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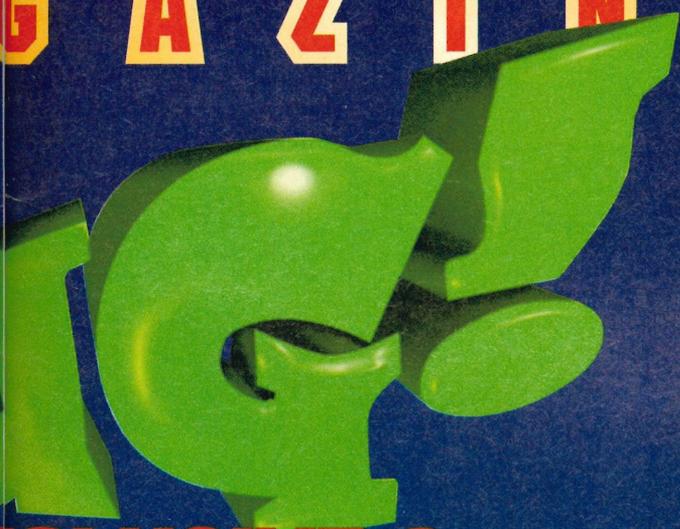
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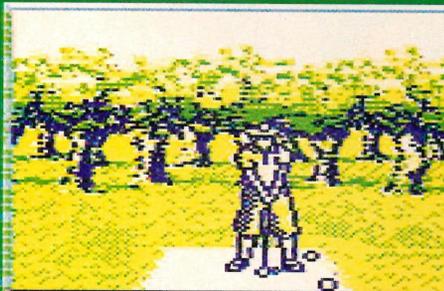
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PGA EURO TOUR

PGA EUROPEAN



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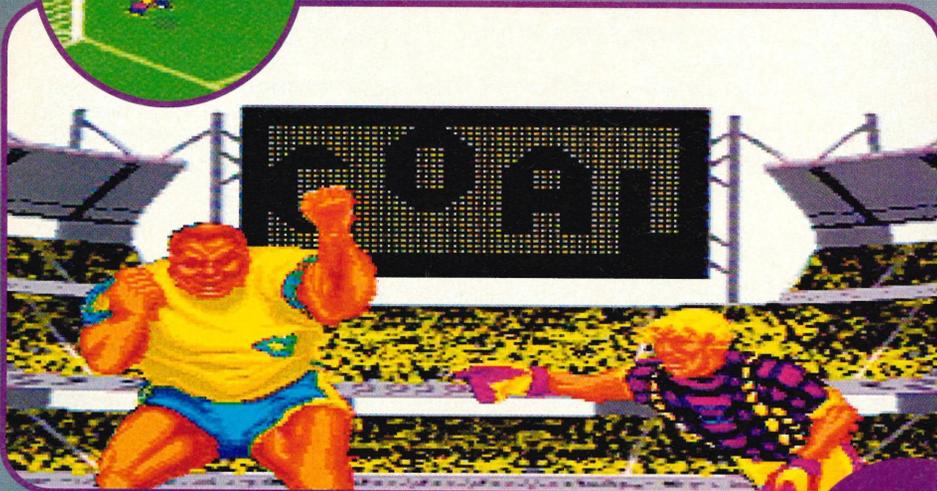
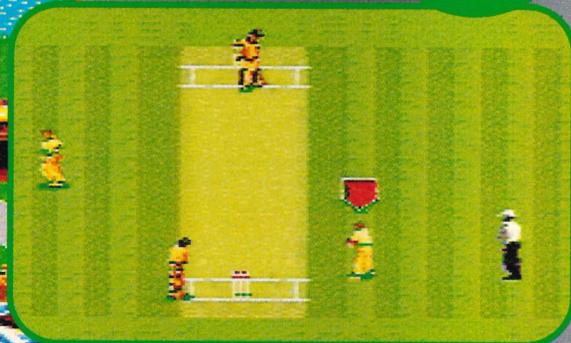
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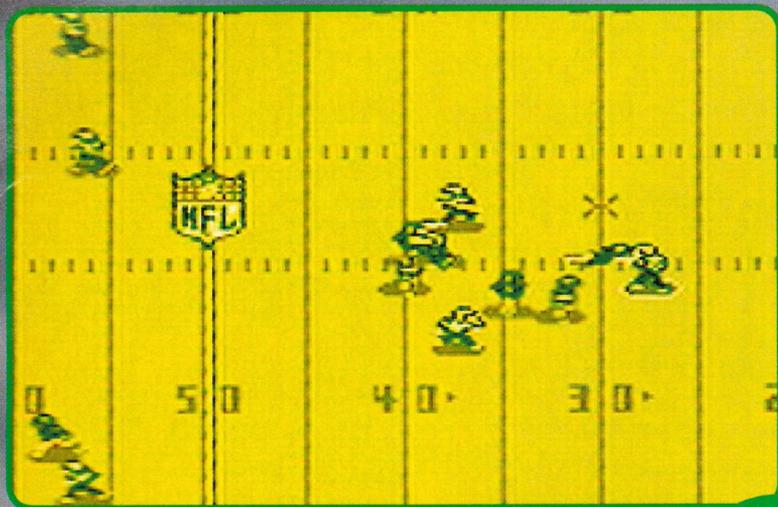


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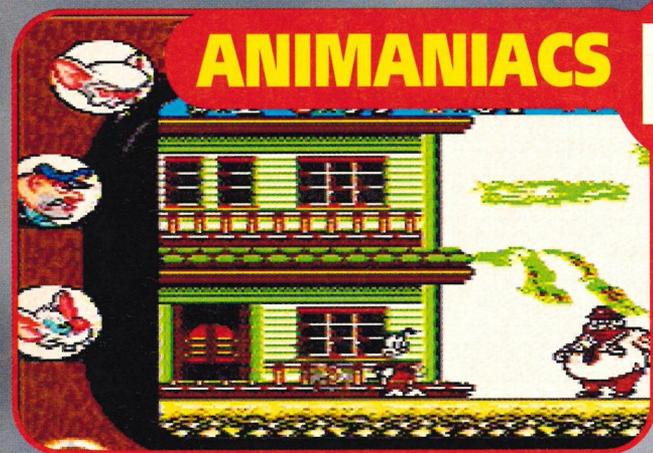
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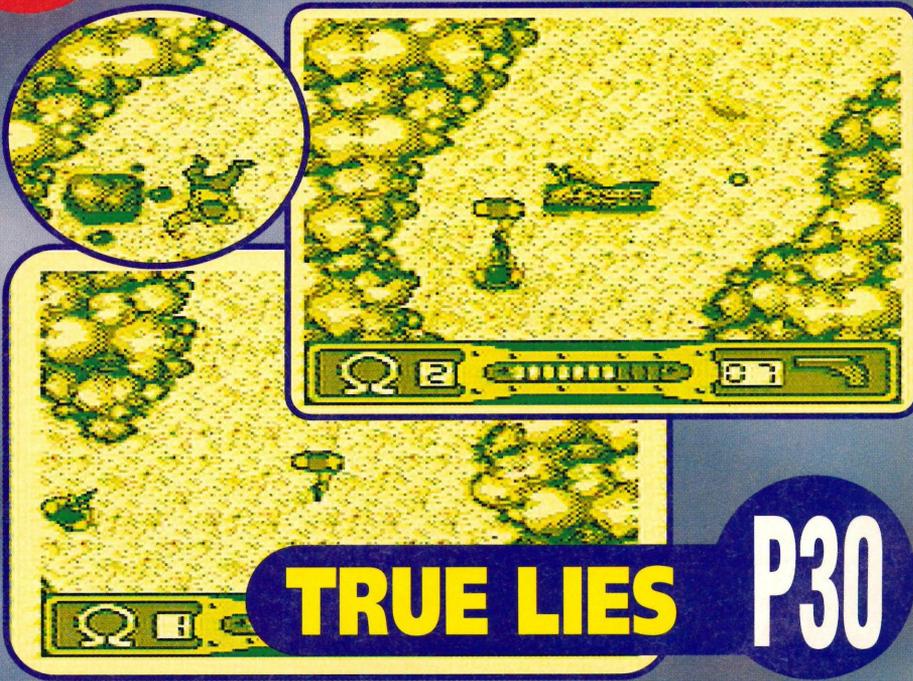
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The Nindependent

FUN IN THE SUN?



Well, here we are. Summer is almost upon us and yet the arrival of games remains as a trickle. Perhaps we might have expected things to have picked up a bit by now but it just ain't happening. This certainly isn't the end. Recently we've heard rumblings of a *DKC* sequel and a new *Mario* title in the pipeline but that doesn't exactly constitute an opening of the flood gates.

So what is the reason for all this lack of activity? The SNES certainly isn't being phased out yet. And as for the Gameboy, well, GB owners have never had it so good. Okay, maybe that's a slight exaggeration, but there are so many big titles around at the moment it's unreal. *PGA Euro*, *Jungle Strike*, *True Lies* and *Earthworm Jim* still to come.

Perhaps one of the most disappointing things about shortage of quality titles is that, as a result, sometimes the software boys deem it necessary to release something in the meantime and the games we do get during these prolonged lulls can be rather second-rate. Now I'm sure that marketing departments across the industry would take issue with that, but then you wouldn't really expect them to react any differently. It's one of those hunches you get, but you have no way of finding any evidence to prove your argument.

Fever Pitch is perhaps one such title, reviewed this issue. There's been a great deal of hype but not much to back it up.

Maybe the lull has something to do with

Nintendo's temporary pre-occupation with the first official unveiling of that old chestnut the Ultra 64. Alright, alright, calm down. Before you all go dashing, hammers in hand, in the direction of apprehensive looking piggy banks, this doesn't mean an earlier release for the machine over here. The show is the Electronic Entertainment Expo, or E3, making its debut in Los Angeles. In fact it will have been and gone by the time you read this, but already it promises to be the biggest trade show ever. Hopes for it are so high that the organisers are already planning to bring the event over here, or at least over to Europe, for next year to challenge the established ECTS spring and autumn exhibitions. How it will fair remains to be seen, but has already overhauled the Chicago CES after that show had been the premier event of its kind of a decade.

But back to the Ultra 64.



THE ONLY PAPER WITH
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The launch, if that's what it is, has fuelled the appeals of retailers and management over here to get the thing out before Christmas. With the Sega Saturn, PlayStation and Jaguar all already available albeit only on import in some cases, it means Nintendo are the last major hardware producer to play their hand with reference to the next generation.

One wonders whether they are attempting to reaffirm their status as the most powerful players in the industry by steadfastly refusing to be pushed into anything by any outside influences. They must be careful that things aren't delayed for too long however, or by the time the damn thing sees the light of day everyone will be so sick of the (lack of) sight of it that nobody will bother. Make of it what you will, but they're treading a very precarious path if you ask me!

POLL PUTS SG TOP

A RECENT SUPER GAMER SURVEY FIRMLY ESTABLISHED OUR ESTEEMED PUBLICATION AS THE NATION'S FAVOURITE BEDTIME READ. HUNDREDS OF PEOPLE ACROSS THE COUNTRY (WELL, THE FOUR OF US IN THE OFFICE ANYWAY) UNANIMOUSLY VOTED SG AS THE NO 1 NINTENDO MAG. SO, THERE YOU HAVE IT, IT'S OFFICIAL, WE'RE THE BEST AND DON'T FORGET!

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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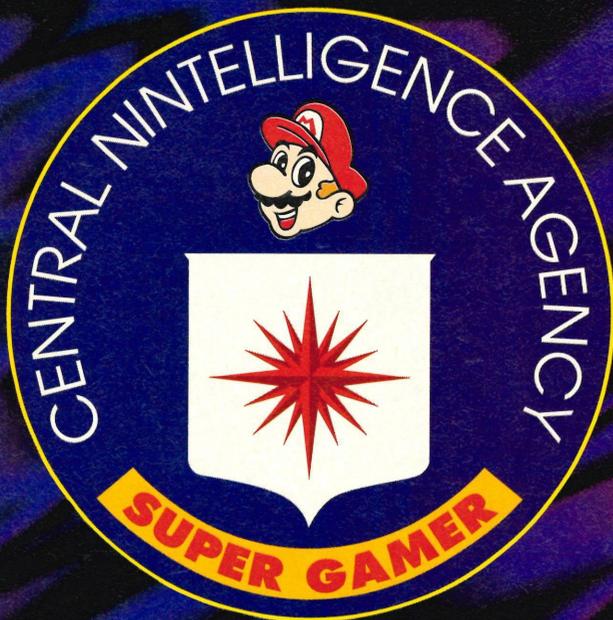
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STRIKE THREE

you're outta here!

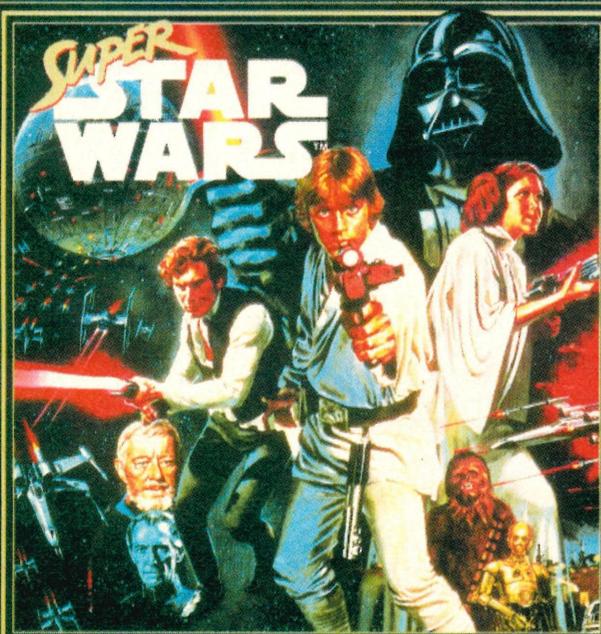
Okay, okay, it sounds like baseball, but it's meant to! Oh heck, anyway following the success of *Jungle Strike* and *Desert Strike*, a new Strike adventure is now in the pipeline. This saga has been going on a bit long now, let's hope they're not just flogging a dead horse, so to speak.



Gameboy

feels the force

At long last it seems Gameboy owners are finally going to get the chance to enjoy the antics of Luke, Han and the rest of the Star Wars clan. To say it's long overdue is a bit of an understatement, sorta like saying Miles needs to have a wash. Still, with a cart due out around the end of the year, it's better late than never I think!



Mortal Kombat

again

These poor suckers have been kicking the stuffing out of each other for some time now, but here they are again, preparing to make a third appearance. Both Sonja and Kano have returned from the first outing, whilst the rest of the fourteen characters come from the second, or are new. On top of this the usual hidden characters are promised, as well as some revamped graphics and improved sound. I'm always a bit wary about sequels, they so often fail to live up to their predecessors, but *MKIII* looks a safe bet to equal, if not better, anything we've seen before.

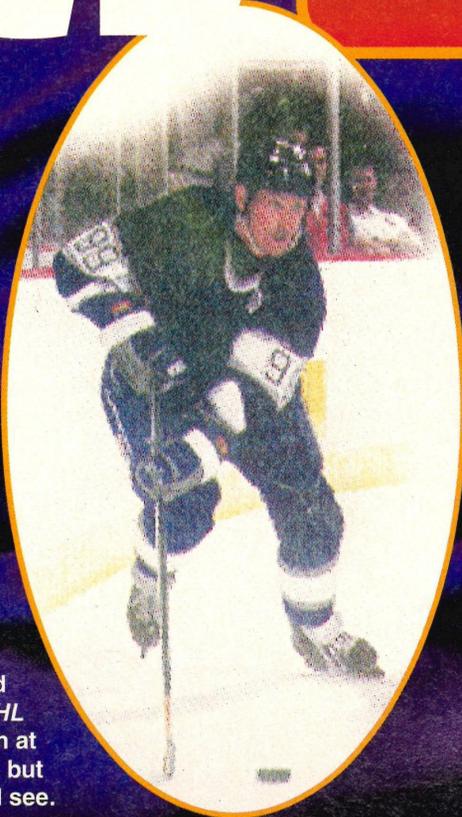


COR BLLENHEIM

After the hugely successful Spring ECTS show, the organisers Blenheim are psyching themselves up for the Live '95 show, with a huge space reserved for a 'Games Zone'. Nintendo were one of the first to sign up and are expected to show of all their exciting new products and projects at the September bash.

FIRE *and* ICE

God knows why Ice hockey games are so popular, after all, it's rarely on TV, no one ever plays it and the closest most of us will get to an ice skating rink is when there's some black ice on the road. Still, popular they are, so it's no surprise to find out another one is about to flex its muscle on the games market. Wayne Gretzky's *NHLPA All-Stars* is set for July/August-ish release and Time Warner are convinced it's going to knock *NHL* of its cosy little perch at the top. Fighting talk, but we'll have to wait and see.

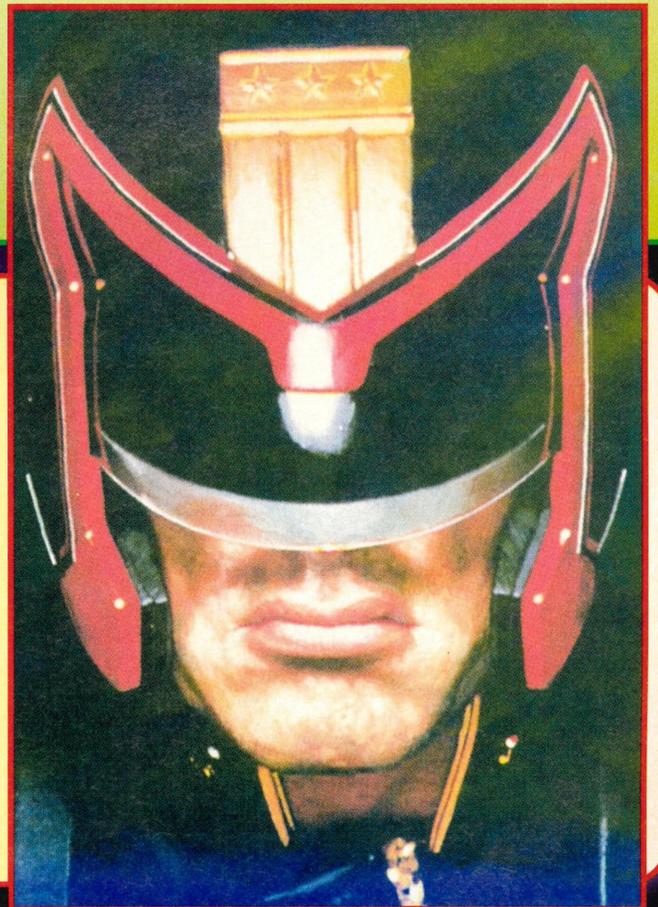


Virtually **Here**

The Virtual Boy seems to have been flittering on the horizon for some time now, but its release finally seems to be around the corner. Nobody's yet sure how it's going to go down, but its chances of success were given a welcome boost by the announcement of two new games being lined up. The first is a flight sim, and the second a shoot-em-up. As yet, there's no piccies, but we'll get them asap.

everything's Dandy *thanks to Daisy*

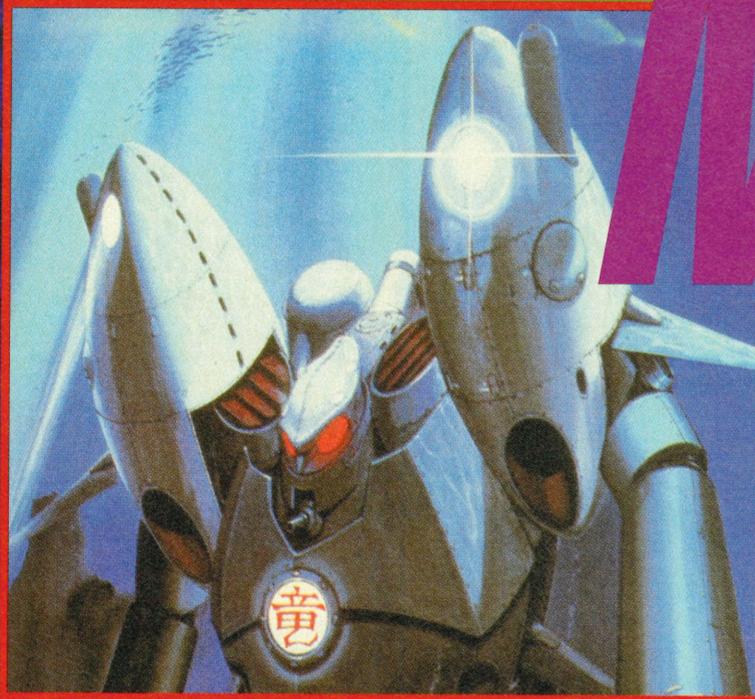
Nintendo have just spent somewhere in the region of \$250,000 and 7000 man hours developing a new, state-of-the-art system that will allow instant access to cheats, tips and maps for over 1500 games. D.A.I.S.Y (direct answer information system) as it's been called, will result in an even quicker response whenever you ring the Nintendo Hotline and means that more calls can be logged per hour than ever before. So, the day's of spending hours trying to get through and then having to wait ages for what you're after are now, hopefully, well in the past.



DDay *for* **Dredd**

Acclaims second big budget release this year, Judge Dredd, is fast approaching its release. Set for June 16th, this eagerly awaited film tie-in promises to be just as good as the recent NBA Jam TE (although it's not about basketball!). Sylvester Stallone stars as the comic book hero cum film star in the smash hit film that is due out in summer and some clever timing (mmm) should help shift the carts from the shop shelves. Acclaim have been keeping things tightly under wraps, but expect a full preview next month and find out if it'll live up to expectations.

Manga magic



One of the greatest perks working on Super Gamer (apart from all the gratuitous gaming) is the sack load of free Manga vids we get sent every month. These mind-blowing Sci-Fi adventures feature some of the best animation and action ever seen on VHS and as a result are becoming hot property across the world. The latest Manga vids to hit the market, from Pioneer, continue this great Japanese tradition in impressive style and *Kishin Heidan* is certain to become an Anime classic.

The story begins in 1941 with the world ablaze with global war.

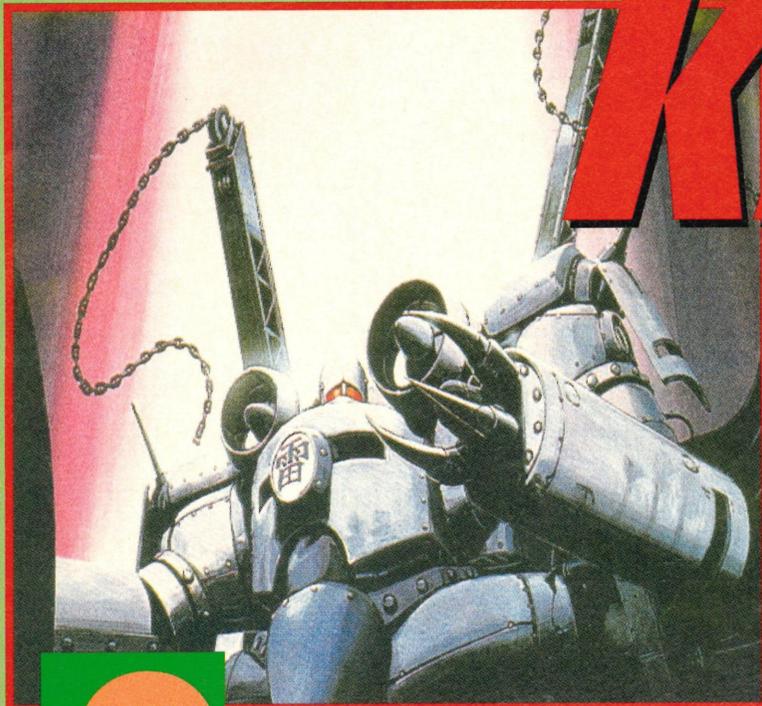
Yet, whilst human fights human, a far greater threat emerges from the shadows of time. An aggressive alien lifeform appears in the sky..... and they're not visiting for a picnic! To protect the planet, a group of special troops is hastily formed into the Kishin Corps, but even they are virtually defenceless against this new enemy. Then, one day, they capture an alien and using the knowledge gained from its superior technology, they produce 'Kishin', a gigantic robot that at last allows them to fight the aliens on even terms.

The aliens are not the only problem for the Kishin Corps though, one of their own, the Kanto division, led by the evil Colonel Shinkai, is after a 'black box'. Inside is vital info that will allow them to create their own 'Kishin', but not for the defence of the world. They intend to use it against their enemies in the hope of achieving world domination. As a result the Kishin Corp find themselves battling two foes at once and the explosive action that entails is truly awesome.

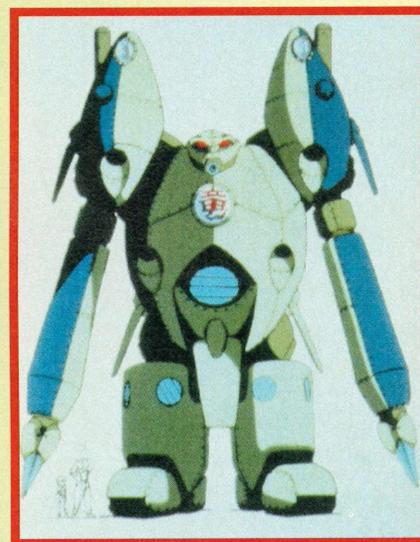
Now, we ain't gonna give too much away, as at a mere £12.99 (rrp) for each volume and with a modest 12 certificate, they're a must for any Manga fan. But hang on, before you rush out and get your copy, try your luck in the compo, and you never know - there could be a copy winging it's way to you very soon anyway!



KISHIN Compo



To mark the release of the latest Japanese anime classic, SG have teamed up with Pioneer to give you a chance to win a copy of the vid that's gonna be the hottest thing since Sam Fox's Scones. We've ten first prizes of a copy of *Kishin Heidan* and ten runners up prizes of cool 'Kishin' caps to give away and to get your hands on them, just answer the question below and send it to:



Q

Who or What is 'Kishin'?

A

- a) Miles' new girlfriend
- b) A part of your leg
- c) A gigantic alien ass kicking robot

.....

Kishin kicks ass compo,
Super Gamer, 14a Union
Street, Newton Abbot,
Devon, TQ12 2JS

CHARTS

SUPER NES

- 1 Winter Olympics
- 2 The Incredible Hulk
- 3 The Lion King
- 4 Micro Machines
- 5 FIFA INTERNATIONAL Soccer
- 6 Dragon : The Bruce Lee Story
- 7 Mortal Kombat II
- 8 NBA Jam TE
- 9 Cannon Fodder
- 10 Starwing

Ladies and ... erm ... blokes, welcome, once again, to our monthly delve into the mysterious and mythical world of games charts. As you can see, *Winter Olympics* has stormed to the number one SNES slot, surprising really, seeing as it's the middle of summer. Hmm! *Starwing* still seems to be in there as well and it just goes to show, good games do sell. So, lets have more of 'em!

GAMEBOY

- 1 Kirby's Dreamland
- 2 The Lion King
- 3 Road Rash
- 4 Micro Machines
- 5 FIFA International Soccer

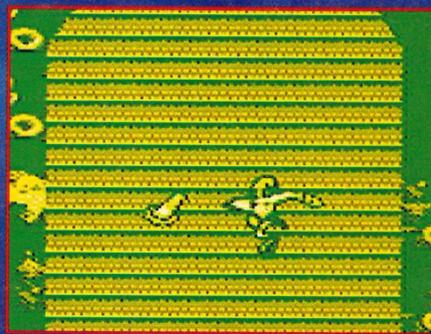
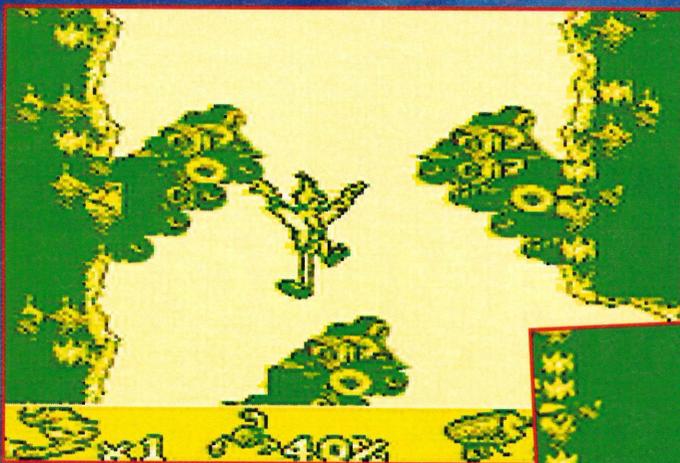




▲ It's life Jim, but not as we know it! Actually, it looks more like a boulder, but I had to get that gag in somewhere.

EARTHWORM JIM

▼ Jim does a parachute jump for charity, only someone forgot to tell him he didn't haven't have a chute. Messy!



The irrepressible hero of the SNES has landed on the Gameboy. Yippee!



PRODUCER

VIRGIN
(0181) 960 2255

PRICE

£ TBA

RELEASE DATE

SUMMER '95

SNES owners were treated to a bundle of fine games last year, but Shiny Entertainment's *Earthworm Jim* sticks in the mind as one of the best, ever! This Chrimbo classic was a mind-blowing adventure that took us as close to perfection as we dare imagine. The graphics, the animation, the sound, the challenge, the humour were all superb ... and all in a platformer too! Wonders will never cease.

Most of us have been able to enjoy the wonder worm's adventures for some time now, but Gameboy owners are only just about to get the chance to find out what everyone has been raving about. Virgin are finally nearing completion of the conversion and although it's been some time, it looks likely to have been worth every second of the wait.

We had our reservations, here at the office, about whether the Gameboy could do justice to such a visually spectacular game. But our fears look to have been mislaid. *EWJ* looks absolutely stunning, with some smart enemies, excellent backdrops and, above all, tons of superb animation that really bring *Jim* to life. On the playing side of things, *EWJ* promises to take top marks for gameplay and challenge. With 14-odd levels and three difficulty settings there's plenty to keep even the most avid playaholic going for ages. Added to this there's massive areas to explore, plenty of hidden areas to find and some slightly brain teasing problems to solve.

All in all *EWJ* looks certain to be as impressive and amazing as its counterpart on the SNES (and that got 96%!). So, for all serious Gameboy gamers, keep your eyes and ears open and we'll bring you a full review ASAP.

WARLOCK



▲ Apparently if you say God's name backwards the whole of creation will end. Hmm, I wonder. DOG. Er, nope!

PRODUCER

ACCLAIM
(0171) 344 500

PRICE

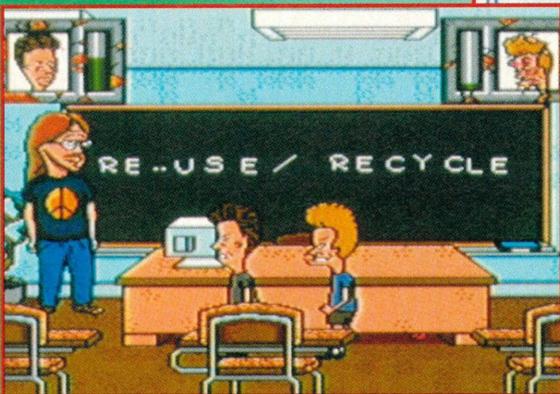
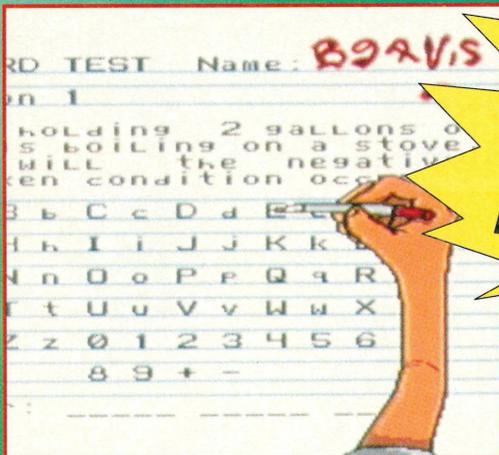
£ TBA

RELEASE DATE

NOW

Timing releases has become an important key to success in the games world (he says, as he finds out *Winter Olympics* is topping the summer charts. Ooops!). Well, it is for film tie-ins anyway and that's what's so surprising about *Warlock*. This peach of a film was released over a whopping SEVEN years ago and yet the game is only just set to hit the market. Still, it doesn't really matter, as long as it's good and early signs point towards it being just that. Boasting some wonderful graphics and in particular, some superb animation of the main sprite, it's going to look good, if nothing else. Question marks remain over its playability, though!

BEAVIS AND BUTT HEAD



▲ The two most unsavoury characters since cartoons and television were joined in holy matrimony are ready, willing and able to make smells and lewd comments on a console near you, today!

PRODUCER

VIA COM

PRICE

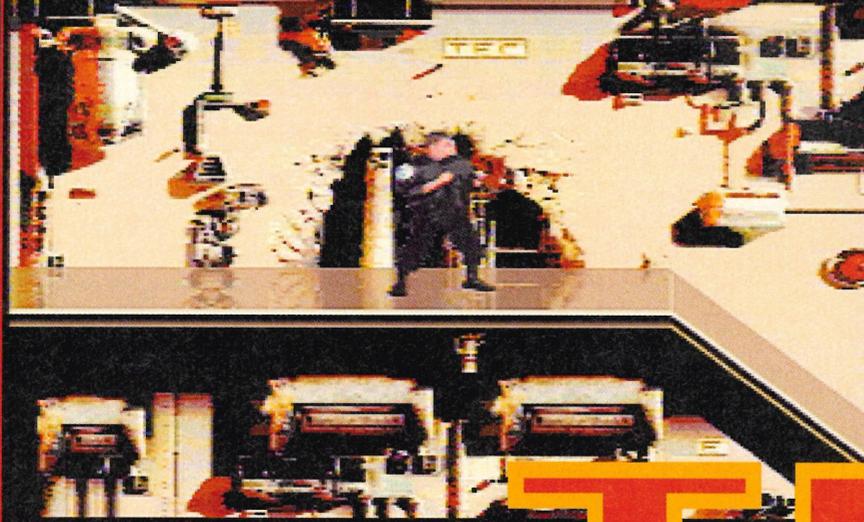
£ TBA

RELEASE DATE

SUMMER '95

Just like their MTV cult (Huh, huh, what did he just say dude?) counterparts the Simpsons, the heavy rock loving pair will be yours to control in an arcade adventure style affair. The plot is typical B&B. After buying tickets to go and see heavy metal band Gwar (Gwar! Gwar!), the careless chumps drop the prized items under a lawnmower. The only answer is to scour their hometown to recover the eight pieces. They'll visit many familiar locations and play loads of great gags like blowing up toilets and farting a lot. Well, it would be hard (you said hard, huh, huh) to produce a clean *Beavis and Butt-Head* game, but that's what we love!

SCORE 000000 LIFE 03 03:19
 HEALTH [bar] GUN 05 BOMB 01



▲ Nicely detailed backgrounds, shame about the main sprite!



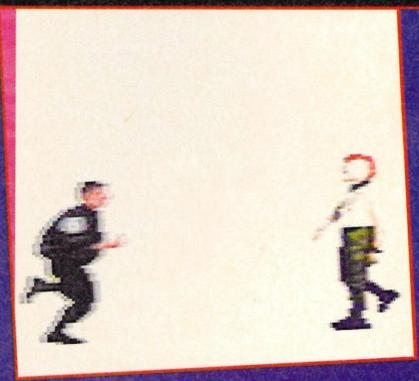
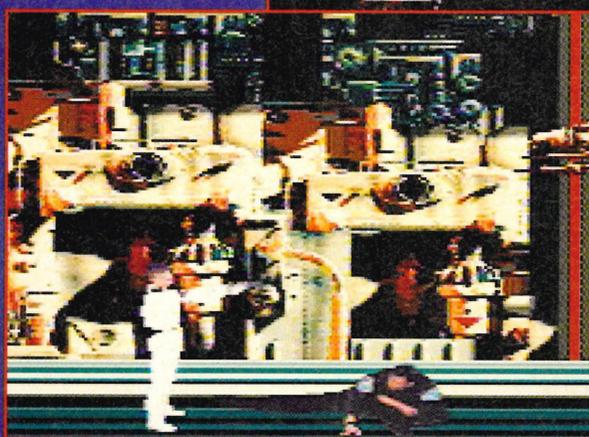
TIME

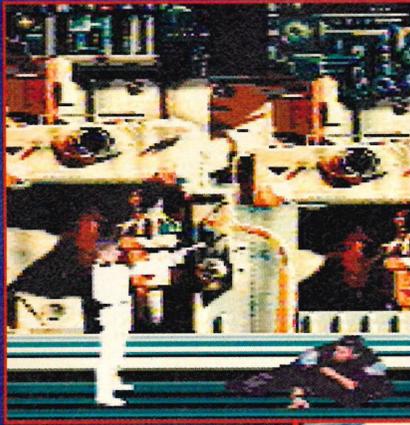


SCORE 000500 LIFE 03 02:42
 HEALTH [bar] GUN 00 BOMB 01



▲ Get up and fight like a man, you wimp!





▼ Having crashed his car a thousand times, Mark finally decides it's better to drive around in a tank!

HEALTH 001100 LIFE 03 03:1
GUN 84 BOMB 0



COP



▲ If you shaved Miles' head he'd look just like the geezer on the right. Frightening -innit?



HEALTH 001150 LIFE 03
GUN 00 30



PRODUCER

JVC
(0171) 240 3121

PRICE

£ TBA

RELEASE DATE

AUGUST '95

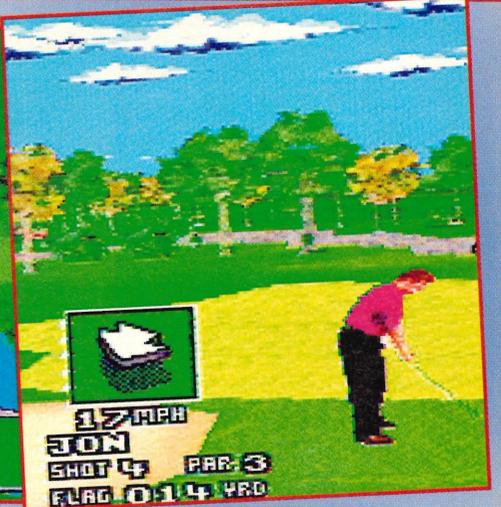
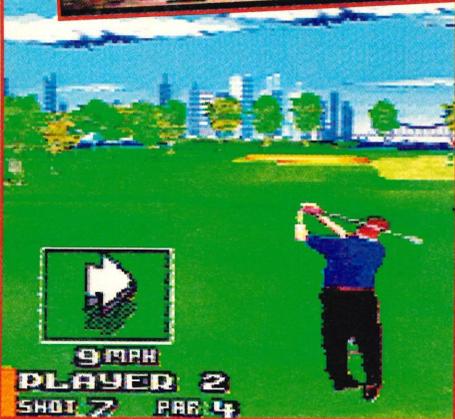
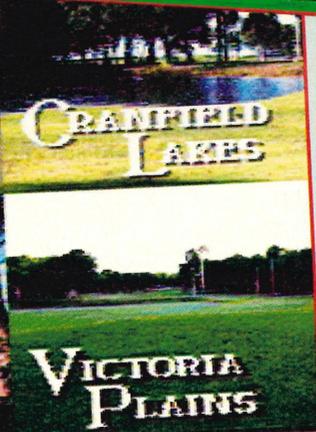
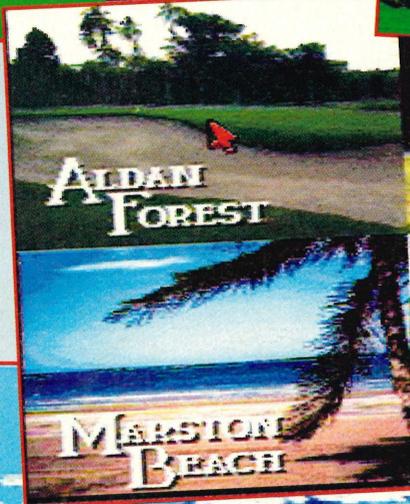
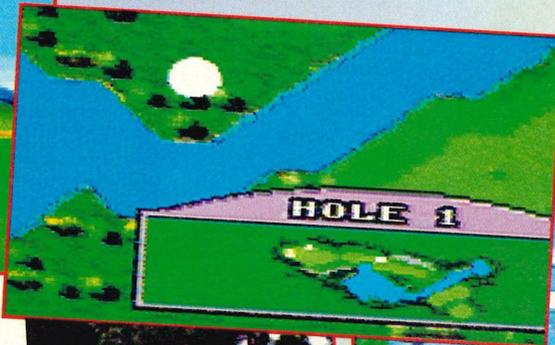
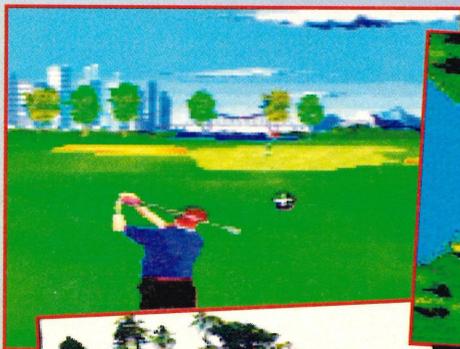
Timecop recently rolled in and out of the country without causing too much of a stir, but JVC are confident of making quite an impact with the game tie-in. They proudly boast that they've spent over two years and invested thousands of man hours into making *Timecop* one of the best film conversions ever seen on the SNES. Mind you, the only thing that really matters is how well it's all going to play.

The game begins with you being cast as Max Walker, a rough 'n tough timecop who must travel through the ages of modern history in an effort to thwart the evil plans of the madman, Hans Kliendast. His ambitions of world domination must be stopped and order restored to an already troubled future.

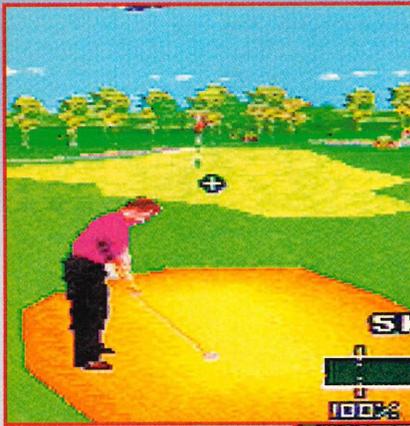
Faced with such a massive task, you'd have thought Max would have had the common sense to pop down his local weapons shop and would have bought every conceivable weapon there was. But no, the plonker forgets and all he has is a bleedin' pea shooter and a handful of bullets. Tsk! It doesn't say much for future law enforcement, does it? Still, luckily for Max, he's a bit of a dab hand at the old martial arts and thanks to some superb animation he can punch and kick in every direction humanly possible. Fist and feet soon become the tools of his trade and it makes a nice change to see a shoot-em-up incorporating some beat-em-up elements as well.

You can expect to see *Timecop* hitting the shop shelves in the next couple of months. Until then, keep your eyes open for a full review, when we'll see if it's going to sink without trace like the film, or be the mega-hit JVC are hoping for.

World Masters GOLF



△ With New York filling the sky line, Miles takes to the fairways to get away from it all. Jammy Git!



▼ Well, there's a piece of grass, and there's another one, and another one... and that's about it!



NAME	SHOTS	ALLOWANCE
PLAYER 1	4	-
PLAYER 2	10	-

PLAYER 1 WINS HOLE

MATCH STATUS AFTER 1 HOLE

PLAYER 1 IS 1 UP



▲ Well, I don't think I need to tell you who took ten shots, but I will, Miiiiiiiiiles!



PRODUCER

VIRGIN
(0181) 960 2255

PRICE

£ TBA

RELEASE DATE

SUMMER '95

Golfing fanatics are rearing their oh-so-ugly heads everywhere these days and I think one must have just popped up at Virgin. Over the next few months they have no less than THREE, yes three golfing sims lined up for release. First up comes *Worldmasters Golf*, a gorgeous looking orgy of bunkers, greens and fairways that looks certain to challenge *PGA* at the top. Next comes *Sensi Golf*, those tiny geezers from the footy pitch changing tack and making their debut on the fairways. Finally comes *Hooked*, another marvellous sim that could be yet another challenger to the crown of *PGA*. Both of the last two are a fair-way (*scuse the pun) off, but you can rest assured we'll keep you in the know and with Virgin's track record you can bet they'll be worth keeping an eye out for.

To say *Worldmasters Golf* turned up unexpectedly would be something of an understatement. To tell the truth we didn't know anything about the damn thing. Still, it was a pleasant surprise when it popped through the letter box and even more so when we jammed it into the SNES. *PGA's* reign at the top has been long and illustrious, but at last, we could be witnessing its successor.

The joy of *PGA* was its simple and addictive playability and *Worldmasters Golf* seems to have both those qualities. It's gonna be one of those types of game you can pick up and play within minutes, but will take ages to truly master. With a multi-player option as well, and all the detail you can shake a golf club at, it should be a game that will appeal to pro and armchair golfer alike.

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SUPER GAMER

GIVEAWAY



So strong is the river of good nature that flows through the Super Gamer office, that we can't stop throwing our hard earned cash into a kitty for competition prizes. This month everyone's been so generous our whip-round has raised enough dough to do make 15 loaves of bread (which, roughly translated, means five free games for one very lucky winner).

Having raised the cash, the next task was trying to decide on which games to giveaway. For the first time in Super Gamer history we near enough all agreed on five recent classics, (Hayden being the only exception. His request to put the dosh in the 'Hayden Jones pocket money fund' was flatly refused). So, with the dosh ready and the games decided, get those pens out, put your brains in gear and get scribbling.



With such a great prize at stake, we've decided to heat things up a little, and instead of just the usual question and answer type of thing, you're gonna have to answer a tie breaker as well. These things always seem to encourage people to beg and grovel . . . and that's exactly what we want! No sensible, or clever answers, just lots of butt-kissing and ass-licking. Anyway, enough about that, here's the question :

Q: Which 70's film does *The Firemen* draw uncanny parallels to?

A: Is it a) Star Trek
b) Mary Poppins
or c) Towering Inferno



And for the tie breaker, finish this sentence in no more than fourteen words (we don't want no bleedin' essays) :

If I win this prize, I would:-

.....

.....

.....

Please send your completed entries (by 31st August please) to :
Super Gamer Giveaway Compo, 14a Union Street, Newton Abbot,
Devon, TQ12 2JS.

SUPER GAMER



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

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

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

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

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

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

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

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

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

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

The game's controls!

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

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

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

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

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

SUPER REVIEW

JON

With his finger firmly rooted up his nose and his bottom exploding like he's just eaten an extra-strong vibrator, Boogerman bursts on to the screen in phlegm-atic style and immediately wins a place in our hearts. After all, I'm sure Boogerman must have been included on the SIC crew.

Anyway, Interplay's new hero may not be the cutie that has less manners than a pig and is about as attractive as Miles, but he's every kid's dream come true. I mean, where else can you flick boogies on people and bat in their faces?

The story behind the game begins one sinister night when the eccentric, equine, Snotty

step into Boogee's lights and attempt to guide him around a multitude of snot-filled, gunge festoon levels.

This is where the game immediately becomes uncut. The levels are all too similar the usual run 'n' jump type thing, and are far too easy. Why? Well, for starters, each level is like a one way street, you can't turn off, you can't explore – you just keep following the path. Whilst this makes things nice and simple for less skilled gamers, any serious Nintendo-ite will be disappointed at the lack of any depth and element of exploration.

The levels also offer very little in the way of a challenge. There's

After the first few levels, the graphics in Boogerman look pretty lame, but some wonderful animation of the gesser in lights and some of the other characters gives the game some credibility. Boogerman has a whole range of moves (most of which will have you clucking up in fits of laughter), and although he may not behave like a superhero, he certainly struts about like one. He's easy to control, moves around well and is without doubt the star of the show.

Some of the baddies look smart as well. The only pity is that most of them stand around like tough guys waiting to be killed. If only some would fight back, the game might have been a bit more challenging.

BOOGER MAN

It's time to bogey on down!!!

nothing that will really stir those little grey cells up into action, and with a search password feature, Boogerman shouldn't pose much of a problem for anyone.

The end-of-level bosses also have a search

In the end, Boogerman is an amusing and humorous gesser, who's been let down badly by a rather poor game. There's just not enough in the way of variety and challenge to make this stand out in a crowd. For novelty value Boogerman is certainly worth looking at, but in all honesty there's better platform games out there and you'd be best advised to give it a miss.

MILES

He's rough, he's tough, he's... well, a little bit willy actually! Boogerman is without doubt the grossest character ever to grace (I) the SNES, and what a pleasant breath of (not so) fresh air he is. The game itself is just another derivative platformer, but the big cartoony sprites and great animation set it apart from the rest. It's Boogerman's unhygienic antics that keep the corners of your mouth up-turned at all times.

There have been many similar games, some better than this, but it does manage to do something a little different and that, in my book, makes it well worth a look for the snotty at heart.

PRODUCER	INTERPLAY
RELEASED	1995
PRICE	£34.99
GAME TYPE	PLATFORMER
CART SIZE	8 MB
FEATURES	PAUSE

CONTROLS	NO FUNCTION	NO FUNCTION
FLICK BODY	+	POSE
JUMP	Y	BELCH

RATINGS	
GRAPHICS	7.5
SOUND	7.5
GAMEPLAY	7.5
LONGEVITY	7.5
OVERALL	75

THE OVERALL RATING

0-29%	30-49%	50-69%	70-89%	90%+
<p>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.</p>	<p>Ugh. This band is the wasteland for mis-conceived, ill-executed or just plain rubbish games. If you get one of these as a present, strike the giver from your Christmas card list immediately.</p>	<p>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.</p>	<p>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.</p>	<p>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.</p>

MILES



There can't be anyone out there who hasn't yet heard of the phenomenon that is *Theme Park*. Though it's taken a while, the Super NES version is finally with us, but was it worth the wait?

The answer is most definitely a resounding yes. I've heard rumblings of discontent from certain corners. Moanings concerning the quality of the graphics. These people, however, were

theme PARK

All the fun of the Fair!!!

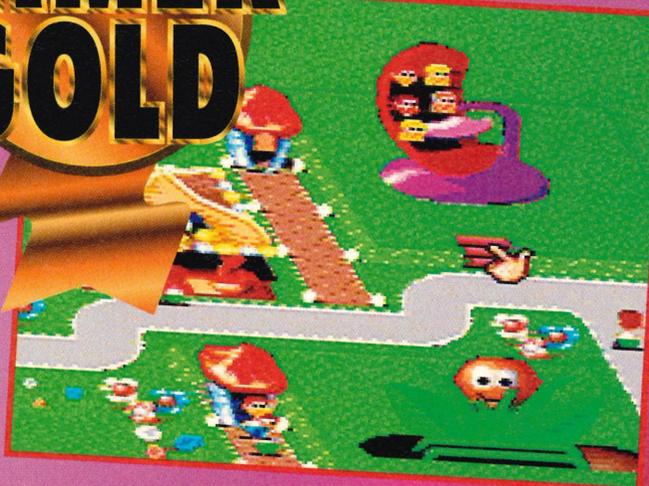
GAMER GOLD



▲ Better give that burger bar a miss before going on this baby. Bleurgh!

weaned on the PC version. Sure that was prettier, but the SNES visuals capture the all-important feel of the game more than adequately.

What it's all about (as if you didn't already know) is to build the biggest and most exciting amusement park in the world. You begin with an empty plot of



land somewhere in good old blighty. Things might seem a bit daunting at first but fortunately there's a very helpful chappie known as the advisor who pops up at regular intervals to offer advice such as whether your ticket prices are too low or too high. He'll also warn you of impending financial disaster as well as congratulating you when things are going well.

The first thing to do is buy a couple of cheap and cheerful rides to get yourself started. A bouncy castle and maybe a ghost train. Pump some money into research however and you'll soon develop more exciting attractions like log flumes and roller coasters. Most rides consist of a single, self-contained unit which you drop in wherever you want but with the bigger ones, like the go-karts, you can design your own tracks in

much the same way as you laying paths. Click on the track icon then drag the cursor where you want the track to go. With the rollercoaster you have the additional option of going up and down as well as round and round, so make sure you put plenty of loops and plummeting ramps to reunite the little people with their lunch.

Of course the brasher rides cost big bucks so somewhere along the line you need to raise some cash. Gate receipts won't be that great at first but there are other more subtle ways to rip off the unsuspecting punter. Setting up burger bars and drinks stands helps generate funds, but how



▲ That's what we want. Another bus packed with wallet-heavy tourists!





▲ The rides are the meat in any park burger, but you've gotta watch those costs.

about this for underhand? Increase the amount of salt in the fries and the visitors will get extra thirsty, causing them to buy more drinks. Or howzabout tonking up the caffeine levels in your coffee? This sends all the little peeps hyper, causing them to go on more of your rides and therefore increasing the satisfaction value of your park. Why is this important? I'll tell you.

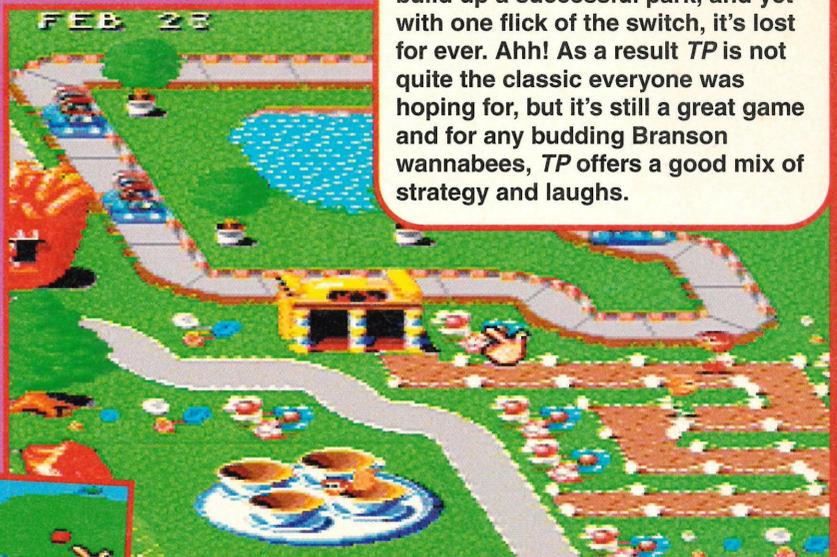
At the end of each year all the worlds parks are rated in series of league tables for everything from size to excitement value. You're not a monopoly you know. You're up against some pretty stiff competitions from many other theme parks all over the world. As the only land you can afford at the beginning of the game is in England you're at a bit of a disadvantage. After all there's 50 million people in this country compared with say China which has over a billion! The answer — sell up and move on. At the end of the year your park is given a financial value and you're then given the opportunity to auction it off, generating funds to buy new land in more lucrative areas of the globe. Remember — the bigger the potential clientele the more money, the more money the better the park, the better the park the more punters, and the more punters the more money. Phew!

But back to the most important part — the suckers who pays their money. You can watch them wandering around the park, going on rides, getting lost etc. However every now and then a thought bubble appears above their heads indicating how they feel. Hungry, tired, happy or whatever. It's from thoughts that you determine what aspects of your park people



are happy about and those which are causing consternation. It's sounds really sad, but you actually find yourself getting involved with the visitors to your park (oo-er). No, it's not what you think. What I mean is you'll find yourself congratulating the happy ones with comments like 'nice one mate', while flicking the Vs and swearing profusely at the party-poopers. Or maybe it was just me. Come to think of it I did get some funny looks from around the office.

I've played this on just about every format going yet I still find it hard to pin down exactly what make is so appealing. *Sim City* was never this much fun. In fact that could be the answer — fun. Setting up the park is really relaxing with the lovely



▲ The handyman looks none-too impressed with the band. Old misery guts!

CHARTS	
RICHEST 1. YOU BUDDY 2. ROODY RODS 3. J KENDY 4. UTOPIA 5. YELLYSTONE	SATISFACTION 3. YELLYSTONE 4. JESTERS 5. YOU BUDDY 6. M THATCHER 7. ROODY RODS
EXCITING 10. EURO TRASH 11. BEAVERS 12. YOU BUDDY 13. DO RONRONS 14. M THATCHER	BIGGEST 1. JESTERS 2. YOU BUDDY 3. ROODY RODS 4. WALT WINEY 5. J KENDY
AMENITIES 8. RODEO KING 9. JESTERS 10. YOU BUDDY 11. UTOPIA 12. SUDO LAND	PLEASANT 7. JESTERS 8. HALLEYS 9. YOU BUDDY 10. THACKERY 11. BIG THRILZ

JON



Having been to Alton Towers I know how frustrating it can be standing around for hours waiting. Fortunately, *Theme Park* packs in all the fun of the fair, but without any of the damn queues. The game basically involves taking the role of a park manager and using all you wily cunning to squeeze every last penny from the extremely fickle public. To succeed you'll need a good business head, plenty of cunning, lots of balls and above all, a good sense of humour.

Unfortunately, having played the PC version, I can't help feeling that *TP* has lost something in the transition from floppy to cart. For starters, you can't even save the parks you so lovingly build up. It takes hours of planning and care to build up a successful park, and yet with one flick of the switch, it's lost for ever. Ahh! As a result *TP* is not quite the classic everyone was hoping for, but it's still a great game and for any budding Branson wannabees, *TP* offers a good mix of strategy and laughs.

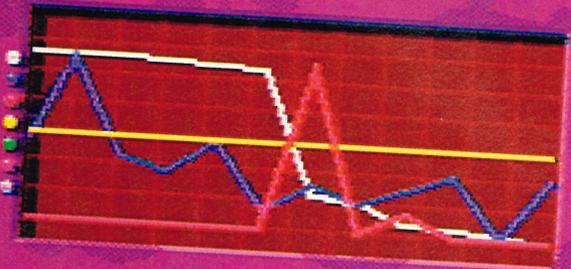


▲ Good old Mr Whippy never fails to shut the kids up!

graphics. The rides, shops and features are all very distinctive and attractively drawn, allowing you design pleasant forest walks and picnic areas to complement the stomach churning rides. This means you can play the game in a couple of different ways. Either as it's meant to be played, trying to beat all the other parks and make yours number one in the world, or simply building a little park which can be very therapeutic in times of stress. For a strategy game you never find your brain beginning to hurt and everything chugs along at a reasonable rate without you getting bogged down.

There are some omissions from other versions,

BALANCE
MONEY IN
MONEY OUT
VISITORS
GATE
SHOP
RAGES

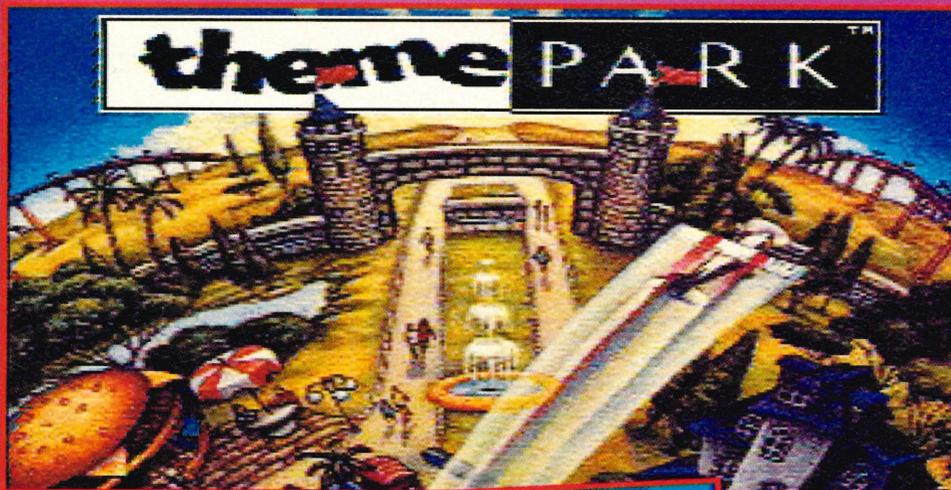


BALANCE	-8,347
PARK VALUE	154,620
LOAN	150,000
RESEARCH	0
TICKETS	190

such as having to manually order stock for your shops. This was a great pain on the PC and Amiga versions and the SNES game flows a whole lot better without it.

Theme Park is not to be missed. It's a unique game and one you simply can't bring yourself to dislike, even if you want to. Sure it can be annoying when the people start leaving en masse and you can't see why. Certainly the joypad controls take while to get used to. But once you get them sorted they soon become second nature and you'll flitting around the game without a second thought. If you own a SNES, this is the game for you. It's as simple as that.

It's also a jolly sight less frustrating than a summer bank holiday at Alton Towers when you spend three hours queueing for every 40 seconds actually spent on a ride! 🎮



▼ Looks like there's too few rides per mile of path in this park!

THE MECHANIC WILL FIX ANY RIDE THAT BREAKS DOWN - AN IMPORTANT JOB

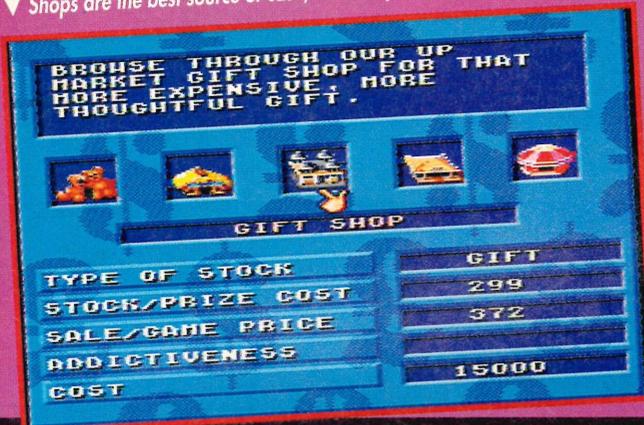
MECHANIC

COST TO HIRE	410
MONTHLY WAGE	410





▼ Shops are the best source of cash, so build plenty of 'em.



MARK



Yeeearrrggghhhh! This is stomach-churningly brilliant. And I don't mean the pace and sheer excitement of the rides in your park...Oh no!

Theme Park is completely and utterly compelling. So much so in fact, that I can exclusively reveal here and now, to you the readers, that I wasn't supposed to be writing anything on this game or having anything to do with it. But Jon kindly let me have a dabble on it to quell my own sense of curiosity, and two hours later I could still be found overcharging the public, lacing the coffee with overdose-sized portions of caffeine and sweeping up great big dollops of puke. So, I was roped in to do a comment.

It's ab-fab as the current saying goes and I for one would say that you'd have to be mad to own a SNES and NOT own a copy of *Theme Park*.



PRODUCER

OCEAN
(061) 832 6633

PRICE

£00.00

RELEASED

SUMMER '95

GAME TYPE

STRATEGY

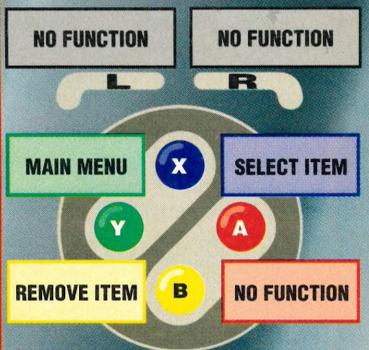
CART SIZE

? MBit

FEATURES

NONE

CONTROLS



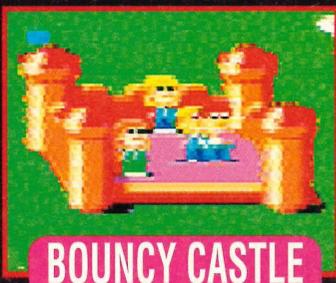
RATINGS

GRAPHICS	90
SOUND	86
GAMEPLAY	92
LONGEVITY	95

OVERALL

94

• Ride 'em, cowboy •



BOUNCY CASTLE

The old favourite still goes down a treat with the kids.



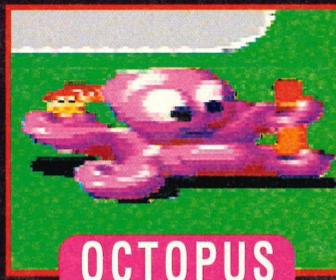
CREATION

Aquatic adventures aboard a submarine.



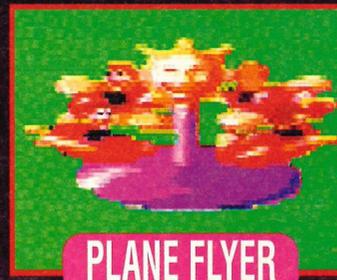
LOG FLUME

Everyone's number one slashathon.



OCTOPUS

Don't eat a big dinner before tackling this 'un.



PLANE FLYER

I sure hope all those bolts are securely fastened.



TEA CUP RIDE

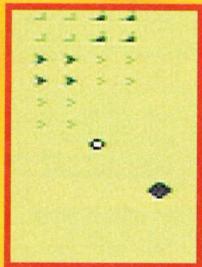
More tea vicar? Relax with spin on the merry-go-round.

JON



At last the greatest of golfing sims has finally arrived on the Gameboy. *PGA European Tour Golf* has been around on the SNES for some time now and we all know how good it is, but it's only just arrived on the GB and the question remains, just how good is it and has it been worth the wait? Well, there's no point beating around the bunker, THQ have come up trumps and produced a cart crammed with top class action, magnificent courses and some of Worlds greatest golfers.

If you're like me,



completely ignorant where golf is concerned, it doesn't matter, as *PGA* is one of those games you can so easily pick up, be playing in minutes, but takes ages to truly master. So, don your woolly tank tops, bobble hats and spikey shoes and prepare yourself for a trip around some of Europes finest courses, alongside some of the worlds greatest.

From the tee-off *PGA* startles with its wide choice off variety. Not only can you play on four different and wonderfully detailed courses, you can choose from four of the worlds top stars; Roger Davies (never heard of him - ed),

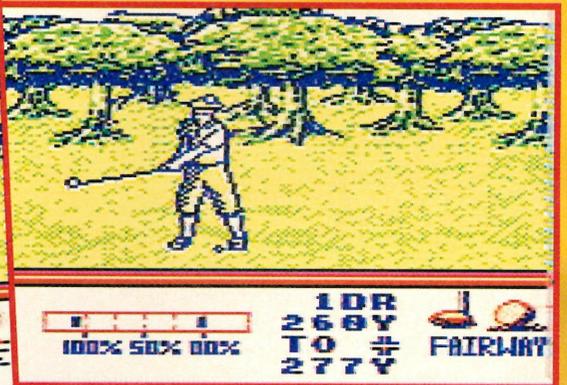
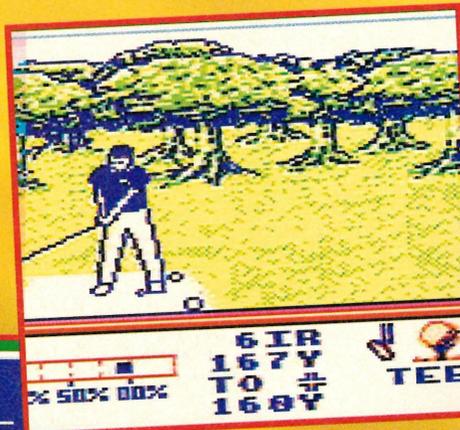


A hole in one!



PGA

EUROPEAN TOUR



△ Nice hat mate! He must shop at the same place as Hayden.

GOLFER 1	GOLFER 2
SCORE ±0	SCORE -
PAR STROKES	PAR STROKES
1 4 4	1 4 3
2 4 4	2 4 4
3 5 4	3 5 4
4 4 4	4 4 4
5 4 3	5 4 3
6 4 4	6 4 4
7 5 4	7 5 4
8 5 3	8 5 3
9 4 4	9 4 4
10 4 4	10 4 4
11 4 4	11 4 4
12 5 5	12 5 5

Bernhard Langer (who?), Sandy Lyle (Hmm?) and someone else who's so famous I can't remember his name. Still, these players offer a good challenge in the skins tournament and although they're not officially ranked in any order, some are better than others, which gives you, in effect, four different levels you can play.

If winning up to £200,000 in just over an hour doesn't appeal to you though, there's the full-blown tournament event. Spread over four days, you must battle against dozens of Europe's top golfers in an effort to first make the cut, and then, with any luck, go on to finish in the money. This ain't easy though, and it's advisable to first hone your skills on the practice course. Here you can master all those awkward putts, chips and bunker shots.

Before you tee-off for the first time, whether it be in the blazing heat of



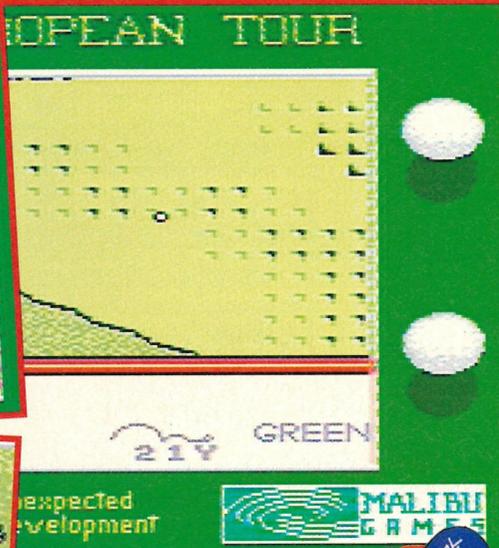
Slap bang in the middle of the fairway. I must be in the wrong job!



Valderamma, or the snowy peaks of Crans Sur Pierre, you get to choose your clubs. These are the important things you hit the ball with. Now, if you want to be a John Daley and whack the ball as far as possible, you can choose the power clubs. The more refined player might opt for the skill clubs, while Mr Dull might go for the normal set. Whatever you choose, each set has a dramatic effect on how you play. Power clubs allow you to hit the ball further (increasing the chance of getting a birdie), but controlling the direction is hard, whereas skill clubs do exactly the opposite. The benefit of each set is pretty clear and it will allow you to choose a set that best suits your style and the course you're playing on. It also adds a strategic element to the game.

When playing *PGA*, one of the first noticeable things is how empty the screen appears. I mean, where's all the dials and controls that other games completely baffle you with? Thankfully they're not here, instead everything has been kept nice and simple to maximize playability. Selecting clubs is generally done automatically, with a simple tap on the joystick being enough to change if you feel the need. Hitting the ball is also easy, you just aim a little cursor in the direction you want to go (after taking into account the wind) then press the button. A bar then starts to go up to 100% and you hit the button and the percentage you want. The tricky part is when the bar then comes back down and you have to hit the button dead on zero. If you don't, the ball will slice, or hook and go spinning off in the wrong direction. Mastering this, along with learning to read the wind, is the hardest thing in *PGA*, but neither takes too long to figure out, (although the odd slip-up is inevitable and will leave you cursing as the ball heads straight for a bunker).

Everything about *PGA* is absolutely glorious. The graphics are smart, the variety and challenge impressive, the playability addictive and most importantly, it's loads of fun. Some wise bloke once said that golf was a good walk ruined, but he was probably just a moanin' old git. Anyway, now it doesn't matter as you can enjoy all the fun of golf without having to leave your comfy armchair. If you're a fan, this is a must!



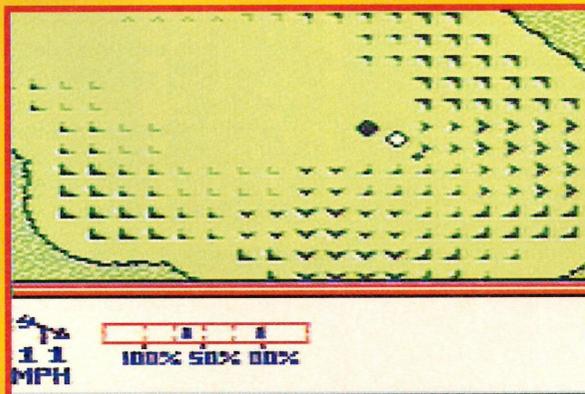
HAYDEN



I was a bit dubious as to how THQ would go about converting the Mega Drive classic to the Gameboy but thankfully they've done a good job. The behind-the-golfer view has been dropped for a top-down look far more suited to the hand-held though it does lose some of the *PGA* series' identity in the process. What we're left with is a very playable golf game with the odd quirk. For example it's far too easy to chip straight in from just off of the green. Still, most of the features have been included to make this the most comprehensive simulation on the Gameboy.



Even from that range Miles conceives to miss!



PRODUCER

THQ
(01372) 74522

PRICE

£19.99

RELEASED

SUMMER '95

GAME TYPE

GOLF SIM

CART SIZE

4 MBit

FEATURES

BATTERY BACK-UP

CONTROLS

PLAY STROKE

A

B

RE-SET SHOT

SELECT

NO FUNCTION

RATINGS

GRAPHICS 88

SOUND 81

GAMEPLAY 90

LONGEVITY 90

OVERALL

87

MILES



Animaniacs?

Nope, never heard of 'em. Well, maybe I have, but only cos they were on the SNES just before

Chrimbo. Apparently (it sez 'ere) they're a really famous trio of Warner cartoon characters 'still riding high in the popularity charts'. Which charts these actually are isn't entirely clear. Not mine, that's for sure!

Right then, we've trashed the background, now let's get down to slating the actual game, chuckle!

Only joking, mates. I'm a pro and wouldn't dream of tearing any game apart without giving it a thorough going over first.

The idea's that the *Animaniacs*, three dogs (allegedly) named Wakko, Yakko and Dot, have decided to open a pop culture shop(!?) in



It's all a bit of a shame really that some natty animation and whizzo use of colour on the Super Gameboy have been squandered on such an excessively ordinary game. Plenty of thought has obviously gone into the ideas. Unfortunately it was somebody else's thought and it was all done about ten years ago. To make things worse it suffers from that most unpleasant ailment, back-to-the-start-of-the-level-every-time-you-die syndrome. You'd think a password system would help but the one they've opted for is so cumbersome it's hardly worth the bother. I'd explain it but I can't be bothered. It's absolutely not all that half decent! 

ANIMANIACS

They're maniactually a bit dull!



Hollywood and have to go around three top studios collecting three movie artefacts and paraphernalia. The studios can be tackled in any order and each has a different theme. There's Wild West, Jungle and Horror, each with appropriate scenery and nasties.

As you can no doubt imagine, platformers rule the roost for the majority of the game though there is a puzzling element in there. Don't think it's a Brain of Britain thing though — the problems are simple at best, downright insulting to the intelligencia at times. Still, it gives your brain something to do occasionally rather than just slip into jump-dodge-jump autopilot.

The main aspect of the game as far as solving puzzles is concerned revolves around the three characters. Stabbing select cycles through 'maniacs, each of whom have a special skill. Yakko has one of the bats with a rubber ball attached by a length of elastic, pretty useful for biffing baddies on the nose. Also, being the biggest member of the gang, he's able to push and pull objects like crates and boulders. These can then be used as stepping stones to higher platforms, to press buttons and such like.

Wakko has a large mallet which is useful for smashing things up. He can also use it to detonate explosives as long as he remembers to stay out of the way. Finally there's Dot who'd be a bit crap if it wasn't for her ability to blow kisses. She can charm even the nastiest looking rotters with a pucker of her lips to stay out of the way or even help out.

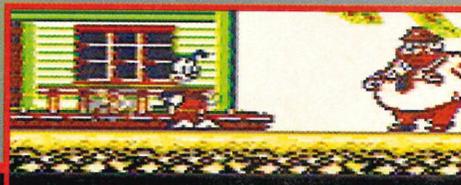
JON



Anything that is best described as cute is immediately doomed to get a thumbs down from me. Saying that, even if it wasn't cute, *Animaniacs* would still get a thumbs down as it has to be one of the slowest, dullest and most frustrating platformers I've ever had the misfortune to play. Admittedly it all looks fantastic, with some beautiful and clever graphics (including the reflection of the main sprite turning into a vampire), but as we all know this ain't enough to make a game worth buying and on the playability side *Animaniacs* is a big let down.

For any insomniacs this might be worth checking out, but anyone else who gets this should be certified a nutter. Give it a miss!

▼ *Aside Mr Fatty, or feel cold steel against your throat!*



PRODUCER

KONAMI
(01895) 853000

PRICE

£TBA

RELEASED

SUMMER '95

GAME TYPE

PLATFORM

CART SIZE

2 MBit

FEATURES

PASSWORDS

CONTROLS

JUMP

A

B

FIRE

SELECT

CHANGE CHARACTER

RATINGS

GRAPHICS 86

SOUND 81

GAMEPLAY 72

LONGEVITY 69

OVERALL

70

JON



US style footy is fast becoming big bucks, yet, despite all the crunching SNES simulations, Gameboy owners have had to wait yonks for a decent one to come along. The wait is finally over, though, with Acclaim's latest release, *NFL Quarterback Club*, about to touchdown on the shop shelves.

This orgy of Gridiron action was pretty unspectacular on the SNES, (the posse rating it an okay-ish 80%) yet its conversion onto the Gameboy has seen stacks of alterations and improvements. The result of which is a much more playable game.

Basically, the idea of the game is to move the ball down the pitch and try to get it into the 'endzone' (the area at the either end of the pitch). This can be done by throwing the ball, or running with it and scores six points. You can also score by kicking, or running conversions and attempting field goals.

Well, that's American Football in a very flimsy nutshell! Confusin' innit? Still, Acclaim have done their best to simplify things and make the game nice and playable. How? Well, to start with, they've kept the number of plays down and made the play selection nice and simple. The SNES version had too many plays for its own good and the game became bogged down in tactics and play choosing, at the expense of playability. Before all you die hard NFL freaks start complaining, the game still has a strong emphasis on tactics an' stuff, but it's been slim-lined to make the game more accessible to the average player.

NFL QUARTERBACK CLUB

Blockes in tights an' that!

The obvious limitations of the Gameboy (compared to the SNES) are responsible for some of the other changes made. For instance, the number of players on each team has been reduced to seven and the sprites are exceptionally small. This ain't a bad thing though, as it helps the game run

smoother. In *Madden '95* the sprites were clumsy and flickery and the action confusing, but *NFL Quarterback Club* doesn't have this problem. The sprites may be small, but are easy to control, smooth and well-defined.

One unfortunate thing about *NFL Quarterback Club* is that you can only play individual games.

There's no season, or league set-up; just play one game, then another and so on. This is a bit of a let down. On the plus side, you can play any side in the NFL and there's two levels of difficulty, which should give even the pros a stiff challenge.

American Football is one of those sports that you either love or you hate. If you're one of the growing number who love it, then you'll probably love this game too. It's simple yet detailed, fast and clear to

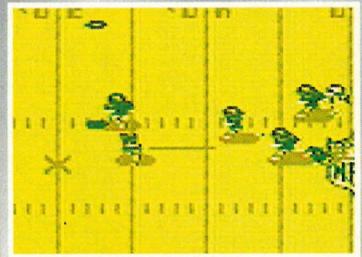
play - an altogether brilliant US footy sim. The only thing that lets it down somewhat is the lack of any season, or play-off option, plus some pretty naff sound.

Otherwise, this game is a must for any fan. 

HAYDEN



I'm sorry but I have to disagree with Jon on this one. American Football doesn't figure in my top ten favourite interests, and computer versions always seem far too complex for their own good. That said, I quite enjoyed *Madden* on the 16-bits, but the Gameboy simply can't cope. I suppose this is about as close as we could have hoped for, but frankly that's scant recommendation. More NFL-ie types than me might get something out of it, but the casual gamer should look for their thrills elsewhere.



PRODUCER

ACCLAIM
(0171) 344 5000

PRICE

£19.99

RELEASED

SOON

GAME TYPE

SPORT SIM

CART SIZE

?MBit

FEATURES

NONE

CONTROLS

HIKE/KICK

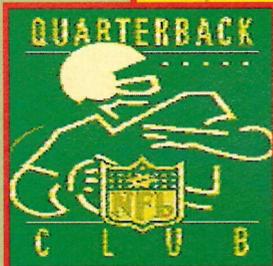
A

B

THROW/CATCH

SELECT

NO FUNCTION



△ Only in America could they take a sport like rugby and end up with blokes running around in tights and shoulder pads!

RATINGS

GRAPHICS 82

SOUND 70

GAMEPLAY 88

LONGEVITY 81

OVERALL

84

MARK



The latest Arnie blockbuster comes to the Gameboy packing all the action of the silver screen yet at a fraction of the cost. Now I haven't actually had a chance to see it just yet but it all sounds pretty much like Arnie-by-numbers to me. As per usual, there's a fanatical terrorist group, in this case known as the Crimson Jihad, with a chip on their shoulder and the means to drag down a lot of people's days. The Jihad have swiped a stash of atomic warheads from the former Soviet Republic Kazakhstan (nothing like being topical, right lads) and are

GAMER GOLD

True

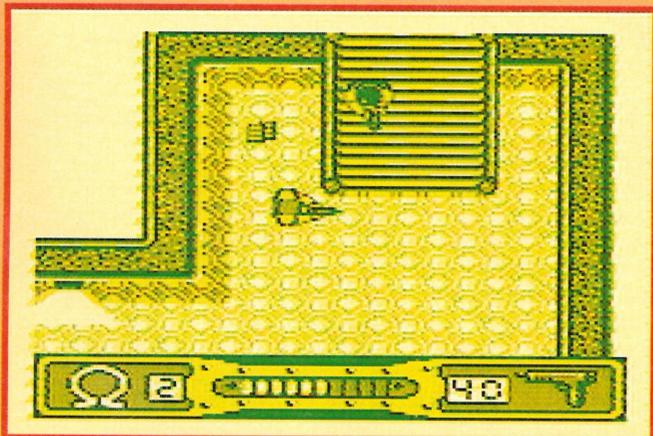


▲ Out of ammo? A quick tinkle on the old ivories might serve to pacify that gunman.

threatening nuclear death, pain, etc and so on unless the US government complies with their wishes.

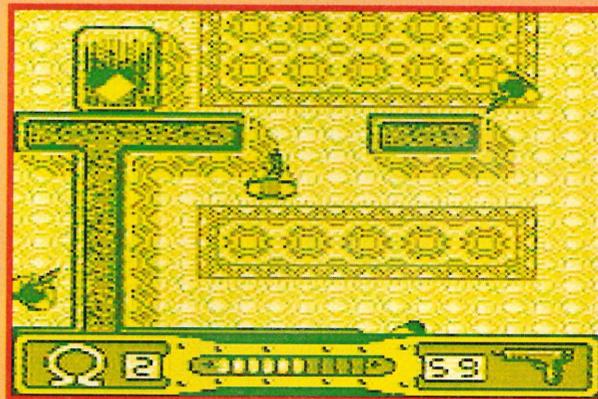
Unfortunately for them though, they've reckoned without Omega Sector, the governments top secret defence department, and their number one man in the field — Harry Tasker (Arnie).

As I said before, not having seen the film I can't really tell you too much about the background but the game consists of what seem to be action sequences from the movie as our hero goes all out waste the Crimson Jihad and ultimately defeat their evil leader, Abu Aziz.



Ask me no questions, I'll tell you no lies!

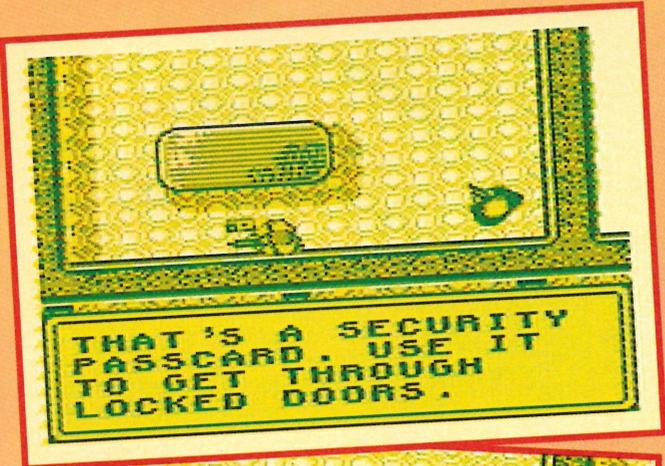
Level one sees Harry begin his mission in old Swiss Chateau belonging to a close ally of the Jihad, Jamal Khaled. The idea here is to work your way around the chateau in search of Khaled's computer. Harry can then hook up a modem allowing his Omega Sector colleagues to download important information onto their own computers. Of



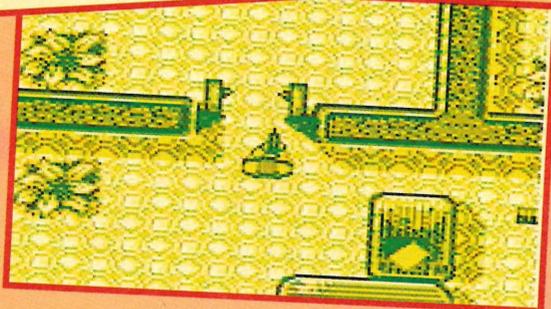
▲ Only two lives left, half his energy gone and a crap gun. Humph!

course it's not simply a case of waltzing in, doing a bit of wiring and strolling back out again. The place is crawling with heavily armed terrorists who need to be taken out as quickly as possible. There are also civilians who should be protected. Shoot one by accident and you'll receive a warning form Omega control. Waste too many and they'll insist you restart the mission from scratch!

You begin with just a hand gun for protection. Unlimited ammo seems pretty cool at first but you soon realise that more firepower is required if you're to have even the remotest chance of success. Scouting around will reveal grenades, shotguns, mines and the obligatory Uzi 9mm. The more powerful guns have limited ammunition but there are plenty of clips and



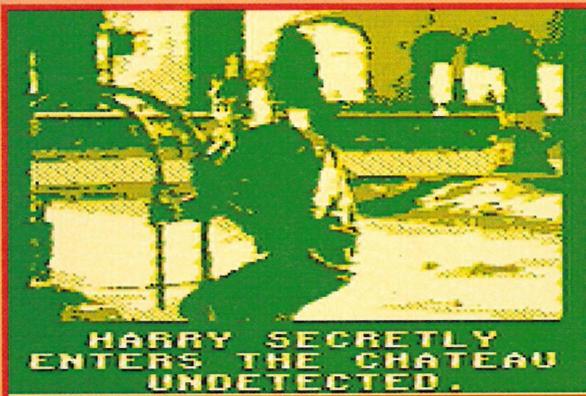
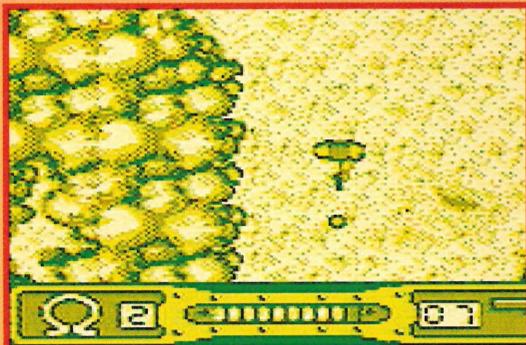
Don't do it Arn! Our hero stares in disbelief at the decor, pondering what action to take.



shells lying around to keep Harry well stocked. First aid kits can also be found from time to time to replenish energy and, if you're really lucky, you might even find the odd extra life.

The whole thing is viewed directly from above and therefore plays very similarly to *Gauntlet*. However, the aged style doesn't detract from the game, in fact it enhances it. This is the sort of thing which really works on the Gameboy. So many film licenses are big, flash and brash on the SNES but when they're stripped of the audio and graphical splendour and laid bare for the Gameboy, the content is found to be a teensy bit lacking. *True Lies*' graphics are rarely more than workmanlike but they do the job just fine, leaving the gameplay to do the talking. I can't quite put my finger on it, but this is one of the most appealing Gameboy carts I've seen in months. Maybe the addiction is in the challenge. It's not particularly hard, but you have to maintain your concentration or you're toast. That said, if you do die it's only ever your own fault, which spurs you on to do better next time.

A marriage of big new license and classic arcade format results in a fine example of what the Gameboy can do if employed to its strengths. Do Harry and yourself a favour — buy it! 



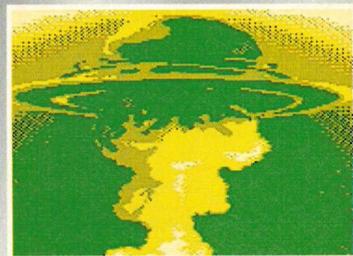
JON



When a big film hits the silver screen, it's a pretty safe bet that the game isn't too far behind. *True Lies* is no different to that extent, but at least Acclaim haven't plugged for a platformer, (which seems to be the unfortunate norm). Instead they've opted for a top down multi-directional scrolling shoot-'em-up that comes out surprisingly well on the Gameboy.

Okay, it doesn't look fantastic, but neither does Arnie. All he's good at is blowing suckers away, and that's, funnily enough, what the game's about too.

The action is intense and it's certainly no push over, but it's great fun and with a good variety of levels and tasks, not to mention plenty of pick ups and power-ups, making it a game every shoot-em-up freak should have in his (or her) collection.



PRODUCER

ACCLAIM
(0171) 344 5000

PRICE

£TBA

RELEASED

SUMMER '95

GAME TYPE

ARCADE

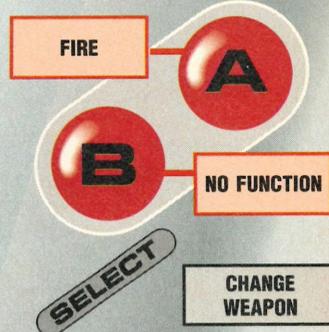
CART SIZE

?MBit

FEATURES

PASSWORDS

CONTROLS



RATINGS

GRAPHICS	79
SOUND	69
GAMEPLAY	91
LONGEVITY	88

OVERALL

90

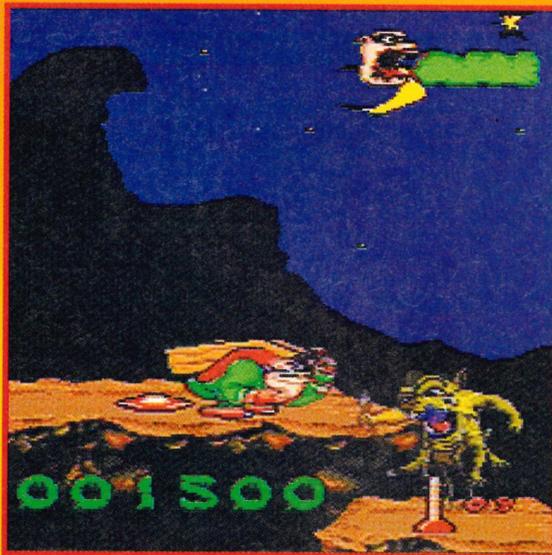
JON



With his finger firmly rooted up his nose and his bottom exploding like he's just eaten an extra-strong vindaloo, *Boogerman* bursts on to the screen in phlegm-atic style and immediately wins a place in our hearts. After all, I'm sure Boogers must have been moulded on the SG crew!

Anyway, Interplay's new hero may not be cute, has less manners than a pig and is about as attractive as Miles, but he's every kid's dream come true. I mean, where else can you flick bogeys on people and fart in their faces?

The story behind the game begins one sinister night when the eccentric squillionaire, Snotty



step into Boogerman's tights and attempt to guide him around a multitude of snot-filled, gunge laden levels.

This is where the game immediately becomes unstuck. The levels are all too similar (the usual run 'n jump type thing), and are far too easy. Why? Well, for starters, each level is like a one way street, you can't turn off, you can't explore - you just keep following the path. Whilst this makes things nice and simple for less skilled gamers, any serious Nintendo-ite will be disappointed at the lack of any depth and element of exploration.

The levels also offer very little in the way of a challenge. There's

BOOGERMAN

It's time to bogey on down!!!



Ragsdale, is working in his lab. Professor Stinkbaum, Snot's arch-enemy, plans to solve the world's

pollution problem by transporting it all to the planet X-crement. There's something afoot though, and Snotty decides it's time to investigate. So, in true *Superman* style, he dons his flashy cape and some highly fashionable tights and embarks on this platform adventure. This is when you must



nothing that will really stir those little grey cells upstairs into action, and with a password feature, *Boogerman* shouldn't pose much of a problem for anyone.

The end-of-level bosses also have a stench-



▲ Oh no — Attack of the rancid Pac-People!

filled air of familiarity about them.

Hickory Boy, Revolta and so on, can all be defeated by using the same sort of tactics. So, basically, once you've met and defeated one, you're half way to beating the rest.

The one thing that saves *Boogerman* from the compost heap though is Boogers himself and his wacky antics, especially his method of knocking out the bad guys. You won't see him poncing around with a gun, no, Boogers goes for something a lot more, erm ... shall we say natural. Basically his snot, farts and belches! Admittedly, it doesn't sound pretty, but when you see him crouching down, with tears in his eyes, as he forces out a mighty, rip-roaring fart, you'll be in absolute hysterics. Unfortunately, the joke wears thin all too soon and with the humour gone, the game is exposed as the dull and unoriginal platformer it really is.

After the likes of *Earthworm Jim*, the graphics in *Boogerman* look pretty lame, but some wonderful animation of the geezer in tights and some of the other characters gives the game some credibility. Boogers has a whole range of moves (most of which will have you doubling up in fits of laughter), and although he may not behave like a superhero, he certainly struts about like one. He's easy to control, moves around well and is without doubt the star of the show.

Some of the baddies look smart as well. The only pity is that most of them stand around like doughnuts waiting to be killed. If only some would fight back, the game might have been a bit more challenging.



MAN

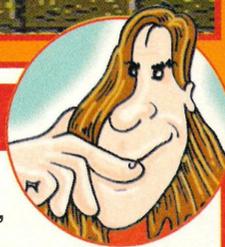


In the end, *Boogerman* is an amusing and humorous geezer, who's been let down badly by a rather poor game. There's just not enough in the way of variety and

challenge to make this stand out in a crowd. For novelty value *Boogerman* is certainly worth looking at, but in all honesty there's better platform games out there and you'd be best advised to give it a miss. 



MILES



He's rough, he's tough, he's... well, a little bit whiffy actually! *Boogerman* is without doubt the grossest character ever to grace (!?) the SNES, and what a pleasant breath of (not so) fresh air he is. The game itself is just another derivative platformer, but the big cartoony sprites and great animation set it apart from the rest. It's *Boogerman's* unhygienic antics that keep the corners of your mouth up-turned at all times.

There have been many similar games, some better than this, but it does manage to do something a little different and that, in my book, makes it well worth a look for the smelly at heart.



PRODUCER

INTERPLAY
(01235) 821666

PRICE

£54.99

RELEASED

OUT NOW

GAME TYPE

PLATFORMER

CART SIZE

8 MBit

FEATURES

PASSWORD

CONTROLS

NO FUNCTION

NO FUNCTION

L

R

FLICK BOGEY

X

POSE

Y

A

JUMP

B

BELCH

RATINGS

GRAPHICS 73

SOUND 75

GAMEPLAY 79

LONGEVITY 70

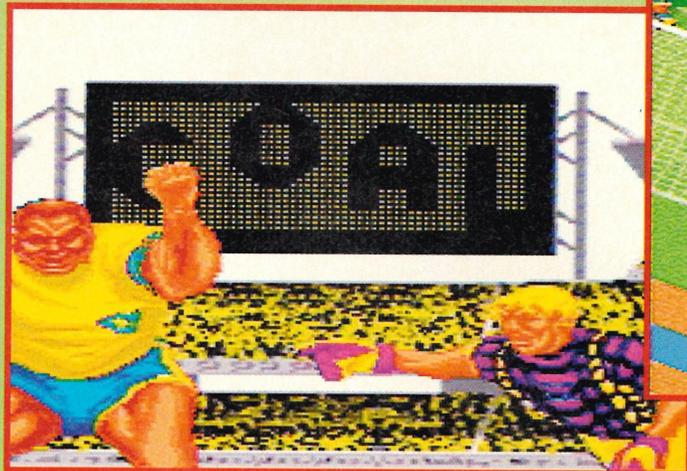
OVERALL

75

JON



With all the hype that's been surrounding the release of US Gold's *Fever Pitch Soccer*, even the most ardent footy hater couldn't have helped getting sucked in by all the excitement and expectation (Well done, Mr PR man!). Here at the SUPER GAMER HQ though, we don't need a propaganda machine to whip us up into a frenzy. No sirree, as soon as we



△ Oi, don't you know you're not allowed in the six yard box according to US Gold?



FEVER PITCH

pitch



hear that a footy game is coming out, we're donning our shorts, putting on our boots and sitting by the postbox waiting for it to arrive.

Fever Pitch has been no different and you can imagine the adrenalin-buzz and pant-wetting excitement in the office



△ The Argies take on the Jormans in a rerun of the 1990 World Cup final. Borrrrring!

when a copy finally arrived. After a quick squabble over who was going to be first to play (which resulted in Miles sitting in the corner and sulking) the cart was thrust into the SNES quicker than old Milo can fall down at the bar!

So, there we were, full of excitement, anticipation and great expectations, only . . . well . . . you see the problem with building up expectation is that you have to fulfill it. If you don't, the disappointment is all the

greater and this is the fate that befalls *Fever Pitch*.

Two minutes after cramming the cart into the SNES we were slumped back in our chairs, sighing in disbelief. To be fair it's not really that bad, in fact a couple of years back it would have been hailed as bordering on genius, but now . . . , now it's just ordinary. What with *ISS*, *FIFA* and even the tiny sprites of *Sensi*, it doesn't look very impressive.

Enough moanin' and groanin' though, on with the review. As you'd

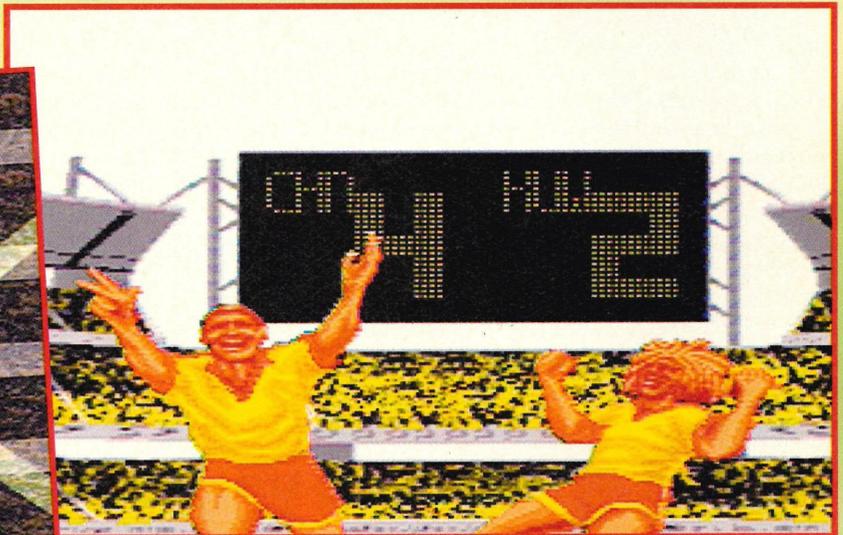


expect, *Fever Pitch* offers the usual exhibition match, where you pit your skills in a one-off against your chummies or the computer. For the more challenge orientated gamer there's also the tournament. This is a very arcade-ish round type thing, sorta like a knock-out cup. With a password that allows you start where you left off, it won't take long to complete the first one, but fortunately there's quite a few tournaments, each one more difficult than the last. Even still, with the password the games life span as a one player challenge is quite limited.

The first thing that stands *Fever Pitch* out from the crowd ('scuse the pun) is the special players it features. These guys and their special talents (legal and illegal) can be added to



△ Okay okay, so there was a spot of rain overnight. It still looks like the groundsman went a smidgeon over the top with the sand!



△ Victory is ours in the first round of the tournament challenge. But what shockingly ugly players, eh readers!?

your squad as you proceed in the tournament. In the Exhibition mode, all the special players are available and play for both sides.

The actions of these charismatic footballing maestros make Eric Cantona and Jurgen Klinsmann look positively wimpish. Whether it's Barger and his bulldozing tactics, or Gdiverman and his sneaky dives in the penalty area, there's no doubt these guy's give the game a

▽ Save my shot would ya? That's it. You're in for a ruddy good kick up kyber and no questions answered!



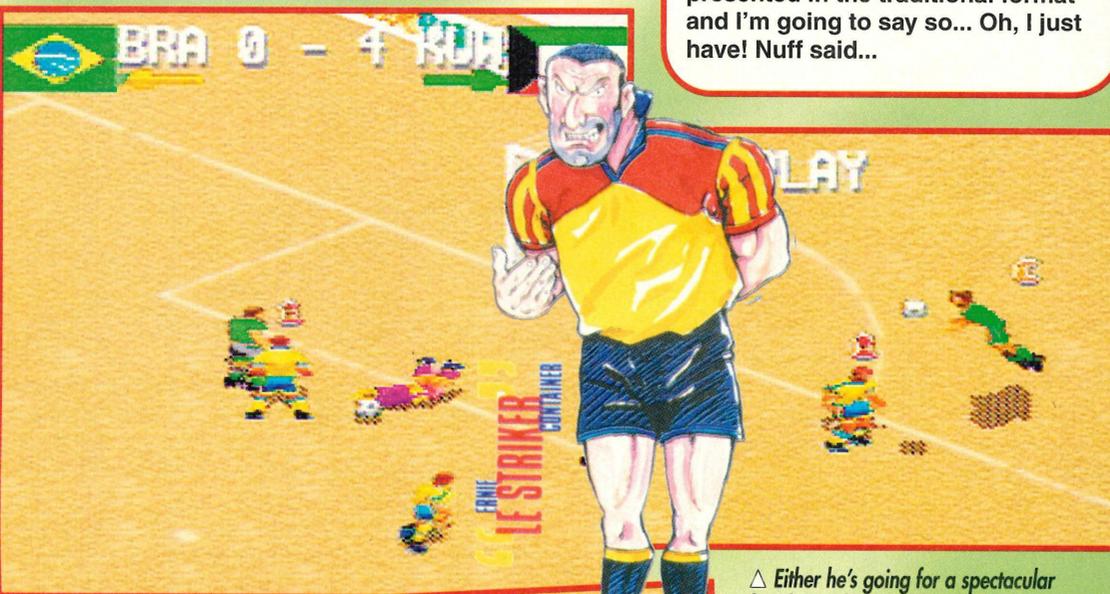
The most disappointing thing about *Fever Pitch* is the gameplay. The players look good, but



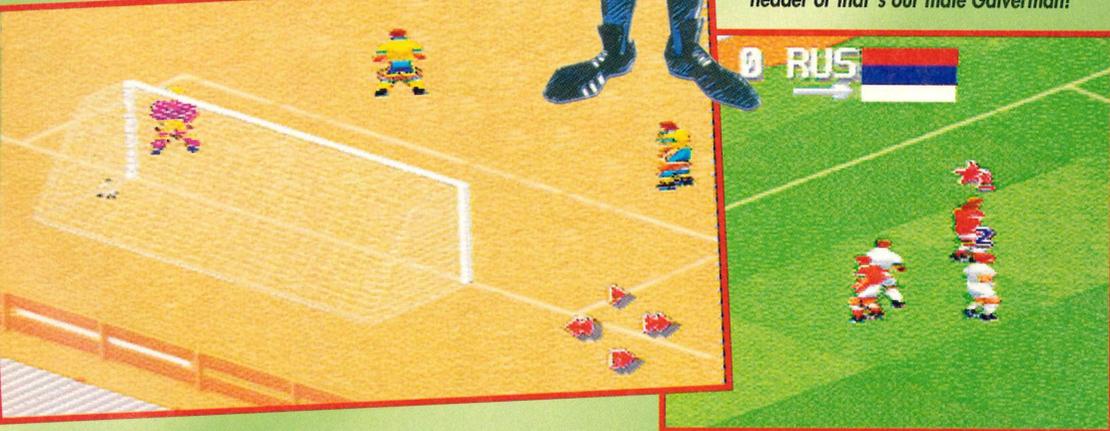


controlling them is awkward (especially when tackling). The screen is too small as well, you only get to see a tiny bit of the pitch and it's impossible to know where your or your opponents players are. An' the rot don't stop there! There's plenty of other niggly bits, like the player with the ball running as fast as someone chasing and the puny crowd SFX.

On the whole *Fever Pitch* lacks the moves and style of *FIFA* and *ISS* and also the strategy and gameplay of *Sensi*. It's fun purely as a multi player game and even then only because of the special players.



△ Either he's going for a spectacular header or that's our mate Gdiverman!



MARK



Ooooh, yummy, yummy yummy. Big-bottomed squeals of delight. I don't know what all the others are getting so emotional about - this is a great game! Really, I'm quite surprised at their reactions, because I really enjoyed it. It has everything that you could possibly want in a decent, competitive football title. It's fast, frenetic and exciting which all goes to make it a real treat.

I agree in some ways with what Jon said, in as much as it reminded him of some older football titles, but I don't necessarily think that's a bad thing. I'm all for a bit of nostalgia now and again and *Fever Pitch* gives you that, but the gameplay and the action is bang up to date. It's a lot faster than those 'old' titles.

I don't care if the others don't agree with me; I think this is a highly enjoyable footy romp presented in the traditional format and I'm going to say so... Oh, I just have! Nuff said...



PRODUCER

US GOLD
(0121) 625 3388

PRICE

£44.99

RELEASED

JUNE '95

GAME TYPE

FOOTBALL SIM

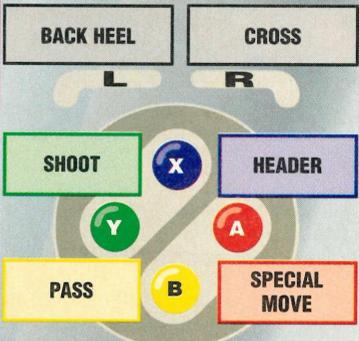
CART SIZE

16 MBit

FEATURES

PASSWORD

CONTROLS



RATINGS

GRAPHICS	88
SOUND	78
GAMEPLAY	83
LONGEVITY	86

OVERALL

85

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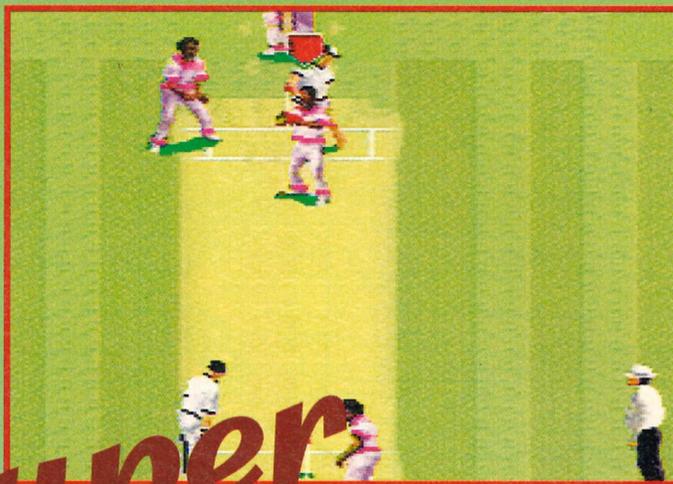
TEL/FAX-01202 527314

JON



Nintendo's timing for their latest release couldn't have been better. The sun is starting to climb higher in the sky, the smell of freshly cut grass hangs thick in the air and the hollow sound of leather striking willow reverberates around villages across the land. It can only mean one thing - the cricket season is upon us once again.

This is the first SNES cricket game that I've seen. On other systems they've been dull - but hang on, this one's actually quite good. I'm not the greatest of cricket fans, in fact I'd say I'm closer to loathing it than loving it, but even I found myself getting stuck into this fun and playable game.



K. BOTCHER



Right Handed
Fast Bowler

Batting : ●●●

Bowling : ●●●●●●●●

Fielding : ●

Running : ●●●●●●

NEW BOWLER

▲ Is that Richie Richardson? It's hard to say cos none of the players have real names. Also, who's that bloke having a slash?

Super INTERNATIONAL CRICKET

A six every time!

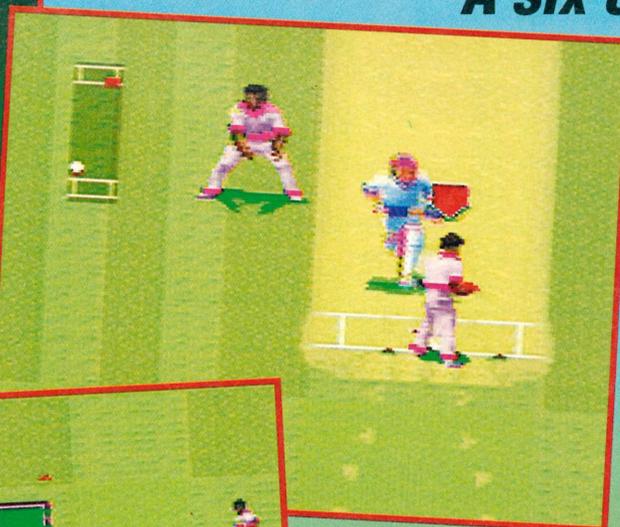
CHOOSE YOUR COUNTRY
PLAYER 1



- AUSTRALIA
- ENGLAND
- INDIA
- NEW ZEALAND
- PAKISTAN
- SOUTH AFRICA
- SRI LANKA
- WEST INDIES

▲ Holy choose-the-teams-arama, Batman!

When the cricket season really kicks off (if that's the right term) and you see people standing around doing nowt for day's on end, you can't help wondering what the hell's the point. It all seems so boring, but thankfully a game of *Super International Cricket* doesn't go on for days and it's in no way boring. Instead, all the exciting

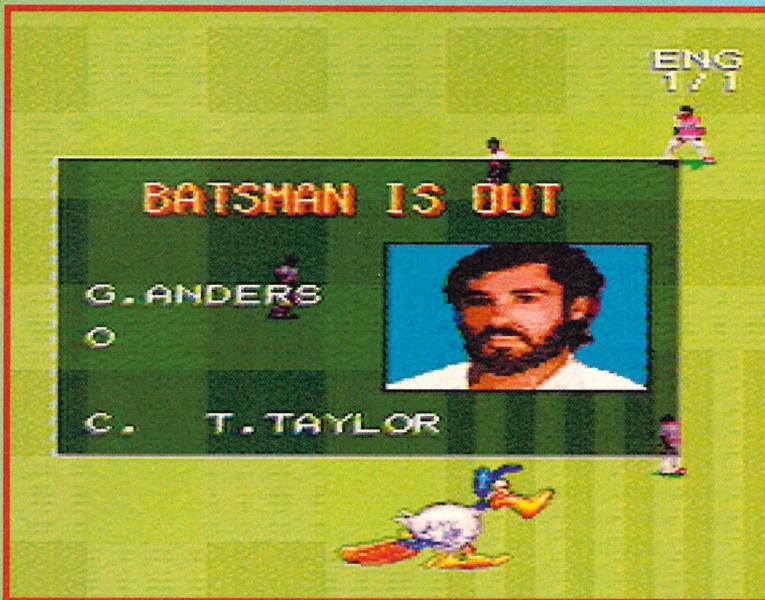


bits of cricket have been crammed into a fun and easy to play game that's surprisingly enjoyable and pacey.

From the moment you jam the cart into your SNES, the presentation and choice of challenges immediately make a good impression. Whether you want to play one day Internationals, full-on five day test matches, or just a ten over knockabout, the choice is there. You can also choose to play as,

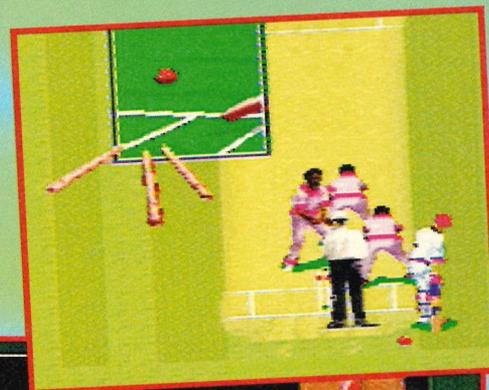
and against, any of the top International sides in the world, oh . . . and England too!

Nuff about that though, the important thing is getting those pads on, striding out to the crease and knocking seven shades of crap out of the ball. This is where *Super International Cricket* really shines through, as it finds a happy medium between player



is simply a matter of pointing a little arrow where you want the ball to go and pressing the button. There's no toggling for power, or spin, but for the more skillful players there is the aftertouch. This allows the bowler to swing the ball, making life that little bit harder for the batsman.

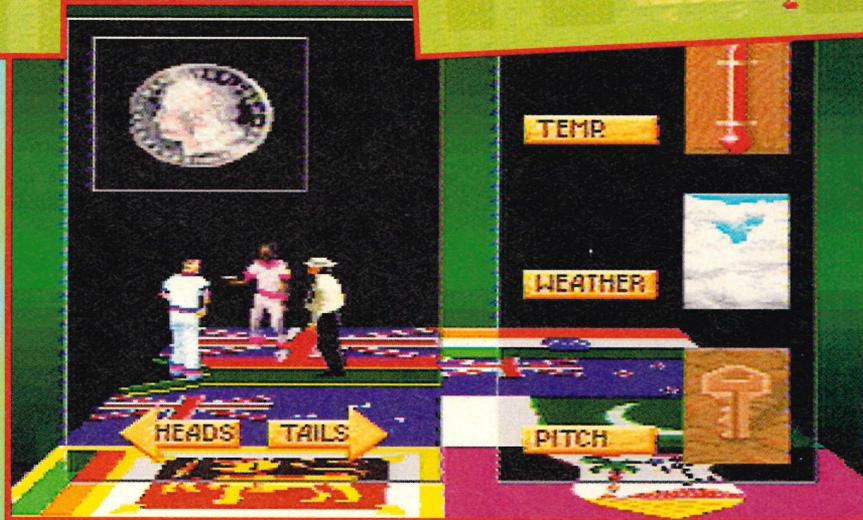
Fielding is probably the hardest thing about this game, but even this is quite easy to master, due largely to the very user-friendly key control. You can stump, throw, dive, appeal and catch, and at first it all seems a bit confusing, but the controls are joyfully easy to pick up and it's not long before you're



NET

control and computer assistance. Some cricket sims have fallen flat on their stumps 'cause you have to either press a thousand buttons and push the joypad in all sorts of directions to make a shot, or you just press a button and the ball flies off for four every time. With *SIC* though, hitting the ball is all about reading where the bowler is going to put the ball, positioning the batsmen accordingly and timing the stroke to perfection. It may sound hard, but it's actually quite easy and it won't be too long before you're sweeping the ball, hooking, pulling and smashing the occasional six.

On the fielding and bowling side *Super International Cricket* is just as easy to get to grips with. The bowling



△ Check the playing conditions, toss the coin and decide if you want to bat first, or second . . . and that's about it really!

marshalling your players like Napoleon.

The only real problem on the fielding side is that sometimes a small box showing animated sequences appears and this can sometimes block the view of your player and the ball. This can cause a bit of disarray if you're fielding, but it doesn't happen too often, so it's nothing major.

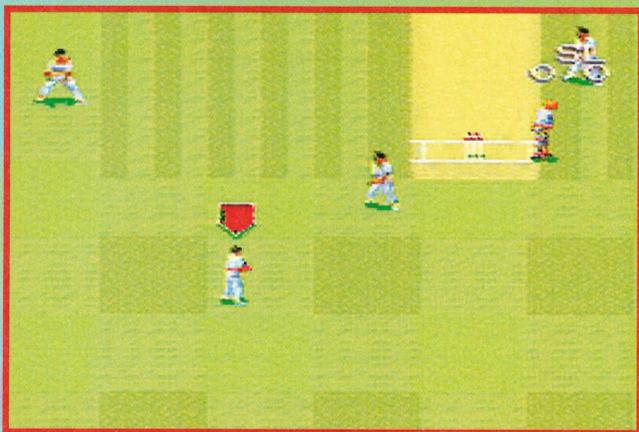
SIC has some great special

HAYDEN



We've seen dozens of footy games, a whole pile of golf sims, basketball, gridiron and tennis. This, though, is the first cricket game in Nintendo land. In fact it's the only major cricket game I can recall on any system apart from the flawed *Graham Gooch Cricket* on the Amiga. Well, it looks as if Nintendo have had a spot of beginner's luck because this really is rather fine. The graphics look a bit iffy at first, and the pause as the view flicks from the close-up of the bowling sequence to the zoomed out field view is irritating, but other than that I can't fault it, especially with two players. Loads of options; all that's missing are the cucumber sarnies! It's just a shame they didn't include real players.





features, one of which is the appeal. LBW, catches, run outs are not immediately given by the umpire, so you have to get your players to jump in the air and appeal enthusiastically. This can get out of hand with people appealing every sodding ball (no names mentioned, Hayden), but it still provides a great laugh and can produce plenty of heated debates over dodgy decisions.

Other smashin' features of *Super International Cricket* are full player stats, some excellent animation of the sprites (you can even floor batsmen with bouncers), and some cool SFX. On the minus side, the music is bleedin' awful and it would have been great if there was an action replay. Still, you can't taken anything away from what is undoubtedly the champ of cricket sims. 

MARK

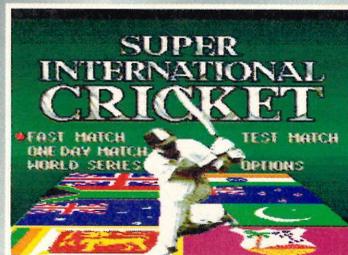


Talk about timing. Talk about uncanny. Talk about *Super International Cricket*, which is what I'm about to do.

Just as the sun has decided to shine on us, and the swallows are singing high in the afternoon sky indicating the onset of summer, *Super International Cricket* comes crashing into the office. The sound of leather on willow, cucumber sandwiches and tea on the pavilion steps; yes cricket is where it's at during the summer months.

This is a fabulous game, simply because it has all the facets of the game. Nothing is omitted. It's a solid simulation, with some nice touches to boot.

There are some drawbacks, but really when you consider that there isn't another game to touch it on the SNES, then these really fade into insignificance.



PRODUCER

NINTENDO
(01703) 651010

PRICE

£ TBA

RELEASED

TBA

GAME TYPE

SPORTS SIM

CART SIZE

? MBit

FEATURES

NONE

CONTROLS

NO FUNCTION

NO FUNCTION

L R

OFF DRIVE AND DIVE

X

BLOCK AND THROW

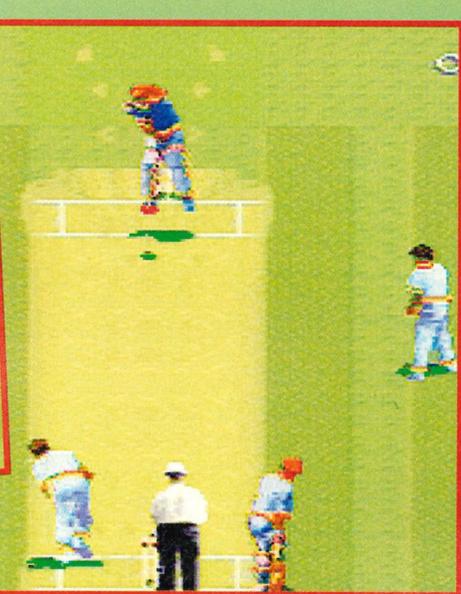
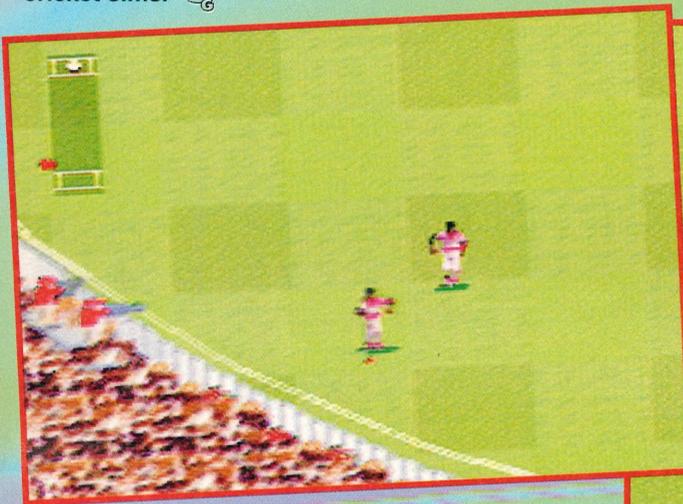
Y

A

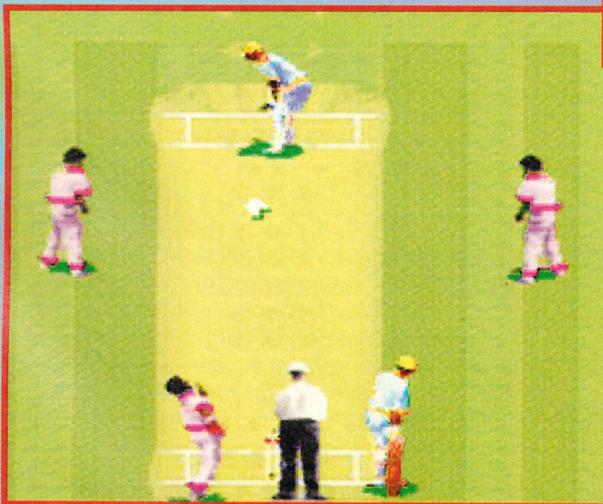
DRIVE AND THROW

B

HOOK AND STUMP



△ Looks like the bowlers got a problem with his googlies. The batsmen must have hit his stumps!



RATINGS

GRAPHICS 86

SOUND 72

GAMEPLAY 92

LONGEVITY 90

OVERALL

89

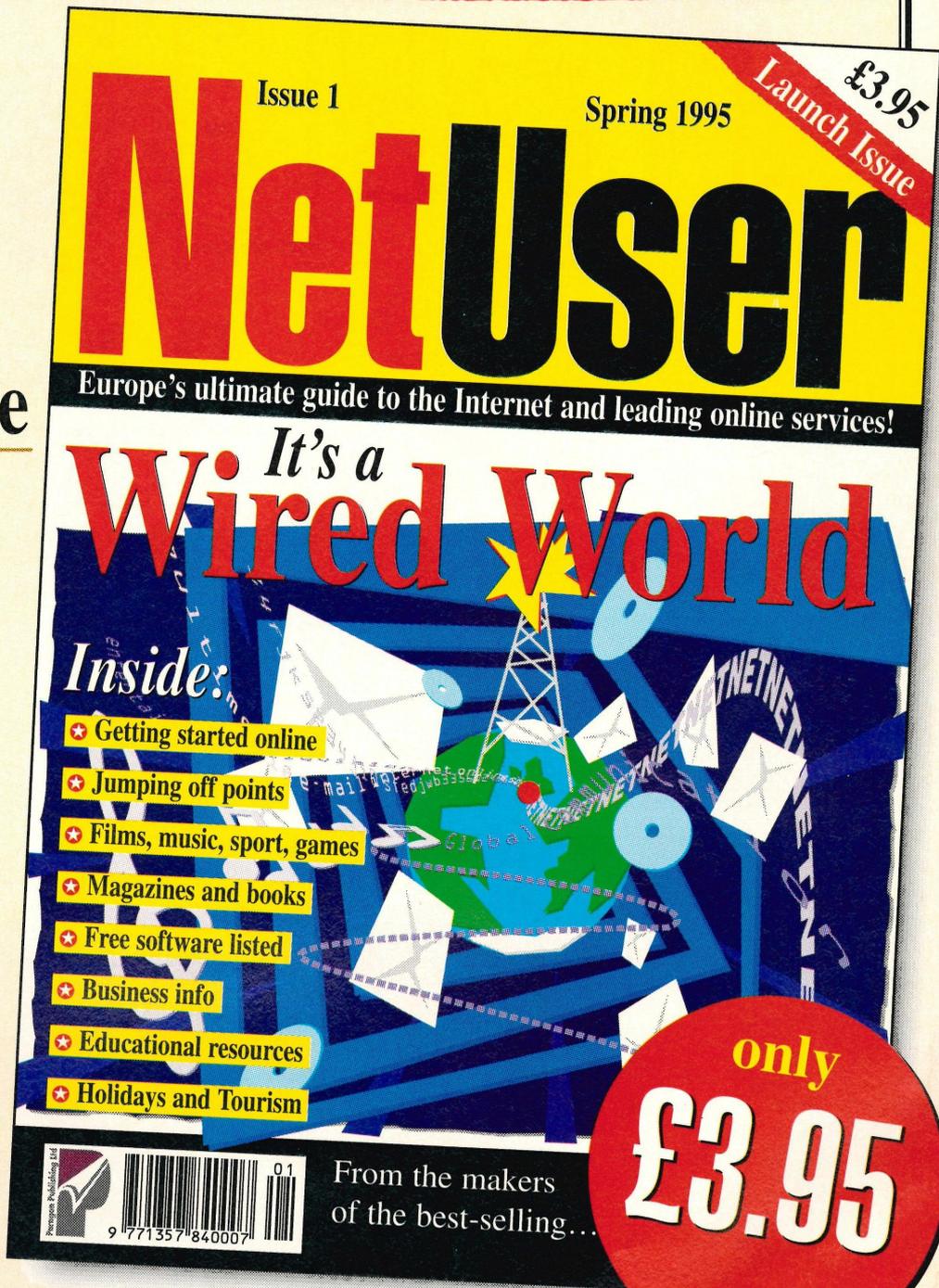
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NetUser

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BUSTERS

If there's somethin' strange in your neighbourhood. If there's somethin' weird an' it don't look good then I'd move house if I were you! If, however, you're lagging on *Lawnmower Man*, jinxed on *Jurassic Park* or simply miffed with *Mega Man* then the new busters are here...

50 LIVES!

Go to erase game and press B,A,R,R,A,L and hey presto, 50 lovely lives.

Play Bonus Stages

When Kranky is winding up the gramophone press Y, down, Y, down, down, Y

Warp

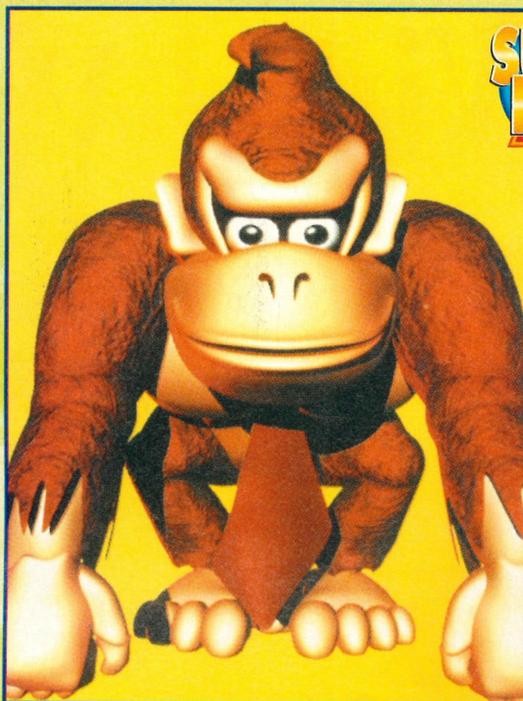
Play the game as normal and between Jungle Hijinx and Ropey Rampage keep pressing Y, B (note, you must only have donkey Kong)

Warp 2

At the stop go station, go back along the passage that you entered from and it takes you to the end of the stop go level.

101 %

Try to get 40 - 49% then go to the erase option. Erase the game and then press the B button repeatedly and the % score will race up to 101%



DONKEY KONG COUNTRY



RISE OF THE ROBOTS

Go to options and press Up, Left, Down, Right and Fire. If it works, you'll be able to select the Supervisor in two player mode. Action Replay code enables you to play a red cyborg in one and two player mode.

7E103007

7E117607



KIRBY'S PINBALL LAND

Hit R, B, Select + A, and a cat will walk across the screen allowing you to play the Guardians.



STUNT RACE FX



On BattleTrax you can race as or against the computer. On the starting grid don't press anything on your pad for a couple of seconds, and the car will start on its own. If you want to race against it, play using the other pad.

Shortcut

For a shortcut located in harbour City, as you approach the second half-pipe section you'll see another section of track in the top left hand corner of the screen. Drive over the left wall of the half-pipe, heading in the direction of the distant track and your car lands with the finish line just ahead. Although it's okay to try this with any vehicle, it's a lot easier with 2WD.

Infinite Speed Boost

This cheat only works under the Free Trax option when racing the King's Forest. As soon as your car is displayed ready for action on the track, press Select, and bob's your uncle - infinite speed boost.

Reset

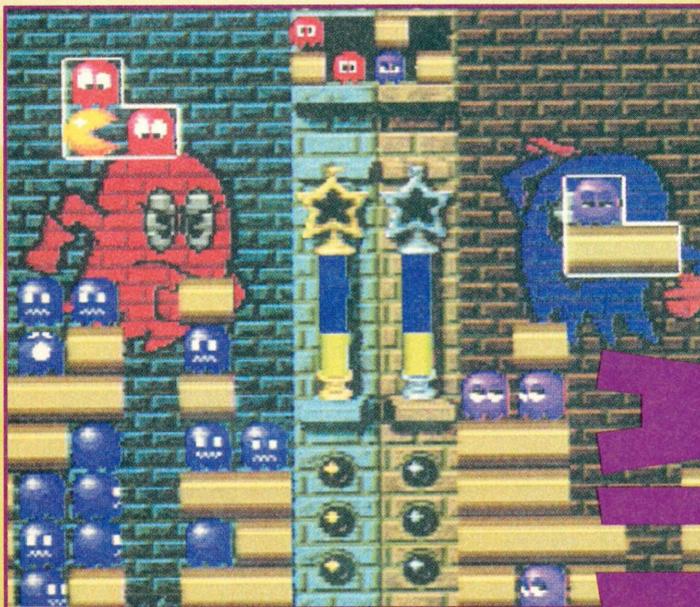
If you're sick and tired of getting up and pressing the reset button, try pressing L, R, Select and Start simultaneously to reset the game.

Superstart

Press accelerate on the second bleep (the one that comes at the same time as the first green light) and the acceleration is a lot faster.

Car Modification

On the car select screen press X, Y, X, Y, X, Y then press and hold X whilst adjusting the statistics of your car.



PAC ATTACK

- 1 STR 2 HNM 3 KST 4 TRT 5 MYX 6 KHL
- 7 RTS 8 SKB 9 HNT 10 SRY 11 YSK 12 RCF
- 13 HSM 14 PWW15 MTN 16 TKY 17 RGH 18 TNS
- 19 YKM 20 MWS21 KTY 22 TYK 23 SMM24 NFL
- 25 SRT 26 KKT 27 MDD 28 CWD 29 DRC 30 WHT
- 31 FLT 32 SKM 33 QTN 34 SMN 35 TGR 36 WKR
- 37 YYP 38 SLS 39 THD 40 RMN 41 CNK 42 FRB
- 43 MLR 44 FRP 45 SDB 46 BQJ 47 VSM 48 RDY
- 49 XPL 50 WLC 51 TMF 52 QNS 53 GWR 54 PLT
- 55 KRW 56 HRC 57 RPN 58 CNT 59 BTT 60 TMP
- 61 MNS 62 SWD 63 LDM 64 YST 65 QTM 66 BRP
- 67 MRS 68 PPY 69 SWT 70 WTM71 FST 72 SLW
- 73 XWF 74 RGJ 75 SNC 76 BKP 77 CRN 78 XNT
- 79 RNT 80 BSK 81 JWK 82 GSN 83 MMT 84 DNk
- 85 HPN 86 DCR 87 BNS 88 SDC 89 MRH 90 BTf
- 91 NSM 92 QYZ 93 KTT 94 FGS 95 RRC 96 YLW
- 97 PNN 98 SPR 99 CHB 100 LST



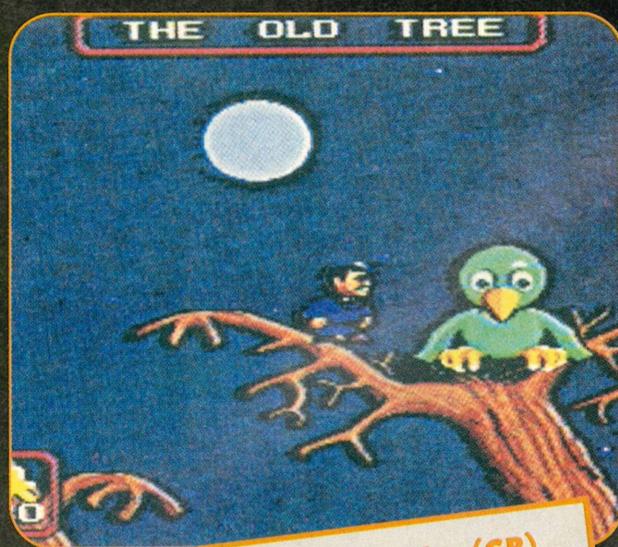
ADDAMS FAMILY

100 lives

Code 2112 will give you five hearts, a sword and 100 Lives

Code BLR66 will give you 96 Lives, five hearts and all the Family

Code BLR55 will give you 105 Lives, five hearts and all the Family



Addams Family 2- Pugsley (GB)
Put in the password NPP88 for 241 Lives



SUPER RETURN OF THE JEDI



- | | |
|---|-----------------------------|
| Tatooine - RLGQMN | Jabba's Dance Hall - ZJLMRJ |
| Jabba's Palace - LZLKJF | Rancor Pit - VTYMZX |
| Attack On Sail Barge - QZNFPF | Inside Sail Barge - VKCDFD |
| Endor Speeder Bikes - ZCTKFC | Ewok Village A - QYXYHB |
| Ewok Village B - LFWLTQ | Endor - QDQGKH |
| Millenium Falcon - CPMRZV | Power Generation - CDWLTY |
| Inside Death Star - BPFFZQ | Tower - RVKFKG |
| Tower Entrance-Vadar - VQXDQJ | Emperers Chamber - HLQMVL |
| Millenium Falcon-In Tunnel - VQJGWF | |
| Escaping The Death Star - ZZSTXZ | |
| Millenium Falcon-Attack On Surface - RMNVLC | |

For 99 lives, tap in this cheat - X, X, B, A, Y

SUPER EMPIRE STRIKES BACK

- | | |
|----------------------------------|-------------------------|
| Snowspeeder - HMGPWJ | Inside AT-AT - LLJFBG |
| Outside AT-AT - LDGLTJ | Asteroid Field - NCCGSP |
| Rebel Base - WLJWDN | Cloud City - MCDGRJ |
| Dagobah - GJBHNF | Cloud City 2 - RLMSWJ |
| Factory - PGPNMG | |
| Carbon Freezing Chamber - NGMSJB | |
| Approach On Cloud City - MBRCGB | |
| Reactor (last level) - SWPMSS | |



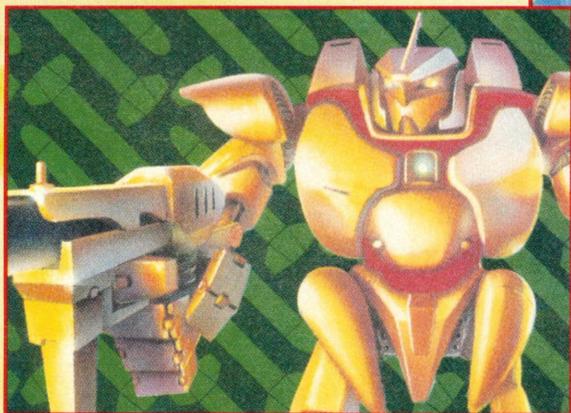
EMPIRE STRIKES BACK



- | | | | |
|------------|------------|------------|------------|
| 1-3 TCCPSU | 1-5 NLBJJF | 2-1 DGBDPL | 2-2 HMGPWJ |
| 2-3 JRGRD | 2-4 MBDRMR | 3-1 HDPPLL | 3-2 GTLCNP |
| 4-1 WWBGHF | 5-1 PGBNBH | 6-1 DLPMMD | 6-2 SHRBLW |
| 6-3 LNGPNN | 6-4 FSFMSR | 7-1 FCPDCP | 8-1 HPLSHJ |



METAL MARINE



- | | |
|-----------------|-----------------|
| Level 1 - PHTM | Level 2 - HBBT |
| Level 3 - PCRC | Level 4 - NWTN |
| Level 5 - LSMD | Level 6 - CLST |
| Level 7 - JPTR | Level 8 - NBLR |
| Level 9 - PRSE | Level 10 - PHTN |
| Level 11 - TRNS | Level 12 - RNSN |
| Level 13 - ZDCP | Level 14 - FKDV |
| Level 15 - YSHM | Level 16 - CLPD |
| Level 17 - LNVV | Level 18 - JFMR |
| Level 19 - JCRV | Level 20 - KNLB |

SUPER BATTLESHIP

Level 2 - C31D5
 Level 3 - 32FH42
 Level 4 - 7159BG
 Level 5 - 0007207
 Level 6 - BDFHGF4



DESERT STRIKE

B59JS27 - For ten Lives

EARTH WORM JIM

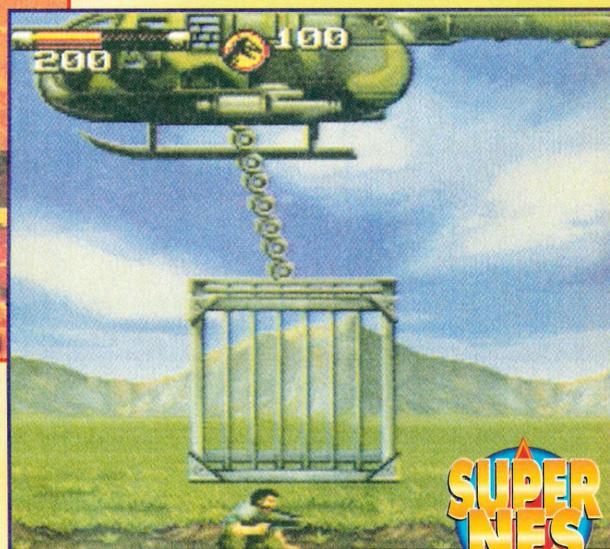
A, B, X, A, A+X, B+X, B+X,
 A+X - to skip current level

B, X, A, A, B, X, A - for a debug
 screen and a level select



TURTLES

1HHHHH2 - last boss code



JURASSIC PARK

On the score table press
 U, D, R, U, D, L, Select,
 A, B, Start and Select for
 a late select cheat.

MORTAL KOMBAT 2

For 30 credits press L, Up, R, Down, L and Select on
 the Character screen



FIDGETS

Last Level Code - Coin, Football, Dice



ZOO

For Infinite Lives press U, R, D, L, Start on title screen

ALADDIN

Level Skip - Pause game, A, A, B, B, A, A, B, B, A, A

ALIEN

Enter ENDGAME as the password to see the end-of-
 game sequence



JIMMY CONNORS

To get an ace every time you serve, go to Exhibition, select hard court, choose Akira and press B

Infinite Lives - Pause the game and then press B, R, A, Select, Y, A, B, A, B then restart and repause. Afterwards you should find yourself with infinite lives.

Level Select - R, A, Select, Y



LAWN MOWER MAN

ZOMBIES

Harder Game - enter the password BLHR



ZELDA 4

When you meet the Slime boss, hold 'Select' to get the instrument

JELLY BOY

For 20 lives enter the password STSHT NRTCLW FHSMGS SHLWTU



KICK OFF 3

Challenge 1 (Brazil)

Round 1 - BKOVFXQBBFCBLBB
 Round 5 - N1HVFXQBBFCCLBB
 Round 9 - 1ZRVFXQBBFCDLBB
 Round 13 - D10VFXQBBFCFLBB
 Round 17 - VG0VFXQBBFCGLBB
 Round 21 - 52HVFXQBBFCHLBB
 Round 25 - J0RVFXQBBFCJLBB

Round 2 - CKYVFXQBBFCBVBB
 Round 6 - R02VFXQBBFCVBB
 Round 10 - 6K2VFXQBBFCDVBB
 Round 14 - H1KVFXQBBFCVBB
 Round 18 - WZTVFXQBBFCGVBB
 Round 22 - 812VFXQBBFCHVBB

Round 3 - G2CVFXQBBFCB3BB
 Round 7 - V0MVFXQBBFC3BB
 Round 11 - 72WDFXQBBFC3BB
 Round 15 - L04VFXQBBFC3BB
 Round 19 - 1K4VFXQBBFC3BB
 Round 23 - B1MVFXQBBFCH3BB

Round 4 - K1YVFXQBBFCBBB
 Round 8 - 0GYVFXQBBFCDBBB
 Round 12 - *2FVFXQBBFCFBBB
 Round 16 - RHFVFXQBBFCGBBB
 Round 20 - 22YVFXQBBFCHBBB
 Round 24 - F06VFXQBBFCJBBB

Challenge 2

Round 2 - PG2VFXQBBFCJVBB
 Round 6 - 02KVFXQBBFCVBB
 Round 10 - C0TVFXQBBFCLVBB
 Round 14 - TKTVFXQBBFCMVBB
 Round 18 - 40*VFXQBBFCNVBB
 Round 22 - HZKVFXQBBFCPVBB

Round 3 - SGMVFXQBBFCJ3BB
 Round 7 - 314VFXQBBFC3BB
 Round 11 - G0CVFXQBBFCL3BB
 Round 15 - V2MVFXQBBFCM3BB
 Round 19 - 70WVFXQBBFCN3BB
 Round 23 - L24VFXQBBFCP3BB

Round 4 - WK6VFXQBBFCBBB
 Round 8 - 61PVFXQBBFCLBBB
 Round 12 - MGPVFXQBBFCMBBB
 Round 16 - V16VFXQBBFCNBBB
 Round 20 - *0FVFXQBBFCPBBB
 Round 24 - RKFVFXQBBFCQBBB

Round 5 - X20VFXQBBFCKLBB
 Round 9 - 908VFXQBBFCLLBB
 Round 13 - NZHVFXQBBFCMLBB
 Round 17 - 3JHVFXQBBFCNLBB
 Round 21 - DZ0VFXQBBFCPLBB
 Round 25 - S18VFXQBBFCQLBB

Fuel : Steer your MBS off the map screen; the mothership will then come and collect and refuel you.

Codes:

Vortex 1: VBBBB
 Cryston :YFGJW
 Voltaire :RWXVP
 Thermis : DHLNC
 Magmemo:
 BGVRG
 Vortex 2 : JNBTK
 Trantor : XLQMB

Infinite lives :

JTTSJ

Infinite ammo :

WSVTQ

VORTEX



MEGA MAN X

To start the game with all the Power-Ups type in the password 8441 2136 4421

Fireball (without killing all the bosses)

Enter the above code and go to the top left boss and start the level. Go through the level until you come to a ledge which you have to slide up. At the top will be a power-up. Collect this and as soon as you do, exit the level and start again. Do this five times; on the fifth time there will be a chamber instead of a power-up. Step inside the chamber and you'll be given the Fireball that will kill all bosses instantly. To use the Fireball perform the same move as RYU's Fireball. Pretty Smart, Huh?

WORLD CUP STRIKER

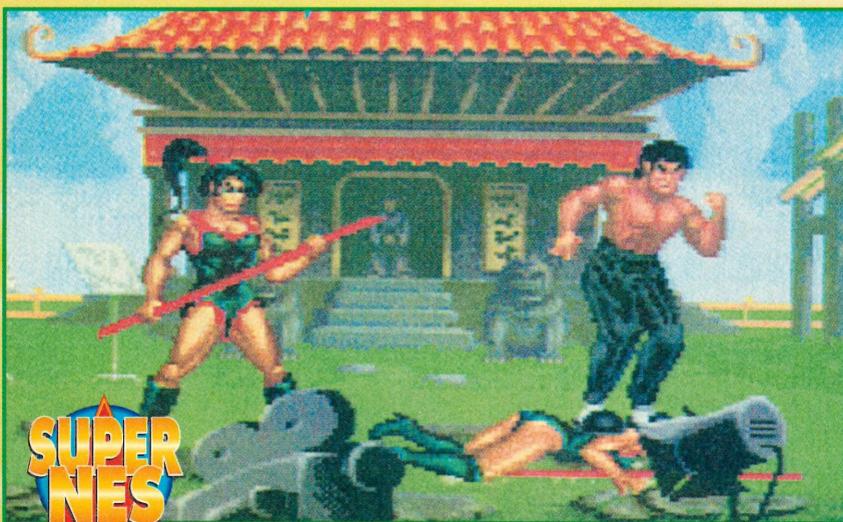
When you shoot, just as it's about to reach the opposition keeper, press start and this will reset him, allowing your shot to go flying in.



DRAGON

THE BRUCE LEE STORY

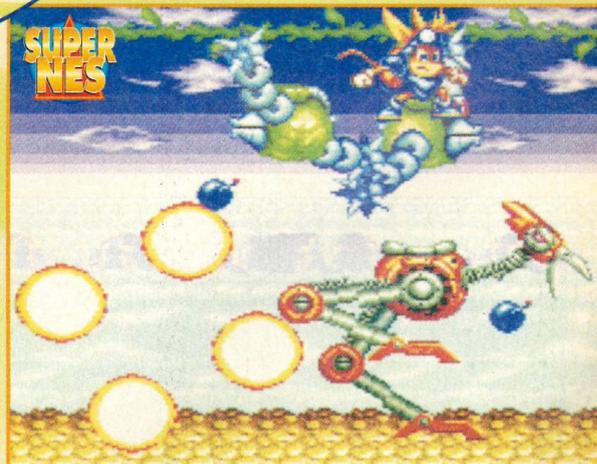
To get infinite Chi, go to mono on the sound selection screen and press Select, A, L, A, R, Y (salary)



SUPER TROLL ISLAND

Pick these colours on the Troll select screen for a level select option; Blue, Red, Green, Red, Pink, Blue, Pink. If it has worked the cat should disappear, now choose the level; pause the game and change the number to the level you want and then unpause.

SPARKSTER



On the title screen press Up, Up, Down, Down, Left, Right, Left, Right, B, A and you will get a level select option.

Passwords

Mission	Code	Mission	Code
1	NBPBZ	13	XLPWG
2	BCBCY	14	LNBXD
3	XCYDW	15	BNSYC
4	HDHGT	16	NPBZP
5	POSHP	17	BPSZZ
6	XDGHH	18	SRGBY
7	XGPHY	19	HRXCX
8	WHBNC	20	TSGDW
9	KHYNW	21	CSRGT
10	SKDPT	22	STCHS
11	DKPPX	23	GTTKP
12	NLDTH		

CANNON FODDER



DRAGON

On the main screen go to the options, then to the sound test. Press buttons B, A, R, B, A, R then A. This should bring up a level select. You can now skip levels depending on the difficulty setting on which you were playing.



NB When the first 'B' in the cheat is pressed the sound test will

have 'wait' flashing next to it so repeat the whole sequence after this.



SUPERSTAR SOCCER

Shoot the ball at an angle so the keeper can't catch it. He will parry it away as he dives leaving you to simply tap into an empty net.



FIFA SOCCER

1. If you're losing against the CPU pause the game and go to the controls setup screen. From here you can choose to control the computer team and score as many own goals as you like.
2. Super goalie — A, A, A, A, A, Y, Y, Y, Y, Y
3. Super defence — L, L, L, L, L, R, L
4. Super offence — R, R, R, R, R, L, R
5. Super kicks — B, A, B, B, B, B, B, B, B, B
6. Dream team — A, A, B, B, Y, Y, X, X
7. Curve ball — B, A, R, B, Y, L
8. Crazy ball — X, A, B, Y, Y, B, A, X

JIMMY CONNORS PRO TENNIS

On 'Exhibition' choose AKIRA and play on a hard court. Every serve will be an ace!



PUGSEY'S SCAVENGER HUNT



Stick to walls by putting L and R on semi-auto. Jump into a wall and press the corresponding button (L — left hand wall, R — right hand wall).

ALADDIN

Go to the options screen and press the following buttons on controller 2: L, R, START, SELECT, X, Y, A, B. If you've done it right you'll hear a sound. Now you should see a number appear on the main menu. Hold down L and R and use the D-pad to select the stage you want to play.

WOLVERINE

When fighting Geist and Bloodscream, kill Geist then jump up into the top right hand corner of the wall. If you keep your finger on the up button you will not fall down and this allows your energy to refill.

SKYBLAZER

Final stage code

Row 1 TRIANGLE, TRIANGLE, TRIANGLE, O
 Row 2 TRIANGLE, X, TRIANGLE, SPACE
 Row 4 TRIANGLE, X, TRIANGLE, O

Row 3 X, O, O, O



FLASHBACK

Codes

2. JWCYX 3. RSVP 4. DXCPT
 5. SLMN 6. ZTHRK 7. CRLQXZ



ALFRED CHICKEN

Level codes

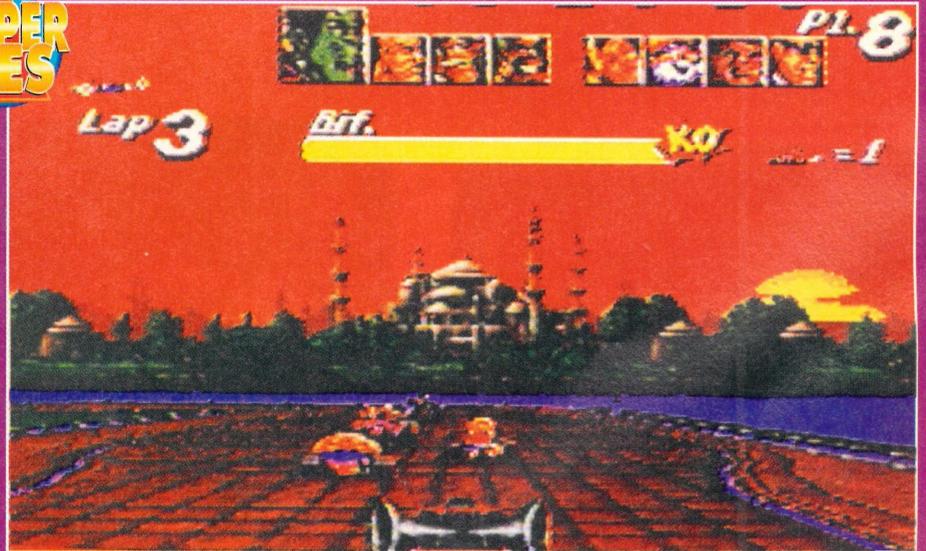
Level 9 — Balloon, 2up, star, moon, 1up
 Level 15 — 2up, star, moon, 1up, balloon



BLACKHAWK

Level	Code	Level	Code
1	FBWC	9	GSG3
2	QP7R	10	BMHS
3	WJTV	11	Y4DJ
4	RRYB	12	HCKD
5	ZSQP	13	NRLF
6	XJSN	14	J6BZ
7	CGDM	15	MJXG
8	TJ1F	Sarlac	K3CH

STREET RACER



1. Secret tracks: Go to custom options; press L, R, L, R, X, Y. This allows you to race the secret tracks.
2. Better stats: On character select screen highlight your character and press X, Y, X, X, X, Y and hold X while adjust them as you wish.

ILLUSION *of* TIME

We were sitting in the SG think tank trying to come up with a class game for the purposes of tipping this month when all of a sudden we realised the very thing had been under our noses all along. So allow us to present the first installment of our complete solution to the magical Illusion of Time. Help Will defeat evil, find his father, and maybe even get a snog off the dishy Princess Kara!



1. The game begins in the school room and after the teacher dismisses you the others will all arrange to meet up in 'the usual place'. Speak to Lance (the one in green) and he'll tell you about a cave down by the seashore).



2. Leave the school room by the door to the right then walk down the corridor and exit the building. Go to the first door on the right (not down the steps) and enter the house.



3. This is Will's house. Talk to Lola and she'll tell you she hasn't finished cooking the dinner yet and that you should go outside and play.



4. Go down the flight of steps to the right of the school house then walk south and down the next set of steps. You'll see a jetty. Walk out onto it and take the first right turn. Walk along the end where you'll see the entrance to a cave.



5. Enter the cave and talk to Seth and Lance. After a few seconds Erik will arrive to tell you the Princess has run away. Talk to Lance and he'll tell you to go and sit by Erik. Do so and follow the conversation until you're asked to move the statue.



6. Go and stand roughly in the position shown and press and hold either of the top buttons (L and R) and the statue will move towards you as if by magic. Now go and talk to Lance.



7. Lance will lay down four playing cards on the floor in front of the table and then ask you to pick the ace of diamonds. Just pick up any card, it doesn't matter which as you'll always be right



8. Talk to the others who'll tell you they're playing one more game of cards and then leave the cave. You'll find it's got dark outside. Head back to Will's house where you'll find a pig in the kitchen. Try to go upstairs and the Princess Kara will come down to see what all the fuss is about.



9. Finish the conversation with Kara then go upstairs and talk to the Grandparents. Keep talking to them until there is a scream from downstairs at which point they will go and investigate. You should follow them.



10. Two guards will take Kara away. Now talk to your Grandparent until they tell dinner is ready upstairs. Go and eat then when you wake up go back down and talk some more until she hums you the secret melody and gives you letter from the King.



11. Leave and up the path to the left of the house to the bridge. The guard would not previously let you pass but now you have the Kings letter he will let you go.



12. On the map screen choose Edwards castle (not difficult as it's the only choice you have at this point). Two guards will stop you as you enter but they'll let you pass when they see the Kings note.



13. Walk right as far as you can go at which point you'll see two doors in the far wall. Go through the left (up) and keep going up, talking to people along the way until you get to the top.



14. Once at the top walk right across the battlements until you reach Kara's Bedroom.



15. Talk to the guard until Kara comes and lets you in then talk to her. When the guard tells you to leave, head back down to where you came in.



16. Keep going right until you see a single door in the far wall. This is the entrance to the throne room so enter it.



17. Talk to the knig and he will ask you whether or not you have brought the crystal ring. It doesn't matter which response you choose — you haven't got it and you'll end up in the dungeon.



18. Wait and after a while guard will feed you some bread. Wait longer and you'll fall asleep. Your father will speak to you through the flute. A stone will drop down to the right but you can't reach it. Instead use your magic power (the top buttons). When the the voice dies away go to the cell door.



19. Outside will be Kara's pig. Examine in it and you'll find a note and a key.



20. Use the key on the cell door (you'll have to select it through the inventory then exit and go through the door on the right). You'll see an entrance to Dark Space which you can use to save the game position.



21. Head south down the corridor and through the door. You'll find yourself in a room with bats flying around. You could avoid them but kill them all and you'll be rewarded with an extra health unit. You're given a bonus every time you destroy all enemies in a particular area. Use your stick to whack them. Also notice you can hit them against each other to do extra damage.



22. A this point it's useful to try out a new function. Normally when you press start it just pauses the game but when there are baddies in the vicinity you're given a radar display of their positions.



23. Sometimes you'll come across situations like this. You need to kill the skeleton for the bonus ability but you can't get to him. However destroying the green monsters in the water releases a charge which destroys part of the wall surrounding the skeleton. To get the gems dropped by the water monsters use your magic.



24. Defeat all the baddies in this section and you're presented with the sword to improve your fighting ability.



25. Here you need to use your magical powers of telekinesis to move the green statue out of the way.



26. The blue spike creatures are indestructible. Observe their movement patterns to get passed but avoid contact at all costs.



27. The red blob is a switch. Hit it with the stick to flick. You can also flick it back. These influence items elsewhere on the level and occasionally need to be used in conjunction with several others. In this case, flick it.



28. Go up the steps and walk up to the front of the chest. You will automatically open it and be presented with a herb for your trouble. Go back down the steps, flick the switch once more and continue.



29. Defeat the last monster to get a shield which increases your defensive ability. The blocks in front of the exit will also be destroyed.



30. You'll find this switch can't be moved as it's rusty. Instead go up the steps, walk along above it and jump through the gap. The weight of your fall will be enough to force it in. A door will be revealed. Go through it and get the jewel from the chest.



31. Play the flute to the flower to the left of the door and then follow the instructions of the mysterious voice.



32. Go to the left and kill the four water monsters to reveal a door to the dark space where you should save your game once more.



33. You now have the opportunity of transforming into Freedan the warrior every time you enter darkspace. Just stand in front of his statue to change.

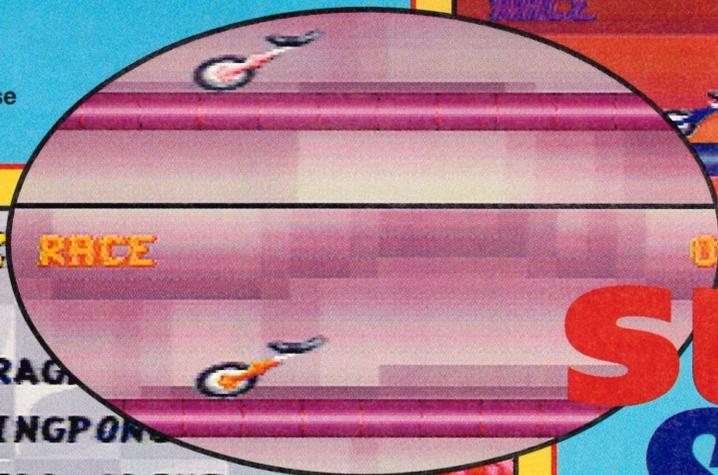
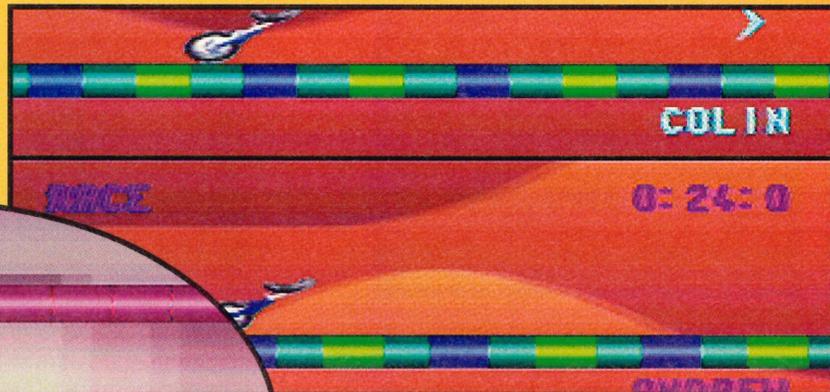
TO BE CONTINUED

Unirally

The only place you'd expect to see unicycles is at the fair, or underneath some clown at the circus. Nintendo have different ideas though, and to prove that a good game can be made from the strangest of things, they've come up with Unirally. This unbelievably fast racer may look a bit tame, but beneath every single one of those saddles there lies a beast waiting to get out. To unleash it, get down the shops, buy a copy of the game and with the help of our tips you'll be raring to go!

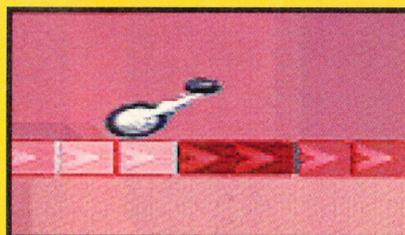
First things first. We gave you the controls a few months back, but if your memory's anything like mine, you'll have long forgotten by now, so here's a quick reminder.

- X - Z Flip
- Y - Charge/Brake
- A - Twist
- B - Jump
- L - Roll/Flip anti-clockwise
- R - Roll/Flip clockwise



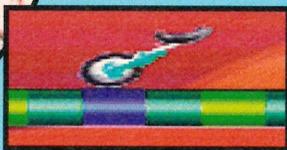
Super START

Okay, we've got the controls out the way - now on with the proper biz. The first thing I suppose you'd better know is how to do the mightily impressive super charging starts. These can be a bit hit and miss, as you have to time them pretty well, but with a bit of practise you'll soon be zooming of at Mach 15 billion and leaving every cycle trailing in your slipstream. First hold down the Y button, then press in the direction you want to go and the L or R button (whichever points the way you're starting). Then as the timer ticks down at the beginning of the race, release at about a second before the start and you're off! See ya's later!





When you finally complete all the courses, you'll get the privilege of seeing all the geezer responsible for this fine game. Unfortunately, it's not easy to get there, so we thought we'd help by giving you a little cheat that will take you there at anytime. Okay, it's not exactly gonna help you win, but it's interesting to try. On the main screen hold down the L and R buttons and at the same time press down on the pad and the B button. A newspaper should then appear and after a couple of taps on the keys you'll see the posse responsible.



see the CREDITS

speed BOOST

It soon becomes clear, when you're playing the game, that the more stunts you do the faster you go. The temptation therefore is to try and get in as many as possible every time you hit a bit of straight. But WAIT! If you're not careful you'll only end up flat on your saddle. If this happens you'll lose all your speed and you'll be left standing. The trick then, is knowing where and when it's safe to do all those flashy moves.

The key is in the track. You may think it's just a glorious piece of technicolour artwork, but there's actually reason in them there colours. Here's a rough guide:

Red : As usual this colour means danger, well, be careful anyway. As, when you whizz past some red track, it's a safe bet there's something nasty coming up, like a one way section, a tricky jump, or a loop the loop. It's advisable not to jump whenever your on a piece of this track, as it will usually spell disaster and the loss of precious seconds.

Yellow: A piece of track in this colour usually means there's a jump up ahead, or the track comes to an end. Don't do a stunt or jump until you know the way's clear. If it is a jump approaching though, get in a big one and do as many stunts as poss. We're not sure what it does for you, but it'll sure as hell look good!

Orange: This is the worst bit of track around as it means there's something nasty afoot. This usually comes in the form of goo an' stuff, so be on your guard. Keep your finger on the jump button and get ready to jump.

Green: Ah! This is the glorious bit. Once you get a whiff of green put your finger on the charge and let rip. You're pretty safe here to do as many stunts and flips as you want and really get that speed building up.

Chequered: Well, it's pretty obvious surely! This means you're approaching the finish and well, that's it!

Each course in *Unirally* has at least one stunt track. The object on these tracks is to score as many points as possible. You do this by doing triple flips and so on. Fair enough, but the thing you have to watch is that every time you redo a stunt, you only get half the points and the half the points again, and again. Get the picture? So, you can't get away with doing the same trick over and over again.

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the w w r i t e s t u f f

Oh wow, page 56 already, and you lot have so far contributed absolutely nothing to this voluminous tome. However all that is most definitely about to change for tis letters time again. As ever the mail bag is bulging with your observations on Nintendo, games and, of course, the transitional state of Super Gamer. You may or may have not have noticed, but we've actually gone down to 68 pages this month which I'm sure will cause much aggravation. Believe me, we weren't too happy when we heard the news, but we're just the poor souls who have to go along with the decisions of the powers that be. However with any luck things will pick up, and we'll be back up to 84 pages once more.

Dear SUPER GAMER, I would just like to put forward my views of a certain computer game show. The show that I am talking about is Games World. The main point that I would like to talk about is the time when The Violent Blade got the sack. The other shows — The Eliminator, Games World Live and Big Boy Barry TV went about the scenario in a very childish way. I mean sending ransom notes and demanding that he gets his job back or Big Boy Barry gets it. Personally, I think they should both get the sack because of the pathetic excuses they come up with when they lose. On Games World Live on 2nd March they did a phone-in vote to see if he should get his job back. The result was 50.1% in Blade's favour. It was so obvious that he would not get the sack; he probably has a contract for two series. I would have loved to see what they would have come

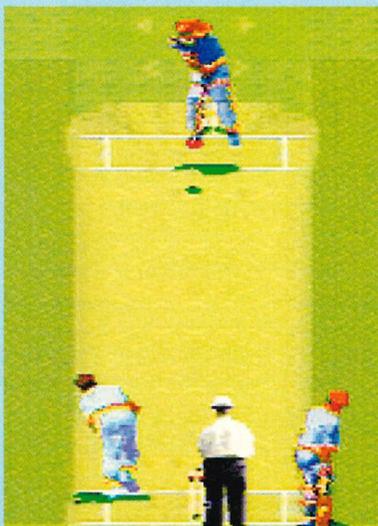
up with if Mathers lost when he put up a cheque for one million quid. Well, that's my view. And another point — why did you put a *Shadowrun* complete guide in your tips section? Super XS and Super Pro already did that! I hope you do as good job as the last reviewers. Sean O'Sayle, Eire

Well, on the subject of the Blade fiasco, seriously, who really gives a flying cowpat? Not me, that's for sure. Who is this Blade fellow anyway? I reckon you ought to settle down a bit matey. All this worrying must be playing merry hell with your blood pressure.

And another mention of the *Shadowrun* solution to join the ever-growing collection. Honestly, I've never known anything like it — one tips feature getting so much reaction, both good and bad. Wouldn't it be strange if the next letter featured a quote in its favour?

Dear SG I very much like your magazine and find your reviews section essential to any purchase I would make.

I am particularly interested in your tips section and find them



very useful, especially your *Shadowrun* solution.

I was wondering if you, or any of the reviews team, could help me with *Breath of Fire*? The problem is that towards the end of the game, a doctor in the village of Carmen requires four ingredients. I can find them all except the C/nut. I wonder, can you help me? If you have any more information that you think would be helpful I would be most grateful. Mark Joseph, Glamorgan

Thanks for the sucking up and my word, was that complimentary comment directed at the *Shadowrun* solution? I do believe it was!

As for *Breath of Fire*, I couldn't help you. In fact, to be honest, and at the risk of sounding like a complete clueless oaf, I've never heard of it! If any other readers can help Mark out, write in.

Dear SG, I was sitting thinking to myself about all the hassle the new SG were getting over the amount of pages in recent issues. I would like to see the likes of Matthew Smolka converting to a new job and having everything all sorted out and perfect in a few months.

On the other hand, I would have thought that the problem could have been solved by a small notice in the *Nindependent* saying 'Due to new management the number of pages may drop slightly within the next few months, but will be back to normal as soon as possible'.

You really must keep readers informed about all the goings on in the magazine, as

it is them who supply the money to keep it running.

Now that I've got that off my chest or my mind, I have some questions :

1 Is *Cannon Fodder* out for the SNES?

2 Can you buy a mouse separately, and how much does it cost?

Conor O'Shea, Co. Down

I don't mean to disappoint you at all, but the reduction in pages was nothing to do with us. Even if SG had carried on under the old team the number of pages would still have cut down. People are just assuming that it was our decision. I suppose we were just in the right place at the wrong time. What this means as far as you lot is concerned is that the page numbers won't be going up again in the foreseeable future. Well, unless some Ultra 64 stuff starts arriving pretty sharpish.

Dear SUPER GAMER, I think your mag is most definitely the best Nintendo mag on the world (I'm not trying to suck up!). As I was saying, you've got the best mag, but I think that there is a lot of room for improvement.

The amount of pages has been cut drastically. You started off with 132 pages, which was brilliant, but last month you only had 82. I know that it is not the season of a lot of reviews and previews, but that is no reason to cut out 50 pages. There was also not one decent advert in the mag, i.e. Zap, Special Reserve. I know these companies very well, as I have shopped with them before. The price of the magazine has also gone up considerably since you

started.

I know that the big 'N' have a monopoly on the games front, but surely they would have more customers if they lowered the prices of games? I am coming up to 14, and all I have to survive on is my pocket money and the money I get from my paper round. I have a constantly growing list of games that I want to buy (*Cannon Fodder*, *Theme Park*, *MKII* to name but a few). I simply wish that Nintendo would bring the prices of their games down, as on each game they make a minimum profit of £12.

Now on to some questions :

1. Is there a definite date for the release of the Ultra 64?
2. Which game should I buy out of *Cannon Fodder*, *Theme Park* and *MKII*.
3. Will *Sensible Golf* be any good?
4. How much will *Top Gear 3000* be?

I hope you answer this in your cool mag, as I have written many times before and am a regular buyer of this mag. Ben Fillmore, Southampton

It's the age-old argument again about reduced prices leading to greater sales. But there's nothing you or I can do about it. As far as getting games is concerned, I suggest you keep an eye out in the papers for second hand titles. Also check out video shops and independent record stores as many have started selling used carts. Even in these places they're not always cheap but they're cheaper and there's always the odd real bargain lying around. Onto the questions.

1 No. Next year is as specific as we can get at the moment.

2 It's impossible to compare the merits of three such different games but personally I'd go for *Cannon Fodder*.

3 The reason we have reviews is to tell you whether or not a game is any good. We review games as soon as we get a finished copy. Therefore if we had had a finished copy of *Sensible Golf* we'd tell you if it was any good. At the moment I haven't a clue, mind you, knowing *Sensible* it should be something pretty special.

4. It's probably going to be priced at around the 49 quid mark.

STAR LETTER

Dear SUPER GAMER,

Yes, it's me again! This time, I'm going to say a couple of things about game producing companies.

Companies like Konami and Capcom started off small, like any other company, but unlike most others, they had a lucky break — a game that drove every reviewer in the land crazy. Sales of the game were high; they had enough money to get a couple more good games on to the shelves, and they grew big. Since that time they have had the money to produce good enough games to keep themselves going.

But now things may change. The big companies are taking over the games industry. They still have the money to make good games, but are the company owners realising that for the price of one good game they can make ten bad ones? The big companies will get away with this, as their famous names are enough to sell the games, and some poor 'Darren' is going to fall into the trap.

Small companies have to produce good games to get off the bottom rung, otherwise they disappear eventually. Shining is a good example; a year ago, if you had said 'Shining

to someone, they would have said 'Who's that?', but now, after *Earthworm Jim*, it's famous. Now it'll probably grow to join the big companies. So, if anyone from Shining is reading this, then let me say this right now, the public like you, so please please don't throw it all away.

Robert Willington, Edinburgh

Who's this Darren, and why's he so damn gullible? I dunno.

Anyway, of course companies get bigger the more successful there games are. The problem is that the more packed the market becomes with multi-million pound operations the less opportunity there is for new companies to break onto the scene. It's becoming more and more obvious that licenses are forming the basis of a large number of major releases and small companies can't compete in the financial tug-of-war required to obtain them.

It's good to see that top-notch original games can still be produced like *Earthworm Jim*. Now we're looking forward to the Gameboy version previewed this issue.

Dear SG,
Could you please tell me if there is a blood and gore cheat for *Mortal Kombat* on the Super Nintendo.

I've had *Mortal Kombat* for over a year now, and I simply can't afford *Mortal Kombat 2*, so I wondered if you could make it more interesting for me. Also, have you got any finished moves for me; the only one I know is Scorpion, which is - block, up, up.
C.P. Horn, Swansea

Mortal Kombat death moves?
No prob, Bob!

Johnny Cage: Kick to the heart — Forward, forward, forward, high punch.

Sub Zero: Super Ice Blast — Forward, down, forward and high punch to freeze them then just punch.

Lui Kang: 360° kick and uppercut — Rotate pad 360° towards the opponent.

Scorpion: Fire breath — Hold block and tap up twice.

Kano: Tear out his heart — Down, diagonal down, forward, forward and low punch.

Sonya: Kiss of death — Forward, forward, back, back, block

Rayden: Lightning — Forward, forward, back, back, back and high punch. Sadly there's no gore mode on the Nintendo version due to Nintendos policy of trying not to offend anybody.

Dear Super Gamer,
I have a few suggestions to make about your mag which might make it better. In Issue 14 you were complaining about the price of paper; well, how about taking out the A-Z and busters for the NES, which is taking up space that nobody looks at, because SG has replaced it with the Ultra 64. With the paper you save, you could update the Busters for the SNES and GameBoy, or put in a 'Swap and Sell' page. Concentrate on newer solutions instead of

classic ones, e.g. finish of the ones from Issue 11.
N. Cruickshank, Aberdeen

Okey dokey, constructive criticism, always welcome. It's a thought I suppose. Unfortunately the Busters is only an occasional feature so it would only give us the extra couple of pages every three or four issues. We'll certainly bear it in mind though the next time the Busters are included.

Now I know there was some lack of continuity when the new team took over but we'll endeavour to continue those ish 11 solutions starting next month.

Dear SUPER GAMER,
Ever since *Zelda III* came out, I've been a fan of RPG's. Recently I have discovered that the quality of RPG's gave done down, For example, look at *Secret of Mana* — good graphics, and it's very long, but where's the gameplay? This is

starting to really bother me because I haven't played a good RPG in months, and as a last resort have to play dull platformers that have gone out of style (and which I don't like). Now *Shadowrun* - that's a good RPG, but I've been told that they've stopped making them. Alas, I've nowhere to turn, but I wish those companies would open their eyes and stop making re-makes of *Street Fighter*.

Oh, and I've got another question. When is *Jungle Strike* coming out, and what's *Urban*

is, so who is he?

When the old team left the charts stopped as well, but in Issue 14 you started to put them back in, and I'm pleased. Also, here are some questions for you to answer :

1 In a few days time it's my birthday, and I'd like *Cannon Fodder*. Do you think it's a good choice, and is it worth £48? Also, is it not too popular, because I've only seen it in *Our Price*.

2 Can you buy the SNES mouse without buying *Mario Paint*?



Strike like? I was a great fan of *Desert Strike*, and wish to play them. Finally, which platform do you think is better - *Donkey Kong Country* or *Earthworm Jim*?

Chris Absell, Brisbane, Australia

Look no further than *Illusion of Time* reviewed last month. It's a corker if you're into RPGs.

Jungle Strike shouldn't be too far away and as for *Urban Strike*, well, what can I say. It's the best of the bunch but sadly only available for the Mega Drive at present. Expect it possibly towards the end of the summer.

And finally the old *DKC vs Earthworm Jim* question. Try 'em both out in the shop. There's so little between them only you can make the choice.

Dear SG,
I only buy excellent mags — that's why I buy yours! (Every issue of SG actually). In Issue 11 on the back cover you said you would tell us who the masked man was, but did we find out? No! I know the old team left, but it would still be interesting to find out who he

Keep up the good work SG, Richard Field, Sunderland

P.S. Will the Ultra 64 make the SNES go all rubbishy, like the NES did? I hope not!

The asked man is none other than the new ed, Mr Mark Smith. Just for your curiosity, you'll find a piccie of his gruesome mug below.

1 *Cannon Fodder* is an excellent choice. It may not have had quite as high a profile as some games but it's still one



of the best around.

2 I remember hearing about a SNES mouse some time ago but it never actually seemed to materialise. In other words, dunno.

As for your last point, the SNES didn't make the NES go rubbishy. The NES stayed the same. It still is the same. It just looked a bit ropey when you went back to it after getting used to the SNES. The games themselves are still the same ones you enjoyed in the past. If you mean will support for the SNES dwindle and die then yes, I suppose so. That's not as bad as it sounds though. Companies won't suddenly stop producing 16-bit games just like that. Remember that the SNES and NES existed alongside one another for a good three years before the NES finally took its curtain call.

Dear SG,
Firstly, well done on a pukka mag; all those people complaining about the price should stop! I don't mind paying £2.95 as long as I'm paying for quality, which I am.

Now, I've said that, let me get to the real point why I wrote. I've got *Zelda* (US version). I tried a cheat from your mag which was to see all the tasks in the game by pressing on the title screen : Right, Up, B, A Down, Up, Down, Up and B, but it didn't work. Is this because the game is a US version? Also, on *Zelda 3*, once you've got all three pendants on the light world, then what do you do? Barry, Epsom

I couldn't try that code out on an American copy (cos we

haven't got one) but yes, it's unlikely that PAL version cheats will on NTSC carts. The games are often tweaked and altered slightly for the different markets either side of the pond.

I'll throw your *Zelda* query open to the readership. Frankly that's too far back even for me to remember off the top of my head!

Dear SUPER GAMER,
I am a newcomer to the SNES (just six weeks), and I have so far bought the following — *Alien 3* (bought second-hand), *Donkey Kong Country* (with SNES), *International Superstar Soccer*, *Mortal Kombat 2*, *Starwing*, *Super Mario All Stars*, *Super Mario Kart*, *Super Mario World* and *Super Metroid* (bought second-hand).

I think it is quite a good selection. what do you think? But I am lacking shoot-'em-ups, RPG's, strategy and racing games. Could you please tell me, in your opinion, which is the best game of each type? David Saunders, Chippenham

Sounds like a pretty decent lot there ... yep, not bad at all. Shoot-'em-up wise you can't go far wrong with *Starwing*, or if it's the scrolly kind you're after, what about *R-Type III*. The RPGs to be seen with are *Zelda* (1, 2 and 3), *Secret of Mana* and *Illusion of Time*. As far as racing games are concerned, you have the best in *Super Mario Kart*, though *Micro Machines* is a good larf, as is *Dirt Race FX*. These are just personal opinions mind you, so don't blame me if you don't like 'em. All I can say is they sure as hell be on my desert island!



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A-Z OF GAMES

SUPER NES

ACROBAT MISSION

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

ACTRAISER

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

ACTRAISER 2

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

ADDAMS FAMILY, THE

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

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 sound. 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 Madden's.
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 Japanese 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 Gal 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%

BATLETOADS & 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%

BATLETOADS IN BATLEMANIACS

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

Fatetic 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 practice 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

As its 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-teasing 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, Bubby'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). *Bubby 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 *Bubby* 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 stuggy 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 89% GAMER GOLD!

CARRIER ACES

Great characters, shame about the game. Pure drivel from start to premature finish.
Overall 31%

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

A fine 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%

CHOPFLIFTER 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%

COMBATRIPE

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 least 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 STUNDE

In this slick *Mega Drive* conversion you pilot a gunship through five very tough campaigns. A wealth of detail gives an irresistibly 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!



DRACULA

A few nice mega-monsters, but overall this is a very tired, frustratingly difficult platformer ported over from the *Mega Drive*.
Overall 68%

DRAGON

One of the best beat-'em-ups on the Super NES. This excellent game of the film features a unique three player simultaneous karate option which is worth the price of the cart alone!
Overall 86%

DRAGON BALL Z

The manga comic characters appear in a *SFII*-style beat-'em-up. There's some interesting effects like a vertical spitscreen with Mode 7, but playability is low.
Overall 51%

DRAGON'S LAIR

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

DRAXKHEN

The perspective is unusual for an RPG, a fast-scrolling 3-D landscape heavily populated with well-drawn monsters. Imaginative and unusual this is a decent introduction to RPGs.
Overall 84%

DR FRANKEN

A banal platformer distinguished only by a particularly irritating control system.
Overall 53%

DUNGEON MASTER

Playing this slow moving dirge of a game is indeed and ordeal in itself, but it's a good conversion of the Atari ST classic with very few trills.
Overall 79%

EARTHSHAKIN' JIM

Stunning, incredible, fabulous, pant-wetting – all these words describe the Jim experience. The first game from US Shiny Entertainment is one of the best platform games ever made. Original and shining in every department – it belongs in the slot of every Super NES owner.
Overall 99%



EQUINOX

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

ESPN BASEBALL TONIGHT

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

EXHAUST HEAT II

A brand new custom chip ensures this is the fastest racing game ever, but sadly handling is a bit off, leading to a repetitive feel.
Overall 74%

EYE OF THE BEHOLDER

Semi sequel to *Dungeon Master*, this game features more puzzles, a larger maze, but most of the same game mechanics. Strictly for D&D fans only.
Overall 82%

F1 EXHAUST HEAT

A cart-saved grand prix to compete in and plenty of tracks make for an engrossing game. Unfortunately it's a bit easy, while both graphics and sonics are bland. Okay-ish.
Overall 69%

F1 GRAND PRIX

An overhead view F1 race game with plenty of realistic detail, but for just one player.
Overall 62%

F1 POLE POSITION

The PAL version of *Human Racing* gets significantly improved due to a superior control system.
Overall 78%

F1 SUZUKI

This very playable F1 racer has masses of tracks and loads of options, including a great simultaneous two player mode.
Overall 80%

FACEBALL 2000

Ultra successful on the little Game Boy, this 3-D maze shoot-'em-up has been totally up-rated for the Super NES.
Overall 82%

FAMILY DOG

An okayish platformer with graphics which capture TV series quite well. Not much variety though.
Overall 70%

FATAL FURY

A graphically impressive 12Mbit clone of *SFII* which sadly falls short in playability with few combat moves.
Overall 70%

FATAL FURY SPECIAL

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

FIFA SOCCER

Apart from *Virtual Soccer*, this is the best footy game on the Super NES. Produced by EA Sports, FIFA looks and sounds the part, with great player movement and animation, plus a comprehensive list of options. Super.
Overall 92% GAMER GOLD!



FINAL FANTASY II

The first Super NES Final Fantasy RPG is a ponderous epic. The world is huge, encompassing dozens of villages, castles and so forth, plus many different spells, weapons and characters.
Overall 82%

FINAL FANTASY III

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

FINAL FANTASY: MYSTIC QUEST

An FF variant designed as an introduction to RPGs. Good as such, but still rather dated.
Overall 72%

FINAL FIGHT

Final Fight was the first real beat-'em-up to emerge on the Super NES, impressive for its huge sprites, less so for the loss of the coin-op's two player mode.
Overall 77%

FINAL FIGHT 2

12MBits, simultaneous two-player and great sprite graphics. Unfortunately, gameplay is dated with just one attack move.
Overall 79%

shoot it!
Overall 21%

F-ZERO
One of the first Super NES games and still arguably the best single player racer. The sensation of speed is unrivalled, while competition is tough with 15 tracks and four skill levels.
Overall 91% GAMER GOLD!

GEORGE FORMAN'S KO BOXING
George looks the business in this ring-restrained beat-'em-up, but not enough moves.
Overall 46%

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

GODS
An old Amiga classic with no Jap cutesy sprites, just lots of lever pulling puzzles, masses of enemy sprites and a tough challenge.
Overall 82%

GOEMAN 2
Incredibly playable Japanese platformer, that is in fact the sequel to *Mystical Ninja*. Unfortunately, due to a high price tag, *Mystical Ninja 2* will never be available over here. Shame.
Overall 89%

GODF 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 a bit jerky. There are more features, but the playability suffers from poor controls.
Overall 48%

HAGANE
Scrolling sci-fi arcade action with some great graphics and effects but a bit too hard for its own good.
Overall 89%

HARLEY'S HUMONGOUS ADVENTURE
An imaginative twist on the platformer format with some intriguing claymation graphical fx.
Overall 89%

HEBEREKE'S WPOPOON
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 mud 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 BABA
Keith went mad over this epic RPG (doesn't he always) and I have to admit that it was pretty good. More plot than *Frederick Forsythe* and tons of characters too.
Overall 90% GAMER GOLD!

ILLUSION OF TIME
Outstanding RPG which continues the fine standards set by *Secret of Miana*. A must for cutesy fans.
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 to shoot 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 SENSE 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 came 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 be more than one table.
Overall 76%

JAMES BOND JNR
A cartoon series inspired mix of platforming action and airsea 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
Aldrin 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
Hurghit! 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 88%

LETHAL ENFORCERS
Stunning conversion of the popular gun-toting coin-op. This features real plastic guns, but the game is a hefty £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 Tolkien 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%

MARCA QUEST, THE
Starring the inimitable Mickey Mouse, this is a whopping 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 67%

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-LD-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
Fantastic 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. Yeeeeeeesss.
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 mouse fans.
Overall 88%

MICKEY'S ULTIMATE CHALLENGE
Strictly for kids only, this incredibly easy collection of brain-teasing 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%

MONOPLY
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 impossible 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%

MURDER, SHE SAID
A classic murder mystery game with a great story and a superb soundtrack. A must for puzzle fans.
Overall 88%

MURDER, SHE SAID 2
A classic murder mystery game with a great story and a superb soundtrack. A must for puzzle fans.
Overall 88%

MURDER, SHE SAID 3
A classic murder mystery game with a great story and a superb soundtrack. A must for puzzle fans.
Overall 88%

MURDER, SHE SAID 4
A classic murder mystery game with a great story and a superb soundtrack. A must for puzzle fans.
Overall 88%

MURDER, SHE SAID 5
A classic murder mystery game with a great story and a superb soundtrack. A must for puzzle fans.
Overall 88%

MURDER, SHE SAID 6
A classic murder mystery game with a great story and a superb soundtrack. A must for puzzle fans.
Overall 88%

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
Boomsbakalaki! 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 Football, 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%

OPERATION STARFISH
James Pond stutters from the dodgy Robocod into the equally iffy *Operation Starfish* and wins few friends in the process.
Overall 69%

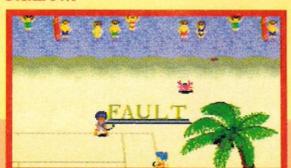
OUTLANDER
This *Mad* Max-style blaster is two games in one. There's a behind-the-car driving/blasting game and a walking along and blasting game.
Overall 57%

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 Pac-Man 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



A-Z OF GAMES

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%

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 - a 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-blasters 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 wargames, 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 unlikely 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%

POTTY SQUAD

Nifty platform featuring one of the most versatile sprites ever seen on the SNES.

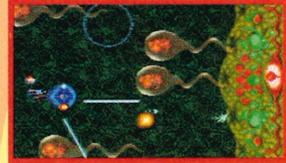
Overall 90% GAMER GOLD!

Q*BERT III

A classic coin-op is expanded into a massive challenge, but playability is severely lacking.
Overall 65%

R-TYPE III

Stunning 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 I all seen something like this before? A standard platform adventure with great graphics, but a bit flat to play.
Overall 72%

RANMA 1/2

The official version has English text, but otherwise this very Japanese, anime-style *SFII* clone is unchanged. Very weird, very funny and very easy.
Overall 68%

REN & STIMPY: TIME WARP

If you like the surreal cartoon show then you'll love this accurate Ren & Stimpy game. Full of annoying samples and colourful graphics, this is better than *Veediots*.
Overall 80%

REN AND STIMPY: VEEDIOTS

Ultra-weird American cartoon retains much of its style in this imaginative and varied platformer. If only there were more of it...
Overall 77%

RIDDICK BOWE

Thumping boxing simulation, but lacking in gritty realism. No blood and bruises makes for a very boring beat-'em-up. Shame on you, Nintendo!
Overall 83%

RIVAL TURF

Too few combat moves, jerky graphics and not enough challenge. The only good point is the simultaneous two-player mode.
Overall 51%

ROBOCOP 3

Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thoroughly misconceived.
Overall 36%

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 80% GAMER GOLD!

SECRET OF MANA

Got an appetite for humongous 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%

SENSELESS SOCCER

Try 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!

SHADOWWIND

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!

SHAO-FU

Miserable attempt to turn Shao 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

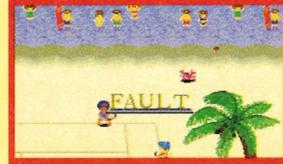
Stinks and sounds appalling but there's a game in there screaming to get out. Puzzle cum platform action which doesn't quite make a classic yet is a solid, playable game.
Overall 78%

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. 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 *Poseidon 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 variety 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 joystick reactions and brains which you'll either love or hate.
Overall 89%

STARBLAZE

More than just another platform game, *Starblaze* 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%

STARWIND

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 joystick - 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

20MBR enhanced version of the above. Graphics and sounds have been toned up, while gameplay benefits from more speed, moves and the option to play as any of 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 rksome 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 84% 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 levels to confront 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 DRIZZLE

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 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, 16MBR 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 sounds. 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 96% 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 blinding 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 PHOTO PUZZLE

Worrier that any other puzzle game except the original *707ris*, 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 brilliant!
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

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 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 cutey 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 cutey effort from Konami. You play the Tiny Toons and 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%

TRODLERS

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 70%

TURTLES IV: TURTLES IN TIME

Highly impressive cartoon platform beat-'em-up. Overall 90% GAMER GOLD!

TURTLES IV: 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%

ULTRARALLY

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%

US SQUADRON

Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly recommended for shoot-'em-up fans. Overall 93% GAMER GOLD!

UTOPIA

Play God in this futuristic version of *Populous*. Space ports, energy stations and sports centres are all you need to keep the people happy. Enjoyable only to Sim City freaks. Overall 85%

VAL D'ISERE

A great idea on paper, however the superb Mode 7 skiing sim suffers from repetition and loss of interest. Graphics are great and speed is never a problem, but after a few goes this runs

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 cutey 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 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

Direr 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 '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 mode 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 II: 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

Tedious, boring platform adventure from veteran programmer David Crane.

NES

Overall 25%

ACTION IN NEW YORK

Direr 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 easy to 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%

AIRWOLF

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 NUDES 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%

BATLETOADS

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

BATLETOADS & DOUBLE DRAGON

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

BAYOU BILLY

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

BIOMIC 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 incorporated into gameplay comprising of arcade and strategy elements make this a curious game, worth a go. Overall 66%

BLUES BROTHERS

Direr 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 them for massive points. Utterly compulsive two player action. Overall 91% GAMER GOLD!

BUBBLE BOBBLE 2

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

BUCKY O'HARE

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

BUGS BUNNY'S BIRTHDAY BLOW-OUT

Well drawn characters and playable. Great fun for a four year old, but so very, very easy. Overall 45%

BURAI FIGHTER

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

CAPTAIN PLANET

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

CAPTAIN SKYHAWK

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

CASTLEVANIA III

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

CRACKOUT

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

DARKWING DUCK

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

DAYS OF THUNDER

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

DEFENDER OF THE CROWN

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

DENNIS

Similar to *Home Alone* on the *Super NES* and just as annoying. Overall 44%

DIGGER T ROCK

One of the all-time great NES games with plenty

here for everyone. Worth a look at a lower price. Overall 84%

DONKEY KONG

Sad and wasted effort at reviving a long forgotten coin-op that nobody cares about, except that it had Mario in one of his first appearances. Overall 31%

DOUBLE DRAGON

Good graphics, wide range of moves and some really challenging gameplay make this a beat-'em-up with attitude. Overall 79%

DOUBLE DRAGON II

Even more moves and even more levels, but it's slightly easier than the first game. Two player option is a worthy addition. Overall 75%

DOUBLE DRAGON III

This is one helluva tough game. A lot of moves, but some are difficult to pull off. Definitely 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 its inspiration from *Tetris*. Stunning in two player mode. Overall 76%

DROPTONE

Brilliantly converted from the arcade archives. This is immensely 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

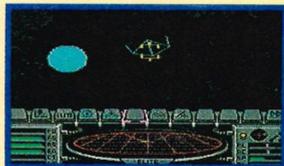
Similar to the original, lots of secret rooms, lots of cute characters and just as easy. Overall 75%

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, obviously. Overall 68%

GALAXY SPOON

Original space racing game, which boasts some fast-paced, seat of the pants excitement. Overall 74%

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 pile of bad football games on the NES is bolstered by this lame product. The humour may appeal though and there are some curious special kicks.
Overall 38%

WWF
Wrestling games will never work on an 8 Bit machine, this proves it.
Overall 40%

YOSHI'S COOKIE
Neat puzzle game very much in the *Tetris* niche. Two player game is it's strong point.
Overall 84%

ZELDA II: ADVENTURES OF LINK
Easily one of the best RPGs of all time, despite the simple graphics, *Zelda II* is a worthy addition anyone's collection. Get it, if you haven't got it.
Overall 95% GAMER GOLD!



ADVENTURE ISLAND
Standard platformer which fails to shine, dull graphics and duller gameplay make this one to

GAME BOY

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 put, 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 Brelaw 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.
Overall 79%

BATMAN - ANIMATED SERIES
Another Batman romp which is fairly playable, but ultimately too repetitive to hold any lasting appeal.
Overall 66%

BATTLESHIPS
A pen and paper is a lot cheaper...
Overall 29%

BATTLETAIRS
Good mixture of platform beat-'em-up, bike racing and other highly playable elements. Great graphics hold the game together.
Overall 90% GAMER GOLD!



BC KID 2
What was strangely surreal SNES platformer becomes a fairly uninspiring Gameboy trade.
Overall 72%

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 (arrghh!) where you play Jake or Elwood, in a quest to get records and escape from a strange world.
Overall 82%

BOULDERDASH
Intiriguing puzzle game which is both taxing and very addictive. Highly recommended for those who like thinking.
Overall 90% GAMER GOLD!

BOMB JACK
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%

BOXLE
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 stylish when it was released a couple of years ago, but as shoot-'em-ups go, it's looking a dated and 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

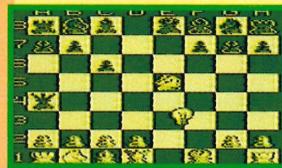
make this one to consider.
Overall 71%

CASTLEVANIA II
Much the same as the first one. This includes a few more ideas though, just as difficult however as the first.
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 an enjoyable product.
Overall 88%

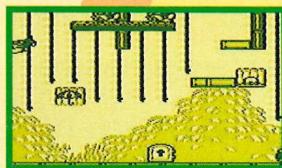
DAFFY DUCK
Fast moving and challenging platform licence which manages to convey the frenetic action of Daffy's cartoons and is full of surprises. Good for kids.
Overall 83%

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. Yippe!
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 89%

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%

GARBYLLE'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
Natty 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, bogys the lot, it's a must for golfers everywhere.
Overall 90% GAMER GOLD!

GRIMMING 2
Majestic platformer, behold the heavenly gameplay and wonder at the cute little Gizmo as he slaughters the sublimely drawn grimmings. 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%

HOKK
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%

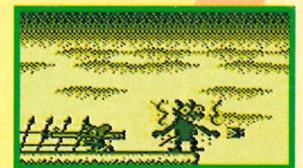
HUMANS
Boring, slow, irritating Lemmings rip-off. Unoriginal uninspiring but may appeal to some

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%

ITCITY & 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: CAVEAMAN NINJA
Difficult stone age platform game which features some fine graphics. Unfortunately, it is let down by it's boring gameplay.
Overall 65%

JOHN MADDER '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!

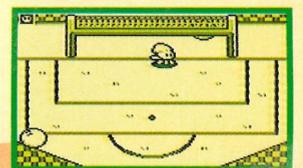
JURASSIC PARK
A massive arcade/adventure that is worth playing if you after a time consuming challenge.
Overall 83%

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
Superly 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 too 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%

LION KING, THE
Spot opinions on this one. Great animation, some neat touches and recognisable tunes but

NEXT MONTH

SUPER GAMER



*Next Month, Super
Gamer goes
decidedly loopy
over Prehistorik
Man – will it be
the Mario beater?*

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Summer fun on 6
July! Something
like that...*



TIME COP



EARTHWORM JIM

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

*CVG 96%... The best football game
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