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ISSUE 17
AUGUST 1995

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PUBLISHED BY PARAGON PUBLISHING LTD,
124 OLD CHRISTCHURCH ROAD,
BOURNEMOUTH, DORSET BH1 1NF.
TEL: (0202) 299900
FAX: (0202) 299955

PRINTED BY GARNETT DICKINSON PRINT
DISTRIBUTED BY SEYMOUR INTERNATIONAL PRESS DISTRIBUTORS, WINDSOR HOUSE, 1270 LONDON ROAD, NORBURY, LONDON SW16 4DH.

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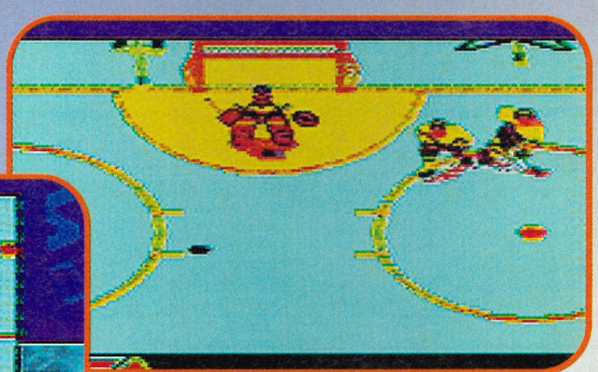
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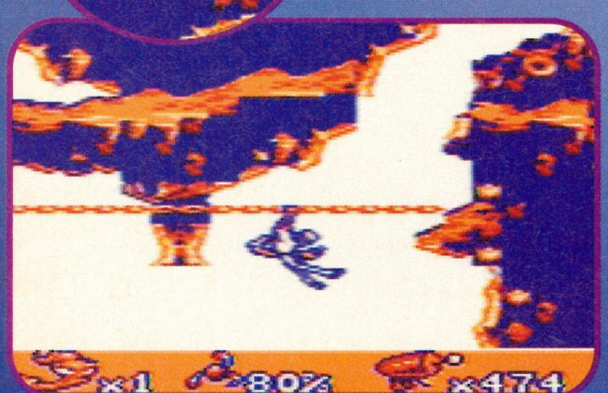




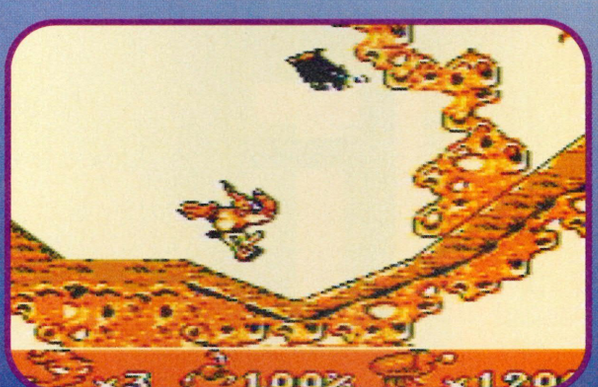


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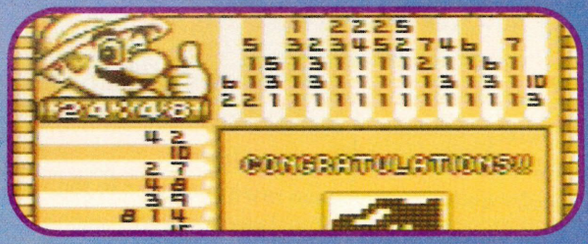
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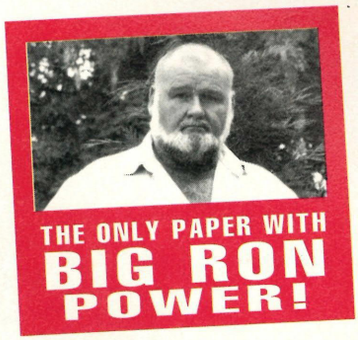
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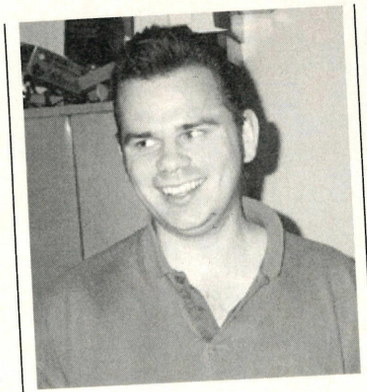
The Nindependent

Games a go-go at E^3 bonanza!



Another month, another issue and yet more exciting developments in the ever-morphing amoeba that is the wide world of Nintendo. Reviews this month are a pretty mixed bag. There's the decidedly dodgy *Beavis and Butthead* and the completely scrummy *Prehistorik Man*. *Jungle Strike* has finally made it onto the SNES, being soundly beaten by the Game Boy version to the tune of two whole months! That's more time than it takes a man with no teeth to eat a packet of fruit gums!

We've also got our classic Top Fifty for you, and what a veritable trove of treasure it is too. Anybody with that little lot in their collection will find themselves to be a highly satisfied gamer indeed. I would just like to point out that this is the classic fifty as chosen by the present Super Gamer team. That means some of the games may have



received less than raving reviews in the past amid these very pages. That is, as they say, tough! We love 'em. These are the games that have kept us up 'til all hours, playing and racking up the kind of scores normally associated with the national deficit. So, please don't write in saying 'Ooh you forgot this or that game,' or 'Why isn't *Tournament Fighters* in there when it scored 92%?' The reason, my little cherry blossoms, is that, while it's a great game, it just ain't one of those classics. Anyway, we hope you don't disagree too much.

The big news story this month concerns E^3 — the biggest industry event on anyone's calendar and one that looks set to become the showpiece for years to come. It was particularly tickety-boo for us as we were treated to a positive plethora of top new trifles, to coin a posh dessert metaphor. When the rest of the industry is going down with a previously unknown disease known as 'Let's all go bonkers over this so-called next-generation thingummy and to pants with everything else syndrome', Nintendo realise there's still a lucrative market in the already-installed 16-bit user base. Whereas Sony and Sega are going to have to build their new machines up from scratch, the SNES still has millions of loyal users in Britain and around the world. Seeing this, the giants of the software industry have moved in to support the machine in the realisation that there are still large profit margins to be manipulated. That need not be as cynical as it sounds. After all, we get new games, software publishers make money and everyone's a winner — well, sort of.

When the Ultra-64 is eventually launched it'll be backed up with the kind of software support and marketing drive that'll make the SNES/*SFII* bundle look like kids stuff. The result — hopefully big sales and continued success. What they must remember is that they gave Sega a head start in the 16-bit race and that resulted in Sega establishing a user base in this country which Nintendo were never able to overhaul. We however must put our trust in their highly-paid marketing strategists and assume they know what they're doing.

So, until next month, it's goodbye from me and time for you lot to get your teeth into the mag. We hope it pleases you.

POLL PUTS SG TOP

A RECENT SUPER GAMER SURVEY FIRMLY ESTABLISHED OUR ESTEEMED PUBLICATION AS THE NATIONS 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 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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SNES

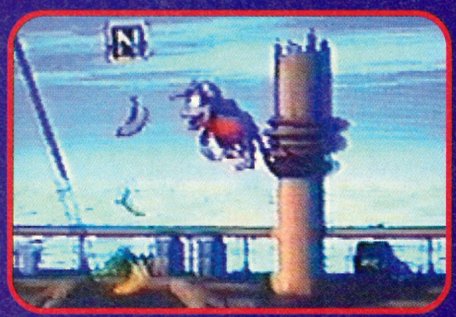
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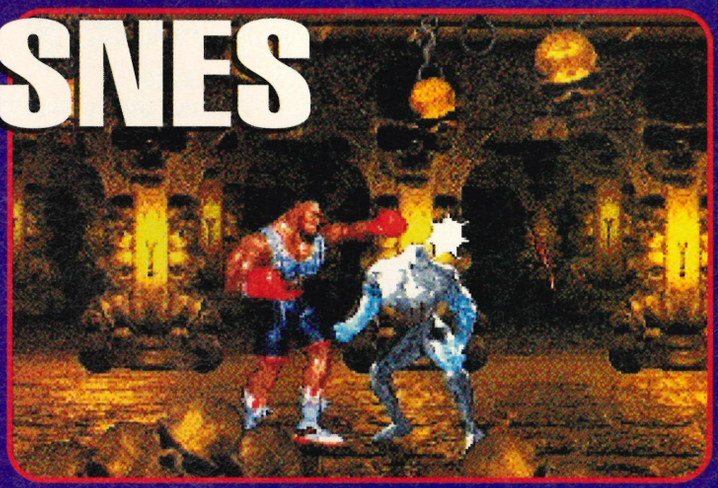
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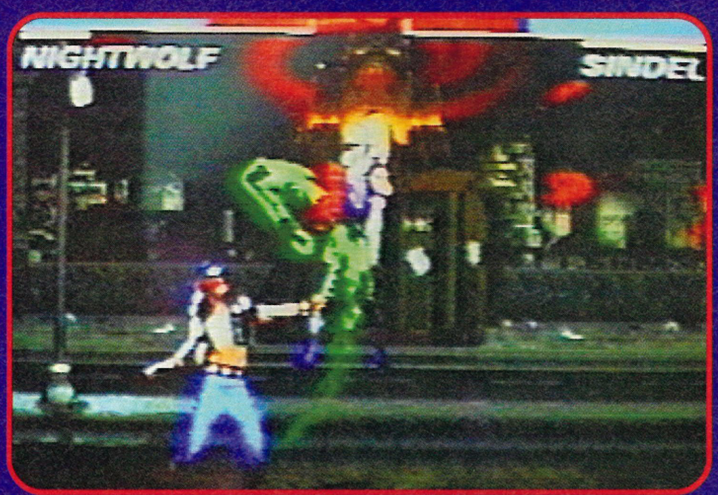
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SNES today, SNES tomorrow!







Anyone suggesting the SNES is past it deserves to be locked up in a mental asylum. Our beautiful 16-bit machines have more to offer than ever before and anyone thinking of jumping ship needs their head read. The recent E3 exhibition was a perfect showcase for what the SNES has to offer, revealing some great titles like *MKIII, Killer Instinct* and the much-awaited sequel to *DKC, Diddy's Kong Quest.*

Software programmers are only just beginning to exploit the full, awesome potential of the SNES and yet people are saying the machine is past its best. Rubbish! After more than four years, we're only just seeing what the machine is truly capable of and, as far as we're concerned, there's plenty more to see.

Thankfully, Nintendo realise how much the SNES has to offer and have promised to continue giving it their full support. As the vice-president of Nintendo USA said, "As we've stated in the past, there's still much to be seen on the 16-bit platform, the phenomenal success of *DKC* was only the beginning." Hooorah!

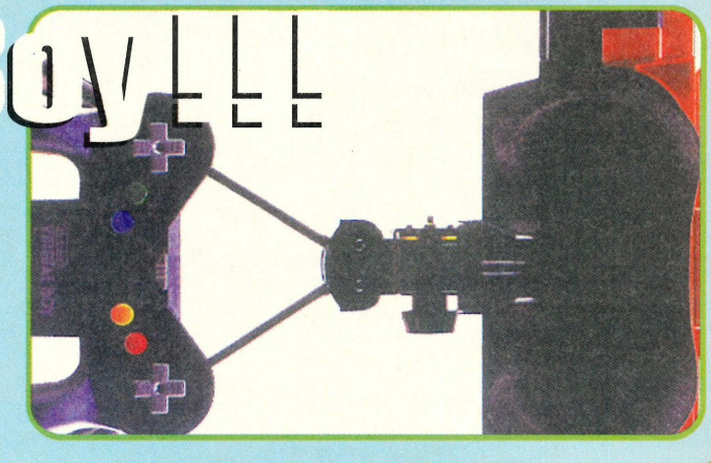
Monster-mad Mindscape go Ultra dunkin' for the future of consoles

Mindscape, ever successful on the 16-bit SNES, have been snapped up by the mighty Nintendo to produce one of the Ultra 64's first sports sims. The unique concept in question is *Monster Dunk*, which, as the name gives away, is gonna be another high-jumping, slam dunkin' fest of basketball action in the vein of *NBA Jam*, but with a difference. Yep, you guessed it, the main characters are monsters! Not that you'd notice the difference. Meeting Shaq O'Neal in a dark alley would be enough to put the wind up anyone's kilt! Monsters appear to have grown in popularity since Konami's success with the wonderful *Zombies.* Soon to come is *Aaah!! Real Monsters*, which, featuring "non-violent' action, will be the true test of this currently popular sub-genre. Mindscape are as excited as anyone and promise *Monster Dunk* will 'thrill consumers with its stunning graphics, superb sound and mind-blowing fluidity of movement.' Judging by Mindscape's previous record, it's gonna be a good 'un! Keep your eyes peeled for a full review in the creature-infested pages of Super Gamer!

NINTENDO ULTRA 64™

MINDSCAPE

Virtually a Boy



Lined up for a US release around August, Virtual Boy's judgement day is fast approaching. Will it be the success Nintendo hope, or the flop most expect? Hopefully it'll be a hit or the chances of us seing it this side of Greenland are slim. Whatever the outcome, nobody can criticise Nintendo for not giving it their best shot. They've invested a fortune in promotion and advertising and worked tirelessly to get some quality titles ready for the launch. *Teleroboxer*, *Galactic Pinball*, *Mario Clash*, *Mario's Dream Tennis* and *Red Alarm* are just a few of the titles and should give the VB a welcome boost.

Earthgerm Whim!



Most cartridge superheros come and go without causing much of a stir. Occasionally though, one goes on to acheive superstar status. Mario and Sonic are the obvious two and soon they're gonna be joined by the irrepressible Earthworm Jim. Earthy's become a mega-hit since his debut in Shiny Entertainment's, leading to a soon-to-be-released cartoon series. Before you get too excited, it's only coming out in the States, but fingers crossed, before long we could be seeing more of our little wiggly garden-dwelling friend.

Game Boy goes technicolour



Just in case anyone's bored with their 'ordinary' Game Boy, Nintendo have come up with a cunning plan to add a bit of spice to gaming. Now you can buy Game Boys in four glorious colours — red, black, yellow and transparent (okay, it's not a colour, but you know what I mean). Right, so where's the multi-coloured SNES?

SUPER NES top ten

1) Winter Olympics
2) The Lion King
3) ISS
4) Micro Machines
5) Animaniacs
6) World Cup USA '94
7) Dragon: The Bruce Lee Story
8) Shaq-fu
9) Fifa Int. Soccer
10) Unirally

GAME BOY top five

1) The Lion King
2) Micro Machines
3) World Cup USA '94
4) Zelda - Links Awakening
5) PGA European Tour

It's so E3

ELECTRONIC ENTERTAINMENT EXPO

These three days in LA were without doubt the biggest computer show ever. E3 was the place to be seen and anyone who's anyone in the industry was there to sample the sounds, sights and savoury saveloys of what the future holds in store...

The biggest presence at the event was the enormous Sega (Grrr!) stand which dominated the main arena as they went all out to promote the Saturn. However, contrary to what many might have thought, a bit of nosing soon revealed a whole host of delights coming to our favourite 16-bit and hand-helds as Nintendo continues to support its machines following the announcement of Ultra-64's delay.

Top of the tops, no surprise here, were Acclaim. A star-spangled stand with licenses dripping from every cranny. Game demos on the go and a host of gorgeous chicks on hand to satisfy the average journo's every whim — in a gaming sense, of course!

The biggest of the lot had to be the new Stallone blockbuster *Judge Dredd*. It's a familiar scrolling action format but with all the expected polish it should be one to watch out for.

Cutthroat Island is another Hollywood number, taken from the Geena Davis film. It shows all the early signs of being a potential bomb but that won't bother us if the game's up to scratch. Incidentally, Oliver Reed (originally cast as Geena Davis' uncle) was fired after getting drunk at a party and offering to expose himself to the rest of the guests. Some things never change, eh!

And the curtain call for movie tie-ins goes to *Batman Forever*, in which you can become either of the dynamic duo in their battle against the evil Riddler and co. Aside from the action game there's a two-player competitive mode where you can compete against another human in the Batcave gymnasium.

That leads nicely into the next bit with a series of sports titles also on the way.

That granddaddy in and out of the ring George Foreman is lined up for his second (as far as we can remember) video game appearance in the pricelessly titled *George Foreman Boxing*. We're promised twenty fighters, character customisation and an 'over-the-shoulder' view. Will it beat *Legends of the Ring*? We'll have to wait and see.

Still with sport, the decidedly average *NFL Quarterback Club* is getting an update with a '96 version on the way in the autumn.

Rounding off is *Frank Thomas' 'Big Hurt' Baseball*. We've never heard of him but I suppose he must be quite famous in the States. That could mean no UK release but we'll see.

Marvel fans will be chuffed to hear about *Maximum Carnage II*, with Spiderman and friends continuing to defend the good and righteous. Expect more gen towards the end of summer on this 'un.

Our good friends at THQ were there with a lineup of top Game Boy titles, as well as a couple of notable SNES offerings aside from *The Mask* and *Urban Strike* (exclusively pictured in this month's news). *PGA Tour 3* is to hit both hand-held and SNES formats and, as everybody knows, it's the latest in a line with no equal in their field. We're already polishing up our spiky shoes and ironing our plus-fours in anticipation.

Game Boy owners are also in for a brace of basketball licenses with no basketball involved as *Shaq Fu* featuring Orlando Magic's Shaquille O'Neal and *Michael*

Acclaim
Cutthroat Island
Judge Dredd
NFL QC '96
George Foreman Boxing
Maximum Carnage II
Batman Forever
Frank Thomas 'Big Hurt' Baseball

THQ
Bass Masters Classic
PGA 3 (GB+SNES)
Michael Jordan: Chaos in the Windy City (GB)
Shaq Fu (GB)
NBA Live '96 (GB)
Madden '96 (GB)
FIFA '96 (GB)
NHL '96 (GB)

Viacom New Media
Phantom 2040

Ahhh! Real Monsters
Congo

Capcom
X-Men 2
Castlevania: Dracula X
Mega Man X3
Breath of Fire II

Sony
Spawn

Titus
Power Piggs of the Dark Age
Speed Land
Incantation

Konami
International Superstar Soccer 2

Spectrum Holobyte
Top Gun: Fire at Will









Jordan: Chaos in the Windy City make the transition to the small screen. The former is a one-on-one beat-'em-up while the latter adopts a platform format. Neither was particularly hot on the SNES but THQ's recent high standards could make all the difference.

In addition, *NBA Live*, *John Madden*, *FIFA Soccer* and *NHL Hockey* are all set for updates. Featuring a natty '96' tagged on the end of the name, they'll feature all the usual tweaks and updated stats, but wait for the reviews before deciding whether it's worth shelling out more cash should you already own the originals.

Industry new boys Viacom New Media had a high profile with a large stand. Following up MTV's *Beavis and Butthead* come *Phantom 2040*, *Congo* and the intriguingly titled *Ahhh! Real Monsters*. *Phantom* is a platformer based on the animated series, including mind-boggling 220-plus weapon combos as our hero sets out to save humanity in typically '90s, eco-friendly manner. *Monsters* is aimed at 6-11 year olds and allows the player to tackle various enemies in a series of 'non-violent activities'. Sounds a bit girly if you ask me!

Congo is a conversion of the movie by Michael '*Jurassic Park*' Crichton. It's a jungle adventure which should keep all fans of Tarzan yelling at the tops of their voices while swinging from vine to vine. Expect more news around autumn.

After ten years in the biz, Capcom have a fair few titles under their belts but none bigger than the mighty *Street Fighter II* in its many guises. Perhaps it will always be the game synonymous with the company but *X-Men 2*, *Castlevania* and *Breath of Fire II* are all on the way to show there's more to Capcom than dragon punches and fireballs. There's also a follow up to the acclaimed *Mega Man X2* entitled, wait for it... *Mega Man X3*. Crikey!

Konami have always been staunch supporters of the 16-bit consoles in the past and *International Superstar Soccer 2* is to be their next foray. Following in the footsteps of its rave-review-scooping predecessor, it's going to have a tough time living up to expectations but that's all in Konami's capable hands. Just when they thought it was all over...

Titus are on a bit of a roll at the minute, what with *Wild Guns* a couple of months back and *Prehistorik Man* scoring top marks this ish. Though there aren't much in the way of details at the moment, three new titles were announced in LA.

Incantation is a good against evil magical quest with spells, witches and the like, set in the fantasy land of Cauldron.

Speed Land, by contrast, is, as you've probably twigged, a high-octane car racing game. There's a simultaneous four-player mode, presumably requiring a multi-tap, and a plot about mad scientists to boot. All in all it promises more than the average racer so keep your ears pinned back.

Next up is the glorious sounding *Power Piggs of the Dark Age*.

The Power Piggs of the title are out to save a doughnut shop from the evil Wizard of Wolff and, oh, I dunno! It all sounds well bizarre but not having seen anything actually on screen I'd better not say any more cos I'll probably get it wrong.

But that's enough games. The other important info for Nintendo fans concerns the hardware side of the market — namely the Ultra 64 and the Virtual Boy.

The plan as far as Ultra 64 is concerned is to delay the machine long enough to guarantee a range of top titles available at launch. Nintendo are conceding ground to the PlayStation and Saturn, but Sony and Sega are relying on a limited number of games to sell the machines. It's certainly a gamble on Nintendo's part but with $20 million set aside for marketing *Killer Instinct* alone, you can imagine the kind of push planned when the Ultra 64 finally ships next year.

The Virtual Boy, on the other hand, is poised to go on sale in the States to back the firm's SNES and Game Boy profits. It's not a genuine virtual reality unit in the accepted sense but Nintendo do promise a 'unique playing experience'. The red-on-black display and the fact Nintendo are unwilling to print in-game shots or demos may make you think something's amiss but this, so they say, is because the effect can't be understood without the aid of the goggle-like table-top viewer. And who are we to argue?

But what of the future?

The whole show was a roaring success by any standards and now looks set to overtake the CES as America's top trade attraction. Plans are in the pipeline to bring the whole shebang to Europe and you can bet you bottom dollar Euro E3 won't be escaping the attentions of your favourite review crew. All round it's a bright future for the SNES and some real mouth-watering developments are well on the way!

THE SUPER GAMES CLASSIC 5



1 Mario Kart

What can you say? The number one SNES game of all time — you can't get a much higher recommendation than that! It's a perfect marriage of Mode 7 trickery and finely tuned gameplay. In one-player mode there are enough tracks and challenges to keep you going for ages. With two players it's quite simply unmissable, as near to a perfect game as you're likely to come. And that's not even mentioning battle mode, where two players duel to the death. Loads of power-ups, hidden short cuts and all the lovable Mario characters, there aren't enough superlatives. I could sit here waffling all night but frankly I'd rather have another go.

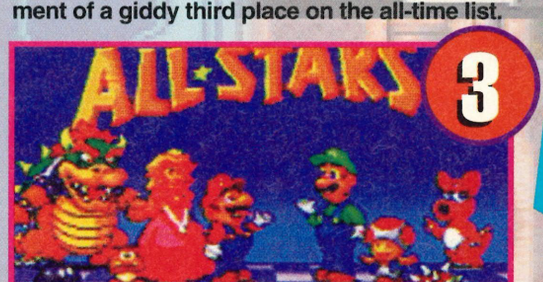


2 Street Fighter II Turbo

It may have been hyped up out of all proportion, but *Street Fighter II Turbo* was worth the adulation. These days every other arcade machine is a one-on-one beat-'em-up but this was what started it all. The first to effectively combine big, bold sprites with a game that that's as simple or complex as you like. The individual special moves of each character are just that — special, as is the whole game. Often mimicked but, for my money, never equalled, let alone surpassed. The Turbo version improved over the original with redrawn graphics, faster action and the ability to control the of the four boss characters. This is the one we've gone for as the definitive incarnation.

3 Super Mario All Stars

Do we really need to patronise you with the mammoth success story of Mario and all his chummies? No, we're sure that anyone who has ever had the slightest interest in console games, has come across Mario at some point. This title is basically a compilation of all the Mario titles that enjoyed so much success on the Nintendo 8-Bit. Platform action at it's very best? Perhaps, but even if you don't think so, you can't deny that this title has some really memorable action and consequently packs quite a punch. Hence it's attainment of a giddy third place on the all-time list.



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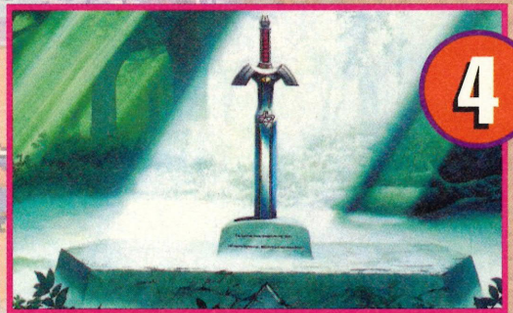
5 Starwing



The first and best of the Super FX games. The revolutionary chip was hailed when it first appeared and it's easy to see why when those glorious polygon-based graphics are whizzing about before your very eyes. Fast and furious is the order of the day and this soon takes your mind off the lack of depth.

There's also a great deal of graphical variety and a splash of Japanese cutesy-culture with the other members of your squadron consisting of various woodland animals. Altogether it's original and tremendous fun.

4 Legend of Zelda



Put a funny hat on your head, grab a wooden sword and walk about a huge land on a mystical quest. That's the basic theme in *Zelda*, the original and best adventure game on the SNES EVER! Right from the very start, this RPG exudes quality — the graphics are superb, both atmospheric and highly imaginative and saturated in complex puzzles and original ideas. This is what a game should be about; not just a quick blast now and then but an involving and excellently structured adventure to keep you occupied for months and months. Highly, highly, recommended.



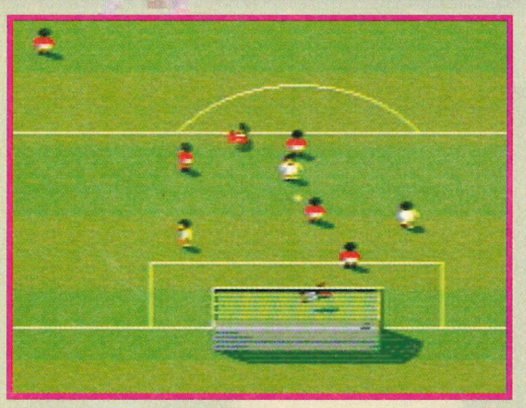
Super Bomber Man II 6

Taking the original appeal of the first blasting game and adding more gimmicks and vastly improved playing fields, *Super Bomber Man II* is a must for anyone with friends and a multi-tap. It's not just random chaos either, the survivors are the ones who work out strategies to fox their friends and this is the main attraction. So much pleasure can be reaped from setting up a trap which your unknowing enemy walks right into. The perfect ice-breaker to any social gathering — even at funerals!



7 NBA Jam TE

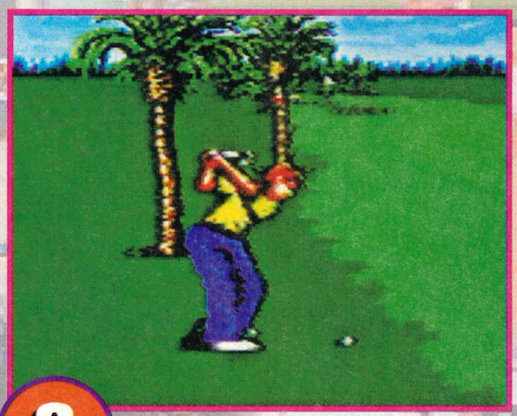
Having wiped the floor with every other basketball sim, *NBA Jam TE* now three-points its way into the all-time top ten and earns the prestigious accolade as the top rated sports sim. This slam-dunking fest from Acclaim features some of the fastest and hottest sporting entertainment ever crammed onto a 16-bit machine. Okay, okay, so it's not strictly basketball, there's only two players on each side and there's more physical contact than in most beat-em-ups, but that's part of its success. Instead of getting bogged down with too many players and rules, it's all kept nice and simple to ensure a riotous time.



8 Sensible Soccer

The Amiga classic arrived on the SNES, retaining its graphical splendour but with added skills and abilities. The ball sticks to your feet a little better, allowing text-book dribbling manoeuvres and attacking techniques. There's little point going on about this because there is absolutely no way you could not know about *Sensible Soccer*. It's cherished more than anything on this earth and come the year 2000 it will be crowned as the new messiah.

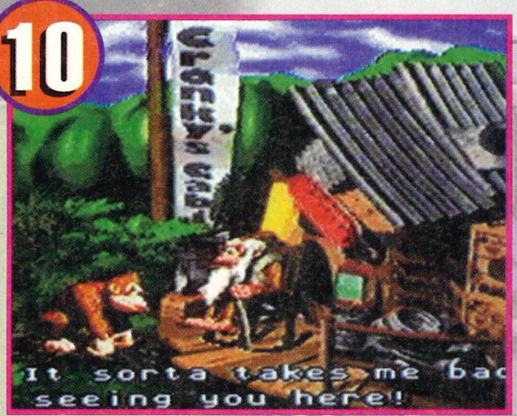
PGA Tour Golf



9

Most golfing sims invariably seem to end up in the rough, but EA's finds the perfect line and scores an incredible hole-in-one. The detailed courses, computer opponents, skins challenge, tournament and multi-player option drives all other sims deep into the rough. The simple control system and compelling playability also add to making this the best golfing sim by quite a few strokes.

10



Donkey Kong Country

He'd been around just as long as Mario, but the ugly ape had long since been left in the shadows as Mario rose to become more recognisable than Mickey Mouse — he became a true icon of the eighties, America and Nintendo. But DK's chance came in the form of *Donkey Kong Country*. In essence it's just another platformer, but it's so much more. Bigger than a big thing, more polished than a supermodel's finger nail and with the distinction of being the world's first fully rendered video game. An incredible looking title with a rock hard challenge to match.

Cannon Fodder 11

Whether you think you're Napoleon or just some crazed nutter who likes to go around blasting things to bits, you're bound to love *Cannon Fodder*. This Amiga classic has lost nothing in its conversion onto the SNES and the result is an excruciatingly fun and playable blast-'em-up that surpasses anything of its type. It's a cross between *Syndicate* and a Hanna-Barbera cartoon, if that makes any sense. Loads of blood and action coupled with a wicked sense of humour make it a winner. It only just missed out on getting in the top ten, but at eleven it's still another success for those Sensible lads.

12 Lemmings

Little, cute animals that like to follow each other off cliffs, lemmings must be as daft as they look. Still, there's nothing daft about this game and it's well worthy of its place in the top fifty all-time great games. Using all sorts of tricks, tools and tactics, the player must guide our little friends across, around and through all manner of obstacles and hazards as you try to get our little friends from A to B in one piece. The puzzles are a little trickier with a joypad, as the game's designed for use with a mouse, but it still works. It's simple and addictive to play, and the hundreds of levels provide a mammoth challenge.

Mega-lo-Mania 13

Everything touched by Sensible Software turns to gold these days, and this classic Amiga conversion is no exception. It's best described as a God game with a sense of fun. Compete with three other deities to lead your race from prehistoric savages with nothing but rocks and crude spears to the nuclear age. The heart of the game lies in researching new weapons for your little people in order to conquer each level but if that sounds boring, think again. This does for God games what *Sensisoccer* did for football. Is there no stopping Sensible Software?



Alien 3 — 14

A darn sight more fitting finale to the trilogy than the film from which it took its name. Though it's called *Alien 3*, it's not a direct conversion of said movie. It basically chucks Ripley into a series of large levels infested by literally hundreds of aliens, from pesky face-huggers to cack-your-pants scary Queens. With brilliantly atmospheric graphics and thumping sounds, this is all a movie tie-in should be. The only criticism is that some found it a little on the easy side.



Super R-Type — 15

It may look a bit dated by today's standards. You might even say primitive, but *R-Type* is classic of its kind. That genre is the one of the oldest known to man — the simple sideways scrolling shooter. You know the kind. A lone ship flying against wave after wave of enemies, behaving in exactly the same way every time you play. It might sound dull and tiresome but this format didn't become so popular for nothing. *Super R-Type* has all the classic ingredients. Huge guardians, hundreds of baddies and power-ups aplenty. Admittedly you lose all your add-ons and are sent back to the start of the level each time you die, but those are the only faults. Games like this are the foundation upon which the industry has been built.

Earthworm Jim — 16

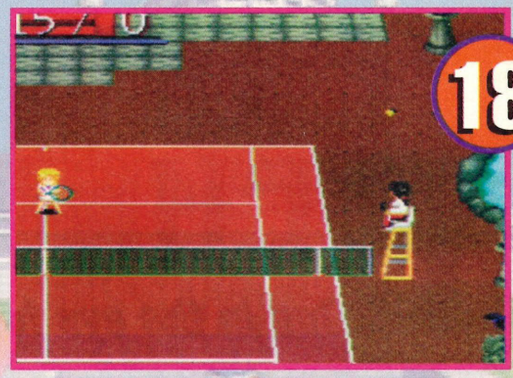


Have you ever noticed how you can stand at a bus stop for half an hour and nothing comes along and then two damn buses turn up together? Well, that's how we feel about *DKC* and *Earthworm Jim*. The games market had been crying out for something refreshing and innovative for donkey's years and suddenly there's two on the shop shelves at the same time. I know we shouldn't complain, but it puts a helluva strain on the wallet. Anyway, Shiny's first release was one of the hottest games of all time and looks in good company inside the top twenty. The graphics, innovation, originality and one mean hero make this a must for any gamer.

Super Metroid — 17



The first ever 24-meg SNES cart is also the biggest platform challenge you're ever likely to face. Actually categorising *Super Metroid* isn't really possible. Arcade adventure, platformer, shoot-'em-up, all are aspects of the game but none cover the whole picture. It all builds to a tremendous climax. This is a monumental title simply in terms of the task in hand. Months of play are guaranteed before you even get near finishing it, but don't expect too many early nights in the meantime.



Smash Tennis — 18

Top tennis action and no mistake. Considering the sport is tailor-made for computer translation it's quite staggering how many times we've seen it bodged. *Smash Tennis* avoids falling into the trap of trying to be over-complex and places the emphasis firmly on fun with a host of cartoony characters and a range of varied and beautifully drawn courts. There's enough flexibility to let inexperienced players go straight into a knock about but still leaving the pros with plenty of room for improving techniques. You can almost taste the strawberries!



Wing Commander — 19

The original Space Opera has become an epic PC CD-ROM interactive film starring Mark Hamill (Luke Skywalker for any zeros who didn't know). This is where it started — a nifty 3D shoot-'em-up with an unfolding story as you go. Highly effective 3D graphics and spectacular explosions to keep all *Star Wars* junkies well happy as you take on the evil invading hordes in your nippy single-seat fighter. The ability to talk to other pilots in the mess between missions gives it a slightly RPGish feel and helps you get involved in the plot.

20 NHL '94

Hit the ice with EA Sports' brilliant sim of this fast, furious and physical sport. Take on some of America's top teams in this chillingly realistic sim (you can even end up in scraps). Wimps had better stay clear as you take part in friendlies, competitions, or, for the real pros, there's the full season. Great graphics, sound and stunning action make this the best of its kind.

Super Mario World 21

You can't put together any kind of Nintendo-related feature without at least a passing nod to the omnipresent Italian plumber. We won't bother telling you what a Mario game is all about 'cos if you don't know already you're reading the wrong blimmin' magazine. However, heated office debate has led us to the conclusion that this is the best of the not inconsiderable bunch. Platforms, hundreds of secret bits, jumping on the heads of baddies, mushrooms — heavenly!

22 The Lost Vikings

A classic mix of puzzles and platforms together with a sprinkling of throwaway humour is *Lost Vikings* in a nutshell. You control the three bearded barbarians, Olaf, Erik and Baleog, as they battle through space and time to return home after being kidnapped by aliens. The heart of the game lies in using each Viking's special ability to overcome problems. It's a game which grabs you by the laughing tackle the minute you begin playing and doesn't let go. An outstandingly original adaptation of a tried and tested theme.

Desert Strike 23

Regarded as one of the most stylish and compelling blast-em-ups of all time, *Desert Strike* has been one of EA's most outstanding successes. The idea of the game is simple, guide your chopper around blasting and collecting objects, but with more baddies hell bent on stopping you than you can shake a joypad at, it's far from easy to complete. The compelling mix of of strategy and shoot-em-up action ensured its popularity with psychos and military buffs alike.

24 Super Empire Strikes Back

We couldn't have ignored the excellent *Super Star Wars* trilogy, and *Empire* just edged in ahead of the others. The perfectly recreated soundtrack provides the perfect aural backdrop for this visual feast of platform action as you're whisked from one movie sequence to another in the ongoing quest to rid the galaxy of the evil Empire. Just for good measure there are some spiffy Mode 7 sequences as you do battle with mighty AT-AT in your snow speeder. Fans of the series love it, as does everyone else.

Another World 25

Another World is probably as close to an interactive movie as you're likely to see on the SNES. From the excellent intro to the tearful finale the game takes you through one weird setting after another. It's played as series of tasks that you need to complete but the way it all flows gets you so involved in the unfolding story that you forget about the lack of freedom within the levels. Perhaps it could have been a bit longer, but Another World is a true gaming experience.

Mortal Kombat II 26

Plenty of blood and gore, special moves and hidden extras make MKII one of the best beat-em-ups on the SNES (at least until MKIII anyway). The number of moves is awesome, with not only the usual punches and kicks, but special death, babality and friendship moves as well. On top of this there's plenty of characters to fight as and against and some smart graphics and sound. One not to miss.

John Madden '95 27

In this day and age, it's hard to think of US footy without immediately conjuring up an image of that overweight, overpaid bigmouth known as John Madden. Still, whatever you think of the geezer, the games bearing his name have been some of the most successful of all time.

The strength of Madden is the way it keeps everything simple and playable, without having to sacrifice realism. On top of this, some smart graphics and bruising sound FX make it an all round winner.

FIFA Soccer 28

With the EA Sports range growing in stature with every release, it was only a matter time before the beautiful game of footy got the treatment. FIFA soccer is yet another worthy title to add to the NHL, NFL and PGA games. The revolutionary view, recently copied by Fever Pitch and International Superstar Soccer, gave literally a new perspective on the genre. All manner of spectacular bicycle kicks and overheads are the order of the day and though it lacks the subtlety of Sensisoccer it remains a landmark and rates alongside ISS as the best action-orientated footy game on the market.

29 Super Pang

For years Pang sat in pub corners and arcades across the country, providing hours of entertainment for many an inebriated reviewer. Such was its success that its transition onto consoles was inevitable. When it finally arrived, in the form of Super Pang, it proved well worth the wait. A classic game was revamped for a classic machine and the result was compelling and hugely playable.

Pilot Wings 30

Pilot Wings, as far as we can remember, was one of the very first titles ever released on the SNES, but it is certainly good enough to find its way into this all-time top fifty chart.

It's a collection of daring airborne tasks, including parachuting, hang-gliding, piloting a light aircraft and even buzzing around the skies with a jet-pack strapped to your back. A flight sim with a difference, if you like, with the accent on skill in mastering the equipment rather than blasting the hell out of anything that appears on the horizon.

Shadowrun 31

Take a city not too dissimilar to that in *Blade Runner*, throw in a weird plot, add a touch of cyberpunkness and call it *Shadowrun*. Somebody must have said that once.

On a par with *Zelda* as far as playability and huge landscapes are concerned, *Shadowrun* is an enthralling adventure about one man's bleak and troubled past. The controls are confusing at first and the graphics a tad washed, but it's a fantastic, futureshock game that's not to be sniffed at. Sniff.

32 Choplifter 3

To satisfy the penchant for helicopters after *Desert Strike*'s great success across home formats, this more than adequately stepped into the breach. It owes more to the age-old *Guardian* coin-op than anything else. However, '90s graphics and a host of add-ons, not to mention some of the most fearful end-level guardians ever seen in a video game make this a necessary addition to anyone's collection. It's a merrymongous feast of fundingous proportions!

Sim City 33

Have you ever walked down the street and thought 'I could do this a whole lot better!' *Sim City* allows you to prove it by building your own metropolis complete with residential areas, industrial zones, parks, airports and everything you could hope to find in a modern city. There's not much to tempt the hardened shoot-'em-up fan, but for people after a bit more depth or simply something that's a bit different from the norm, *Sim City* is the bee's knees. The fact that it was converted to virtually every format going just shows what a popular and intriguing game it is.

34 International Cricket

Cricket ain't everyone's cup of tea, but if you're one of the few fans out there, or even just a casual supporter, then this is an absolute must. Although it has nothing to be compared with on the SNES, when stood next to other sims on other formats it easily knocks them for six. If you want to just get out there and swing wildly, or stand at the crease for hours waiting for the occasional wayward ball, the choice is yours. Whatever, it's a great laugh and loadsa fun.

Populous II 35

Tell little people what to do, where to live and who to kill. Except this time, add a range of volcanoes, tornadoes, floods and more natural tools to cause complete chaos. The lands are big and plentiful to keep you

absorbed well into the next century. Of course, by that time the majority of consoles will have been phased out and you'll have been mesmerised into buying the latest evil box. So there.

36 International Superstar Soccer

When *FIFA* first appeared on the SNES nothing looked likely to touch it, but then, outta nowhere, Konami's masterpiece of footballing action landed on the shop shelves. For looks, style, presentation and player moves, *International Superstar Soccer* is in a league of its own. The playing side may feel a bit slow (compared to *Sensi*), but for the way it looks and for the sheer quality that oozes from it, this is a classic.

37 Illusion of Time

Is this the new *Zelda*? The fact that the question is even being asked tells you *Illusion*'s a top game. It's another of those sweetly pretty Japanese style games set in a magical land and soon gets you involved in the proceedings as a young lad named Will out to discover what became of your father during an ill-fated expedition. There are plenty of twists and the puzzles are easy enough that you don't get stuck for long periods but tough enough to maintain a challenge. Some of the most polished graphics in RPG land set it all off a treat.

38 Pipe Dream

If *Tetris* has been responsible for the greatest number of clones, then *Pipe Dream* must come in a close second. This manic feast of plumbing madness has been copied more times than Miles has fallen unconscious at the bar (and that's a lot of times!), but as usual, the original is still the best. The game has you battling against the clock to connect two points with pipes, so that the gunge flowing through doesn't spill onto the floor. It may sound a tad dull, but it's simple, addictive and, after a while, gets seriously tricky.

39 Legend of the Mystical Ninja

This mystical ninja couldn't have been too legendary because until this game appeared absolutely NOBODY had ever heard of him. Anyway, for what it's worth (about fifty quid) this chestnut is most sweet. Both an arcade and RPG combined, LOTMN is an astonishing two-player jaunt that can still hold its own after all these years. Comical, exciting and completely mad, if you haven't got it we fully suggest you consider the purchase. You'll laugh, laugh and thrice laugh.

40 Lethal Enforcers

With the Superscope's deserved demise after being recognised for what it was (an expensive gimmick), a decent light-gun game was always conspicuous by its absence. That is, until Konami did the impossible and converted *Lethal Enforcers*. The cart comes complete with a tailor-made blue revolver called the Justifier and you can even buy a second gun for a hectic two-player mode. Just like being in Miami Vice! However, a question mark hangs over the high RRP.

41 The Chaos Engine

This slightly *Gauntlet*-esque shoot-'em-up was converted from the Amiga and retains the strange, Gothic appeal that made it such a hit on that format. There's nothing new or particularly ground-breaking about the action but it has a feel all of its own with the unique graphics and array of seriously unpleasant nasties set in a sinister alternative Victorian age. It's proven a worthy adversary for even the toughest players.

42 Sunset Riders

It's strange, but cowboys don't figure nearly as frequently in computer games as you might expect. Fortunately, *Sunset Riders*, one of the few westerns on the SNES, is a right good romp. More or less a pixel-perfect conversion of the arcade machine, the game pits you and optional friend against a series of larger than life criminals, from bandits to Indian chiefs. Of course there are trains, stage coaches and all manner of western japes along the way. It's all top-notch arcade fun of which John Wayne would have been proud.

43 Super Tennis

In the beginning there was *Super Tennis*. Sure, there have been decent tennis titles since, but this is second only to the ace *Smash Tennis*. It has everything you could possibly want in a tennis title, including a great learning curve which keeps you firmly gripped. This title doesn't fart around with ornate sprites, it just presents the game as it should be and gets on with the sizzling action.

44 Theme Park

Bullfrog's classic management sim has only recently appeared on our SNES screens, but it already seems destined to be a smash hit. The idea of the game is in the title, make the biggest and best theme park in the world. To succeed you'll need a good business head, plenty of quick thinking, but above all, iron determination and a bitter ruthless streak. Running a funfair is a sinister business and entails over-sugaring the drinks to make people go hypo, over-salting the chips to make them thirsty and charging the sort of extortionate prices that would make Harrods proud. Oh well, it feels kinda nice to play the baddy for a change!

45 Wild Guns

One of the best out 'n out blast-em-ups of all time, *Wild Guns* has been one of the surprise hits of '95. Titus' smashin' release features two well 'ard wild west gunslingers, Annie and Clint, and follows their battle against cowboys and robots set on taking over the world. Baddies come at an exhausting pace and you're left struggling for breath. For pure adrenalin-pumping action this is definitely tops.

46 Major Title

This one's getting on a smidgen now but aside from the PGA games it's still one of the best golf sims on the market. The graphics are a bit bland by today's standards but the controls are intuitive and it plays fast enough to keep boredom well at bay. As with most games of its type, it's best played with a friend but roaming the courses on your own can still be a pleasant way to wile away those cold winter evenings.

47 Track and Field

A bit of golden oldie here, *Track and Field* plays just as well now as it did in the arcades over a decade ago. Okay, it looks slightly dated on the graphics side, but for sheer entertainment and challenge it's hard to find anything that matches it. The idea is to beat the computer, or friend, over ten gruelling events including the triple jump, javelin, high jump and 400m.

48 The Firemen

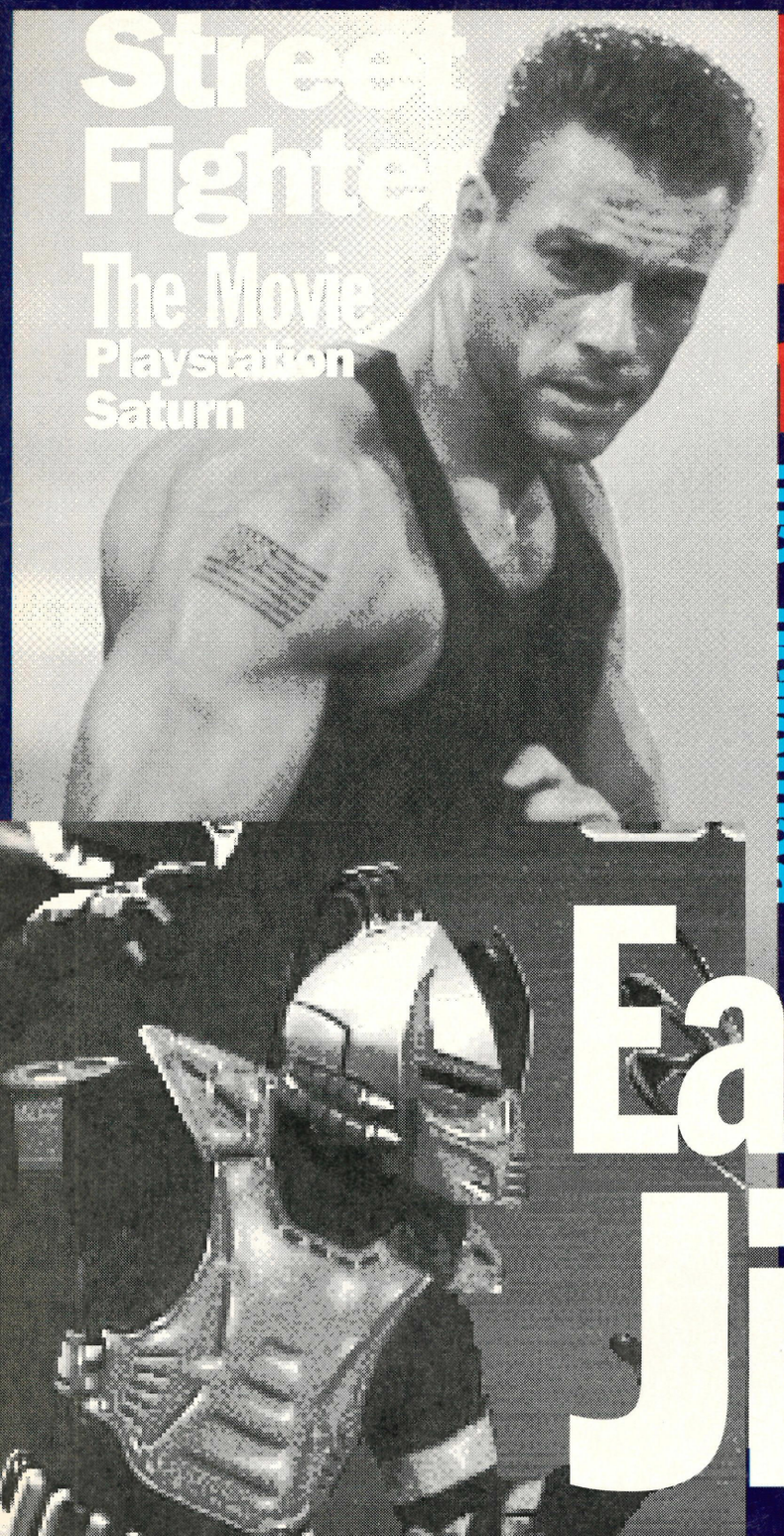
Although this game was let down by the ease at which it could be completed and the lack of a two-player option, the SG crew still regard *The Firemen* as something of a classic. Putting out flames doesn't sound like a good concept for a game, but Human Entertainment have produced a gem. With all manner of different fires, falling debris, backdrafts and a clock ticking away to blow-up time, the tension, excitement and adrenalin buzz is something quite unique.

49 Super SWIV

No top fifty would be complete without a good ol' top-down shooter somewhere in its ranks and *Super SWIV* is one of the best around. The aging style is brought bang up to date with chunky, well defined sprites and detailed backdrops which don't fall into the trap of being over-complex. A good range of power-ups is on offer, as is the choice between two modes of death-dealing transport — a helicopter or a jeep.

50 Putty Squad

Ocean have been busier than most recently and one of their latest and greatest releases was the impressive *Putty Squad*. Coming off the back of *Super Putty*, for once the sequel seems to have surpassed the original and quite impressively too. Some great animation along with a unique superhero who can stretch, bounce, blow up and so on make this an excellent platform game. Tear around level after level knocking out bad guys, searching and basically having a whale of a time as you try to rescue some of Putty's mates. To help, there's power-ups aplenty and Putty's mate Dweezil. All in all, *Putty Squad*'s a fun, enjoyable and extremely challenging platformer.



Killer

nstinct

Snes
Gameboy

Derby

Playstation

Earth

Jim 2

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Saturn
Virtua Cop
Playstation • Snes Mega Drive

ortal 3
Kombat
es • Mega Drive
laystation

Donkey Kong Country 2
Snes

Playstation
Wipeout

Spot goes to Hollywood

Playsta



GAMES WORLD
THE MAGAZINE

Name: Chief Thunder
Age: 42
This well 'ard mystical Indian chief has entered the fray to uncover the mysterious disappearance of his brother in last year's tournament. This ex-Sioux warrior is no pushover and even though he no longer scalps his victims, his special move, the awesome Sammamish, gives his opponents more than a headache.



Name: B. Orchid
Age: 23



B. Orchid is a secret agent trying to uncover the sinister goings on at Ultratech. These guys are up to something funny, and the only way she can get close to them is to enter the tournamnet. So, her identity a secret, she takes part in the hope of finding out the truth. B. Orchid's special moves include morphing into a tiger.

Name: Glacius
Age: Unknown
Glacius is a bit of an unknown quantity at the Killer Instinct Tournament as he comes from another planet (probably the same one as Miles). When he crash landed on Earth, Ultratech, the company that runs the KI tournament, decided he should fight so that humans can prove themselves the superior race (boy, are they in for a big disappointment). Liquidize is one of his special moves.

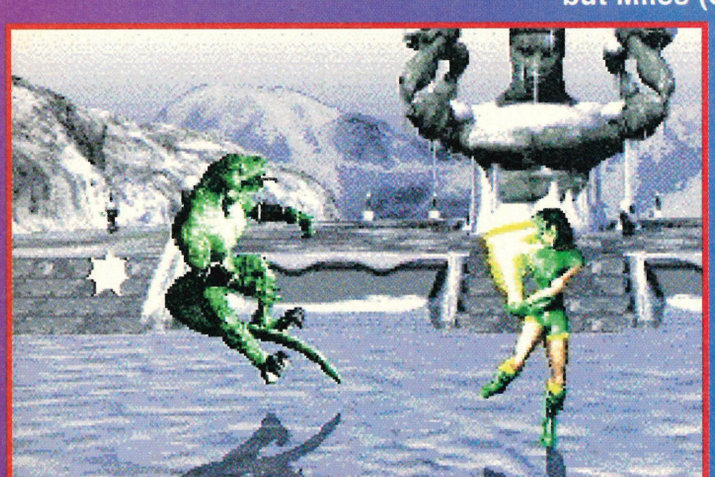


Name: Spinal
Age: 2650!
Spinal is the oldest character in the tournament... by a long way! At 2650 you'd think he's more than past it, but this old bag o' bones has got plenty of fight left in him. An energised skeleton of an ancient warrior, Spinal has been brought back to life by a breakthrough in cell regeneration. He fights in the KI tourno purely for the thrill of battle. His special move is the ability to morph into any other character and perform their special moves.



KILLER

After plenty of hoo-haa and rumours galore, some light has finally been shed on one of the most eagerly awaited releases of the year. At the recent E3 exhibition in Los Angeles, Nintendo announced that the SNES version of the smash arcade hit, Killer Instinct, will be released Stateside in autmn of this year. You can bet the UK release won't be too far behind and so we can confidently expect it in the shops just in time for the Chrimbo rush.



Beat up lizards! Wear green dresses! Accessorise — wear matching boots!

That may seem a long way off, but Miles (our resident beat-'em-up egg-head) is already wetting his pants with excitement and none of us can wait to get our teeth into what's being hailed as the best beat-'em-up of all time. Nintendo themselves proudly boast (a completely unbiased view, of course!) that it's 'the best fighting game... ever!' Fighting talk indeed, but there's a sceptical few (there's always some moanin' ol' git) who regard it as simply *Street Fighter* with prettier characters and locations. We're gonna have to reserve our judgement on that until we've seen a finished cart, but, armed with plenty of pics, we can at least let you have a glimpse at what all the fuss is about.

If you haven't seen *Killer Instinct* in the arcade yet, get down there now and check it out, it's an absolute cracker. It'll also give you a chance to taste what the SNES version is gonna be like, as Nintendo have promised that it'll be as faithful as poss to the

Name: Riptor
Age :4



Riptor is yet another product of Ultratech's bizarre manipulation project, a wild, walking mixture of human and reptile genes. As a result of this scientific atrocity, he is exactly as you'd expect — a perfect symbiosis of intelligence and pure animal ferocity. When he's unleashed and gets his scales up, nothing can stop this versatile and very ugly beast. One of his various and near-fatal special moves is the colourful, fast and deadly Flaming Venom.

Name: Jago
Age: 21

Tibetan Monks are the last people you'd expect to see entering the Killer Instinct tournament, but Jago is different. He's on a mission to discover his destiny and, having been unable to find it in the local supermarket, he decides the tournament is his best bet. With his Tiger Spirit watching over and protecting him, this warrior-monk is not someone you want to be confessing to. Tiger Fury is one of his special moves.



Name: Fulgore
Age: 1



This is one baby you don't wanna pick a scrap with. At one he's the youngest participant, but the age belies the terrifying power this cybernetic soldier possesses. Ultratech's robotic soldier has been entered into the tournament as a final test, before production of many more begins. Teleporting and laser storm are a couple of his special moves and are a frightening example of the incredible force Ultratech is capable of creating.

Name: Cinder
Age: 31

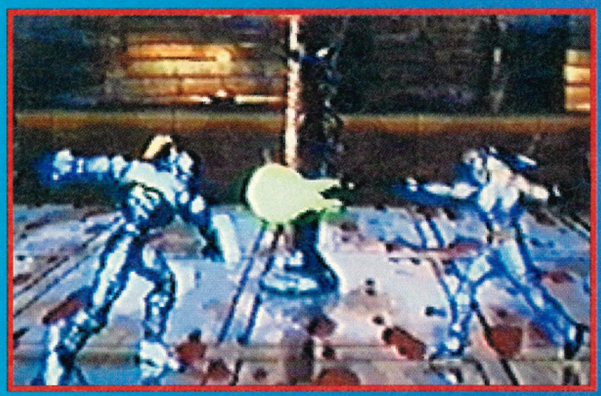
As a convict, Cinder was experimented upon by the Ultratech corporation. Well, to be more specific he was a human guinea pig in one of their chemical weapons tests. The test mutated his body and turned him into a human fireball. Cinder is fighting in the tournament as he's been promised freedom if he defeats the alien Glacius. One of his special moves is the Heatsink.



INSTINCT

already successful arcade game.

With a massive 32-Meg cart, *Killer Instinct* certainly packs one helluva punch. Prolific programmers, Rare, have used this to produce a truely monstrous game that looks and plays outta this world. Each character has been incredibly computer rendered using Advanced Computer Modelling (ACM), which has given them an awesome life-like appearance and an unrivalled quality and fluidity in movement.



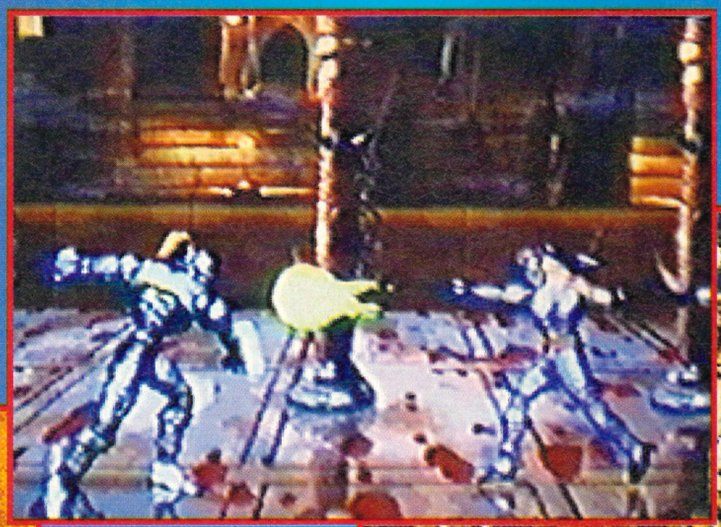
Atishoooo! Bless me! Get the chance to throw greenies at enemies!

Any serious fan of butt-kicking beat-'em-ups likes plenty of moves and Killer Instinct is certain not to disappoint. Each of the eleven charcaters have special death moves, air attacks, release, shadow and fearful danger moves. Not bad, eh? But hang on, there's more! Rare have put a strong emphasis on multi-hit combos and players who master these will be rewarded with anything between 3 and 46 continuous hits (that's more than Take That!). Well worth learnin'!

To make things that little harder, Rare have also made the computer opponents that little bit tougher than in most beat-em-ups. To compensate though, the moves have been made a little simpler to perform. Now, before any Street Fighter fans who like pressing ten buttons and pointing the joypad in



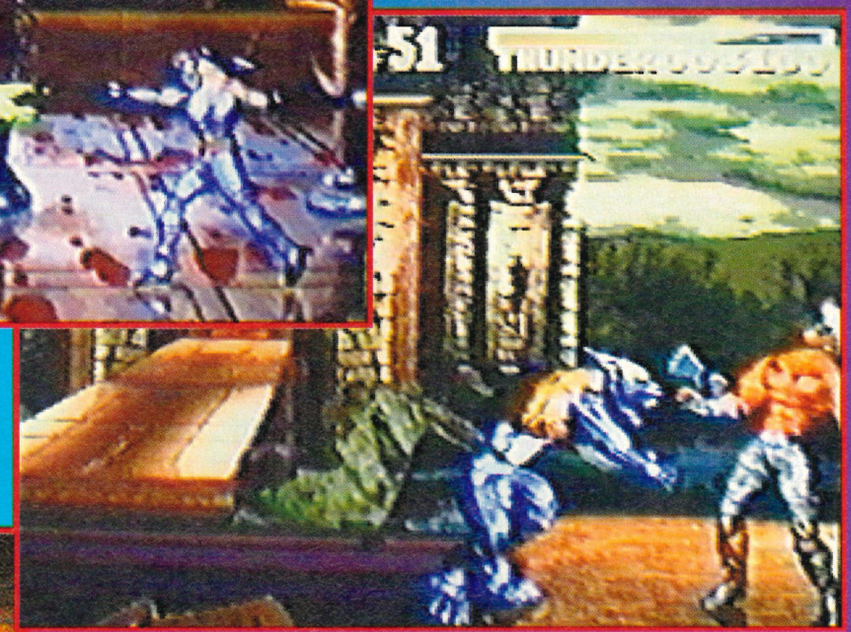
A punch-up in Miles' bedroom! That's his girlfriend on the right. Lucky we got the camera out in time!



Just a note readers, this is the biggest caption ever to appear twixt the hallowed pages of Super Gamer. To commemorate this momentous event, here's a big hello from all the team. 'Good afternoon' — Mark. 'G'day' — Miles. 'Sweet thang' — Jonny B. 'Hey you, the rock steady crew' — Ian. 'Alright mate' — John'. 'Is it time to go home yet?' — Hayden.



Well, another caption. It's a man in shorts, and Miles made us put the picture in 'cos he liked it so much. He likes the tight top and the skimpy hot pants, not to mention the big red gloves.





A symbolic game if evere we saw one — that's Mike Tyson on the floor. No, really.



"Just look at those cobwebs" — distract the enemy with smalltalk, then kick them while they're not looking. Cheesy.



all sorts of directions just to throw a punch get on their high horse, the moves may have been made easier, but the timing and execution has to be spot on to be really effective.

Set to appear in a shop near you around Sept/Oct, Killer Instinct looks sure to do battle with Mortal Kombat III for the prestigious title of best beat-'em-up of the year. We've no idea which'll be the winner, but let battle commence. It should be an epic!

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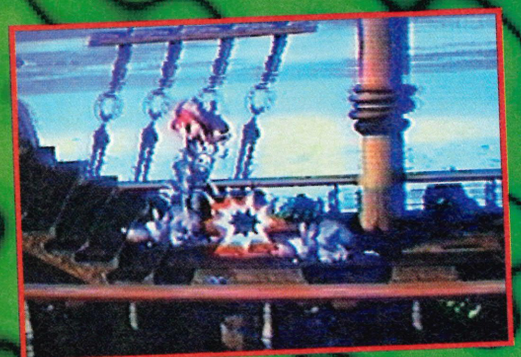
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Diddy bangs his way through another crazy screen.



Bananas, bananas, everywhere and not a one to eat.



Lives his life on a tightrope, does our Diddy.

DONKEY COUNT

Just when you thought things couldn't get any more exciting, they do... actually! *Donkey Kong Country 2: Diddy's Kong Quest* (to give its full title) is all set to send SNES owners reeling with delight.

Donkey Kong Country broke many, many records — all of them, in fact, except for the least-selling game in history. If what we've seen so far is anything to go by, the sequel looks likely to do the same. Apparently Donkey Kong has been taken prisoner by the most dastardly King K. Rool (a clever little wordplay if ever I saw one), and it's up to poor little Diddy to rescue him. Bummer. Luckily for Diddy, his girlfriend Dixie isn't washing her hair today and so she's come along for the ride.



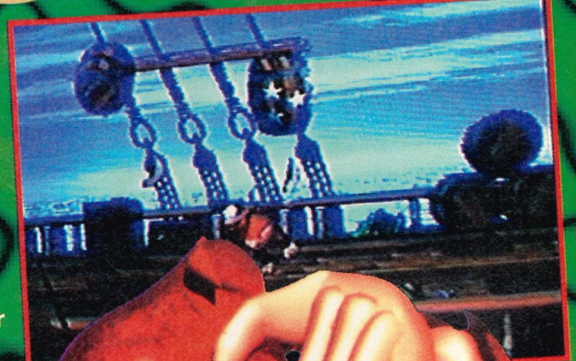
A monkey in a snowstorm if ever I saw one. Oh yes.

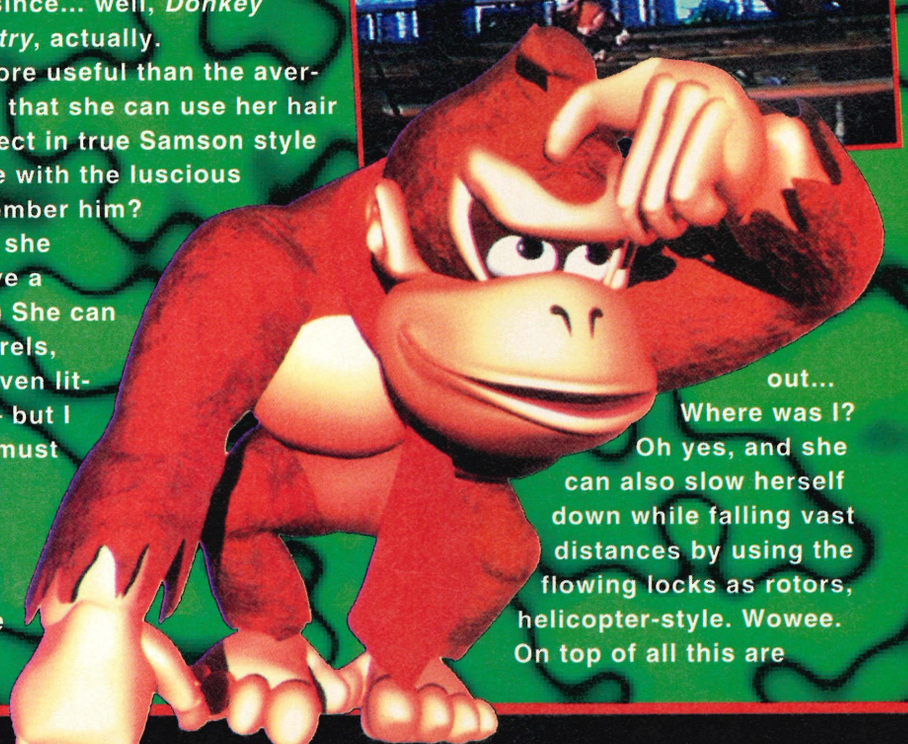
Starting at the wreck of Rool's Gang Plank Galleon, the fearless simians must venture through the most treacherous terrain seen on screen since... well, *Donkey Kong Country*, actually.

Dixie's more useful than the average bird, in that she can use her hair to great effect in true Samson style — the bloke with the luscious locks, remember him? (How come she doesn't have a headache?) She can pick up barrels, bombs or even little Diddy — but I guess she must have done that once already or they wouldn't be going out... Where was I? Oh yes, and she can also slow herself down while falling vast distances by using the flowing locks as rotors, helicopter-style. Wowee. On top of all this are



Diddy stops to look at something. Action-packed or what?

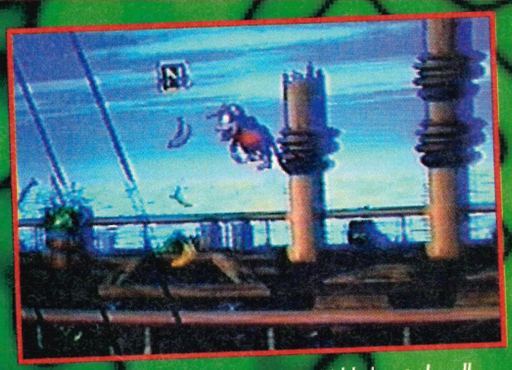






Big barrels, bad baddies... oh, and a chimp.





A sample of the dodgy terrain poor Diddy has to handle.

KONG RY2

redesigned pirate Kremlings, a giant bee hive oozing honey all over the place and lava-filled caves to name but a few of the obstacles in our cutesome heroes' way. Not to worry, though — some old friends are back for more, like the tennis-shoe clad spider and slinky snake, and all to rescue an ape who was stupid enough to get kidnapped in the first place. Diddy's friends are there to make life easier for the poor chap. With this much help he'd have to be stupid to fail. Makes you wonder what they'd do for a hippo. I can see it now... Lardy Beast Jr. — Revenge of the Slow Plodding Animals. It's a winner. Oh, and so is *Donkey Kong Country 2: Diddy's Kong Quest.* You'd be bananas to miss it, apparently.











Is it a bird? A plane? No, it's a boat. And nobody calls them "birds" anymore.

MORTAL K

Set for release around Christmas, *MK3* is gonna have to go head-to-head with the impressive *Killer Instinct*. It's anybody's guess as to which'll come out on top, but, whatever happens, there's gonna be a lot of happy kids come chrimbo time.



Who can tell what's happening here? A fight, perhaps?

MK3 generally picks up where *MKII* left off, with much the same style and type of moves. As before though, there's plenty of new characters, the odd secret one to lure out of hiding and, of course, it all looks a helluva lot better.

There's also been some changes in gameplay. Most noticeably, players can now choose their own destiny (that's the long list of characters you fight). There's three of 'em to choose from, each progressively more difficult. Obviously, the harder the destiny, the greater the reward. Another new feature is the smart two-level stages, where you can throw an opponent through the roof or floor and continue fighting on the street, or in some dingy pit. Nothing ground-breaking perhaps, but you have to admit, it's a cool idea.



Another fight. If teacher sees them, there'll be trouble.

Mad old women, like Mark, always say 'You can't get enough of a good thing,' and *Mortal Kombat* just proves this rule. We'll shortly be getting a third helping of this acclaimed beat-'em-up and, unlike most game sequels, *Mortal Kombat* just goes from strength to strength.

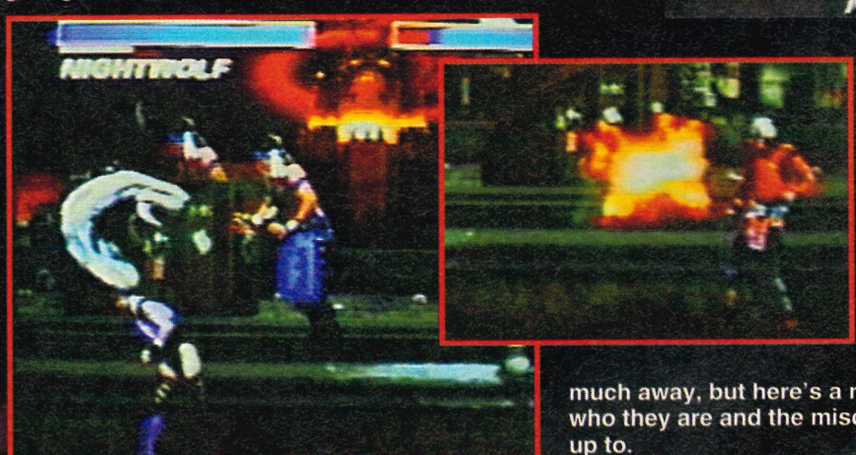


As you'd expect there's excellent animation, giving the characters an unprecedented quality of movement, and all the blood and gore we've come to expect... and love! Add to this some eye-catching 3-D rendered backgrounds and you really get a picture of the quality of *MK3*.

Oh! I almost forgot — the new characters. *MK3* now boasts fourteen of 'em, any of which you can fight as. Seven of these characters are new, the rest made up from *MKII* veterans and, after recovering from their wounds, those retards from the original, Sonja and Sub-Zero.


CYRAX

The new crew of *MK3* is made up of all sorts of strange characters with a whole manner of new and outlandish special moves. We can't give too much away, but here's a rough guide to who they are and the mischief they get up to.



In the apocalyptic future, fashion means nothing.

Never, ever eat a curry before a fight — wind can kill.

Sheeva: a hideous beast of a woman


JAX


KABAL

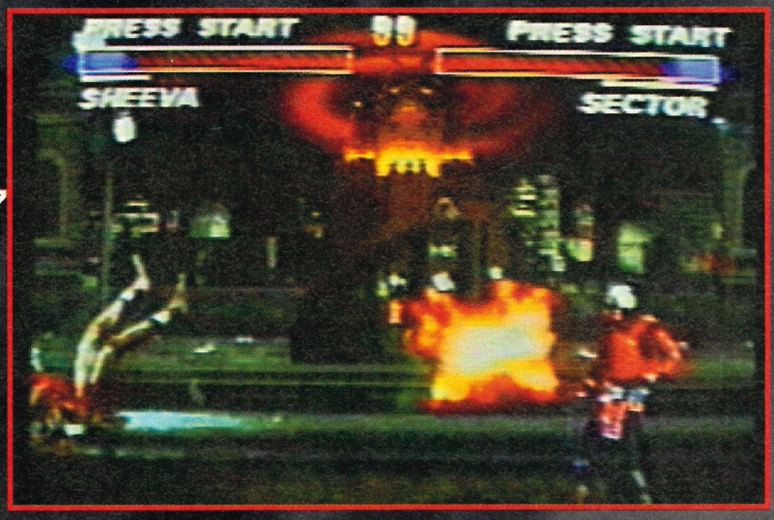

KANO


KUNG-LAO


LUI KANG


NIGHTWOLF

KOMBAT 3



A really big firefly attacks Sheeva.



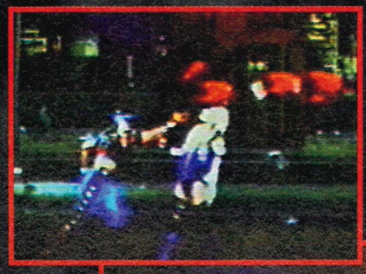
Cyrax: another masked geezer, but this one throws nets. Sounds harmless enough, but when trapped inside you're completely at his mercy.

Sindel: another babe you'd rather not bump into in a nightclub. She can fly and causes all sorts of nuisance with her extraordinarily long hair. She uses it to entwine her opponents and chuck them around the room like a rag doll.

Sektor: a ninja with an attitude (haven't they all?). This guy is on a mission to nail Sub-Zero and will crush anything that gets in his path. He has a very un-ninja-like missile he fires at opponents, as well as being able to teleport.

Nightwolf: the last of the new characters, this guy's got a handy shield which not only protects him from anything chucked at him, but sends it back with interest. He also has a dashing shoulder charge that'd knock Giant Haystacks flying.





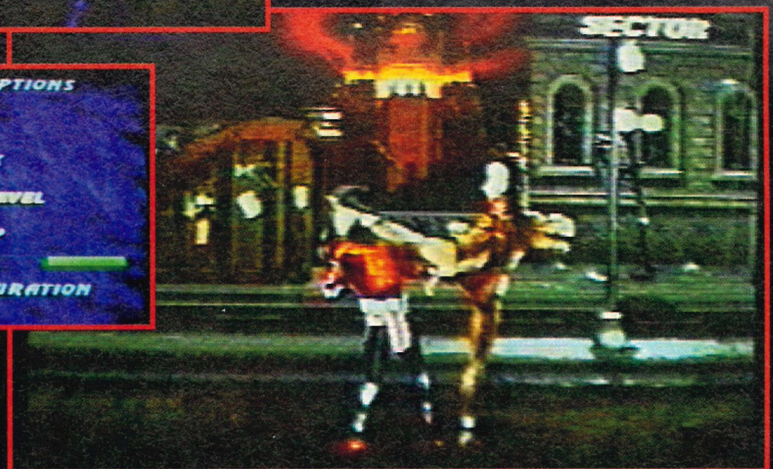
MK3 looks a world-beater, but then so does *Killer Instinct*. Still, instead of moanin' we can only revel in being spoilt for choice. It has to be said though, that Killer Instinct offers a whole new ball game (if that's the right term), whereas *MK3* is simply a revamped and updated *MKII*. Anyway, it won't be long now before we have some hard evidence to go on (i.e some carts) and we can judge the thing for real.

who uses her powerful arms to decimate opponents. She also chucks fireballs and is one babe you don't want to be pullin'.

Stryker: a nutty explosives expert who goes around pinning bombs to his opponents and throwing hand grenades all over the place. Unless you want to end up in a thousand pieces, splattered all over the screen, this bloke's one to avoid.

Kabal: a mysterious masked figure who uses a fireball to blast adversaries into submission.





"Smell my feet, spawn of Satan!" A lesson in paediatric hygiene from the programmers.



SUB-ZERO



SEKTOR



SHANG TSUNG



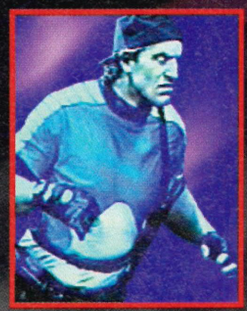
SHEEVA



SINDEL

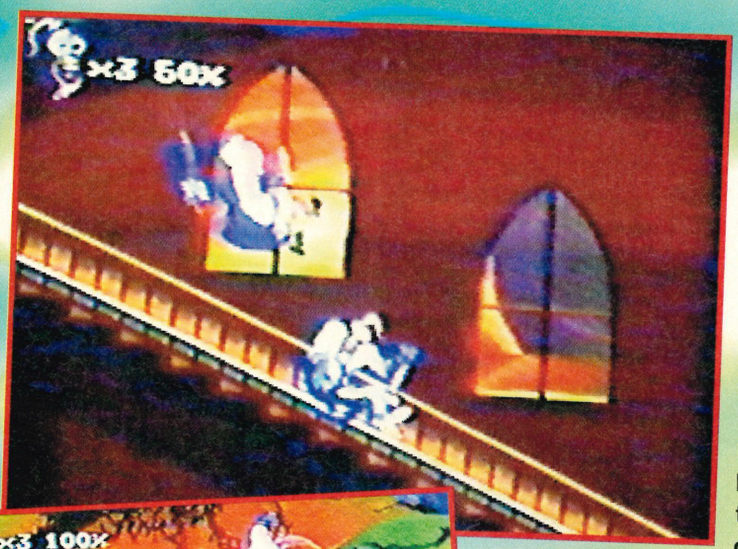


SONJA



STRYKER

EARTHWORM JIM







Well well well, it certainly seems to be a breeding ground for blockbuster sequels at the moment, what with two of the biggest games of last year coming back for second helpings. It's a real treat for SNES owners, too, as these are two of the most popular and spellbinding, in their own very individual ways. Sequels usually try to better their predecessor in some — or all — ways, but rarely succeed. Now folks, it looks as though, like buses, two exceptions are coming along at once.

Last Chrimble it was a straight two-horse race between *DKC* and *Earthworm Jim* for the title of numero uno platform feast and arguments continue to rage over which is top banana. Both games were groundbreakers in different ways: *DKC* in graphics, the like of which had never been seen on a SNES before, and *Earthworm Jim* in terms of gameplay, character development and graphics.

This year we're set for another challenge as both games try to take their respective variations on the platform format that little bit further to give them the edge over the competition. The fact is, they already have the edge. *DK*'s marketing is second to none (until *Killer Instinct* goes into overdrive), and strong reviews coupled with good word-of-mouth have done great things for *Earthworm.* From this angle, it looks as though they only have to outdo each other! It's hard to see how the anything's going to be resolved.

Earthworm Jim comes bounding back onto the SNES with even more bucketfuls of oddness than before. The graphics have been redrawn to incorporate much more detail, especially on the sprites, shaded rendering being used to great effect. This gives a far greater feeling of solidity than before.

There's in the region of fifty weird and wunnerful levels for Jim to run, jump and swing his way through, though gone is his trusty whip. No more Indy Jones for Jimbo — he's brought along his good mate and

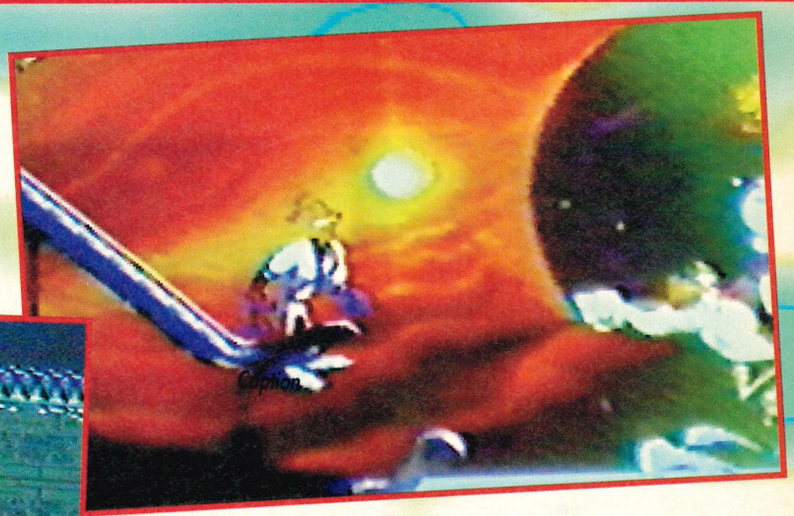
His name's Jim. He's an earthworm. He's also one of the unlikeliest heroes ever to pop up on a console, and about to return for a second outing — stand by...



Slighty wriggly with a moist underside...

all-round slimy sounding fellow Snot. He can be used to swing across ravines in much the same way the whip was used in the first game.

Sound has also been vastly improved to accommodate many more samples and a new original score by Tommy Tallarico (who?), previously responsible for the funky sounds behind *Cool Spot* and *Terminator*. A host of spectacular new weapons and even more strangeness packed into a cart than ever before should propel *Jim 2* to the top of everyone's wanted list, but remember — don't shell out until you've read the truth behind the bravado, only in Super Gamer!





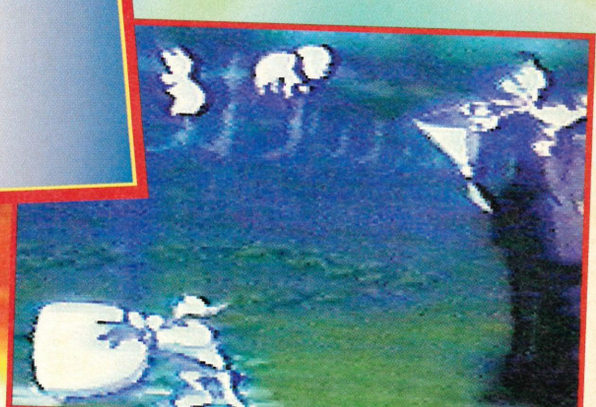




WORM 2

Ten things you never knew about earthworms

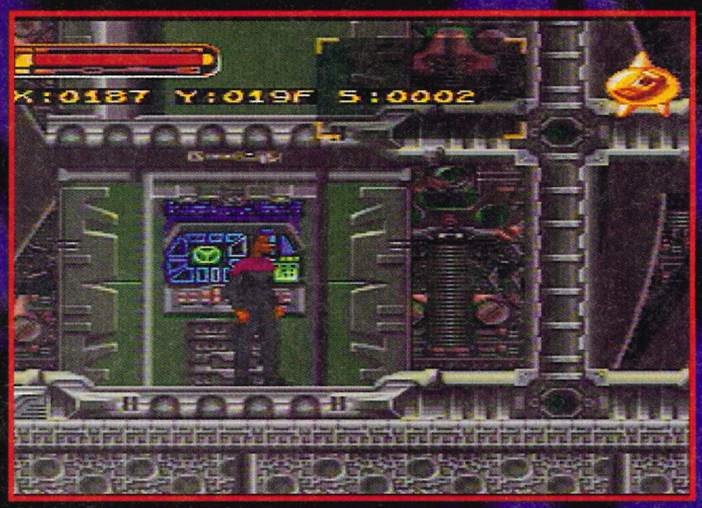
1. They reproduce asexually (by themselves)
2. Most of them are called Wilf. Except for Jim.
3. They're hollow.
4. A worm has never scored in the FA Cup final.
5. There are two of them in Hayden's loft.
6. They can't Hokey-Cokey.
7. They can't hold their beer — they've got no hands.
8. They provide the soil in your garden with essential nutrients by digesting then excreting the stuff.
9. Miles has one in his trousers — chicks love it. Apparently.
10. They're crap. Except for Jim.

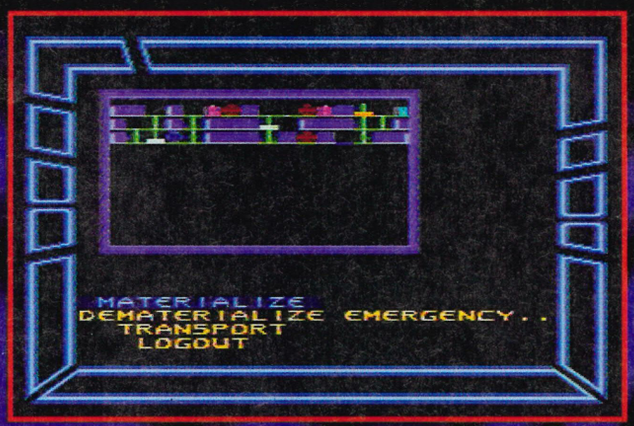






Cor blimey — what on earthworm's going on here? It's enough to make you lose your path.





What an interesting screenshot. There's just so much to say about it that I can't even start to comment. I'm worried that if I do I might run out of spa



STAR DEEP SP

These are not the voyages of Captain James T. Kirk. This is not the Captain's log. It's a preview of an exciting multi-layered adventure game set to hit our screens very shortly. It's a murder mystery set far in the future, where anything can happen...



Before I write anything about Deep Space Nine, I have to admit I've never seen, or heard of the TV program! Apparently it's quite good, but I'm an old Trekkie fan and as far as I'm concerned, if it ain't got Spock in it, it ain't worth watching. Anyway, for everyone out there who's slightly more 'with it' than me, you'll no doubt be pleased to hear of Playmates' forthcoming release.

Located in a politically unstable quadrant of the universe, Deep Space Nine introduces players to a tense and exciting game full of action and adventure in true Trek style.

With a bomb on board the ship and members of the crew being attacked by mysterious assailants, it's up to you to protect your base and find out what is going on. The game feature lots of exploring, a thick, thick plot, plenty of scraps and a thought-provoking whodunnit.

Players can assume the identity of four of the main characters — Commander Benjamin Sisko, Major Kira Nerys, Dr Julian Bashir and Chief Security Officer Odo. Each of these characters has their own unique skills



Caption



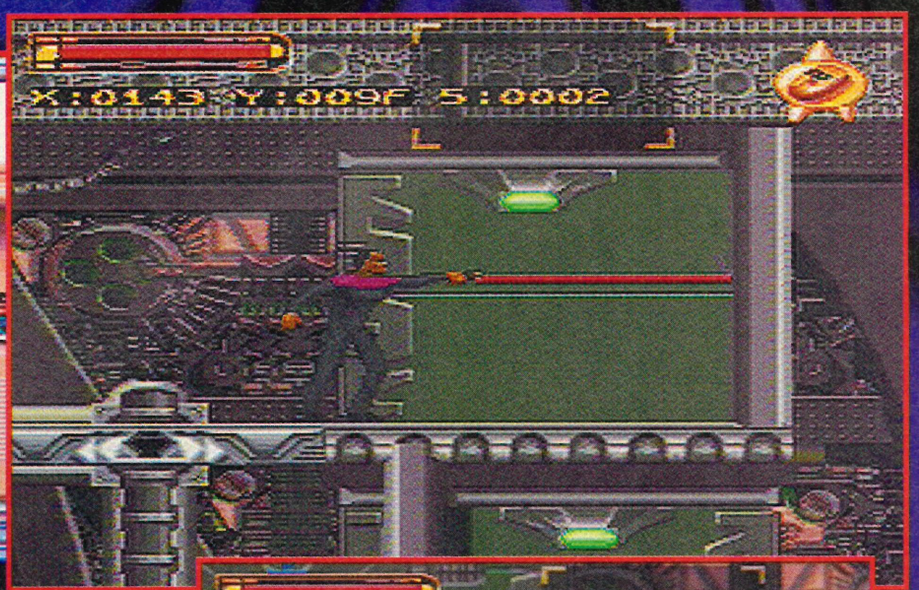


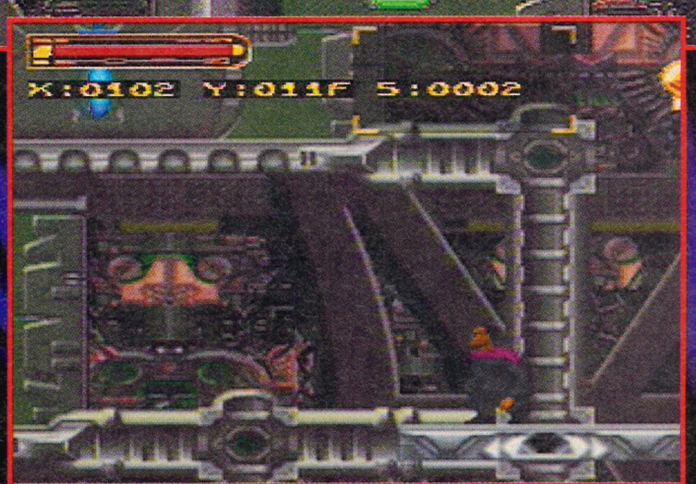


Oh yes? So why the guilty-looking furrowed brow? Oh, I see. Sorry. You're a Klingon.

TREK ACE NINE







There's a lesson here — don't eat explosive apples, or you know what'll happen.

and talents and have a differing role to play. On top of these, all the other characters from the program are in there and provide a valuable source of info and help as you progress through the game.

Solving the mystery and completing the game takes the player to many of the locations seen on TV; the USS Saratoga, planet Bajor, a Cardassian warship, the Gamma Quadrant and many levels of Deep Space Nine itself being just a few.

With some pretty smart, fully rendered graphics to boot, DSN looks like one of the most exciting releases expected this year, and the *Star Trek* setting is certain to attract science fiction fans in droves. Whether the game lives up to expectations or noy — we'll just have to wait and see...

SUPER GAMER survey

Is there anything that bugs you about the mag? Is there something we're not doing quite right? Well, now's your chance to have your say in the all singing, all dancing Super Gamer survey. Just fill in the questionnaire below (or make a photocopy if you don't want to cut up your mag) and send it to SUPER GAMER SURVEY, Computerfacts, 14A Union Street, Newton Abbot, Devon TQ12 2JS

About you...

Name .....
Age .....
Sex .....

1. What machine(s) do you own?
Game Boy Î
NES Î
Super NES Î
Other (please state) Î
.....

2. Do you intend to buy another machine in the next twelve months, and if so which one?
Ultra 64 Î
PC Î
Saturn Î
Amiga Î
PlayStation Î
CDi Î
3DO Î
Jaguar Î
Other (please state) Î
.....

3. How often do you buy Super Gamer?
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I dash down the shops every month to get one before they sell out Ï
Other (please state)
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.....
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5. Which other magazines do you buy regularly?
Games World Î
Games Master Î
C&VG Î
Edge Î
Total Î
Super Play Î
NMS Î
Other (please state) Î
.....

6. How many games do you buy on average every six months?
.....
.....

7. What's your favourite game for the —
Super NES .....
NES .....
Game Boy .....

8. Which is the worst game you've ever played on the —
Super NES .....
NES .....
Game Boy .....

9. Which, in your opinion, is the best software house and why?
.....
.....

10. What do you think about the delay of the Ultra-64?
.....
.....

About the mag —

11. What do you think of the new look Super Gamer?
.....
.....

12. Who's your favourite SG reviewer?
Miles Î
Mark Î
Hayden Î
Jon Î

13. What do you think of the reviews in Super Gamer?
Overrated Î
Underrated Î
Just right Î

14. What do you think of the number of features in Super Gamer?
Too many Î
Too few Î
Just right Î

15. What do you think of the tips in Super Gamer?
Too many Ï
Too few Ï
Just right Ï

16. What is you favourite part of the mag?
.....

17. How do you think the magazine could be improved?
.....
.....

18. Would you like to see more cover-mounted guides like the *Donkey Kong Country* solution?
Yes Ï
No Ï
Don't know Ï

20. How would you rate Super Gamer on a scale of 1-10?
.....

SUPER GAMER

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

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

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

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





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

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

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

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

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

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

The game's controls!

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

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

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

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

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

THE OVERALL RATING

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

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

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

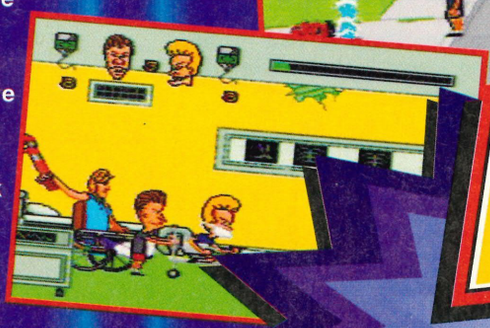
70-89%
This is more like it! Unlike other mags, who award 75% to an 'average' game, SUPER GAMER scores in this range mean a game worth investigating, especially if you're a fan of the genre.

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

MILES



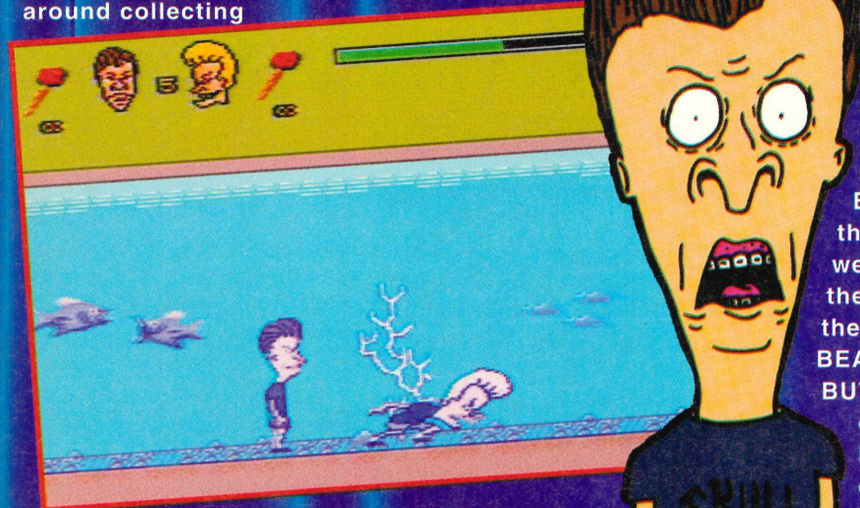


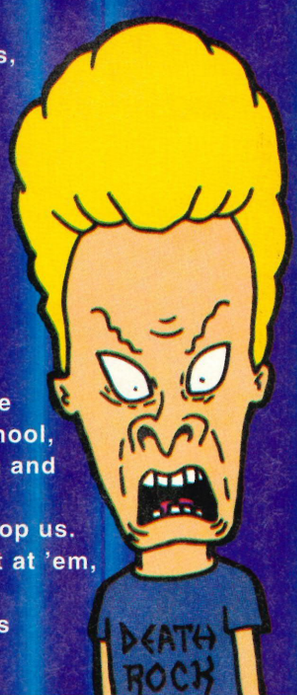


Beavis and Butthead

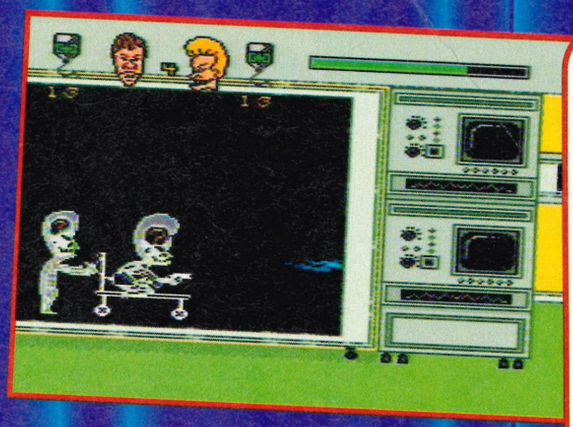
Uh uh hu uh hu uh!

BUTTHEAD: Hu hu, uh hu hu uh
BEAVIS: Eh he he etc...
BUTTHEAD: Huh hu, hey Beavis.
BEAVIS: Yeah.
BUTTHEAD: Like, what are we doing here?
BEAVIS: We're in a game, butt-hole!
BUTTHEAD: Er, oh yeah. Uh hu hu, hu...
BEAVIS: Heh he eh. Games are cool.
BUTTHEAD: Are they?
BEAVIS: Yeah! You get to kick people's asses.
BUTTHEAD: I already kick people's asses.
BEAVIS: No, but you get guns, heh he heeh... guns are cool!
BUTTHEAD: Guns rule!
BEAVIS: Guns! Guns! Guns!
BUTTHEAD: Shut up Beavis. We've gotta like, tell the viewers about the game or something. Huh huhh hu.
BEAVIS: No way. You do it.
BUTTHEAD: Errr... okay! Huh huh hu uh hu... We've like got these tickets to go and see Gwar.
BEAVIS: Gwar kick ass!
BUTTHEAD: Yeah, only, they got chewed up in a lawnmower and now all the bits are spread around town.
BEAVIS: Heh hhe... lawnmowers are cool!
BUTTHEAD: Shut up, asswipe, I'm trying to talk. Hu hu uh huh. Like, we've gotta go around collecting objects and stuff to solve like, puzzles, to find the eight ticket pieces.
BEAVIS: Play it!
BUTTHEAD: Err, okay. Hey, it's your house dude!
BEAVIS: Oh yeah, my house is cool. Look, it's us!
BUTTHEAD: Yeah. The graphics are pretty cool.
BEAVIS: Get the remote control.
BUTTHEAD: Okay. We can like, flick through the channels and choose where we wanna go. There's the mall, high school, the burger bar, the hospital, the drive-in and the street.
BEAVIS: But there's like, dudes out to stop us.
BUTTHEAD: Uh huh hu uh hu... I can fart at 'em, dude, and you can belch.
BEAVIS: YES! Fartknocker. Belching's cool.





BUTTHEAD: Huh uh hu hu. The answer my friend, is blowing out of my butt! Huh huu hu...
BEAVIS: Heh he ehhe he heeh eh heeh heh he eh he hehe eheh...
BUTTHEAD: There's like arcade sequences in their too. Like where we've gotta outrun that fat guy in the hospital by riding the buggy and avoiding the obstacles. If we crash too many times he like, kicks our butts and we lose a life.
BEAVIS: Yes, but in view of the current market trend towards more sophisticated interactive media against an alternative real-life background it seems somewhat dated and lacking in imagination and never threatens to push the even Nintendo's now-aging 16-bit hardware into anything more than a steady tick-over, or the user for that matter.
BUTTHEAD: Huh huhu hu. What are you talking about, buttmunch?
BEAVIS: <Silence>



HAYDEN

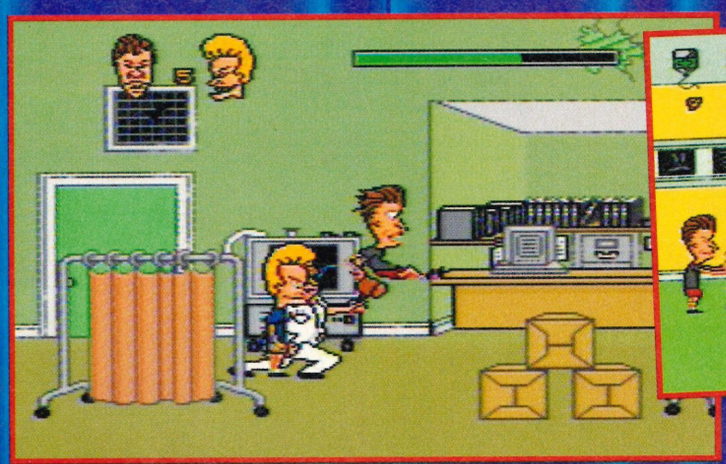


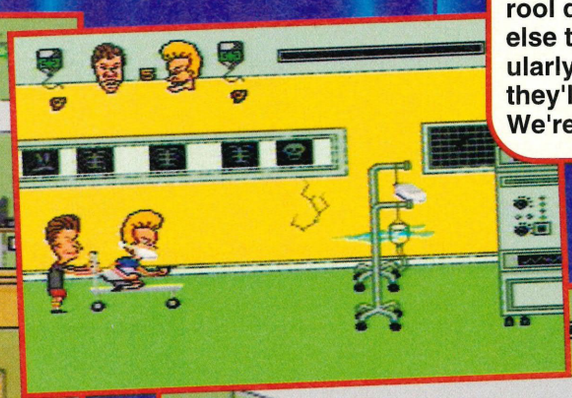
Heh heh, heh heh, heh heh, this is UNcool Dude!'

Yes, it's me again, back in the role that I am loved and revered for... launching into gibbering and negatives tirades about so-called games.

I'm a big fan of the these two exponents of the American 'nightmare', and I was really looking forward to kickin' some ass with the lads on the sofa, but I am bitterly disappointed.

Apart from the really cool sound samples, which really do rool dudes, this game has little else to entertain the user, particularly when the chances are that they'll be hard-line B&B fans. We're gone dudes...





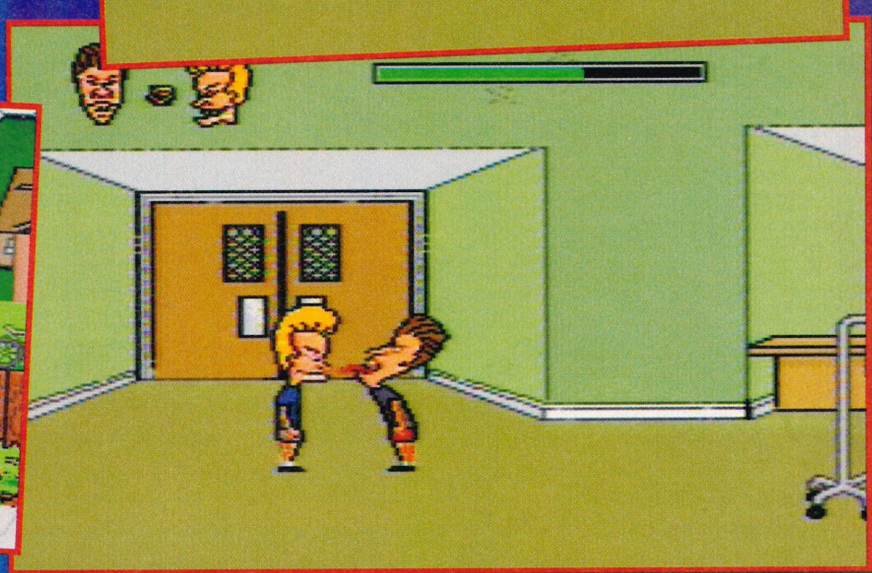
Race through a hospital in an utterly unrepetetive, fun and challenging level.

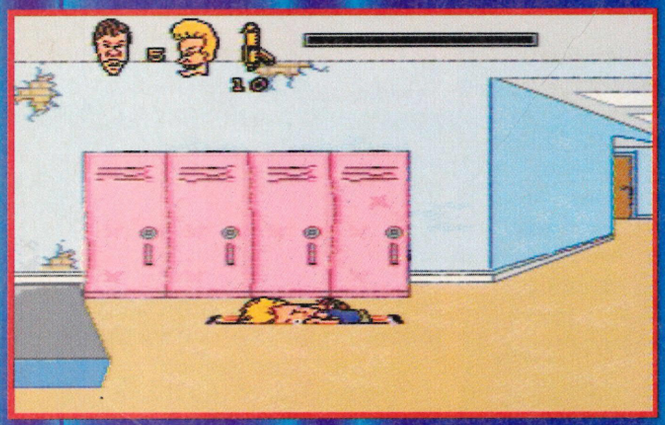


Oh sod it! I was going to write the whole review as an episode of the show but it just isn't poss. How can you say anything objective and yet remain true to the characters without using sentences of more than five syllables?
Basically this is a simplistic, left to right scrolling affair with a few puzzles thrown in for good measure. It remains true to the TV show in that it's unashamedly crap, but maybe that's something to do with the appeal. It's a classic case of the tie-in helping the game no end. Don't ask me why, but I never miss these guys on telly. There's something incredibly



Oh, go on — eat them. Please?





Bummer, man — I guess it's game over.

compulsive in the sheer unpleasantness of it all. Is it mindless, or is it an intricate study of all the underlying problems at the root of the modern American way of life?

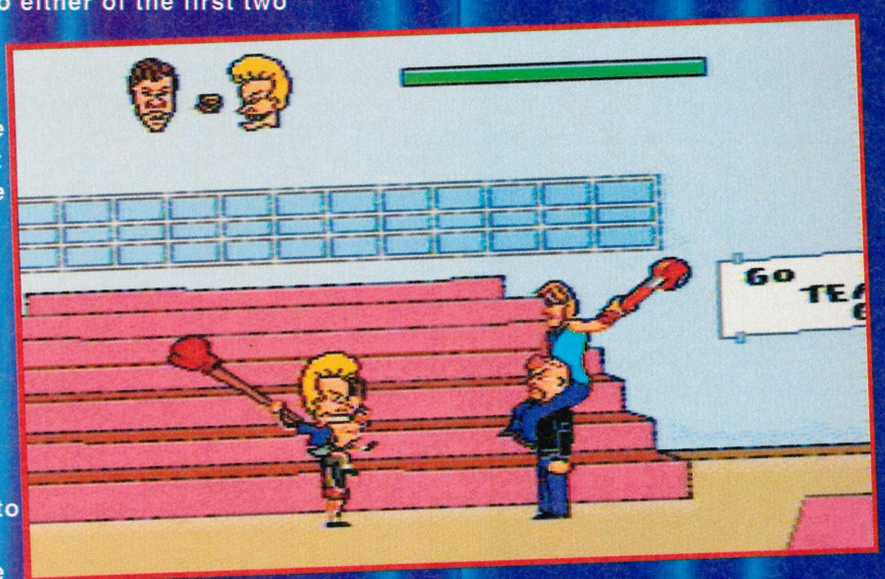
People can be placed into three categories. Those that hate Beavis and Butthead, those that sit and watch in disbelief, unable to grasp the fact there is nothing to grasp, and those that just can't get enough. If you fall into either of the first two groups, don't buy this game. You'll get absolutely nothing out of it. As an arcade adventure there's just not enough substance to it. For fans though it maintains an indefinable curiosity value. There's loads of sound samples in there which add an extra touch of atmosphere. I'm not saying that liking the series will endear the game to you. It's a try before you buy I'm afraid. Me — I played it for ages. But then again, I am sad!

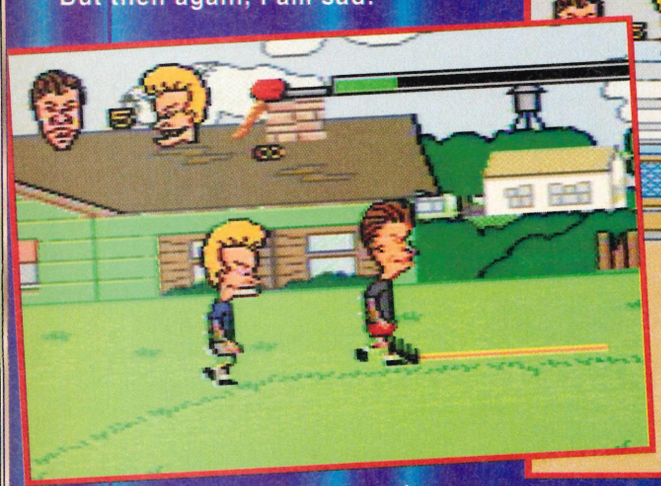
JON



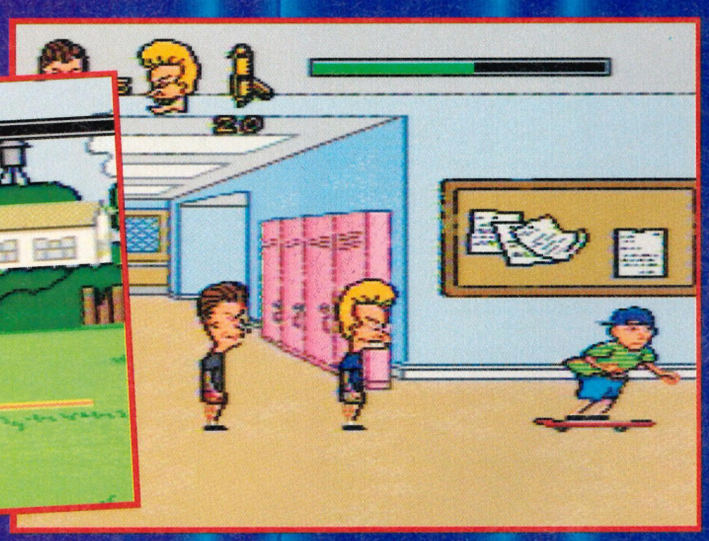
Well, Miles and Hayden seem to have used up all the B and B gags between them, so I'll lay straight into it. There's no doubting B and B are a good laugh on TV (although Mummy thinks I'm in bed by then), but this game just doesn't work. Viacom have failed to capture any of the zany humour and the game is nothing without it. You can see they've tried, almost to the point that they've relied on nothing else and, as a result, the game just doesn't work.

It all becomes monotonous and predictable before you've even finished the first level and by the time you reach the second you're pulling your hair out. If you love the cartoon, do yourself a favour and give this a miss or it'll ruin your fun.

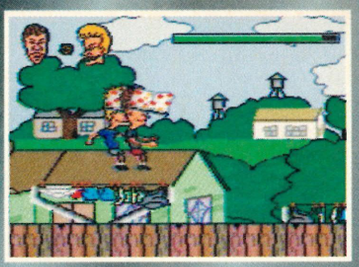




No points for guessing what happens next...



One of the Baggy Shorts Brigade is about to ollie into Beavis. Oh joy!





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VIACOM NEW MEDIA

PRICE
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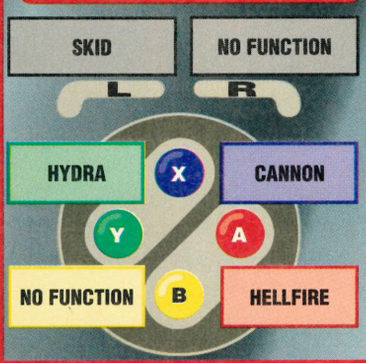
RELEASED
a. SOON b. ONE DAY SOON

GAME TYPE
PLATFORM

CART SIZE
Probably 8 MBit

FEATURES
Passwords

CONTROLS



RATINGS

GRAPHICS	79
SOUND	68
GAMEPLAY	89
LONGEVITY	86

OVERALL

85

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EARTHWORM JIM



MILES

The titles of computer games in these days of high-powered marketing and surreal advertising don't bear close examination to what they actually contain. For example, what the hell is an earthworm doing on the verge of sprite superstardom, and with two legs to boot!

Perhaps I'm a bit of an old fuddy-duddy and set in my ways, and maybe I do put good manners before good beer, but I got where I am today by hard work and... Snip!

...What I'm trying to say is Earthworm Jim is an unbelievable and unlikely character to star in a game with a highly questionable scenario, but none of that matters because it's a damn good game. As any games fiend will know, no matter how outrageous the idea may be, the games are invariably good anyway.



It's a frantic platformer, with the player guiding the unfortunate and unorthodox Jim over, around and through extremely treacherous terrain.





As with any platformer worth its salt, Jim's path is scattered with a whole host of 'orrible, ugly and determined enemies, who seem hell bent on dispatching the unsuspecting hermaphrodite into oblivion. But this is no task for the faint-hearted, and our hero is not about to shrink feebly into surrender in the face of such adversity. Armed with a neat spage-age-ray-gun-phaser-type-thing and a whip bursting from his head, he blasts and whips his way through the onslaught.





Leaping from ledge to rockface, the intrepid Jim uses ropes slung across ravines, death slides which whisk him from one destination to the next, and his amazing ability to scale sheer cliffs and clamber knee-grazingly onto ledges.



Yes, it's all go where Earthworm Jim is concerned and this will have small-screen advocates bustling away at their buttons for hours. However, it's nowhere near as good as it is on the SNES. The Game Boy just doesn't do the hyper-platform action that this offers any justice. It's one of those games, that, because of its very nature, needs to spread itself out a bit.

Back, evil bovine, or I shall smite thee! Stressed-out Jim meets a cow.





PRODUCER
SHINY ENTERTAINMENT
DISTRIBUTED BY PLAYMATES/VIRGIN
(0181) 9602255

PRICE
£24.99

RELEASED
AUGUST '95

GAME TYPE
PLATFORM

CART SIZE
4 MBit

FEATURES
NONE

CONTROLS



RATINGS

GRAPHICS	89
SOUND	84
GAMEPLAY	86
LONGEVITY	90

OVERALL

88

NHL 95

Puck Off!!!



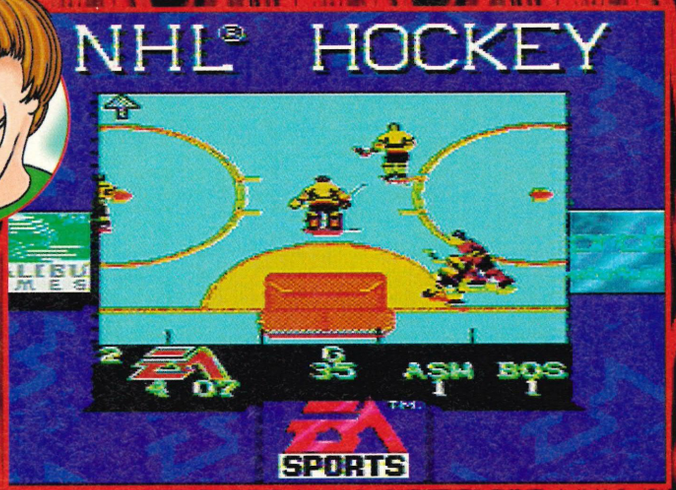
JON

It maybe the middle of summer, but it's time to strap your skates on and hit the ice with THQ's latest release, *NHL Hockey '95*. The game's already been a huge success on the SNES (check out our all-time top fifty later on in the mag), but doubts have lingered as to how the game, with its huge sprites and fast gameplay, would come out on the Game Boy. With THQ at the helm though, you know it's had the best chance it's gonna get.

NHL '95 offers three modes of play, regular season, playoffs and the shootout. The regular season is just a one off match. Pick the teams you want to play as and against and head straight out onto the ice. The playoffs offer a bit more excitement, in that it's a knockout competition. Play through the rounds until, if you're good enough, you get to the final. Don't expect an easy ride though, the teams get progressively harder and provide a stiff challenge. With a choice of one game, or best of seven per round, it takes some time as well, but thankfully there's a password feature which allows you to start where you left off.

The last mode is a penalty shoot-out. Each team gets five attempts to stick the puck in the back of the net. Take it in turns controlling the attacker and goalkeeper and try to beat the computer. Sounds easy enough, but it ain't!

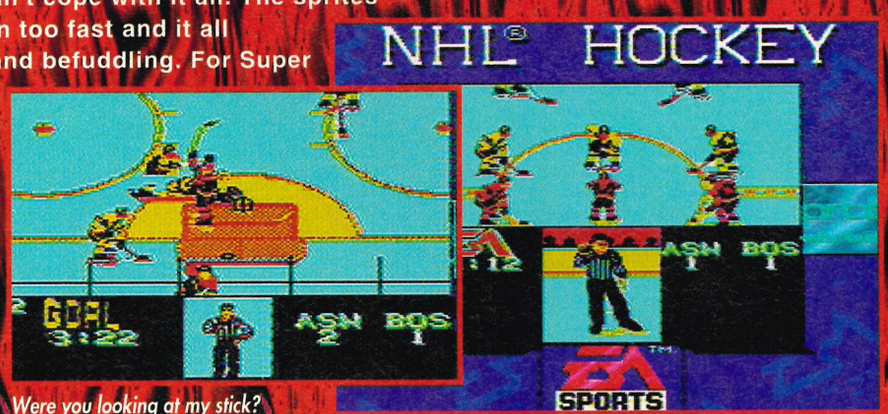
There's no denying *NHL '95* offers quite a realistic sim; there's slap shots, wrist shots, holding, one-timers (quick passing) and so on, but unfortunately the Game Boy just can't cope with it all. The sprites are too big, the action too fast and it all becomes confusing and befuddling. For Super Game Boy owners, things look a little better. The game has been specifically designed for it and looks and runs a lot smoother and clearer, but for Game Boy owners, *Blades of Steel* still rules.



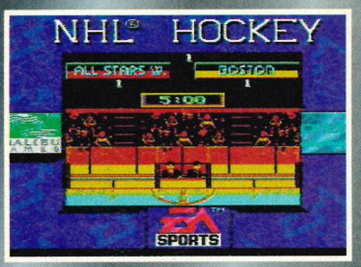
The heat is well and truly on as Boston mount an attack on the All Stars' side.

MILES





Were you looking at my stick?





PRODUCER
THQ

PRICE
£29.99

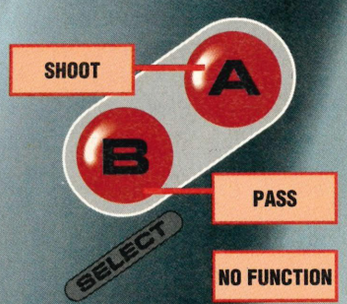
RELEASED
NOW

GAME TYPE
Sport Sim

CART SIZE
4 MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	88
SOUND	79
GAMEPLAY	85
LONGEVITY	83

OVERALL

82



MILES

JUNGLE STRIKE

Gor blimey, strike a light!

The ops-room door bumped against its frame, yielding slightly to pressure from the outside. Tristan looked up sharply to see Jerome's face pressed against the small square of perspex set into the sterile brushed aluminium. A smile broke on Tristan's lips but quickly faded as he saw the concern expressed in the other's eyes. Hurriedly he unbolted the door. Jerome shuffled in, muttering under his breath, as he was wont to do in times of stress or high excitement. Tristan wondered which it was to be today. Jerome slid a binder from under his arm and dropped it onto the table in such a way that the pages fell open before them.

"Well?" Snapped Tristan, suddenly annoyed at being distracted from his work.

"What do you think?" Replied Jerome, impatiently.

With a deep breath and the barest hint of irritation Tristan began to flick through the papers before him. Slowly his expression changed, first to astonishment, then to concern.

"Are you sure about this, Lieutenant?"

Jerome nodded solemnly, but with just enough 'I told you so' to make the point.

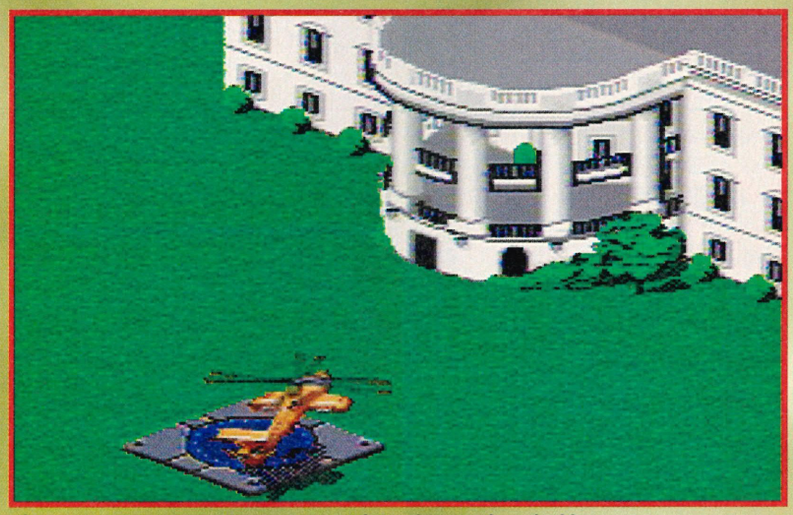
"What about samples?" Went on Tristan, pretending not to notice.

"We're going to need hard evidence if we're going to make something like this stick."

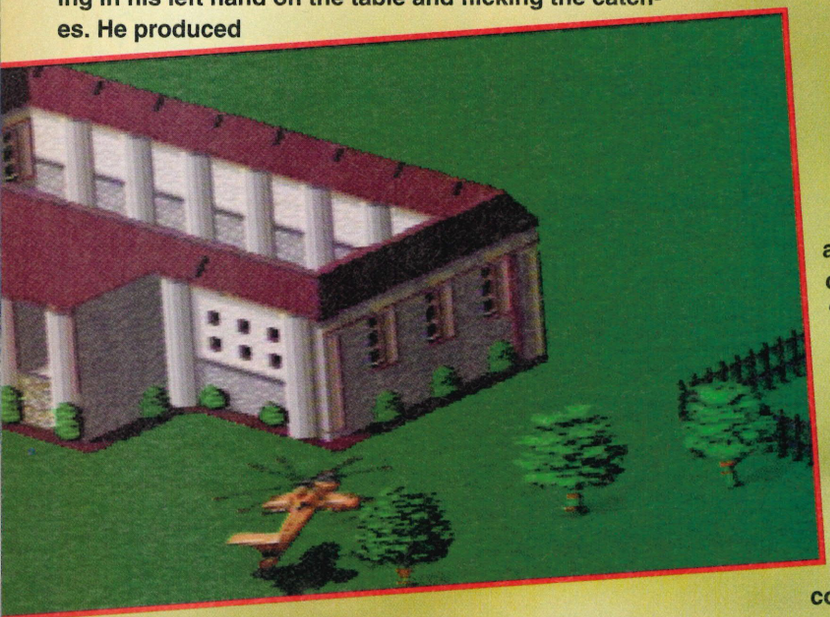
"Don't worry," said Jerome, placing the briefcase he'd been carrying in his left hand on the table and flicking the catches. He produced a video cassette from within and handed it over. After a moment's contemplation, Tristan slid the tape into a conveniently-situated VCR.

"Now just sit back," said Jerome, picking up the remote control and flicking off the lights.

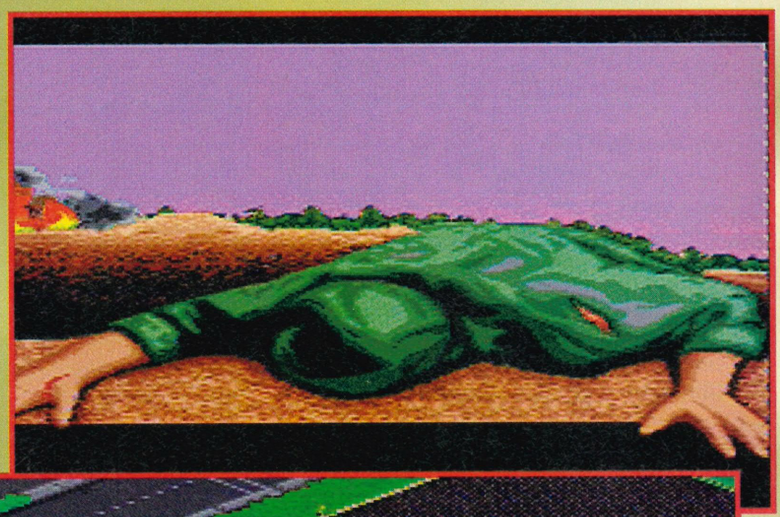
After a few seconds the static cleared and an image formed like a reflection in a pool as the water settles following a disturbance. Now it was clear to see. A lone helicopter in search of an as-yet-unseen foe. The ground was flying by at a respectable rate but Tristan's mind began to wander. He didn't remember Washington being so deserted and full of flat, grassy expanses. He was startled out of his train of thought as a rocket struck the on-screen helicopter's fuselage. It immediately returned fire and in an instant the



The tension mounts as our trusty Commanche circles a vigilante building.











The question we have to ask ourselves here is do the Americans deserve to be saved? After all, many of them fund certain well known terrorist groups, so maybe we should just visit the White House with a few sidewinders...



Mike Sierra: MR. 3-D
Mr.3-D can pluck the pimento out of an olive with the winch, but can't hit a white whale on a black background.

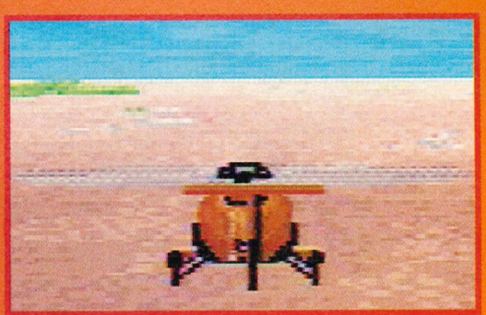
aggressor was lost in an explosion of flame and smoke. Rather a grainy explosion, noted Tristan. More like a puff of orange talcum powder. The reassuringly resounding crash of rocket on metal was far more like what was required. There was a click and then blackness as Jerome hit the off switch.

"That was two and a half years ago." His voice sounded somehow fuller in the dark.

"These pictures were taken last week." Another click and the screen flickered into life once more. Tristan leaned forward in his seat.

"Last week," he said, as if to confirm the point in his own mind.

Choppers of the world unite!



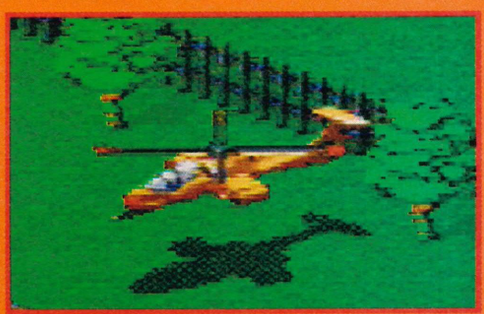
The OH-6 Defender from Air Cavalry



That thing out of SWIV



A good, hard Choplifter



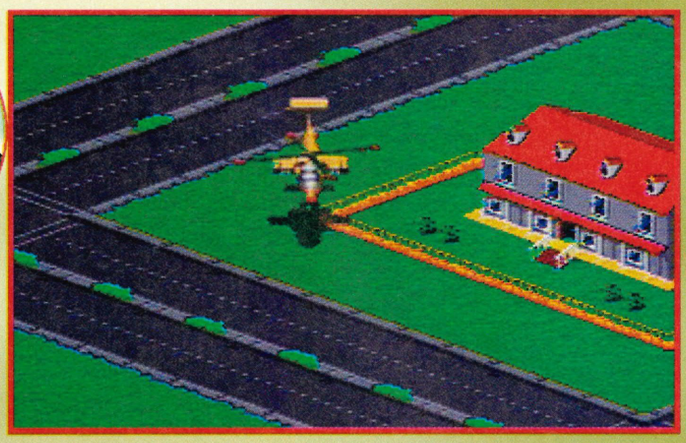
Our very own Commanche

HAYDEN



Jungle Strike is one of those games you can rely on, because it never changes regardless of which format it's on. It's also one of those games you can settle down with and play for hours! It's comforting in some ways because, if you're a bit of a saddo like Miles, and you have no life as such, then you can lock the bedroom door and spend the weekend playing (Ha ha ha ha ha ha ha ha ha ha! — Miles).

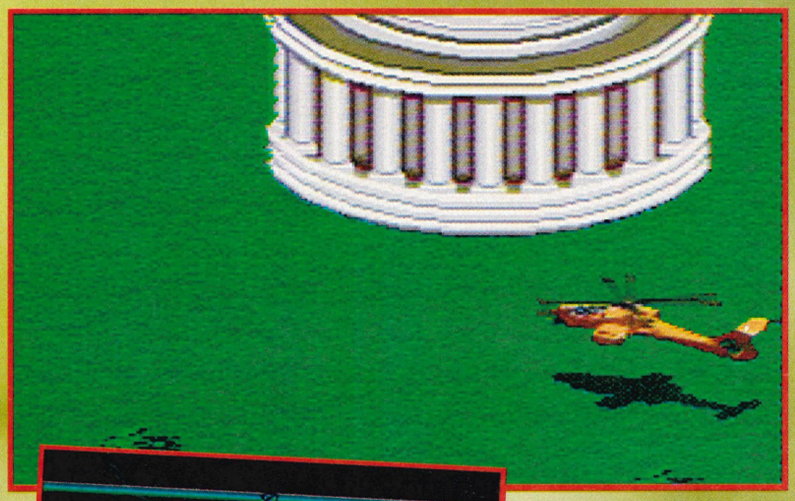
There's nothing else I can say about *JS* that hasn't already been said. It's a great game wherever it goes and this version is just the same, just as good and just *Jungle Strike*...



There's a mean-looking house — just look at those beady little windows...

There was the helicopter once more. Somehow the scene was different, though the physical discrepancies were barely discernible. A rocket raced away and clattered into a moving truck. Well, not so much clattered, more like clumped, and there was that powder-puff 'explosion' again. Another click, and the room was plunged into darkness. Jerome flicked the light switch. After squinting for a few seconds, Tristan turned to face him.

"So give me the full SP."



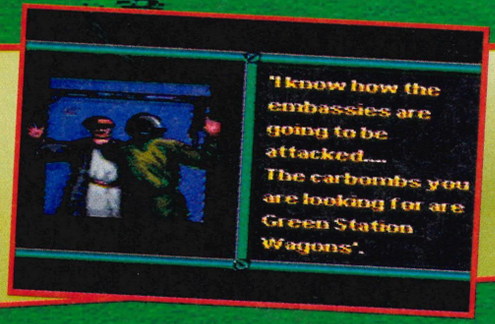
"Two years ago the spec was simple — a follow up to the best and most original shoot-'em-up in years. More missions, more vehicles, more bad guys and even more frantic action than before."

"And now?" Asked Tristan.

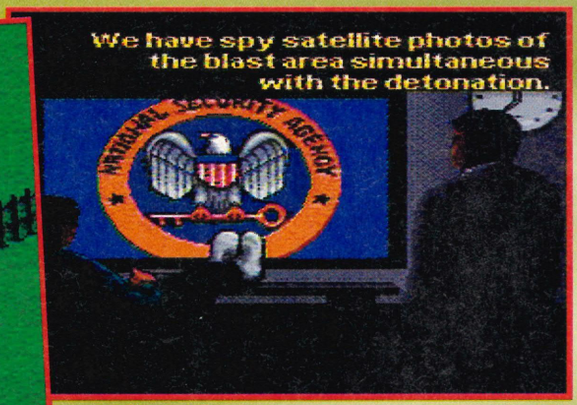
"Basically the same," he continued, "but there was a hope in some areas that with two years more experience and different hardware we might have actually seen some degree of improvement."

Tristan paused for a moment to mull this over. "But it still does the job, right?" He asked after consideration.

"Absolutely," replied Jerome, "it's still a great game and we love it to bits but it's old hat now. It needed something more to retain the feel that made it so special in '93."







Look at the size of that hairpiece! Army-type bigwigs discuss... erm... blowing stuff up.





PRODUCER
ELECTRONIC ARTS

PRICE
£49.99

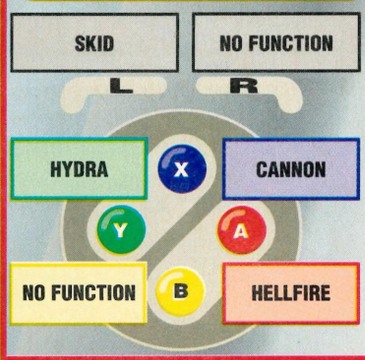
RELEASED
Late Summer

GAME TYPE
SHOOT-'EM-UP

CART SIZE
16 MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	79
SOUND	68
GAMEPLAY	89
LONGEVITY	86

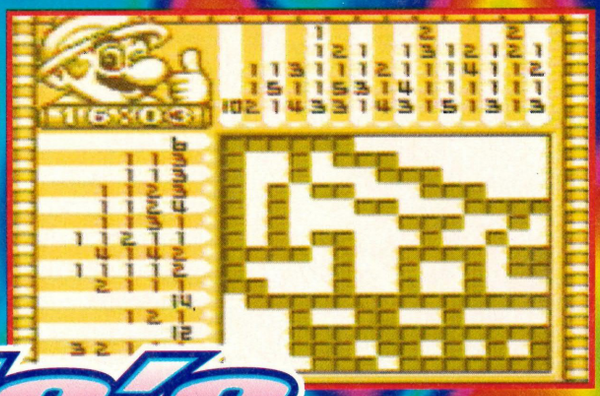
OVERALL

85



JON

The summer sun can make even the sanest people do some bonkingly mad things, but Nintendo have really taken the biscuit with *Picross*. For sheer lack of thrills, excitement and entertainment you have to look a long way back to find anything as bad as this. There's just nothing to it!



Mario's PICROSS

See how it works? Easy peasy.

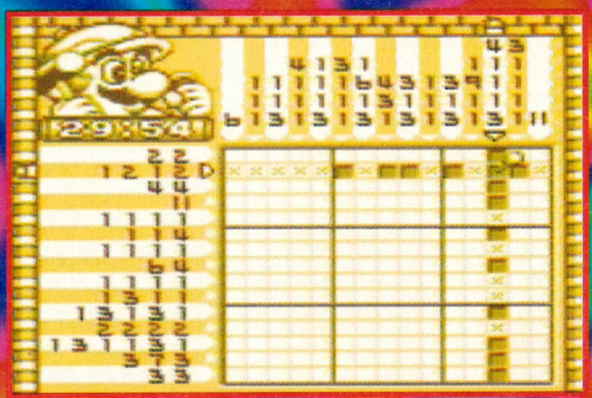
Imagine a grid, with hundreds of tiny squares, and numbers across the top and down the side, you have the playing area. Use the numbers to fill in the squares by cross referencing them. Confused? Don't worry, the game explains it all when you start and it's pretty easy really. Not that you should ever be starting anyway, as, if you take my advice, you'll give it a wide, wide berth.

OK, to be fair, the programmers have tried to make the thing a little more exciting by adding a clock. You have to finish the game inside thirty minutes (not that you need that long), and every time you shade a square that shouldn't be, you lose some time. Now, call me Mr Boring if you like, but I still can't get excited.



Well done, that was a true challenge. Or was it?

Another problem with *Picross* is there's a limited number of pictures you can do and it isn't long before you've completed them all. Some may say that you can keep trying for the best time, but once you've done a picture, it's so easy to do it again it becomes more of an ordeal than a challenge.



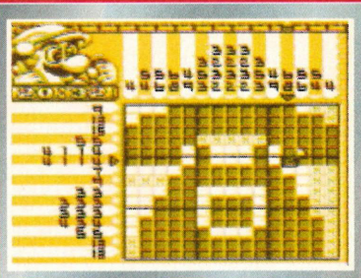
For anyone with a shred of brain power this game is far too simple to be enjoyable. If you want a decent puzzle game, you'd be better off looking for the old classic *Tetris*, or even *Stargate*. Both are a lot more fun and offer a bigger challenge. For kids though, this is an undemanding puzzler that might amuse 'em for a very short while.



MILES



You don't have to play *Picross* very long before you realise this is strictly aimed at the younger player. Exactly who that is though, I find rather difficult to figure out. Kids from five upwards are more interested in shooting aliens than completing puzzles and below that age they're going to be too small to hold or understand the thing. Oh dear!





PRODUCER
NINTENDO

PRICE
£19.99

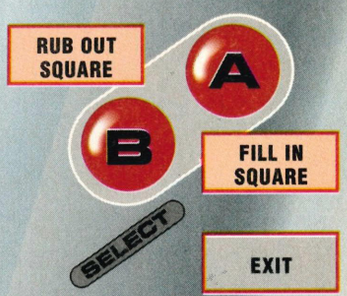
RELEASED
NOW

GAME TYPE
PUZZLE

CART SIZE
4 MBit

FEATURES
Save Facility

CONTROLS



RATINGS

GRAPHICS	60
SOUND	67
GAMEPLAY	75
LONGEVITY	64

OVERALL

66

PREHIS MA



MILES

You may remember this from the cover a couple of months back. In fact, you could hardly forget as we posed the ultimate 'Mario beater' question alongside the piccy. Of course, only a fool would suggest Mario could ever be knocked off his perch, at least as far as the 8- and 16-bit Nintendo systems are concerned. Whether there's any place for the portly little fellow on the Ultra-64 remains to be seen but over the years he has become a true icon — more recognisable than Mickey Mouse and the symbol of an industry. To suggest *Prehistorik Man* is destined for such immortality would be foolish at best.

Nope, there's no challenging the dungareed one for sheer status. For this particular quest we need look beyond Mario. We need to look beyond the face adorning millions of lunch boxes, thermos flasks, tee-shirts, ice lollies and bed spreads the world over.

The reason I'm blabbering on is, well... I'm trying to put off saying this next bit, to be perfectly honest (What are you trying to say Miles? — Reader). The truth is — and don't take this the wrong way — um, I reckon Mario's a bit overrated! Okay okay, before you all form a lynch mob and hop on a National Express down to Newton Abbot complete with Habitat portable gallows and assorted sharp implements let me state my defence. Am I the only one in the world who's bored of jumping on tortoises and banging my head against mysteriously levitating oblong boulders with question marks etched on the sides? I mean, there are only so many secret rooms a man can find before he begins to question the necessity of it all. And let's face it — the graphics are a bit on the naff side. What was top tipple in 1985 isn't necessarily the bumble bee's dangly bits in 1995.

So why, you may ask, am I saying all this and putting my head on the block? After all, I could have kept my opinions to myself and lived long and peacefully. However, I'm not prepared to compromise my editorial integrity.



▲ Yeah, get down and groove — we dance all day in this game!





▲ There's nothing the SG boys like more than a spot of light lunch at 37,000 ft!

When it comes down to it, we need a game in the classic platform mould but which utilises the machines graphical and aural potential more fully.

Donkey Kong Country took the cosmetics to the opposite extreme with some of the most gorgeous graphics ever on the Super NES, but suffered from many flaws. For a start, the sprites were a bit on the bulky side, giving little room for





▲ You can ride on the spiders to reach new areas.

STORIK AN



manoeuvre and leading to an overall cramped feel. Added to that, most of the levels were left-to-right scrolling and pretty narrow, so there wasn't much exploration to be done. *Prehistorik Man* puts this to rights admirably without falling into the trap of convoluted maps which lead you to get lost on a regular basis.

The plot is pretty superfluous to the game but runs along the lines that your tribe of cavepeople have run out of food and you're the man to go out and forage for grub. This means collecting the many cream buns, cakes, lollies and other succulent items littering the levels. Some sections require you to simply make it to the exit, while others ask you to complete certain tasks or find hidden items before you're allowed to move on. Various members of the tribe appear now and again to help out. The village elder offers advice and pops up between levels to congratulate you or have a go if you've missed a load of collectables. Others include the blacksmith who's quite happy to bash together a few weapons to give you the edge over the roving nasties, and the scientist who can knock up a nifty gadget if you can gather the materials.

Prehistorik himself is armed with a few nifty moves to keep belligerent baddies at bay. He's able to walk, run, jump and swing from vines. Nasties are dispatched



▲ *Eeek! Our neanderthal hero get's all in a flap. Gumph, sorry!*

JON



Who said platform games were dull? Whoever it was is gonna eat their words, (salt and pepper, Miles?), for *Prehistorik Man* ranks as one of the best games... ever! Everything you could possibly want is crammed into a 16-meg cart and it's hard to see how anything could possibly be improved. The graphics are fantastic, whether it be Sam and his amusing expressions, or the stunning parallax scrolling backdrops, the gameplay is outta this world and, above all, it's great fun to play.

With tons of original and inventive levels, plenty of hidden features and some seriously challenging obstacles, *Prehistorik Man* is destined to become a classic of our time. This is THE game of '95 — miss it at your peril! There's no excuse — you've been warned...







▲ PM flicks the Vs at a splatted baddy. Watch out for the coconut!



▲ Yikes, time to get out of here or risk soiling me nice, clean loin cloth. What will the missus say?

via an enthusiastic swing of his hefty club, which is also used for smashing parts of the ground and scenery to reveal secret areas. If the going gets really hairy, Prehistorik has one of the most amusing smart-bomb-type-things around — a quick stab of the red button unleashes an apocalyptic bellow, blatting all on-screen adversaries. Our new sub-editor points out that the sample used bears a striking resemblance to the scream in Fred Quimby-produced *Tom and Jerry* cartoons when something heavy lands on Tom's foot. He knows about that sort of stuff, you see. Anyway, on with the wibblings!

Visually, everything's clear and cartoony, giving a jolly feel to the proceedings. Collision detection is equally nice so you're never hit through no fault of your own. Deaths are invariably down to carelessness on the part of the player. Death-by-jumping-into-the-unknown syndrome is also eradicated with a nice 'n easy 'look' feature — holding down either of the top buttons allows you to scroll the screen slightly in all eight directions independent of the character to reveal whatever lies just out of sight.

Killing nasties causes them to drop bones which are exchanged for items at the shops appearing periodically along the way. An original idea which works particularly well is having to 'buy' save game positions at these retail outposts. They're very expensive and it's a really tough decision deciding whether to fork out or go for the extra life.

As you've probably guessed by now, PM has got me pretty impressed. It's not without its faults. Almost everything it has to offer has been unceremoniously plagiarised from somewhere else but it's all been incorporated with care and attention to detail. To

Baddies!!!



Prehistorik Man: Everyone's favourite cave-dwelling hero.



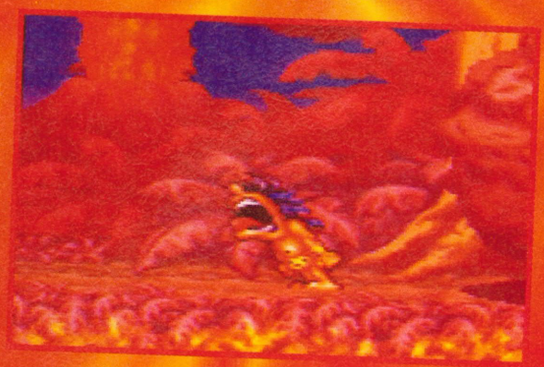
The Elder: He's old and he moans a lot, but he's only doing his job.



The Scientist: This is the intelligent one. Fancy a hang-glider?



The blacksmith: Be polite or that mallet could become rather a nuisance!





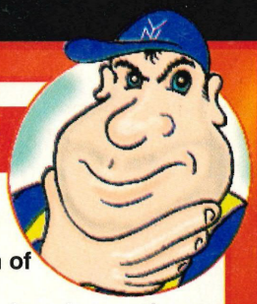
Captions



Captions



HAYDEN



Back in the beginning of man's population of earth, there were games like Space Invaders and Donkey Kong , but we've come a long way since those dark days. Now we have Prehistoric Man who is as neanderthal as they come, with the exeption of Miles of course, who is similarly covered in swathes of hair and has yet to master the use of a knife and fork. Dinner times in the office are a real joy to behold as Miles stalks his bag of Monster Munch around his desk, before pouncing, and devouring them in a salivated frenzy.

Anyway, Prehistoric Man is pretty good, but I wouldn't go as far as to say groundbreaking.

It's intrinsically a platformer but it's crammed with puzzles and posers, not to mention a generous helping of toungue-in-cheek type humour. It's the type of game that you grow fond of, because it'sen-joyable to play as well as having a healthy challenge factor.

top it all there's a good learning curve, giving you just enough time to get into the swing of things before plunging you into the thick of it, which is when the fun really begins. As an original title you wouldn't score Prehistorik Man much higher than rather low but as a platformer in the classic vein I can't speak highly enough. It's obvious how much time and effort has gone into the project right from the programming, through playtesting to polishing the end product to a sparkling sheen. A thoroughly outstanding platformer which no-one who professes a taste for funky arcade fun should be without. Can I have another go now?



▲ Ha! Mess with me would ya? Right who's next? I've 'ad 20 pints cos I'm that 'ard!





PRODUCER
OCEAN
(061) 832 6633

PRICE
£44.99

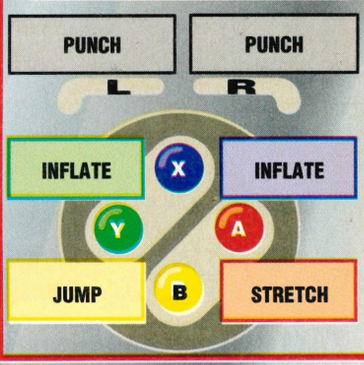
RELEASED
APRIL '95

GAME TYPE
ARCADE ACTION

CART SIZE
8 MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	87
SOUND	91
GAMEPLAY	90
LONGEVITY	89

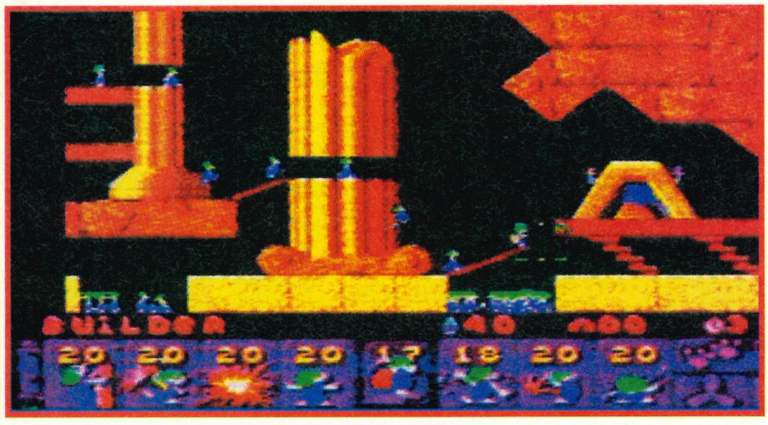
OVERALL

90

BUSTERS

Lemmings 2 Tribes

1) On the title screen, click on the dot of the 'i' in Lemmings to make the Lems say 'oof' when they fall.
2) On the title screen, point the cursor on top of the hole in the tree at the bottom left and press B for a music test.
Thanks goes out to Alastair Brown for these... er... very helpful tips.



International Superstar Soccer

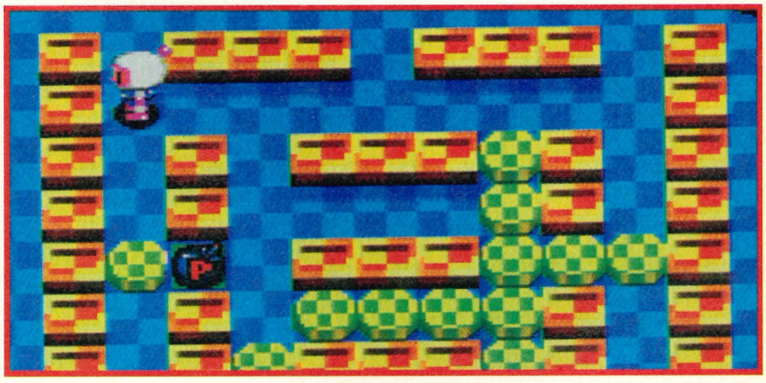
1) For a Superstar team press B, B, X, X, A, Y, A, Y, R, L and X on pad two when the title screen appears.
2) For 100% fitness press Up, Up, Down, Down, Left, Right, Left, Right, B, A on pad two.
Cheers aplenty to Richard Tingle.

Zelda IV: Links Awakening (GB)

To send a bomb screaming across the screen on the end of an arrow, assign the bombs to one button and the bow and arrow to another. Press A and B together and watch your deadly missile wreak havoc.
Mucho gracias to Michael Hayes for this handy tip (oh, and don't worry — your handwriting's fine. In fact, it makes mine look like a drunken spider crawled across a page!)

Bomberman 2

Enter 1111 as a password to start the game with detonator bombs, six bombs, six explosions and power galore.



Shaq FU

Bloob: At the options menu grab controller one and press Y, X, B, A, L and R. A red flash tells you the cheat has worked.

Mr Nutz

When the title screen appears, press and hold L and R on pad two, plus start and select, before pressing Up, Up, Up, Down, Down, Down, Down, Left, Right, Left, Right. The word 'cheater' should pop up in place of the start option. Press the cheater option and whenever you lose an energy dot, press L and it's replaced. Pressing R also allows you to skip the level.

Chaos Engine

If you're having trouble with *Chaos Engine*, Michael Charles of Macclesfield might have come up with the answer to your prayers. Fill the password screen completely with T's to get piles of dosh, fully-powered men and 25 lives.

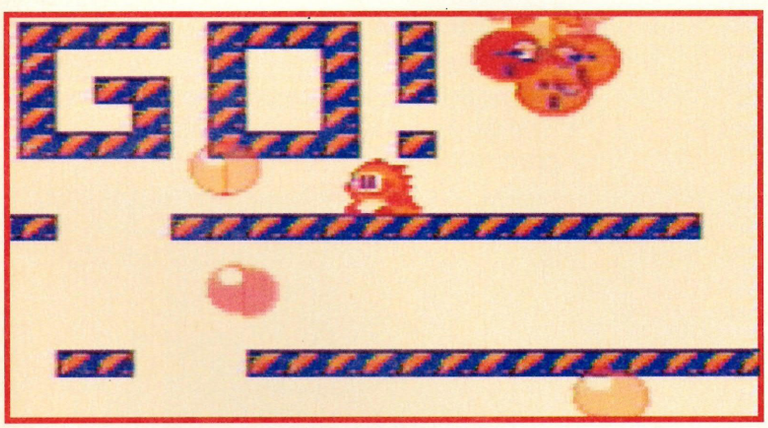
Gargoyles Quest (GB)

Password codes:

level six - CINZ-4DRW
level seven - O4UZ-LWG7
level eight - EEWY-LNAT

Bubble Bobble (GB)

To start at any level, put KGBJ in the password screen and hey presto, off you go!



Super Return of The Jedi

We printed some codes for this excellent game last month, but they were only for the easy level. We didn't think anyone would ever get through the brave and Jedi levels, but some anonymous games wizard has proved us wrong and kindly sent in all the codes for ya.

Level	Brave	Jedi
Tatooine	BGFSMH	RRSBTS
Jabba's Dance Hall	JVPLHP	YQYHJN
Jabba's Palace	VDLBGG	ZPNKKZ
Rancor Pit	MKYXVN	BZGBJX
Attack on Sailbarge	LBRHFR	MSDZZR
Inside Sailbarge	GPTDZC	XXVPBG
Endor Speeder bikes	DDDQYZ	CQQBKP
Ewok Village A	TLVHFT	XNHPSF
Ewok Village B	NVBJJH	KQMLXP
Endor	GRMJYX	MFWHQM
Shield Generators	ZKQHQD	VCYNNP
Power Generators	WCBMKS	BPSDVS
Inside Death Star	KXVZZD	DSFYGD
Attack on Death Star	BWHPHZ	NJHPHL
Tower	MKZYDP	BZCBCB
Tower Entrance	KHWKCB	VGKSNJ
Emperor's Chamber	WDSMNN	PPNNZY
Death Star Attack	GWYXGN	CJQKMX
Escape Death Star	BGSWLD	TXQLTM



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NEW! Console Cheatline (If it eats Carts it lives here!)0891 445 991
NEW! Super Nintendo Games Line - SNES 0891 445 913
NEW! The Amiga Games Line - Featuring CD32 .....0891 445 786

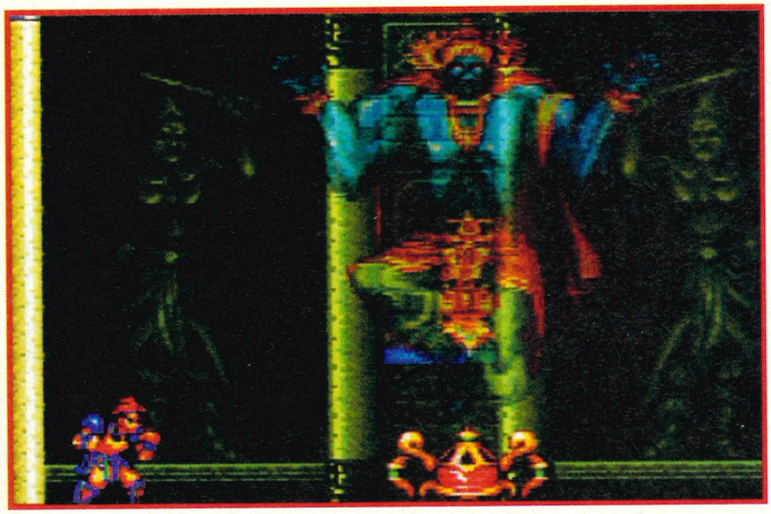
Are you stuck in a game? Who ya gonna call? PROBLEM BUSTERS Questions 'N' Answer Service 0891 445 977

SONIC 'N' KNUCKLES - GAMERS GUIDES.....0891 445 946
SONIC 1,2 & 3.....0891 445 941
EARTHWORM JIM.....0891 445 985
LION KING.....0891 445 951
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DOOM.....0891 445 926
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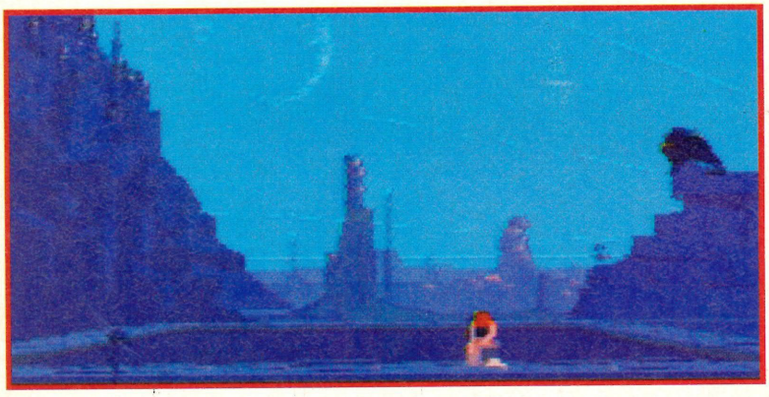
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If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.68. Calls cost 39p per min cheap rate, 49p per min at all other times.

Skyblazer

At the title screen go to the password option and press Start. Match up the coloured squares, hit Start and you begin on the last stage with thirty lives.



Out of This World



1) FXLC
2) KLFB
3) DDRX
4) HRTB
5) BRTD
6) TFBB
7) TXHF
8) CKIL
9) LFCK

Super Probotector

If you've got a rapid fire pad, select two weapons and hold B and X fire simultaneously.
Also, for fifty extra lives, press Down, R, Down, Down, R, R and you're sorted.

Lion King

Anyone stuck in this Disney classic should go to the options screen, press B, A, R, R, Y and you're able to select any level and be invincible.



Super Putty

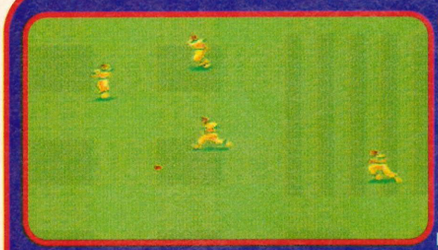
For a limitless number of lives, pause the game and press R, A, L, and Y.



Fifa International Soccer

If this incredible footy sim is becoming a bit boring, try these codes on the options screen and spice the action up a bit.

Y, Y, Y, X, A, A, A, B	Invisible walls
X, A, B, Y, Y, B, A, X	Crazy ball
R, R, R, R, R, L, R	Super attack
B, A, B, B, B, B, B, B	Super kick
A, A, B, B, Y, Y, X, X	Dream team
A, A, A, A, A, Y, Y, Y, Y, Y	Super goalie
L, L, L, L, L, L, R, L	Super defence
B, A, R, B, Y, L	Super curl

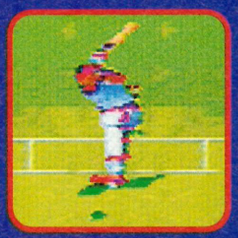


Super International Cricket

Carried away on a wave of summer joy, the Super Gamer crew have donned their best cricket whites, put on their posh voices and mixed with high society to bring you the best in *Super International Cricket* tips.

You may think cricket's a straightforward enough game, stick bat to ball and you're laughin', but it's more subtle than that. The game of gentlemen is also a game of the rogue and there's all sorts of sneaky little cheats to help you overcome the opposition. Unfortunately, we can't help you with such underhand tricks as pulling dirt outta your pocket and rubbing it on the ball (nice try Athers), but we can help you with the more obvious things like technique and tactics.

Batting

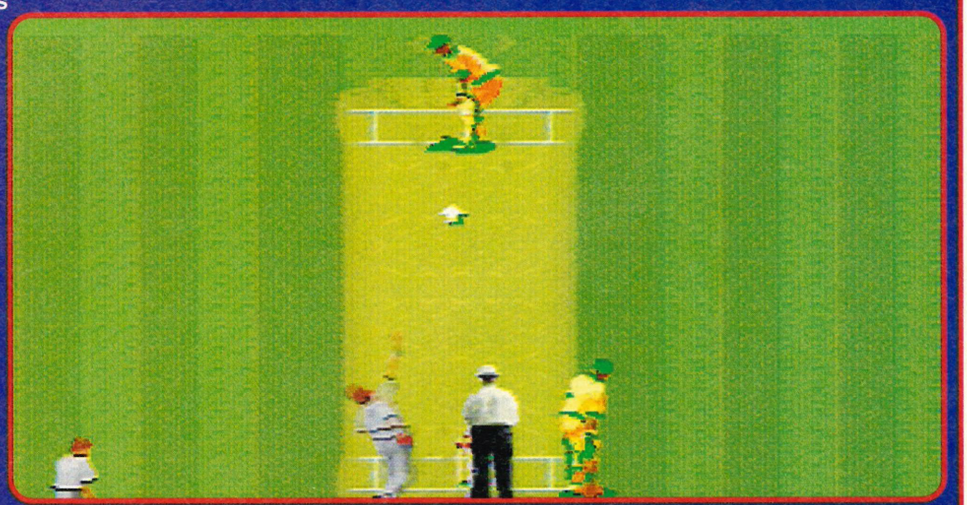





At first, batting seems quite a daunting task and, if you're anything like us, you'll be skittled out more than a few times for less than double figures. It doesn't take long before you suss things out a bit and with the help of our tips you'll be doing better than the England cricketers — well, you can hardly do worse! (Oi — let's have some respect for our gallant lads, eh? — Ed)

First important thing with batting is positioning. *SIC* doesn't have hundreds of batting strokes, just the defensive, drive, sweep and hook shots. That may sound a bit dull, but depending on how you position the batsman he pulls off different variants of each shot.

Look where the bowler's gonna put the ball and decide which shot you're going to play. Once you've decided, get the batsman in a suitable position to pull off the shot you want. One of the best (and safest) shots is the sweep. This is a variant of the hook, but nudge forward to where the ball is gonna bounce. The ball is swept past third man for a four nearly every time. Watch out though — if you do it too often the computer, or your mate, will pick up on it and put a fielder down there.



With batting, timing is of the essence. Learn to judge how fast or slow the bowler is and play your shot accordingly. On top of this, watch for any swerve or spin and if you suddenly think the shot you planned is no longer playable, have your finger ready on the defense stroke. It's very rare to get out playing this shot, but obviously it doesn't score many runs.

Bowling

Bowling is a fine art and you need some fancy skills to whittle down the other side. Basically, there are two types of bowler — spinners and pacemen. Spinners allow you to change the cursor for where the ball lands after pressing to bowl. This gives you a good chance of confusing the batsman and might get him to play a shot he shouldn't.





Pacemen can't change where the ball is going to land once they've pressed the bowl button, but they can add some aftertouch and make it swing. This really gets batsmen stumped (Ho ho ho — Miles) and swiping wildly at thin air. Just push on the joypad after the ball is released to see it swing.

One important thing to watch with bowling is the crease. If you're to pre-occupied with deciding where to place the ball, you can easily run over and give away no-balls. These count as one AND you have to bowl again.

ILLUSION of Time

Welcome to part two of the complete *Illusion Of Time* solution. Does our intrepid hero get to snog the Princess? Will he find his father or luck out on both counts and have to snog his mother? Join us as we travel into the mists of legend...



34 Upon leaving darkspace walk back down and to the right until you reach the point shown. Previously this switch was out of reach but as Freedan, complete with mighty weapon, you can flick it with a swish of your sword, activating a bridge to the north.



35 Cross the bridge and follow the corridor around — there's only one way you can go. Remember to kill all the baddies along the way and look out for the gold skeletons. Instead of dying straight away, their skulls disembody themselves and can be quite a nuisance.



36 Make sure you've killed all the nasties (you'll get a defence bonus) and found the chest containing a red jewel. You're now free to leave those nasty, meanie infested tunnels. Upon exiting you'll automatically transform back into your original form.



37 Walk up the corridor and talk to the girl. This is Lilly. She won't say much of interest at this point but she plays a bigger part later on. When she leaves it's time to press on. Exit through the northern door.



38 You're now in the dank cellars of Edward's Castle. It's time to rescue the Princess and get out. Go right until you find the exit door then head up to Kara's room on the top floor. You visited it before you met the King, remember?



39 Ignore the guard outside Kara's room, he's asleep. Walk in and talk to her. She then follows you. When you get to the Castle exit she tells you there's food in the cellar. Go down and check the open barrel just before the stone pillar. You can now leave the Castle.



40 You and Kara reappear in Will's house. It's in a mess! Follow Kara upstairs and talk to her. Lilly appears. Talk to Lilly then go for a wander around the village. Talk to a few people and return to Will's. Talk to Lilly again and she takes you to her home — the Itory village.



41 When you appear in the village Kara and Lilly leave. Walk to the right then go up the steps, forward and up the next steps. Walk into the stone temple bit and an entrance to darkspace will reveal itself. Go in and collect the psycho dash.



42 When you leave darkspace, go right and talk to the bloke with blue hair. Then stand at the top of the ramp and run down. Keep the pad depressed when you reach the bottom to perform a death-defying leap across the ravine to a hidden mountain.



43 When you land, wander around for a few seconds and you hear a voice. A spirit appears at the top of the screen. Talk to him and answer 'yes' each time he asks you a question. He tells you about a statue hidden in the caves below. When he's finished run down the ramp just below you to return to the village.



44 Go up the steps and enter the first house on the right. Inside you will find Kara and Lilly sitting at the table. Talk to Lilly and eventually she'll you about a hollow wall in the caves beneath the mountain you just visited. Leave the hut and return to the mountain the same way as before.



45 When back on the mountain climb down the wooden ladder set into the cliff and enter the cave. Once inside, walk to the far wall and hit it with your stick (check out the screenshot) to hear a hollow thud. Use the psycho dash (hold the attack button until you flash rapidly) to smash through the wall. Collect the statue.



46 Walk up the steps and the Moon Tribe appears. Talk to each one individually and they tell you about the next statue, hidden deep in the mountain. When you've spoken to them all, go back down the steps and enter the cave to the left.



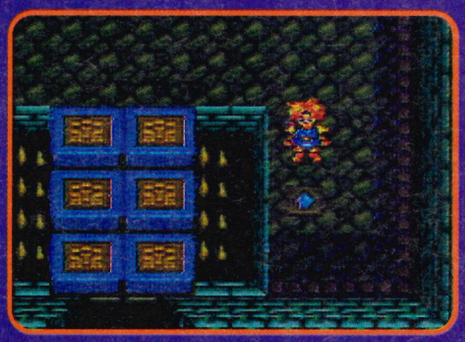
47 Upon entering, you have twenty seconds to kill all the nasties. The secret to success is to hit more than one at a time. Remember, whacking one into another damages both. If you don't do it in time, leave and return for another go.



48 When you get the statue, exit the cave and talk to Lilly. Next stop — the Inca ruins. On arrival, walk left then up toward the cave. Kara appears and after a chat Lilly agrees to stay and look after her. It's up to you to enter the caves alone!



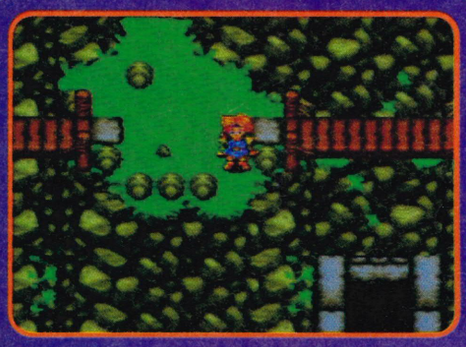
49 Fight your way past the fire demons. Be patient and they're a doddle. More care is needed with the spinning dart shooters. They shoot either straight or diagonally, so see which it is and attack from a safe angle. Destroy everything and take the diamond-shaped block from the chest.



50 Go back to the spike pit you passed earlier. To its right is a hole in the floor. Fit the block from the chest in the gap and a series of blocks falls, forming a safe pathway across the spikes to the previously unreachable door.



51 Follow the cliff path around, killing the nasties as you go until you find the next cave. Your path is blocked by some grey statues but fear not — just use the faithful psycho dash to get by. Once past, take the herb from the chest.



52 Exit the cave the way you came in, then up the ladder and left until you're standing between two wooden walkways (as shown in the screenshot). Jump down between two of the rocks to the platform below and left.



53 Fight on until you reach a room with four golden statues and four gold tiles. Move the statues onto the tiles to open the door. However, if moved in the wrong order they come to life and try to kill you. If this happens, leave the room and re-enter. The order is top right, bottom right, top left, bottom left.



54 Go through the door prepared to avoid the many dart-spitting statues. You're probably pretty low on energy now, but hold out and an entrance to darkspace appears where you can transform into the mighty Freedan.



55 Come back here (see screenshot) as Freedan and destroy the statue with your sword. An energy bolt hits the above wall. Now climb the steps and run down the ramp just above and to the right to leap to a new area. Kill the monsters and go down the bottom right staircase.



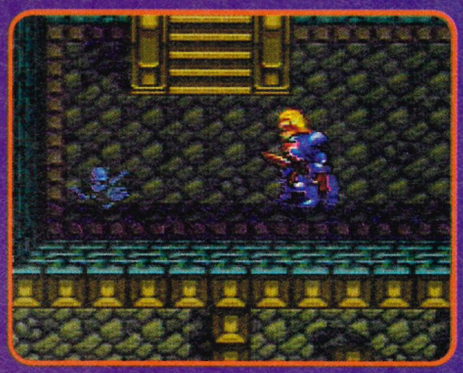
56 Destroy the statue on this pedestal to knock out part of the wall below. Go back up the steps, run down the blue ramp and there's yet another unexplored area — several nasty spear-throwing statues inhabit this locale. There's a chest around containing a herb for extra health.



57 Hit this switch at your peril — it activates the four statues. If you don't you won't get the bonus for clearing the level. If you do, prepare for a major rumble. Short of energy? Best leave it.



58 Run down the blue ramp, gain enough speed to get up the other side and go through the north door. Kill the enemy and get the red jewel from the chest. There's also an entrance to darkspace. When you return, keep going down and left, killing all nasties, until you reach a doorway.



59 Return to the last darkspace door you visited and examine the skeleton lying to the left at the foot of the stairs. You are told you have deciphered the Incan melody of the wind.



60 Go back to the room with four gold tiles and four statues, through the back door, the next room, down the corridor and exit through the door in the south wall. You're standing on top of an Incan statue and here you learn the melody of the wind.



61 Return to the darkspace door in Step 58 and transform back into Will. Unfortunately, Freedan is unable to play the flute which is needed as we progress to step 62!



62 As Will, go back to the location at the end of Step 58 and go through the door. You are now in a golden-tiled room. Play the wind melody and a tile glows. Stand on it and twirl the baton until a door appears.



63 Go through the door and you're outside. Walk along the cliff and you find two ladders. Each leads to an Incan carving in the rock. Set statue B in the left one and statue A in the right.



64 Now enter darkspace, save your position and transform into Freedan. Listen to what Spirit tells you, exit and go right, along the cliff to the three stone columns. Stand between them and wait for the wind to blow you across the ravine.



65 Enter the doorway to take on a fearsome guardian. Hit his hands until they disappear then hit the side of his face when his eyes open. Avoid the fireballs. When he fires energy bolts, move to the corner — you're safe there. It's a case of try, try and try again.



66 Once defeated, the guardian crumbles and a door opens in the north wall. Go through and jump down the hole. Hey presto! You've found the fabled Incan gold ship — and here endeth the tips for this issue. Tune in next month for some major surprises and high drama on the high seas!

the write stuff

Welcome to another thrill-packed, high-octane letters page. Something to get off your chest? Write to us — we're here to help. The address is: SG, 14a Union Street, Newton Abbot, Devon TQ12 2JS.

Dear Sir or Madam,
I have repeatedly sent letters to software companies to help me attain games. A friend of mine left for the United States and left me his SNES to keep. The only game he left me was Super Mario Brothers and now I have been bored for a long time. I spend a lot of time at arcades because nobody supports or sells Super Nintendo and most of the people have never heard about it.

I please ask you to send me second hand games or out dated cartridges or even cartridges you don't play anymore and I will be more than glad to play something else at last. Would you also give me the address of Nintendo in America?

I am stranded and entrust my last letter of hope to you and I will deeply appreciate all your timeless efforts to help me. Thankyou.

Yours sincerely

Cecil Hochobeb, Windhoek, Republic of Namibia.

Your best bet is to check out the Super Savers ad elsewhere in the mag. There's a range of titles at unbeatable prices. It's unlikely that you'll find companies prepared to sell direct. As for digging out the esteemed SG archives, well, they're an important source of reference when putting the mag together and we couldn't possibly part with them. Who knows when we'll need this screenshot or that tip. It's good to know our word is spreading so far and wide!

Dear SG,
I am a NES and a Gameboy owner. I just want to ask you a few questions.

1. What is the best NES game (except for the Mario's)?
2. Can you get to Smoke on MKII on Gameboy, and if so, how?
3. What is the worst NES game?

Now for the real stuff. In South Africa we can get a lot of NES games. They only sell a few Gameboy games here. Is it possible I can order Gameboy games from your mag? My friends all own Mega Drives. I was thinking of getting a Mega Drive, but now I'm not sure which one is better — a Mega Drive or a SNES. I'd like to compliment you on your wonderful work with Super Gamer and to keep up the good work, and to tell you that we (in South Africa) can still get back-copies of your mag and we haven't died out yet.
David Kaplan, Johannesburg, South Africa.

I'll start by answering questions one and three together. It's very hard to say one game is the best. How can you compare a driving sim to a God game, for example? Why not take a look at the reviews A-Z and make up your own mind. As for your Mortal Kombat Query, nobody I've spoken to seems to know for definite whether or not the hidden characters are there but here's how to reach them on the SNES version. Try it.
On the portal stage when the blokey appears at the bottom of the screen press down and start to get to Smoke. Note — it only works on the portal level. To reach Jade you must win on the level before the question mark on the tower using only low kicks. So there you have it! Now then, obviously the SNES is tops. After all, it's got Super Gamer to go with it! Keep reading.

Dear SG,
I just thought I would drop you a few lines to let you know what I think of the magazine since the change of staff.

Generally I think the magazine has maintained the high standards set previously by the original editorial team and in some areas made considerable improvements. Firstly I feel that the reviews, while still amusing, actually contain more detailed information about the games than ever before. This is most important as the reviews now give a more comprehensive feel for the games which certainly helps to decide which game to spend money on.

Another area of the magazine which I think has improved is the complete solution to certain games within one or two issues. My only criticism is that most of the solutions are on games which I don't have, and that's hardly your fault, is it!

Other areas of the magazine such as the Editorial, News, Letters and Features sections are as good as they have always been.

Now on to the bad stuff. I have collected 'Super Gamer' from issue one and before that 'Super Pro' from issue three, and I must admit to being fed up with the amount of space

STAR LETTER

Dear Super Gamer,

Boy! Am I glad your review of True Lies did not put me off buying the game. What an excellent game it is. Good weapons, plenty of ammo and a medikit just when you seem to need one. The gun battles are superb with enough strategy involved to keep the game well out of the mindless category.

Heck, there is even convincing blood loss which no matter what the 'Mary Whitehouses' out there may say, does make a game more realistic. (Before you criticise me for saying that, I fully agree with age certification of games and being an older games player I think that only games classed as 18+ should feature blood.) I'm not saying that my opinion of True Lies is more valid than yours but I do feel that in general we shoot-'em-up fans seem to get a raw deal.

I've lost count of the number of times I've read a review (not only in Super Gamer) that says it's an OK game but you just wander around shooting things. That's the whole idea. That's what we like doing! We like guns, power-ups and blowing the living daylights out of the bad guys. I'm not saying that all shooters are good and cannot be criticised but don't knock the game because that's all you do. I personally find jumping on top of people/animals' heads and collecting gold coins or useless bananas incredibly boring, but I will admit that Super Mario World and DK Country are very good games. And that is the point I'm trying to make. You should judge a game by what fans of that 'genre' of game might enjoy, not what you like.

I have not seen the film True Lies so I could not be bothered if it does not follow the plot. I'm not an 'Arnie' fan so I don't care if the game sprite does not look like him. What I do care about is that because of your review some people are going to miss an excellent game. Which leads me onto another point. Why do software companies and magazines keep saying things like 'It's a traditionally quiet time of year,' and releasing games mainly at Christmas. If a game is good it will sell whatever the time of year it is released. The problem is, at £50 upwards a game, punters cannot afford to speculate, instead they wait for a game they think they are really going to like which is usually a safe-bet, over-hyped game that all magazines give 90% — 100%.

What a shame! They are missing some excellent games. What software firms need to do is to take a tip from the video market and have trailers of video games. Either by showing recorded playing of the forthcoming game or possibly letting you play a level so so you can judge for yourself if you like it. This could be done in-house, ie Acclaim showing trailers of their own products or by selling advertising space to other companies. This could lead to selling the game cheaper (therefore selling more copies) but I doubt it, because even with the new advent of advertising products in games I believe that any extra revenue would be gleefully swallowed up by the greedy industry without passing these extra income benefits onto the customer. To be honest, why should they. They're on to a good thing!

Logic does not seem to apply to these companies; they know they will sell more games at a cheaper price, yet prices seem to be increasing and they moan they sell less copies! Like I pointed out earlier, people will not risk £50 on a less-hyped (or poorly reviewed) game, and there are not the facilities in shops to allow the thousands of games players to try before they buy. Most shops don't have consoles and the ones that do look really fed up when you ask to try out a game. Then they stand behind you making you feel uncomfortable and put you off before you get past the options screen!

Finally before I go, I own a SNES and will do so at least until the Ultra 64 is released. There have been some brilliant recent releases such as Syndicate, Cannon Fodder and True Lies and the future looks good with Air Cavalry, Jungle Strike and Front Mission!

No need to buy a Super Console yet! It makes me wonder how many people have bought a 32 bit machine or 64 bit machine thinking this meant that the games were going to be twice or three times as good, only to find that the software for these machines has met with lukewarm responses from most of the magazines, and that most importantly (as you so rightly point out) a console is only as good as the games available. To any readers out there, don't panic buy, it's not old fashioned to own a 16-bit machine. It's an excellent console with loads of old games readily available at cheap prices in second hand shops. Enjoy the SNES until Ultra 64, then watch your mates' jealousy when you own the best console ever. It seems Nintendo are only willing to release a perfect machine with incredible capabilities and the games to go with it!

Bye for now!

Alex Sidorowilz, Burslem, Stoke-on-Trent.

P.S Back to True Lies. You say the shooting control is dodgy but I find it's only in the heat of a gun battle and you panic it appears to lose response. Keep calm and the controls are fine — hey! Are you guys chicken!?!

I'm not about start criticising you for saying a bit of blood is good for a game. The more the better if you ask me! Seriously though, it's quite possible to put in a few splashes without crossing the boundary into bad taste.

I completely agree that reviews should be objective rather than simply the personal opinions of an individual but we absolve ourselves of blame on the True Lies thing as that occurred under the previous regime. I never played the SNES version but the Game Boy one was pretty cool. I don't believe in slagging off a game just because it's derivative but I do think it needs some originality to achieve a top score. As you say, highly marked games will sell but what's the point in shelling out 40 quid for something you already own, albeit with different graphics.

The reason Christmas is the busiest time of the year is simple — presents! There's so much more money flying around that whatever you say, a game released in December will outsell an equally marketed title out in June. You may argue that the game will continue to sell and maybe have a resurgence at Chrimbo time but by then the hype will have worn off and the new biggy will steal all the thunder. That's just life I suppose.

both 'A-Z of Games' and the 'Busters' sections take up. Surely it would be better to reprint these sections either bi-monthly or quarterly and devote the space saved (19 pages at the last count!) to other areas of the magazine. Perhaps this would silence some of the readers criticizing the reduction in the number of pages. I realise that this is a relatively quiet time of the year for the issue of new games, hence less reviews etc, but if and when there is an abundance of games being released I would look forward to these sections being removed or reduced.

Finally I would like to offer my views on certain criticisms made by other readers, such as:

Who cares whether the magazine has a spine or not? It's the content of the magazine that matters.

We all know that new games are expensive so either wait until they fall in price, exchange old games for new games or buy second-hand. I currently earn a respectable five figure salary and I cannot even afford the latest releases. The only way I obtain any new games is to wait for Christmas and my birthday to come around (perhaps I should be like the Queen and have two?).

The price of the magazine does not bother me as it only comes out once a month.

I don't really care about the drop in the number of pages as long as what's in them is good — quality not quantity.

Well, that just about wraps things up. I can't think of anything I've missed so thanks for listening and letting me test my new word processor.
Mark Izzard, Bushey, Hertfordshire.

Glad you approve of what we've been doing. Without wanting to sound pompous, it hasn't always been easy since we took over but you have to take the rough with the smooth. The mag's obviously undergone a few cosmetic changes and the page drops were out of our hands but we've made every effort to maintain the style and high standards of the content. With some big releases lined up for the future such as MKIII, Primal Rage, Diddy's Kong Quest and Killer Instinct there's still plenty to look forward to and, as always, we'll have the news as it breaks.

Dear SG,
I have never written to a magazine before so feel honoured. I have just one complaint about your great magazine. In the A-Z of games, if a game is 90% or over it is printed in red. Why then, is Populous II not in red as it has a rating of 90%? Be fair. Give credit where credit's due. I own this game which is probably why I noticed this. Secondly, could you answer some questions please?

1. Is Theme Park for the SNES out yet?
2. Will you be doing a review on it?
3. If it is not out, when will it be?
4. When will Sim City 2000 come out?
5. Will you be doing a review on it?
6. Which would you recommend I buy — Theme Park or The Firemen?

I also have a suggestion for your magazine. Why don't you put free posters in the magazine every so often? This would make more people buy your magazine. I have brought Super Gamer since issue 6 (with the exception of a back issue I bought) and have only received one poster and a calender. Yes the tip books, etc, are good but the complete guide to Mario All-Stars was no use to me. Call me selfish but I would like some posters too!

My final comment is a bit of advice. If you want to swap a game look at the advertisements in a newspaper. One of my friends got a great deal out of doing so. He gave Pit Fighter and got Addams Family in return! The advertiser obviously does not read Super Gamer or would have known that Pit Fighter was the pits with only a 13% rating. Keep up the good work!
Chris Aitken (12)

Theme park is out, reviewed last issue, and is well worth a look but there are no plans for Sim City 2000 as yet. As for question number six, they're both top games so basically you have to ask yourself which comes higher on your list of priorities — building amusement parks or putting out fires! If other readers want posters, write in and we'll see what we can sort out.
Game swapping is an excellent idea once you've completed a title and have no more use for it. I'm just surprised your mate bought Pit Fighter in the first place!

Dear Super Gamer,
As a regular reader of your magazine, I'd just like to congratulate the new team. Well done for keeping SG together. I was doubtful when issue 12 appeared on the shelves, as I discovered the old team had left. But not for much longer! I have all your issues so far, and intend to collect more in the future! Before Christmas 1994, I owned a NES, with some great games. Over the years I began to realise it was an old machine, so at Christmas I got a SNES and now own some top titles all scoring above 90% —

Super Mario World, Starwing, Donkey Kong Country, F-Zero and Street Fighter II Turbo. I hope to get another top game soon - but what? Should I start saving up for Primal Rage, or stick with a cheap game? What do you reckon? £9 a week for my paper round isn't that much, and since most SNES games cost around £50, it'll take some saving. By the time I do have enough money, a new SNES game will be out. F-Zero was only £19.99 when I bought it, so why don't Nintendo drop the prices? They would certainly sell more games.

Take SFII, when that got a full solution way back in an early issue of Console XS — that was £54.99. Now it's a measly £20. What's Nintendo playing at? Why don't they sell games at that price to begin with? Take Sega games. Most of them are around £40 while Donkey Kong Country was £69.99, Super Street Fighter was £99 and Vortex in one shop was £80! Does Sega rule? Are we made of money? No. They need to drop their prices or I might just move over to Sega.

Now I have got that off my chest, what's in store for the SNES and Gameboy in the future? Will Nintendo abandon the consoles for the Ultra 64 like they abandoned the NES? I'm sure you'll keep us all informed about the machine and the Nintendo world in future issues. For now though, I'll keep reading, and playing my SNES and Gameboy. Keep up the good work Super Gamer!
Kevin Hall (14), East Lothian, Scotland.

It's the old prices thing again. What can I say? You mention £99 for SSFII, but that was on import I'm sure. If you're prepared to wait, prices will drop but people want the big names as soon as they appear. The choice is yours. We've not seen anything playable on Primal Rage but there's no reason why it shouldn't be a belter. Gosh, beat-'em-up fans are going to be ODing left, right and centre this Chrimble, that's for sure!

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SUPER NES

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

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

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

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

ADDAMS FAMILY VALUES
An overhead adventure which could have been a classic but the slow, repetitive gameplay lets it down.
Overall 75%

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

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

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

AIR CAVALRY
Mode 7 dogfights in helicopters. Plays well, looks good and has a nifty two player option.
overall 85%

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

BC KID
Real platform junky stuff. If you can't tire of more of the Mario-style stuff, with cutesy graphics and the odd inspired bit, then you won't go wrong with this.
Overall 85%

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

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

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

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

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

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

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

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

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

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

BOOGERMAN
A unique platform hero in an unoriginal and stifling platorm adventure. The humour also wears thin pretty quickly.
Overall 75%

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

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

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

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

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

BUGS BUNNY
Gorgeous graphics make this a very special cartoon game indeed. Playability is much more friendly than Bubsy and it's damned original to boot!
Overall 90% GAMER GOLD!

BULLS VS BLAZERS
A comprehensive basketball sim with great FX and music. Unfortunately, it runs too slowly to rival *NBA Jam*.
Overall 79%

C2: JUDGEMENT CLAY
Not as good as the original and far too annoying to play. The speech and characters are quite good, but the graphics are sludgy and you're better off with *MKII*.
Overall 79%

CALIFORNIA GAMES II
Windsurfing, JetSurfing, SnowBoarding, BodyBoarding, Hang-gliding and Skate-Boarding are on offer. Sadly none are particularly well done.
Overall 69%

CAL RIPKEN JNR BASEBALL
A standard baseball sim with a few too many irritating pauses to appeal beyond fans.
Overall 71%

CANNON FODDER
A pixel-perfect conversion of the Amiga classic. Guiding your little troops around, blasting away the enemy, is superb fun. An original concept that works wonderfully.
Overall 93% GAMER GOLD!

CARRIER ACES
Lots of mode-7 blasting action, with dog fights galore and plenty of missions to keep you happy. Hardly a fully fledged flighty sim, but what it lacks in depth it makes up for in sheer enjoyment.
Overall 83%

CAPTAIN AMERICA & THE AVENGERS
Great characters, shame about the game. Pure drivel from start to premature finish.
Overall 31%

CHAMPIONSHIP POOL
A dodgy control system, the inability to see the computer opponent make its moves and a distinct lack of perspectives to view the table make this a very disappointing game.
Overall 60%

CHAMPION WORLD CLASS SOCCER
A competent football game endorsed by Ryan Giggs, but shallow in both gameplay and long term challenge. The player selection is especially awful
Overall 65%

CHAOS ENGINE, THE
Playable Amiga conversion of the popular shoot-'em-up set in Victorian times. Great Bitmap-style metallic graphics, but gets frustrating because of repetition.
Overall 80%

CHESTER CHEETAH
Colourful, humorous cartoon-style graphics make this one instantly appealing, especially to younger players who won't mind easiness.
Overall 75%

CHOPLIFTER III
Incredibly addictive chopper and rescue-'em-up with detailed graphics and simple playability, but a bit too short.
Overall 85%

CHUCK ROCK
This hilarious prehistoric platformer features big-bellied Chuck, gorgeous backdrops and plenty of challenge, but not many continues!
Overall 85%

CLAYFIGHTERS
Using revolutionary 'claymation' techniques, real clay is used in this morphing beat-'em-up that has some of the most bizarre characters on the Super NES!
Overall 86%

CLAYMATES
More claymation action from the people who brought you Clay Fighter. This horizontal platformer is cheeky, colourful and fun. Nuff said.
Overall 84%

COMBATRIBE
A pixel-perfect, 12MBit conversion of a very repetitive and small coin-op.
Overall 60%

COOL SPOT
An extremely slick and playable game with great graphics and sound.
Overall 89%

COOL WORLD
The graphics are gorgeous, gameplay is original and varied, but there's not enough of it and the difficulty level is set excessively high.
Overall 69%

CRAZY CHASE
Another Nintendo goodie, Crazy Chase is an isometric feast of action. More than a platform game, it's a throw back to the days when arcade games were playable, funny and full of surprises.
Overall 86%

CYBERNATOR
You're in a giant armoured suit stompin' and shootin' and flyin' through seven tough levels. Great graphics, good gameplay and brilliant atmosphere.
Overall 86%

DAFFY DUCK: MARVIN MISSIONS
Great toon-like graphics and sound, plenty of levels and variety... but the control system is too irksome.
Overall 70%

DEMON'S CREST
A magnificent arcade adventure, although there are many ideas nicked from the likes of *Ghosts and Goblins* and other aged games.
Overall 83%

DENNIS
An extremely pretty and challenging game, although gameplay is rather fiddly and slow.
Overall 74%

DESERT FIGHTER
Fast and frantic desert shoot-'em-up in the *Desert Striker* mould. Realism and close to the knuckle action are the name of the day. Excellent.
Overall 89%

DESERT STRIKE
In this slick Mega Drive conversion you pilot a gunship through five very tough campaigns. A wealth of detail gives an irresistably authentic feel and most military buffs will be delighted.
Overall 90% GAMER GOLD!

DINO CITY
A platformer packed with slick graphics and plenty of gameplay but too easy.
Overall 78%

DINO DINI'S SOCCER
Programmer Andy says this is the best football game ever, but Keith wasn't impressed. A great looking, but ultimately frustrating game that didn't get our juices flowing.
Overall 72%

DIRT RACE FX
Easily beats *Stunt Race FX* for speed, enjoyment and playability. There may not be as many options, but the racing's smoother, more challenging and, well, dirtier really!
Overall 95%

DONKEY KONG COUNTRY
The best game to come out of Nintendo since *Mario Kart*, *DKC* is THE platform game to own. Beautiful rendered graphics coupled with *Mario World* playability. Better than sex... almost.
Overall 96% GAMER GOLD!



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

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

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

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

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

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

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

EARTHWORM JIM
Stunning, incredible, fabulous, pant-wetting – all these words describe the *Jim* experience. The first game from US Shiny Entertainment is one of the best platform games ever made. Original and shining in every department – it belongs in the slot of every Super NES owner.
Overall 96%



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

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

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

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

F1 EXHAUST HEAT
A cart-saved grand prix to compete in and plenty of tracks make for an engrossing game. Unfortunately it's a bit easy, while both graphics and sonics are bland. Okay-ish.
Overall 69%

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

F1 POLE POSITION
The PAL version of *Human Racing* gets significantly improved due to a superior control system.
Overall 78%

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

FACEBALL 2000
Ultra successful on the little Game Boy, this 3-D maze shoot-'em-up has been totally up-rated for the Super NES.
Overall 82%

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

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

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

FEVER PITCH
Lacks the moves and style of *ISS* and the gameplay of *Sensi*, but the wicked star players make it something quite special, especially in two player mode.
Overall 85%

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



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

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

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

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

FINAL FIGHT 2
12MBits, simultaneous two-player and great sprite graphics. Unfortunately, gameplay is dated with just one attack move.
Overall 79%

FINAL FIGHT GUY
Weird! You'd have thought an upgrade of *Final Fight* would contain useful additions like two player gameplay, but no, this just gives you another character to choose and makes the game easier.
Overall 70%

FIREMEN, THE
Original and fun shoot-'em-up action set in a enormous, blazing skyscraper. Could have done with more buildings though.
Overall 87%

FIRST SAMURAI
A novel and pretty platformer, but later levels are disappointing.
Overall 79%

FLASHBACK
An extremely stylish semi-sequel to *Another World*. Rotoscoped animation, slick backdrops and tough puzzles.

Overall 88%

FLINTSTONES, THE
Another poor film license - shallow gameplay and slow response times don't help the game at all.
Overall 72%

FULL THROTTLE RACING
Oh god, do I have to mention this game again? *FTR* is quite the most infantile, ineptly written, badly playable, puke-making pile of dross we've ever had the misfortune to review. Don't buy it, shoot it!
Overall 21%

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

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

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

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

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

GOOF TROOP
An enjoyable, overhead-view arcade puzzler with a good simultaneous two-player mode. A bit too easy though.
Overall 76%

GRADIUS III
Based on Konami's classic blast-'em-ups, *Gradius III* incorporates all of the features that make for a great arcade game!
Overall 78%

GUNFORCE
This is much along the lines of *Xardian* yet it's all a bit jerky. There are more features, but the playability suffers from poor controls.
Overall 48%

HAGANE
Scrolling sci-fi arcade action with some great graphics and effects but a bit too hard for its own good.
Overall89%

HARLEY'S HUMONGOUS ADVENTURE
An imaginative twist on the platformer format with some intriguing claymation graphical fx.
Overall 79%

HEBEREKE'WS POPOON
A *Tetris/Dr Mario* style game which, as is the norm, will thrill fans of the genre but prove an absolute turn off to those who loathe this kinda palp. You pays yer money, takes yer choice…
Overall 88%

HIT THE ICE
A nice looking conversion of a hilarious coin-op with huge sprites engaged in much fisticuffs. But gameplay is shallow and repetitive, animation slow and unconvincing.
Overall 67%

HOME ALONE
Simplistic arcade adventure which makes little use of the Super NES and soon gets irritatingly repetitive.
Overall 49%

HOME ALONE 2: LOST IN NEW YORK
Simplistic arcade adventure which makes very little use of the Super NES and soon gets irritatingly repetitive. If only it were lost in New York!
Overall 51%

HOOK
Very big, very pretty but lacks depth and the controls are awkward. A solid arcade romp,.
Overall 79%

HUMANS
Dull *Lemmings* clone with none of the intricacy of *King Arthur's World* and none of the fun. Avoid.
Overall 45%

HURRICANES
Slated by the team of old, the game is devoid of any real entertainment being a far inferior clone of the rather average *Soccer Kid*.
Overall 32%

HYPER V BALL
A neat idea, but not such a hot game, unfortunately. You control a team of men, women or fanatical droids in this horizontally viewed futuristic volleyball sim.
Overall 69%

ILLUSION OF GAIA
Keith went mad over this epic RPG (doesn't he always) and I have to admit that it was pretty good. More plot than Fredrick Forsythe and tons of characters too.
Overall 90% GAMER GOLD!

ILLUSION OF TIME
Outstanding RPG which continues the fine standards set by *Secret of Mana*. 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 for a short while, but soon becomes tedious due to irksome gameplay and a distinct lack of variety.
Overall 63%

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

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

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

INTERNATIONAL SUPERSTAR SOCCER
They said it couldn't be done, but Konami cam up with a game that bettered all other soccer games before it. The attention to detail and sheer playability is outstanding, not to mention the superb visuals and sound effects.
Overall 95% GAMER GOLD!

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

LOST VIKINGS, THE
A huge variety of puzzles to this Lemmings game. Funny, fun and completely addictive.
Overall 92% GAMER GOLD!

MADDEN '95
After two years the *Madden* series has finally gone sour. *Madden '95* is much worse than the original, despite having more plays and tactics. The graphics seem to have gone downhill as well.
Overall 79%

MAGIC BOY
A surprise release from JVC, but luckily, a happy one. *Magic Boy* may not be original by any means, but it's damned good fun!
Overall 88%

MARIO'S TIME MACHINE
Educational history lesson with Mario in the hot seat. Find the clues, answer the problems and return famous characters' artifacts.
Overall 78%

MAXIMUM CARNAGE
One of the better beat-'em-ups to hit the market, this one is based on the limited Spider-Man series and is extremely faithful to the Marvel originals.
Overall 89%

MARICAL QUEST, THE
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied.
Overall 94% GAMER GOLD!

MAGIC SWORD
Involves much hackin' and slashin', but not too much of the old grey matter. You are basically required to storm a fortress.
Overall 67%

MARIO PAINT
A fairly serious art package with a great intro to composing music thrown in as well.
Unfortunately you can only save one picture and the art package lacks tools vital for serious work
Overall 80%

MECHWARRIOR
Complex and moody exoskeleton robot romp with great Mode 7 graphics and intriguing missions into the forbidden zone. A must for strategy fans who like to pick up the pace a bit.
Overall 85%

MEGA MAN X
Disappointing Super NES update of the long-running *Mega Man* series. Tough gameplay is let down by sluggish control response and massive slow-down when the enemies come on screen.,
Overall 75%

MEGA MAN X2
With all the features you'd come to expect from *Mega Man* games, this is just as polished as past attempts although a little too close to the other games for comfort. Still one of the best platform blast-em-ups around though.
Overall 85%

MEGA MAN SOCCER
Capcom soil their pants with this bad attempt at a footy sim starring the characters from their most successful series after *Street Fighter*. The main faults are a poor control method and dodgy collision detection.
Overall 54%

MEGA-LO-MANIA
This takes you from Stone Age conflict to the Nuclear age, with masses of challenge and humour. Reasonable gameplay, but it's more about factory production runs than anything else.
Overall 69%

METAL JACKET
There aren't that many truly dreadful platform games on the Super NES, but this is certainly one.
Overall 5%

METAL MARINES
Futuristic strategy war game with you attacking the enemy on various islands. Plenty of hard thinking and energy management, but repetitive and slightly biased towards the computer player.
Overall 74%

MICHAEL JORDAN: CHAOS IN THE WINDY CITY
A stupid idea if ever there was one, this has Michael 'basketball player' Jordan in a platform adventure game where he uses balls as missiles. Yeeeeeessss.
Overall 70%

MICKEY MANIA
Out of all the Mickey Mouse games, this one stands head and shoulders above the rest due to the incredibly lite-like graphics that recreate all of Mickey's most famous cartoons. A top game for mousey fans.
Overall 85%

MICKEY'S ULTIMATE CHALLENGE
Strictly for kids only, this incredibly easy collection of brain-teesing problems is nonetheless well executed and fun. Well placed difficulty levels extend the challenge.
Overall 81%

MICRO MACHINES
Colourful and highly playable two, three and four player overhead racing game that relies on base playability to justify the high price tag. Good for a while, but not as slick as the Sega version.
Overall 80%

MIGHT & MAGIC II
An efficient conversion of a huge, if somewhat dated PC RPG.
Overall 77%

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

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

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

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

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

MR TUFF
A fairly original platform game, although there's still too many tired formulas involved. Still, platform fans will definitely take a shine to it.
Overall 86%

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

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

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

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

NBA JAM
Boomshakalaka! This is THE basketball game, superb graphics playability and a stonking four player game. Awesome!
Overall 94% GAMER GOLD!

NBA JAM TOURNAMENT EDITION
Yes, it's fun, yes, it's got plenty of stunning action, yet if you've got the original, it's a lot of money to fork out on what amounts to a fivers worth of extras.
Overall 89%

NBA LIVE '95
Isometric *FIFA*-looking basketball game with great graphics and some amazing special moves, but it's a little too haphazard to beat NBA Jam.
Overall 88%

NFL FOOTBALL
The use of Mode 7 for in-game scaling and rotation is stunning... gameplay isn't.
Overall 62%

NFL QUARTERBACK CLUB
An okay attempt at that funny game of American Footie, but still not up to the quality of *Madden 95*.
Overall 75%

NHL '95
Much improved upon ice hockey action sim. Now the players race around the rink much faster and it plays like a dream. Two player mode is excellent.
Overall 88%

NHLPA HOCKEY
Another comprehensive EA sim with masses of stats, rules and atmosphere. It's very playable, but the scrolling is a little sluggish.
Overall 78%

NIGEL MANSELL'S INDYCAR
Billed as the ultimate indycar experience, this is in fact a flat and unrealistic racing game with badly defined graphics and no realism. Avoid.
Overall 61%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Looks good with plenty of speed, tracks, password save championship and car modification options.
Overall 74%

NINJA WARRIORS
Possibly a little on the easy side, but the smooth, detailed graphics and plethora of moves make up for that. A nice little beat em up in the *Final Fight* mode.
Overall 86%

ON THE BALL
You must guide a marble through various mazes by revolving the maze around the ball and letting gravity pull it down. Great fun, but too easy.
Overall 69%

OPERATION LOGIC BOMB
Overhead-perspective walking, exploring and blasting everything type game. Presentation is slick but the game is too easy, too small and repetitive.
Overall 60%

OPERATION STARFISH
James Pond stutters from the dodgy *Robocod* into the equally iffy *Operation Starfish* and wins few friends in the process.
Overall69%

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

OUT TO LUNCH
The sprites may be small, but the detail is stunning – as is the overly hard difficulty level.
Overall 76%

PAC-ATTACK
Intriguing puzzle game which crosses *Tetris* with *Pac-man* and just about pulls it off. The main difference is that you must eliminate ghosts by sending Paccy in to eat them.
Overall 80%

PAC IN TIME
This began life as *Fury of the Furies* on the Amiga, but now they've changed the sprite into Pac-Man. An enjoyable platform puzzler, but more suited to younger players.
Overall 84%

PAGEMASTER, THE
A poor conversion of a poor concept - very few original ideas which are poorly strung together

at that.
Overall 68%

PAPERBOY 2
Gameplay is simplistic and repetitive, graphics which were once impressive have become terribly banal. Dire.
Overall 34%

PARODIUS
A brilliant shoot-'em-up which just happens to have some of the funniest graphics ever seen.
Overall 88%

PEACE KEEPERS, THE
Average scrolling beat-'em-up with morose graphics, poor sound and a general lack of enthusiasm in the programming. Also called *Rushing Beat 3*.
Overall 50%

PGA TOUR GOLF
By far the best golf game, *PGA Tour Golf* has lots of courses, options and computer players. Graphics are poor, but still great fun.
Overall 84%

PILOTWINGS
Parachuting and flying light planes, jetpacks, hang-gliders and helicopters may sound 'interesting' but less than compulsive. But Mode 7 is used brilliantly, and gameplay is totally addictive.
Overall 83%

PINBALL DREAMS
Entertaining pinball game with eight-way scrolling and some good tables, but it is somehow very dull and you don't want to keep playing it.
Overall 73%

PINBALL FANTASIES
The definitive pinball game on any system. Four tables of frenetic action. Superb.
Overall 90% GAMER GOLD!

PINK GOES TO HOLLYWOOD
Great idea – bad game. Pink Panther is bright colourful and funny, and so's the game, but it plays so badly that I doubt you'll ever want to get past the title screen.
Overall 56%

PITFALL: THE MAYAN ADVENTURE
Fine attention to detail and a real sense of Indiana Jones adventure, *Pitfall* is a highly refreshing hark back to the days when platformers were full of simple thrills. A winner for Activision.
Overall 90% GAMER GOLD



PIT-FIGHTER
One of the greatest beat-'em-ups around is murdered on the Super NES.
Overall 13%

POCKY & ROCKY
Cute, but rock-hard mega-blaster in the Commando mould.
Overall 89%

POCKY & ROCKY 2
Suffers from being too similar to its predecessor. Still, if it's blasting you want then you won't go far wrong here.
Overall 83%

POP 'N' TWIN BEE
A ton of cuteness, a simultaneous two-player mode and Konami programming should've made this a huge hit. Sadly gameplay is boring and repetitive.
Overall 61%

POPULOUS
A massive game with a thousand levels, ten different worlds and a tough computer opponent.
Overall 77%

POPULOUS II
Bigger and much, much better than the original, *Pop II* takes you into ancient Greece. Sheer class and perfect for *Populous* fans. At last a sequel that's better than the original.
Overall 90%

POWERDRIVE
A fairly strong rally driving game with good atmosphere but some horrendous slow down problems at times. Not *Mario Kart*, but a good alternative.
Overall 79%

POWERMONGER
Graphically this is one of the Super NES's best wargamer, with some brilliant 3-D landscapes.
Overall 71%

PRINCE OF PERSIA
A classic, boasting superlative animation. 20 big levels need to be completed, with a tight overall time limit and plenty of puzzles to test both your arcade reflexes and your brain cells. Brilliant.
Overall 88%

PUGGSY
Non-descript platform game where you must use various objects to open the exit. An unlikable central sprite (Pie man?) and slow pad response are guaranteed to annoy.
Overall 42%

PUGSLEY'S SCAVENGER HUNT
A superb development of *Addams Family* which looks and sounds good.
Overall 88%

PUTTY SQUAD
Nifty platformer 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
Stonking conversion of the classic shoot-'em-up from the Eighties. Graphics are coin-op quality, sound is excellent – and it's b*** hard!**
Overall 91% GAMER GOLD!



RAINBOW BELL ADVENTURES
Haven't we all seen something like this before? A standard platform adventure with great graphics, but a bit flat to play.
Overall 72%

RANMA 1/2
The official version has English text, but otherwise this very Japanese, anime-style *SFII* clone is unchanged. Very weird, very funny and very easy.
Overall 68%

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

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

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

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

ROBOCOP 3
Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thorougly misconceived.
Overall 36%

ROBOTREK
One of those RPG'S you'll either love or loathe. The combat is a series of decisions rather than actions, and there's plenty of searching to be done. *Zelda* it ain't, but still a very absorbing game.
Overall 82%

ROCK 'N' ROLL RACING
Awesome rock soundtracks, plus plenty of vehicles, firepower, tracks and planets. A bit repetitive in one-player though.
Overall 90% GAMER GOLD!

ROCKY RODENT
A particularly irksome and mundane entry in the cutesy platformer stakes.
Overall 41%

RUN SABRE
Similar to Capcom's excellent *Strider*, this boasts imaginative levels, lots of action and a good simultaneous two-player mode. Unfortunately, it's too small and far too easy.
Overall 50%

SEA QUEST DSV
Atmospheric and with plenty of depth (excuse the pun), *Seaquest DSV* really got the team worked up. Plenty of missions and a good sense of adventure.
Overall 90% GAMER GOLD!

SECRET OF MANA
Got an appetite for humungous RPGs? *Secret of Mana*, a game many praised as better than *Zelda*, is finally out on official release and it's not bad at all. Check it out if you fancy losing all your nights.
Overall 85%

SENSIBLE SOCCER
Tiny sprites, but the action is fast, realistic and intelligent. Probably the most sophisticated soccer game ever, but you need a joystick to get the most out of it.
Overall 90% GAMER GOLD!

SHADOWRUN
An incredibly atmospheric and addictive *Blade Runner*-style RPG. The graphics are nicely detailed, the soundtrack great, and the plot brilliantly imaginative. A classic.
Overall 94% GAMER GOLD!

SHAQ-FU
Miserable attempt to turn Shaq into a Kung-Fu legend to rival Bruce Lee. A turgid game with minimal playability and too many Pepsi cans.
Overall 57%

SIDE POCKET
What worked well on the Gameboy doesn't come off on the SNES. The ball movement is too unconvincing and makes a mockery of the game.
Overall 68%

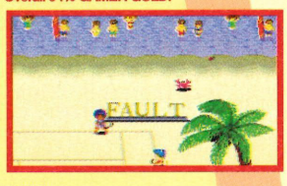
SIM CITY
City planning must be one of the most boring subjects on Earth, in fact very compulsive, the underlying principles are complex, but initially it all seems very simple. Brilliant.
Overall 85%

SIM EARTH
More of an educational experience than a game, this is a very sophisticated program dealing with geology, ecology and evolution.
Overall 80%

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

SKYBLAZER
Sony's latest platform adventure is similar to *Hook* (perhaps too similar?), but it plays very well.
Overall 85%

SMASH TENNIS
Sorry Nintendo, but *Smash Tennis* is and always will be the BEST tennis game on the Super NES – bar none. Excellent four player multi-tap option, but loads of courts and moves. Unbeatable!
Overall 94% GAMER GOLD!



SMURFS
I hate them, I hate them, I hate them. I hate them, I hate them, I hate them, I hate them, I hate them. Not a bad game, but far too cute and formulaic.
Overall 79%

SOCCER KID
I don't care what Ocean says, this is a very average game. Nothing special, no frills, just a kid kicking a ball through various worldly levels.
Overall 56%

SOS
Surprisingly good Super NES remake of the *Posiedon Adventure* film, where you play one of four characters in this platformer, who must rescue as many people from a capsized ocean liner before it sinks. Great atmosphere!
Overall 88%

SOUL BLAZER
A slick *Zelda* clone and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable.
Overall 85%

SPACE ACE
Futuristic *Dragon's Lair* clone with absolutely stunning graphics and a huge varity of levels and tasks. A classic from little known company Empire software.
Overall 86%

SPARKSTER
Racy, speedy, unpredictable, all these words could describe Jason Johnson, but also *Sparkster*, Konami's latest attempt to create a company mascot who thinks he's cool. A great game which encompasses all that's good about arcade platformers.
Overall 83%

SPECTRE
Not as good as it could have been – *Spectre* is a conversion of the Apple Mac smash hit, but in the end it's just too repetitive and gets boring after only a few goes.
Overall 64%

SPEED RACER
REALLY BAD racing sim with a platform game bolted on to further turn the stomach. Looks like it was programmed by a five year old on an Acorn Atom and is quite simply the worst Super NES we've ever seen!
Overall 15%

SPIDERMAN AND THE X-MEN
A whole host of superheroes make this attractive for any comics fan. Gameplay is varied and tough, graphics impressive and sound brilliant.
Overall 75%

SPIKE MCFANG
Pretender to the *Zelda* throne, this RPG lacks both power and conviction. Spike's weapons are annoyingly slow, and the whole game runs at a slow pace. Buy *Breath of Fire* instead.
Overall 68%

SPINDIZZY WORLDS
Guide a spinning top through 3-D mazes avoiding the villains, collecting the gems and pressing switches. A massive and very tough test of joypad reactions and brains which you'll either love or hate.
Overall 89%

STARGATE
More than just another platform game, *Stargate* combines a multitude of styles and comes away a fun, involving game.
Overall 90% GAMER GOLD!

STAR TREK: STAR FLEET ACADEMY
Yet another medium *Star Trek* game which fails to capture the true essence of the show and films. The graphics are fine, but it is too easy to complete and is weighed down unnecessary Trekkie trivia.
Overall 78%

STAR TREK: TNG
Glorious looking Trekkie game, with 16Mbits of power, but sadly this has all been used with pretty pictures rather than lasting gameplay. Excellent while it lasts, but we completed it in a day!
Overall 70%

STARWING
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. An unbelievable cart.
Overall 96% GAMER GOLD!

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

STREET FIGHTER II: TURBO
20MBit enhanced version of the above. Graphics and sonics have been toned up, while gameplay benefits from more speed, moves and the option to play as any of four boss characters.
Overall 96% GAMER GOLD!



STREET RACER
A lightning fast 3-D racing game which has all the appeal of *Mario Kart* and adds a blistering four player mode, plus soccer and elimination sub games. You'd be a fool to miss it.
Overall 91% GAMER GOLD

STRIKER
Blindingly fast, hugely playable and with real player names, masses of leagues, a stunning indoor mode and lots more, this is a fantastic game. In one player mode rather easy, but two-player mode is unbeatable.
Overall 90% GAMER GOLD!

STUNT RACE FX
Again, Nintendo surprises all with this first class Super FX racing game. Unparalleled graphics, speed like you've never seen, and oodles of playability. A must for all Super NES owners.
Overall 94%

SUNSET RIDERS
A typically slick Konami conversion of their *Wild West* coin-op. Imaginative, funny and great fun to play it's marred only by being slightly easy.
Overall 82%

SUPER ADVENTURE ISLAND
This sounds great and doesn't look too bad, but gameplay is irksome with your large sprite coming a cropper all too often. Ugh!
Overall 42%

SUPER ADVENTURE ISLAND 2
An impressive start for Hudsonsoft UK, this improves on the first game and includes bags of challenge and special items to find.
Recommended if you want to rediscover platform games.
Overall 80%

SUPER AIR DIVER
An *Afterburner*-style blast-'em-up. A little simplistic, but a variety of weapons, air-to-air and air-to-ground missions provide both variety and a surprisingly realistic feel.
Overall 82%

SUPER BATTLETANK
Great graphics, but the sim-style looks are misleading while gameplay is extremely repetitive.
Overall 54%

SUPER BOMBERMAN
Fantastic in multi-tapped four-player mode, this has you speeding around mazes; dropping bombs to blow up (ex-)friends. In one or two-player mode it's only okay.
Overall 94% GAMER GOLD!

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

SUPER CASTLEVANIA IV
A great update of the NES series with Simon Belmont running, jumping and whipping his way through 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 DROPZONE
Archer Maclean's classic playability wins through again with this game programmed by Eurocom. Updated graphics, but who cares - it's still a super fast shoot-'em-up in the old fashioned sense.
Overall 91% GAMER GOLD!

SUPER EMPIRE STRIKES BACK
Super Star Wars is reworked with new graphics. A bigger, harder and, marginally, better game. The Mode 7 AT-AT attack is absolutely stunning.
Overall 85%

SUPER GHOULS 'N GHOSTS
There's a multitude of power-ups, hideously imaginative monsters and fantastic settings, including a beautifully drawn sunken ship.
Overall 85%

SUPER HOCKEY
Competent Ice Hockey game featuring a Mode 7 perspective and four different views. Good feel, but overshadowed by the superior *NHL '94*.
Overall 77%

SUPER ICE HOCKEY
A highly competent ice hockey game, but overshadowed somewhat by *NHL '95*. It does have a good multi-player mode and four views.
Overall 77%

SUPER INTERNATIONAL CRICKET
Playability rules in this excellent sim that proves cricket CAN be fun and exciting. For fanatics and casual fans alike, this is an absolute must.
Overall 89%

SUPER JAMES POND
A bright and cheerful platformer with some tongue-in-cheek humour.
Overall 70%

SUPER KICK OFF
Kick Off provided Amiga enthusiasts with endless hours of football fun, now it's got with the same overhead perspective, a whole host of options, leagues, cups and some slick scrolling.
Overall 71%

SUPER MARIO ALL STARS
This incredible, 16MBit cart boasts *Super Mario Bros, Super Mario Bros: The Lost Levels, Super Mario USA* and *Super Mario Bros 3* – the entire NES Mario saga, in fact. Presentation is excellent with brilliantly reworked graphics and sonics. One of the best games ever!
Overall 91% GAMER GOLD!

SUPER MARIO KART
This superb split-screen racer features all your favourite Mario characters as go-karting fiends who you and a friend can control. Good in one-player mode, unmissable in two-player mode.
Overall 94% GAMER GOLD!

SUPER MARIO WORLD
A classic with plenty of detail, cuteness and imagination. The best thing is how you can choose your own path through the game. A too friendly save game option means it won't take too long to complete, but it's an excellent introduction to video gaming, and finding all 96 levels will test any pro!
Overall 92% GAMER GOLD!

SUPER METROID
A contender for best Super NES game ever. *Super Metroid* is massive, full of originality, crammed with great graphics and sounds – quite simply an essential purchase. Recommended.
Overall 95% GAMER GOLD!

SUPER PROBOTECTOR
Each of the thrilling levels hold different surprises; platform side-on shoot-ups, a *Return of the Jedi* style biking adventure, and an overhead view Mode 7 zapping sensation all feature to make this a truly classic game.
Overall 90% GAMER GOLD!

SUPER PUNCH-OUT!
One of the better boxing sims on the Super NES. This is an update of the terrific NES game, but it fails on not having rounds or using strategy. Large and stylish graphics are great, though.
Overall 82%

SUPER PUTTY
An imaginative platformer with some great puzzle elements and impressive claymation graphics.
Overall 84%

SUPER PUYO PUYO
Better than any other puzzle game except the original *Tetris*, this game has you connecting cute looking blobs of various colours, forming lines of four to crush your opponent. A cracking game!
Overall 93% GAMER GOLD!

SUPER R-TYPE
It looks brilliant and plays well, but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon gets tedious.
Overall 74%

SUPER RETURN OF THE JEDI
A polished and playable end to the trilogy from JVC. Not as good as *Star Wars*, but much better than *Empire*. Some terrific graphics and mega sound.
Overall 86%

SUPER SMASH TV
The game that was originally a super-smash coin-op with unbelievable numbers of on-screen sprites and ear-damaging sound-effects, is now available on the Super NES. Can get repetitive.
Overall 75%

SUPER SOCCER
Once one of the best footie sims, competition from more recent releases has made this seem painfully slow and unsophisticated.
Overall 63%

SUPER STAR WARS
A great soundtrack and the graphic attention to detail generally is astounding. Trench scene is brill too!
Overall 90% GAMER GOLD!

SUPER STREET FIGHTER II (Import only)
It's back! *Super Street Fighter II* has more characters, more moves and some great sound, but it just hasn't changed THAT much. Showing its age a bit now – we could all do with *Street Fighter III*!
Overall 93%

SUPER STRIKE EAGLE
Air-to-air combat is presented sim-style, but soon gets repetitive. More impressive is some stunning Mode 7, scaling the ground around in fun dive-bombing sections. Not bad, but lacking in variety.
Overall 69%

SUPER SWIV
Another vertical scroller with the welcome addition of simultaneous two-player action. Sadly graphics and gameplay are rather dull and unoriginal.
Overall 70%

SUPER TENNIS
A great tennis game, but overshadowed by *Super Family Tennis*. Tough luck Nintendo!
Overall 91% GAMER GOLD!

SUPER TURRICAN
You've got masses of firepower, but while enemies are numerous, there aren't as many

mega-monsters as there could be.
Overall 89%

SUPER TURRICAN 2
Without a doubt, one of the strongest shoot-'em-ups on the market. Plenty of weapons to use and a host of baddies to kill, maim and destroy.
Overall 92% GAMER GOLD!

SYNDICATE
Excellent conversion of the Amiga cyberpunk strategy game featuring replicants who can blow up civilians whilst 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. Tough, and you need a SuperScope to get the most from it.
Overall 84%

TAZ-MANIA
Hilarious toon-like graphics and fun, if limited gameplay.
Overall 88%

TEST DRIVE II: THE DUEL
In truth not all that stunning to look at, but the realistic setting – four American highways with police, tunnels and on-coming traffic!
Overall 85%

THEME PARK
A compelling and amusing strategy game that involves building the biggest and best theme park in the world. It's simple, addictive and an absolute classic. Go get it now!
Overall 94% GAMER GOLD!

TIME SLIP
A sadly underpowered clone of *Super Probotector*.
Overall 54%

TIME TRAX
What a surprise – a platform game that is actually quite good as well! *Time Trax* borrows heavily from *Super Probotector*, but still remains original. Definitely worth a look.
Overall 81%

TINY TOONS
A masterpiece with cutesy sprites and great gameplay, which besides varied platform levels packs in a fun American Football game!
Overall 95% GAMER GOLD!

TINY TOONS: WILD & WACKY SPORTS
Another cutesy effort from Konami. You play the Tiny Toons and you you must take part in some, er wild and wacky sports, amazingly.
Overall 75%

TOP GEAR
Superb, fast single or split screen racer.
Overall 89%

TOP GEAR 2
A slick development of the original game with better graphics and more depth.
Overall 82%

TOTAL CARNAGE
One of the fiercest, fastest and most challenging shoot-'em-ups around.
Overall 83%

TOYS
A duff movie and a worse game.
Overall 52%

TRODDLERS
Neither as cute nor addictive as *Lemmings*, this game is still fun, scoring particularly well with the two-player modes.
Overall 71%

TROLLS
Yes, it's cute, but does that make it a good game? The answer is undeniably... yes! *Trolls* is fast and fun, but older players may find it is appealing to a much younger age group.
Overall 85%

TURN & BURN
Beautifully presented and realistic Top Gun fantasy, but marred by the old Absolute Bugbear – a lack of challenge and originality. Good for a while though...
Overall 75%

TURTLES IV: TURTLES IN TIME
Highly impressive cartoon platform beat-'em-up.
Overall 90% GAMER GOLD!

TURTLES V: TOURNAMENT FIGHTERS
An *SFII* clone with funnier characters, a story mode and great playability. Not quite as sophisticated as *SFII*, but close.
Overall 92% GAMER GOLD!

ULTIMATE PARODIUS
A weird and wacky shoot-'em-up based on the *Nemesis/Salamander* games. Featuring 11 ships and levels, it'll keepblasting fans happy.
Overall 88%

ULTRAMAN
A below average one-on-one beat-'em-up. Graphics are mediocre and the enemies hold no surprises.
Overall 31%

ULNIRALLY
Looks good, and there's some original ideas in this unicycling racing game, but it does tend to get very repetitive after some play. Try before you buy.
Overall 79%

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

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

VAL D'ISERE
A great idea on paper, however this skiing sim suffers from repetition and loss of interest. Graphics are great and speed is no problem, but this soon turns out to be nothing more than *OutRun* on skis.
Overall 77%

VEGAS STAKES
Poker, Craps, Roulette, Blackjack and Slot Machines are well implemented with slick presentation. Take your winnings from one game to another and 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 the VR machine by completing every game. A laugh fromstart to end.
Overall 84%

VIRTUAL SOCCER
Overhead, angled and side-on perspectives are on offer , along with very in-depth gameplay. Battery back-up saves customised teams.
Overall 93% GAMER GOLD!

VORTEX
Stunning Super FX game set on 3-D planets. You control a Morphing Battle System (MBS) which allows you to be a plane, hard shell, car and 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 irritating samples fail to save this mediocre platformer.
Overall 51%

WORLD CUP STRIKER
Technically brilliant, but strangely similar to the original *Striker*, the World Cup version has battery back-up and more options. Only worth a look if you haven't got *Striker*.
Overall 82%

WE'RE BACK
An overly easy, but still quite playable platformer based on a Spielberg-produced cartoon about cutesy dinosaurs.
Overall 58%

WILD GUNS
Real Op Wolf/Lethal Enforcers type stuff - line them up and shoot 'em down! It's pretty impressive to look at, and despite being simplistic as a concept, has many surprises.
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
Sport game based on events in Lillehammer. Sad graphics, sound and collision detection means you won't 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 a bit repetitive.
Overall 80%

WOLVERINE
Fairly playable game based on the Marvel comics beserker with razor sharp claws. It looks fine, but Acclaim have done an injustice to the character by making the game slow and boring.
Overall 74%

WORLD CUP USA '94
Well designed and extremely playable footy sim from the licence masters. Not as good as *FIFA* or *Virtual Soccer*, but a close third, and more suited to those who love loads of options.
Overall 85%

WORLD HEROES
A good *SFII* challenger with an imaginative set of characters, but not enough moves or challenge.
Overall 72%

WORLD HEROES 2
Gosh, another boring beat-'em-up that has been converted from the Neo Geo. This is just like all the others and is therefore donkey doo! Avoid.
Overall 55%

WWF RAW
Don't bother to even try this crap wrestling game at the shop in case you go into a spasm. Average graphics complement a seriously unplayable and hap-hazard game.
Overall 36%

WWF: ROYAL RUMBLE
A big (16MBit) improvement on the original: more characters, moves and tournament mode.
Overall 79%

XANDRA'S BIG ADVENTURE
An incredibly weird platformer with lots of levels and variety.
Overall 82%

X-KALIBUR 2097
Above average platform fighting game using bizarre robots. A good two player mode, but a bit too samey, samey for my liking.
Overall 77%

YOGI BEAR
He's smarter than the average bear – it's Yogi! In another samey samey platform romp using great cartoon graphics and very little else. A dud!
Overall 69%

YOSHI'S COOKIE
A rather simplistic and easy puzzle game which will appeal mostly to young kids. Two-player game is good though.
Overall 76%

YOSHI'S SAFARI
A pretty and playable light gun blast-'em-up aimed at youngsters – with a difficulty level to match.
Overall 80%

ZELDA III: A LINK TO THE PAST
An RPG for everyone; easy to get into, plenty of action and lots of challenge. A classic.
Overall 95% GAMER GOLD!

ZOMBIES
A hilarious overhead shoot-'em-up cum maze game, with splendid graphics inspired by wacky 1950s B-movies. Great fun, especially in two-player mode.
Overall 87%

A BOY AND HIS BLOB
Tedious, boring platform adventure from veteran programmer David Crane.
Overall 25%

NES

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

ADDAMS FAMILY
Standard platform action in this conversion of the Super NES game. Good challenge, but boring to play.
Overall 74%

ADVENTURE ISLAND 2
A slightly playable platform game, but generally unremarkable.
Overall 64%

ADVENTURES IN MAGIC KINGDOM
Kiddish Disney fun that's far too easyto be worth buying.
Overall 47%

ADVENTURES OF LINK
Timeless adventuring masterpiece that should be a valued possesion of any adventure lover.
Overall 93% GAMER GOLD!



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

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

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

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

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

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

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

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

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

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

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



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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

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

DIGGER T ROCK
One of the all-time great NES games with plenty here for everyone. Worth a look at a lower price.
Overall 84%

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

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

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

DOUBLE DRAGON III
This is one helluva tough game. A lot of moves, but some are difficult to pull off. Definately not as playable as *Double Dragon* or *Double Dragon 2*.
Overall 60%

DOUBLE DRIBBLE
The closest thing to *NBA Jam* on the NES. Two player game is great fun and it's even worth playing on your own, get this if you want the best Basketball game for your NES.
Overall 88%

DRAGONS LAIR
The old arcade classic converted into a platform game. Appalling control method drags it down, but fun for a while.
Overall 63%

DR MARIO
A good puzzle game which obviously draws it's inspiration from *Tetris*. Stunning in two player mode.
Overall 76%

DROPZONE
Brilliantly converted from the arcade archives. This is immensly playable and totally addictive. A golden oldie.
Overall 89%

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

DUCK TALES
It's got all the characters from the cartoon. The graphics are excellent, but it suits a younger audience.
Overall 81%

DUCK TALES 2
Similar to the original, lots of secret rooms, lots of cute characters and just as easy.
Overall 75%

ELIMINATOR BOAT DUEL
There aren't many speedboat games around and if this is anything to go by, there should be more. It's full of action, playability and jolly good fun too!
Overall 83%

ELITE
One of the all-time classic game of all time. Space trading adventure with vector graphics and over 8,000 planets to explore!
Overall 96% GAMER GOLD!



EMPIRE STRIKES BACK, THE
Good all round game featuring some original flying sections but very difficult platform sections.
Overall 78%

EXCITEBIKE
Totally awful racing game. It really does show its age, with jerky graphics, gurgling sound effects and minimal playability. Blergh!
Overall 28%

FANTASTIC ADVENTURES OF DIZZY
Early Codemasters game which features an egg with arms and legs as a hero.
Overall 88%

FAXANADU
Adventure which is well worth playing. Good taxing puzzles, loads of weapons massive play area and a password save system.
Overall 77%

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%

A-Z OF GAMES

FOUR PLAYER TENNIS
Sluggish tennis game which boasts few options apart from the four player game, obvously.
Overall 68%

GALAXY 5000
Original space racing game, which boasts some fast-paced, seat of the pants excitement.
Overall 74%

GARGOYLES QUEST II
Fiddly platform adventure, good graphics and large play area, but grossly unplayable and hugely dull.
Overall 59%

GAUNTLET II
Accurate conversion of the cult arcade game, loads of levels and loads of orcs, pixies and demonic things.
Overall 80%

GOAL!
Oh dear, a sad piece of soccer software, enough to reduce Vinny Jones to tears.
Overall 35%

GODZILLA
Monster cock-up of a game, the whole game is a mess. The joke is that this may be the forerunner of *Ultraman* on the Super NES.
Overall 19%

GRADIUS
An extremely competant blasting game in the R-type mould, fast, playable and damn good fun!
Overall 80%

GREMLINS II
This may be old, but as shoot-'em-ups go, this is original, playable, colourful and a fine piece of software.
Overall 85%

GUMSHOE
Dust off the zapper gun and have a go on this – you won't want another.
Overall 41%

HIGH SPEED
Sparky little pinball game which probably the best of it's kind on the NES.
Overall 73%

HOGAN'S ALLEY
The best zapper gun game out. Shoot the baddies, but don't shoot the civilians. A kind of primitive *Lethal Enorcers*.
Overall 70%

HOOK
Follows the film quite well, but lacks the style required to make it a classic.
Overall 71%

HUNT FOR RED OCTOBER
Apalling game of the film, which has to be one of the worst shoot-'em-ups ever.
Overall 24%

HYPER SOCCER
Miserable soccer game, with no lasting appeal.
Overall 51%

IKARI WARRIORS
Commado-style game with enough challenge to keep most players happy, but doesn't look that good.
Overall 68%

IRONSWORD
Good platform adventure, with loads of levels, spells and other goodies. Worth playing.
Overall 83%

ISOLATED WARRIOR
Weird 3-D shoot-'em-up, which is as boring as *Newsnight*.
Overall 37%

JACK NICKLAUS GOLF
Bad golf game, avoid if possible, playing this has a similar feeling to being stuck in a bunker all night.
Overall 55%

JACKIE CHAN'S KUNG-FU
Good action packed beat-'em-up which is full of moves, has great playability and clear well drawn graphics.
Overall 83%

JIMMY CONNORS
One of the best, if not THE best tennis game on the NES. Fast, playable and the two player is damned addictive. Get it today if you want to win at Wimbledon.
Overall 87%

JUNGLE BOOK, THE
Superbly playable platform romp with faithful Disney cartoon graphics and animation. Definitely one of the best games on the NES.
Overall 90% GAMER GOLD!



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

KABUKI QUANTUM FIGHTER
Possibly the only game character ever to use his hair as a weapon. Good game though, well worth checking out.
Overall 79%

KICK OFF
Playable, but very easy football game. Not the classic it was on other consoles.
Overall 59%

KID ICARUS
Boring and repetitive platform game. Not as good as *Darkwing Duck*.
Overall 61%

KIRBY'S ADVENTURE
The ultimate platform game for your NES. Loads of secret rooms, tons of special abilities, this is hot, this is very hot.
Overall 92% GAMER GOLD



LEGEND OF ZELDA
The original adventure for the NES is very challenging and features a huge play area. It has stood the test of time.
Overall 85%

LEMMINGS
Not quite as good as on other formats, let down by inaccurate cursor control.
Overall 65%

LIFE FORCE
Excellent shoot-'em-up, better than Gradius and with a stonking two player mode.
Overall 81%

LITTLE NEMO: DREAM MASTER
Great platform game which gives the player the chance to become a bee, gorilla and a frog. There's not many games that give you that opportunity!
Overall 86%

LOW G MAN
Another average platform game, doesn't really hold anything new or appealing, but it is playable.
Overall 72%

LUNAR POOL
Abstract pool game which gives the player the chance to play on a frictionless table?!
Overall 71%

MANIAC MANSION
Wacky adventure game that needs a chain saw to gain full marks.
Overall 80%

MARBLE MADNESS
You must guide the marble through six short levels. A conversion of the coin-op. Good fun, but far too short.
Overall 80%

MARIO & YOSHI
Puzzle game which will appeal to kids.
Overall 70%

MARIO IS MISSING
Educational game, which is still great fun if your not too hot on geography and are willing to bury your pride.
Overall 75%

MEGA MAN
Excellent platform game with loads of weapons and plenty of variety.
Overall 85%

MEGA MAN II
Good platform game with loads of weapons and plenty of variety.
Overall 82%

MEGA MAN III
Challenging platform game with loads of weapons, a bit unoriginal though.
Overall 78%

MEGA MAN IV
Average platform game with loads of weapons and... Oh, it's the same as all the others. Well, whaddya know?
Overall 70%

METAL GEAR
Good stategic adventure, you need to think and you need to shoot.
Overall 87%

METROID
Massive arcade adventure, that will keep you enthralled. Definitely one for committed gamesplayers.
Overall 68%

MIG 29
Playable shoot-'em-up from the Cody's. Nice graphics and a neat refueling section makes this a reasonable purchase.
Overall 80%

MISSION IMPOSSIBLE
Gauntlet style action with a few puzzles and twists thrown in for good measure.
Overall 60%

MONSTER IN MY POCKET
Platform game where you run around and kill things. Good fun though, pretty easy too.
Overall 75%

NEW GHOSTBUSTERS 2
The second game of the film, but really not worthy of purchase.
Overall 51%

NEW ZEALAND STORY
This old peach has been around for a while on most formats and it's just as good on the NES.
Overal 74%

NOAH'S ARK
Biblical blockbuster that stars Noah. Whatever next, The story of Moses or The adventures of Adam and Eve in Jelly World?
Overall 40%

NORTH & SOUTH
Part strategy, part beat-'em-up, this game has you fighting Confederates and Yankees in the America Civil War. Good fun, but only for a short while...
Overall 59%

OPEN GOLF TOURNAMENT
Superb golf game, a choice of three courses, different tournaments and save stats. It's all there and it has to be bought.
Overall 91% GAMER GOLD!

OPERATION WOLF
Average shooting game, converted from the arcade. It never really worked with the zapper gun and the graphics come from the house of sad.
Overall 61%

PAC-MAN
What a good idea, convert an ancient 'classic' onto the NES and charge £25 for a 14 year old game. You could practically buy the coin-op for that price.
Overall 60%

PAPERBOY
Lamentable arcade conversion that will appeal only to paperboys, and then only if they're workaholics.
Overall 30%

PAPERBOY 2
Twice the game the original was, more streets, more obstacles, but still quite sad.
Overall 60%

PARODIUS
Playable shooter that is quite similar to the Super NES version, well worth a few quid.
Overall 81%

PINBOT
A pinball game which is bouncy and playable, but not quite in the same league table as *High Speed*.
Overall 71%

PIRATES
Brilliant swashbuckling Caribbean adventure; combining strategy and arcade action and a multitude of other elements to make this an absolute must.
Overall 93% GAMER GOLD!



POPEYE
A waste of a cartoon licence and one of the NES' worst platform games. Needs to eat a lot more spinach!
Overall 35%

POWERBLADE
In this platform waltz, you have to kill things, then run along a bit more and kill something else – it's unoriginal, but it has got style.
Overall 77%

PROBOTECTOR
One of the better platform games around, it's difficult, but it boasts some meaty bosses and addictive gameplay.
Overall 87%

PROBOTECTOR 2
Much the same as the original *Probotector*, but then if you've got great gameplay, why change it?
Overall 85%

PUNCH OUT
Boxing at its best. This is a storming game, loads of boxers with some incredible special moves – a steal at its new bargain price.
Overall 90% GAMER GOLD!



RAD GRAVITY
Moody space-age adventure, with some great humour and taxing puzzles. It's a big one too – you won't complete this in a hurry.
Overall 85%

RAINBOW ISLAND
Simple arcade game that just keeps you playing and playing. The only game ever to use rainbows as weapons!
Overall 88%

RC PRO AM
Excellent conversion of the Game Boy isometric racer. Very fast and great realistic handling of the cars.
Overall 82%

RC PRO AM 2
Even better than the real thing! This sequel features a four player mode and even more challenge than before.
Overall 88%

RESCUE
Original strategy game; giving you the chance to take on a SAS kind of role and rescue some hostages.
Overall 69%

RESCUE RANGERS
This platform game is far too easy. The current record for completing it is about 40 minutes. Strictly for the gamelings.
Overall 64%

ROAD FIGHTER
If you buy this you are either certifiable, or your hobby involves collecting horrendously bad games. Hueyuuughhhhhhhhhh!
Overall 5%

ROBOCOP
One of the better film licenses, a good job has been made in making this playable and visually pleasing.
Overall 80%

ROBOCOP 2
A bad control method lets this down, unfortunately *Robocop* tends to slide around like he is on ice scates.
Overall 65%

ROBOCOP VS TERMINATOR
Appaling platform game, bad collision detection and extreme difficulty make this game a definite no no.
Overall 32%

RODLAND
An extremely playable arcade game, great with two players.
Overall 85%

ROLLER GAMES
This is fairly original I guess. Well it's the only beat-'em-up on roller scates and quite playable too.
Overall 72%

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

SHADOW WARRIORS
Platform based action which is enjoyable, but difficult.
Overall 78%

SILENT SERVICE
If you play this you will get a sinking feeling. Hopefully the only submarine simulation that will ever be released on the NES.
Overall 33%

SIMON'S QUEST
Fine adventure set in Transylvania, you play the part of Simon Belmont, your quest is to kill Dracula. Enthralling game which will appeal to adventure buffs.
Overall 87%

SIMPSONS
What a surprise, the game is as good as the cartoon. Features all the characters and some very challenging gameplay.
Overall 91% GAMER GOLD!



SKI OR DIE
Strange game featuring a host of snow-related activities, including snowball fights and leaping over log cabins.
Overall 67%

SMASH TV
Hit coin-op conversion, great graphics, no slow-down and plenty of carnage for all the family.
Overall 90% GAMER GOLD!



SNAKE, RATTLE 'N ROLL
The complex challenges in this isometric insect-'em-up are compelling enough, add great graphics, sound and some fiendish problems and you've got a winner.
Overall 92% GAMER GOLD!



SNAKE'S REVENGE
Sequel to *Metal Gear* which is more platform based and not as good as the original.
Overall 78%

SOLAR JETMAN
Pilot a very controllable spacecraft through barren planet caverns, in the search for the golden spaceship. Original, playable and only £9.99! A real bargain!
Overall 94% GAMER GOLD!

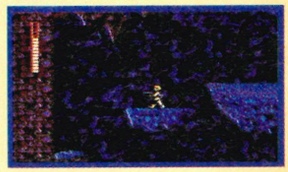
SOLSTICE
3-D isometric adventure with over 250 rooms, perspective can be misleading but it's a fine game, great title music also.
Overall 90% GAMER GOLD

SPIDER-MAN AND THE X-MEN: RETURN OF THE SINISTER SIX
A worthy Marvel conversion, standard platformaction with few frills.
Overall 71%

SPY VS SPY
You play Black or White, and the idea is to kill each other off with bizarre booby traps. Based on the MAD magazines.
Overall 87%

STAR TREK
Faithful adaptation of the classic Sixties Sci-Fi series. Good plots, but too short. Needs a bigger sequel. Ask Andy McDermott for ideas, Konami!
Overall 88%

STAR WARS
One of the best platform adventures around. Follows the film plot scene for scene almost and features some great flying sections as well.
Overall 91% GAMER GOLD!



STEALTH ATF
An abysmal attempt at a flying game, a real bogey.
Overall 29%

STREET GANGS
Average beat-'em-up with interesting weapons and secret routes to the bosses. Not well known.
Overall 69%

SUPER JAMES POND
Very cutesy game which is colourful, playable and good fun.
Overall 80%

SUPER MARIO BROS
The game which launched Nintendo to stardom, plays like Bryan Cant, graphics are a bit dated though.
Overall 85%

SUPER MARIO BROS II
A good game, but doesn't really live up to previous standards, weakest of the Mario series.
Overall 80%

SUPER MARIO BROS III
The best platform game ever on the NES, superb playability, secret rooms galore and loads of levels – the ultimate in entertainment.
Overall 96% GAMER GOLD!

SUPER OFF ROAD
Good top down racing game, fast, but slightly uncontrollable.
Overall 77%

SUPER SPIKE VOLLEYBALL
Good volleyball game, featuring lots of moves, quite easy though.
Overall 83%

SWORD MASTER
Fairly standard platfrom adventure, tends to become very tedious after a short while.
Overall 68%

SWORDS AND SERPANTS
Different angle on the adventure game, which some people find entertaining, but others detest.
Overall 45%

T2: JUDGEMENT DAY
One of the best NES film conversions. Arnie is mean, and there are plenty of explosions and levels to satisfy even the most ardent war freak.
Overall 85%

TALESPIN
Very hard platform shooter, good graphics but unplayable really.
Overall 62%

TECMO WORLD WRESTLING
Awful wrestling game, that looks a mess and plays even worse.
Overall 51%

TETRIS
Overwhelmingly addictive puzzle game that grabs you and won't ever let go.
Overall 86%

TETRIS 2
Not enough variation on the original *Tetris* to put this in the same boat, but the two player game is worth a go.
Overall 75%

TINY TOON ADVENTURES
Cute platform larks, very repetitive though, but pleasant enough to play.
Overall 80%

TMHT
The turtles made their NES debut in this platform game. Features all the characters and is very, very hard.
Overall 73%

TMHT 2
Much more of a beat-'em-up in the *Final Fight* mould, an improvement on the first game.
Overall 79%

TOM & JERRY
Cartoon capers abound in this average cartoon tie-in.
Overall 69%

TOP GUN 2
Oh dear, another miserable flying game.
Overall 40%

TOTALLY RAD
Outer space is the playground for this cosmic platformer, quite difficult and dull.
Overall 65%

TRACK AND FIELD II
Superlative sports action with lots of events and plenty of button abuse.
Overall 89%

TROG
Easy to get into *Pac-Man* clone with Stone-Age graphics. Still fun, though.
Overall 72%

TURBO RACING
Good racing game that is worth perserving with. Go through a whole season and then the challenge of improvement will grab you.
Overall 82%

ULTIMATE COMBAT
This is the nearest you'll get to a good flying game on the NES.
Overall 79%

ULTIMATE STUNTMAN
Playing – yes! – a stuntman, you battle your way through tough and varied stages to defeat Doctor Evil. Good, satisfying fun.
Overall: 82%

WILD GUNMAN
Another zapper gun game. Good fun with a few friends, but will soon lose its appeal.
Overall 60%

WIZARDS & WARRIORS III
Long-winded RPG with loads of battles, spells and dungeons to pillage. A great time was had by all.
Overall 79%

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

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

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

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



GAME BOY

ADVENTURE ISLAND
Standard platformer which fails to shine, dull graphics and duller gameplay make this one to avoid
Overall 67%

ALADDIN
Pixel perfect conversion of the Mega Drive version, surprisingly. Great graphics and sound, but a bit too similar in playability to *Jungle Book*. Only buy one Virgin platform game and you should be fine.
Overall 81%

ALFRED CHICKEN
Wacky platform/puzzle game involving the only video game character ever to run for Parliament. Addictive gameplay, but it soon becomes annoying.
Overall 78%

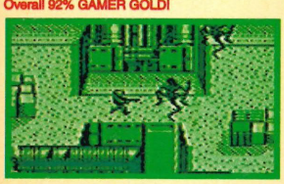
ALIEN OLYMPICS
Curious-looking ET version of the old *Hypersports* and *Track 'n Field* coin-ops. Many different events such as shooting, long jump, javelin and shot putt, but some events are tricky to control.
Overall 84%

ALIENS VS PREDATOR
Sad film licence with some of the worst graphics we've ever seen. The predator looks like Bernard Breslaw and moves with all the ancient grace of Bella Emberg! Don't "stick around."
Overall 54%

ALLEYWAY
Breakout clone which is so basic it makes bangers and mash look sophisticated. It was a launch title and really does show its age.
Overall 38%

ASTERIX
Very average all round. Nothing there to keep you playing more than a couple of hours.
Overall 65%

ALIEN 3
Brilliant game which conveys the creepy, scary atmosphere of the film. Top view of the corridors and loads of aliens make it a must for any Game Boy owner.
Overall 92% GAMER GOLD!



ANIMANIACS
Great animation and the ability to morph between three characters is interesting, but the gameplay is slow, boring and frustrating.
Overall 70%

BALLOON KID
An old platform game where you fly along with a couple of balloons avoiding spikes and other obstacles. Very good considering its age.
Overall 83%

BARBIE
Awful, grotesque platform game. The graphics are a mess, the gameplay shocking, and anyone that wants to play the part of a doll is strange...
Overall 23%

BART SIMPSON – ESCAPE FROM CAMP DEADLY
Platformer which is fairly difficult and pretty boring too. Good graphics, lots of characters from the cartoons, but very average.
Overall 67%

BART VS THE JUGGERNAUTS
Weird title and very weird collection of mini games. Quite original and worth trying.
Overall 82%

BASEBALL
Excellent sport simulation, which includes link-up option. Lots of playability and a must for any mobile baseball fan.
Overall 81%

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

BATMAN – RETURN OF THE JOKER
Platformer which creates some very atmospheric gameplay and graphics. Big sprites and good animation make it a worthwhile purchase.
Overall79%

BATMAN – ANIMATED SERIES
Another Batman romp which is fairly playable, but ultimately too repetitive to hold any lasting appeal.
Overall66%

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

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



BC KID 2
What was strangely surreal SNES platformer becomes a fairly uninspiring Gameboy trudge.
Overall72%

BEST OF THE BEST
Unplayable, blocky graphics and very few characters. Only buy this if you are desperate.
Overall 45%

BIONIC COMMANDO
Classic platform game, which lives up to the quality of the NES version and includes all new levels.
Overall 91% GAMER GOLD!

BLADES OF STEEL
A really fast ice skating game, including many options and difficulty levels. A must for ice skating fans.
Overall 88%

BLUES BROTHERS
Awful platformer which does little justice to the legend of the Blues Brothers.
Overall 32%

BLUES BROS JUKEBOX ADVENTURE
Playable, if incredibly fast (yep, you've guessed it) platform game (arrrghh!) where you play Jake or Elwood, in a quest to get records and escape from a strange world.
Overall 82%

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

BOMBJACK
Classic arcade game, which suffers a little bit on the Game Boy due to its high speed nature which is not really suited to the screen.
Overall 71%

BOXXLE
Mind-bending puzzle antics will keep you glued to your Game Boy. This is very difficult, but worth playing on a rainy day.
Overall 80%

BUBBLE BOBBLE
Very faithful to the arcade original. Sublime gameplay and cheery cute graphics make this stand out as a worthwhile purchase.
Overall 78%

BUBBLE GHOST
Strange puzzle game requiring the player to guide a bubble through some perilous courses.
Overall 65%

BUGS BUNNY
Monotonous puzzle game with bland graphics and dull gameplay.
Overall 34%

BURAI FIGHTER DELUXE
Was 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 and great fun.
Overall 79%

CAESAR'S PALACE
Just like being in Vegas, you can just smell the money and expect to see cash pouring out the microphone every time you win. Not!
Overall 54%

CHASE HQ
Handles like a horse and cart in the Indy 500. Horrible graphics – a real disaster unfortunately.
Overall 23%

CHESSMASTER
The ultimate chess game. The computer opponent often verges on genius. it's an excellent learning tool also.
Overall 91% GAMER GOLD!



CHOPLIFTER II
Quality arcade action. Rescue the soldiers on various different landscapes. The graphics are dull, but the gameplay makes up for it. It takes addictiveness to new boundaries.
Overall 85%

COOL SPOT
Incredibly proficient platform game from virgin – a conversion of the hit Mega Drive and Super NES games. Animation is fantastic but it does suffer from speed blur.
Overall 86%

CRASH DUMMIES
Original collection of sub-games cobbled together to produce an enjoyable product.
Overall 88%

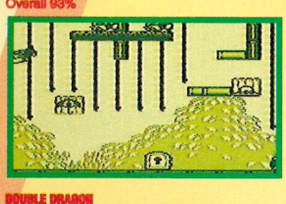
DAFFY DUCK
Fast moving and challenging platform licence which manages to convey the frenetic action of Daffy's cartoons and is full of surprises. Good for kids.
Overall 83%

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. Yippee!
Overall 81%

DYNABLASTER
Superb puzzle/action arcade game. The four player link-up puts it up amongst the best Game Boy games ever.
Overall 90% GAMER GOLD!

EDD THE DUCK
Really shocking platformer. Awful controls, basic graphics and dull gameplay. Avoid.
Overall 32%

F1 RACE
Four player link-up is amazing fun and the one player game is very challenging. Loads of tracks and choice of cars make it a must for racing fans.
Overall 87%

F-15 STRIKE EAGLE
The best flight simulation for the Game boy. Requires a bit of thought and planning to enjoy this to its full potential.
Overall 79%

FELIX THE CAT
It's fun for a while but too easy. Totally repetitive as well.
Overall 64%

FERRARI
Uncontrollable racer which is nowhere near the standard of *F1-Race* in terms of playability and presentation.
Overall 50%

FIFA SOCCER
Another brave attempt by Malibu games, yet this one comes off reasonably well. It's a bit slow on the Super Gameboy, but in usual monochrome mode, this has plenty to offer soccer-starved fans.
Overall 85%

FIRE FIGHTER
Very basic game, which soon becomes so dull you'll want to throw yourself out the window for a bit of excitement.
Overall 68%

FLINTSTONES, THE
Based on the latest film, this isn't the strongest *Flintstones* game out there, but it's still an enjoyable romp through Bedrock. Tends to get repetitive though.
Overall 82%

FOOTBALL INTERNATIONAL
Very limited tooty game. Sprites are tiny and the playability factor is even smaller.
Overall 35%

FORTIFIED ZONE
Original shoot-'em–up which is a bit too short to hold anybody in its grasp for long.
Overall 70%

FORTRESS OF FEAR
Fine attempt at a playable, challenging platform game. Loads of levels ensure this will keep you going for a while.
Overall 83%

GAME BOY GALLERY
Awful looking, but actually a highly playable collection of five Game & Watch mini games. The perfect Game Boy game for a quick distraction. Try it, you might like it.
Overall 85%

GARFIELD
Very cute, nice graphics, but you'll find your attention wandering due to severely dull gameplay.
Overall 62%

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

GAUNTLET 2
Conversion of the arcade game which goes down pretty well really.
Overall 84%

GB KID
Nutty prehistoric adventure, which suffers from being far too easy.
Overall 74%

GHOSTBUSTERS 2
Original gameplay and hectic busting action ensure this is one to be remembered.
Overall 80%

GOLF
One of the best golf games ever, let alone on the Game Boy. Bunkers, water, bogeys the lot, it's a must for golfers everywhere.
Overall 90% GAMER GOLD!

GREMLINS 2
Majestic platformer, behold the heavenly gameplay and wonder at the cute little Gizmo as he slaughters the sublimely drawn gremlins. Oh, how I wish every platformer was like this.
Overall 91% GAMER GOLD!

HAMMERING HARRY
Smashing platformer that doesn't hold back in terms of sheer playability. The graphics round off one hell of a decent game.
Overall 81%

HOOK
Standard platform affair which sort of follows the film, but doesn't really hold much lasting appeal or excitement.
Overall 78%

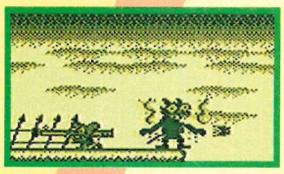
HOME ALONE
Quite literally one of the saddest, most demented games ever to be seen in this universe.
Overall 18%

HUMANS
Boring, slow, irritating Lemmings rip-off. Unoriginal uninspiring but may appeal to some puzzle freaks.
Overall 67%

HYPER LOAD RUNNER
Good platform/puzzle game which is surprisingly addictive when persevered with.
Overall 80%

THE HUNT FOR RED OCTOBER
Perfectly playable shoot-'em-up, which completely avoids the film's story line, still it's a fine underwater blast.
Overall 82%

ITCHY & SCRATCHY
They sever heads! They eat grenades! They rip out inteatinal tracts – it's the Itchy & Scratchy show! This novel golf sim uses all the sick humour of the cartoon and is consequently quite quite brilliant.
Overall 90%



JELLY BOY
Dull platform game which lacks the Super NES version's attractive graphics. What more can I say, apart from the fact that you walk to the right a bit and collect the power-ups.
Overall 58%

JOE AND MAC: CAVEMAN NINJA
Difficult stone age platform game which features some fine graphics. Unfortunately, it is let down by it's boring gameplay.
Overall 65%

JOHN MADDEN '95
A brave attempt to bring American Footie to the Game Boy which doesn't quite com off. Still, if this is your thing then there's definitely a few hours of entertainment lurking in here.
Overall 72%

JUNGLE BOOK, THE
Very much the same as the great NES version, this is one of the Game Boy's best platform games, with one of the funkiest tunes around!
Overall 83%

JUNGLE STRIKE
An amazing conversion of a truly classic game, Jungle Strike was well worthy of the Gamer Gold accolade!
Overall 90% GAMER GOLD!

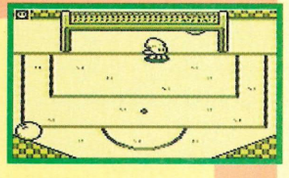
JURASSIC PARK
A massive arcade/adventure that is worth playing if your after a time consuming challenge.
Overall 83%

KID DRACULA
Easy, kiddies platform game, nice graphics but it won't take long to complete.
Overall 69%

KID ICARUS
Conversion of the old NES classic. This platformer works better on the Game Boy than it ever did on the NES. Well worth a look.
Overall 71%

KIRBY'S DREAM LAND
Supremely playable platform game which is very cute and graphically stunning. It's very easy though, which is a shame as it could have been a classic.
Overall 85%

KIRBY'S PINBALL LAND
Highly playable pinball game with loads of levels and bonuses. Screen blurs slightly, but this doesn't make it any less fun.
Overall 90%



KUNG-FU MASTER
Basic beat 'em-up with very few moves. It's far to easy though to keep you playing for longer than an hour.
Overall 38%

KWIRK
A good puzzle game which is very similar to *Boxxle*.
Overall 80%

LAMBORGHINI AC
Below par racing game which is uncontrollable and very boring to play. Steer around it.
Overall 45%

LEMMINGS
Classic puzzle game which is humorous, exciting and very playable, a fine addition to any collection.
Overall 90% GAMER GOLD!

LETHAL WEAPON
Hardly lives up to the film's all-action reputation. 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
Split opinions on this one. Great animation, some neat touches and recognisable tunes but sometimes it can get rather frustrating.
Overall 79%

LUCLE
Original puzzler. You control two spinning centrifugal pods who must reach the chequered flag to complete each level. Trickier than it looks, but ultimately compulsive.
Overall 80%

MARBLE MADNESS
Arcade conversion which is not bad, but suffers from slowness and bad control.
Overall 67%

MAX
Very dull and average platform game, nothing new really, seen it all before.
Overall 81%

MCDONALD LAND
Another standard platformer with some nice graphics but would have been better with a free burger voucher.
Overall 70%

MEGA MAN
Playable platformer with loads of bosses and weapons which isn't quite original enough to be considered a classic.
Overall 86%

MEGA MAN 2
More platform action which is so similar to the first game, there's hardly any difference between the two. Good graphics and fine playability.
Overall 83%

MEGA MAN III
Mega Man is the longest running series of any video game character (on the NES anyway), but this latest Game Boy incarnation is sadly far too formulaic to be worth a look.
Overall 81%

METROID 2
Enormous arcade adventure which has dull graphics but absorbing gameplay. Well worth playing for a lasting challenge.
Overall 61%

MICKEY'S DANGEROUS CHASE
Average platform games run riot on the Game Boy and here is another one. Everything about it is dull. May appeal to younger players though.
Overall 68%

MONSTER MAX
Game Boy games don't come better than this. Fitman's return is a triumph, with marvellous graphics, a funky soundtrack – and some of the most fiendish puzzles ever encountered.
Overall 96% GAMER GOLD!



MONTREAUX THE CLEVER SHEEP
Stunning new game concept, from Titus,where you guide Montreaux (a sheep) through a field eating grass and flowers, and avoiding Hercule, an evil goat.
Overall 99% GAMER GOLD!

MORTAL KOMBAT II
Almost the same as the Super NES, but in black and white, and they've also removed a few of the characters. High playability levels and loads of gory moves (but no blood) make this the best beat-'em-up on the Game Boy!
Overall 92% GAMER GOLD!



MOTOCROSS MANIACS
Really weird bike game with good ideas. No lasting appeal, but fun for a short while.
Overall 72%

MR DO!
Arcade classic brought to the Game Boy in considerable style. Terrible graphics, but playability goes off the scale.
Overall 88%

MR NUTZ
The classic S NES platform game featuring a Sonic-style squirrel is back on the Game Boy and it's a fine game, if you like that sort of thing.
Overall 89%

MYSTIC QUEST – FINAL FANTASY ADVENTURE
Large adventure, but the control method takes some getting used to. Fine graphics create a good atmosphere. Worth shelling out for, and one of the best adventures around.
Overall 79%

NAVY SEALS
Film license platformer which just manages to raise its head above the crowd of mediocre releases.
Overall 74%

NBA JAM
A fair conversion of the Super NES classic basketball game. The graphics are great, with the "on fire!" mode still included, but it blurs excessively when you run, and the collision detection is way off.
Overall 76%

NEMESIS
Dated shoot-'em-up which has dull graphics, boring gameplay and absolutely no outstanding features to make it worth purchasing.
Overall 63%

NEMESIS 2
Why release a game which is so similar to its predecessor it's hard to tell one lame duck from another?
Overall 60%

NEW CHESSMASTER
Chessmaster was the definitive chess game on the Game Boy and it even featured sampled speech. This is more of the same, but this time the in-game tutor is even better.
Overall 80%

NEW GHOSTBUSTERS
Half decent ghostly caper which is adequate is very department, but not especially brilliant in any of them. If you like these guys then you might want to play them for real!
Overall 80%

NIGEL MANSELL WORLD CHAMPIONSHIP
Second only to *F1-Race* in terms of playability and options. There's a whole season to get through so it certainly lasts.
Overall 78%

NINTENDO WORLD CUP
The guys wandering around the pitch look more like tubs of lard rather than footballers. Appalling graphics and playability.
Overall 40%

OTHELLO
If you're into othello in general, then you'll love this. Holds no lasting appeal for the uninitiated.
Overall 57%

PAC-MAN
Brings back the old arcade game and presents it with style and panaché. Very playable and very addictive, great fun.
Overall 81%

PAPERBOY
As much fun as getting up at Six O'clock on a Sunday morning and dragging a sack load of supplements around town.
Overall 47%

PAPERBOY 2
With playability, graphics and sound this bad it's hard to see why this was released at all. Another sequel which doesn't improve on the original.
Overall 36%

PARODIUS
Good to see that Konami have improved their shooters, this is very playable and very silly.
Overall 85%

PGA EUROPEAN TOUR
Options galore have been crammed onto this tiny 4-meg cart. Tournaments, skins challenges, four detailed courses and some of the worlds top golfers as opposition make this the greatest golfing sim on the Gameboy.
Overall 87%

POPEYE 2
Nothing original about this one, but it is playable. All the characters are recognisable, so I guess that means the graphics are good.
Overall 77%

POPULOUS
Excellent strategy game, brilliantly detailed graphics and massive longevity means you'll be playing this well into the year 2000.
Overall 82%

POWER PAWS
Boring puzzle game. Don't buy this if you want a brain bender, there's better available.
Overall 56%

PREHISTORIK MAN
Three years in the making, this French designed Jurassic platformer is highly addictive and plays just like the old Wonderboy coin-op.
Overall 80%

PRINCE OF PERSIA
Superb adventure/puzzle game with very impressive animation and challenging gameplay.
Overall 90% GAMER GOLD!

PRINCESS BLOBETTE
Why on earth is shoddy, rubbish like this ever churned out? Do yourself a favour and burn every copy you see.
Overall 20%

PRINCE VALIANT
Curiously playable beat-'em-up which has nice graphics and plays very well too.
Overall 75%

PROBOTECTOR
Good platform blaster with non-stop action, great sound and graphics and lovely playability.
Overall 82%

Q-BERT
Really old puzzle game, which is going through a bit of a revival.
Overall 78%

QIX
Strange puzzle game which is excellent fun on two player link-up. Don't be put off by the graphics it is worth a go.
Overall 60%

QUARTH
A bit like *Tetris*, but then a bit like nothing ever seen before. Very original and very playable, great game.
Overall 84%

RACE DAYS
The world's first bi-cart, this has *4 Wheel Drive* (Jeep Jamboree) and *Dirty Racing* on one cart for only £24.99. Both games are way above average and this is worth serious consideration.
Overall 86%

RADAR MISSION
Just like *Battleships*. It's only fun on the two player option, but not for long.
Overall 59%

RAGING FIGHTER
Big bolshy beat-'em-up, but is unplayable and soon loses it's limited appeal.
Overall 48%

RAMPARTS
Odd strategy game which becomes very difficult, if you want a good strategy game stick with *Populous*.
Overall 59%

REVENGE OF GATOR
Good pinball game which has the added attraction of a two player link-up. Good graphics, mighty playable. An all-round good egg.
Overall 87%

ROBIN HOOD
Original adventure game with lots of puzzle solving and wandering about. Atmospheric graphics create a good romp around Sherwood.
Overall 85%

ROBOCOP
Large platform game, that oozes playability and conveys the atmosphere of the film superbly. Worth buying for a lasting challenge.
Overall 89%

RODLAND
Cute arcade game which draws inspiration from *Bubble Bobble* and many other games of this type. Very good though and well worth the money.
Overall 86%

R-TYPE
Best shoot-'em-up for the Game Boy. Difficulty level is set just right to create a playable and lasting game.
Overall 90% GAMER GOLD!



SEAQUEST DSV
Completely crap DSV game with gameplay so boring you'll want to dunk your Game Boy down the toilet! Not a patch on the Super NES game.
Overall 53%

SENSIBLE SOCCER
Utterly crap conversion of the Amiga classic, well, that's what I think anyway. Keith begged to differ and gave it...
Overall 80%

SHADOW WARRIORS
Standard beat-'em-up effort, which doesn't stand out at all.
Overall 76%

SIDE POCKET
Great fun if you're into Pool, but you will get bored quickly.
Overall 76%

SKATE OR DIE
Uncontrollable skating game, which boasts some detailed graphics, but is sadly let down by the playability.
Overall 63%

SKATE OR DIE 2
Interesting skating platform game, which is playable and quite original.
Overall 78%

SNEAKY SNAKES
Excellent 3-D arcade game from RARE. Brilliant graphics and great gameplay make it a very original and exciting product.
Overall 88%

SOLAR STRIKER
Dull vertical shoot-'em-up that looks the same all the way through.
Overall 40%

SOLOMON'S CLUB
Inspiring puzzle game that owes a lot to the NES original.
Overall 82%

SPACE INVADERS
More Invaders than you can possible imagine in this first rate conversion of a sadly dated game. SGB owners get the full Super NES game too!
Overall 70%

SPEEDBALL 2
Amiga conversion of the classic futuristic football type game which is very slow, the graphics are badly drawn and sadly misses the mark.
Overall 63%

SPEEDY GONZALES
Sonic-style platform whizz; containing a fair amount of challenge, but hardly any variation. Dull is the only word left to describe it.
Overall 77%

SPIDER-MAN
The best of the series. Tricky bosses, lots of moves and well thought-out gameplay, buy this if you're a fan of the comic.
Overall 80%

SPIDER-MAN 2
More Marvel mayhem which is too similar to the original to get many people excited. More original gameplay required.
Overall 75%

SPIDER-MAN & THE X-MEN
Dire, rubbish comic adventure with no fun involved whatsoever. Yuk.
Overall 49%

SPY VS SPY
Original puzzle/strategy game which first appeared years ago on the C64. Works well on the Game Boy and well worth a look.
Overall 78%

STARGATE
A fairly strong puzzle game which owes little to the film, more the overall concept. Still, it's quite fresh and original and worth checking out.
Overall 89%

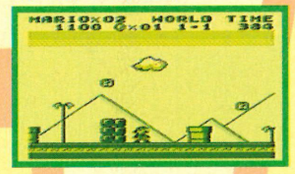
STAR TREK: TNG
Technically accurate, but intensely boring and lacking in any kind of 'zing' whatsoever. Trekkie fans will abhor this sad attempt at a conversion.
Overall 62%

STAR WARS
Absolutely wonderful platform game, involving, playable, atmospheric, in fact everything you want in a platformer.
Overall 93% GAMER GOLD!

SUPER HUNCHBACK
Luscious graphics and humorously playable, no humps here, just a solid well programmed platformer.
Overall 87%

SUPER KICK OFF
Superb soccer game, with masses of playability. Small sprites, but they move well and don't hold back the general wholesome quality of the game.
Overall 85%

SUPER MARIO LAND
The game that spawned a hundred clones. A real challenge this, but the graphics now look slightly dated.
Overall 92% GAMER GOLD!



SUPER MARIO LAND 2
Amazing graphics, great originality for a platform game but far too easy, should have been bigger too.
Overall 90% GAMER GOLD!



SUPER RC PRO-AM
One of the best four player link-up games around, but a bit easy if you're playing it on your own.
Overall 84%

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

TARZAN
Boring to play and not particularly stimulating to look at, *Tarzan* is a wasted opportunity, as it is just a platform game where you must collect things. Wow.
Overall 56%

TAZ-MANIA
Looks good, but then looks aren't everything. A bit of playability would have gone down well.
Overall 54%

TENNIS
Buy this and you need not buy another tennis game. The two player link-up works superbly.
Overall 92% GAMER GOLD!

TETRIS
What else can you say about this simple, yet possibly most addictive game ever made?
Overall 95% GAMER GOLD!

TETRIS 2
Good, but not as compelling as *Tetris*, the general feeling is that they are trying to be too clever and adding far too much to what should be a simple, but addictive game.
Overall 87%

TINY TOONS
Superb platform game that features original bosses and smooth playability. Pure style.
Overall 90% GAMER GOLD!

TITUS THE FOX
A rare thing to have a platform game with a link option. Good on two player, but not on your own.
Overall 65%

TOP RANKING TENNIS
Offers a few more options than *Tennis*, but isn't as playable. Buy it if you can't get hold of *Tennis*.
Overall 87%

THE ADDAMS FAMILY
A considerably large platform adventure, that has nice graphics and plays pretty well to. Once you're into it, you won't be able to put it down.
Overall 81%

THE EMPIRE STRIKES BACK
Plays very well and the graphics are very good. Not quite as polished as *Star Wars* though.
Overall 80%

TMHT
The Turtles make their GB debut in this slick all action platform beat-'em-up. Fine graphics and playable, not bad for a bunch of green misfits!
Overall 80%

TMHT 2
More of the same, but even better. One of the rare sequels which has learnt from the original and used that knowledge to produce a better game.
Overall 83%

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

TRACK AND FIELD
Button bashing sport simulation which is good fun if you want to destroy your Game Boy in ten minutes flat.
Overall 70%

TRAX
Strange multi-directional shooter which is far too repetitive. What ever happened to variety and playability?
Overall 37%

TRUE LIES
A top down, Gauntlet-style, shoot-em-up with plenty of action, tons of firepower and challenge galore. A must for any Gameboy owner.
Overall 90% GAMER GOLD!

UNIVERSAL SOLDIER
This platform game is an average, standard, dull, boring, pile of bolts. Just like Dolph Lungren.
Overall 57%

WARIOLAND
Nintendo does it again, now Wario plays the hero and Mario's nowhere to be seen, but it is still one of the best games for the Game Boy.
Overall 91% GAMER GOLD !

WARIO BLAST
Bomberman meets Wario and, as would be expected, it's superb. The big let down, though, is that there's no two player mode.
Overall 88%

WC STRIKER
Could have been great – sadly it isn't! Fiddly control system, badly shaded graphics and not much fun to play. A duffer.
Overall 54%

WINTER OLYMPICS
Even worse than the Super NES version (a feat indeed!), this is atrocious, nightmare stuff – Huuuuuuurrrghhhhhh!
Overall 35%

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

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

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

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

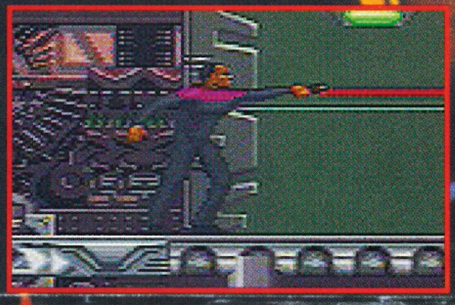


ZEN – INTERGALATIC NINJA
Pretty good nothing new, but you'll like it until numbness sets in during the later levels.
Overall 71%

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

Judge Dredd goes on trial before the SG jury - now we'll see who's the law!



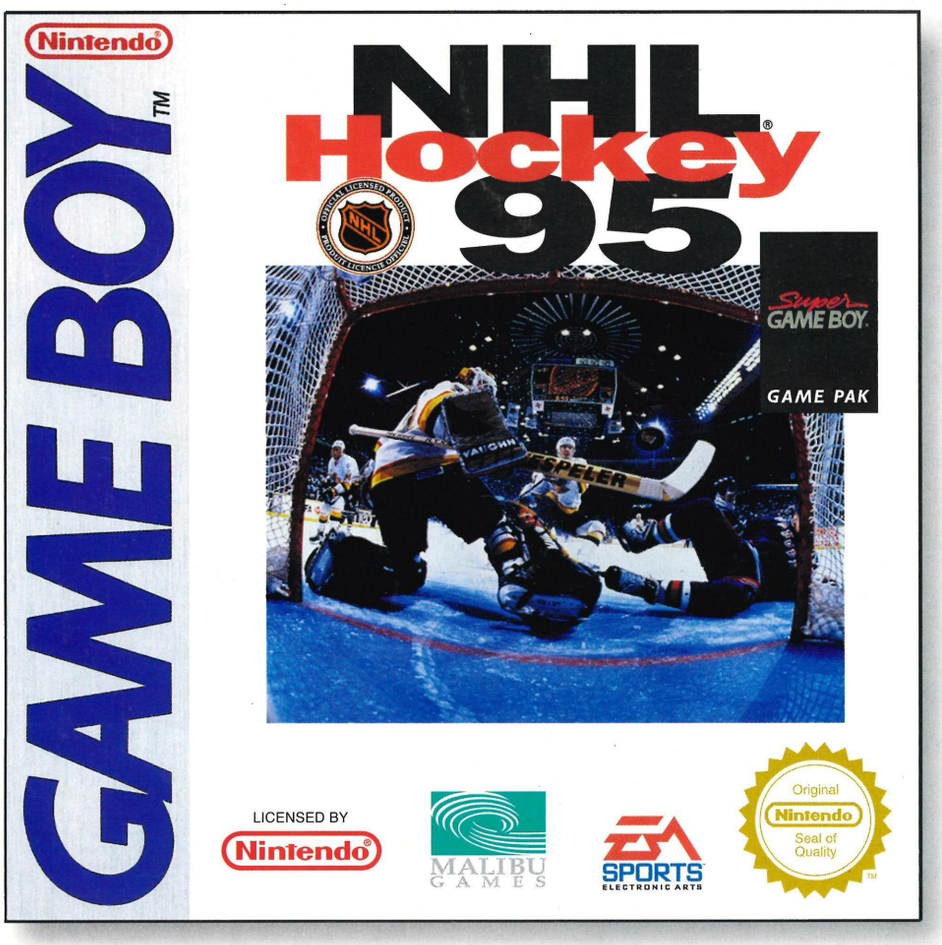


DKC 2

DEEP SPACE 9

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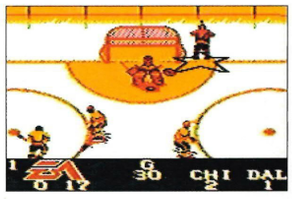


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