these reasons that EA's *NHL Hockey* sold so well, and the new Gameboy version from THQ promises to be just as good.

Take to the ice and fight your way through a full season, or go for the Stanley Cup in the play-offs. Whichever you try, a lot of skill, quick reactions and guts are required if you're to defeat the likes of the Calgary Flames, Boston and Washington. To help you in your quest for victory use all the tricks in the book, such as drop passes and fake shots, but above all prepare yourself for a battle royale, as the essential ingredient for success is grit and determination.

With every team in the NHL represented, along with all the correct players and stats, there's a wealth of detail, and this is certain to be the definitive Ice Hockey game. Check out your players, swap them around, change keepers, sort out your tactics - do whatever you want, for you're in complete control. Above all *NHL '95* will hopefully feature the fun and playability we have come to expect from EA and THQ. We've only seen a half-finished cart so far, and there's obviously a lot of work still to be done, but THQ promise that after some fine tuning and a bit of tweaking it'll be the creme de la creme of hockey sims.

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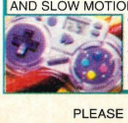
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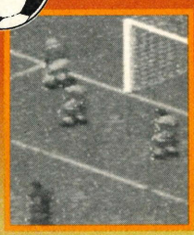
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SUPER GAMER

Fever Pitch





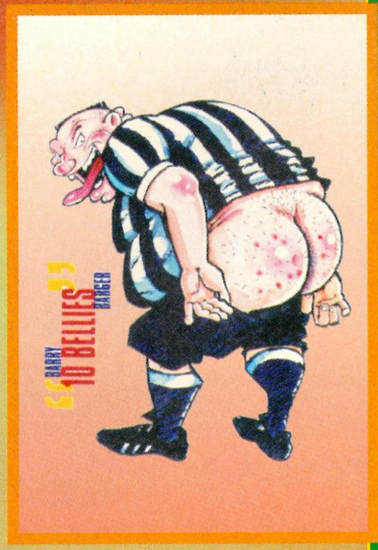
As reported last month US Gold are the latest software company to embark on the footy trail. Fast approaching its release *Fever Pitch* is all set to explode onto our SNES screens. Amidst cries of 'foul play', 'cheat', 'off, off, off' (and a few unprintable ones), you must outplay, outwit and outfight up to five friends or the computer in what looks like a game that even Cantona would be proud of!

With so many soccer sims already out there it's not easy to be different and even harder to carve a niche for yourself. So what's so special about *Fever Pitch*? Well, the answer lies in eight of the most charismatic players you'll ever come across. Instead of taking to the pitch with eleven squeaky clean Linekerites, you can now strut out with the likes of Barry 'ten bellies' Barger, Peter 'cheesy-keeps' Stilton and Jergen 'the cheat' Gdiverman.

Playing against - or even with - these players is no picnic, so we've decided to give you a full run down on each player complete with his special (and not so special) skills.





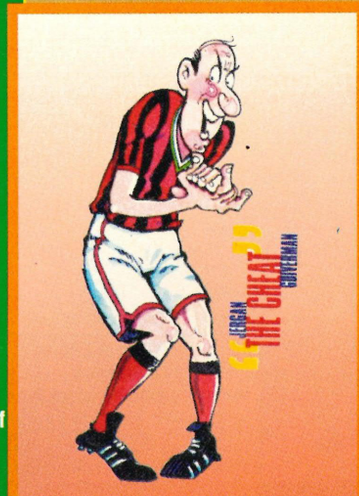


Barry '*Ten Bellies*' Barger

Favourite pastime : drinking beer, chatting up women and letting rip in packed elevators
Childhood heroes : Ghengis Khan and Newcastle Brown Ale
Special talents (other than explosive farts!) : Drinking fifty bottles of Newcastle Brown Ale before a match and not having to go to the bog once. Shoulder barging, elbow flying, belly bashing hard man of *Fever Pitch Soccer*. Can flatten anyone who makes the mistake of coming near him. A real defensive asset. Can also be used to charge down the wing splatting all who try to come and get the ball off him.

Jergen '*The Cheat*' Gdiverman

Favourite pastime : Watching the high diving for any useful tips. Also attends a school of theatrical arts
Childhood hero : Geronimooooooooo!
Special talents : Jergen's trips to the theatrical college have enabled him to master the art of diving. Even the most feeble of challenges is enough encouragement for him to do a double twisted forward somersault for a perfect six and a handy free kick every time. It doesn't work all the time, but he's so convincing there's a fifty percent chance of a free kick in midfield and a twenty five percent chance in the penalty box.





Emo *'Ball Blazer'* Bikomozo

Favourite pastime : listening to his Des O'Connor records whilst worshipping the God of Jack Charlton
Childhood hero : Bernie, his pet elephant who first taught him to play soccer.
Special talents : Apart from being able to wrestle lions with his bare hands, Emo also has the fiercest right foot in footy history. They timed it once, but it had gone past before they could register it. On the football pitch it gives him a fearsome fire shot which is virtually unstoppable.



Ernie *'Le Striker'* Container

Favourite pastime : Kung Fu and several other martial arts. Also likes chatting to the opposition crowd.
Childhood hero : Bruce Lee
Special talents : Has a remarkable ability for turning wise old proverbs into total gibberish. His love of fish leads him to follow Spanish trawlers during his spare time.



Peter *'Cheesy Keeps'* Stilton

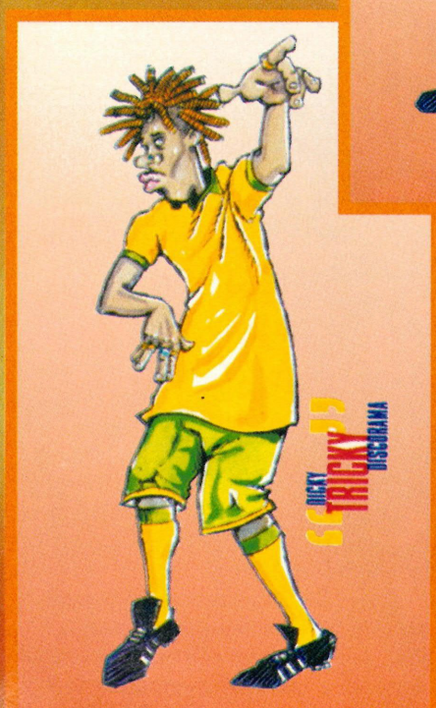
Favourite pastime : Trying to manage crummy second division clubs, casino's and gambling.
Childhood hero : The Incredible Hulk
Special Talents : Being able to make a good team bad and being able to lose a fortune at the roulette wheel. Will let in goals for a price, allegedly!



Marco *'The Marker'* Rigatoni

Favourite pastime : Breaking legs
Childhood hero : The Krays
Special talents : Marco doesn't have a special move as such, but he can stick to players like glue.





Dicky *'Tricky'* Discorama

Favourite pastime : Impressing the women in the local nightclub with his swift moves and swerves.
Childhood hero : Pablo Escobar
Special talents : He's an expert at avoiding post-match random dope tests. A swift swing of the hips and an astounding turn of pace get him away from the Stewards and down the player's tunnel before anyone can thrust a sample bottle into his hand.



Peter *'Playmaker'* Perfect

Favourite pastime : Watching Neighbours, teaching kids how to play football, helping old ladies to across the road and generally being really nice to everyone. Yeeuk!
Childhood hero : Superman
Special talents : Apart from being a wuss, Peter is a defence-splitting midfield maestro. His inch-perfect passes to the rampaging strikers blows massive holes in the tightest of back lines.

PREHISTORIK MAN



A stone age madness is sweeping the nation following last year's hit film, *The Flintstones*. Spielberg's masterpiece of prehistoric adventure has led to a whole fistful of spin-offs, including the recently released *Flintstones* SNES game. This much-hyped feast of caveman capers ended up being a big stone age belly flop, being as dull and slow as you'd expect from someone who's around ten thousand years old!

Thankfully, this major let down has been swiftly followed up by Titus' forthcoming release, *Prehistorik Man*. This exciting new game looks like being all that the *Flintstones* promised to be, should have been, but alas, wasn't!



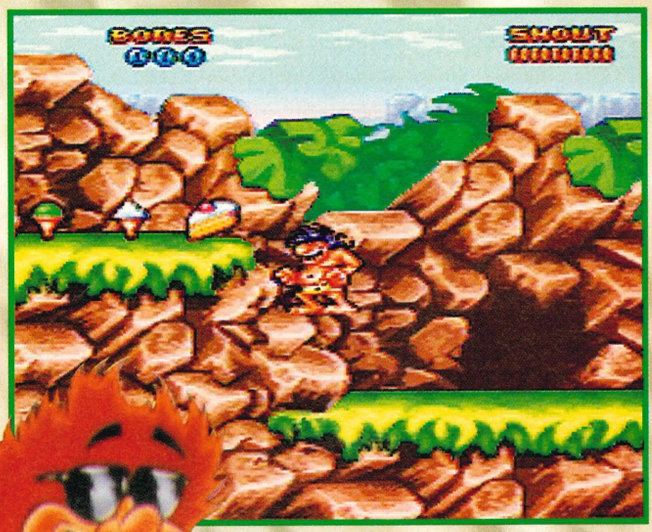
Titus surprised us all a couple of months back with the brilliant *Wild Guns*, and *Prehistorik Man* looks set to continue their hot streak. The semi-finished cart that we've seen showed plenty of promise and it looks certain to be a summer smash. So, in an effort to bring you the best and latest information, we've delved into the murky depths of ancient history to bring you an update on the game that is sure to have us all glued to our screens during those hot summer day's.

The story begins many, many years ago, on a dark and sinister night, when a hoard of hungry dinosaurs creep into a nearby village and steals the local inhabitant's winter store of food. When the villagers gather for breakfast and learn of the theft, panic sweeps through the village, for with winter approaching they will surely starve.

Everyone's in a fluster, but the local wise man puts his thinking cap on and comes up with an ingenious plan. He calls Sam, the local stoneage stud, to his cave and tells him of his idea. An old wive's tale tells of a distant land where all the dinosaurs go to die. The bones of thousands of age old monsters litter this land, and as bones are the local currency, if they could find this dinosaur cemetery and collect all the bones, they'd be rich enough to buy all the food they could eat. The land lies many, many miles away and the road is a treacherous and deadly one, but Sam bravely agrees to set off in search and vows to return with the bones of a thousand dino's.

To help on his dangerous and lengthy journey a group of the most useful villagers agree to accompany him. These



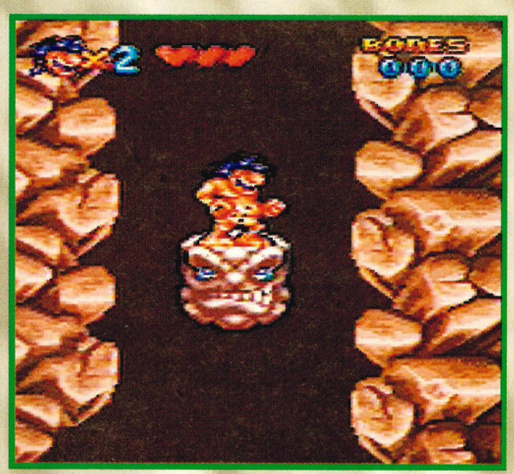


△ *Mr Whippy's mine all mine, nya ha ha...*





members of Sam's posse pop up from time to time on different levels to give him a much needed helping hand. All of the posse have special talents and will help in



different ways.

The blacksmith is one of the most valuable members of the posse. He's got a degree in weapon making and turns up at some of the most convenient times to give Sam special weapons that are invaluable on his quest.

The local guide is another important member of the group. Exploration is a big, big part of the game and the land is massive. Every nook and cranny must be searched and no stone left unturned, so the guide comes in handy when trying to find those secret and concealed areas.

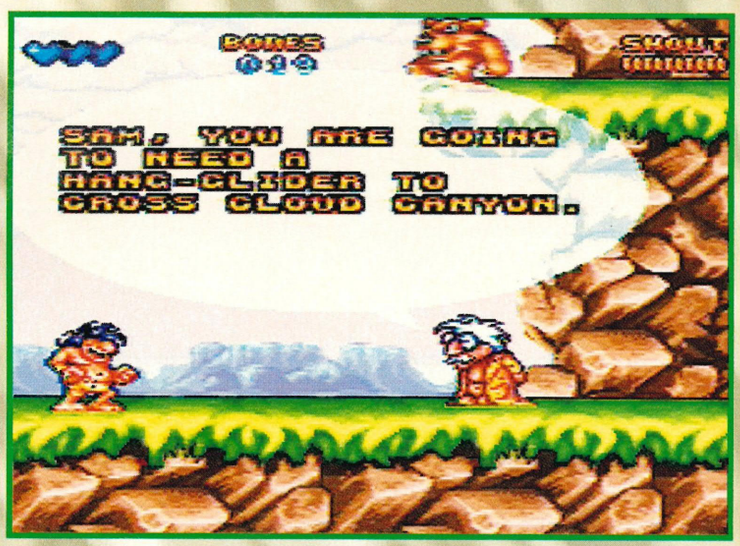
Inventors are few and far between in prehistory, but Sam is lucky enough to be accompanied by a madcap scientist who bears an uncanny resemblance to Einstein. He can make all sorts of contraptions and machines from the simplest objects. Sam must spend valuable time searching for these, but if he succeeds he'll be more than rewarded by the help of some of the Professor's inventions.

Sams journey is long and hard and he'll need all the guidance and advice he can get. Luckily the wise old man, despite being 120 years old, has decided to accompany him as well. This old man may look a fool, but his worldly wisedom will be invaluable to Sam.

They say behind every great man lies a great woman. So, it's no surprise that the last member of our happy gathering is a woman. We're not quite sure where exactly she helps in the game, but I've got a feeling it's something to do with Sams leisure time. After all, even superheroes need to relax!



△ *In a time long past humans believed rocks were alive and simply hard of hearing!*



Sam is undoubtedly the star of the show though, and by using the full potential of the SNES joypad he can perform a whole repertoire of moves. As you'd expect from a platform hero he can run and jump, but he can also search, run like a dog, use special weapons and even kill his opponents with his terrifying scream.

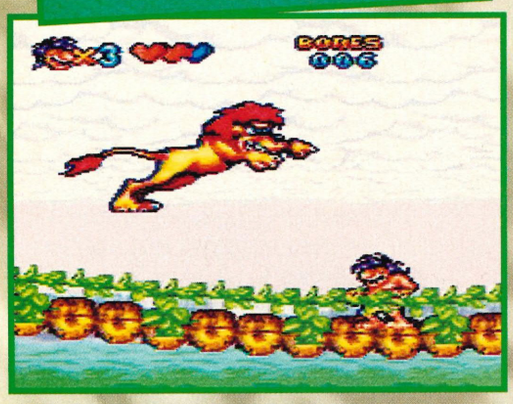
Running like a dog may not sound a useful, or very pretty



ability, but it allows Sam to run faster than normal and helps make those extra big jumps and so on. Searching is also a neat ability that allows Sam to stop and check around the immediate area for any secret passages, pits or pikes etc.

Altogether the game looks sure to have enough variety in moves, weapons and action to please the most sceptical of reviewers and the most avid gamers. On top of this there promises to be loads of original and inventive levels with some smart graphics and animation to boot. Still, before we get too carried away on a wave of prehistoric jollity, we'd better wait for the finished cart and a full review in the next couple of months.





△ *Not so fast Dr Plymco. Your disguise doesn't fool me!*

Git down and groove Prehistorik style as PM shows there's rhythm in them thar animal hides!



The Motley Crew



The prehistoric posse line up for a pre-adventure snap. From the left we have the blacksmith, followed by the prof, the wise man's daughter, the star of the show - Sam, the scout and then last, but by no means least, the wise man himself. This motley crew boast the best brains, brawn (and figure) of the stone age era and they're gagging for an adventure!



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WILD GUNS

In a world where nothing comes free, we're here to provide the exception which proves the rule. Once again SUPER GAMER brings you an unmissable opportunity to grab some top loot for the negligible price of a postage stamp. With so many quality games having passed through the office of late, there was quite a choice as to which we should choose for a competition tie-in so it eventually went to a vote with Titus' explosive *Wild Guns* getting the nod. It's a veritable feast of violence which should quench any shoot-'em-up fan's thirst for excessive violence. It's got everything from Cowboys and Injuns to tanks and giant laser-wielding robots, and the whole fandango could be yours. We've got ten *Wild Guns* carts to give away, but first, as is the norm with these things, you have to answer the following inane questions. So, with best thinking caps on, it's time to dispense with the pleasantries and get down to business.

1 *What is the name given to the area of the United States where cowboys originated?*

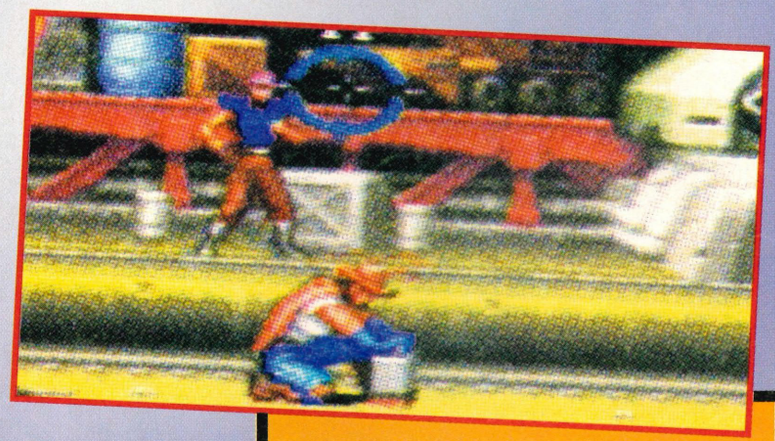
A. The wild west
B. Wild West Ham
C. The Wild Western Railway

2 *The film* Wild at Heart *starred which American actor?*

A. Big Bird
B. Nicholas Cage
C. Jurgen Klinsmann

3 *What kind of 'one' was Marlon Brando?*

A. Tiddly
B. Munching
C. Wild



There. Pretty tricky, we think you'll agree. Still, in the event of a tie, we've decided to include one of those lovely 'complete in exactly nine words' tie-breakers :

If wild is .....

.....

.....

Send your entries on a postcard or the back of a sealed-down envelope to:
Blimey another great SG giveaway this time featuring the classic *Wild Guns* compo, Super Gamer, 14a Union Street, Newton Abbot, Devon TQ12 2JS

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.

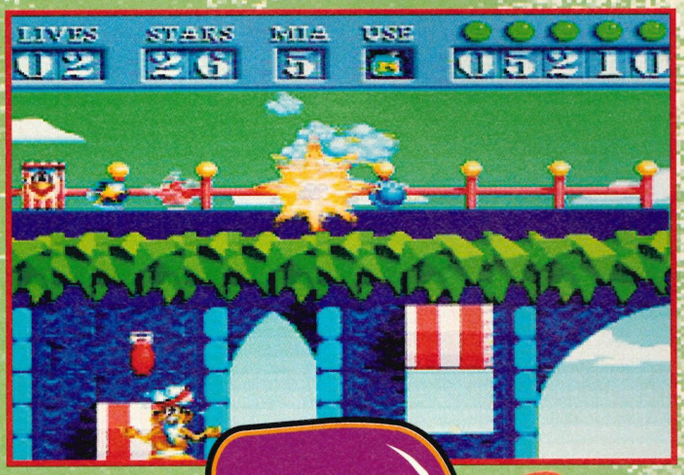
90%+
Gamer Gold territory! Any game that we award a gong is one which by all rights belongs in your Nintendo's cart slot. Only the best get this award, so you're sure of a great game.

JON



Ocean are certainly keeping themselves (and us) busy at the moment. No sooner do we finish reviewing one game and get it safely tucked under our belts, than another comes along. Still, this joyous surge of titles is more than welcome at a time when other companies seem to be a touch slow in releasing new stuff.

Putty Squad is Ocean's latest offering and after the hit and miss affair of *Super Turrican 2* (hit), *The Flintstones* (miss), *AFV* and *Mr Tuff* (could have been better), they look like they've finally come up with something quite outstanding.



GAMER GOLD

PUTTY SQUAD

It's putty amazing!!!



△ *A blinding flash, a mighty explosion and a big blue rocket hurtles from the bedlam towards one of our poor trapped putties. Best rescue him, eh!*

The original game, *Super Putty*, was not quite a classic, but gained a respectable 84% from the last posse and was fun, entertaining and immensely challenging. Ocean have kept *Putty Squad* in a similar sort of vein and produced a fantastic sequel, for once better than the original!





△ *Eric, Ernie and Sid hold a competition to see who can puff his cheeks out the furthest. Sid was posthumously declared the winner!*

If you think the problems on Earth are bad, you should see the Putty planet! It's in a mess. Everyone's fighting each other and all sorts of nutters are trying to rule the land. Eventually a UN peacekeeping force is sent in to the troubled territory, but amidst all the military gung-ho and bravado, they wind up lost and get taken prisoners. This is when Putty, the heroic blue-blob, steps in to save the day. Aided by his ex-enemy, Dweezil, he must rescue all the missing GIs while at the same destroying the crackpot warlords and their troops. As you can imagine, with fifty two levels packed with action and adventure, it's not going to be easy.

The idea is fairly simple and easy to get into. Putty must basically fight and find his way through all the levels. On each there'll be a number of prisoners who have to be rescued. Only when all the

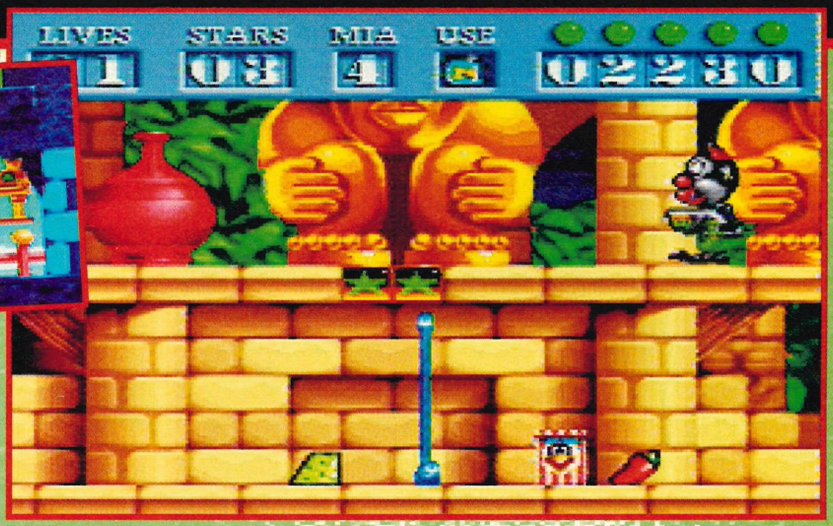
prisoners, or MIA's, have been found can Putty go to the exit and move on to the next stage.

This all sounds nice and straight forward but as usual there's a snag, well, two actually. Firstly, there's a hoard of weird characters hell bent on stopping our blobby friend. Secondly, each level, whilst not massive, has a mazey feel to it, that'll have you searching around for ages.

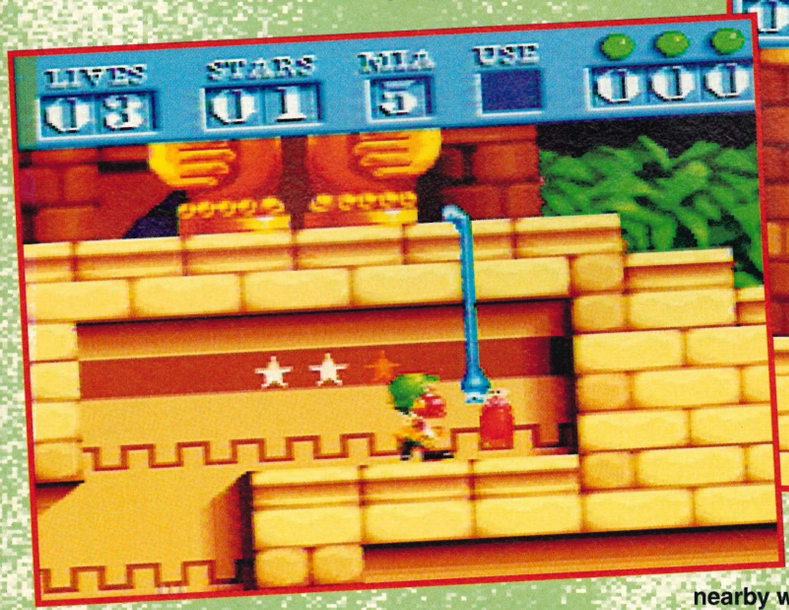
The bad guy's out to stop you include pups armed with bazookas, cat troops with guns and mortars and even more bizarre, terminator carrots, robots, deadly dentures and many, many more. Each of these has been wonderfully animated to give the game a really colourful and humorous feel. They also provide some pretty tricky opposition.

Thankfully, Putty is not alone and certainly not unprepared. Dweezil, once his arch enemy, is part of the Putty Squad and can be used in two ways. Either he can be knocked out and his stomach used as a trampoline (very handy for out of reach places), or you can let him kick you and he'll lay a bomb. At first this all seems a bit pointless but it's not too long before you realise just how important he is. To get anywhere, you'll have to learn the best way to get the most out of him.





△ *Here we see our mate Putty demonstrating his incredible morphing ability. Those Power Rangers had better watch out!*





△ *Putty takes a deep breath and inflates himself to the size of a beachball — useful for floating to higher platforms. Don't get popped though!*

As well as Dweezil, Putty has a few other tricks up his sleeve. These come in the form of power ups that are to be found scattered around the levels. X-ray specs, cat food, chilli, shields and even lumps of cheese are there to help in various ways.

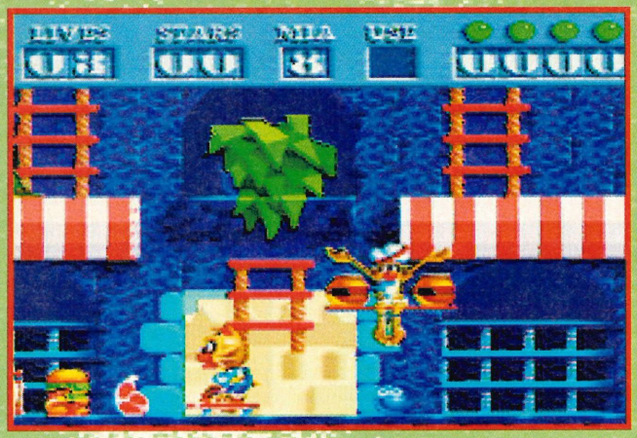
Putty also has two other helpful items he can use. First there's the nitro-bombs. Lay one of these and anything nearby will be blown to smithereens!

The other item is Putty's power pod. It's basically a rocket-powered balloon to help you zoom around the level. This contraption is brilliant for searching around and finding out where things are. You can also use it get to those hard to reach places. Unfortunately you can't stay aboard forever and some on-screen indicator lights show how much time you have left



▽ *Many strange and varied creatures wander the walkways of each level. They all have one thing in common though — a hatred for blue amoebas!*





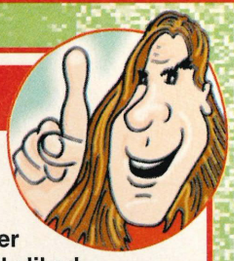
before it's time to abandon ship.

All the weapons and items are very handy and good fun to use, but the star of the show is undoubtedly Putty himself. His amazing rubber-like texture allows him to mould into some zany positions and perform a variety of moves. He can stretch, bounce, punch, jump, squash, inflate and loads more. All these moves are wonderfully animated and bring Putty to life in glorious style.

With some gripping sound tracks (one for each level!) and some impressive sound effects and speech, the game has a real fun and amusing feel to it and compliments the superb graphics and marvellous gameplay.

Ocean have come up trumps with *Putty Squad*, and if you want a fun game that'll amuse you for hours on end, you can't go far wrong. SG

MILES



Crikey, what a talented fellow Putty is - they say Phil Cool has rubber features! I especially liked blowing him up really fat and floating round the level like a human balloon (a bit like Hayden after a plate of beans) but it's the overall polish that really gets you hooked. The backgrounds are slickly drawn with loads of detail and the comical bad guys strut around with humour and purpose. Putty himself adds a new twist to the platform formula to make *Putty Squad* a worthy Gamer Gold!

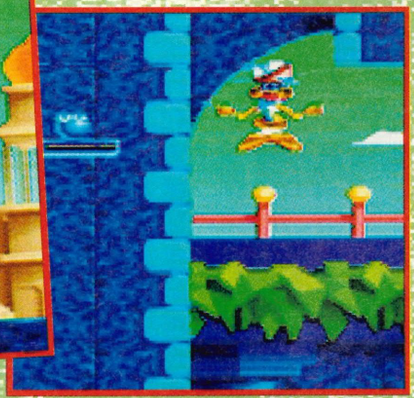




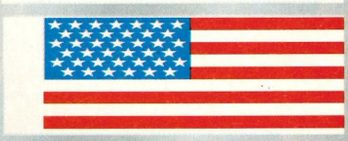


△ *That's one nasty frazzled! He may be cute, but our Putty's no wimp.*









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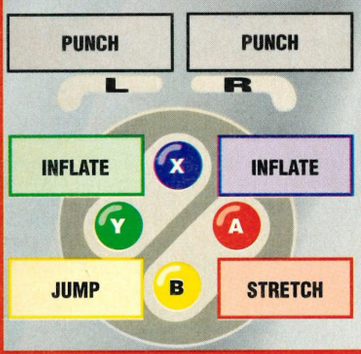
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APRIL '95

GAME TYPE
ARCADE ACTION

CART SIZE
8 MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	87
SOUND	91
GAMEPLAY	90
LONGEVITY	89

OVERALL

90



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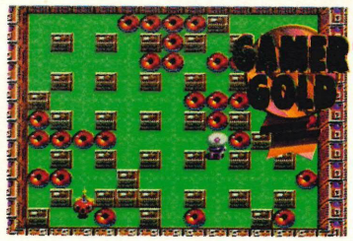


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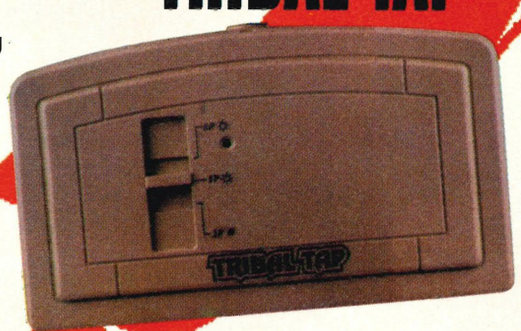
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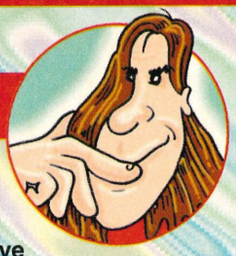
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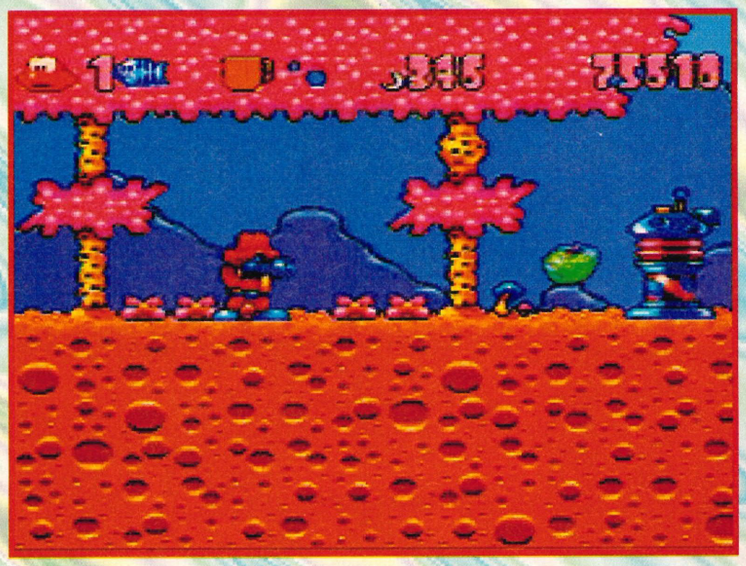
Let's get the FI5H outta here!



MILES

Before I get started I'd just like to point something out. I've always harboured a deep dislike of the underwater agent's previous outings. I don't care what anyone says, as far as I'm concerned *Robocod* is dull, boring, graphically unimpressive and about as much fun as a pile of gravel in the rain! The reason I'm saying this is for the purposes of this review. I intend to put all my prejudices to one side which means I'll not be mentioning *Robocod* any further unless completely unavoidable. Righty-ho then — now we all know where we stand I'd better not arse about so stop fidgeting around impatiently and pay attention.

Dr Maybe, Pond's arch doer of evil, fled the icy wastes of the North Pole after his plans for world domination were last thwarted by the plucky FI5H agent and has lain low ever since. Actually that's not quite true. He's kept himself out of the spotlight but he certainly hasn't been wiling away the days on the local golf course, no sirree! With that incredible capacity for predictability unique to super-villains the world over he's been hard at work coming up with yet another devious plot to take over the world, blah, waffle, etc and so on!





△ *I say, Pond. That's rather a startling brolly! Have you ever thought of setting up your own building society?*

The plan is simple — to corner the world market in cheese. This will in turn generate enough wealth for Maybe to realise his dream of making everybody on the planet as miserable as a man who'd gone to bed believing he'd set the video to record *Prisoner Cell Block H* and woke in the morning only to find he'd micro-waved the dog instead. Gumph!

Anyway, how will he get hold of all this cheese you may be asking. The answers simple — mine it from the moon! Well, it makes perfect sense to me!

So off we head into a platform n' puzzle world packed with cheesy lunar-cy and dairy-ng adventure, ho ho hum!

Scattered around the many levels are various items which can be utilised to achieve your goal which is to de-activate the generator,



one of which is to be found in each area. In addition certain levels contain important items and/or trapped FI5H agents who must be freed before you can progress.

The puzzles are mostly pretty straightforward. The main problems arise when trying to transport the required object to the appropriate position. Even though the 60 plus locations tend to be fairly compact there are some awkwardly positioned nasties and tricky spike pits which need a great deal of care to clear safely. Pond can defend himself by jumping on baddy's heads, punching them, throwing objects or collecting extra weapons but most of the time simply avoiding them is the easiest (and safest) method.





JON



For once in my life I find myself having to agree with Milo. The first and second editions of *James Pond* weren't much cop and the third shows little sign of improvement.

I thought these FI5H agents were supposed to be mean, tough characters with licenses to thrill and kill. Well the only way James Pond is going to kill anyone is if he bores them to death, and, believe me, there's a pretty good chance of that in *Operation Starfish*.

The game is boringly predictable, obscenely lacking in variety and has some pitiful graphics. On top of this, it has one of the most ridiculous password set-ups ever. It'll take you longer to master this than it will the game, and when you're forking out so much money you don't want to end up sitting around playing with passwords!

All's not completely lost though; it does have some nice features, like being able to walk upside down, plus tons of levels. Unfortunately there's not enough to drag it from the mire, so if you've any common sense, give this one a big no-no!

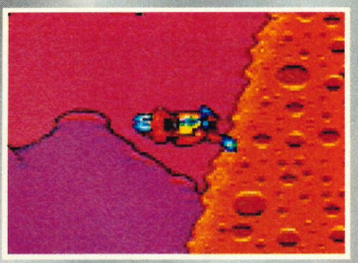
The moon's limited gravitational pull also gives Pond a new and impressive ability. He can now run up and down vertical slopes, provided he can get a good run-up of course. He can even run upside down along the underside of platforms. This allows for some useful gymnastics so with practice you can reach those tricky nooks and crannies.

So it all seems quite fun and playable at first but the game just doesn't seem to progress. The graphics are largely uninspiring with a lot of 'earthy' colours and though backdrops do change they seem to retain the same washed-out feel throughout. There are some good power-ups around and Pond's ability to run up and down sheer cliffs is pretty neat but the controls sometimes seem a bit sluggish to respond leading to high frustration. This is really platforms by numbers with nothing to recommend it above a thousand others, but if platforms are what you live for then it's certainly worth a look.



△ *Aha — a tribe of Pac-People living in a damson barrel!*







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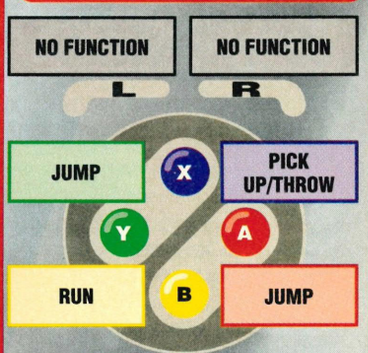
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GAME TYPE
PLATFORM

CART SIZE
16MBit

FEATURES
PASSWORDS

CONTROLS

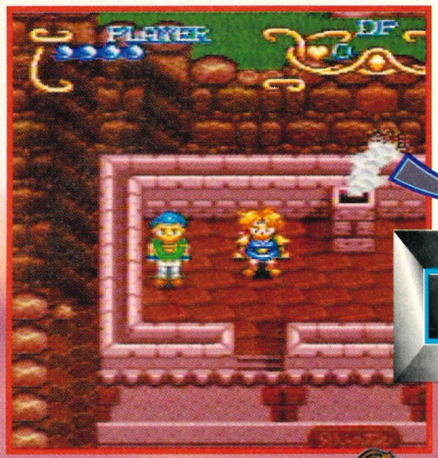


RATINGS

GRAPHICS	70
SOUND	73
GAMEPLAY	68
LONGEVITY	72

OVERALL

69



Illusion of TIME

It's back and this time it's no illusion!

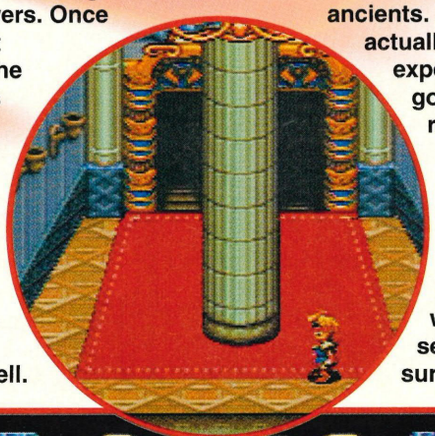
GAMER GOLD



MILES

Illusion of Time, which is otherwise known as *Illusion of Gaia*, got unofficial attention from the old SUPER GAMER posse. Anyway, for those who missed it earlier on, here's a full review once more. The English version is absolutely identical down to the last pixel.

As legend would have it there exists a comet with strange supernatural powers. Once every 800 years it passes close to the Earth and causes all manner of upheavals. Earthquakes, tidal waves, not to mention the hideous mutation of living things who become demons under its dark spell.



Many years ago the comet brought about the end of an ancient but highly advanced civilisation whose memory faded into legend until a group of explorers decided to go in search of the enlightenment promised by the secrets of the ancients. Predictably none of the party returned. Well, actually that's not strictly true. The son of the expedition leader, a lad by the name of Will who'd gone along for the ride came back with no recollection of his journey home or what had happened to the others.

The game begins a year on from the ill-fated adventure with Will seated in school surrounded by his chums. The first reaction is 'oh no, here we go again!' Yep, you guessed it — yet another would-be *Secret of Mana/Zelda*-beater! As usual with these things the first thing to do is go round and



△ *Ugh, how unhygenic. Cooking in the bedroom. Oh well, it looks like he's incinerated the lot anyway!*



△ *A rare moment of barrel study.*





mode seven sequence when you move from one location to another. You don't actually have control over the characters but it handsomely captures the feel of the globe-trotting scenario. It's this attention to detail which makes *Illusions of Time*. If you stand back for a second an observe the proceedings from an objective point of view

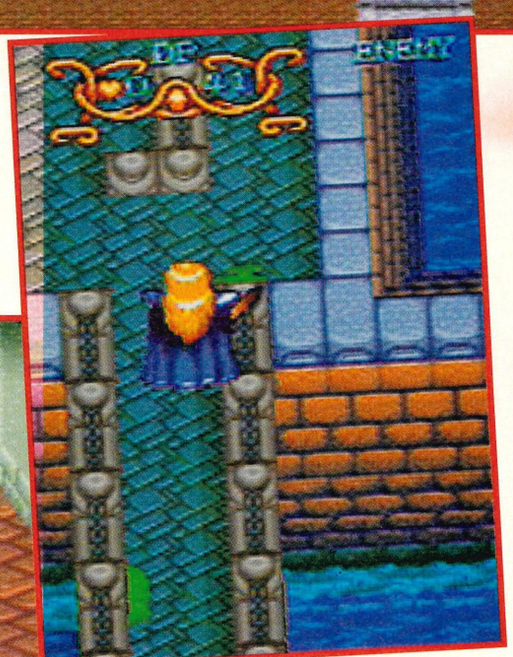
▽ *Wahey! It's morning and time for brekkies. Oi, where's my tuck?*





talk everybody in the locality. This way you soon build up a general idea of the task at hand. Sadly most people's responses a fairly mono-syllabic and your own replies are pre-ordained aside from the odd yes/no option when asked a question. Even then if you give the wrong answer you usually get off with a scolding before being given the chance to say the right thing. As it transpires, the village has been surrounded by demons heralding the impending arrival of the Comet, known as the Comet of Ages, and it soon becomes apparent that the only way to avert catastrophe will be to go in search of your missing father and find out exactly what happened. And off you set!

It's a sprawling quest which takes you all around the globe in search of clues. Many and varied adventure lie in wait including rescuing a beautiful Princess from the clutches of her evil father, the King. She then joins your party to help ever-increasing problems you encounter.





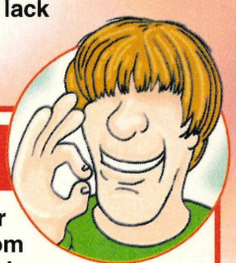
What's makes *Illusion* so appealing is the very well thought out story as you make progress. As you make new friends they pop up later on to help you out or just have a bit of a chat. You actually feel pleased to see the odd familiar face appear now and again!

Graphically It's superb, even out-stripping *Secret of Mana* with the characters packing loads of, er... character into their typically chubby, fairy-tale bodies. There's even a nifty



you'll realise most of the game is spent following instructions given by various characters. There's not much actual puzzle-solving and even when you do get stuck the chances are it's simply because you've been ignoring the obvious. As long as a bit of thought is put in you can't really go wrong with this format and Illusion is certainly no exception. Once you sit down to play you'll be hooked. It looks great, sounds great and plays well enough to disguise some lack of freedom. SG

JON



This is really rather excellent! Right from the start where you're hanging out with your mates, right the way through as the plot of magic and mystery unfolds you really get a feeling of being involved in the mystical quest.Graphically it's great with loads of cute appeal, but the sprites still look determined enough as if they really mean business.

The tunes are pleasant as well. Jolly enough to keep your ears happy without being annoyingly chirpy. It's big too, the game that is. Plenty of locations, heaps of characters and a wide range of puzzles ranging from the straightforward to the downright mind-bending.

It takes all the best elements of the *Zelda* series and the *Secret of Mana* — the games by which all other members of the genre are measured — and actually improves on them. Okay, so perhaps the format isn't as fresh as it was, but this title just goes to show how even the best can be made better with a little care and thought. It's all topped off with some great presentation like the mode 7 sequences. Great stuff!



△ *Yikes! Wandering around the evil king's palace isn't a good idea!*

MARK



It may seem a bit out of character for someone as loud and violent as me to find this kind of thing good fun, but guess what — I did! I may seem cold and callous but inside I'm just a soft fluffy thing and this brought back all the innocence of childhood. Rescuing princesses from evil kings — lovely. It's the way everything's so well set out that gives *Illusion* such appeal. The story unfolds before you with all the sweetness for which these Japanese RPGs are famed without falling into the trap of being too sickly. Excellent!





Meet me mom and pa



Will - that's you!
A heavy weight it is that rests on shoulders so young!



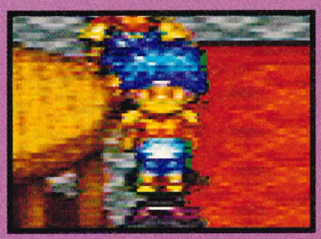
Mom and Dad
They're your typical parents really. They moan a lot but they mean well.



Kara - the babe
The beautiful Princess Kara can be a bit of a pain, but what a fox!



The evil King-type
He's a conniving rotter but it's best not to get on his wrong side.



Lilly - yer mate!
There's more to Lilly than meets the eye. Listen well to what she says.



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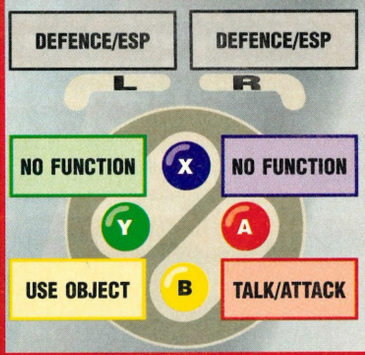
RELEASED
TBA

GAME TYPE
RPG

CART SIZE
? MBit

FEATURES
BATTERY SAVE

CONTROLS



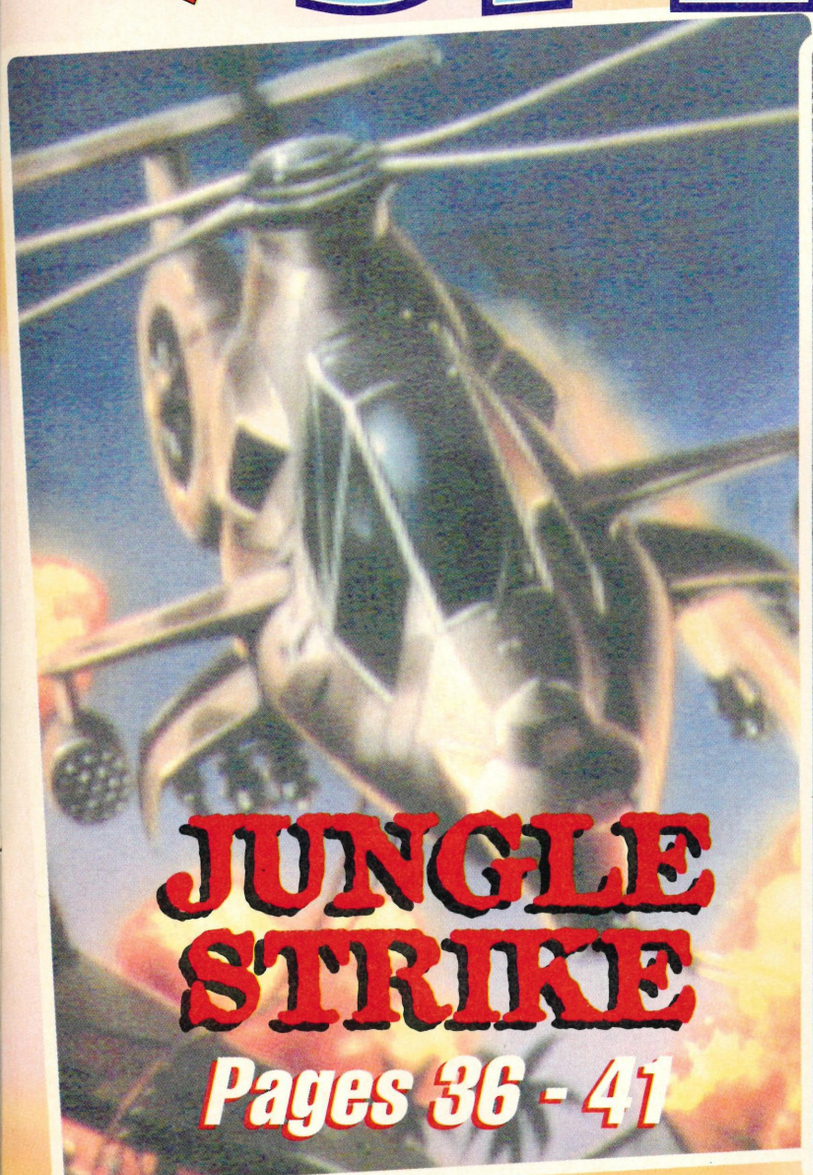
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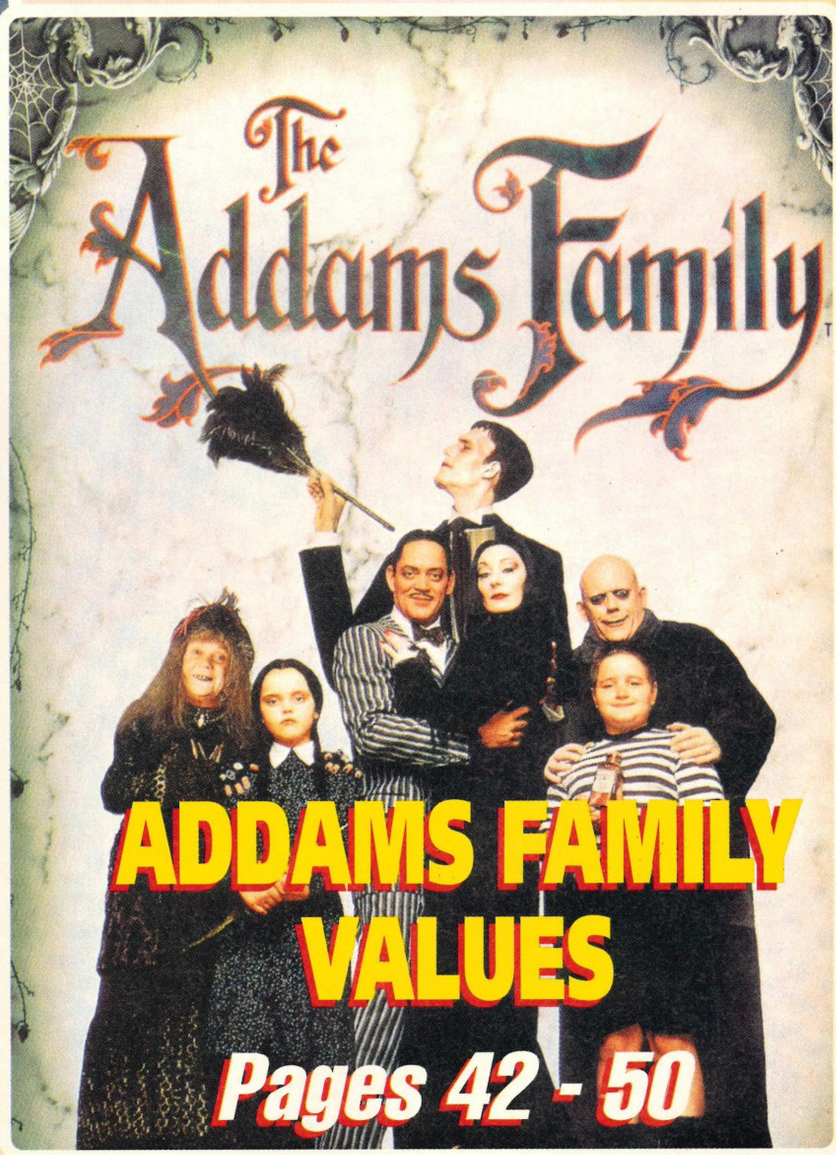
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SUPER GAMER TIPS SPECIAL



JUNGLE STRIKE

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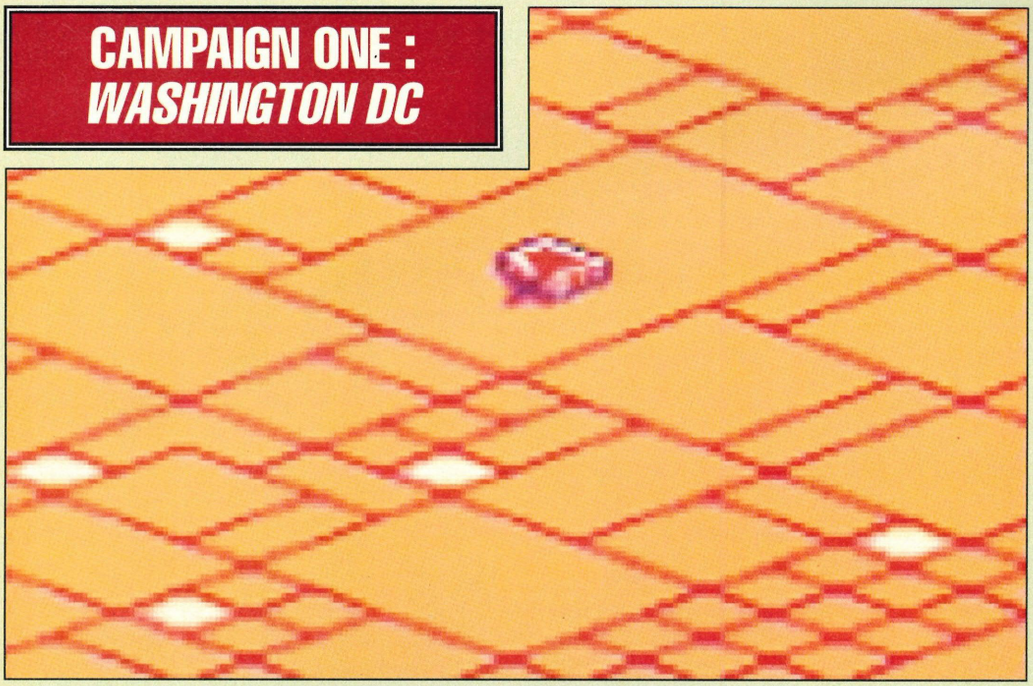
ADDAMS FAMILY VALUES

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JUNGLE STRIKE

To celebrate the return of one of the best strategic blasters of all time, we've decided to celebrate. We weren't sure whether to have a party, or dance naked through the streets, so in the end we just plumped for a full and comprehensive player's guide. We got the mysterious gamer Games Guru onto the job and you'll see the results over the next few pages. All you need to now is get out there and kick

CAMPAIGN ONE : *WASHINGTON DC*



1 MONUMENTS

You need to take out all the terrorists surrounding the historic monuments. The biggest threats are the long green vehicles as they've powerful rockets. They're most abundant around the uppermost monument. Two hellfires will do the job, but otherwise use hydras. The blue and white vans carry less potent rockets, and can be destroyed with the gun, but hydras are preferable. Keep an eye out for snipers. They don't look like much but their constant firing rapidly eats your energy. A quick burst of machine gun-fire will take them out.

2 TERRORIST HQ's



The idea here is to blow the building then get the guy who runs clear. Before hitting the building do a quick recce of the area and take out any hardware lying hidden. Be ready to winch the man aboard and get out quickly as enemy vehicles soon appear after the HQ explodes. You need at least three of the four terrorist leaders to complete the mission.

3 CAR BOMBS

There's five cars which need to be destroyed before they career into friendly buildings. Look at the map and try to anticipate which direction the car is moving (it doesn't set off until you scroll it on screen). Try and approach from behind then let rip with a burst of hydras. Keep firing until he blows as you don't have very much time.

4 AGENT AKBAR

A dead simple mission. Simply destroy the building and winch Akbar aboard to gain information about the President's limo. Other than a couple of snipers there's surprisingly little resistance around to bother you.

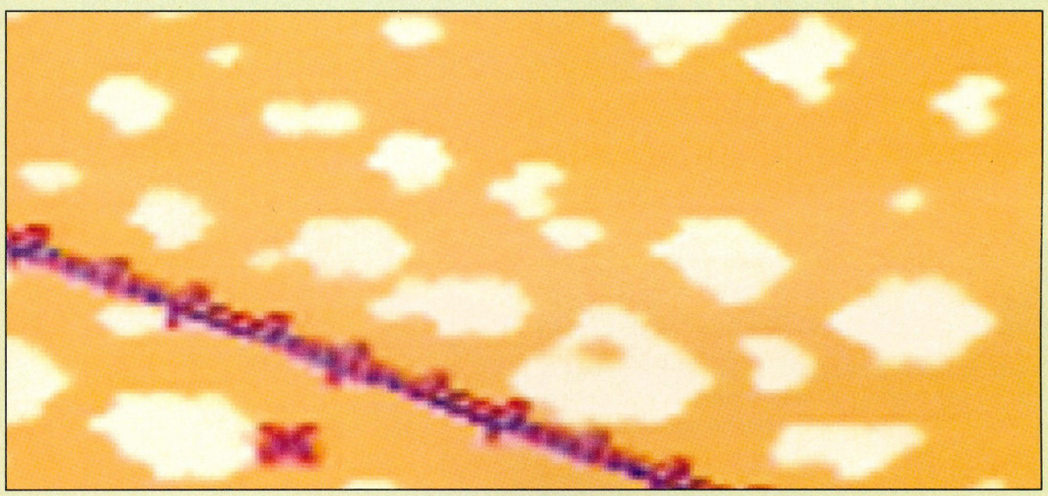
5 MOTORCADE

Guide the President's limo to the Whitehouse. Collect an armour crate and top up you ammo before you start as you can't afford any pit-stops during the mission, then fly marginally ahead of the car. This way you can see which way it turns. There's nothing worse than losing the President! Listen out for gunfire, then fly ahead and take out the offending enemies with hydras. You'll then need to return to the limo so they know it's all clear to move on. As long as you stick close it's fairly straight forward.

6 ENEMY SNIPER

Once the President is safely ensconced in the Whitehouse fly off the grounds the way the limo came in. Across the road you'll see a man dressed in black. Pick him up to complete the campaign.

CAMPAIGN TWO : *SUB ATTACK*

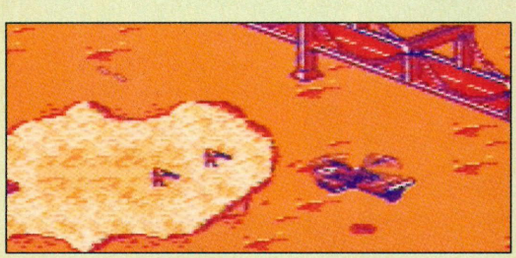


1 LOST SEALS

Fly straight to the far left to get the SEALs then drop them at their helicopter (lying just south of where you start).

2 ELECTRIC FENCE

Kill everyone on the Island with the hovercraft and the electric fence will automatically be de-activated. There's only a four soldiers so use your guns. When the fence goes down the landing pad will start to flash. Put down and transfer to the hovercraft. You can now go under the bridge.



3 PLUTONIUM

When pursuing the plutonium carrying boats you can ignore the island-based guns. As long as you keep going they can't turn fast enough to track you. If you try to take them on you won't last long. Be careful not to destroy the plutonium. Collect it by driving over it. There're quite a few armour crates lying about and should be collected as soon as you're given a warning. There's a lot of rockets flying around, especially from the numerous gunboats so there's always the danger of taking a hit out of the blue. It's easier to get the plutonium once it's transferred onto the trucks as they don't have much in the way of defence. The chain gun will soon finish them off.

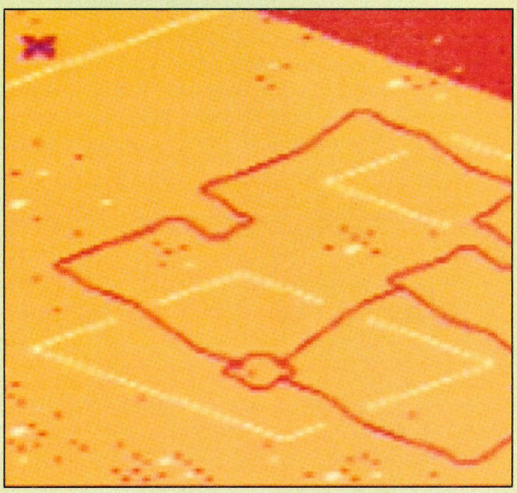
4 F-15 PILOT

The stranded pilot actually turns out to be Faceman — one of the MIA co-pilots. Drive over him to pick him up then make a dash for it. Don't bother with the guns on the island — you'll need all your energy for the final battle!

5 NUCLEAR SUBS

You'll notice the hovercraft is equipped with mines instead of hellfires, and these are required to destroy the subs. They always move from NW to SE so get in position to cut across in front of them. As you cross their path drop a mine. Two mine hits are required for success. Try to drop the mines as close as possible otherwise the sub will destroy them with it's missiles — they're meant for you as well!

CAMPAIGN THREE : *TRAINING GROUND*



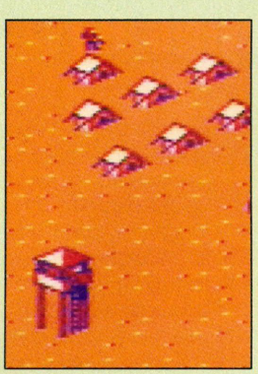
1 TRAINING CAMP

Here's a nice simple one to get you started. All you need to do is knock out the towers. They're only lightly defended and the sentry's machine gun fire does negligible damage. The chain gun is ample fire power for the job. If you feel like it, destroy the tents as well, there's a few goodies hidden to be had under them.

2 LANDING ZONE

Another dead simple mission. Fly to the small clearing in the jungle and pick up the guy waving his arms and then drop him at the landing to the left, next to the tree line. And that's that!

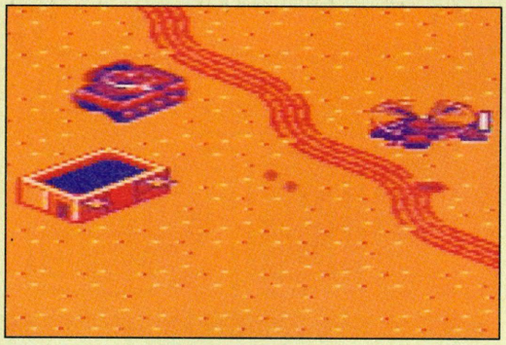
3 RADAR ONE



There's two ways you can go about this - approach each site slowly, take out the defensive tanks from range and then pick off the radar truck. Alternatively, if you're feeling up to it, you can try going in quick, letting loose with a salvo of hydras, then getting out as quickly as possible. It's risky, but saves time and remember - time is fuel.

4 COMM EXPERT

There's a couple of nasty AA either side of the detention building, which you can despatch by loosening off a couple of hydras or hellfires, before shooting the building and releasing your man. Take him to the landing zone nearest the telegraph poles. There's four of them and can be seen on the map, slightly to the right of the middle.



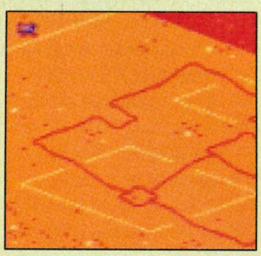
5 TANK DEPOT

The depot is situated right in the middle of the map. The targets are, as yet, uncompleted and therefore unable to fire back. Unfortunately, there're a few active tanks roaming around, so keep your ears and eyes open for enemy fire as they look exactly like the targets.

6 RADAR TWO

Exactly the same as mission three. Just remember that each radar is defended by two Sheridan tanks. Also make sure you get the radar. It's possible to blow up the truck and leave the radar intact, so make sure you've on the mission map you've definitely taken it out.

7 TRAINING HQ

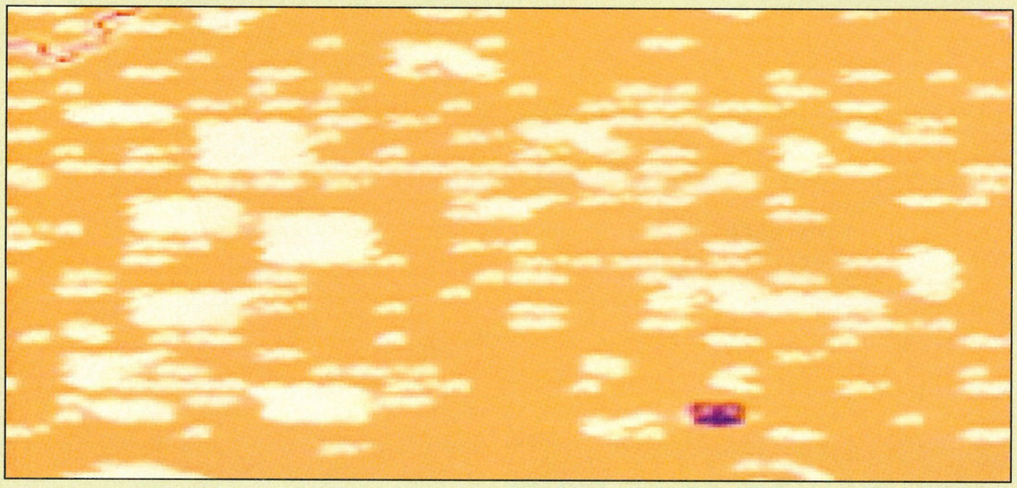


The three buildings containing the commanders are quite close together, but do a thorough search of the area first. Several AA guns are lying in wait to shoot you down as you try to winch prisoners aboard. Hit the guns before going in.

8 NUKE REACTOR

The warehouse containing the reactor is fairly central and towards the bottom. It's relatively lightly defended, but always make your attack approaching from right to left. An AA gun is hidden in the building and coming in from this side gives you a chance to take it out without hitting the reactor. If you do, it's game over!

CAMPAIGN FOUR : *NIGHT STRIKE*

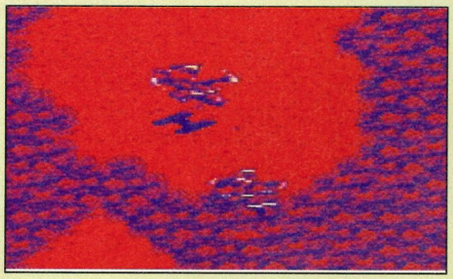


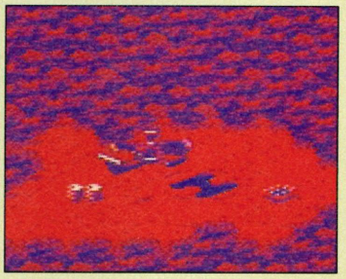
1 WATCHTOWERS

Taking out this cluster of towers is dead easy. Their only defence is a rifle wielding guerilla in each. Just keep an eye out for the odd armoured car trundling about, as they can be hard to spot in the dark.

2 GREEN BERET

Pick up the stranded Green Beret just to the left of where the watchtowers were, then fly up to the big first clearing directly north of the starting point. You can't land until you've taken out all the covering gunmen, so do so and then drop the beret off.





3 CHOPPER PADS

When approaching the pads make sure you have Hydras armed. As soon as you see the red light on the rotor tips of the enemy Apache, let rip. Try to keep your distance as they often attempt to ram into you. Once the chopper's destroyed switch to guns and destroy the landing 'H'.

4 & 5 SCIENTISTS AND POW's

These appear in the brief as seperate missions but there's no need to treat them as such. Towards the top of the is a cluster of pits covered by bamboo bars. Three contain scientists, the others POWs. Rather than trying to get them out in a specific order just blast them as you see 'em.

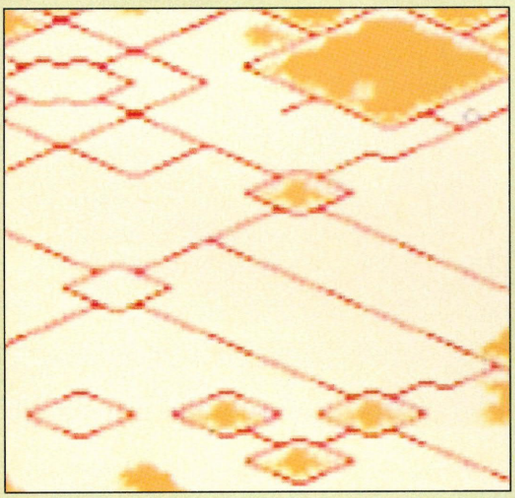
6 WEAPONS PLANT

Start at the top and work down. Other than the odd armoured car there's not much in the way of hostile units other than snipers. Just be careful towards the bottom as you might unwittingly wind up killing the enemy commander, thus rendering completion of the mission impossible.

7 COMMANDER

A simple blast and catch. As usual, be careful not to blast the commander when the building goes up. Fire in short bursts until the building is destroyed, then move in pick him up and what do you know, the campaign is complete.

CAMPAIGN FIVE : *PULOSO CITY*

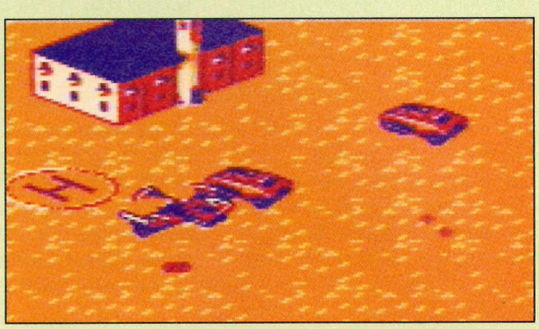


1 UN RESCUE

The city of Puloso has been overrun by the evil drug lord and your first mission here is to rescue the hostages he has taken. These can be found in three buildings to the east of where you start. Only defended by a jeep and a sniper, or two, this mission shouldn't pose any problems. When you pick up the hostages take them back to the UN base just north of your starting position.

2 DRUG PLANT

Next you must go on to the drugs plants, blow them up and rescue any scientists that emerge from the rubble. The drugs plants are just north of the UN base and apart from some jeeps with some rocket launchers, there's not too much to give you a headache.



3 COUNTERFEITS

Money! That all powerful thing. To finance his exploits, the drug lord has three counterfeiting plants in the top north west corner of the map. These must be blown up and all the equipment inside destroyed. You will also find a few hostages to be rescued and although they're not part of the mission, if you pick them up and take them back to the UN base, you'll get some much needed armour repair. These plants are protected by some missile launchers, which have to be taken out quickly, but little else.

4 POWER GRID

A piece of cake! Just south of the counterfeit plants, you'll find the power grid. I counted three soldiers as I blew these babies sky high, so not too much to worry about here.

5 ARMOURED CARS

Another easy one here! Go to the top of the north west corner and find the two big buildings side by side. Destroy these and you'll see some armoured cars speeding away. Nothing of interest with this mission, just the occasional soldier and jeep.

6 DETONATORS

If the level has been a bit easy up to now, things are about to change for the worse. Head back down to the police station just north of your landing zone, land and get into the motorbike. Drive around and find the armoured vehicles and blow them up to get the detonators. If you scroll through your weapons you'll notice that the hellfires have been replaced with mines. The idea is to drop them in front of the armoured vehicles and you've got 'em. The motorbike is not easy to drive though and things are made no easier by the hefty punch the armoured vehicles carry. If you can try to come up from behind them, pass them and then drop your mine you should be okay. But believe me, it sounds a lot easier than it really is.

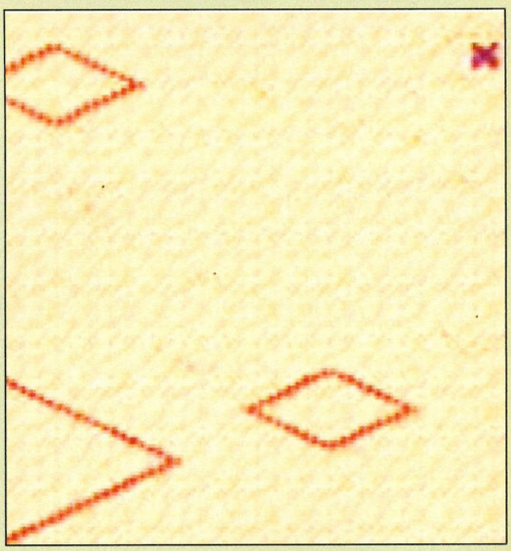
7 C4 EXPLOSIVES

If you manage to finish that mission then the rest of this game ill seem easy in comparison. After the nightmare of the motorbike, you must now get back in your chopper and go and get some explosives. When you destroy the building the plastic explosives will appear. Move in close and pick them up. You'll get little resistance, but then you'll be lucky to get this far anyway!

8 DRUG LORD'S WAR ROOM

Here you must land and drop your co-pilot off, so he can go and blow the building up. While he's inside you must keep the area clear of soldiers and then winch your co-pilot back to safety.

CAMPAIGN SIX : *SNOW FORTRESS*

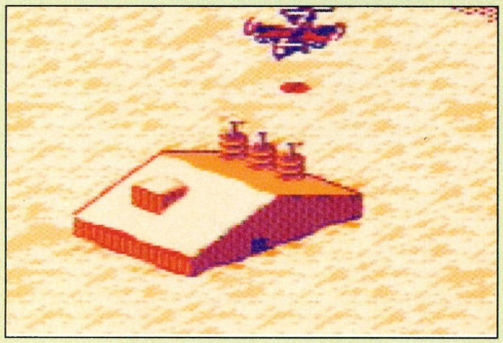


1 WILD BILL

The first mission of this campaign is to rescue a downed pilot, Wild Bill. After taking off, head straight west and in the far corner you'll come to a prison camp. Blow up the buildings and some prisoners will be released. Pick up Wild Bill and five others and you're done. There's two big AA guns to watch out for, but very little else, bar a few snipers.

2 RADAR SITES

Next stop is the enemy radar sites. These are basically three lorries at the bottom of the screen. Watch out for the guns again as they fire missiles that do a lot of damage. If you're careful it's possible to stay out of range and still be able to hit back with your cannon. Once you get rid of the guns, the radars are at your mercy and are there for the taking.

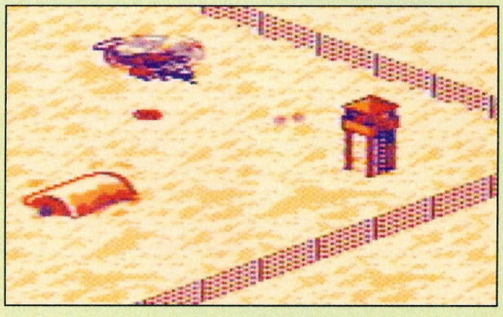


3 MISSILE DEPOT

After the radars it's on to the hoard of missiles. These are right next to the radars, but are a little bit more tricky to get as they are protected by some tanks and lots of snipers. Try to stay on the outskirts of the compound and blow the missiles and buildings from there. This will keep you out of reach of the enemy guns.

4 SOVIET SPECIALIST

This Soviet must be real special as he's guarded by several Abrams tanks. Either knock these out fast with hydras and hellfires, or stay out of there way. The Soviet is hiding in one of the icy bunkers on the west side of the map. When you destroy the one he's in, he'll run out and go straight up a tower. Move in close and pick him up.



5 ROCKET LAUNCHERS

The specialist you've just captured will tell you the whereabouts of the six rocket launchers and they will appear on the map. These are scattered all around. Some are easy to destroy, as they're poorly defended, but others are a lot harder. The thing to watch out for are more Abrams which seem to pop up everywhere and some missile launchers.

6 POWER GRID

The power grid is located at the bottom of the map and is very well protected, so be on your guard. Don't be fooled by the mission map that say it's only protected by one radar, this baby is heavily defended by five M1 tanks. When you get close to the power lines switch to Hellfires and go in fast with all guns blazing. You will inevitably take hits, but if you're fast enough you'll get them before they get you. Fortunately, afterwards if you blow up a few of the surrounding houses you'll find a much needed armour repair. and some extra fuel.

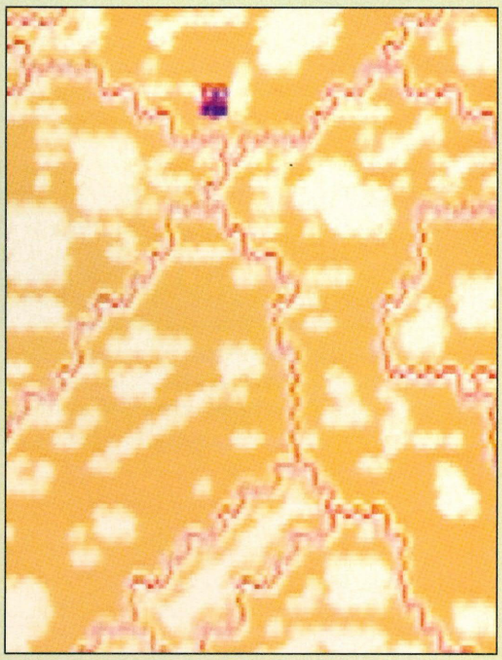
7 FORTRESS

The evil drug lord has built an underground fortress and this must be destroyed. At least six chambers must be found and all the weapons inside blown up. The location of the chambers are unknown at the start, but after completing all the other missions they will appear on the map. Head towards them, but be careful there's some choppers flying around and they'll do anything to stop you. When you eventually get to the chambers blow them up and all the snipers and jeeps inside, but be careful, there's some warheads that have to be collected for the next mission. If you go in guns blazing you'll blow them up and the game is over. Pick your targets and aim directly at them, don't fire indiscriminately.

7 FORTRESS

As mentioned above, inside the six underground chambers some missile warheads are being kept. Six of these must be collected and then the mission and campaign is complete.

CAMPAIGN SEVEN : *RIVER RAID*



1 F-117 STEALTH

Here we go again as we join our irrepressible hero on yet another mission in his tiring pursuit of the drug lord and his sidekick, the madman. Take off and find the captured Stealth bomber due south of you on a dusty runway. Blow the net up that is concealing the bomber and then land your chopper on the helipad just to the right. You'll run out and board the plane, then take off in your new flying machine. the bomber can't take many hits, but has unlimited fuel and ammo, so go straight to hellfires, or hydras and enjoy blasting up as much as possible whilst it lasts. The airbase is protected by a few hidden soldiers as well as a couple of twin AA guns. Take all of these out before you get in the bomber, or you might get blown up whilst taking off.

2 TROOP BRIDGES

Along the rivers shown on the map are seven bridges. These must be blown up to complete the mission. Most of them are poorly protected by just a jeep, or the odd tank. The Jeeps only take a few bursts of your cannon, and although the tanks take a few more, the range of their guns is short, so you can just keep back and take them out at your leisure.

3 DRUG FIELDS

After the bridges you must take out the drug fields and greenhouses. Ten of these must be destroyed to complete the mission. It's better to take out the drug fields first as they're poorly defended by just a couple of soldiers. After taking them out you won't have to get so many of the greenhouses which are better protected. destroying the drug fields requires just a couple of blasts from your cannon, but when you go for the greenhouses switch to Hydras as they require more hits and there's also a lot of AA guns around. You may run out of Hydra's, but just to the west of your landing zone you'll find an ammo crate.

4 PATRIOTS

Scattered around the map you'll find some Patriot missiles. These have been stolen of the Americans and must be destroyed before they are used against you. The missiles are pretty tough and can take quite a few hits. Fortunately, they have very little defending them; the most you will come up against is a Chieftan tank or two. A few quick shots of your Hydras will soon see them off and a spurt of your cannon will get rid of any soldiers lurking in the Jungle.

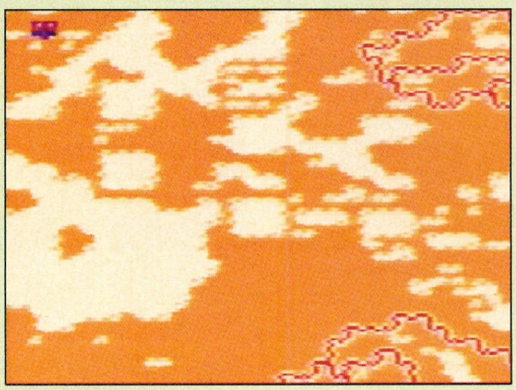
5 FUEL DEPOT

At the bottom of the map you will find the drug lords fuel depot, essential for running his army. You must attack and destroy all of these fuel storage tanks. Fly to the southern edge of the map and come in from the west. This will help you take out the defending tanks from the side, rather than head on. Be careful when you are shooting here, as under some of the fuel tanks you will find a couple of fuel drums and some ammo crates. If you shoot wildly you may blow them up and find yourself running short.

6 NUKE DEPOT

Somehow the drug lord has got his hands on some nuclear weapon components. These are hidden in what look like ancient ruins all along the eastern edge of the map. A couple of rounds of your cannon will blow these ruins up and reveal the components. Pick these up and any scientists running around for extra points and armour repair. A vigilant eye is needed on this mission as there's a lot of tanks and soldiers lurking in the dense jungle.

CAMPAIGN EIGHT : *MOUNTAINS*



1 CONTROL TOWERS

South east of where you start from are four control towers, from where the drug lord runs his corrupt operations. These towers are tough and seriously well guarded by mobile cannons. These suckers are well protected by armour and can inflict a lot of damage, so it's best to try and take them out quick. The tanks are a bit slow so if you keep moving and firing you should be okay. If you do take some damage, which is more than likely, just north of the first tower is a small pyramid of rock. Blow this up and you'll find an armour repair.

2 TOMAHAWKS

Next head south west, where you'll find the tomahawks hidden in four rock piles. Blast these to bits and the missiles will be revealed, blow these up and the mission is complete. Well except for all the mean tanks that are surrounding you! Use you Hydras or Hell fires to get rid of them FAST. If you get into a shooting match you won't last long at all. There are about sixteen ammo crates lying around the map, so you ain't gonna run short of ammo, so don't hold back, let rip!

3 POWER SUPPLY

The next step is to cut the power to the drug lords villa. Whilst the power is on it's indestructible. Head north east and you'll come across a single building in the middle of the jungle. This mission is quite easy, but it's still defended by four AA guns. These are stationary, and if you come in from the east, you'll be able to avoid them.

4 VILLA

After knocking out the power supply you can now go for the Villa. At first there appear to be only a couple of snipers around, but once you hit the villa everything goes haywire. Tanks appear from nowhere and soldiers pour out of the building. Don't hang around. Once you hit the building the mission is over, so there's no point getting into a shoot out and losing valuable armour.

5 DRUG LORD

Once you have taken out the villa, quickly check on the map to find out where the drug lord is. He's in a helicopter trying to escape, so switch to Hydras and give chase. Blow the helicopter up and the drug lord will appear from the wreck. Pick him up and the mission is complete. The chopper doesn't fire back, but you have to be quick.

6 AIR STRIP

In the middle of the map you will find an air base. Here the madman has a fleet of planes and 'copters. To prevent his escape all of this must be destroyed. The air base is not well defended, so go in all guns blazing you'll have no problem. Remember, there's loads of ammo crates lying around here, so don't worry about running out of ammo.

7 BUNKER

Hiding in his underground bunker, right in the middle of the map, you will find the evil madman. If you approach from the north you should be able to take out the bunker quite easily as the only defence is a couple of AA guns. A few bursts of Hydra will soon destroy the building, but make sure you've got plenty left for the next and last mission.

8 MADMAN

When the madman's bunker goes up in smoke, you'll see a 'copter flying away. This is the madman trying to escape, so give chase quickly. Pump those hydras into the chopper, until it's blown sky high. You'll see the madman on the ground surrendering - chicken! Don't shoot him as he must be taken alive. Pick him up and the campaign is over. You may think the battle's won, but not yet. There's one more campaign, the journey home ..... but that's another story!

ADDAMS FAMILY VALUES

What's spooky and kooky, extremely hideous and has no legs? No, it ain't a member of the Addams Family, it's Miles after a night out on the town (legless, do ya get it?). Still, we're not here to talk about that. Hmmmmm! Instead I'm here with news of great joy. AFV has only recently hit the shop shelves and we're already on the ball with a full players guide. Oceans massive search and fry adventure is no pushover and I can tell you, we've been painstakingly working our way through this one for some time. So, thank your lucky stars for the SG posse. All you have to do is sit back, with joypad in hand, read these tips and it'll be a piece of cake.



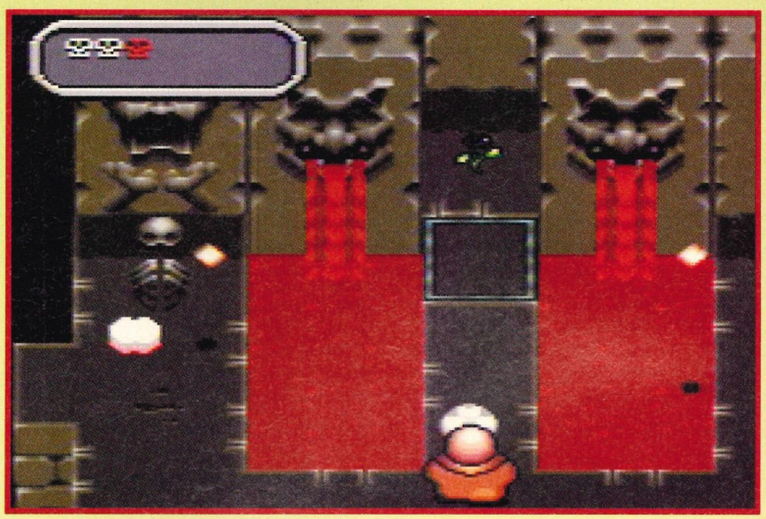
1 First thing to do is talk to granny, Morticia and Gomez. You'll not only learn about what's going on, but also get some cookies (good for the health) and a journal (which gives you a map).

2 Enter the Gatekeepers lair on the west side of the garden. Kill the Gatekeeper and press the button on the wall next to him - this will open the gate at the top of the Garden.

3 Talk to Crusha, the big plant in the gardens. He will give you the skull key and ask you to retrieve the black rose for him.

4 Return to the gate and then go to the bottom right of the garden. Here you will find the entrance to a dungeon, go down into it.

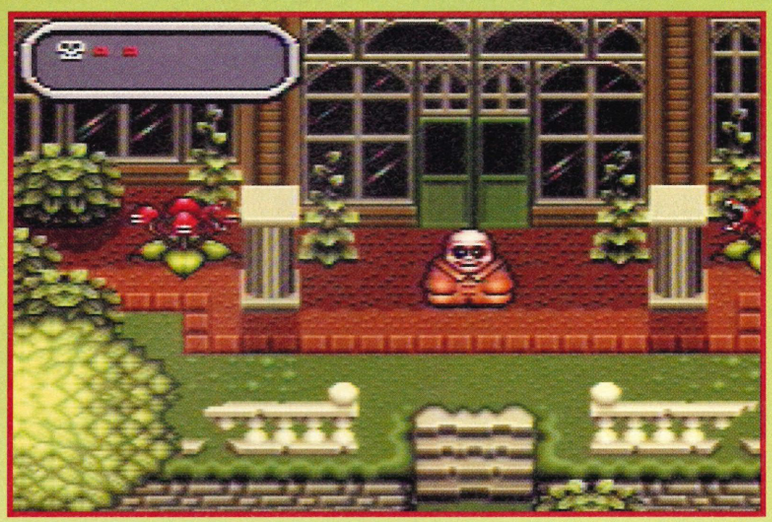
5 Once inside the dungeon collect the black rose and the greenhouse key then leave the dungeon. Here you can either give the rose to Morticia, who'll give you a health segment, or give it to Crusha, who'll show his gratitude by attacking you later. Your choice!



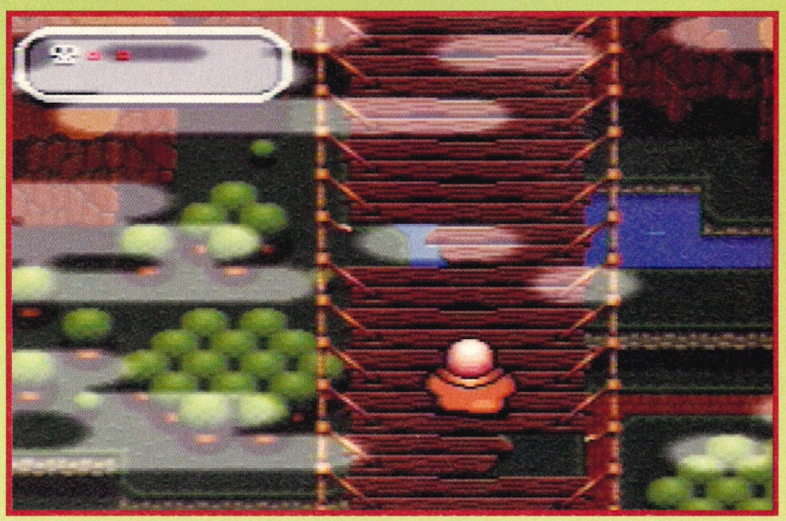
6 After the dungeon go back to Crusha, whether you're going to give him the black rose or not. He'll then move away and you can get into the rest of the gardens.

7 Once you've accessed the rest of the gardens make your way to the greenhouse. When you get inside strike up a conversation with Rasp (the eventual greenhouse boss, but you need him at the moment). He'll ask for some help, agree, as this is the only way to see and explore the whole of the greenhouse.

8 Once you're inside the greenhouse explore and get the bone spoon, the pumpkin and the green key. This green key will open a door later on.



SECTION 2



9 Now go to the es room and teleport to the boss room. Here you'll have to fight Rasp. When you do you'll get some extra health and a bottle of plant food. This plant food will come in handy later on when you meet Yorgle.

10 Now return to the gardens and head east. Go past the Gargoyles, through the forest until you come to the swamp.

11 When you get to the swamp, head north, following the path. Eventually you'll come across Yorgle, a 'feed me' plant. Give him some of the plant food and in return he'll give you some magic seeds.



12 Keep following the swamp around, from the south to the east, until you come across 'It' and you'll receive a password.

13 Leave the swamp the way you came in and return to the garden and give Granny the bone spoon. She'll replenish your stock of cookies and that's section one over.

14 Exit the garden and make your way to where there's a sign post saying 'Greenhouse this way'. Walk to the left here and enter the forest.

15 Keep walking left through the forest until you get to another 'feed me' plant blocking the entrance to a cave. If you give him some plant food he'll get out the way and you can now enter.

16 Head to the very bottom left of the map and then walk left. You'll then enter one of the forest rooms, or areas.

17 Wednesday and Pugsley should be in here. Give them the pumpkin and they will ask you to locate a light source.

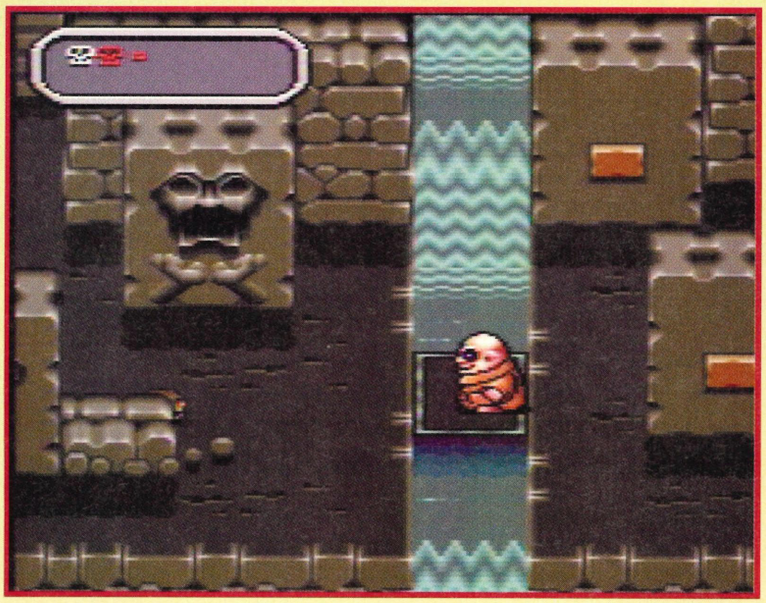




18 Leave the forest and return to the swamps (to your right). When you get there, head north until you arrive at a bridge. This bridge leads to another forest room.

19 When you get inside this room, head north again and find a set of steps partially hidden by a small clump of trees. Go up these steps and you'll turn up in the dune section.

20 When you get to this dune section, go up again, until you come across an entrance. This leads to a rocky section. Home of a character you need to meet, Phweep.

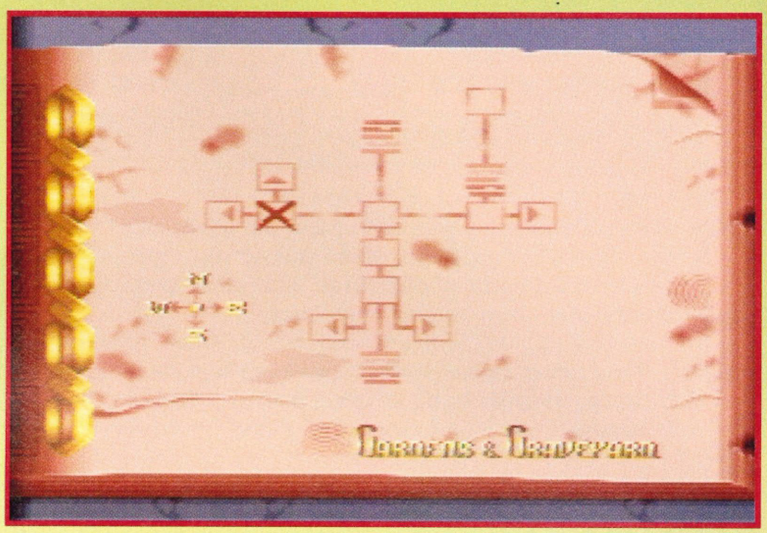


21 When you get to Phweep have a chat and he will complain about losing his voice, he will also give you the skull rattle. Once you've got this you can go back to the dune section.

22 From here go right until the screen scrolls, then head north. There is an entrance; go inside and you'll meet Ulch. Have a talk with him and he'll complain about having indigestion. After this, head back out.

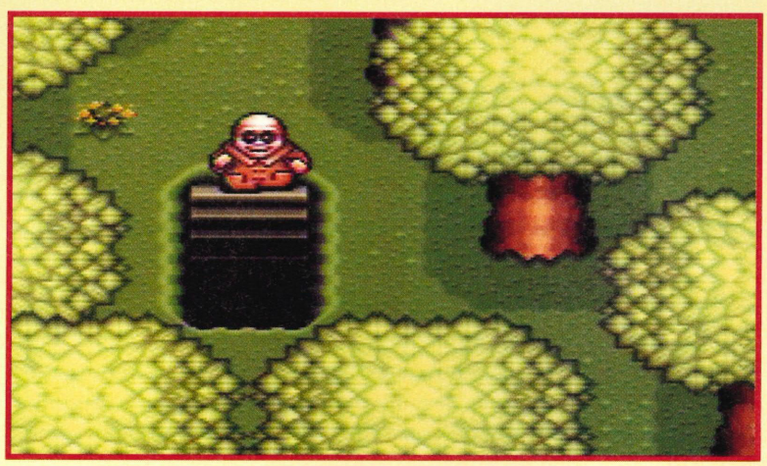
23 Back at the dune section you want to head right until you come to another bridge. Go across the bridge and you'll come to another rockies section. Here you'll be met by a few rock-like enemies. If you kill these you'll get some rocks in your inventory. You will be able to exchange these in Grindles rock shop just next door.

24 After you've finished your shopping return to the forest room, where Wednesday and Pugsley are. Just to the right of them you'll find an entrance that takes you to another swamp area.



25 When you get to this swamp follow the path round until you come to a tree, with an unfortunate fat lad stuck in it. The lad is blocking the path to the trans mission express (a system that will help you move around the playing area a bit easier), so you decide to shrink him, but you'll need a potion off Granny. Phweep is also here and will arrange to meet you at the greenhouse.

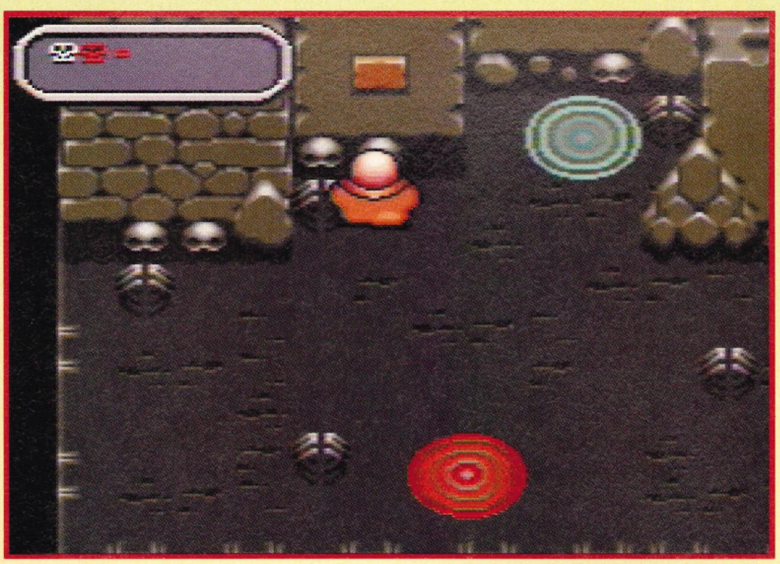
26 So, now you must head back to the greenhouse, where, true to his word, or not (as he's lost his voice) Phweep will be waiting for you. Granny has also turned up and she'll have some useful cookies for you. The crusty cookie will make you invincible after eating for a short time. Use them carefully! Granny will also agree to make the slimming potion you're after to get rid of the lad. Phweep, is getting fed up without his voice, so wants to go to hoarders maze to look for his vocal chords.





27 Go back to the forest area you were at at point 16, where Wednesday and Pugsley will again be waiting. Just below them you'll find a bridge that leads to the hoarders maze. You and Phweep will jump from this bridge and you'll find yourself in another dungeon.

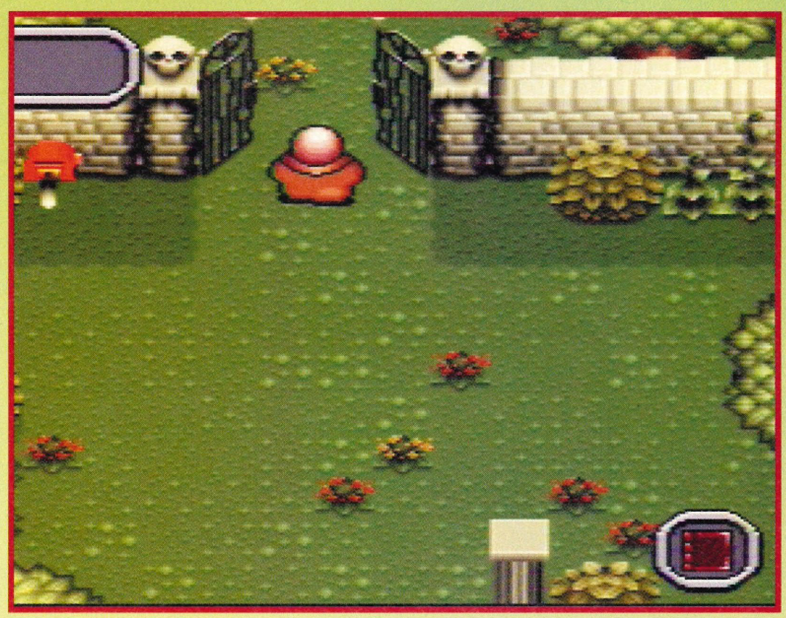
28 Here you'll find the boss, Ma Hench. After you defeat her, leave the room through the teleport that appears. In the room you end up you'll find a candle and Phweep will want a chat. He's found his voice and, as long as you went to see Grindle at her shop, he'll agree to wake the gargoyles (in the garden) with his refound voice. Now leave the room by using the teleport.



29 You'll reappear in front of a set of steps, go up these and you'll come out at the swamps. If you go through, heading to the bottom left, you'll arrive at the forest and the home of Wednesday and Pugsley.

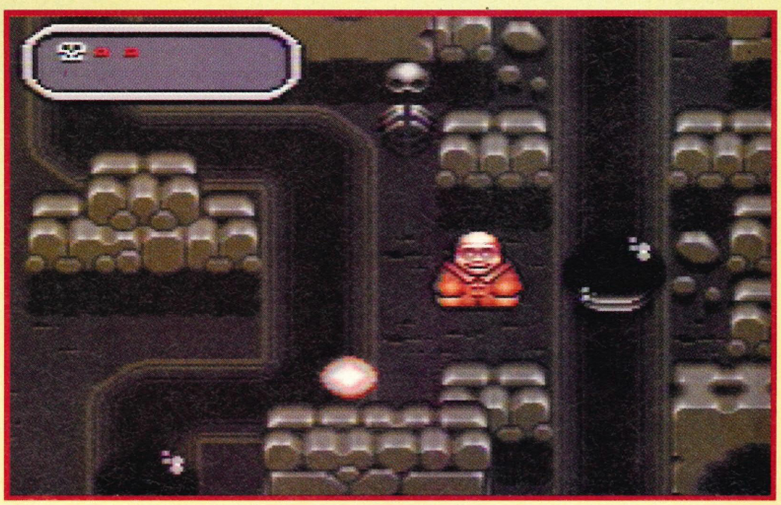
30 Start up a chat and they'll take the candle of you (they asked for a light in step17) and in return you'll get a nice, juicy health segment and a music box. After this leave the forest by heading to the right.

31 You'll be back in the swamps now. First head to your right and then as soon as you can head north. Keep going until the screen starts scrolling on its own, then turn slightly leftnd you'll see a set of steps. Go down here and you'll find yourself at back in the forest.

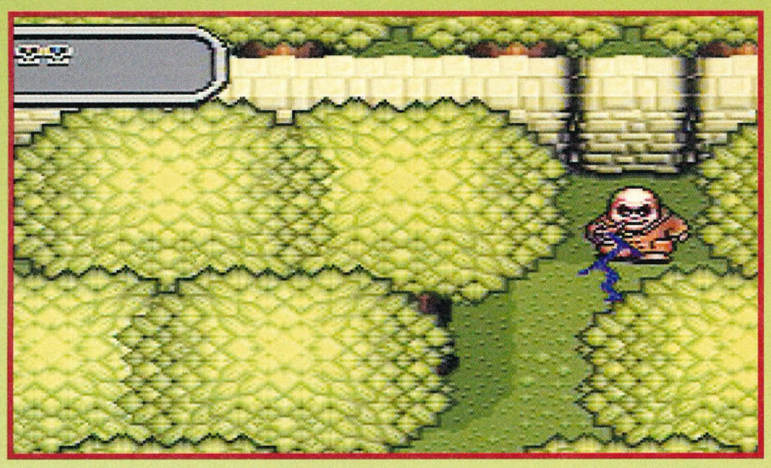


32 Keep heading to the right and you'll eventually return to the gardens.

33 You should now (if everything is going according to plan) be back at the sign that says 'greenhouse this way' (you went past it in step 14). If you go to the right you'll see Morticia on a platform above you. If you go to the right you'll come to a set of stairs that you should go up. Then go left and you can now have a chat with Morticia. She'll take the skull rattle of you and reward you with another health segment. After this head back o the steps and go down. Then go right.



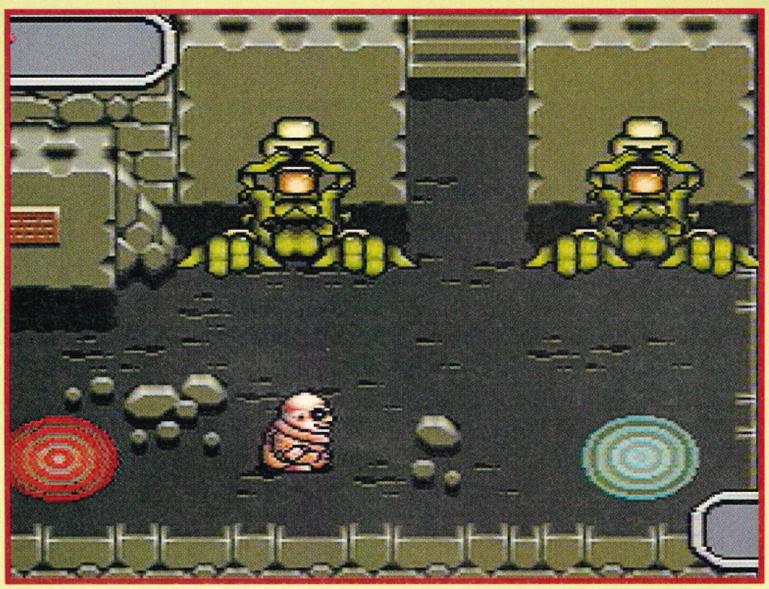
34 Keep heading right and you'll come across the gargoyles. These gargoyles, perched on the columns will only come to life if Phweep opens his gob. Have a talk with him and he should agree to help. Once the gargoyles are awake, you should have an entrance to another dungeon.



35 Go through this dungeon until you find the stone key. Once you have this return to the entrance.

36 You should find yourself back at the gargoyles pillar, from here head north up the set of steps straight in front of you. After this go right and down. Then turn right and you will enter the forest.

37 Keep going right all the way through the forest until you come to what appears to be a dead end. Here you will find a set of steps going down. go down (well, you certainly ain't going up anyway) and then head right until you enter the swamps.



38 Granny is somewhere in this section of the swamp, but she ain't east to find. Go right and follow the path down . Move to the right at the first opportunity. Now follow this path to the right and then continue to walk along it as it twists north. Eventually you'll come to a bridge patrolled by two baddies, take them out and cross over. Then turn left and then head south, here you should find Granny. She'll now give you the potion you're after to shrink the lad in step 25. After that long walk you'd hope there's a quick exit, but unfortunately you have to go all the way back along the same path until you're out of the swamp.

39 Now head back towards where Wednesday and Pugsley are (step 29). Just to the right of their little den, you'll find a set of steps leading down. If you go down here you'll come to the section of the swamp where the fat lad is stuck in the tree.

40 Use the slimming potion on him and he'll shrink. This will give you access to the transmission express. This place allows you quick travel to three important locations. These are :-

a) Swamps - leading to the stone gardens

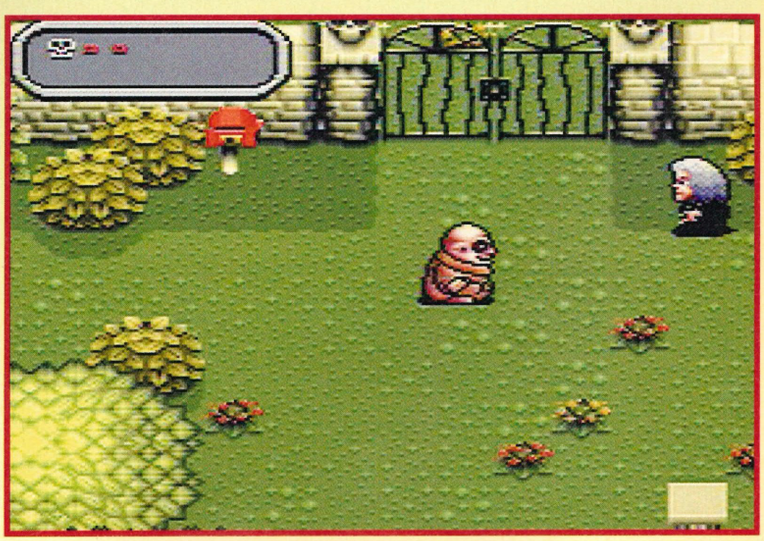
b) Swamps - location of the entrance to the dungeons

c) swamps - Where It is (this basically allows you to get passwords to save your progress)



41 Using this new transmission express, go to the dungeon section. Make your way through here until you come to a door leading to the wetlands. This is an area you're yet to explore, but now's your chance to have a go.

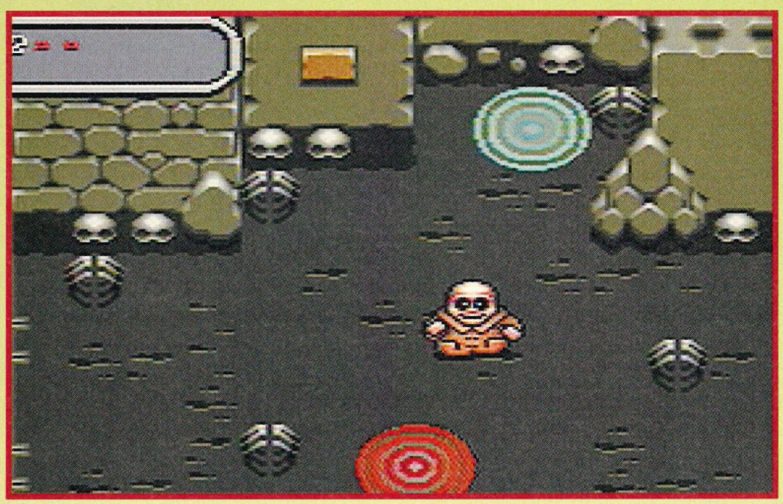
42 In this small section of the wetlands you must search for the 'Spiders eye'. When you find it, if you take it to the spider monument and use it , you'll be rewarded with a replenishing of your health. After this return to the transmission express by returning the way you came. When you get back, use the express to get too the swamp area where cousin It is lurking.



43 When you appear from teleporting, walk left and then northwards until you reach a bridge. If you want, you can restock on magical seeds, by chatting to the plant standing next to the bridge. Afterwards cross the bridge and you'll find yourself in another area of the wetlands.

44 When you get to here, head west until you come across Jip and have a natter with him. He'll give you a very handy squirt gun loaded with swamp juice.

45 Remember Ulch those many moons back in step 22? You know he was complaining about his indigestion? Well, now you must return to him and cure his ailment using the swamp gun.



46 When you cure Ulch's illness he'll belch and throw up a black cube. Fortunately , this is the very thing needed to free Jip, so go back to where he is trapped in the Wetlands.

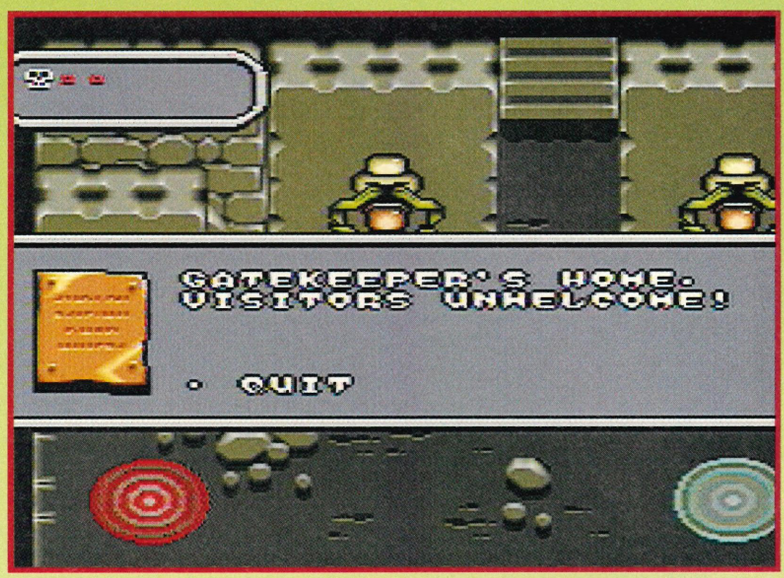
47 Use the black cube to free Jip and in return he'll give you a stone button.

48 Now travel west and you should find the entrance to another dungeon. Enter this and start to travel through, along the way you should find a book titled 'Clydes Cookies Compendium', pick this up.

49 Now travel through the rest of the dungeon, where, at the end, you should find the Boss, Jelby. Along the way, find the switch that activates the sewage outlet. Use the stone button on this. Keep an eye out for a headless teddy, which you'll need to give to Morticia later. When you reach the end of the dungeon, defeat Jelby and go through the exit.

50 With any luck you should now be standing next to Gomez. He'll thank you for turning on the sewage and give you a spider key. This key opens the big gates directly in front of you.

51 Now go back to the garden, where it all began. Just south of the 'greenhouse this way sign' is a wishing well, if you throw a coin in here you'll get a sack of gold in return (that's MY kind of wishing well!)



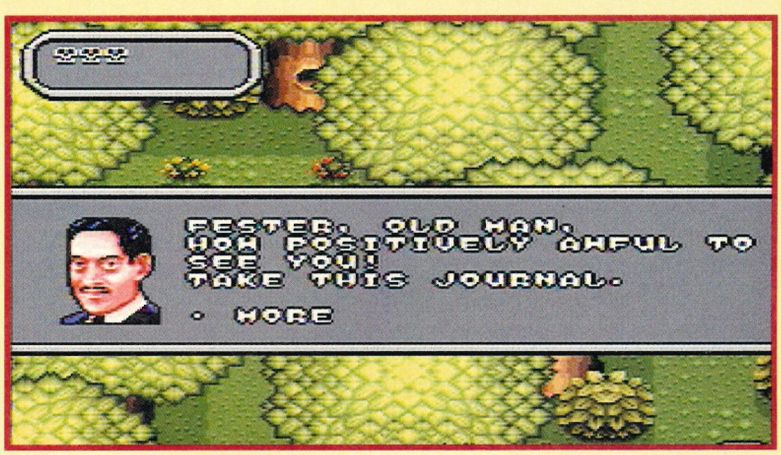
52 Now, let Morticia take the headless teddy off you and you'll receive another health segment as a reward.

53 Head east to the swamps again and meet up with Granny. Give her the Cookie Compendium that you picked up and she'll agree to meet you in the stone gardens.

54 Again use the transmission express to teleport to the swamp area where the entrance to the stone gardens is. Walk south from the teleport exit, which will twist and turn north. You will come to a bridge and on the other side you'll find the stone gardens.

55 Go into the stone gardens and talk to Lurch. He'll give you a bowling ball. Use this to break down a specific area of the wall in front of you.

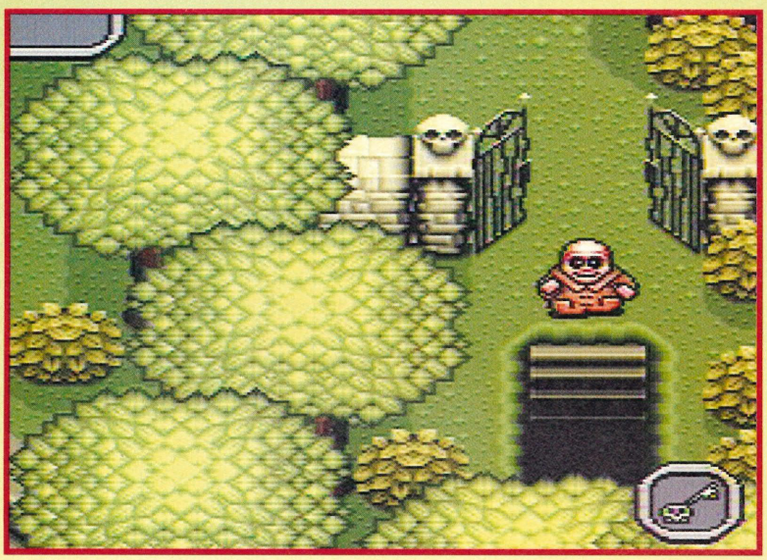
56 As you go through the stone gardens you need to collect several items for later in the game. First get the stone twig key, this'll open up doors in the stone gardens. Secondly, get the vine, you'll need this to rescue 'Thing'. This can only be collected after defeating the boss Romit, though. Also get the big book of biscuits, you'll need to give this to Granny.





57 If you've got the vine, rescue 'Thing' and then return to the entrance of the stone gardens. Granny should be waiting here. Give her the book and she'll give you some new crumble Cookies. Now leave the stone gardens.

58 Make your way to the western sector of the wastelands, where you'll find some iron gates. Use the spider key Gomez gave you to open the gate and get into the rockie area beyond.

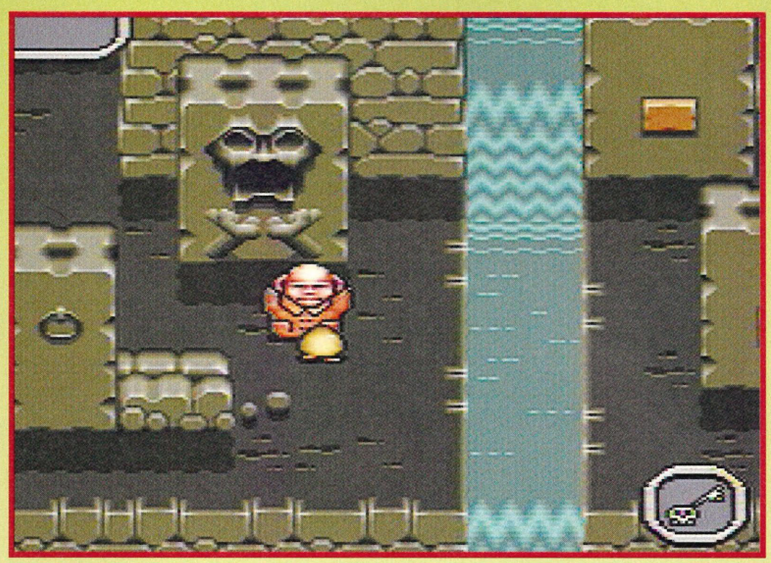


59 Head west after going through the gates and you'll come across a vulture. Talk to him and he'll tell you that he's forgotten both his name and how to fly.

60 To the left of the vulture you'll see a doorway. This takes you near a bridge leading north. Cross this and you'll enter Hoth.

61 Here you'll find four pads in each corner of the screen. If you step on all of these a teleporter will appear that'll take you to another dungeon.

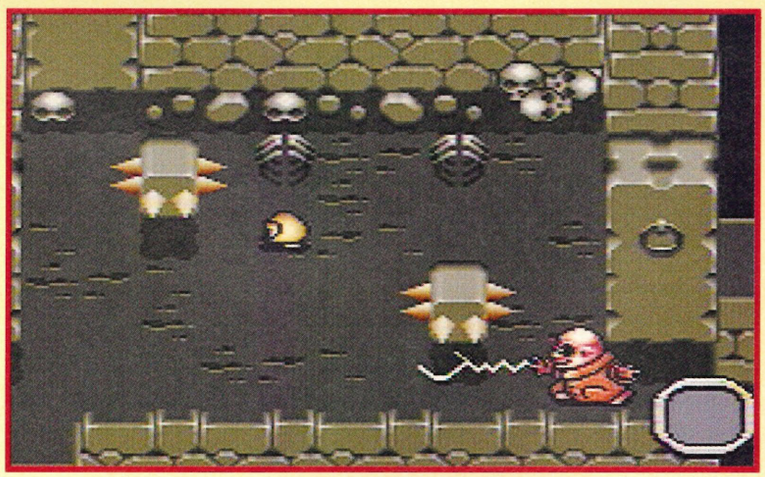
62 You'll appear in a room with only one exit. It's a pretty safe bet this is the one you want to go out. The next room has a floor like a giant chess set. Make your way to the bottom of the room where you'll find a teleporter. Watch out though as there's invisible blocks blocking your way.



63 The teleporter will take you to a darkened room with fireballs flying about. If you head to the top, you'll find a door that leads to another room. In here you'll find a magnet.

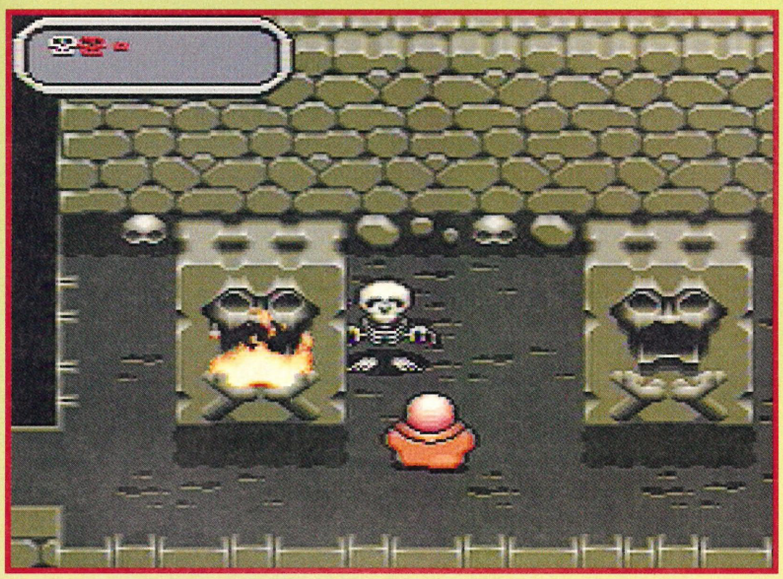
64 After picking up the magnet, go back to the darkened room and go through a doorway in the top right. Head straight ahead and you'll come to another doorway that leads to a teleporter.

65 This'll take you to another chess boardy type room, with a number of teleporters in it. You only need to use two, so follow these instructions:- first go to the top left hand corner and you'll be transported to another area. Go left here, entering another room. Don't use any of the doorways here, just use the teleporter in the centre. From your next location head north, up a set of stairs, then head left until you come to a letterbox. Inside you'll find the vultures name. Pick it up and then go back the way you came until you get to the chess room.

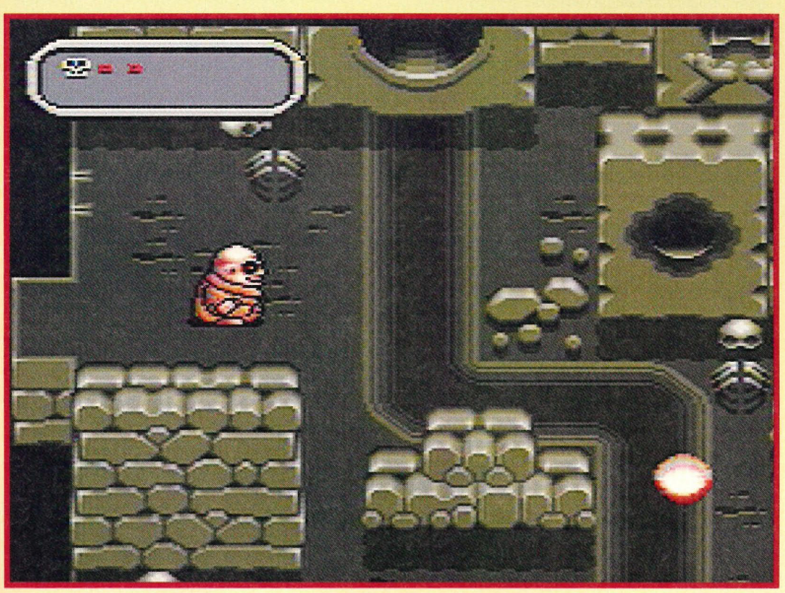


Now use the teleport in the bottom right of the room, then walk left into the room there. Keep going left until you come across another teleport, this'll transport you to the centre of the room. From here go to the top right and go through the doorway. Then you'll come to a flight of stairs heading north, go up and you find yourself in Hoth once again. Using the magnet you should be able to retrieve the iron key. Now retrace your steps through the dungeon and teleport back to the darkened room with fireballs.

66 Just to the north west you'll find a doorway. Go through and you'll come to a room guarded by a couple of skeletons. get through here and go through the doorway on the left. This'll bring you to a room with a set of stairs going north, go up and you'll come to another section of the rockies.



67 From here head south, down a set of stairs and then go right as far as possible. Now go south for as long as poss before turning west and you'll come to another set of stairs. Go down and head west and you'll come to a bridge. Promptly cross this and you are in another section of Hoth, again! Head straight up until you come to the morgue.





68 Open the morgue doors with the iron key you picked up earlier and go in. Morobe, the spider, will give you some red potion. DON'T take this! It is a nasty trick and if you consume it you'll lose loads of energy. Stick it in your pocket and leave it well alone. Now check out the morgue, as there's a couple of things you have to find. First get the book of flying, this'll help the vulture, remember how to fly. Secondly get Max's Munch Manual. Now kill Morobe and return to the giant chess board room. In the bottom right hand corner you'll see a door, go in and pick up the shockwave item. Now teleport out of the dungeon by using the black tile in the middle of the room

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DIAL-A-TIP

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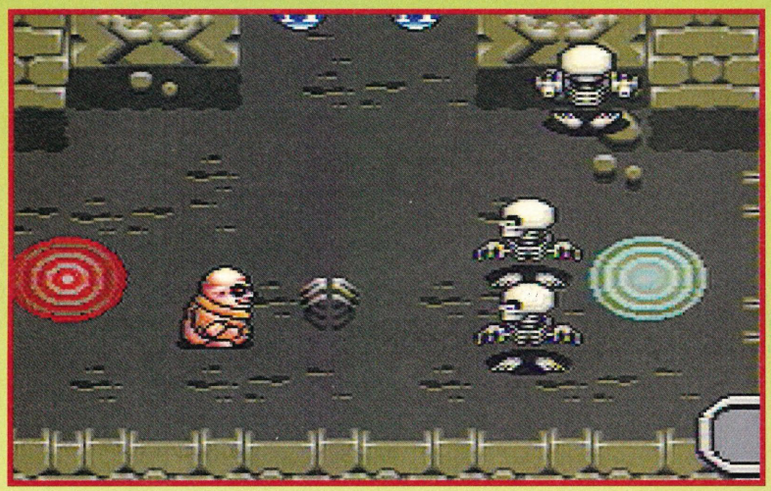
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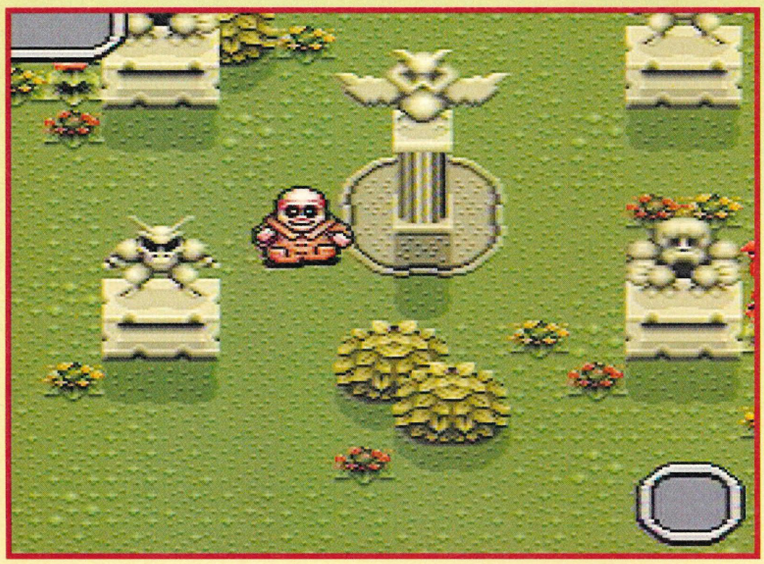
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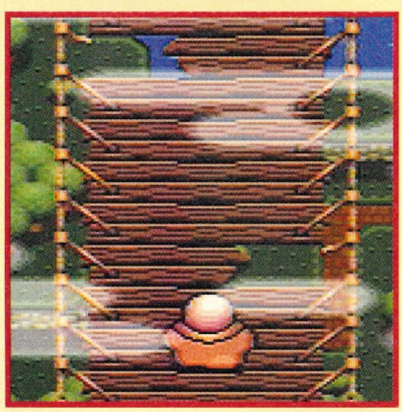


69 You should now find yourself in the area of Hoth described in 60. Go south, over the bridge and you should be back where you met Rimble the vulture.

70 Have a chat with the vulture, (it's been a long time since we did that) and give him the book. He'll remember how to fly and fly away pronto. When he's gone you'll notice a trapdoor he was concealing. Use the jewelled key on the keyhole just to the east and this'll open up another dungeon. You're probably sick of 'em by now, but you're nearly there!



71 Before you risk the final dungeon go back to the swamp section that contains the entrance to the dungeon in step 41. You can get there using the transmission express. Here you'll find Granny. Give her the book 'Max's Munch Manual' and head back to the dungeon from which you came.



72 Now, find your way through the dungeon until you come across the boss 'Smied the Jailor' He's a tricky opponent as he'll disappear and attack you whilst being invisible. To counteract this, pick up the amulet of true sight as you travel through the dungeon. This will allow you to see him at all times. You have to defeat Smied to move on to the final stage of the game, so make sure you're well stocked up with Cookies and projectile weapons.



THE MANSION

73 At last, after all that walking, teleporting and searching your nearing the end. This is the final chapter of this colossal game and what a relief, this guide seems to have taken an eternity to put together. The idea, here in the mansion, is to find four books that have been hidden in bookcases (a very clever place to hide books, Hmmm!) around the building. When you find them all, it'll activate some secret doors that'll lead you to the final boss. It ain't easy, but hell you've come this far, it's too late to chicken out now! ■



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JON



What is it about the Japanese and extreme violence? They can't seem to get enough of it. Not only are most of their cartoons nearly as violent as an English soccer hooligan, their games are too, and *Hagane*, the latest import from the land of the rising sun, is no different. It's not got the blood and gore of *MKII*, but it's packed with explosive action, hoards of bad guys, plenty of weapons and more moves than Arnie, Sly and Jean Claude put together!

The plot behind *Hagane* is more cryptic than the Sunday Times crossword and things aren't made any easier by all those hieroglyphics, more commonly known as the Japanese language. The general idea seems to be the usual save the world sort of nonsense. What the hell though, with a









HAGANE

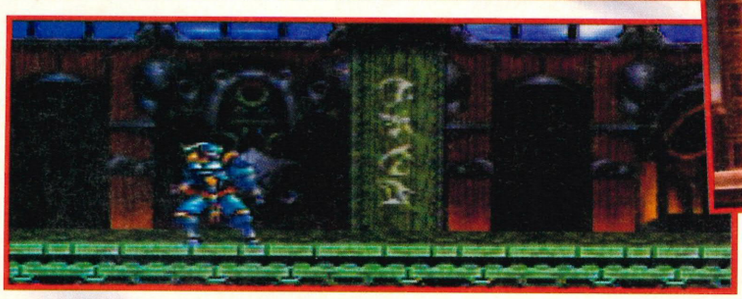
It's better than soap and water!

game like this the plot is pretty insignificant anyway, it's the action that counts and boy, there's plenty of it!

The gamer must take control of Hagane and fight through countless levels filled with all sorts of bad guys. With most games you're given a nice, slow introduction and the pace builds up the further you get, but with *Hagane* that's not the case. Right from the start you're chucked in at the deep end. At first this might cause you to curse violently at the absurd difficulty of it all, but with a bit of practice and perseverance you'll soon figure things out. That doesn't necessarily mean that it gets any easier, but at least it gives you a fighting chance!

The odds are heavily stacked against Hagane, but the traffic's not





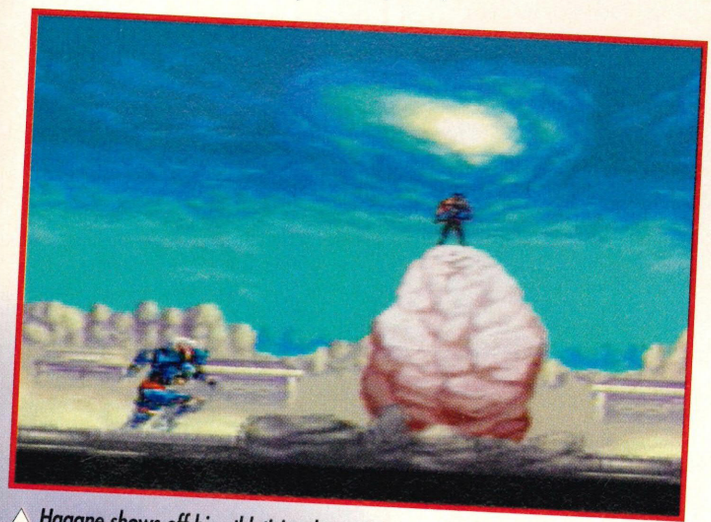
△ *Right then, where the blinking flip did I park the Clio? Don't ya just hate small cars?*



△ *Hagane takes time out to blow some tunes.*

all one way. He may be outnumbered, but he's not outgunned and with a choice of five weapons, he can give as good as he gets. The main weapon is the sword, which is good for close range fighting and when there's a lot of bad blokes about. The other weapons, chain, missile, bomb and special Ninja bomb, all have their own uses and special attributes. The chain, for instance, can be used to attach on to the ceiling of buildings and lifting Hagane off the ground. The missiles are good for killing the enemy before they get close enough to do any damage and so on.

The choice of weaponry may be impressive, but the number of moves that can be performed with each is even more so. At first, there only appears to be one or two, but with a bit of experimenting, more and more start to come to light. With some games, most recently *Ninja Warriors*, these special moves were easy to learn, but ultimately pointless as the main move was all you needed. *Hagane* is different though, these moves are well worth learning as they'll save your skin more than a few times! They're not easy to perform, but practice makes perfect and believe me, you'll have to perfect them if you're to get anywhere in this game.



△ *Hagane shows off his athleticism by going for a quick run, better watch out for that rock , though. Ouch!*

As well as five weapons and countless moves, *Hagane* also offers a wide variety of levels, each requiring grit, determination, a bit of luck and tons of skill. From straight forward side scrolling action, to mastering tricky spinning platforms and even learning to ride and fight on a futuristic space hopper, you'll have to do it all if you're to survive.

Graphically, *Hagane* looks as good as it plays. The characters are perhaps a little small, but well detailed and move about fluidly. Add this with excellent scenery, parallax scrolling backdrops, great explosive effects and some smart intro shots and you have a rough idea of how fantastic it all looks.

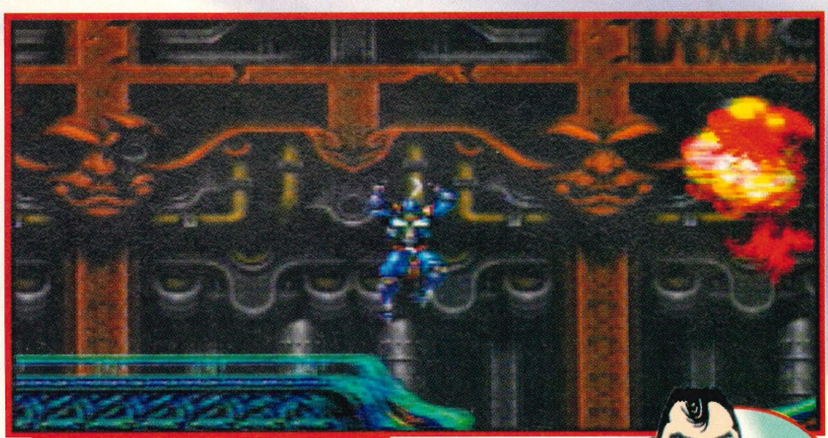
There's not many bad points to the game, but right at the start you notice one of the more glaringly obvious one's. Unfortunately, *Hagane* is only a one player game. This is a crying shame as it's always more fun playing with a mate, and besides, you need





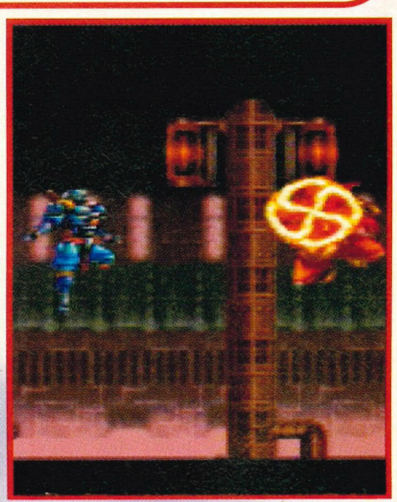
△ *Right, own up — where are my Hob Nobs?*

▽ *The red dust cloud of doom threatens to finish the Harlow formation dancers once and for all!*





▽ *Ever had one of those memory blanks, where you just can't think of anything to say? Well, I'm having one now, so no sarky comments for a change. What a relief!*





MARK

Japanese games are a bit hit and miss; some are excellent others complete duds! Thankfully, *Hagane* is an excellent one. The action is superb and the moves, well I'm still trying to work them all out! Having played *Ninja Gaiden* and liking that, I fell in love with *Hagane*. Okay, the wuss boys may say it's too hard and there's no password, but for action - this is tops!

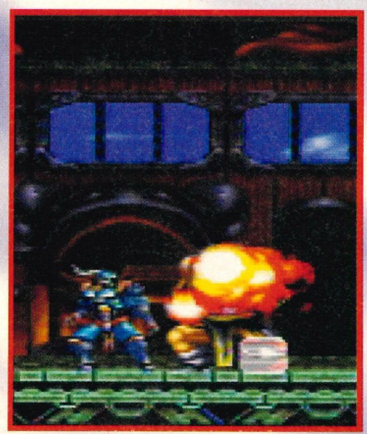


△ *Troy Tempest has a few probs after a shrinking beam hits Stingray!*

all the help you can get! Still, once you get going you'll be too engrossed to worry about it.

One problem that can't be so easily ignored though, is the lack of any password facility. I don't know if the Japanese are so good they can do without it, but the game's so hard it really needs one to give it lasting appeal. *Hagane* is harder than rock and even with seven continues, even the best gamers will be struggling to finish this one.

Virgin are nobody's fools, though and have picked up quite a gem in *Hagane*. In terms of variety, action and entertainment it must rank as one of the best of it's kind. Unfortunately, without a password it's also one of the hardest and as a result it's only for those with patience, perseverance and dogged determination.



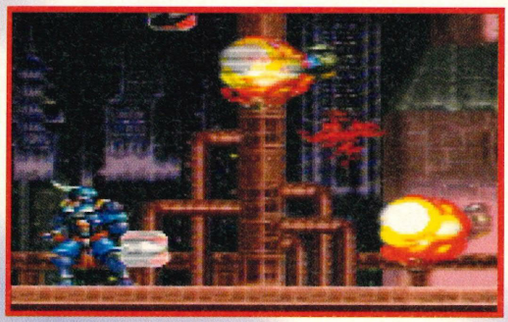
MILES



Well, well, well, the Japs are clever, we all know that, but in *Hagane* they've excelled themselves. It's fun, playable (even if a bit too hard) and has some great graphics. There's a lot of this type of game around, but few are as much fun and I don't reckon many look better. It's not for those with no patience or tolerance, as the chances are you'll be stuck on level two for weeks, but if you want a challenge then this is it!

▽ *Yah, try and swipe my Christmas stockings would you?*





It's just not cricket!



BOMB
The bomb is not quite true to the art of ninja, but it's good fun and blows evrything around it to bits.



GUN *(Left)*
Probably the best all around weapon.

HARPOON *(Below)*
This suckers got a chain and will fly out and back, killing all who get in its way.



SWORD
This is good for close range combat and will slice those opponents to bits. It's a bit useless, though for getting the bad guy's from a distance





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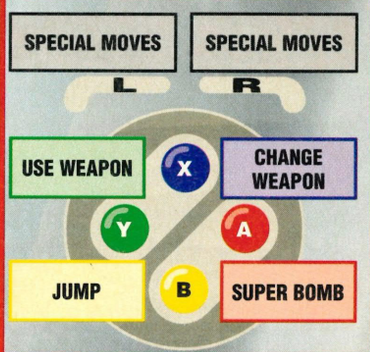
RELEASED
SUMMER '95

GAME TYPE
BLAST-'EM-UP

CART SIZE
? MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	89
SOUND	82
GAMEPLAY	91
LONGEVITY	76

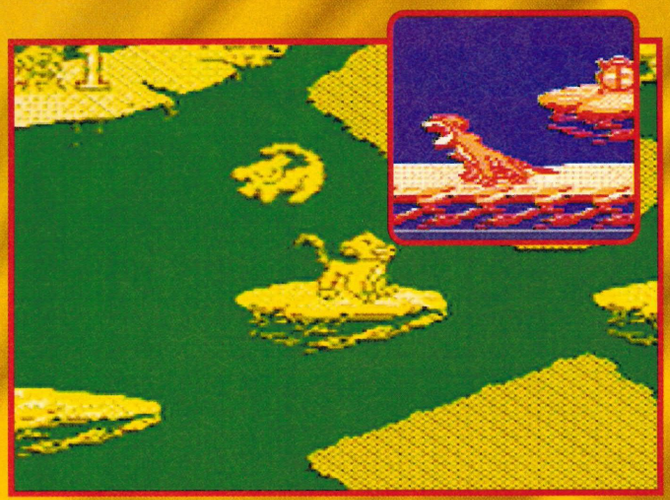
OVERALL

89

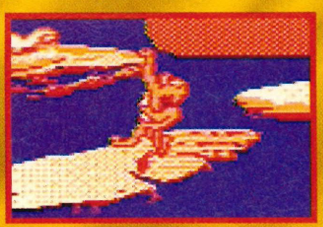
JON



There's no doubt that Virgin are the masters when it comes to converting Disney cartoons onto the SNES and Gameboy. Over the last couple of years they've brought us the delightful *Jungle Book*, the outstanding *Aladdin* and most recently the unbelievably brilliant SNES version



the LION KING



of *Lion King*. Their latest offering is the Gameboy version of Disney's most controversial animated film.

I have to admit I've never seen the *Lion King*. Disney cartoons have never really been my cup of char. That's not to say they're not brilliant, I've no doubt they are, it's just they're not for me. I think it's something to do with the fact they're always so cute and goody-goody, it just does my head in. Give me lots of blood and guts and you'll have my bum glued to the seat for a fortnight. Still for millions of people Disney have provided tons of entertainment and a lorra, lorra laughs.

Cute - that's a word we don't like here in the office, it just doesn't match our male macho image. Unfortunately, it's this very word that best describes the *Lion King*, and especially the Gameboy version.

As you'd expect from Disney and Virgin the graphics are absolutely superb. The sprite of the young cub is fantastic and although he can be a bit jerky in his movement, the animation is still quite stunning. Saying that, most of the effort seems to have been put into the cub, as some of the enemies appear quite blocky and static.

The game is basically your standard sort of run and jump platformer, with little in the way of originality. It has some nice touches, like the lion's roar as a sort of stun weapon, but on the whole it's all been seen before. Still, there's a king-size challenge in there and lots of fun and action, so if you're a Disney fan it's well worth adding to your collection.



As platformers go, the game is pretty much the norm; the thing that really brings this game to life is the outstanding graphics. For this reason alone I'm going to give it a thumbs up, but if it had a bit more in the way of variety it'd be a much better game all around. In the end it's not quite the ROAR-ing success we'd expected, but it's still a pretty smart platformer that'll keep you amused for quite some time.

HAYDEN



I'm going to have to try very hard not to be unfeasibly critical of this game, but I think that it's only fair to let you know that I really hate nice, loveable animated characters, I really hate Disney films and I find Elton John extremely and totally nauseating.

As for *The Lion King*, well strangely enough I hated it. It's all very cutesy and there was absolutely no reason for it to be developed except for the fact that it's another piece of merchandise to cash in on the success of the film. It's just a dreary old platform thingy with no new ideas, very little in the way excitement and the most infuriating controls imaginable. The only thing that it's high on is hype.

Sorry kids, but I tell it how it is. And I'm sorry if I've shattered the illusions of thousands of kids across Britain, but hey that's my job!

Booo, I'm a real meanie aren't I?





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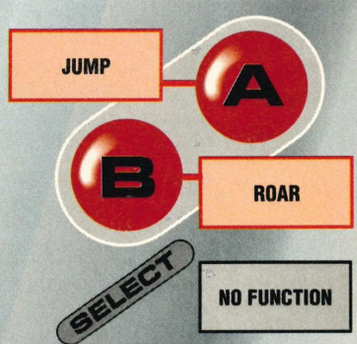
RELEASED
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GAME TYPE
PLATFORMER

CART SIZE
4 MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	90
SOUND	81
GAMEPLAY	75
LONGEVITY	80

OVERALL

79



THE FIRE

It's fire fightin' good!



JON

Human Entertainment's latest release, *The Firemen*, attempts to capture these acts of unsung heroism as you lead a troop of top fire-fighters on a desperate rescue mission.

In true *Towering Inferno* style, a massive skyscraper has gone up in flames on Christmas day 2010. As the first guys on the scene, it's up to you to get stuck straight in and put the fire out. As you go, you'll have to avoid countless explosions, holes in the floor, flying debris, nutty robots and above all, every fireman's worst nightmare - the dreaded backdraft. On top of this there's injured and trapped people to rescue as well. What a great way to spend Christmas, eh?



In this soak-'em-up blasting adventure, you take control of Pete Grey, a seasoned pro when it comes to extinguishing fires. Armed with his water cannon he's ready to tackle the biggest and fiercest fires around. By his side stands Daniel Mclean, a life long friend and workmate. Together, you and them are the Metrotech building's last hope!

The Firemen is another one of those glorious games that's so simple to get into and play, yet so addictive and challenging. Starting at the bottom, you must work your way up the floors, putting out as much of the fire as possible. As you'd expect, though, there's plenty of twists and tricks to heat things up a bit!

For starters, fire spreads damn quick, so the game is a race against the clock. On each floor, or stage, you get ten minutes to extinguish as much of the fire as you can and defeat the end of stage boss. The more of the fire you manage to put out, the better your final score will be. The number of people you rescue and the speed with which you get to the top also adds to your overall score.



▲ *That's right, and before you do anything search his pockets for cash and stuff, cackle!*

The hose, or water cannon is the main tool of any fire-fighter and Pete is fortunate enough to have one of the latest models. It can be aimed in any of eight directions and either pointed straight ahead or down at the ground. The point of this is that there's all sorts of different fires and different ways of putting them out. Learning the quickest and best way to extinguish a fire is an important part of the game, as speed is of the essence.

As well as the water cannon, Pete also has several water bombs. These can be collected, up to a maximum of three, as you walk around. When these are set off, they literally nuke anything in its range and are brilliant for the end of stage bosses, ('cos they're bleedin' hard!).

If you're good enough (and lucky enough) to have three of these bombs when you collect a fourth, Pete gets hyper water power. This basically makes his hose extra powerful, and means you can really lay into the fire and drench absolutely everything. Unfortunately, this is all the weaponry you get, though. Maybe it's just me, but I like tons of weapons and power ups, which the *Firemen* just hasn't got. If a few more had been chucked in the game would have been a lot better for it.

This isn't the only let down as well. It comes up short in a few areas. First, there's no two player game, which has to be one of the biggest sins in the world! Games are always better if

HAYDEN



If you can't stand the heat get out of the kitchen, or at least that's how the saying goes. I don't really know why I said that, 'cos it has absolutely no bearing on this comment whatsoever, except that *Firemen* is all about quelling a raging fire and fires are hot and it's my guess that the fire was started in the kitchen, with the dagger by Professor Plum.

But... getting back to the game, *The Firemen* is quite an original concept, and that alone should acquire it a healthy amount of brownie points. It's really compelling and has an addictive challenge, making it one of the better games I've seen this issue.

My one moan about it - in the interests of impartiality - would be that when you do eventually get your toes toasted, you have to start again, and if you're as poor at the game as I was, then you'll find that a lot of your time is taken up with going over the same ground in order to get to the point where you were last fried to a frazzle.





MEN

keeps ticking away, with flames leaping around at your feet, really gets the adrenalin pumping in overdrive. Most importantly, though, it scores high on the fun factor scale and has oodles of playability, which leaves you thinking ..... if only it was two-player! AHHHHH!

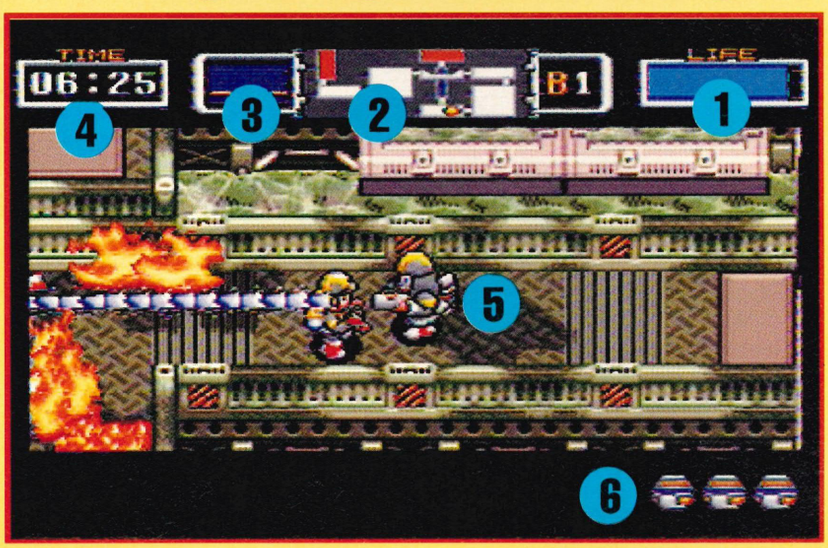
you can play with a friend and seeing as Daniel follows you around throughout the game, there seems no excuse as to why he couldn't have been another controllable character.

Secondly, as there's only one building to save and you have to start again each time you die, it becomes very repetitive and familiar. Any serious gamer could have this finished quickly, and you very quickly get the feeling of 'been there, seen it, done it.'

Anyway, that's enough picking, after all, *The Firemen* is still a great game. The awesome graphics and terrifying roar of flames give it a really thrilling atmos, and the way the clock



Fire-fighting in six easy steps ....



1 THE LIFE GAUGE
This shows how much life you have left. Each time you get hit, it'll go down.

2 FLOOR PLAN
This shows all the rooms of the floor you're on. White rooms are one's you've been in; blue rooms ones you haven't, and red rooms have staircases up or down.

3 LIFE DETECTOR
If this starts to bleep, then you're getting close to a trapped or injured civilian.



6 WATER BOMBS
These nuke all the flames around Pete, and are particularly good for the end-of-floor bosses.

5 PETE & DANNY
The two main heroes. Pete's the one with the hose, and is controlled by the player, whilst Danny is controlled by the computer

4 TIMER
This shows you how much time you have left to complete the floor.





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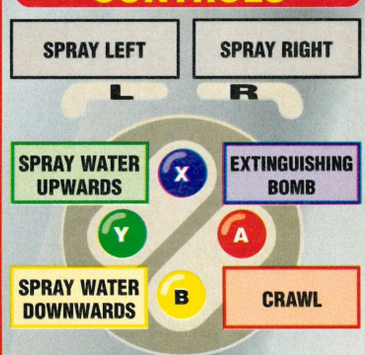
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GAME TYPE
ADVENTURE

CART SIZE
? MBit

FEATURES
NONE

CONTROLS



RATINGS

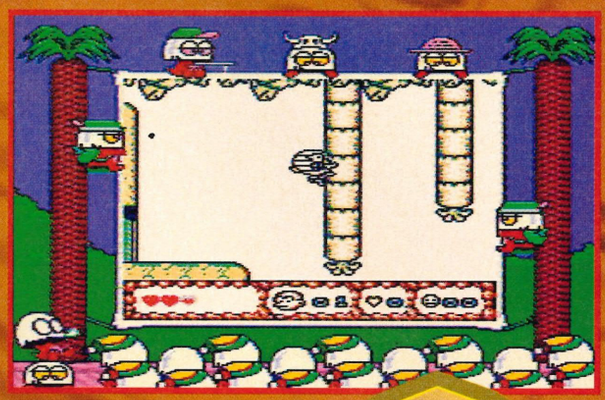
GRAPHICS	89
SOUND	85
GAMEPLAY	86
LONGEVITY	82

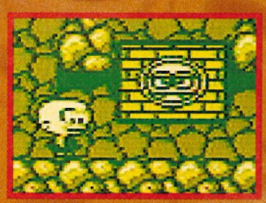
OVERALL

87

BC Kid

BC come, BC go!!





MILES



I reviewed *Super BC Kid* on the SNES a couple of issues back and if you recall I rather liked it. The wacky scenario and nonsensical humour gave it a special appeal all of its own. Mark, on the other hand, thought it was just another derivative platform yawn with nothing to recommend it above the masses. A fair point, so you'll have to make up your own mind on that one.

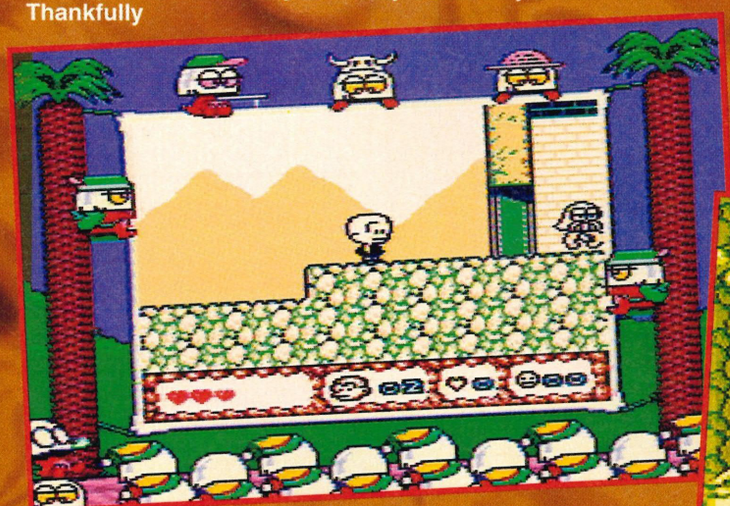
Anyway, here's the little chap making his appearance on the Gameboy, but quite frankly I'm not quite as chuffed with it second time around.

He's a pretty versatile fellow it must be said. Baddies can be butted, jumped on and squashed or belly-cut from beneath. All these techniques must be perfected to progress 'cos there's no shortage of enemies cropping up, especially around spike pits and fatal drops just to make the job doubly hard. Thankfully though, you never see more than one or two on screen at any one time.

Levels are as varied as before, with houses, sewers and even atop speeding trains, but all with the same goal — to reach the winning post! The problem is that whereas in the SNES version the visuals gave the whole thing such appeal simply due to their peculiar nature, the Gameboy with it's monochrome fails to capture the same feel. The result? Well, Mark just about hit it on the head. There's really little here to shine. It's certainly a whole lot tougher than the SNES game but this is often due to the sometimes-icky controls. It's not particularly noticeable during normal play, but when a pixel-perfect jump is required to reach a narrow platform for example, you suddenly become aware of a degree of inertia on the main sprite. This makes fine re-adjustments in the air very difficult. Equally annoying is the way you're bounced back by spikes. If you're careless enough to land on a collection of these pointy objects you're knocked backwards. Usually you'd be able to use the temporary invulnerability after taking a hit to clear the hazard, but here you just don't have time.

The neat power-ups appear once







BC Kid stops awhile to ponder life's great tapestry.



HAYDEN



I'm fast gaining a reputation around here for being a real misery when it comes to commenting on games. And so it shall continue as I sink my teeth into the bum of *BC Kid* (Booooo, hiss — the rest of the SG crew).

Why did they bother to produce it? Whose idea was it? Did they think it was exciting? And finally, do they expect others to think it's exciting?

This really is dull. I mean *Lion King* was poor. but at least it was tied in with something, but this is utter tedium personified.

Personally I'd rather have my head flushed down the toilet after one of Miles' lengthy and momentous 'paper reading' sessions! But then I hope no-one bothers to test that theory.

The truth is that I found this game pointless and wholly uninspiring. I mean, the playability is severely lacking and then you've got to put up with dreadful controls.

Who the hell is *BC Kid* anyway? If he comes down my street he won't be getting a go on my new mountain bike, so there!

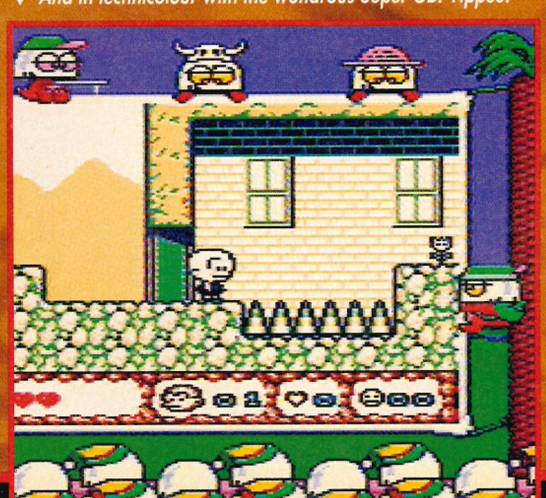
more. Collect the appropriate icon and BC flashes rapidly between his four different possible guises. A stab of the jump button selects. It's pot-luck really as they flash by too fast for you to have any hope of getting the one you want. These give you different abilities like more punching power or higher jumps. As in *Mario*, contact with a baddy results in the loss of the current special ability so it doubles up as an extra energy unit. That proves to be jolly handy because the one major difference from the SNES game is that this is a tough little cookie to beat. It may seem fairly sedate at first but the niggles outlined earlier and the general lack of inspiration throughout mean you're rarely motivated into taking any real care. You spend most of the time dashing through as quickly as poss, losing loads of energy in the process, in the hope of finding something more exciting than is apparently on offer. A fruitless task I'm afraid.

There are a few good ideas. Collect a flower on any level to be transported to a sub-game in which you have to fight a stubby *Robocop* look-alike. Win this best of three round contest, and you're awarded an extra life for your troubles. Don't expect a *Street Fighter 2* beater - it's just a case of headbutting very quickly - but it's an effective diversion. If you put aside the fact that it's all so much of a formula, there's some satisfaction to be gained from making progress, but isn't there always? If you're in the mood for 'platforms by numbers' then *BC Kid 2* just about does the job, however the more discerning gamer will want more depth, challenge and originality.



▲ *As a wise man once said, He's a strange butcher, that bloke!'*

▼ *And in technicolour with the wondrous Super GB. Yippee!*







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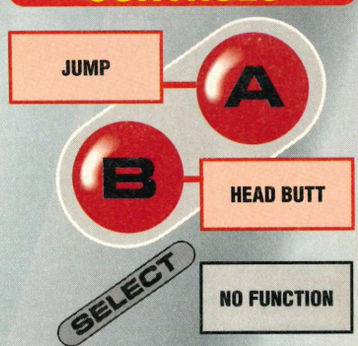
RELEASED
JUNE '95

GAME TYPE
PLATFORM

CART SIZE
2 MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	70
SOUND	83
GAMEPLAY	68
LONGEVITY	70

OVERALL

67

BUSTERS

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

SUPER NES

ACTRAISER

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

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

ACTRAISER 2

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

Password
Death Heim: **MFCL SYMC MSXF**

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

THE ADDAMS FAMILY

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

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

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

ADVENTURE ISLAND

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

AERO THE ACRO-BAT

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

ALADDIN

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

ALFRED CHICKEN

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

ALIEN 3

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

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

ALIENS VS PREDATOR

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

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

ANOTHER WORLD

Passwords

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

ARCANA

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

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

AXELAY

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

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

BATMAN RETURNS

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

BATTLE BLAZE

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

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

BATTLETOADS AND DOUBLE DRAGON

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

BATTLETOADS IN BATTLEMANIACS

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

BEST OF THE BEST

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

BLAZING SKIES

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

THE BLUES BROTHERS

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

BOB

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

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

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

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

BOXING LEGENDS OF THE RING

Level codes reverse order

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

BUBSY

Level codes

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

CARL RIPKIN JR

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

CASTLEVANIA IV

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

CHAMPIONSHIP POOL

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

CHOPLIFTER III

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

COOL SPOT

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

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

CYBERNATOR

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

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

D-FORCE

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

DARIUS

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

DEATH VALLEY RALLY

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

DESERT STRIKE

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

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

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

DINOSAURS

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

DRAGON'S LAIR

Passwords (easy level)
Level 1 – **2A, 4B, 6D, 7C**
Level 2 – **3B, 5C, 7D, 8A**
Level 3 – **2C, 3D, 6A, 8B**
Level 4 – **1C, 2D, 3B, 8A**

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

DRAGON BALL Z

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

DRAGON BALL Z 2

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

DUCK TALES

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

EQUINOX

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

F1 EXHAUST HEAT

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

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

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

F1 EXHAUST HEAT 2

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

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

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

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

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

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

FACEBALL 2000

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

FATAL FURY

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

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

FATAL FURY 2

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

FIFA

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

FINAL FIGHT

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

FINAL FIGHT 2

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

FIREPOWER 2000 (US)

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

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

FIRST SAMURAI

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

FLASHBACK

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

FLYING HERO

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

F-ZERO

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

GODS

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

GOOF TROOP

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

GRADIUS 3

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

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

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

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

HOLE IN ONE

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

HOOK

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

HUMAN GP

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

THE HUNT FOR RED OCTOBER

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

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

JACKI CRUSH

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

JAMES BOND JR

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

JERRY BOY

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

JIM POWER 3-D

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

JOE & MAC

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

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

JOHN MADDEN

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

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

JOHN MADDEN '93

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

KABLOOEY

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

KRUSTY'S SUPER FUN HOUSE

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

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

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

LAMBORGHINI AC

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

LEGEND OF THE MYSTICAL NINJA

Password
Level 9 – **Z+LHd H**

LEMMINGS

Level codes

	FUN	TRICKY
Level 20	RMHOGBX	XTMWFLP
Level 21	ZXBLWZK	FLMTVPM
Level 22	HTLDXLB	KSGVVWK
Level 23	ZDGHTWD	ZBPBXCT
Level 24	CFHXPSM	WHCHBQW
Level 25	PZBXCXB	LHDPGNN
Level 26	CWLGDBC	HVLXXTH
Level 27	WDNLSMJ	STVNDPK
Level 28	WDZWWCB	JFTQVSX
Level 29	WXBRTMV	SKKWSZZ

BUSTERS

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

Sunsoft passwords

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

LOCK-ON

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

THE LOST VIKINGS

Level select
Hold X, Y, A and B simultaneously.

Level codes

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

MACROSS

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

MAGIC BOY

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

MAGIC SWORD

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

MARIO IS MISSING!

Passwords

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

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

MECHWARRIOR

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

MEGAMAN X

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

Passwords for import version

Strom Eaglead	Icy Penguigo	Spark Mandrill
4426	4661	4123
8712	5248	1846
7536	1287	7128

Sting Chameleon	Armour Armage	Launcher Octopuld
4423	1561	1426
1842	8817	2456
7164	1176	3444

Burning Noomander	Boomer	All Villains+Sub-T
1467	6417	1147
2457	3138	2247
1431	4551	1451

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

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

MORTAL KOMBAT

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

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

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

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

NBA JAM

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

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

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

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

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

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

NHPLA HOCKEY '93

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

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

NIGEL MANSELL'S WORLD RACING

Race passwords
Mexico – LZ9ZN40LJ2541STCVL
Brazil – 6CL732YLZ3H07VNBR9
Spain – PZPP693R91Q7NHQ..2
San Marino – R49RGKFH.JBDSV0T79
Monaco – L0XJ.XVCH3L7GDCFOR
Canada – B7JPR46QRB.RG08HNL
France – LV0ZB206FG0K62K2D7
Britain – TKX.B7G3VTJFS1QSKX
Germany – TQPCLTBTB7X21.JQGT
Hungary – HLL2FWG1Y20FL.1NG5
Belgium – YMGW4BXM3BV61JR565
Italy – 4QX4JKWXT50ZQ..K35
Portugal – 4F3M0TZ5070064KGC5D
Japan – R48RR9GT7JB.BZVR4D
Australia – 33DV4B,F1ZZG538GW3
End screen – PV2JTFBK4Y696H4DXY

ON THE BALL

Access codes
Field 2 – MHWYR
Field 3 – HCCWD
Field 4 – WRJMH

OUTLANDER

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

PAPERBOY 2

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

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

PARODIUS

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

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

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

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

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

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

THE PEACE KEEPERS

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

PILOTWINGS

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

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

PINK GOES TO HOLLYWOOD

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

PIPE DREAM

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

POCKY & ROCKY

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

POPULOUS

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

POWER MOVES

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

PRINCE OF PERSIA

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

Passwords

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

PUSH-OVER

Passwords

1 – 00512	26 – 11782	51 – 21534	76 – 21631
2 – 01536	27 – 11270	52 – 23582	77 – 22143
3 – 01024	28 – 09222	53 – 24094	78 – 21247
4 – 03072	29 – 09734	54 – 23070	79 – 20735
5 – 03584	30 – 08718	55 – 22558	80 – 28927
6 – 02560	31 – 08206	56 – 18494	81 – 34939
7 – 02048	32 – 24590	57 – 19006	82 – 30463
8 – 06144	33 – 25614	58 – 20030	83 – 29951
9 – 06656	34 – 26126	59 – 19518	84 – 31999
10 – 07680	35 – 25614	60 – 17470	85 – 32511
11 – 07168	36 – 27662	61 – 17982	86 – 31487

12 – 05122	37 – 28174	62 – 16958	87 – 30975
13 – 05634	38 – 27150	63 – 16510	88 – 26879
14 – 04610	39 – 26638	64 – 16511	89 – 27647
15 – 04098	40 – 30734	65 – 17023	90 – 28671
16 – 12290	41 – 31246	66 – 18047	91 – 28159
17 – 12802	42 – 32270	67 – 17535	92 – 26111
18 – 13826	43 – 31758	68 – 19583	93 – 26623
19 – 13314	44 – 29726	69 – 20095	94 – 25599
20 – 15362	45 – 30238	70 – 19071	95 – 25081
21 – 15878	46 – 29214	71 – 18559	96 – 08703
22 – 14854	47 – 28702	72 – 22655	97 – 09215
23 – 14342	48 – 20510	73 – 23167	98 – 70239
24 – 10246	49 – 21022	74 – 24191	99 – 09727
25 – 10758	50 – 22046	75 – 30975	100 – 44543

Q*BERT 3

Level warp
On the title screen, highlight the Game Options menu and press Start. As soon as you're in the options mode, press the B button eight times. If successful you'll hear a sound. Start a one or two-player game and you'll warp straight to level eleven.

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

RAINBOW BELL ADVENTURE

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

RANMA 1/2

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

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

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

THE REN AND STIMPY SHOW

Level select
Just as the 'Veediots' logo starts to appear enter the following code on controller one: Left button, Right button, A, Left button, Right button, Left button, B, Right button and X. Make sure the entire code is in before the logo has fully formed.

ROBOCOP 3

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

ROBOCOP VS TERMINATOR

Level codes

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

THE ROCKETEER

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

ROCK N' ROLL RACING

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

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

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

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

ROCKY RODENT

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

SIM CITY

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

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

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

SIM EARTH

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

SKYBLAZER

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

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

SMART BALL

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

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

SMASH TV

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

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

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

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

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

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

SOCCER KID

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

SONIC BLAST MAN

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

SPARKY'S QUEST

Passwords

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

SPINDIZZY WORLDS

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

STARWING

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

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

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

STREET COMBAT

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

STREET FIGHTER II

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

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

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

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

STREET FIGHTER II TURBO

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

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

STRIKER

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

Passwords

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

STREET COMBAT

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

SUPER ADVENTURE ISLAND

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

SUPER BOMBERMAN

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

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

BUSTERS

SUPER CONFLICT

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

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

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

SUPER DOUBLE DRAGON

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

SUPER EMPIRE STRIKES BACK

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

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

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

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

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

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

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

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

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

SUPER FIRE PRO WRESTLING

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

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

SUPER GHOULS 'N GHOSTS

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

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

SUPER JAMES POND

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

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

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

SUPER MARIO ALL-STARS: SUPER MARIO BROS

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

SUPER MARIO BROS 3

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

THE LOST LEVELS

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

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

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

SUPER MARIO KART

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

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

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

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

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

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

SUPER MARIO WORLD

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

SUPER METROID

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

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

SUPER NOVA

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

SUPER OFF-ROAD

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

SUPER PANG

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

SUPER PROBOTECTOR

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

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

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

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

SUPER R-TYPE

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

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

SUPER SOCCER

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

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

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

SUPER STAR WARS

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

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

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

Special codes
Start on the first level of the game and press Y, B, X, A simultaneously. Now press the Start button. You will now be shown a sound test screen. Press Start to go back. If you return to the sound test, the words under

the sound test will have changed. If you keep doing this, the game will give you the codes for various effects. To activate the cheats, turn the power off on the Super NES (not the reset switch) and input the code on the title screen. If you have put it in correctly you will hear a Jawa noise. Here are the codes.

Five continues – X, B, B, A, Y
Light Saber – Y, Y, X, X, A, B, X, A

SUPER STRIKE EAGLE

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

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

SUPER SWIV

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

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

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

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

SUPER TURRICAN

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

SUPER VALLIS IV

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

SUPER WIDGET

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

TAZ-MANIA

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

TEST DRIVE 2

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

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

THUNDER SPIRITS

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

TINY TOONS

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

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

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

TMNT TOURNAMENT FIGHTERS

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

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

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

TOM AND JERRY

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

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

TOP GEAR

Passwords

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

TOP RACER

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

TUFF E NUFF

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

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

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

TURN 'N' BURN

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

TURTLES IV: TURTLES IN TIME

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

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

ULTRAMAN

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

UN SQUADRON

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

UNIVERSAL SOLDIER

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

VIRTUAL SOCCER

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

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

WANDERERS OF Y'S

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

WARP SPEED

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

WAYNE'S WORLD

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

WING COMMANDER

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

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

WING COMMANDER: THE SECRET MISSIONS

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

WINGS 2

Passwords

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

WOLFENSTEIN 3-D

All the level codes!

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

Cheat codes
Hold R on controller two until the title appears. Pick up controller one and then start the game in Normal Mode. Press Start to access the map screen. From here you may enter any one or all of these codes with the first controller:

R, Up, B and A: Free ammo, weapons etc
B, Up, B and A: Invincible mode
A, A, Up and B: Entire level map
UP, B, R and B: Exit the level

WORLD CUP

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

WWF ROYAL RUMBLE

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

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

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

X-KALIBER 2097

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

YOSHI'S COOKIE

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

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

Access four new bosses
Select the VS mode. When you get to the VS Options screen, set the mode on **COM**. Now press and hold L , R, and X. Still holding them, press Start. The game will say "Yoshi!". Press Start again – a character selection screen should appear.

YOSHI'S SAFARI

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

ZELDA III

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

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

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

ZOMBIES

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

Passwords

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

ZOOL

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

NES

1943

Codes

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

ABADOX

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

ADVENTURE ISLAND 2

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

ADVENTURES OF LINK

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

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

ADVENTURES OF LOLO 2

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

AMERICAN GLADIATORS

Password

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

BACK TO THE FUTURE II & III

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

BAD DUDES

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

BART VS THE SPACE MUTANTS

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

BATMAN

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

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

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

BATMAN: RETURN OF THE JOKER

Passwords
Check out these passwords to later levels:

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

BATTLE OF OLYMPUS

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

BATTLETOADS

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

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

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

BATTLETOADS AND DOUBLE DRAGON

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

BIONIC COMMANDO

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

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

BLACK BASS FISHING

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

BLASTER MASTER

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

BLUE SHADOW

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

BOULDER DASH

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

BOXXLE

Passwords

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

BUBBLE BOBBLE

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

BUCKY O'HARE

Passwords

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

BUGS BUNNY

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

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

BURAI FIGHTER

Passwords

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

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

CAPTAIN PLANET

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

CAPTAIN SKYHAWK

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

CASTLEVANIA

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

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

CASTLEVANIA III

Extra power-ups
On the first level collect all of the power-up pods that you can. Use them to increase your speed and missiles. Ensure you collect the extra life near the beginning. Let the

time run out, and repeat the manoeuvre – as long as you keep collecting the 1-Up, you won't lose any lives and you'll be able to build up your powers.

COBRA TRIANGLE

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

CRACK OUT

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

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

DIRTY HARRY

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

DOUBLE DRAGON

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

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

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

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

DOUBLE DRAGON II

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

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

DRAGON'S LAIR

30 Lives
Enter your highest score as `BATS`. This will give you 30 lives.
The elevator
Take the following exits from the elevators to get to Singe:
After the hallway – second exit
After the mines – third exit
After the reaper – first exit

DUCK TALES

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

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

DYNABLASTER

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

THE EMPIRE STRIKES BACK

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

FARIA

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

FAXANADU

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

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

GAUNTLET 2

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

GHOST BUSTERS

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

GHOSTS 'N GOBLINS

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

GI JOE

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

GOAL

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

GODZILLA

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

GOONIES 2

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

Extra equipement code
`SugNY4wT!NUU!!uF`

GRADIUS

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

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

GREMLINS 2

Stage codes
No matter what stage you want to get to, there's a code for it:
`BVKH` – level 1-2
`DXNH` – level 2-1
`CGMW` – level 2-2
`NJDT` – level 3-1
`ZFPJ` – level 3-2
`SHMC` – level 4-1
`VLBB` – level 4-2
`NXRD` – level 5-1

GUERILLA WAR

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

GUN*NAC

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

GUNSMOKE

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

GUNSMOKE 2

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

HOOPS

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

THE HUNT FOR RED OCTOBER

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

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

IKARI 3

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

IKARI WARRIORS

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

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

IRONSWORD

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

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

ISOLATED WARRIOR

Level codes
Use the following codes to progress further into this infuriatingly demanding game:
`5963` – level 2
`89Ø0` – level 3
`Ø7Ø5` – level 4
`5826` – level 5
`2687` – level 6

JACKIE CHAN'S ACTION KUNG FU

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

JAMES BOND JR

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

JIMMY CONNOR'S TENNIS

Passwords
These codes should get you to later tournaments enter the ball sign as % to get them to work.
`DM*X T%*W BWB2 *7BQ *VTZ *Q*P *P*T *T*M *WMZ`
`FZ*V v%*W BWBH B7BV *6*8 *2*% *%*5 *%*T *W3T`
`%*B1 VRBW B2B3 WKCV *6*C B2*% *%*o *%*T *597`
`1*B6 VXV9 VDVC X5DV **BC B2*% *%*F B%*T * WFC`
`2*B6 B6V7 WWW3 DCF% TNBC BBB7 *7*F B7*3 *M2%`

KABUKI QUANTUM FIGHTER

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

KENDO RAGE

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

KICKLE CUBICLE

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

KID ICARUS

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

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

KING OF THE BEACH

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

THE LAST NINJA

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

LEGEND OF ZELDA

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

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

LEMMINGS

Passwords

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

Level 25: WHGXZL ZQQPLM

LIFE FORCE

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

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

LITTLE NEMO

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

LOW G MAN

Level codes

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

Start with eight lives
Code – LØBB.

Increased weapons
Code – SHOT.

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

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

MANIAC MANSION

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

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

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

MARBLE MADNESS

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

MCDONALDLAND

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

MEGA MAN

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

MEGA MAN 2

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

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

Weapon codes
Enter the following codes for weapon selection:

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

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

MEGA MAN 3

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

Passwords

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

METROID

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

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

MICRO MACHINES

Qualifying race
It doesn't matter what position you come, as long as when the race is over, you press Up, Select and B, holding them until the screen goes the colour of the water. Now press Start. The game should now read, "Qualify – 6 Lives."

Race 2 (Desktop Dropoff)
When you jump off the folder, pause the game. The screen should now go white. Unpause the game, and you should have got yourself an extra life, but this will not show until you finish Tuff Trax or lose a race.

Race 4 (Sandy Straights)
Go backwards until you get to the first bend, quite near to the water and pause the game. The lap counter will go down. Now go back, cross the line and you've won.

Race 7 (Handman's Curve)
Go to the bottom left of the track, leaving the other warriors and you will come to a big oil can. Go to the spout, and drive in as far as you can and pause the game a couple of times. The screen will go white, and you will have won.

Race 9 (Sahara Straights)
Follow the track around until you come to a footprint in the sand. Go to the bottom of it and Pauses the game. The screen should turn white. Unpause the game,and you will have got turbo acceleration.

Race 10 (Potted Passage)
Follow the green pipe down until it disappears into the plants. Get your chopper into the little gap, and Pause the game. The screen will go white, and you will find that you have super sticky grip.

MIGHTY FINAL FIGHT

Stronger characters
Start a game and select Haggar as your fighter. Quickly allow yourself to be killed and when you continue the game select either Cody or Guy and they will have the strength of Haggar.

MIKE TYSON'S PUNCH-OUT

Passwords
Enter any of the codes below to get to the section of your choice (for the last password to work you must press Select, A and B simultaneously):
ØØ5 737 5423 – WVBA minor champ
777 8Ø7 3454 – WVBA major champ
267 853 7538 – world circuit bout
ØØ7 373 5963 – versus Tyson
135 792 468Ø – another world circuit

MISSION IMPOSSIBLE

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

MONSTER PARTY

Passcodes

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

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

THE NEW ZEALAND STORY

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

NINTENDO WORLD CUP

Passwords
Codes for every possible match follow:
1Ø3Ø7 – second match
3Ø7Ø7 – third match
Ø15Ø7 – fourth match
22ØØ7 – fifth match
721Ø7 – sixth match
115Ø7 – seventh match
424Ø7 – eighth match
626Ø7 – ninth match
6Ø2Ø7 – tenth match
223Ø7 – semi finals
128Ø7 – finals

PARODIUS

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

POW

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

POWER BLADE

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

PROBOTECTOR

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

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

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

THE PUNISHER

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

RAD RACER

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

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

RESCUE RANGERS

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

ROBIN HOOD

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

ROBOCOP

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

ROCKIN' CATS

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

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

ROLLING THUNDER

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

SILVER SURFER

Passwords

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

SKATE OR DIE 2

Stage select

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

SMASH TV

Secret warp

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

SNAKE RATTLE N ROLL

Warp

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

Warp to world eight

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

Extra continue

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

SOLAR JETMAN

More money

DDDDDDDDDDDD – $111,111
GGGGGGGGGGG – $222,222
LLLLLLLLLLL – $555,555
PPPPPPPPPPP – $888,888
QQQQQQQQQQQ – $999,999

Secret level

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

Extra lives

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

SOLSTICE

Infinite lives and magic

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

STAR TREK

Passwords

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

STAR WARS

Unlimited lives

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

SUPER MARIO BROS

Warp to world 8

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

SUPER MARIO BROS 2

Warp from world 1-3

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

Warp from world 3-1

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

Warp from world 4-2

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

Warp from world 5-3

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

Warp whistles

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

SUPER MARIO BROS 3

Extra lives.

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

27 "P" Wings

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

SWORD MASTER

Infinite continues

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

TEENAGE MUTANT HERO TURTLES 2

Level select

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

Extra lives and level select

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

TMNT (US)

Energy replenish

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

Stage select

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

Ten lives player one

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

TERMINATOR 2

High score cheat

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

TETRIS

Instant completion

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

Faster game

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

THUNDERBIRDS

Level select

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

TIGER HELI

Extra continue

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

TINY TOON ADVENTURES

3-Up Duck Vader

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

TOM AND JERRY

99 mice

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

TOTAL RECALL

Extra life

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

TOTALLY RAD

Extra lives

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

TRACK AND FIELD

Last day codes

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

VIGILANTE

Level select

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

WCW WRESTLING

Championship code

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

WWF WRESTLING CHALLENGE

Tag team cheat

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

GAME BOY

THE ADDAMS FAMILY

Restore All Energy

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

ADVENTURE ISLAND

Level select

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

ADVENTURES OF LOLO 2

Final Level

Last level code – **VQTD**

ALLEYWAY

Bat speed-up

To speed your bat up, hold down A.

BART VS THE JUGGERNAUTS

More Money

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

BATTLE BULL

Final level code

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

BATTLE OF OLYMPUS

For every item code

Enter: **BFFXVNXQNLS8K,CM2FHUX4GW5ZD**

BATTLE UNIT ZEOTH

Level select

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

BATTLETOADS

Extra lives

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

BILL AND TED'S EXCELLENT ADVENTURE

Passwords

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

BIONIC COMMANDO

Level skip

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

BLADES OF STEEL

No goalies

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

BLAST MASTER BOY

Level select

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

BOMBER MAN

Codes

IHOLBKMIHL
HKEFPHIDJC

BOXXLE 2

Level Codes

Level 2 – **BYNS**
Level 3 – **YBZB**
Level 4 – **BYPZ**
Level 5 – **BDYN**
Level 6 – **YZNS**
Level 12 – **DBPZ**
Level 7 – **BDZB**
Level 8 – **YZPZ**
Level 9 – **ZYYN**
Level 10 – **DBNS**
Level 11 – **ZYZB**

BUBBLE BOBBLE

Harder game

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

Codes

Here are the codes for the last five levels to this classic platform action adventure:

BGL3	–	level 96
VLLD	–	level 97
VGLD	–	level 98
KLLD	–	level 99
KGLD	–	level 100

BUGS BUNNY

Passwords

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

BUSTERS

BURAI FIGHTER DELUXE

Passwords
Following are all the level codes you'll ever need to complete this massive game:

Eagle	Albatross
HGKM – level 2	HGNC – level 2
CPFG – level 3	BMHB – level 3
JJCM – level 4	DGBF – level 4
DKLF – level 5	JGJH – level 5

Ace	Ultimate
GBHC – level 2	GDCP – level 1
MHCB – level 3	LMCJ – level 2
CDMN – level 4	CCHL – level 3
KDPG – level 5	HFKP – level 4
	BNGN – level 5

Password
Enter this password for 100 lives: HGDM

BURGER TIME DELUXE

Level codes

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

CAPTAIN PLANET

Level code
Game end – 506210

CAPTAIN SKYHAWK

Level skip
When playing, press Up and B together.

To become Indestructible
Push pad Up, Right, Down, Left, then Up four times.

CASTLEVANIA

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

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

CASTLEVANIA II

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

Passwords
Crystal Castle – BLANK, CANDLE, HEART, HEART
Rock Castle – CANDLE, HEART, HEART, CRYSTAL BALL
Plant Castle – CANDLE, HEART, CRYSTAL BALL, CRYSTAL BALL
Cloud Castle – HEART, HEART, CRYSTAL BALL, BLANK
Final Showdown – BALL, HEART, CANDLE, HEART

CAT TRAP

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

CHOPLIFTER II

Passwords

SKYHPPR – stage 1–2	LKYBYSS – stage 1–3
CHPLFTR – stage 2–1	BYMSFWR – stage 2–2
RGHTHND – stage 2–3	GDGMPLY – stage 3–1
TRYHRDR – stage 3–2	SPRYSKS – stage 3–3
CMPTRWZ – stage 4–1	CHPYBYS – stage 4–2
VRYHPPY – stage 4–3	GMBYQZD – stage 5–1

DAEDALIN OPUS

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

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

DEAD HEAT SCRAMBLE

Level skip
To play any level, on the title screen, press B eight times, A eight times and B for as many levels as you would like to skip.

DYNABLASTER

Passwords
Enter the following code to go to Faria:
35NPSDJD

ELEVATOR ACTION

Items
The items given to you from the ? doors are selected by the third digit from the right of your score. The chart below shows the item you will receive.

Ø, 1	–	Shotgun
2, 3	–	Machine Gun
4, 5	–	Pistol
6, 7	–	Grenade
8, 9	–	Heart

FACEBALL 2000

Level Warp
At the end of level one, turn and face the opposite wall. Shoot it to reveal a secret door with an orb behind it. Activate the orb to find yourself warped to level ten.

FERARRI GP CHALLENGE

Passwords
Level 2 – BPDFGMJLBKDHGJKT
Level 3 – CHDJGTJLBKDJGKLZ
Level 4 – CPDNGTJLCCDLGLNP
Level 5 – CSDPGTJXCHDLGMPS
Level 6 – DLDPGTKLCMDPGNQ2
Level 7 – DSFHGTKLCMDSGPSN
Level 8 – FLFLGTKLCPDSGQTN
Level 9 – FLFLGVKQCRDSGRTX
Level 10 – GPFLHKRDCDSGSWL
Level 11 – GJFXHQKVDCSGTXV
Level 12 – GJFXHSLNDCFGGVYY
Level 13 – GJGHHVLSDKFHGWZZ
Level 14 – GJGHZLSDKFKGX1P
Level 15 – GJGKJSLSDKFLGYJM

THE FLASH

Passwords
Level 2 – 23 DELIVERY
Level 3 – DENIM BLUD
Level 4 – TRACK 29
Level 5 – 99 PICASSO
Level 6 – INGOT LANE
Level 7 – 7th MARKET
Level 8 – TRACK 12
Level 9 – RUE IE DAY
Level 10 – TIN ALLEY
Level 11 – GORBY WAR
Level 12 – TRACK 66
Level 13 – FUN HOUSE

FORTRESS OF FEAR

Extra lives
You will first need to score enough points to get on the title screen. Then enter your name as W♥W. In the next game that you start, you'll have six extra lives!

GARFIELD

Passwords

1: LFDB	11: TCMF
2: VCSB	12: RBCN
3: TRFF	13: NBNF
4: ZFRG	14: GPBL
5: NGSF	15: RBCT
6: QDCZ	16: RCNG
7: KCNG	17: FCRF
8: TRBD	18: YBRB
9: LGCK	19: SGNG
10: WGRD	20: GGLD

GARGOYLE'S QUEST

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

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

GAUNTLET

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

GHOSTBUSTERS 2

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

GREMLINS 2

Level code
Code for level 4-2 – VLBB.

GO! GO! TANK

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

GOLF

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

HUMANS

Passwords

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

THE HUNT FOR RED OCTOBER

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

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

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

HYPER LODE RUNNER

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

JURASSIC PARK GB

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

KICKLE CUBICLE

Level code
Level 30 – TJBY EGCE

KID DRACULA

Passwords
Level 2: 5613
Level 3: 3272
Level 4: 7283
Level 5: 5346
Level 6: 7225
Level 7: 5539
Level 8: 7158

KING OF THE ZOO

Stage select
When choosing your character, move the cursor to the desired animal, hold Left and B, and then press A to make the round number appear. Use Up and Down to alter it and then use the Start button to begin.

KIRBY'S DREAM LAND

Configuration Mode
On the title scren press Down, B and Select all at the same time and a configuration mode appears. Using this you can give yourself more lives, listen to a sound test and change the amount of energy you have.

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

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

KIRBY'S PINBALL

Play bonus games
On the title screen press Left, B and Select simultaneously, when the high score table appears, a cat will walk across the screen. Begin the game and select any of the stages, but what will happen is that you will start playing immediately on the bonus games.

KLAX

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

KRUSTY'S FUN HOUSE

Passwords
Level 2 – MCBAIN
Level 3 – MILHOUSE

LAMBORGHINI AC

More money
When entering a level code, stop the second to last letter on F, and press Select, B and Up. When the letter X appears you will get loads more money!

LEMMINGS

Passwords

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

LINK'S AWAKENING

Go through walls
While very useful this cheat is also very dangerous as you can end up stuck in a wall or in the middle of some bushes, so it's adviseable to save the game before you try it. Anyway what you must do is just as you're walking onto the next screen hit select and you will reappear on the next screen in exactly the same place as what you left the previous one. This is extremely useful for passing places where you need objects like the power glove to pick up rocks.

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

Stealing bow
When you have enough money for the bow, go into the shop, buy it and as the money is being deducted, save the game. When you return to the game you will have the bow at no cost!

Stealing bow (method b)
Pick up the bow, run around the shopkeeper a few times to confuse him. When he is not looking at you, run out the door and the bow's yours. The shopkeeper's not to happy about it though and will kill you if you try and go back in!

LOCK 'N CHASE

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

MARIO TENNIS

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

MEGA MAN

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

Codes
Elecman: A2, 4, B3, D1, 2
Iceman: A1, B4, C1, D2, 3
Fireman: A2, 3, C1, D2, 3
Cutma: A2, 3, B4, C2, 3

MEGA MAN 2

Passwords
Air – A2, B1, B3, B4, C3, D2, D4
+ Needle – A1, A3, A4, B3, C1, C4, D1, D2, D4
+ Clash – A2, B1, B3, B4, C3, D1, D2, D4
+ Metal – A2, A3, B1, C3, D1, D2, D4
+ Wood – A2, A3, B1, B4, C3, D1, D2, D4
+ Hard – A1, B3, C1, C2, D1, D4
+ Magnet – A3, A4, B1, B3, C1, C2, C4, D1, D3
+ Top – A1, A3, A4, B3, C1, C2, C4, D1, D3

METAL GEAR

End of game code
Enter: T1111116111111111111111116

MERCENARY FORCE

Level select and extra money
On the title screen, press Up, Select, A and B simultaneously, then press the Start button. You will then have 50,000 yen to spend. Once you have chosen the

characters that you want to take on the adventure, the stage number will appear – quickly alter it to the level that you want and get ready for a far easier fight!

MICKEY MOUSE

Level skip cheats
Up, Select, A, B and Start: Pirate Ship.
Down, Select, A, B and Start:Castle.
Right, Select, A, B and Start:Ocean.
Left, Select, A, B and Start:Woods.

MONSTER MAX

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

MORTAL KOMBAT

Finishing moves
Liu Kang: Right, Right, Left, B
Rayden: Left, Right, Down, A and B.
Kano: Down, Right, Right, A.
Sub Zero: Right, Down, Right, B.
Sonya: Left, Left, Right, A and B.

Play as Goro
Complete the game and then watch the end credits. When 'The End' appears hold diagonal Up/Left, A, Select. Keep holding these until you have to enter your initials. Enter them and then press the A button. When the high score table appears press Start and you will see a screen informing you that Goro lives. You can now play as Goro and all the other characters have strange new names!

MYSTERIUM

Super power
When the map appears press A, B, Start and Left to grab a pass key. Drop it into the pool to get the down level then drop that to get the up level. Now drop that to get the super power.

NARC

Extra continues
Before you start your game on the title screen, press and hold Up, Select, A, B, then press Start. When you die, you will be given two continues.

NEMESIS

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

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

NINJA BOY

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

NINTENDO WORLD CUP

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

Supershots
When playing as England, try running with the ball for five steps and then shooting. If you time it just right you will let loose a supershot which is unstoppable.

OPERATION C

Ten Lives
On the title screen press Up four times, Down four times, Left four times and also Right four times. Follow that with A, B and finally Start to begin the game with ten lives.

PARODIUS

Extra weapons
Pause the game, then press Up, Up, Down, Down, Left, Right, Left, Right, B and A. This will give you a whole set of extra weapons!

Max power-ups
While you're flying through space press Pause, then Up, Up, Down, Down, Left, Right, Left, Right, B and then A to obtain all of the power-ups.

PENGUIN WARS

Stage select
On the title screen hold down Left, then press B then A. A number will appear in the corner of the screen. Push Up or Down to select your starting level.

PIT-FIGHTER

Continues
When defeated, press Down and A.

PIT-MAN

Level codes
Here's a selection of codes to get further into the game:

Level 50	–	C75X
Level 80	–	LGHQ
Level 95	–	Q2ZH
Level 100	–	RGIH

PIPE DREAM

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

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

PRINCE OF PERSIA

Passwords

Level 2 – 51798Ø75	Level 9 – 21498Ø85
Level 3 – 41698065	Level 10 – 81498054
Level 4 – 71198Ø15	Level 11 – 51798Ø74
Level 5 – 61098Ø05	Level 12(a) – 41698064
Level 6 – 11398035	Level 12(b) – 71198064
Level 7 – 47769332	Level 12(c) – 61098014
Level 8 – 31998095	Level 13 – 77Ø 27514

PROBOTECTOR

Level select
On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A, B, A then Start. You will now get a music tone, use the arrows to select the level, then press Start.

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

PUZZNIC

Level codes
Use these codes to get further into the game. All the full stops and spaces are to be entered for some of the codes to work.

Level 5 – DON. DOKO	Level 10 – TAKA MINE
Level 15 – YUVA NISI	Level 20 – HORI MOTO
Level 25 – SEXY ITOM	Level 30 – SANT O.OB
Level 35 – GAME BOY.	Level 40 – HATT ORI.
Level 45 – TENT SUKI	

Q*BERT

Special movie
On the title screen press, Right, Up, B, A, Down, Up and B. Now sit back and watch a special *Q*Bert* movie!

Q BULLION

Passwords

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

RAGING FIGHTER

Player vs same player
At the title screen, press Up, Up, Down, Down, Left, Right, Left, Right, A then B. If it has worked, it will say "command on."

ROBOCOP

See the ending
When the title screen appears, simultaneously press A, B, Select and Start. Now to see the ending without playing the game press Left on the control pad.

ROCKETEER

Level codes

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

SIDE POCKET

Trick shots
Trick shot 1 – Tap Up four times so that the indicator is just touching the first ball, then have one 'follow', and hit the ball at full strength.
Trick shot 2 – Simply hold Right so that the indicator is perfectly straight then shoot at full speed.
Trick shot 3 – Aim directly at ball number 2, draw back three times and hit the cue ball at full strength.

THE SIMPSONS

Bully-boy tactics
To defeat the three tree-house bullies, fire the boomerang left, then jump over to the bully on the right. He will turn around to face you, and the boomerang will hit him in the back sending him to the ground below.

SNOOPY'S MAGIC SHOW

Passwords
Codes for various later stages in the game:

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

SNOW BROS JR

Level skip
At the title screen, hold down Up, Select and B. Then press Start and press Up or Down to select your starting stage.

SNOW BROS

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

Map select
Hold Up, Select, B and then press Start.

SOCCERMANIA

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

SOLAR STRIKER

By-passing guardians
When you reach a guardian, go to the top left corner and stay there. After a few seconds, the guardian will disappear. This works well on almost all bosses.

SOLOMAN'S CLUB

Passwords

1–5 – RQJSJJJJ	1–10 – RYSY?JJ?
2–5 – JZ4JSJJJ	2–1Ø – 6ZYSYJJ?
3–1Ø – XZZ7SY88	4–1Ø – K3ZZY5Y8

SPANKY'S QUEST

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

STAR TREK

Codes

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

Enterprise warp
Press Down Left and Select to warp the ship when you are in space. You can only do this once per game.

SUPER MARIO LAND

Bypassing guardians
If you are Super Mario when fighting a guardian, simply run into the guardian – this will cause you to turn small, but as you are invincible for a few seconds you can jump to the lever and escape.

Level select
To be able to select any level, you need to first complete the game twice (no mean feat). You are then able to select the level from the title screen.

TECHMO BOWL

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

TEENAGE MUTANT HERO TURTLES

Energy replenish
If your turtle is low on energy, pause the game and press Up, Up, Down, Down, Left, Right, Left, Right, B, A and Start to join the action again. You can only use this once per game.

Bonus game select
On the stage select screen, press A, B and Select together, and a question mark will appear on the right-hand side. Choose this and you can practise on the bonus games.

TENNIS

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

Winning serves
When serving, throw the ball into the air, purposely miss it, and move under it so that it goes through your head; you'll win the point.

TERMINATOR 2

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

TETRIS

Speed
At the title screen, press and hold Down. Now press Start. When the game starts, you will see a heart next to the level number, this means that the speed has increased.

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

TINY TOONS

Passwords
Level 2 – Space, Carrot, Space, Carrot
Level 3 – Melon, Space, Melon, Space
Level 4 – Pineapple, Pineapple, Melon, Melon
Level 5 – Melon, Melon, Melon, Space
Level 6 – Carrot, Carrot, Space, Space
Level 7 – Space, Melon, Space, Space
Level 8 – Space, Melon, Space, Space
Running Bonus Game – Carrot, Carrot, Carrot, Carrot
Mallet bonus game – Melon, Melon, Melon, Melon

TRACK MEET

Passwords

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

TURRICAN

Invincibility
Press the following buttons on the title screen and the word "Start" will change to the word "Cheat". If you select it, you will become invincible. The buttons are A, B, B, A, B, A, A, B, A, B, A, A, B, A, A.

TURTLES 2

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

WWF SUPERSTARS

Extra energy
Dropkick at the ring, then go back in again and climb up to the top rope. Wait there and your energy bar will be topped up.

WHO FRAMED ROGER RABBIT?

Passwords

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

WIZARDS AND WARRIORS

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

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

WORDZAP

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

WORLD CUP SOCCER

Passwords

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

the write stuff

Another month, another issue of the world's finest Nintendo-dedicated tome, and another mountainous selection of your thoughts and queries. The poor old postie is getting a hernia from lugging his bulging sack (oo-er) up to the SG offices day in day out. Still, that's his problem, innit?

As the summer months begin to dawn, the tone of letters seems to be taking a seasonal up-turn, so let's dive in, shall we? Just remember that the new address is : Super Gamer, 14a Union Street, Newton Abbot, Devon, TQ12 2JS. Got that? Good.

Dear SG,
In a desperate attempt to finish *DKC*, I bought your mag for the free *DKC* cheat book. I thought, (as you do) that now I'd bought the mag I might as well read the thing, so I did. Congrats! It is easily the best mag for Sega or Nintendo that I've ever read, and I shall certainly be buying the next issue. The only thing which smells, is whoever puts the mag together can't string together a proper sentence, nor connect the right picture with the right game. For instance, in between *Mr Nutz* and *Mortal Kombat II* on the A-Z of reviews, why is there a picture of *Smash Tennis*? Otherwise this mag is indeed most topper.

Want to know a righteous level warp in *DKC*? Of course you do. Finish Jungle Hijinx with only one monkey, but instead of starting Ropey Rampage, press UP to bring him back to Jungle Hijinx. Quickly press buttons L and R, and then hit B exactly on the crook in the trail. You will be transported to slap bang in the middle of Orang-Utan Gang on level 3. Ain't that great?
Dominic Tait

P.S. I have a copy of *Metal Jacket* on the SNES. If I gave you £5 would you take it from me? Didn't think you would.

It matters not how you arrive at perfection, but whether you get there at all. We're glad to welcome a new face into the fold, as that means one less lamer gamer wandering the streets! Now then, whaddya mean we can't string a sentence ... erm, never mind. Thanks for the *DKC* tip. Unfortunately we couldn't test it because the office SNES has gone on strike in protest at John's new haircut; tsk — some consoles, eh! Still, I'd be happy to take your copy of *Metal Jacket* off your hands. It's a milestone in programming and a veritable fiesta of fun and frolics, eek, chaff, wibble bleurgh ... oh no, I'm going peculiar again!



Dear SG,
First of all, I would like to mention a couple of things about the magazine since you took over. I have noticed that the magazine binding is different, in the way that you have gone back to the folds and staples. This is a step down as the magazine will now fall apart after a while. May I suggest that you go back to the way the magazine was previously being produced. The second thing I noticed was that in the Gameboy reviews you didn't mention anything about what the game is like on the Super Gameboy (for example - the special borders).

Now I would like to quote something from Issue 5, page 11, paragraph 3, (entitled 'Jammy Gits') quote: 'A copy of JVC's *Super Empire Strikes Back* is on the way to Jonny Ratchford from Fleet.'

Now I'm sure you can imagine my excitement when I read this, yet eight months later and I still haven't received anything. Why? Am I supposed to send you a SAE? And just to prove that I'm not lying, my answer was 'Luke Skywalker's sister is Princess Leia Organa.'

I do apologise to you if this seems rude or out of line, but I just felt that I ought to mention it.

Finally, I would like to ask if you could possibly continue the *Monster Max* guide from level seven?
Jonny Ratchford

I must admit there's been a bit of unrest over the mag's new binding. I don't mean to sound callous but it really is out of our hands. In a perfect world we'd have 300 pages of solid reviews, all leather-bound hardback with gold inlay, but it simply isn't going to happen. To keep your mags in pristine condition I suggest you buy yourself a decent binder. As for *Super Empire Strikes Back*, well that sounds like a bit of a screw-up at our end. Unfortunately I wasn't connected with the mag at the point. Nevertheless, if you could write in with your address (our friendly secretarial type who does all the inputting has gone an' lost it). I'll do my best to get it sorted out. Sorry about that. Check out the new address in the intro.

Dear SG
I'm the proud owner of a Super Nintendo and enjoy reading your mag.

I think your magazine is a ray of sunshine in the overcrowded mag market. I know some readers think your mag is sinking a bit lower because it has less pages now, but as I see it, it's quality that counts, not quantity. As far as I'm concerned your mag oozes quality.

I also think that the NES should be trashed as it has passed its sell by date. I just have a few points to make and some requests.
Your mag is brill, but it still lacks some cheats and solutions to top games. As I am hoping to buy *Syndicate* in the near future I would be delighted to see some solutions for it.
Andrew Shepherd

To compensate for the reduction in pages we're packing even more quality into those that remain. You're right about the poor old NES. There were a lot of good titles out there once, but the machine really has had it's day. Still, I'm sure all those who have one gathering dust at the back of the wardrobe will take it out every now and again to relive those classic moments.

And if it's a *Syndicate* solution you want, then it's a *Syndicate* solution you shall have - maybe! In fact why don't you send us one yourself, after you've bought the game of course. You might just get your name in the mag. In the meantime check out Issue 10's player's guide.

Dear SG
I think your mag is great; more on this issue later. Please could you answer some questions of mine :

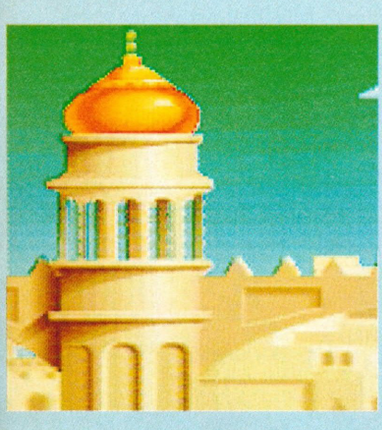
1 Is *Sensible World of Soccer* going to come out on the SNES, as people have said yes and no! My friend has it on the Amiga and I love it to death, but I haven't seen it in your previews yet!

2 Are there any other manager games on the SNES except Kevin Keegan's? I already own this and know it inside out. I could write a guide; in fact, I will if you want! I am fed up with it because all the players are computer generated. Are any other manager games planned?

3 Why have you underrated *Utopia* and *Metal Marines*? Both I regard as classics, and both I would give Gamer Golds too.

4 When I had an NES my fave games were *Defender of the Crown* and *Nintendo World Cup*; do any of these have a future on the SNES?

I think your mag is great and I don't care if prices rise. Keep up the good work lads. Keep us informed with lots of previews, reviews, tips, news and features.
Hwyl (goodbye in Welsh)
Alyn Davies, Mid Glamorgan



1 Yes, yes and yes! Deals are at this very moment being negotiated, so expect to see it towards the end of the summer. More news as it breaks.

2 No other soccer management games can we think of. Again, *SWOS* could be the answer to you problems, with a full management side as well as the perfect action sim.

3 It sounds like you're a bit of a strategist. As everyone knows, the SNES is geared more towards the action side of video-gaming, so our reviews are based upon how we believe the game will be perceived by the general readership. If it's only likely to appeal to fans of a certain genre then that will be reflected in the text and overall mark.

4 No future at all I'm afraid.

I'd watch what you say about the price, matey — you never know who might be listening!

Dear SG
I am a twelve year-old girl and a regular reader of SUPER GAMER. This year for Christmas I got a Super Nintendo and *Street Fighter 2 Turbo*, plus *Mario Is Missing* and *Super Adventure Island*. I also got the 10th edition of SUPER GAMER in my stocking, which came with the free cheat and tips book.

I could get some of the cheats to work on my Gameboy, but I couldn't get any to work on my SNES.

For *Mario Is Missing* it gave a list of passwords, but every time you complete a city then the passwords change. I couldn't get the codes on either *Street Fighter 2 Turbo* or *Super Adventure Island* to work, and I'm quite sure that I'm doing it right!

Could you tell Big Ron to check these cheats again!
Jessy 'Dragon Puncher' Hopper
Ah, what better present to find in your stocking of a Chrimbo

STAR LETTER

Dear SG,
You recently asked, through your letters page, for any suggestions regarding buying games on the cheap.

As a father of two, I usually have to watch the pennies, and my first thought is how to get cheap games without breaking the bank. First, set yourself a price limit and stick to it! Mine's £25.

Then you must be prepared to shop around and keep looking at the prices. Let's face it, shops like WH Smith have quite a range of titles, and they've got to shift them somehow. If you're lucky you can find a few bargains this way (I found *Tiny Toons* for £19.99 and *Mario Kart* for £19.00 this way).

Try to avoid the second hand games stores if you can help it. These dealers know what to buy and what to sell, and you're unlikely to find any real bargains here. I've seen *Jungle Book* on sale at these places for £54, second hand!

On the other hand, have a look around the second hand shops - you know the ones that sell second hand cameras, furniture etc, or even pawn shops. These kind of places aren't fussy about how popular some games are, they buy cheaply and sell cheaply, unlike the second hand games shops, who buy cheaply and sell depending on the popularity of the game. Through the second hand shops I found a mint copy of *Zelda III* for £15.

Have a look at the local papers now and then for any bargains in the classified ads. The problem with this idea is that sometimes you ring the contact number and the game's already sold, or you get a look at the game and its box and it looks a bit tatty, suggesting that it hasn't been looked after. Still, I found a decent *Jurassic Park* cart for a tenner.

Or you can try swapping your games — there are one or two very good ones advertised in magazines. These work pretty well; you pay a small fee, after first phoning the company to check the title you want is available, fill in the forms provided and send the game you want to swap through the post. It may be an idea to send your game registered post - just to be on the safe side. I swapped *Lawnmower Man* for *Alien 3* this way.

As long as you stick to your price limit and keep looking, you can find some real bargains. Nothing's better than finding a classic game rated up in the eighties, snapping it up and telling your mates about the find, watching them go greener and greener and greener!
G L Chapman

Very wise words. Plenty of people are quite happy to whine about the cost of cartridges yet pitiful few seem bothered enough to actually get up and do something about it. Obviously there's always a certain risk involved when going for second hand stuff so make sure you keep your receipts but as you say, there are plenty of bargains out there if you prepared to put in the leg work. Congrats — you're letter of the month!

morn than this enlightening volume? I'm sorry you're having trouble with the cheats, but I can assure you they were all thoroughly checked by BR (he likes to be called that) before being included. The *Street Fighter II Turbo* codes are all down to precise timing. Basically you've just got to try them over and over until they work — and they will, eventually. As for *Mario Is Missing*, the passwords vary depending on your status, so you can restart with the number of lives and points you had when when you were given the password. Therefore even if you start with one of our passwords, the next one you earn for yourself is likely to be different.

Dear SG
I have been a dedicated subscriber for over a year to your magazine. Living where I do in Australia means that we don't have a newsagent for over



375 miles, and therefore I rely heavily on subscription magazines.

For some unknown reason, I was not sent issue number 11 of your magazine. I have made inquiries with the post office, and due to the small number of people who live in my area, and the fact that I pick up my own mail from the Post Office, my magazine does not seem to have reached here.

We only travel into town twice a year. Last year, when I was in town, I purchased a copy of *DKC*. Great game, but I needed a hand and awaited your SUPER GAMER solution.

Shortly after, I received issues 12 and 13 of your magazine, but I seemed to have been missed off the mailing list for issue number 11.

Could you please send me a copy, as I have still not yet received any copy and have since received the following two.

I have renewed my subscription to your magazine and I look forward to receiving my future issues of your fine magazine.
Bruce MacDonald

Blimey! 375 miles to the nearest newsies, eh? In that case I can quite understand your despair, and have forwarded your letter on to our subscription people. I honestly don't know what can have happened, but as we speak a brand spanking new copy should be winging its way across the ocean packed chock-full of all the usual guff. Right, how about a bit of inside info on *Home and Away* then, eh?

Dear SG
I just wanted to say thank-you and congratulations on your excellent complete guide to *DKC*. I now have 101%, with a * to boot! I do have a confession to make though. I was duped by a magazine that will remain nameless. It offered a complete guide, but they had obviously not completed it! I found it a total waste of time! It was obviously stuck for good tips and was offering a prize for the most original tips - I could've cleaned up! But who wants a year's subscription to a total waste of time?

Thanks for continuing to be the number one in games magazines and especially tips. I will never stray again, no matter how despairing I become. I'd killed the end boss with about 50% done, I had 70% done before seeking tips, my main



problem being that I could not work out where the missing uncompleted levels were. I am still not sure I found all the Kong letters; one of the water levels had me looking everywhere.

Anyway, now what do I do with my 'spare' time? A friend has borrowed *DKC* , and in exchange I have borrowed his *Lion King*, also on the SNES. As he handed it to me, he explained that he was stuck on the last part of the game, which I realise is nicely laid out in the current issue too! I will let him know .... later!

So it is off to *Lion King* I go! I am renowned for being able to complete games fairly quickly, although I do have some distractions. But I win the admiration of the kids around here. You see, I am a thirty-something mother of two (the distractions I mentioned being Annika, 8 and Ben, 4).

Thanks again for a great magazine, and keep up the good work.
Sue McDonald and Family

Crikey, it sounds like we could use your help with the tips section! We have people around the office - dark shadowy figures with bloodshot eyes and grey skin, who live on a staple diet of coffee and Hob-Nobs. They have matches wedged under their eyelids to keep them open, and usually a chain running from one ankle to a hot and smoking Super NES. These are the people responsible for compiling some of the world's top tips. Mind you, they really wouldn't have it any other way.

My mum can't cope with anything more complicated than left/right - maybe fire at a push. And it's good to hear of yet another reader who has found the *DKC* book useful, as it sure was a heckuva thing to put together. Keep your eyes open for more cover-mounted freebies in the future.



SUPER GAMER

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Sorry, but any issues not listed have been sold out.

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%

ADDAMS FAMILY VALUES
An overhead adventure which could have been a classic but the slow, repetitive gameplay lets it down.
Overall 75%

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%

AIR CAVALRY
Mode 7 dogfights in helicopters. Plays well, looks good and has a nifty two player option.
overall 85%

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%

BC KID
Real platform junky stuff. If you can't tire of more of the Mario-style stuff, with cutesy graphics and the odd inspired bit, then you won't go wrong with this.
Overall 85%

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BUGS BUNNY
Gorgeous graphics make this a very special cartoon game indeed. Playability is much more friendly than Bubsy and it's damned original to boot!
Overall 90% GAMER GOLD!

BULLS VS BLAZERS
A comprehensive basketball sim with great FX and music. Unfortunately, it runs too slowly to rival *NBA Jam*.
Overall 79%

C2: JUDGEMENT CLAY
Not as good as the original and far too annoying to play. The speech and characters are quite good, but the graphics are sludgy and you're better off with *MKII*.
Overall 79%

CALIFORNIA GAMES II
Windsurfing, JetSurfing, SnowBoarding, BodyBoarding, Hang-gliding and Skate-Boarding are on offer. Sadly none are particularly well done.
Overall 69%

CAL RIPKEN JNR BASEBALL
A standard baseball sim with a few too many irritating pauses to appeal beyond fans.
Overall 71%

CANNON FODDER
A pixel-perfect conversion of the Amiga classic. Guiding your little troops around, blasting away the enemy, is superb fun. An original concept that works wonderfully.
Overall 93% GAMER GOLD!

CARRIER ACES
Lots of mode-7 blasting action, with dog fights galore and plenty of missions to keep you happy. Hardly a fully fledged flighty sim, but what it lacks in depth it makes up for in sheer enjoyment.
Overall-83%

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%

CRAZY CHASE
Another Nintendo goodie, Crazy Chase is an isometric feast of action. More than a platform game, it's a throw back to the days when arcade games were playable, funny and full of surprises.
Overall 86%

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%

DEMON'S CREST
A magnificent arcade adventure, although there are many ideas nicked from the likes of Ghosts and Goblins and other aged games.
Overall 83%

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%

DIRT RACE FX
Easily beats Stunt Race FX for speed, enjoyment and playability. There may not be as many options, but the racing's smoother, more challenging and, well, dirtier really!
Overall 95%

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!


Rights
Rights
Rights

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%

HEBEREKE'WS POPOON
A Tetris/Dr Mario style game which, as is the norm, will thrill fans of the genre but prove an absolute turn off to those who loathe this kinda palp. You pays yer money, takes yer choice…
Overall 88%

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%

HURRICANES
Slated by the team of old, the game is devoid of any real entertainment being a far inferior clone of the rather average Soccer Kid.
Overall 32%

HYPER V BALL
A neat idea, but not such a hot game, unfortunately. You control a team of men, women or fanatical droids in this horizontally viewed futuristic volleyball sim.
Overall 69%

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

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

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

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

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

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

INTERNATIONAL SUPERSTAR SOCCER
They said it couldn't be done, but Konami cam up with a game that bettered all other soccer games before it. The attention to detail and sheer playability is outstanding, not to mention the superb visuals and sound effects. It's all over Brian.
Overall 95% GAMER GOLD!

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%

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 X2
With all the features you'd come to expect from *Mega Man* games, this is just as polished as past attempts although a little too close to the other games for comfort. Still one of the best platform blast-em-ups around though.
Overall 85%

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%

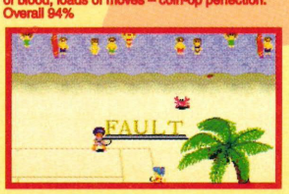
MIGHT & MAGIC II
An efficient conversion of a huge, if somewhat dated PC RPG.
Overall 77%

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!

MR TUFF
A fairly original platform game, although there's still too many tired formulas involved. Still, platform fans will definitely take a shine to it.
Overall 86%

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

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

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

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

NBA JAM
Boomshakalaka! This is THE basketball game, superb graphics playability and a stonking four player game. Awesome!
Overall 94% GAMER GOLD!

NBA JAM TOURNAMENT EDITION
Yes, it's fun, yes, it's got plenty of stunning action, yet if you've got the original, it's a lot of money to fork out on what amounts to a fivers worth of extras.
Overall 89%

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%

NFL QUARTERBACK CLUB
An okay attempt at that funny game of American Footie, but still not up to the quality of *Madden 95*.
Overall 75%

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
Possibly a little on the easy side, but the smooth, detailed graphics and plethora of moves make up for that. A nice little beat em up in the *Final Fight* mode.
Overall 86%

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%

PAGEMASTER, THE
A poor conversion of a poor concept - very few original ideas which are poorly strung together at that.
Overall 68%

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%

A-Z OF GAMES

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%

PINBALL FANTASIES
The definitive pinball game on any system. Four tables of frenetic action. Superb.
Overall 90% GAMER GOLD!

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%

POCKY & ROCKY 2
Suffers from being too similar to its predecessor. Still, if it's blasting you want then you won't go far wrong here.
Overall 83%

POP 'N' TWIN BEE
A ton of cuteness, a simultaneous two-player mode and Konami programming should've made this a huge hit. Sadly gameplay is boring and repetitive.
Overall 61%

POPULOUS
A massive game with a thousand levels, ten different worlds and a tough computer opponent.
Overall 77%

POPULOUS II
Bigger and much, much better than the original, *Pop II* takes you into ancient Greece. Sheer class and perfect for *Populous* fans. At last a sequel that's better than the original.
Overall 90%

POWERDRIVE
A fairly strong rally driving game with good atmosphere but some horrendous slow down problems at times. Not *Mario Kart*, but a good alternative.
Overall 79%

POWERMONGER
Graphically this is one of the Super NES's best wargamer, with some brilliant 3-D landscapes.
Overall 71%

PRINCE OF PERSIA
A classic, boasting superlative animation. 20 big levels need to be completed, with a tight overall time limit and plenty of puzzles to test both your arcade reflexes and your brain cells. Brilliant.
Overall 88%

PUGGSY
Non-descript platform game where you must use various objects to open the exit. An unlikable central sprite (Pie man?) and slow pad response are guaranteed to annoy.
Overall 42%

PUGSLEY'S SCAVENGER HUNT
A superb development of *Addams Family* which looks and sounds good.
Overall 88%

Q*BERT III
A classic coin-op is expanded into a massive challenge, but playability is severely lacking.
Overall 65%

R-TYPE III
Stonking conversion of the classic shoot-'em-up from the Eighties. Graphics are coin-op quality, sound is excellent – and it's b*** hard!**
Overall 91% GAMER GOLD!



RAINBOW BELL ADVENTURES
Haven't we all seen something like this before? A standard platform adventure with great graphics, but a bit flat to play.
Overall 72%

RANMA 1/2
The official version has English text, but otherwise this very Japanese, anime-style *SFII* clone is unchanged. Very weird, very funny and very easy.
Overall 68%

REN & STIMPY: TIME WARP
If you like the surreal cartoon show then you'll love this accurate Ren & Stimpy game. Full of annoying samples and colourful graphics, this is better than *Veediots*.
Overall 80%

REN AND STIMPY: VEEDIOTS
Ultra-weird American cartoon retains much of its style in this imaginative and varied platformer. If only there were more of it...
Overall 77%

RIDDICK BOWE
Thumping boxing simulation, but lacking in gritty realism. No blood and bruises makes for a very boring beat-'em-up. Shame on you, Nintendo!
Overall 83%

RIVAL TURF
Too few combat moves, jerky graphics and not enough challenge. The only good point is the simultaneous two-player mode.
Overall 51%

ROBOCOP 3
Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thorougly misconceived.
Overall 36%

ROBOTREK
One of those RPG'S you'll either love or loathe. The combat is a series of decisions rather than actions, and there's plenty of searching to be done. *Zelda* it ain't, but still a very absorbing game.
Overall 82%

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%

SEA QUEST DSV
Atmospheric and with plenty of depth (excuse the pun), *Seaquest DSV* really got the team worked up. Plenty of missions and a good sense of adventure.
Overall 90% GAMER GOLD!

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
What worked well on the Gameboy doesn't come off on the SNES. The ball movement is too unconvincing and makes a mockery of the game.
Overall 68%

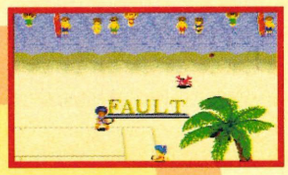
SIM CITY
City planning must be one of the most boring subjects on Earth, in fact very compulsive, the underlying principles are complex, but initially it all seems very simple. Brilliant.
Overall 85%

SIM EARTH
More of an educational experience than a game, this is a very sophisticated program dealing with geology, ecology and evolution.
Overall 80%

SINK OR SWIM
Looks and sounds appalling but there's a game in there screaming to get out. Puzzle cum platform action which doesn't quite make a classic yet is a solid, playable game.
Overall 78%

SKYBLAZER
Sony's latest platform adventure is similar to Hook (perhaps too similar?), but it plays very well.
Overall 85%

SMASH TENNIS
Sorry Nintendo, but *Smash Tennis* is and always will be the BEST tennis game on the Super NES – bar none. Excellent four player multi-tap option, but loads of courts and moves. Unbeatable!
Overall 94% GAMER GOLD!



SMURFS
I hate them, I hate them, I hate them, I hate them, I hate them, I hate them, I hate them, I hate them, I hate them, I hate them, 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%

STARGATE
More than just another platform game, Stargate combines a multitude of styles and comes away a fun, involving game.
Overall 90% GAMER GOLD!

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!

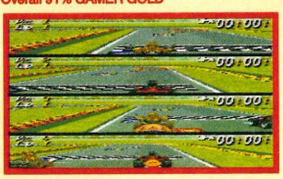


STREET FIGHTER II
What can we say? Eight different fighters to choose from, each with brilliant animation and an incredible wealth of moves fully utilizing every button on the joypad – and then some! It's an excellent and very tough one-player game, an utterly brilliant two-player game.
Overall 93% GAMER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

SUPER TURRICAN 2

Without a doubt, one of the strongest shoot-'em-ups on the market. Plenty of weapons to use and a host of baddies to kill, maim and destroy.
Overall 92% GAMER GOLD!

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!

ULTIMATE PARODIUS
A weird and very wacky shoot-'em-up based on the *Nemesis/Salamander* games. Featuring 11 ships and a host of levels, it'll keep any blasting fan happy.
Overall 88%

ULTRAMAN
A below average one-on-one beat-'em-up. Graphics are mediocre and the enemies hold no surprises.
Overall 31%

ULNIRALLY
Looks good, and there's some original ideas in this unicycling racing game, but it does tend to get very repetitive after some play. Try before you buy.
Overall 79%

UN SQUADRON
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans.
Overall 93% GAMER GOLD!

UTOPIA
Play God in this futuristic version of Populous. Space ports, energy stations and sports centres are all you need to keep the people happy. Enjoyable only to Sim City freaks.
Overall 85%

VAL D'ISERE
A great idea on paper, however the superb Mode 7 skiing sim suffers from repetition and loss of interest. Graphics are great and speed is never a problem, but after a few goes this turns out to be nothing more than *OutRun* on skis.
Overall 77%

VEGAS STAKES
Poker, Craps, Roulette, Blackjack and Slot Machines are well implemented with slick presentation allowing you take your winnings from one game to another on your quest to break each casino's bank.
Overall 60%

VIRTUAL BART
Like *Bart's Nightmare* only with more sub games and some even more hilarious samples. Bart must escape from the VR machine by completing every special game. A laugh from beginning to end.
Overall 84%

VIRTUAL SOCCER
Overhead, angled and side-on perspectives are on offer here, along with surprisingly in-depth gameplay. Battery back-up saves customised teams.
Overall 93% GAMER GOLD!

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

WARPSPEED
A banal remix of Star Raiders. Mode 7 produces some stunning graphics, but the gameplay is strictly antique.
Overall 69%

WAYNE'S WORLD
Plenty of humour and some good if ultimately irritating samples fail to save this mediocre platformer.
Overall 51%

WORLD CUP STRIKER
Technically brilliant, but strangely similar to the original *Striker*, the World Cup version has battery back-up and more options. Only worth a look if you haven't got *Striker*.
Overall 82%

WE'RE BACK
An overly easy, but still quite playable platformer based on a Spielberg-produced cartoon about cutesy dinosaurs.
Overall 58%

WILD GUNS
Real Op Wolf/Lethal Enforcers type stuff - line them up and shoot them down! It's pretty impressive to look at too and despite being simplistic as a concept, it has many hidden surprises. Cool.
Overall 91% GAMER GOLD

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%

A BOY AND HIS BLOB

NES

Tedious, boring platform adventure from veteran programmer David Crane.
Overall 25%

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

ADDAMS FAMILY
Standard platform action in this conversion of the Super NES game. Good challenge, but boring to play.
Overall 74%

ADVENTURE ISLAND 2
A slightly playable platform game, but generally unremarkable.
Overall 64%

ADVENTURES IN MAGIC KINGDOM
Kiddish Disney fun that's far too easyto be worth buying.
Overall 47%

ADVENTURES OF LINK
Timeless adventuring masterpiece that should be a valued possession of any adventure lover.
Overall 93% GAMER GOLD!



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

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

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

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

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

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

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

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

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



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

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

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

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

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

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%

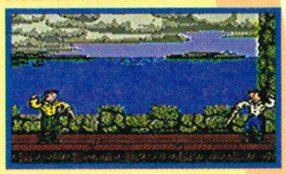
PAPERBOY
Lamentable arcade conversion that will appeal only to paperboys, and then only if they're workaholics.
Overall 30%

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. Hueyuuughhhhhhhhhh!
Overall 5%

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

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

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

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

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

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

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

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

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

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



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

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



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



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

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

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

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

SPY VS SPY
You play Black or White, and the idea is to kill each other off with bizarre booby traps. Based on the MAD magazines.
Overall 87%

STAR TREK
Faithful adaptation of the classic Sixties Sci-Fi series. Good plots, but too short. Needs a bigger sequel. Ask Andy McDermott for ideas, Konami!
Overall 88%

STAR WARS
One of the best platform adventures around. Follows the film plot scene for scene almost and features some great flying sections as well.
Overall 91% GAMER GOLD!



STEALTH ATF
An abysmal attempt at a flying game, a real bogey.
Overall 29%

STREET GANGS
Average beat-'em-up with interesting weapons and secret routes to the bosses. Not well known.
Overall 69%

SUPER JAMES POND
Very cutesy game which is colourful, playable and good fun.
Overall 80%

SUPER MARIO BROS
The game which launched Nintendo to stardom, plays like Bryan Cant, graphics are a bit dated though.
Overall 85%

SUPER MARIO BROS II
A good game, but doesn't really live up to previous standards, weakest of the Mario series.
Overall 80%

SUPER MARIO BROS III
The best platform game ever on the NES, superb playability, secret rooms galore and loads of levels – the ultimate in entertainment.
Overall 96% GAMER GOLD!

SUPER OFF ROAD
Good top down racing game, fast, but slightly uncontrollable.
Overall 77%

SUPER SPIKE VOLLEYBALL
Good volleyball game, featuring lots of moves, quite easy though.
Overall 83%

SWORD MASTER
Fairly standard platfrom adventure, tends to become very tedious after a short while.
Overall 68%

SWORDS AND SERPANTS
Different angle on the adventure game, which some people find entertaining, but others detest.
Overall 45%

T2: JUDGEMENT DAY
One of the best NES film conversions. Arnie is mean, and there are plenty of explosions and levels to satisfy even the most ardent war freak.
Overall 85%

TALESPIN
Very hard platform shooter, good graphics but unplayable really.
Overall 62%

TECMO WORLD WRESTLING
Awful wrestling game, that looks a mess and plays even worse.
Overall 51%

TETRIS
Overwhelmingly addictive puzzle game that grabs you and won't ever let go.
Overall 86%

TETRIS 2
Not enough variation on the original *Tetris* to put this in the same boat, but the two player game is worth a go.
Overall 75%

TINY TOON ADVENTURES
Cute platform larks, very repetitive though, but pleasant enough to play.
Overall 80%

TMHT
The turtles made their NES debut in this platform game. Features all the characters and is very, very hard.
Overall 73%

TMHT 2
Much more of a beat-'em-up in the *Final Fight* mould, an improvement on the first game.
Overall 79%

TOM & JERRY
Cartoon capers abound in this average cartoon tie-in.
Overall 69%

TOP GUN 2
Oh dear, another miserable flying game.
Overall 40%

TOTALLY RAD
Outer space is the playground for this cosmic platformer, quite difficult and dull.
Overall 65%

TRACK AND FIELD II
Superlative sports action with lots of events and plenty button abuse.
Overall 89%

TROG
Easy to get into Pac-Man clone with Stone-Age graphics. Still fun, though.
Overall 72%

TURBO RACING
Good racing game that is worth perserving with.

Go through a whole season and then the challenge of improvement will grab you.
Overall 82%

ULTIMATE COMBAT
This is the nearest you'll get to a good flying game on the NES.
Overall 79%

ULTIMATE STUNTMAN
Playing – yes! – a stuntman, you battle your way through tough and varied stages to defeat Doctor Evil. Good, satisfying fun.
Overall: 82%

WILD GUNMAN
Another zapper gun game. Good fun with a few friends, but will soon lose its appeal.
Overall 60%

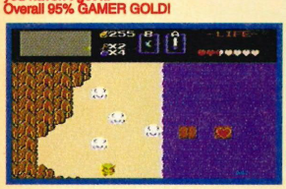
WIZARDS & WARRIORS III
Long-winded RPG with loads of battles, spells and dungeons to pillage. A great time was had by all.
Overall 79%

WORLD CUP
The pileof bad football games on the NES is bolstered by this lame product. The humour may appeal though and there are some curious special kicks.
Overall 38%

WWF
Wrestling games will never work on an 8 Bit machine, this proves it.
Overall 40%

YOSHI'S COOKIE
Neat puzzle game very much in the *Tetris* niche. Two player game is it's strong point.
Overall 84%

ZELDA II: ADVENTURES OF LINK
Easily one of the best RPGs of all time, despite the simple graphics, Zelda II is a worthy addition anyone's collection. Get it, if you haven't got it.
Overall 95% GAMER GOLD!



ADVENTURE ISLAND
Standard platformer which fails to shine, dull

GAME BOY

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%

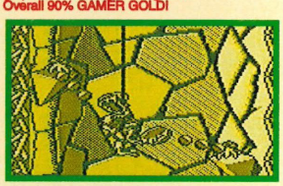
BATMAN
A mix of platform and shoot-'em-up action which ties together very nicely for an all-round entertaining product.
Overall 80%

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 (arrrghhh) 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%

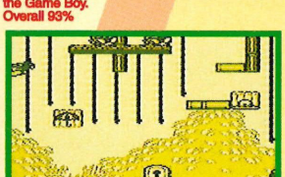
DAFFY DUCK
Fast moving and challenging platform licence which manages to convey the frenetic action of Daffy's cartoons and is full of surprises. Good for kids.
Overall 83%

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%

FIFA SOCCER
Another brave attempt by Malibu games, yet this one comes off reasonably well. It's a bit slow on the Super Gameboy, but in usual monochrome mode, this has plenty to offer soccer-starved fans.
Overall 85%

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, THE
Based on the latest film, this isn't the strongest Flintstones game out there, but it's still an enjoyable romp through Bedrock. Tends to get repetitive though.
Overall 82%

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%

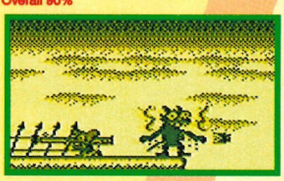
HOME ALONE
Quite literally one of the saddest, most demented games ever to be seen in this universe.
Overall 18%

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%

JOHN MADDEN '95
A brave attempt to bring American Footie to the Game Boy which doesn't quite com off. Still, if this is your thing then there's definitely a few hours of entertainment lurking in here.
Overall 72%

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%

JUNGLE STRIKE
An amazing conversion of a truly classic game, Jungle Strike was well worthy of the Gamer Gold accolade!
Overall 90% GAMER GOLD!

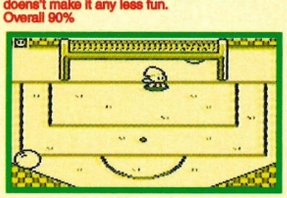
JURASSIC PARK
A massive arcade/adventure that is worth playing if your after a time consuming challenge.
Overall 83%

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!

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%

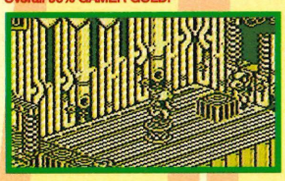
MEGA MAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics and fine playability.
Overall 83%

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% GAMER GOLD!



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%

STARGATE
A fairly strong puzzle game which owes little to the film, more the overall concept. Still, it's quite

fresh and original and worth checking out.
Overall 89%

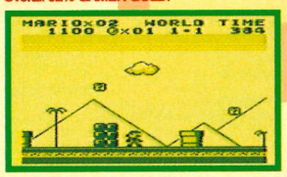
STAR TREK: TNG
Technically accurate, but intensely boring and lacking in any kind of 'zing' whatsoever. Trekkie fans will abhor this sad attempt at a conversion.
Overall 62%

STAR WARS
Absolutely wonderful platform game, involving, playable, atmospheric, in fact everything you want in a platformer.
Overall 93% GAMER GOLD!

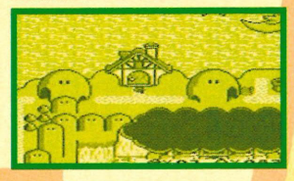
SUPER HUNCHBACK
Luscious graphics and humorously playable, no humps here, just a solid well programmed platformer.
Overall 87%

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%

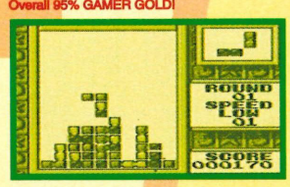
TALESPIN
Quite a tricky shoot-'em-up this. Features characters from the cartoon, but certainly won't appeal to younger players when it's this difficult.
Overall 65%

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%

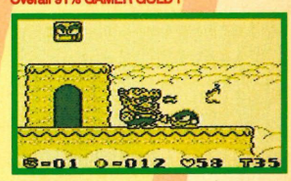
TOM & JERRY
More perilous adventures with the famous cat and mouse duo, but this time the two have become friends (yeuch!) to escape the people smashing up their house.
Overall 71%

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 !



WARIO BLAST
Bomberman meets Wario and, as would be expected, it's superb. The big let down, though, is that there's no two player mode.
Overall 88%

WC STRIKER
Could have been great – sadly it isn't! Fiddly control system, badly shaded graphics and not much fun to play. A duffer.
Overall 54%

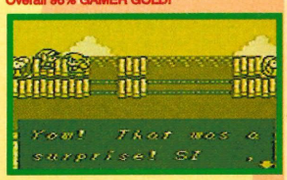
WINTER OLYMPICS
Even worse than the Super NES version (a feat indeed!), this is atrocious, nightmare stuff – Huuuuuuurrrghhhhhh!
Overall 35%

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

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

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

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



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

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

THE CHEEK!



US GOLD GET CHEEKY AS FEVER PITCH BARES ALL!

SUPER GAMER 16

ARSENTIAL PURCHASE!

Plus!



NHL HOCKEY 95

Plus!



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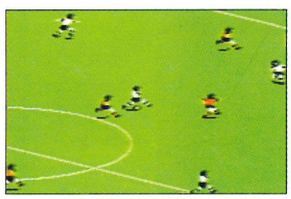
PGA EURO TOUR

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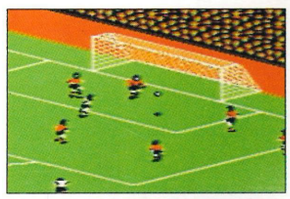


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GB Action 90% Super Gamer 85%
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