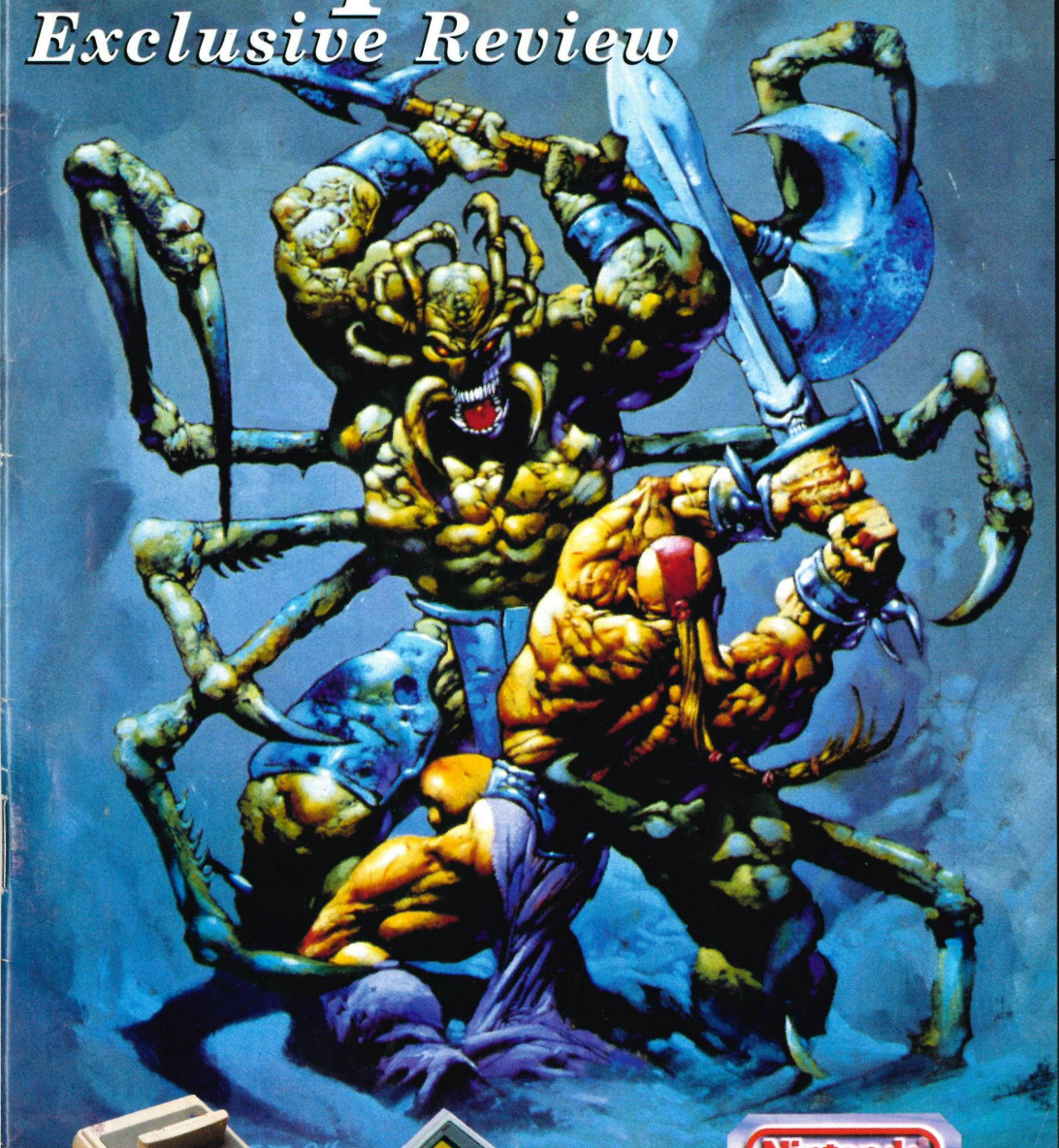
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ISSUE 18
SEPTEMBER 1995

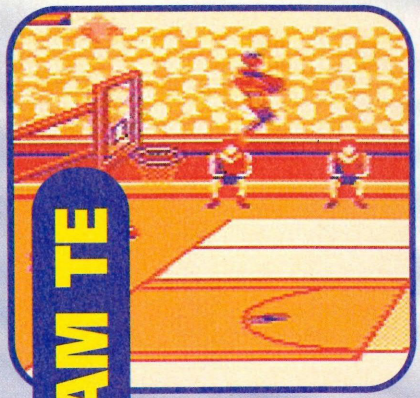
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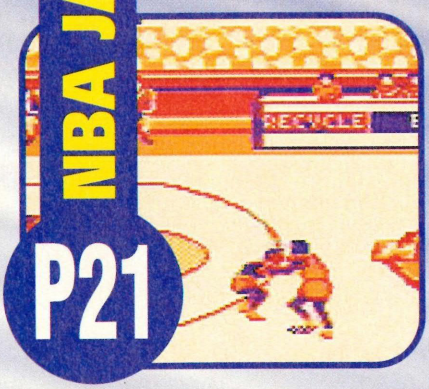
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NBA JAM TE

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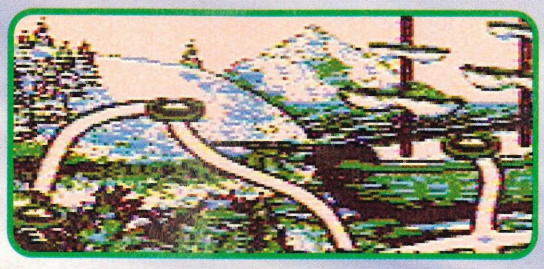




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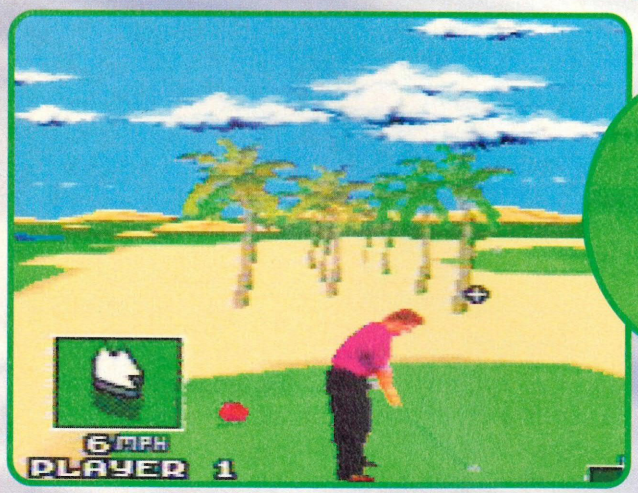
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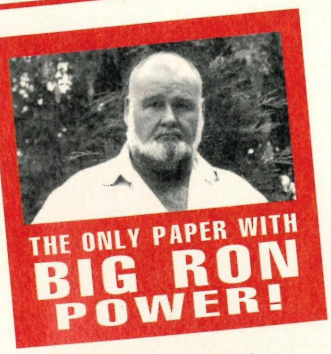
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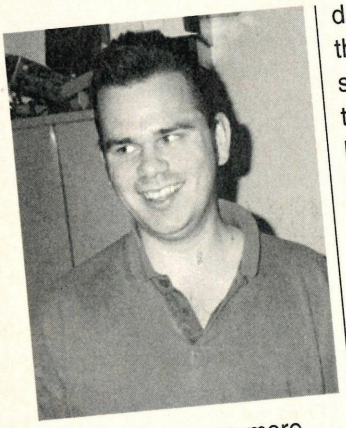
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The Nindependent

PRODUCTION COSTS SOAR





Here we are once more. The sun is shining brightly across the fair county of Devon at the moment, bringing with it throngs of eager holiday makers. They flee the big cities, the nasty smog and abusive motorists, to make their way down to our golden beaches and deep blue sea. What does all this mean for us locals? No longer can we get into our favourite pubs, walk unbustled down the street, or even relax quietly on the sand.

In fact there's only one thing that annoys us residents more then the holidaymakers and that's those infernal exchange students. Hundreds of them, all walking round looking suntanned with identical backpacks strapped to their shoulders. What do they keep in there? Baguettes? Their boules? But the worst thing is the way they spend two hours trying to make the none-too-bright McDonald's staff understand what 'une cola and small ship' means.

But that's just living by the seaside for you. It's not the picnic everybody makes out.

First, the good news; I'm standing down as editor of the world's finest games mag, and this fine issue is the peak of my time here. I hope you enjoy it, as we all slaved long and hard to bring you the best in reviews and news from the wonderful world of Nintendo. Just get a load of the lush *Weapon Lord* review for a start! On top of that there's *Donkey Kong Land, Judge Dredd* and *World Masters Golf* with a veritable plethora of competitions accompanying them.

Now, it's time for the bad news. As the more sensitive-fingered among you may have already noticed, we've lost a few pages since the last issue — we're down to 52 pages instead of the usual 68. Higher printing costs, as ever, were a major factor in this, so we've tried to compensate by dropping the A-Z pages and filling the mag to the brim with hot reviews and compos for you to drool over.

One thing we have noticed in recent months is the tendency for games to rise dramatically in price seemingly for minor reasons — a few extra meg here and there, for example, or some heavy TV advertising. Well, we thought it was time for an explanation, as most buyers hold the production companies responsible when in fact it's not really anyone's fault. Nintendo dictate the prices to publishers according to the costs incurred by physically creating the chips inside your beloved carts, and I for one can't blame them for making a profit on their own system. To make production worthwhile, the big N ask publishers to order a minimum number of carts — around 20,000, I think. In fact, with the price of producing hardware I wouldn't be at all surprised if their margins weren't as high as most people assume. After all, the Monopolies Commission investigated them a while back, and found nothing amiss. So let's be fair — sure, games are expensive, but most of the time you literally get what you pay for. Just remember, buy sensibly — and always trust Super Gamer.

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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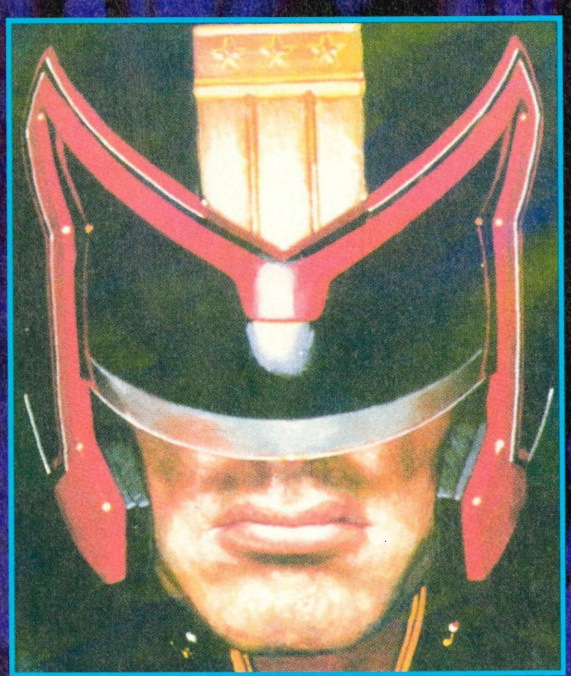
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CRITICAL ACCLAIM

Acclaim are making big headlines for themselves this month, but not all of them are good news. Following the disappointing performance of NBA Jam TE, the company probably thought the securing of the MK3 license would turn their fortunes around. Unfortunately, poor sales of their latest release, Judge Dredd, is bound to cut any celebrations of a revival stone dead.

Acclaim had high hopes for both NBA and Judge Dredd, with expensive press campaigns heightening expectations, but both seemed to have failed miserably on the market. Judge Dredd missed out on getting into the top twenty for the second week running, when it could only nudge up to the tweny-first spot. These poor sales for what are two of the biggest titles of the year, shows consumers are no longer falling for high-saturation advertising campaigns that succeeded so well before. The fact is, Dredd is a quality game (see review later this issue), but having been duped so frequently by various companies in the past, awareness is high and consumers remain wary. See the reviews and make up your own mind!



IT'S A KNOCKOUT!

An acrimonious split between Acclaim and Williams, the firm behind the original two Mortal Kombat coin-ops, seemed to have doomed any hope that Acclaim had of cutting a slice of the action from the latest and best instalment of this classic beat-'em-up.

It was widely expected that Williams would have no more dealings with Acclaim, but through a remarkable marketing coup, the software giants that brought us NBA Jam and the soon-to-be-released Batman Forever have secured the rights to all 16-bit versions of MK3.

The news has sent shockwaves through the computer industry, although for us gamers, the deal ensures the game is in the best possible hands. It also increases the likelihood of an Autumn release, so expect it to be a hot contender for the Chrimbo number one.

BATMAN RETURNS ... AGAIN!

Critically acclaimed as one of the best ever action-adventures and featuring some of Hollywood's hottest talent in the shape of Val Kilmer, Jim Carrey and Nicole Kidman, Batman Forever has become the smash hit of the decade. Taking more dosh in one weekend than most films manage in years, this new addition to the continuing Batman saga looks set to ruffle a few bat-wings on both sides of the Atlantic.

So what of the inevitable film tie-in? Well, you guessed it, Acclaim have done it again. They've secured the license to produce the game on all formats, and we expect the SNES version around the same time as the film hits UK cinemas.

FIGHTING IN THE STREETS



Over the years, film tie-ins have become an integral part of the gaming industry, with a growing number of new releases based on films (there's one in this very issue). There's nowt wrong with this, but it makes you wonder if companies are covering up the fact that they can't come up with an original idea.

The recent release of the Street Fighter film made up for things slightly, being based on a game for once. However, there's soon to be a new game based on — yep, you guessed it — the film. Has the world gone bonkers? A game based on a film based on a game? Where will it end?

The new game is moulded in the usual Street Fighter style, but with the characters based on Kylie Minogue (the sex goddess from down under), Jean Claude Van Damme (muscles from Brussels) and the late Raul Julia amongst others.

The game is actually only going to be available on the Sega Saturn and the Sony PlayStation, but as it started out as a SNES console phenomenon we thought we'd keep you up-to-date on the evolution of possibly the finest beat-'em-up ever.

If it stays true to Street Fighter it could be a stunner, but unless they pad Kylie's character out a bit we won't be able to tell her from the lads!

FEVER PITCH REACHES FEVER PITCH

The recent release of US Gold footie sim Fever Pitch sparked a public outcry with its promise to 'bring the game into disrepute'. The press and some nagging old farts in the public (including the FA) got on their high horses and complained that the game wasn't in keeping with the spirit of the sport. Rubbish! All the game allows the player to do is barge a few people off the ball and dive around a bit looking for a free kick. Hardly bringing the game into disrepute. Anyway, how can they possibly justifiably complain when most professionals seem to be either on drugs, fighting, or taking bribes? How dare they! The very people they appear to be defending are responsible for bringing more shame down on our wondrous sport in a single year than all combined players in all combined teams in history! Nice one boys. Does the word 'hypocrite' mean anything to you?

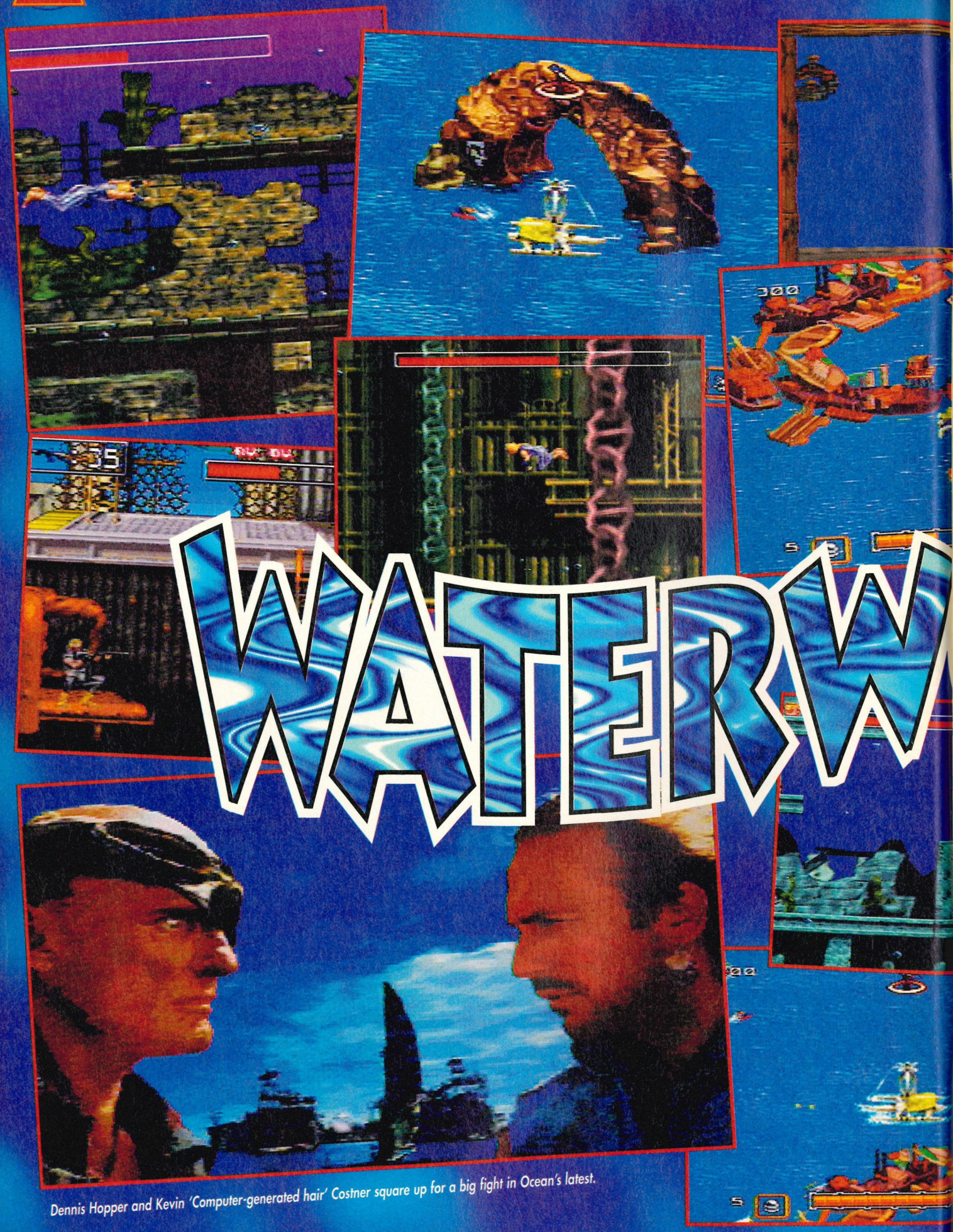
Now, if these people had complained because the game is absolute crap, then we might've been inclined to agree. The only result of all this fuss is that people are gonna go out and buy a game that's best left gathering dust on the shop shelves.



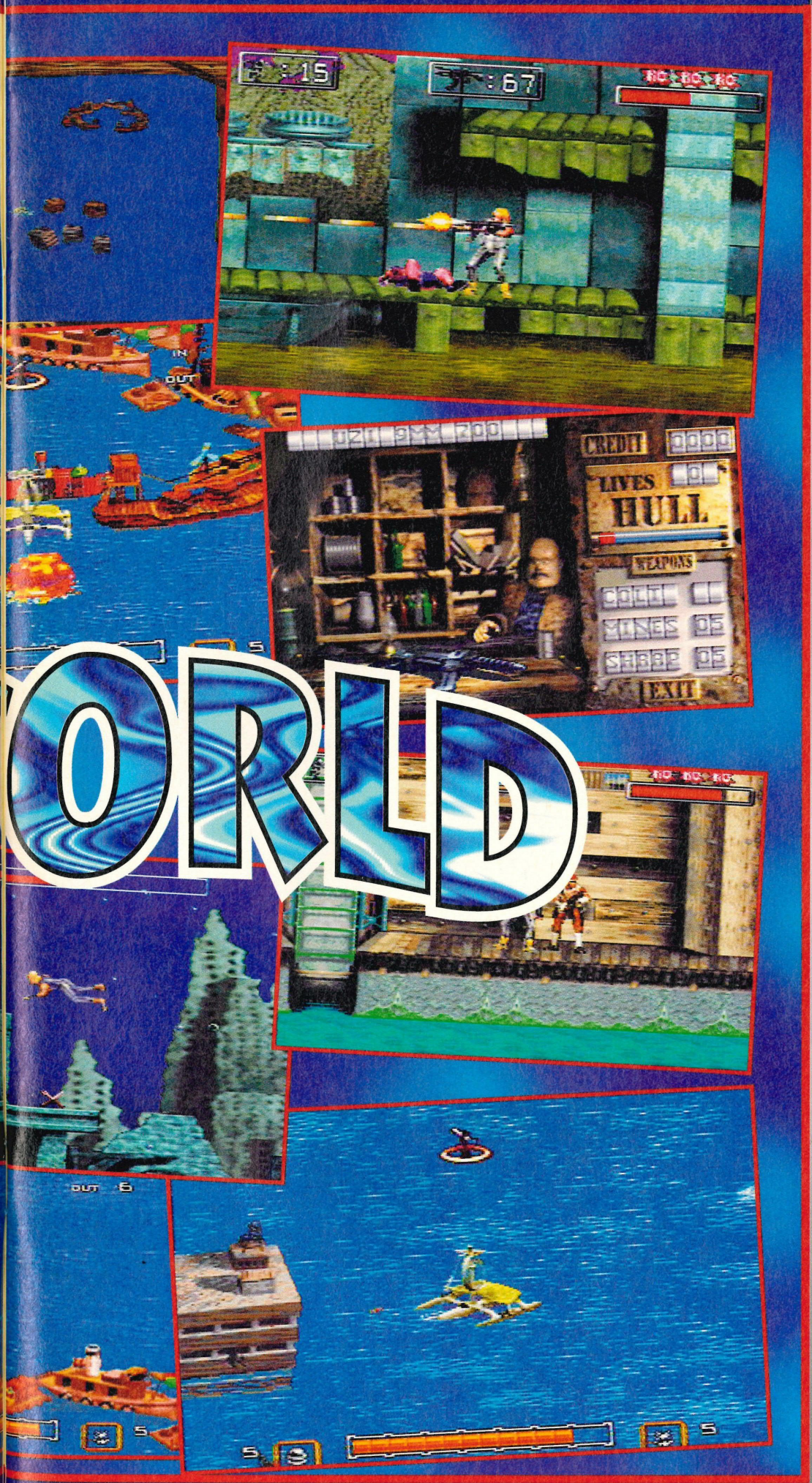
A SPOT OF BOTHER!

Taking a break from the world of TV advertising, the world's coolest spot returns home for the adventure of a lifetime. Set in the many worlds and genres of Movieland, Cool Spot's latest adventure sees him dangling from the rigging of a pirate ship on the high seas, exploring the jungle in true Indiana Jones style and risking all to cross the Triassic Lark with all its scary dinos. But that's not all, oh no! There's graveyards, aliens and futuristic universes to name but a few, and all in a fantastic 3D rendered environment.

Spot Goes To Hollywood could be another Virgin classic. Early sightings have rumoured that it's even better than the original, which scored a whopping 89% from old 'Butty' and co.



Dennis Hopper and Kevin 'Computer-generated hair' Costner square up for a big fight in Ocean's latest.



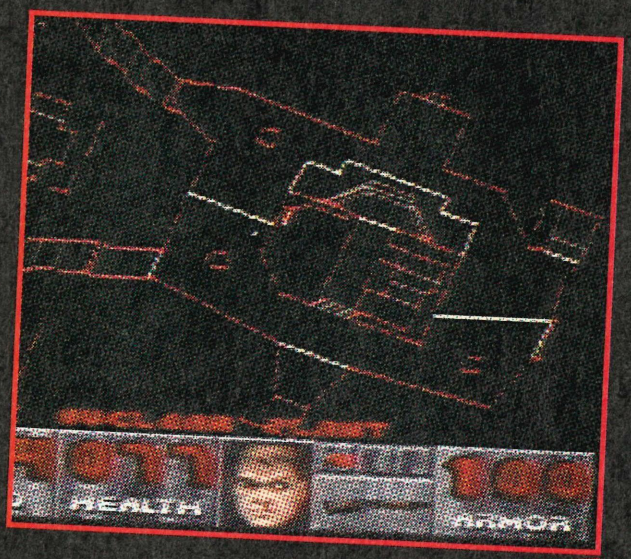
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Off we go into the distant future. Picture a world where the ice-caps have melted — the ultimate effect of global warming caused by CFC over-use — a world now covered by a huge ocean...

As you may or may not know, the film from which the game is taken stars Kevin Costner and features the biggest special effects budget ever. In fact, the whole project has already gone so vastly over-budget that some have already predicted it'll be the biggest bomb in box-office history. We at Super Gamer are staying on the fence, but the truth will out on August 11.

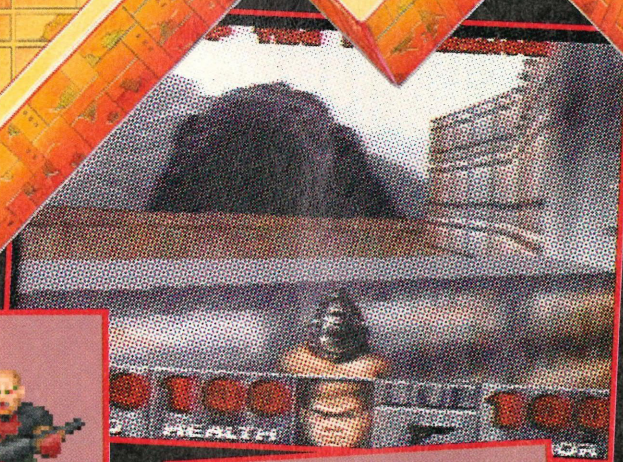
So what's it all about then? Dennis Hopper is the vastly unpleasant Deacon, leader of the evil Smokers — and we're not talking Silk Cut...

The remnants of the human race are now consigned to living on floating man-made atolls constructed from old boats and debris. Hopefully this situation will be resolved as men scour the seas for any remaining land. However, the secret to the mystery is in the hands of a little girl called Enola. Typical eh? Why don't big burly blokes with the ability to look after themselves ever have these vital morsels of knowledge? Enola is kidnapped by Deacon and whisked off, taking the hopes of mankind with her. 'The Mariner', played by ol' Kev in the film, must rescue the wee lass. Divided into three distinct styles, the game has isometric shoot-'em-up sections, underwater swimmy-swimmy bits and the tried and tested walk-along-the-horizontally-scrolling-level-jumping-gaps-and-shooting-brain-dead-baddies scenario. Want to know more? Tough — you'll have to wait for the review...

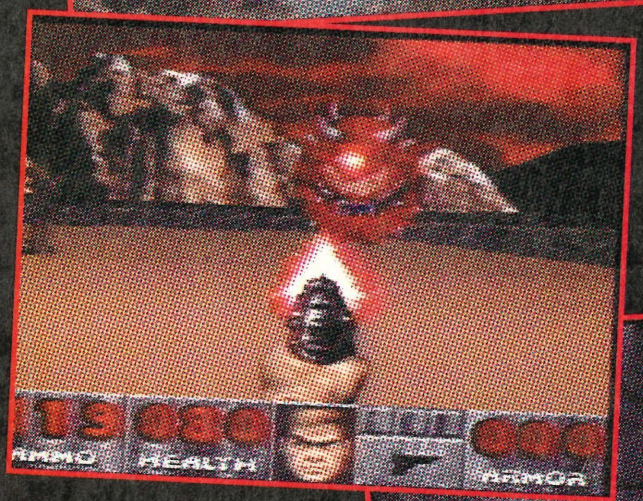


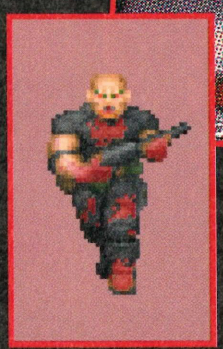






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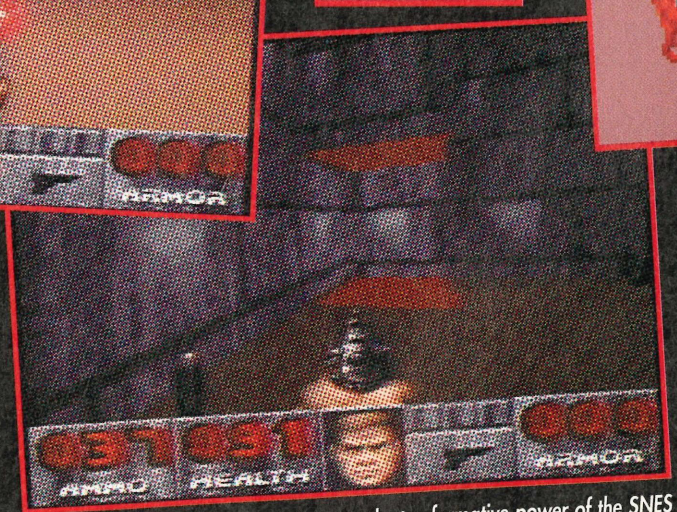






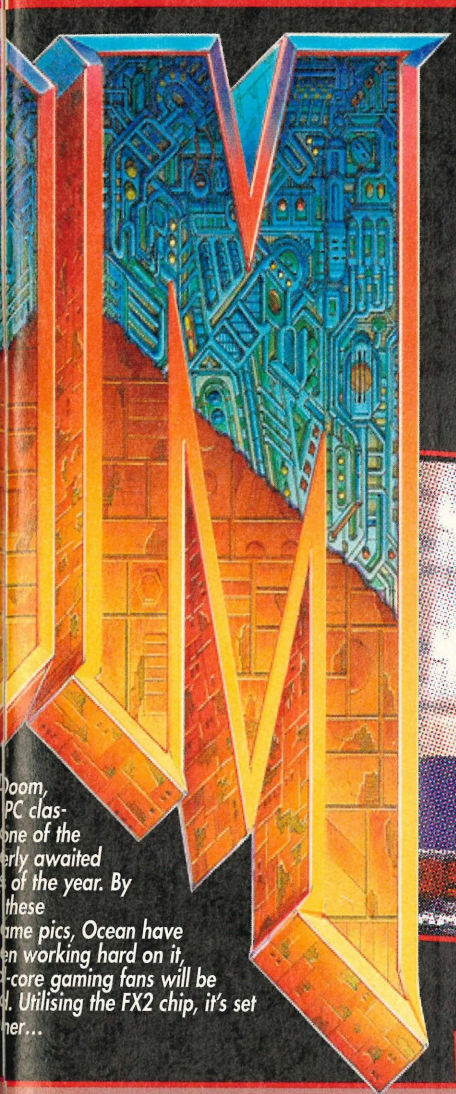






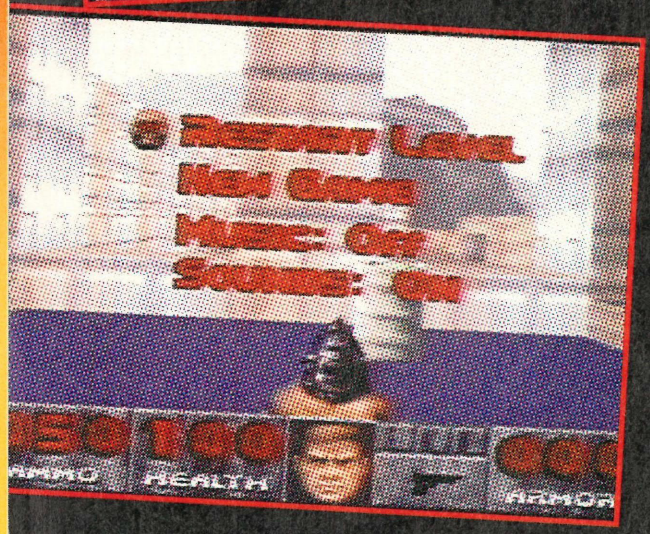


Watch PC owners drool with jealousy at the trnsformative power of the SNES

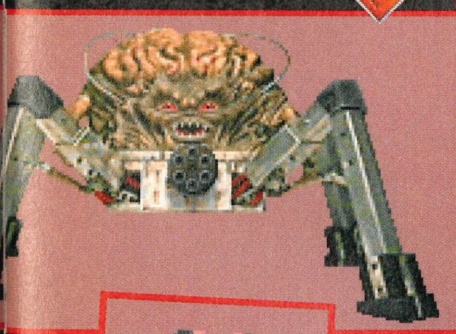


Doom, PC clas- one of the erly awaited of the year. By these ame pics, Ocean have en working hard on it, -core gaming fans will be l. Utilising the FX2 chip, it's set ner...















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Billed as a virtual reality adventure, Doom is a sensational and gripping blast-'em-up that'll rip your head off and pooh in your pants.

As the only space marine around for 50 million miles, you're the only person, mad, bad and stupid enough to stand in the way of an alien invasion of Mars. Thousands of aliens need to be toasted as you battle through 22 increasingly difficult levels.

Each level is a maze players have to wander around in search of the exit to the next area. Secret doors and rooms have to be found, captured treasure collected. Oh yeah — you've gotta stay alive as well!

To help you do just that, Doom packs the most awesome firepower ever seen. To start, players are armed only with their fists and a pistol, but other weapons are soon found lying around the levels, or on the bodies of dead aliens. Whether it's the chainsaw or rocket launcher, once you get your hands on these, the fun really begins as aliens start dropping like Miles at the bar.

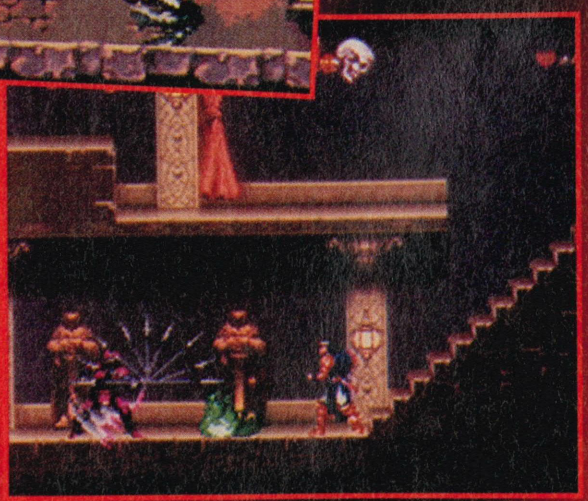
It's not all aimless blasting and killing though, a bit of that grey matter upstairs comes in handy. Surviving is not just about being quick on the trigger, but also planning attacks, positioning yourself, confusing the enemy and all sorts of cunning tricks.

With the raw power of the FX2 chip behind it, the SNES version of Doom promises to be the best yet. The graphics are sensational and the scrolling smoother than a baby's behind. Keep an eye out for a full review next month — only in Super Gamer...



CASTLEVANIA





Gone is the vision of the vampire as the morphine-addicted Bela Lugosi in the Tod Browning classic. Nowadays it's all pretty boys with long hair and perfect skin. No more Christopher Lee, either. What is the world of the undead coming to? Konami look set to dispel these horrific images of big stars as the Prince of Darkness with Castlevania: Vampire's Kiss, as they return to the blood-drenched Bavarian roots of the legend to deliver the atmosphere (and blood) in buckets. If the game lives up to the hype — and judging by what we've seen and Konami's past record, it will — it could well be one of the top games of the year.

PRODUCER
KONAMI
(01895) 853000
PRICE
£TBA
RELEASED
SEPT/OCT

Vampires have gotten quite trendy over the last couple of years. Bram Stoker's Dracula got loads of good press in spite of Keanu Reeves. Rather better was the visually awesome Interview With The Vampire. Of course, it takes more than a few severed body parts to send the Super Gamer boyz into a squeamish frenzy cos we're that rock... eek! Is that a spider? Oh no, it's just Jon in a T-shirt — phew!

So with all these toothy goings on in the magical world that is cinema today, Konami have seen fit to release a follow up to the much acclaimed (though decidedly of pensionable age) classic, Castlevania.

Vampire's Kiss is the name of the game. The fearful Dracula has returned to do sinister battle with the next generation of the cursed Belmont clan.

It's now a few centuries down the line and after years of peace the evil of Transylvania has once more risen to the surface. The fearsome-dentured one is once more out to tear out virgin throats, play eerie sonnets on out-of-tune harpsichords and mess up the happy and pleasant lifestyles the people have fashioned for themselves during his absence.

Konami boast 16-meg of blood-letting action as you take control of Richard Belmont in his sideways-scrolling quest to deliver the land from darkness.

Get ready for a full and right-on review on this long-awaited potential classic real soon. And in the meantime hang garlic around your front door, bolt all the windows and don't invite anyone into your house who answers to the name of Reg Holdsworth!

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 that 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 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 the game

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

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

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 & 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

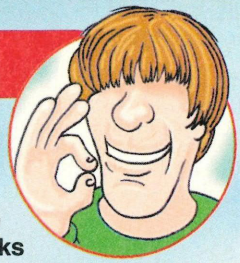
0-29%
Could any game stoop so low? It most certainly could. Yeeuk! Any game scoring this low should be burned and have its ashes mixed with salt.

30-49%
Ugh. This band is the wasteland foe mis-conceived, ill-executed or just plain rubbish games. If you get one of these as a present, strike the giver from your Xmas card list now!

50-69%
The average zone. Games lurking here might be well executed, but totally lacking in originality or vitality, or may have 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.

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



JON

Decent hack-and-slash-'em-ups are few and far between on the SNES, but that looks set to change with Ocean's latest release, *Weapon Lord.* This medieval fest of slice-'em-up action is an absolute epic and can only be described as *Street Fighter* with swords. Praise indeed!

Set in a distant past when warriors ruled with honour and through the power of the sword, the story begins with the dying breath of Keilor. Defeated honourably in battle, his eyes shut for the last time and his lifeless body crashes to the ground. Unsuspectingly, his victor turns away wiping the blood from his sword, as a demon wraith merges with the vanquished Keilor's body, taking over its soul, uniting with it. Keilor's eyelids flicker and open once more, only they're no longer the eyes of a human. The dark red protruding pupils belong to the Demon Lord. With the strength and might of the dead warrior, together with his own skill and cunning, the Demon Lord becomes the ultimate warrior. An all-powerful, all-conquering mercenary.



WeaponLord

Gore, guts and glory...





GAMER GOLD

After centuries as a bodyless soul, condemned to endlessly walking the underworld, the wraith is whole again. The evil monster immediately sets about exacting his revenge. Travelling the length of the country, challenging and defeating all the tribal leaders as he goes, the Demon Lord soon has the nation under his merciless rule.

Thick clouds of terror and fear hang over the land for decades with little sign of change. Then, one night, a prophet foresees their saviour. Under the cover of a Warrior's Moon, a child will be born with the strength, skill and courage to defeat the Demon Lord. He shall be called the Weapon Lord. That same night a strange and ominous eclipse, or Warrior's Moon, blackens the land. From within the dark shadow that engulfs the





△ *Beat up really big blokes wearing a loincloth!*

land, the distant cry of new-born child echoes across the nation and the people rejoice. The prophet's words ring true!

A score and five years later, the time has come for the Weapon Lord to meet his destiny and for the words of the prophet to finally be fulfilled. The Demon Lord also knows of his impending fate and decides to lure his killer to him by holding an extravagant tournament. Promises of untold riches for the victor attracts warriors from across the land and among them is the Weapon Lord. The brutal tournament quickly gets underway and the Demon Lord watches with a grim smile. Before long the combat arena runs red with the blood of a hundred dead, and only six warriors remain. For a second the Demon Lord wonders if the Weapon Lord is amongst the lifeless corpses being dragged to a shallow grave outside the castle, but the thought passes as quickly as it came. One of the six must be the Weapon Lord...





▲Korr gets his just desserts from an ex-girlfriend.

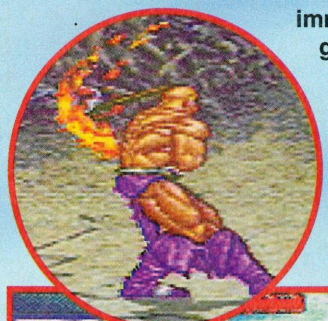
KORR

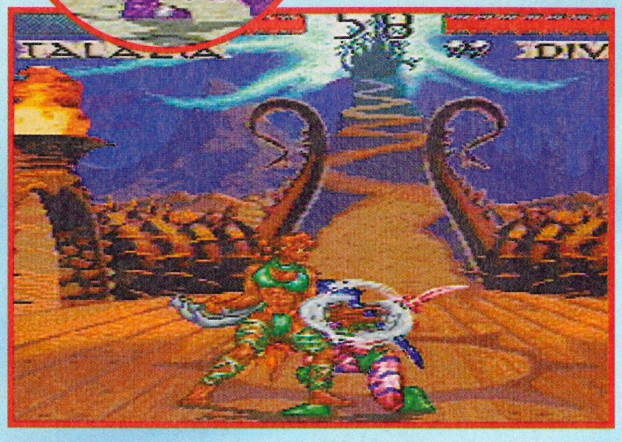


Korr - Barbarian Master Warrior
Age: 25
Weapon: Bastard Sword
Special moves: Double Flame Strike, Tarok Strike, Firestorm
A member of the mighty Tarok tribe, Korr is the first person to be bestowed with the title Master Warrior in twenty years. His skill with the broadsword and sheer physical strength make him a force to be reckoned with.

It's at this point the player steps in. Pick any of the six remaining warriors and do battle with the others. If you defeat them all, then the ultimate challenge awaits, the Demon Lord himself. Have you got what it takes to fulfill the prophet's words, or will you become another of the Demon's countless victims?

They say the pen is mightier than the sword, but personally, I wouldn't fancy taking on any of these characters with anything less than a nuclear bomb. Unfortunately, that's one of the problems players immediately face — it's rock hard. Persistence and gritty determination are needed if you're going to get anywhere. Don't expect to be able to just pick up the joypad and kick ass, cause it just can't be done. Even with four difficulty settings, the computer opponents are so quick and lethal that only after some serious practice are players able to survive longer than a few seconds. However, with four continues plus a password feature that allows you to restart where you left off, finishing the game is a slim possibility.





Admittedly, *Weapon Lord* doesn't offer as many characters to fight as say *SFII*, or *MKII*, but that doesn't matter because there's many, many more moves per character than others of its kind. All in all,

BANE



Bane - The Lone Wolf
Age: 25
Weapons: Rock Warhammer, Bone Hook
Special Moves: Skull Crusher, Beserker, Hammer Blast
The most bestial, vicious and aggressive fighter, Bane's skill and agility with his bone-crushing warhammer belies his awesome size. With a bone hook for ripping limbs, he's one dude not to mess with.

DIVADA



Divada - The Mistress Of Death
Age: 25
Weapons: Twin-bladed Staff
Special Moves: Soul Drill, Psycho Blades, Death Whirl
A mysterious sorceress who combines magic and a deadly skill with the blade, few know Divada's motives for entering the tournament. Many fear that were she to win, she'd become an even more fearsome ruler than the Demon Lord himself.

TALAZIA



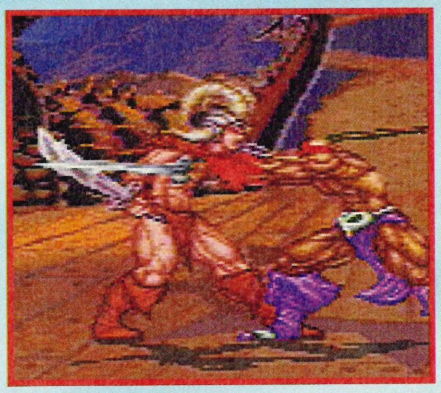
Falazia - The Bird Of Prey
Age: 25
Weapons: Claw Shield, Talon Blade
Special Moves: Rip Claw, Shadow Deflect, Air Tear
Spiritually at one with the falcon, Falazia swoops on her foes ripping them limb from limb with her Talon Blade. The best fighter her tribe has ever produced, she's no pushover and one to watch like a hawk.

there's about ten special moves per character, plus the standard ones. That's an almighty number of head-chopping, stomach-slicing moves by anyone's standards and should keep you up well into the night trying to figure them out.

Performing said moves isn't easy, lots of tricky joypad control and fiddly button pressing is needed, but they have to be perfected if you're to survive. The game is hard enough as it is, but without the moves it's simply impossible.

Finally, *Weapon Lord* is one of Ocean's best SNES releases ever. The graphics are slick and smooth, the plot compelling, the action pulsing and the sound FX spot on. Hell, even the artwork on the cover is s**t hot! Saying that, it's not for the squeamish and definitely not for any momma's boys. If you think you've got what it takes, there's an awesome game here just waiting to take your head off.

SG

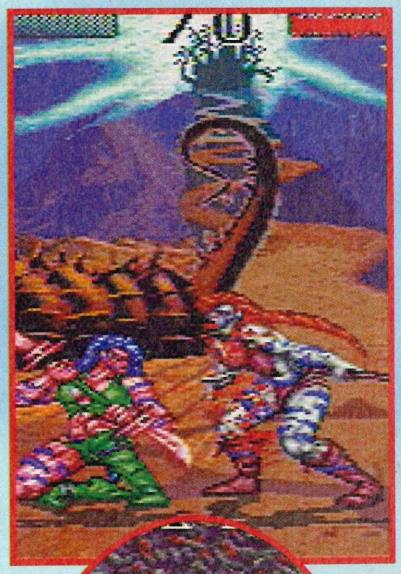


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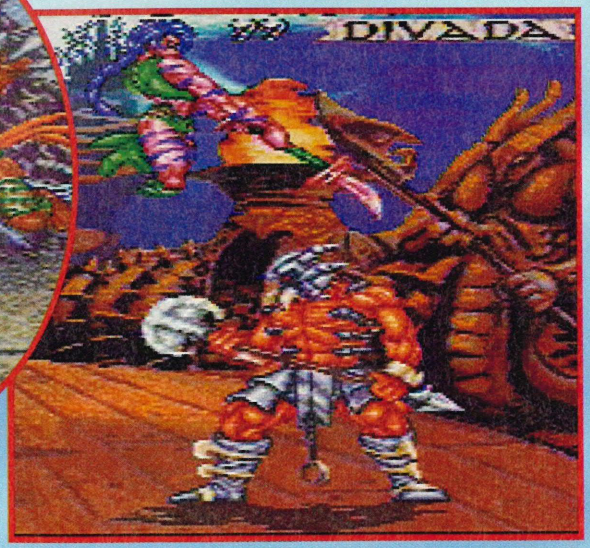
ZORN



Zorn - The Defiler
Age: 25
Weapons: Ivory Axe and Skull Shield
Special Moves: Ancient Axe, Hell Fire, Scream Shield
Generally a defensive fighter, Zorn is still capable of cracking skulls and has proved on more than one occasion to be a top fighter. His combination of black magic and deft skill with the axe make him an opponent to fear.







△ Come and give your Auntie a kiss — haven't you grown! Come on, don't be scared...

JEN-TAI

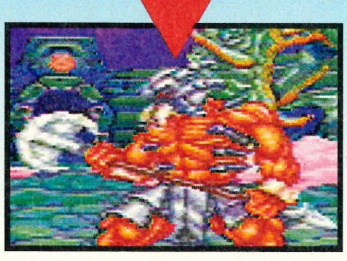


Jen-Tai - The War Queen
Age: 25
Weapons: Falcon and Spiked Shield
Special Moves: Shield Smash, Death Blade, Leg Breaker
The tallest and strongest warrior to enter the tournament, Jen-Tai is the last challenge opponents face before the mighty Demon Lord. Her skill is only matched by her honour and she usually spares the life of vanquished foes.





ZARAK



Zarak - The Demon Lord
Age: Unknown
Weapons: Guillotine (Staff, Axe, Spear all in one)
Special Moves: Web Rip, Inferno, Chaos
Knowing the prophecy has foreseen his death, Zarak has lured the Weapon Lord to him for a final confrontation. With his brute strength and awesome fighting skills, he believes he has the power to change destiny. He could be right...

HAYDEN



Straight off, I have to say this is the closest thing to a rival *SFII* has to date, along with *Tournament Fighters*. The graphics are mean and moody, atmosphere is laid on in buckets and the sound effects — particularly the speech samples — are excellent. The plot is your usual battlers-convening-for-a-big-fight-type-thing, but the attention to detail makes it that bit more compelling than the usual run-of-the-mill excuse for a beat-'em-up. The addition of weapons makes for interesting battling, with points awarded for lethal combos — the potential for which is awesome. Blood flies everywhere, weapons clang and lords... well, they lord around looking hard. It's extremely difficult, the challenge is huge, and if you expect to master it without learning the special moves by heart, think again. It's big, it's bad... It's sexy. Titles don't come much stronger than this, and with the added bonus of Simon Bisley's artwork advertising the game (just look at the front cover!), this is one of the most attractive carts to come along for a long while. So, you gorgeous little piece of plastic — what are you doing tonight? Nothing? Oh dear...





PRODUCER
OCEAN
(0161) 832 6633

PRICE
£54.99

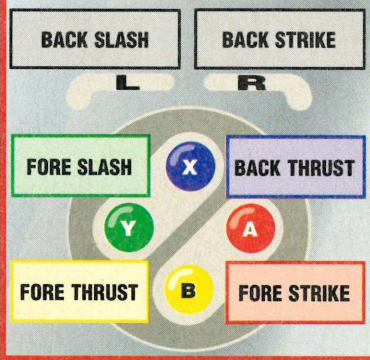
RELEASED
SEPTEMBER '95

GAME TYPE
BEAT-'EM-UP

CART SIZE
24 MBit

FEATURES
PASSWORD

CONTROLS



RATINGS

GRAPHICS	90
SOUND	91
GAMEPLAY	89
LONGEVITY	92

OVERALL

91



In conjunction with those wondrous software giants Ocean, we've got a very special giveaway for all you crazy kids out there in readerland this month. In support to the mega Weapon Lord, Ocean are giving away a plethora of fab gear and games especially for all you devoted Super Gamer readers.

We have (just for you!):

A Weapon Lord jacket! The ultimate in style for the budding barbarian in you!

A Weapon Lord t-shirt! The perfect complement to the fabulous jacket!

A copy of the rather groovy game! Play it while you wear the gorgeous jacket and sexy t-shirt!

Four runners-up will each recieve a copy of the game but will have to buy their own clothes. Sorry!

All you have to do is answer these simply simple questions to be in with a chance...

1) What was the name of the large, well-known barbarian played by Arnold Schwarzennegger in two films?

A) Conundrum
B) Conan
C) Condom

2) Complete the name of the game: Weapon...

A) Lord
B) Lard
C) Lettuce

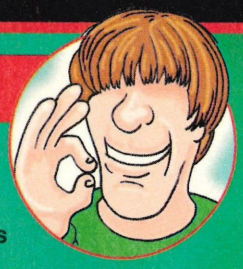
3) Ocean are named after the sea. What is Mark Smith, retiring editor of the world's greatest Nintendo mag named after?

A) An aardvark
B) Bet Lynch
C) Marky Mark



The prizes are subject to change — we can guarantee they'll be really groovy, but not exactly what they'll be, 'cos Ocean haven't decided yet.

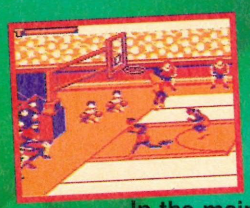
NBA JAM



JON

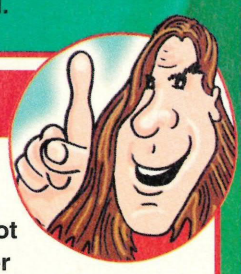
Slammin' an' jammin' it's way onto our portable play-machines, *NBA Jam Tournament Edition* explodes onto the screen like nothing we've seen before. This sense-shattering, eye-popping extravaganza of adrenalin pumpin', basketball action will set your Game Boy on fire and have you wetting your pants with delight.

Hailed as a completely new ball game, Acclaim's second helping of NBA action was a big disappointment on the SNES. Rather than a new game, all we got was the original with a few tweaks here and there. However, the Game Boy version's been treated to a complete overhaul and the result is an awesome game suited to the format. With only two players per side, NBA avoids the cluttered screen and blurred action characteristic among most other sports sims, *NHL Hockey* and the *Madden* series being two classic examples. Both had too many sprites for the tiny screen and left half the nation convinced they needed glasses.



In the main, *NBA Jam TE* keeps true to the SNES and arcade versions. Two players each, all 27 NBA teams, injuries, replacements and, above all, slick, fast-paced action. Surprisingly though, the giant 4-meg cart seems to have given Acclaim license to add extra touches not seen before. You can now speed up the players (juice level), alter the skill of the computer-controlled opponents and, above all, there's some cool power-ups. Seven in all, and whether it's the simple speed, shooting and power boosts, or the 'bomb', which flattens everyone on court, they add that little extra. It also means the advantage is always shifting between the two sides.

It's not all baskets and mega-buck contracts in *NBA Jam TE* — there's a few control problems. Because of the GB's shortage of buttons, the Start button is used for the players' turbo. Unless you're double-jointed, it has to be played on a table as it's impossible to hold the GB *AND* press the buttons. Graphically, *NBA Jam TE* is quite impressive the action is clear, the sprites are well defined and the slam dunks are as spectacular as ever. Unfortunately, the sound is a bit of a letdown, with only an irritating score to give the game some atmosphere. Still, the essence of the game is the action, and the proof of the slam dunk is in the basket. Get your converse boots on and hit the court, you won't be disappointed.



MILES

I for one was hugely sceptical about whether or not *NBA Jam* could ever really work on the hand-held but I've been forced to eat humble pie many times over. For some reason I never got to play the original so I can't say what, if any, improvements there are in the *Tournament* version. If you can resist going for the soft three-pointers from the corners, this comes highly reccomended.





PRODUCER
ACCLAIM

PRICE
£24.99

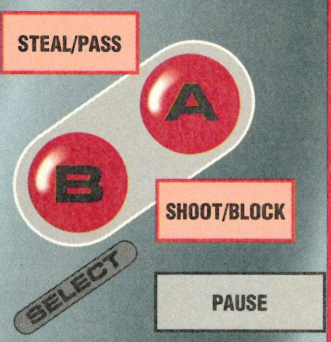
RELEASED
OUT NOW

GAME TYPE
SPORTS SIM

CART SIZE
4 MBit

FEATURES
PASSWORDS

CONTROLS



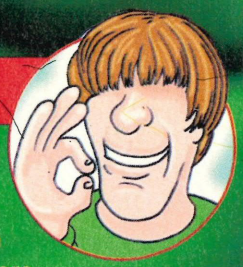
RATINGS

GRAPHICS	89
SOUND	81
GAMEPLAY	93
LONGEVITY	88

OVERALL

89

DONKE LA



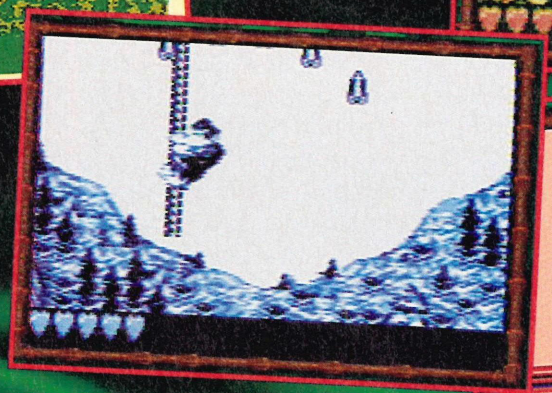
JON

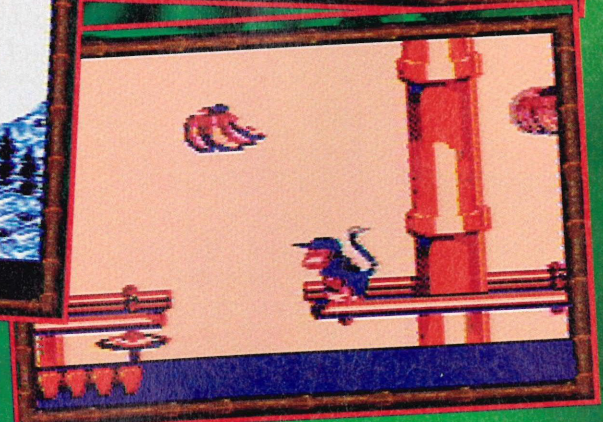
Last year, China celebrated the year of the Dog, but for us Europeans it was most definitely the year of the Donkey. No, before you get confused, I'm not talking about Mark, oh no, no, I'm talking about someone far more attractive. Yep, you got it, *Donkey Kong*. Over a decade after he first appeared in the arcade classic of the same name, *Donkey Kong* burst onto the games scene once again, late last year, in arguably the best game of all time. Occupying the top spot for a number of months, *DKC* sold more carts than any other game ever! The rest is, as they say, geography. S**t, I mean history.

In the ten years since Kongey first appeared, he's kept himself busy with a couple of NES games and even starred in a board game. Not bad for a monkey given the wrong name by a translator! The story goes that Donkey Kong was meant to be called Monkey Kong, (which would have made a bit more sense) but some dopey translator got all confused with the Jap language and ended up calling him DONKEY. You would have thought the fact our furry friend is an ape would have made him a little suspicious, but no-one cottoned on and DK was born. Everyone must have heard of, if not seen, *Donkey Kong Country*. Its breathtaking graphics, awesome sound and immense playability made it one of the most complete gaming experiences ever. For SNES owners it was an absolute godsend. All of a sudden, after having to put up with geeks ranting on about supposed 'next generation' machines, the SNES was once again the hottest piece of gaming equipment around. Jealous nobodies queued in droves to get a glimpse of THE game and THE machine.









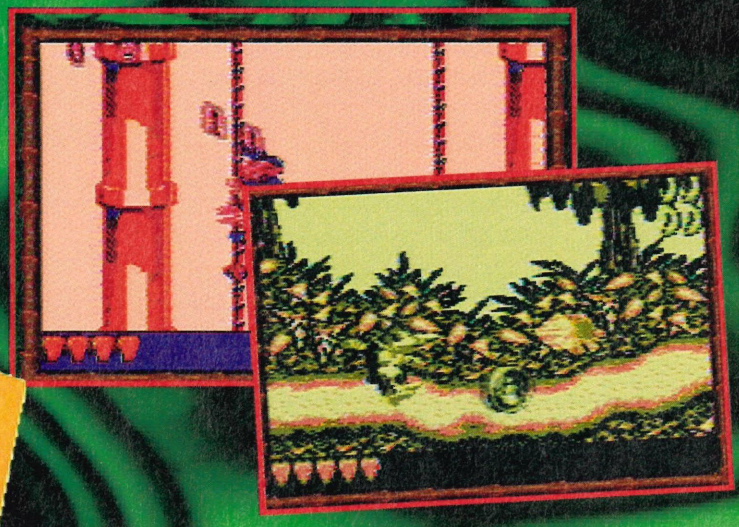


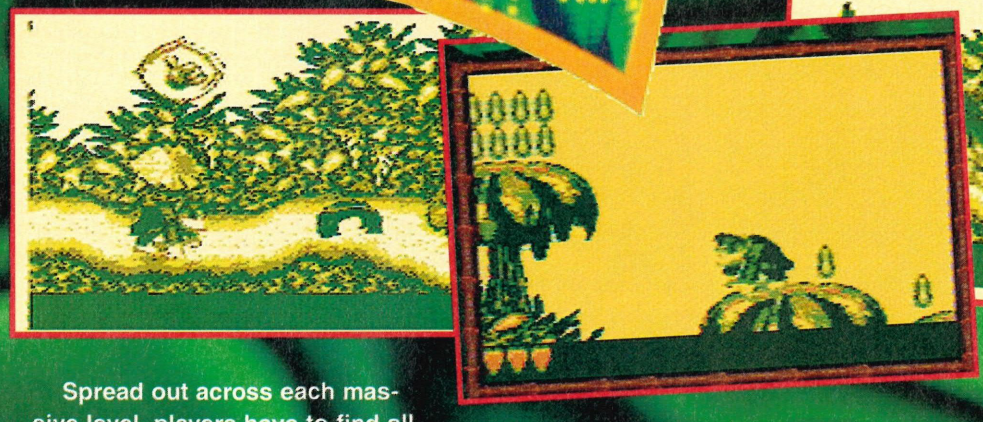
But what about Game Boy owners? Well, as usual they were left out of things a bit, with no conversion of *DKC* ever surfacing. Still, as way of recompense, Nintendo are now excitedly rushing out *Donkey Kong Land*. Basically, it IS *DKC*, with the same runnin', jumpin', barrel-smashin' platform fun, but set on different levels.

The huge 4-bit cart is crammed to the full with 32 gorgeously detailed levels. Ranging from icy, snow-capped mountains, through to dense tropical jungle, these offer a visually stunning backdrop to the action and also provide a variety of different challenges. On snow-filled levels, for example, DK skids and slides about making him hard to control, while jungle levels see our hero swinging from rope to rope, excellent timing essential.

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TM

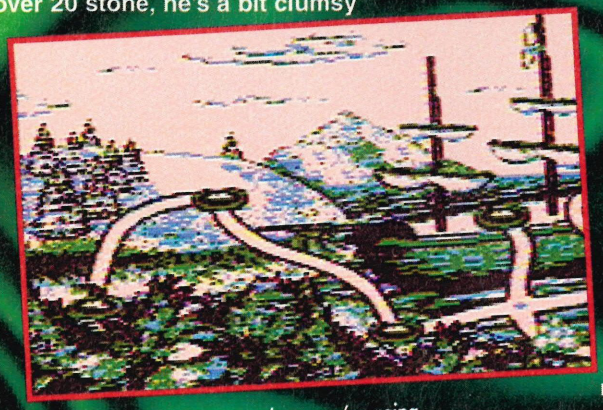




Spread out across each massive level, players have to find all four letters in the word KONG before they reach the end. Finding these letters is no easy feat and, as you'd expect, exploration is a big part of the game. The idea of the letters is when all four are found, the game is saved and the player is able to continue from that point later on.

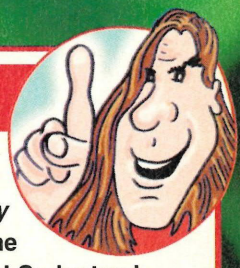
Now, no Donkey Kong game would be complete without tons of secret bonus rooms and *DKL* doesn't disappoint. There's roughly two per level, so that makes a whopping , erm, 1, 2, 3... 64 secret rooms to discover! Believe me, they're not easy to find either. Miles and I have been looking for ages and so far we've come up with a big, belly flopping zero.

For kickin' nasty, slimy bad guy ass, Donkey Kong is perfect, but the big, hairy chested, barrel of laughs is not exactly nimble on his feet. Weighing in at over 20 stone, he's a bit clumsy when it comes to jumping from rope to rope and leaping dangerous precipes. Luckily Diddy, Kong's hip-hop nephew, is at hand to help out. With his baseball cap and trendy shorts, Diddy is one cool ape who just loves to monkey around. His youthful agility and light-footedness make him the ape you want when it comes to making



The map screen shows you where you're going.

MILES



They said it couldn't be done. *Donkey Kong Country* on the Game Boy? No way! So instead we've got *Donkey Kong Land* (zzing, vst, whoosh and other assorted firework noises). Brilliant, outstanding, the Game Boy platformer to end 'em all. *DKL* is certainly a better game on the hand-held than *DKC* was on the SNES. Not because it's physically better than *DKC*, but because the SNES is already awash with great platformers while the Game Boy has pitiful few real classics. *Donkey Kong Land* requires a lot of concentration due to the highly detailed graphics. It's easy to miss things. Played through a Super Game Boy it's excellent — capturing the feel of *Country* perfectly. *DKL* is for you, whoever you are.

big, tricky jumps. Players can morph between these two characters during the game, using individual skills to the best advantage.

One of the slickest, coolest things about *DKC* was the animals that DK could ride on. These same exotic animals are included in *Donkey Kong Land* and whether you ride on the back of a rhino, or take a dodgy flight with an ostrich, it adds variety to the action and entertainment.

DKL also offers enough pick-ups to satisfy even the worst kleptomaniacs. Whether it's the bountiful bananas (a hundred earns an extra life), or barrels for chucking at the baddies, there's always something lying around.

All in all, *Donkey Kong Land* is as good on the Game Boy as *DKC* ever was on the SNES. Visually it's absolutely stunning, for tunes it's second to none and for sheer, unadulterated fun it's tops by a long, long way. Okay, okay, so there's a few downers, like jumps have to be timed to perfection and occasionally the buttons don't seem to respond, but even that can't take anything away from a brilliant, breathtaking game.

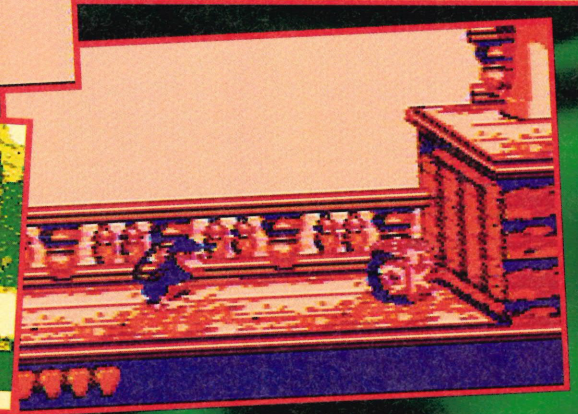




















PRODUCER
NINTENDO

PRICE
£29.99

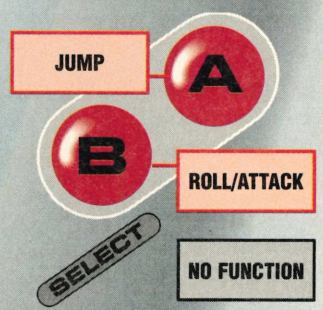
RELEASED
August

GAME TYPE
Platformer

CART SIZE
4 MBit

FEATURES
PASSWORD

CONTROLS



RATINGS

GRAPHICS	94
SOUND	93
GAMEPLAY	90
LONGEVITY	90

OVERALL

94

DONKEY KONG LAND™

Fancy a rumble in the jungle? Well, thanks to some impressive wheelin' and dealin' from your top mag SG, we can offer you the chance to do just that. We've searched high and low to put up a top quality prize for our beloved readers. We've got four carts of the most excellent game, *Donkey Kong Land*, to give away and the lucky bugger that's pulled outta Miles' smelly underpants first also gets a gorgeous, banana-yellow Game Boy! Sounds almost too good to be true!

DKL carries on from where *Donkey Kong Country* left off, with loads of the same monkeying about and barrel-smashin' fun. Also boasting gob-smacking, eye-popping graphics, some mind blowing tunes and, above all, 32 of the most challenging and amusing levels, it really is a must for any games chompin' monster gamer.

So if you want to get your hands on a copy of this certain classic before anybody else, just put pen to paper and answer the insultingly easy question below. Then send your answers to: Computerfacts, 14a Union St, Newton Abbot, Devon, TQ12 2JS. There, simple innit?

Q1) What is Donkey Kong?

A) A donkey
B) A monkey
C) A kong

Q2) Who was the leading character in the true-to-life movie 'Gorillas in the Mist'?

A) Larry Grayson
B) Pope John Paul II
C) Dian Fossey

Q3) Who is the current ruling monarch of England?

A) Reg Holdsworth
B) John Goodman
C) Queen Elizabeth II

The compo will be drawn on 31st August 1995. No correspondence shall be entered into. The editor's decision is final, so ner ner ner ner ner.

JUDGE DRE

JON

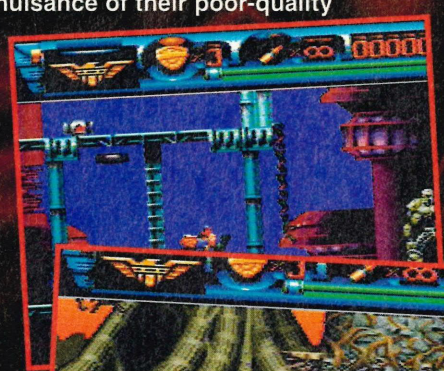


Joe Dredd: a name to strike fear into the heart of the most hardened criminal and terror into the pants of the most... erm... big-panted child. He's been an icon at the spearhead of British comics for as long as I can remember, but he never really took off in the States. The reason for this, apparently, is that his gun was too small for acceptance into the *Punisher*-style comic dominated US market. His weapon always pleased me just fine, thankyou very much indeed. And now, nearly twenty years after his creation in top-quality comic 2000AD (wonder what they'll call themselves in five years time?), he's finally set to break the American market thanks to a mega-budget movie starring Sylvester Stallone in the forbidding title role. And if you didn't know that, you must have been living in a cloud for the last three months.





Now, tie-ins are often a poor bunch of ruffians, hassling you for cash outside the local offie and generally making a nuisance of their poor-quality selves, but *Judge Dredd* is different from the bulk of merchandising cash-in titles. Why? Because it's good. Very, very good.





The game consists of twelve levels, each with both a primary and secondary objective and two or three levels on each. If you manage, by some freak of nature, to complete all these, there's a mammoth final challenge awaiting you. Sound difficult? It is!

Dredd's missions include:

Block War. Dredd must locate and destroy all ammunition supplies in the area, as well as arresting/sentencing all perps in the locale. This band of lowly squatters are led by the charismatic yet unattractive Zed. Let your piece do the talking...



Shuttle Crash in Cursed Earth. If you're not familiar with the comics, the Cursed Earth may not mean much to you. Basically, it's a part of the planet laid waste by an enormous nuclear war where mutants live and Judges retire to. A bit like Torquay, really.

Anyway, Dreddy-boy's been framed for the murder of a journalist called Hammond. Bummer. Because a Chief Judge is granted, by tradition, one final ruling before retiring, Chief Judge Fargo decides to retire in order to reduce Dredd's sentence from death to life without parole. The shuttle taking Dredd to prison is shot down by the barmy Angel Clan, and Dredd escapes. The primary objective here is to find Judge Fargo, seeking his superior wisdom. Then Joe, or rather you as Joe, must find the sacred Book of Law to help prove our hero's innocence. The secondary objective is to arrest and sentence all the criminals in the Cursed Earth wasteland.

Locate Rico. It turns out that Dredd's genetic twin is none other than ex-Judge Rico, as you discover from Fargo and the Book of Law. Rico was sentenced to death, but was



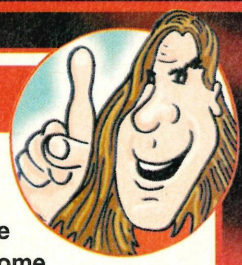


DGE EDD





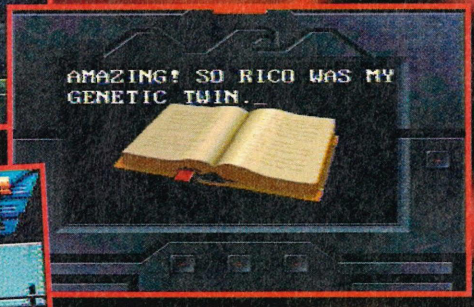
MILES

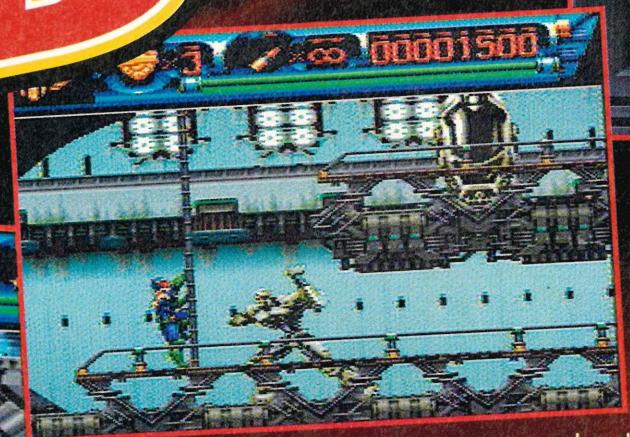


Jon has gone bonkers over this but I can't really see why. Sure it's got some atmospheric music. Sure the sprite's a dandy little fellow armed with heaps of animation frames as well as the trusty Lawgiver. Behind it all though, it's still just a platform shoot-'em-up — and not without its quirks. The way that when you try climbing down ladders you just squat unless you position the sprite perfectly. The way very little of the background is actually interactive. You can't go through doors, or even stand on apparently solid objects like trucks and desks.

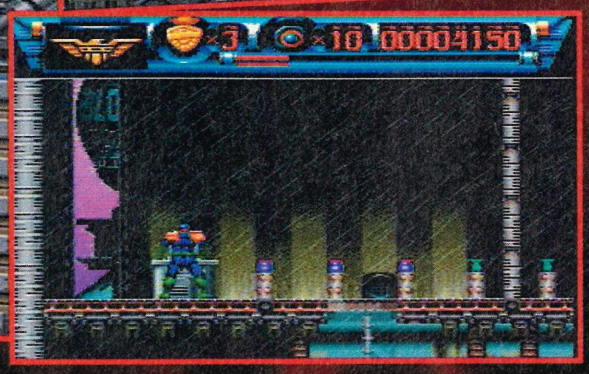
Fans of the 2000AD strip will delight at the fact their hero is in a decent game at last, but those with less interest in Mega-City One's top cop will find it lacking innovation. And that price tag!

The sentence is... pretty good, but could've been even better.









secretly spared by powerful allies and escaped from prison. And, of course. it was Rico's DNA on the Lawgiver that killed Hammond! Phew! I was a bit worried there for a second! (NB — all Lawgivers are personalised with a Judge's DNA in the handle. If anyone else tries to use it, it explodes. Useless piece of trivia no. 21 in a series of five) Now, the ultimate law enforcer's task is to reach the Council of Judges and convince them of his innocence. On the way, he must also avoid or disarm any Judge Hunters. Upon arrival, he discovers the entire Council — murdered by Rico. The renegade Judge is hiding somewhere, and by finding a series of key



cards to open certain doors (the right one must be found for each entrance), Dredd can access the Central Terminal to discover his brother's location. All this time he's still dodging and disarming the deadly Judge Hunters trying to stop him reaching the objective — Rico.



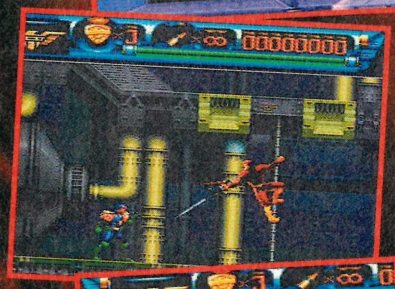
Enter the Janus Lab. Rico's cloning lab is in the forgotten ruins of the Statue of Liberty, and, after finding the entrance, Dredd slips in. Discovering the intruder, Rico prematurely hatches the embryonic clones from their temporary homes and Dredd has to shut down the lab's power system to prevent future cloning. Rico then challenges Dredd to a fight — to the finish...



Invasion by Gila Munja. After decking Rico and giving him his just desserts, Dredd discovers Mega-City One is under attack from a band of evil mutants hiding in the sewers. The Gila Munja are a tough bunch to sentence because of their spinning-top style attacks and movement. The average, everyday criminals also have to be tackled — arsonists, muggers, looters...



Aboard Justice One. Our legal eagle learns that all the preceding havoc was just a distraction to cover up a sinister plot by the malignant Dark Judges. They intend to steal an inter-dimensional jump device allowing them to travel between Dead World and Mega-City One as they please. Dredd must activate the ship's security systems to protect the essential device.



Final Judgement. Wouldn't you just know it? The device Dredd's been guarding with his life is a fake! Dredd follows the nasty beasties back to Dead World where he must put a stop to their evil bits and bobs for good, including their leader, Judge Death. In the land of the dead, survival is far from easy... If all that sounds like it was taken from a manual, it was. The game's just too darned big and full of detail to describe it in my own words, and I know it's cheating but the manual said it all so well...



The main sprite is just gorgeous — from the incredible movement when he walks, jumps and even crawls to the way his face is illuminated when he fires his trusty Lawgiver. It's reminiscent partly of *Flashback* in these details, but more of the classic *Alien 3*. In fact, dress Ripley in a Judge outfit and they'd be all but identical! The game is actually in keeping more with the comic than the movie, featuring many old friends and enemies and retaining all the moody atmosphere that made the weekly strip so unique and memorable. Seriously, I can't recommend this highly enough, and I can't believe it's not topping the charts as we speak (see the newspiece this issue). It's a monstrous challenge, has fantastic graphics and super sound and one of the meanest characters ever to appear on a SNES. For fans of platformers/ shoot-'em-ups, it's the perfect mix of blasting action, strategy and... well, jumping. Rush out and buy it — well, what are you waiting for?





PRODUCER
ACCLAIM

PRICE
£59.99

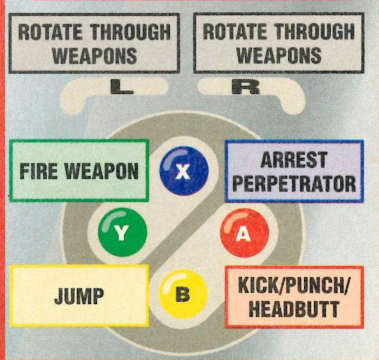
RELEASED
Out Now

GAME TYPE
Platform/shoot-'em-up

CART SIZE
16 MBit

FEATURES
PASSWORD

CONTROLS



RATINGS

GRAPHICS	90
SOUND	89
GAMEPLAY	92
LONGEVITY	93

OVERALL

91

JUDGE DREDD

Yes, they've done it again, those benevolent folk at Acclaim — they've come up trumps for you simple gaming folk out there in the real world. Oh woe are you, for in that world you must pay for your every game, unlike us, who get them all for free and months before they even think about being sold in shops. It's a hard life, innit?

Anyway, Acclaim have taken note of your cash quandary — limited budget? Don't know which game to buy? Whatever— and leapt to your assistance with five — yes, FIVE — copies of Judge Dredd on the Game Boy, which scored a whopping, super 87%! AND they're giving away to all you lucky Super Gamer readers five — yes, count the beggars, FIVE! — copies of Dredd on the Super Nintendo, which you've probably just read scored a super-smashin'-great 91% in this very issue, earning it the highly sought-after title of Gamer Gold.

What, oh what? I hear you cry, 'What do we have to do to lay our grubby mitts on this wondrous package of super software?'

Well folks, the answer is simple — just answer the three questions below and send the answers in to us at Super Gamer, 14a Union Street, Newton Abbot, Devon, TQ12 2JS. Don't forget to state which one you'd rather win, or we'll just send you neither.

Anyway, here you go...

1) What is the name of the new Sylvester Stallone movie based on a famous English comic character?

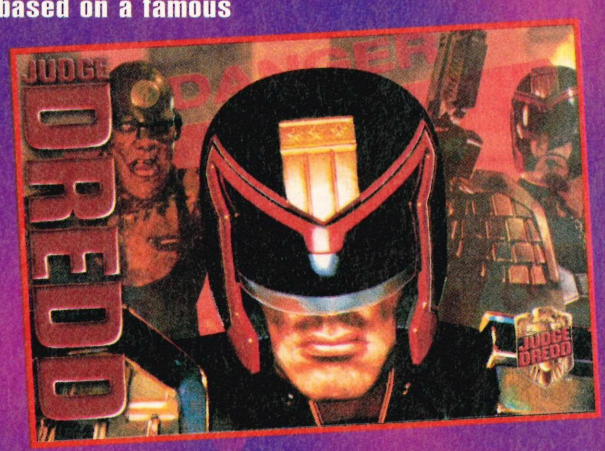
A) Bunty
B) Tank Girl
C) Judge Dredd

2) Who was Sylvester Stallone married to for ages?

A) Brigitte Bardot
B) Brigitte Nielsen
C) A Bridge Too Far

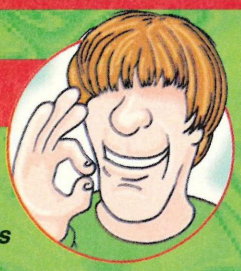
3) What was Sylvester Stallone in a previous life?

A) A budgerigar
B) A pie
C) Don't know, 'cos nobody really knows if reincarnation actually happens or not, so it would be childish to pretend I knew.



All you crazy kids just make sure your entries are in by the 31st of August 1995. The first names out of the badger's hat on the closing date are the winners and no-one can change that, nobody! Also, no correspondence will be entered into, so there.

JON



Okay, okay, so I made a mistake. Gee, I'm only human after all! Anyway, how was I supposed to know that *Hooked* and *World Masters Golf* were one and the same game? The last time I saw Hooked at the spring ECTS show, it didn't look anything like this. That's why, when a package duly turned up on my desk with *World Masters Golf* scribbled on it, I assumed it was a different game. As it turns out, for reasons best known to themselves, Virgin decided Hooked needed a name change and some major surgery and is now the imaginatively titled *WMG*. Okay, I've admitted my mistake and humiliated myself, happy now?

Before we put our best tank tops on and search out some great gags from 'Tarby's golfing anecdotes', let's just make it clear that *PGA European Tour* is the God of golfing games. Its simple, user-friendly gameplay and outstanding realism have set the standard by which all others are judged. Now on with the review.

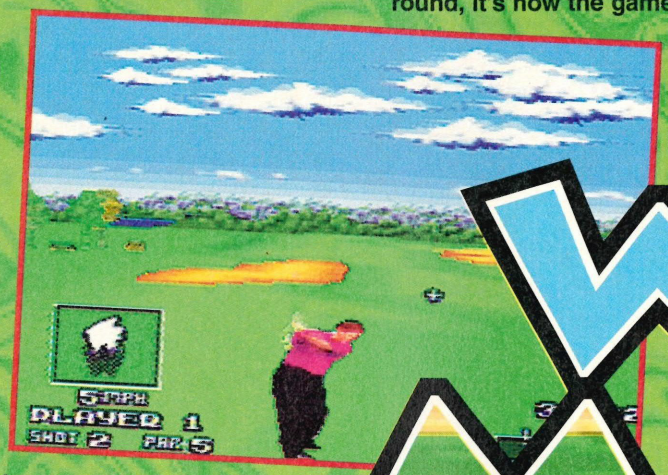


For a game that's only on TV occasionally, golf is one of the most popular sports around. Don't ask me why. I think the game sucks, but obviously a lot of you think otherwise, and software companies are only too happy to feed your need for a golfing fix. With so many games around, though, a new title has to offer something quite unique if it's to stand out from the crowd.

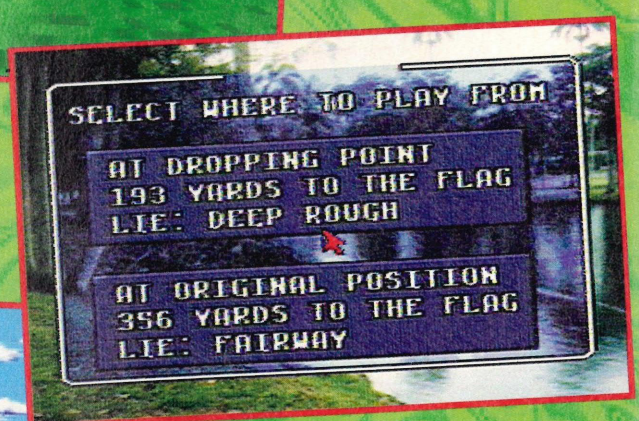
This is probably why *WMG* uses Mode 7 wizardry to produce some flashy graphics. One of the fashionable things on PC at the moment is photo-realistic golf, which basically means it looks real. Perhaps this is what Virgin are trying to emulate on the SNES? If it is, then they've failed as it only gives the game a cheap and nasty feel.

Still, a good golf game is not about graphics. Remember *Leaderboard* on the C64? It had some of the most uninspired graphics ever, but played like a dream and was a classic. That's one of the great things about golf sims. It doesn't matter if you dress them up in smart graphics, because at the end of the round, it's how the game plays that counts.

Fortunately, this is where *WMG* comes into its own, largely because it uses exactly the same format as *PGA*. You know the set-up, a bar that goes





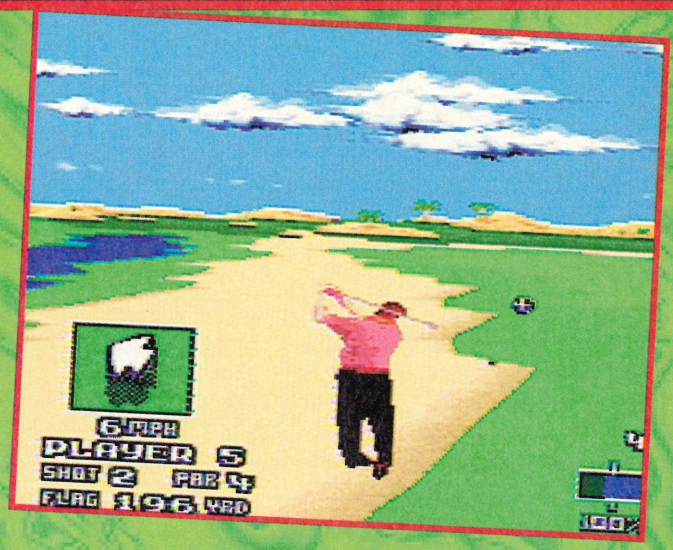






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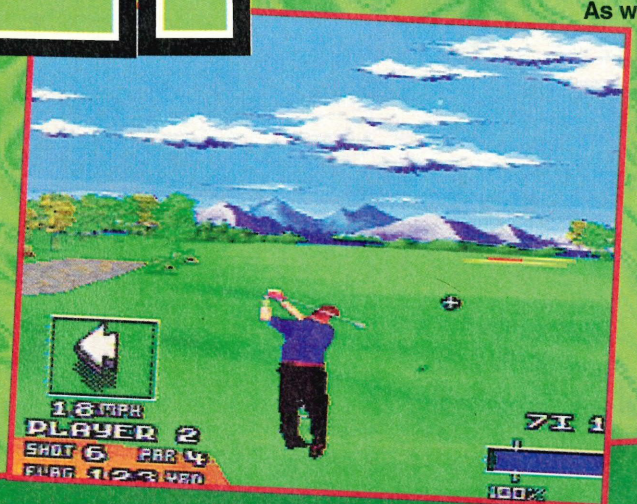


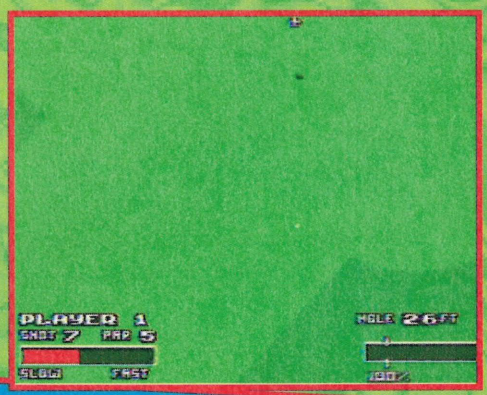


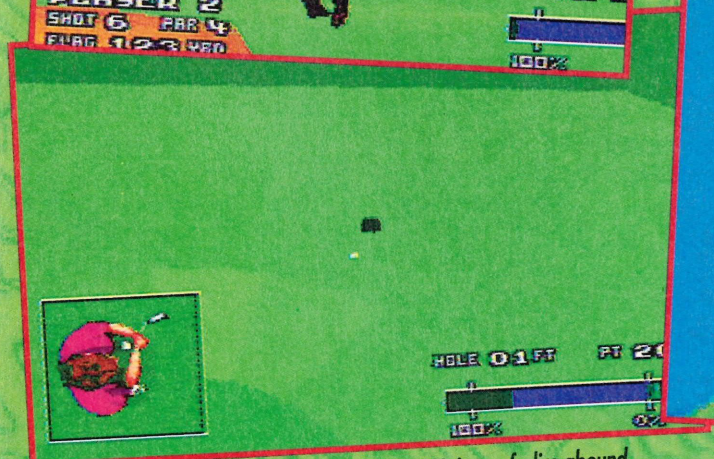
up to 100% for hitting the ball, a wind flag in the bottom corner, fade and draw, all that malarky. However, the putting has been tampered with and lets the game down badly. Instead of gently sloping putting greens, there's a flat area with the odd mountain here and there. It's more like crazy putting! All the skill and realism is gone and replaced with a sort of hit-and-hope situation. Why, oh why?



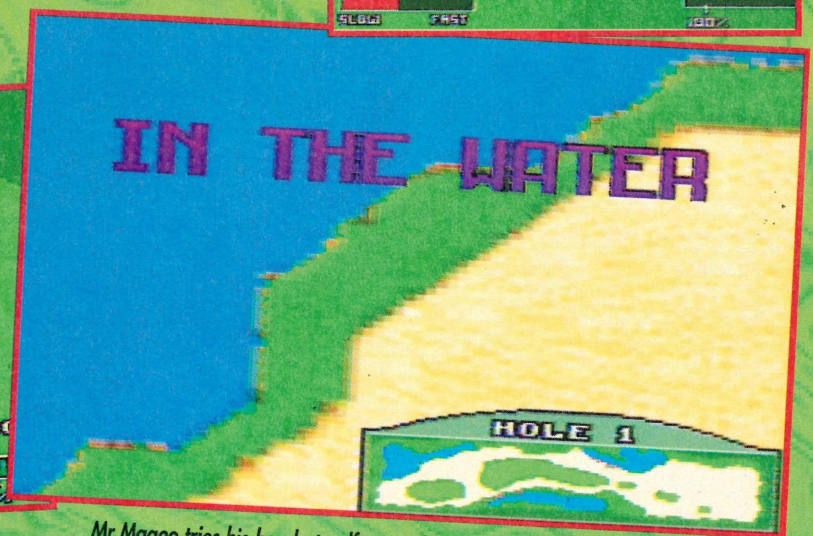
As we've come to expect, *WMG* offers a varied and interesting array of challenges. With four entirely different courses, each testing a particular strand of golfing expertise, there's no shortage of holes to play. With the option of practice, match-play or a full blown tourna-







'I didn't know you had dandruff.' 'Didn't you?' Haircare frolics abound.



Mr Magoo tries his hand at golf — or should that be pool?

ment, there's enough options to keep you glued.

Saying all that, I've kept the best 'til last. With the option of up to eight players pitting their skills against each other, *World Masters Golf* is, if not much else, the best multi-player golf game around. Taking on your mates is always the best way to play and, if you've got eight friends, it's a great, great laugh.

So there you have it! Not a bad effort on the whole. There's some smart graphics, a variety of challenges and an excellent multi-player game — if only the putting wasn't so bad! *PGA* still holds the course record, but if you're getting tired of that, this could be the game to replace it.













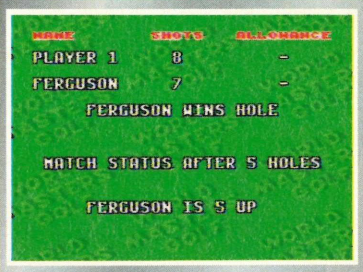
HAYDEN



Yes, it's me again, old misery guts... I'm sorry, but what's the point of producing a game of any kind that doesn't improve or expand on the ideas of games already in existence? If a game doesn't offer anything in the way of new ideas, better graphics or exciting gameplay then it's generally a waste of time producing it.

World Masters Golf is alright in that it plays well enough and contains all the standard aspects that golf games always have, and always will have, but that's all. It's not as good as *PGA Golf,* which is clearly the bench-mark for golf titles.

The one feature this game has that others don't, is you can have up to eight different players competing, but when was the last time you had eight very patient people crowded into your bedroom?





PRODUCER
VIRGIN

PRICE
£49.99

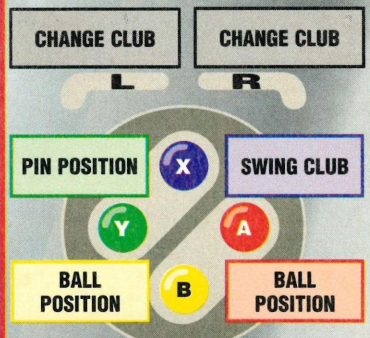
RELEASED
SEPTEMBER

GAME TYPE
SPORTS SIM

CART SIZE
16 MBit

FEATURES
HANDICAP FEATURE

CONTROLS



RATINGS

GRAPHICS	84
SOUND	79
GAMEPLAY	87
LONGEVITY	86

OVERALL

84

JUDGE DREDD

JON



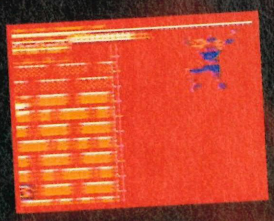
Set in a violent and barbaric future, Judge Dredd is one serious, ass kickin', mother of a cop, who makes even the heavy-handed Turkish police look like a bunch of wuffs. He and his equally tough associates have the unenviable task of trying to keep order amid anarchy. As judge, jury and executioner, Dredd's justice is swift and, more often than not, lethal. No more Mr Nice Guy, just a vicious lawman who rules through the barrel of a gun. Now, admittedly, this doesn't say much for the future, but who cares? It makes for one helluva game.

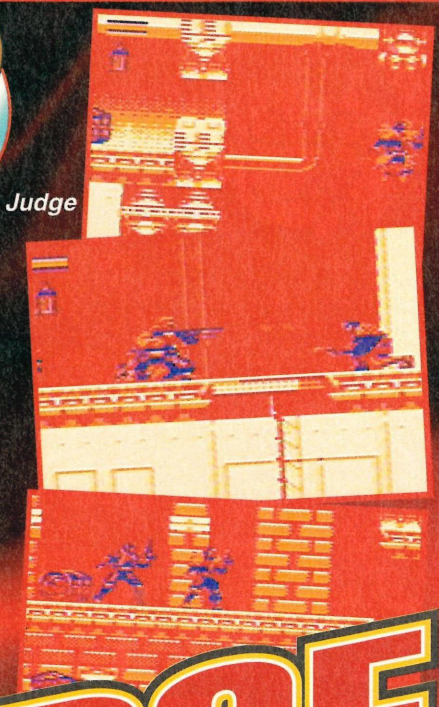


As Dredd, it's up to the player to battle through seven extremely tough levels, each of which is split into several sub-levels. Before each level can be finished, a primary and secondary objective have to be accomplished. Fulfilling these objectives, plus arresting and killing crims, helps beef up the points tally.

As you can imagine the soon-to-be-released film, starring that great actor Sylvester Stallone, has had a large influence on the game, including the character sprite and plot. This might upset hard core Judge fans, but for gamers it means there's a bit more to the game than just running around blasting wildly.

Saying that, blasting wildly is still the biggest part of the game. Dredd starts the game armed with only a pistol, but before long his weapon pack fills up with ricochet missiles, incendiary bombs, grenades, high explosives and the impressive double whammy. This little arsenal should keep even the most psychotic gamer happy.





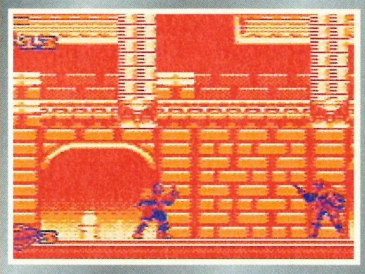
Judge Dredd on the SNES looks quite impressive, but sensibly the Game Boy graphics are kept fairly simple. Except for Judgy. The grim-faced superhero is one of the most stunning ever to grace the green screen.

The Game Boy has seen a lot of these game types before, but few match Acclaim's offering for quality and action. Even the music's okay ...and that says it all!

MILES



It's weird, but the other day I was walking home from the pub when I realised I didn't know where I lived (I've just moved house) so I asked this bloke directions and the next thing I knew he bustled me into a secret rave when I just wanted to be in bed. The point is, while I was playing this I couldn't shake the niggling feeling I'd rather be doing something else. Nope, I divvun' like it very much.





PRODUCER
ACCLAIM
0171 344 5000

PRICE
£29.99

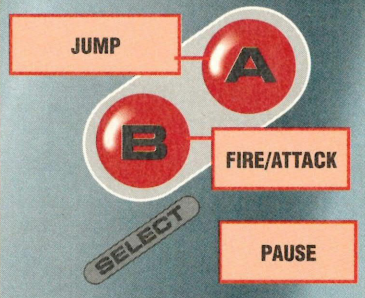
RELEASED
Now

GAME TYPE
Platform/shoot-'em-up

CART SIZE
4 MBit

FEATURES
PASSWORDS

CONTROLS



RATINGS

GRAPHICS	88
SOUND	85
GAMEPLAY	91
LONGEVITY	83

OVERALL

87

JUST LEAG

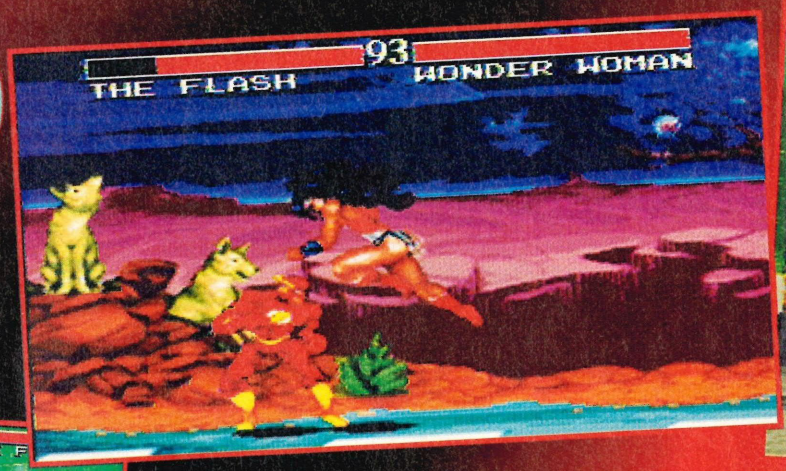
TASK FO

JON



Bloody hell Eddie, what a great idea for a game! A beat-em-up with all the DC comic book heroes knocking the hell outa each other. Just imagine, Superman with his eye lazers and Trebor XXXX strong breath, battling Batman in his flashy cape and armed with his Batmarang. It'll be brilliant! Hey, co...err, you could even have Wonder Woman with her big, bouncing, knock-







ers taking on Cheetah, the strangely feline, tropical temptress dressed in tights. Oh yeh! Blimey, the potential is enormous. Unfortunately, there's just one tiny, little problem ..., it's crap!

Yep, 'fraid so and we don't beat about the jungle either. No sirree, we're not the kinda guys to waste our words in a mincing 'em up sorta way. We give it to you straight. We're not prepared to compromise our hard men of games reviewing image, just to please some giant games producing company (sorry Acclaim, we did like Judge Dredd though, grovel, grovel, beg, beg, beg).





Superman — getting beaten up? By Michael Bolton?

The idea of Justice League is much the usual set up we've come to expect from this type of game, i.e beat one guy up and move on to the next. With only nine players though, there's only a limited challenge in finishing 'em all off. A better idea is the two player game. This is a far more amusing and enjoyable way to play, and gives the game a longer lifespan than it's limited one player challenge merits. With such a great license and a proven track record with beat-em-ups (the MK series), this should have been one of Acclaims biggest hits of the year. Unfortunately, it's gonna be doomed to the bargain basement shelf because of some terrible gameplay.



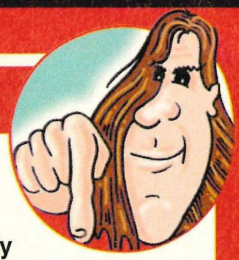
One of the main problems is the special moves. You can't win a game without them, but you can't lose with 'em. It's bloody ridiculous. When you first start, you get pounded to death





ICE UE ORCE

MILES



Isn't it funny how when people get hold of a potentially big license from another media it all goes horribly wrong? And so the story goes with comic licenses. Great characters, lovely, cartoony graphics and adequate backrops are coupled with (shock, horror!) dodgy gameplay. There's just no middle ground. Unlike, say *SFII*, where winning and losing hangs in the balance, by learning one move you can often win. A big shame, but there you go.





PRODUCER
ACCLAIM

PRICE
£54.99

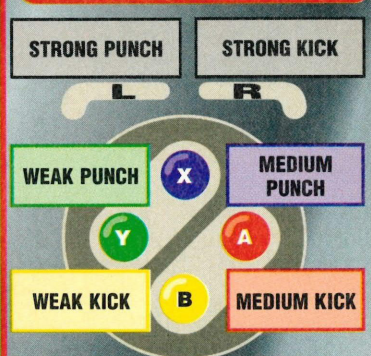
RELEASED
OUT NOW

GAME TYPE
BEAT-'EM-UP

CART SIZE
20 MBit

FEATURES
NONE

CONTROLS



before you know what's happening. The opposition attack so quickly and relentlessly, that you just can't get a kick, or punch in sideways. This is frustrating enough, but when you get trapped in the corner and simply can't get away, it becomes absolutely bloody infuriating.

The only way you can stop yourself from being pulverised time after time, is to learn some of the special moves. The manual tells you how to do them, (which takes some of the fun away). Once you've mastered a few of these, you'll find taking out the opposition is no longer an impossibility, but an inevitability. And that's the madness of it all. Either you have no chance of winning, or you can't lose! Where's the fun in that?



Special moves don't always come off the way you intend, though. The controls are so temperamental, that pulling of moves is a bit hit and miss and if you're like me, this can make you bloody furious.

With some decent graphics, *Justice league* does have something going for it. The character sprites are attractive enough (although what the hell Superman is doing with all that long, girly hair I'll never know) and the backgrounds are nice 'n all. Alas a few pretty graphics is not gonna save this game from the doldrums of gaming oblivion.



If you're a particular fan of the great DC comics then *Justice League* might hold some appeal, but if you're just after a beat-em-up, check out the review on *Weapon Lord* earlier in the mag, it's loads, loads better!

RATINGS

GRAPHICS	78
SOUND	73
GAMEPLAY	64
LONGEVITY	68

OVERALL

72

SUPER STAR WARS



The Super Star Wars series seems to be the popular choice for everyone to send in tips about. Not only did we have some codes last month, but the month before as well! There's no point breaking with tradition, so here we are with some more busters courtesy of a Mr Fox from Rotherham.

Apparently the code we gave to get to Darth Vader a couple if issues back was wrong, so here's the correct one: on the title screen type in A, X, B, A, Y, X, B, A, A, X, B, B, Y, X.

SUPER RETURN OF THE JEDI

On any platform level, press A, Y, X and Down on the joypad to get a sound test. Whoopeee!



A better idea is to press A, B, A, Y, A, X for seven continues.

To see those elusive game over credits press A, B, A, B, A, B, A, B

For some 'title fun', whatever that means, press Y, Y, Y, Y

JUNGLE STRIKE

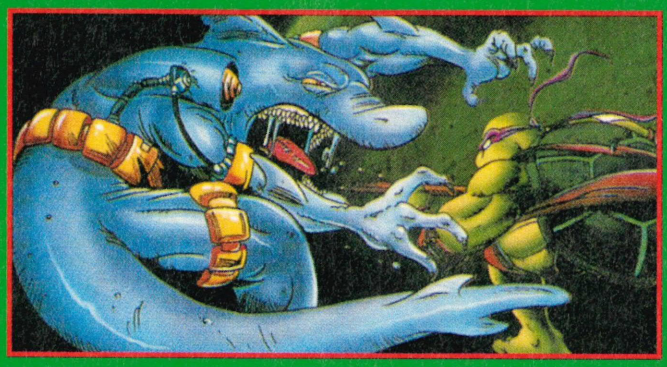
One of the toughest games around, Jungle Strike has been confounding gamers across the country, but worry no more. With these level codes, courtesy of John Poulain from the Isle of Wight, you shouldn't have much trouble finishing.

Campaign 2 - 4975200968
Campaign 3 - 2922502918
Campaign 4 - 6505068908
Campaign 5 - 0540524815
Campaign 6 - 0550792954
Campaign 7 - 0950035298
Campaign 8 - 0155908131
Return Home - 1185402550

TMNT: TOURNAMENT FIGHTER

Much as we hate to admit, TMNT: Tournament Fighter was quite good. We're not the cartoon's number one fans, but this SF beat-'em-up clone was pretty smart. David Stephenson obviously thought so too and offers all you 'Cowabunga' dudes the chance to fight with two identical Shredders.

First choose Shredder and fight your way to the Rat-king. Then, on controller 2, press start and keep holding it until another Shredder has been chosen. With any luck, both should be in PINK!



SUPER EMPIRE STRIKES BACK

Having already done most of the level codes for Super Empire Strikes Back last month, we won't bore you with them all again, but here's a couple we didn't include;



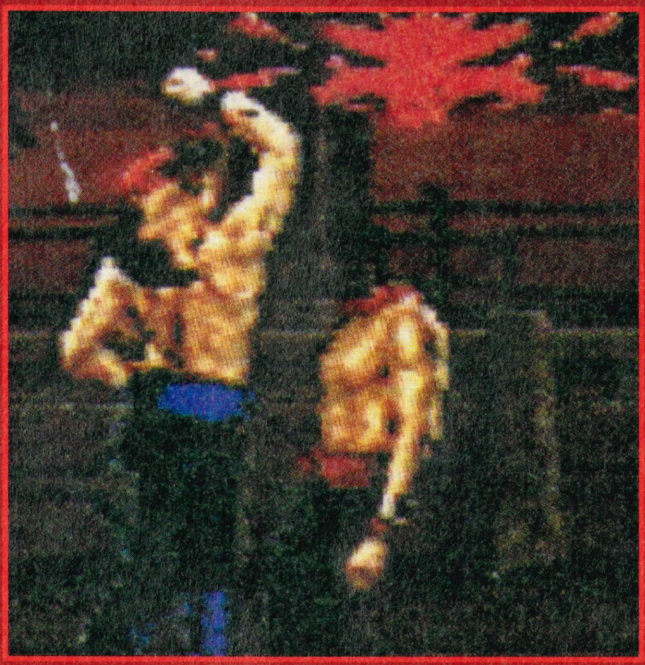
Cave 1 — WDWDWB
Cave 2 — NSRSCL
Outside Cave 2 — WFBJTB
Before Snowspeeder — BHRDHL
Rebel Base 2 — WBWHRW
Dagobah — GLTTDJ

MORTAL KOMBAT

Having already given us the chance to fight with two pink Shredders, David is back, this time with more Mortal Kombat cheats.

8-PLAYER MODE

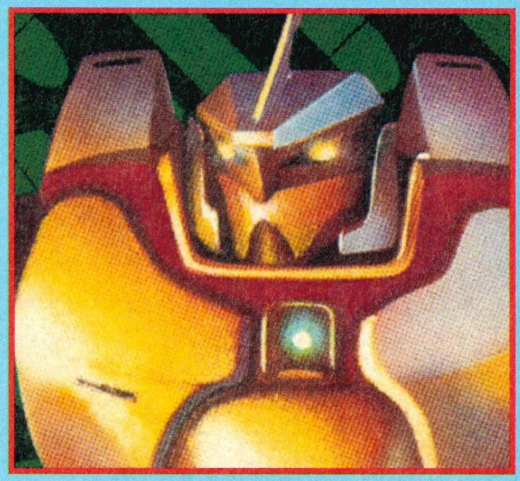
Go to the option screen and turn off the music. Now exit while holding the L and R buttons, then press Select and finally Start and you're sorted.



METAL MARINES

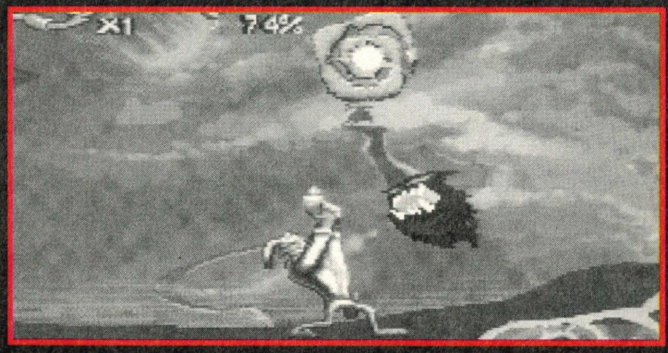
Muchos gracias to the mysterious gamer that sent in these level codes for Metal Marines. We're not sure if we've had 'em before and can't be bothered to check, so here they are, possibly again!

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



EARTHWORM JIM

There's tips galore already for this game, but Ian Jones from Gwent has come up with one we haven't yet heard. Pause the game and then press A, X, A, A, A, A, A, then unpause. You should now be able to do the whole level without getting hurt.



SECRET FATALITY

First choose Shang Tsung and win the first round. During the next round hold down B throughout and when the 'Finish him/her' sign appears, step one space away and release to do a secret fatality.

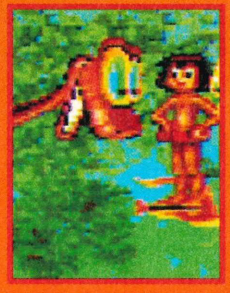
ADDAMS FAMILY

For 40 extra lives on The Addams Family, take Phil Webber's advice and tap in D6SY on the password screen.



JUNGLE BOOK

For a level select, press Up, Up, Up, B, B, Y, Y, Select, Up, Down, Left, Right, B, Up, Y on the Virgin logo.



ILLUSION of TIME

Well, here we are at yet another instalment of our mammoth tips special Illusion of Time. When you reach the end of this four-page bonanza of useful pointers and helpful hints, you'll have to wait until next month for more. Good luck, brave traveller...



67. Board the gold ship, go around and talk to everyone you can find. They're a bit surprised to see you and take note of conversations. Many offer clues about your identity and the way to proceed. Besides, it's always a good idea to be polite — a little friendliness goes a long way!



68. Go below and walk to the far right until you come to the Queen's throne room. Talk to her and she tells you about a mystic statue concealed in the hold. Next, talk to the lady in waiting. Then go back to the left until you see a door on the far side of the screen.



69. Walk to the far right end of the hold where there's a treasure chest. Open it, get the statue then talk to the man in the purple cloak. He tells you preparations are being made to set sail and you should go up to the crow's nest. Exit the hold the way you came in.



70. Back on deck, you find the little blue-haired fellow who was guarding the ladder up to the main mast has conveniently moved. Climb to the top of the ladder and talk to the man already up there. Then it's time to batten down the hatches — this voyage is underway!



71. Once the ship leaves the cave it's safe to come down from the crow's nest. Go below and climb into the bunk next to the girl in the blue dress. You fall asleep and are taken into a strange dream in a rather familiar setting. Recognise the pace?



72. You're back in your old house in the village! Go downstairs, find your mother and talk to her. She tells you about the coming of the comet. When she asks you whether you think it's a lucky or an unlucky star it doesn't matter which you say. You're then woken up by Lilly and Lance.



73. Talk to Lilly and Lance then go to the throne room. Notice all the crew are dead, including the Queen, and their bodies are in an advanced state of decay. Spooky! Kara is in the throne room, so talk to her then examine the Queen's body. Take the ring from her finger.



74. The ship starts to shudder. Go left and talk to Lance until you hear a scream. Follow him on deck where you find Erik in a bit of a tizzy, and cycle through the following conversation. The ship starts to shudder again and Erik and Lance are thrown overboard.



75. When you come round you're drifting on a raft with Kara. Talk to her, and when she says she's hungry give her the meat you took from Edward Castle earlier. As each day goes by, talk to Kara. Thump the jumping fish with your stick and ignore Kara's moaning.



76. On day four, speak to Kara again and a bowl floats by the raft. Examine it to find a note pleading for help, then talk to Kara.
She's still whinging on about the fish but don't worry. Just remember the name on the note. Who is Sam? Why's he in trouble? Read on...



77. You can't speed up the progress — this is what being marooned is all about. Just keep talking to Kara and eventually, after about three weeks adrift, you pass out, waking safe and sound in a strange house. In the meantime, just chill on the rolling ocean.



78. Will is awakened by Kara in a stranger's house. Talk to Kara and the man and Kara goes outside. Follow her out and find her in the garden fussing over a dog. There's nothing more of interest in the house or garden so talk to her and you're both whisked off to the city of Freejia.



79. When you appear in the city you're greeted by a friendly stranger who happens to own a hotel. Follow the stranger to the appropriate door, talk to him then again to Kara. Go inside, where you find Lilly and Lance, who seems to be suffering from amnesia. Talk to them both.



80. Leave the hotel and walk left, past the first two buildings then up the alley. At the top, go right until you meet a man blocking the way. Talk to him, go into the building, climb up to the roof and jump down behind the man. Continue right and go through the door at the end in the cliff face.



81. This is the labour market. Talk to the punters if you like, but there's no real reason to. Instead, talk to the mysterious cloaked guide. When he asks if you came to get a labourer say yes and he lets you though. Talk to the three men in turn. The third is Sam (remember the message?).



82. Once Sam has told about Erik, go back left as far as you can. Near the end you see another purple cloaked figure in a window, but as you approach he moves and slams the door. Go to the door and knock, then follow the conversation through. You can now break down the door.



83. Inside is Erik, safe and sound. Talk to him and he tells how he was captured trying to rescue the three labourers from the market. Then he tells the location of the diamond mine where they're being forced to work. Leave the city the way you came and go to the mines.



84. Get ready for some fisticuffs, as the mines are crawling with guards and nasties. The guards take several hits, and beware when they raise their whips. They pause just before, giving a chance to dodge before continuing your attack. Dispose of the snakes quickly before they launch fireballs.



85. After battling through the first section of the mine you see a gate. It leads to another part of the shaft, but can't be used until you've located the appropriate key, so continue north. Remember to kill all the nasties in each section to get those all-important strength and health power-ups.



86. Just up and left you come across a labourer. Use your stick to break his chain and talk to him. You discover there are eight labourers enslaved in the mine who need rescuing before making a run for it. Once he's gone, continue your search north.



87. Here you meet the most pesky adversaries in the mine. The levitating purple eyes might look slow and cumbersome, but they have a nasty habit of releasing laser bolts which seriously deplete your energy at the most inopportune time. Always be ready for evasive action.

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88. Here, you must run down the left slope in order to get up the right. Unfortunately, there's a fence inbetween. Go left and through the door, then fight your way up the screen to the darkspace door. Enter the door, save the game if you want, and turn back into the form of Will.



89. Exit and go up to the top wall, and Will's hair blows about. Use the Psycho Dash (as shown in the screenshot) to smash a hole in the wall. Go through and you find another darkspace door. Go in to collect a new dark power — the Dark Friar.



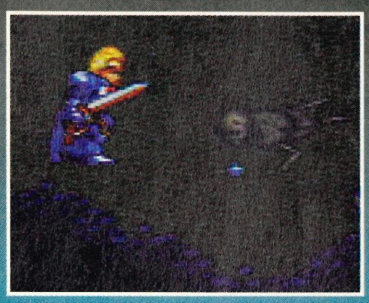
90. The Dark Friar is activated the same way as the Psycho Dash, except you must be Freedan to use it. Stand where shown and use the Dark Friar to zap the worm. The blast dislodges the fence between the two ramps. Go across and through the door where a labourer gives you the lift key.



91. Go back the way you came, all the way round to the lift and use the key on the gate (make sure you select it from the inventory first!). Follow the path until you reach this wooden platform, then climb onto the lift to be carried across the chasm.



92. Keep going until you come to a room with three doors. The one in the middle is locked and needs two keys to open it. The ones either side are open. Go through the door on the left, which takes you into the eerie morgue — resting place for those who've been worked into an early grave.



93. The morgue is a dark, dreary place which doesn't seem to contain much of interest, save for a couple of worms which are soon dealt with. However, go down to the bottom right. Watch the corpse for a few seconds and you see something shiny glint. This is the first key!

94. Leave the morgue and enter the door to the right of the locked door. Fight past the milling beasties to the chained slave. He gives you the other key needed to open the door. Use each key separately and the door swings open.



95. Through the door are the three labourers from the market, chained up. Cut them free and start a conversation. Sam, the one nearest the bottom, teaches you the memory melody. You can now leave the mine and return to the others in Freejia. Go out the same way you entered.

96. Once back in Freejia, return to



the hotel to find the others all sitting around a table in the dining room. Go over to Lance (he's sitting on the far side) and play the memory melody you just learned. Following a weird interlude, Lance recovers his memory.

97. Talk to Lance then Erik, who



mentions the name of an inventor who could provide useful clues. You're automatically taken to the inventor's house. Keep talking until he lets you in, then keep on at him. Follow the conversation through until he asks you to look at his inventions.

98. Neil leads you and the others to



the Nazca desert — scene of strange ancient paintings on the landscape. Go around and talk to everyone, then talk to Neil when everyone gets back together. When Neil asks where the new star appeared, say the condor's left foot — the lowest star in the Cygnus constellation.

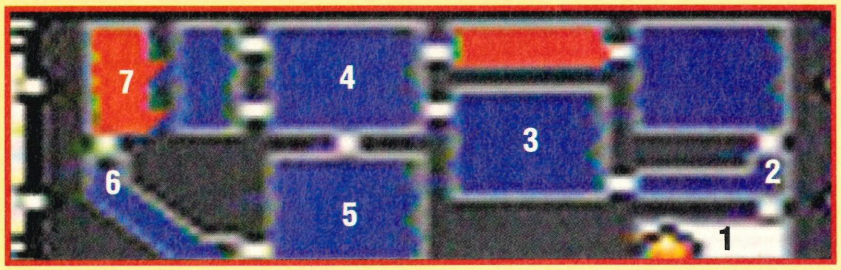
99. Talk to everyone and you're



magically transported to the strangely floating Sky Garden. That just about wraps it up for this month, so if you're still having problems be sure to tune in next time for more japes, jollity and adventuring conundrums. ■

THE FIREMEN

In true Super Gamer style, the SG crew do battle with the blazes in Human Entertainment's awesome classic.



With hosepipes at the ready and Fireman Sam on standby, Jon, the world-renowned Torquay tipster, enters into the daring world of The Firemen. *This classic game first breezed into the SG office a couple of months back and immediately changed our perspective on what hose-'em-ups were all about. Undeterred by the ominous task that lay ahead, Jon battled the blazes and spent day after day, night after night at the helm of his hose, fighting fire with fire, until he truly mastered* The Firemen.

At the start it seems a huge, daunting game. Not surprising, as there's a massive skyscraper engulfed in flames from top to bottom with only you and your buddy Danny around to put it out. It doesn't sound easy, but that's where the SG crew come to the rescue. Our guided tour, showing you the best way around and where to find all the trapped citizens and power-ups will have you toasting those marshmallow fires in no time.

Before you don your breathing apparatus and shiny yellow helmet, here's a quick guide to the types of fire and how to extinguish them. Primarily, there's two types of flame; low, smouldering and big, spreading. The flames low on the ground are least dangerous and put out easily using the downward jet. You have to get close for this to be effective. Big, spreading flames are the ones to watch out for. They are extinguished using the upward jet easily enough, but keep at distance. The flames spread quickly - too close and you end up with more than just a few singed hairs. When you get 'hit' by a flame it saps a lot of energy, so be careful.



These are essentially the two main fire types, but there are variations of each. Although are put out using the above techniques, they attack (if that's the right word) in different ways. Anyway, enough banter - it's time to get hosepipes in hand and kick some flamin' ass.

first FLOOR

Things don't take long to heat up. Surrounded by flames, the first task is to reach the basement and find some MDL, a dangerous explosive. In the top right of the screen is a map. On this, blue rooms are unexplored, white rooms have been covered and red rooms are where you find the stairs.

As the first task is to get to the basement, work through all the rooms, get to the top left corner of the map - and find the stairs down.

room ONE



Walk right and immediately you see a raging fire. These are the most common and easiest to put out. A few blasts of the water jet soon sees 'em off. At the top of the room is a door. Most of these are automatic, or Danny opens them. Some may be blocked or unusable - if this is the case listen to what Danny or Mandy says while they explain an alternative route.

room TWO

After going through the door you come to a long corridor. In situations like this, it's best to point Pete in the direction you want and hold down the L or R buttons. This allows left and right movement without changing direction, so you can hose up and down the corridor, putting out all the fires, without any problem.





room THREE

Because the other door is jammed, Danny and Pete have to go out into the Garden and round to another entrance. As you enter the garden, flames tear toward you. Again, press L or R and hose the whole stretch ahead. Unfortunately, the bridge leading to other building entrance is down, so go through the woods to the right. There's a gap in the wall so you can wade through the pond to the other side.

Next Danny tells you he's picking up a life reading, so look at the life gauge left of the map. It's starting to beep quite frantically. This means there's a trapped citizen nearby.

room FOUR

Once back inside the building there's a door straight above leading to some stairs. They're blocked. Instead, go to the bottom of the room and through that door. Heading for the door, you pass some excalators going up to a little balcony. Here is the first citizen. When you rescue him, you're rewarded with extra energy.





room FIVE

After you've found the trapped bloke and exited the room, Pete warns you about a new threat. The fire has made all the guard robots beserk and they're spinning wildly out of control. If they hit you they do a lot of damage, so either let Danny take them out with his axe or blast them with the water cannon. Don't get too close, as they explode quite violently and you're just asking for trouble.







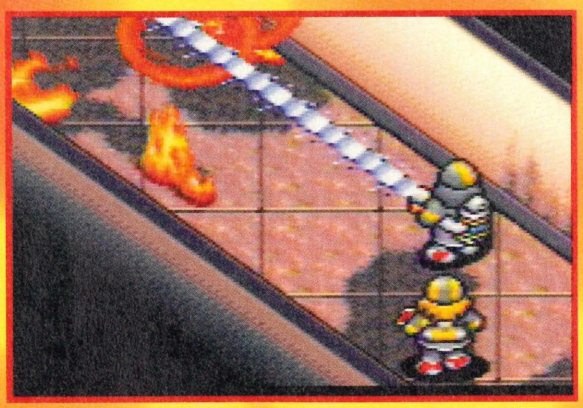
After taking out the whizzing robots, you find two corridors, one going left, the other right. The door is found along the left corridor, but if you go right first, there's an extra water grenade. Pete can only carry three of these, but finding a fourth gets a water boost , turning his cannon into a super-jet. This blasts out fires like a match and is especially useful against end-of-stage bosses. It only lasts until Pete gets injured, so stay out of harm's way.

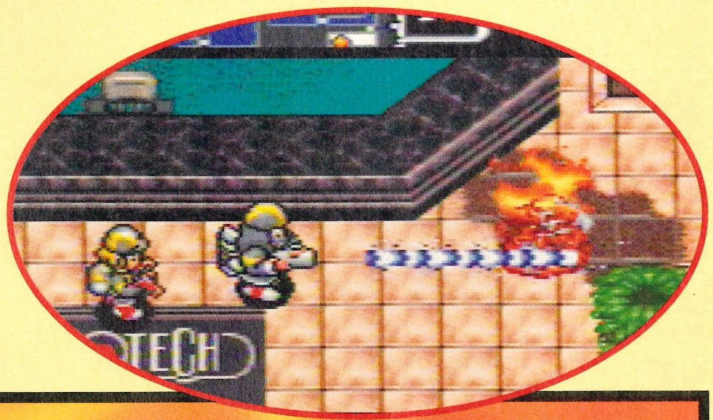


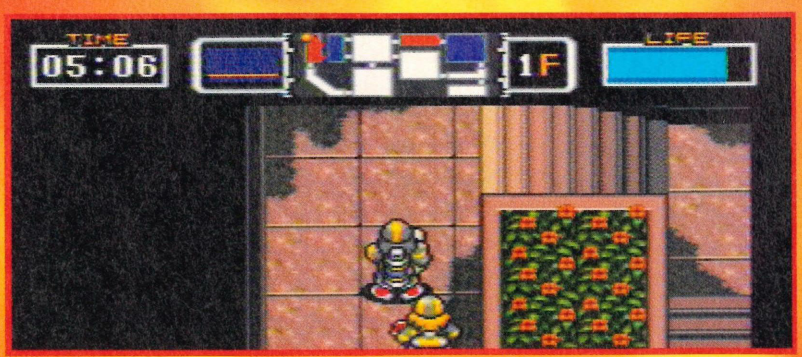
room SIX

This room is just a long corridor, but it's not as harmless as it looks. Flames leap around your feet when you least expect it, so be on guard. There's also three robots to deal with. Again, hold down L or R to stay on the safe side.

No fire in here, just a simple stroll along the corridor to the stairs. These take you down to the basement, where things really heat up!







room SEVEN

Down in the basement, fire has rav-

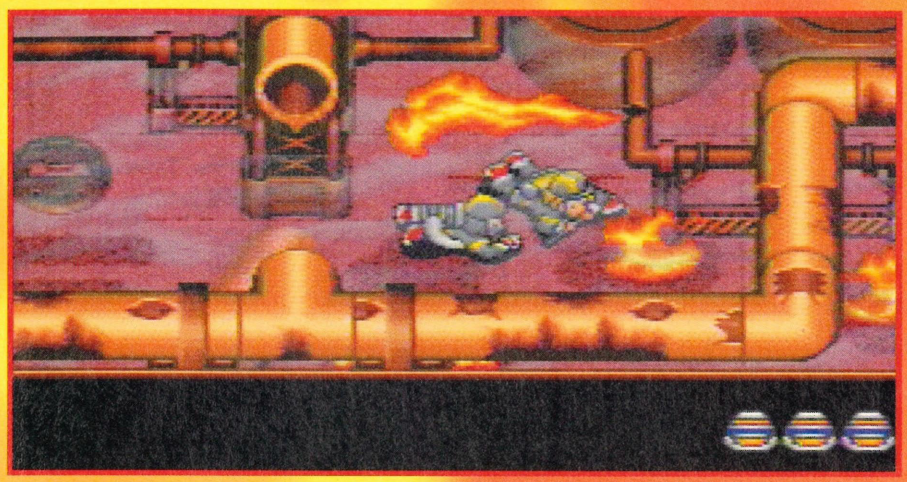
base MENT

aged the building's gas pipelines and flames are pouring from them. The only way to get past is to lie down and crawl underneath. The intricate design of the basement makes things a bit confusing, but Danny knows where he's going and leads you most of the way.



room ONE

room TWO



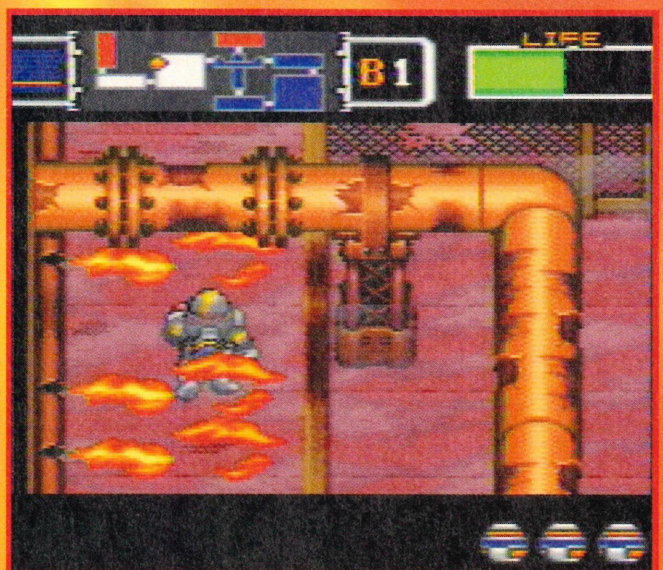
Again, Danny takes the lead, but he soon disappears to get the MDL. Follow him, crawling under the gas flames until you catch up with him at a door. Ahead is the first boss fire. There's two stages to killing this monster blaze: First, when it appears as a huge, slow-moving fireball, hose it with the upward jet slightly above or below middle. The placing has to be spot-on, and the fire flashes if you're doing damage.

When you've hit the fire enough, it splinters into several smaller blazes. Most zoom across the room and disappear, but one ricochets off the walls and chases after you. Use the upward jet and press L or R, allowing retreat while dousing the flames. Before long, the fire disappears in a puff of smoke and the dangerous MDL is safe in your hands. Right, that's stage one out of the way - so only another five to go!

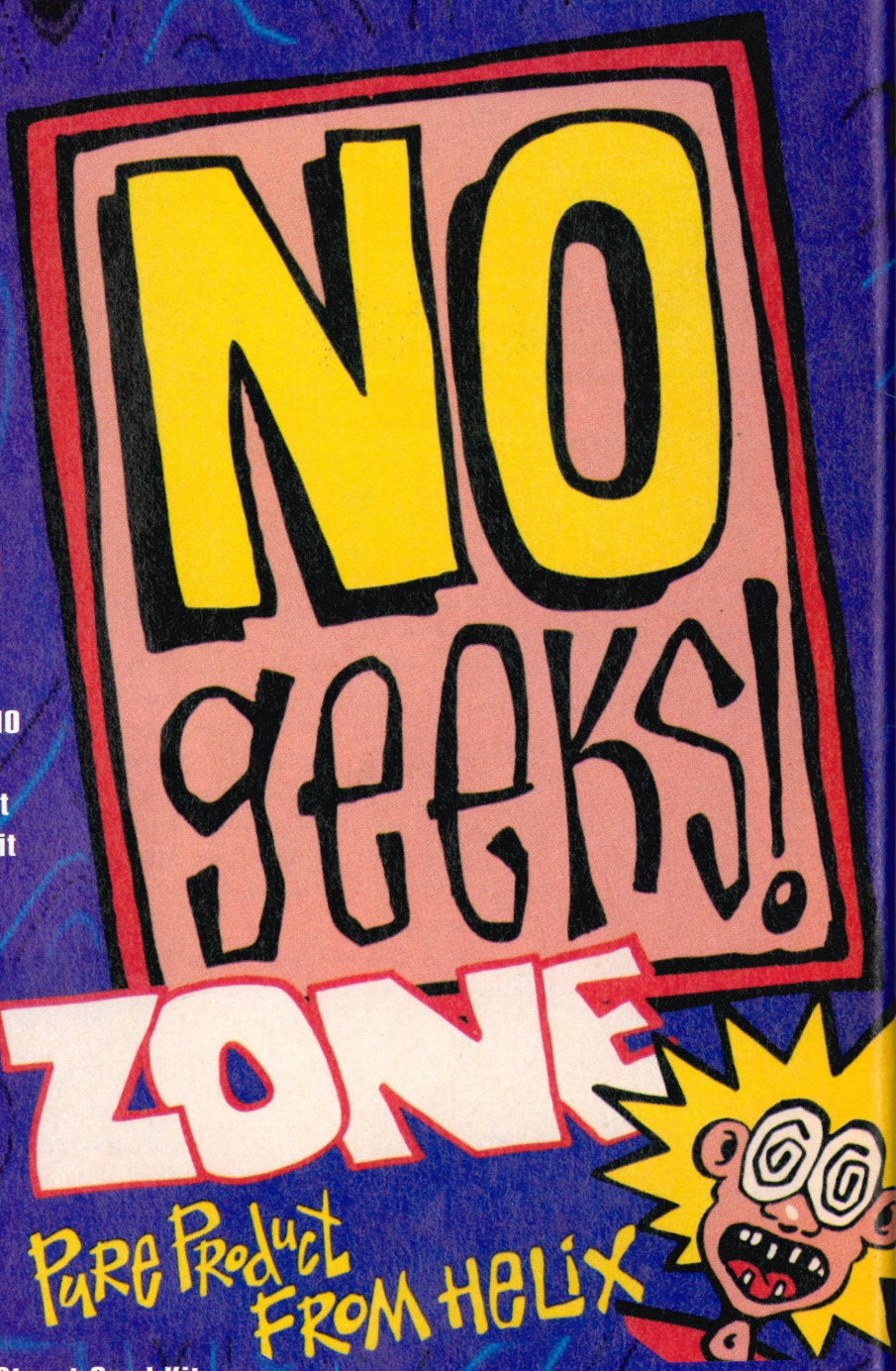








NO GEEKS?



Let's not have it said that SG doesn't have great compos. I mean, in this mag alone we've got one for Donkey Kong Land, Weapon Lord, Judge Dredd and now... Stationery. Yep, you heard right, stationery. No, we've not gone sad and no, we're not taking the mickey! We're talking about the trendiest, coolest, hip-hoppest stationery money can buy, but you could have it for free!

As part of a big high street promotion, NO GEEKS stationery can be bought in a shop near you and for as little as 49p an item, it shouldn't be too hard persuading mum to kit you out with the whole range.

NO GEEKS stationery is the coolest, most radical around and there's something in the range for every lesson. Whether it's the maths kit for, er maths, the pencil case for art, the cartridge pen for English, or the notebook for sitting at the back of the class doodling, NO GEEKS has it all.

Thanks to Helix, those purveyors of great stationery, we've got a radical Street Cred Kit to give away and 10 runners-up prizes of a T-shirt and stationery kit. The Street Cred Kit contains over £70 worth of goodies, including a personal stereo, a kit bag, baseball cap, T-shirt and badge. Well worth winning.

Q:- If the Teenage Mutant Turtles went to school, which stationery would they have tucked safely under their turtle-like arms?

A:- a) NO GEEKS
b) NO GEEKS
c) NO GEEKS

Okay, we know it's a bit tough, but if you can't figure it out get your mum to help!

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 Super Gamer,
First of all I suppose that I'd better offer the obligatory congratulations on producing such a great magazine. Despite my apparent sarcasm, I do actually think it's a very good read, and I am a regular buyer.

Right... now we've got that out of the way, let's get on with the real reason I'm writing.

I live in a fairly remote moorland area of Yorkshire, and therefore am unable to make regular visits into cities and towns to cruise the shopping centres in search of quality software to play on my beloved SNES. This is, as you can imagine, extremely frustrating, and prevents me from enjoying the best games available.

Your magazine is one of the few things that keeps me sane in this console exile, but the point of my letter is not to crawl to the likes of you.

What I want to know is why the 'big' (and even the not so big) software companies can't offer a mail order service to customers. I'm sure that I'm not the only SNES software purchaser who has difficulty in getting what they want. There must be others, who, for whatever reason, can't spend their lives in Dixon's or Our Price, and for that reason we should be able to buy direct from the producer or at least a distribution centre. I know about the existence of certain companies like Special Reserve, but I'm a little wary of such companies, as they have, in the past, proved quite unscrupulous and unreliable.

I've got money to spend, I want to buy games for my SNES, but I can't always do so. It's a crazy situation and I'm surprised that the software giants haven't already exploited what would be a profitable area of their operations.
Peter Chapman, Yorkshire

Well Peter, don't get your knickers in a twist! Many software companies do actually perform such a service, so it would be worthwhile to contact them directly. I know Ocean definitely do one — their number is 0161 839 6904, and they'd be only too happy to help you out of your games quandary. It would be a great idea for them all to do it, but many are hard pressed for time in the hustle and bustle of this chaotic industry. I hope we've been a help!

Dear Super Gamer,
I'm just dropping you a line to say what a great magazine Super Gamer is, and how I think that it's getting better and better with each issue.

I do have one little gripe though. I have tried a number of the cheats and codes you print, and not all of them work. This is very frustrating, so please could you make sure they are accurate before you put them in the magazine.

That's all I can find wrong with your magazine though, so it can't be all that bad can it?
Yours,
Steven Painter, Dudley, West Midlands.

Oh woe are us! Of course, we're terribly sorry when we make the odd slip-up, but we just don't have the time to check all the cheats individually. We're far too busy writing the best games mag under the sun! As most of them are sent in by readers such as yourself, you'd be better off having a go at them! So please, please readers — if you're sending a cheat in, for Steven's sake make sure it works!!

Dear Super Gamer,
I'm sorry to have to bring you all down, but why the hell do 99.9% of the people who write letters to 'The Write Stuff' start their letters with a paragraph on how much they like the magazine, and how much they enjoyed this or that, before they go on to the main point of their letter?

It really drives me mad, and you notice I didn't start my letter like that. Perhaps they imagine that their letter is far more likely to be printed if they soft-soap you first. I mean, if they didn't like the mag, they wouldn't buy it and wouldn't write in, would they?

Maybe you could start a campaign to rid the

world of this terrible problem. Perhaps you could reward correspondents for the most original intro, and as well as having a Star Letter you could have a Star Intro too.

Whatever you do, do something quickly to wipe out this sycophantic menace.
Alison Stannard, Herts.

It's always nice to hear your opinions, Alison, but it's equally nice when all the hard work we put in to keep you informed of the latest games is appreciated. Letters are always judged on individual merit, not how nice the writer is about the mag — hence our inclusion of your strong-willed scribblings. As for the opinions - keep 'em coming!

Dear Super Gamer,
How's it hangin' dudes? I'm writing to you from the land of sheep for two reasons. The first is to prove we're not a load of loozas here, into duffle coats and male voice choirs. I listen to rock music and even went to see Bon Jovi at Wembley last month. They kicked ass!

The other reason for writing is to warn all the next-gen trendy boys to watch out. The SNES is still the most radical machine at the video game beach party and could easily put your S**turns and W**kStations in the shade. Okay okay, so anybody can see they've got better graphix but when it comes down to sheer butt-kicking and the power to rock the SNES is out in front and leaves the rest sucking exhaust fumes.

Now your readers are probably saying 'Oh no, another saddo who doesn't know what he's on about!' but don't take my word for it. Nintendo know what a hot piece of kit they've got on their hands and that's why the Ultra-64 isn't going to hit the shelves until next year.

When it does, believe me, I'll be at the front of the queue, kicking the sad trend-followers outta my way to get the beast first. Nintendo are the best and I'll stand by 'em for life. People complain that the games are too expensive but what do they expect? You can't expect to get the kind of all-fightin', all-screamin' action of the average SNES cart for peanuts. If you can't take it, lie down and die. I for one am no looza. I've completed more games than anyone I know and to be that good takes dedication and natural born ability. I've even completed SSFII as all the characters (except Chun Li and Cammy cos I'm no SAD GIRL).

I've enclosed some photos of Game Over screens and high score tables so you can see I ain't no liar.

So look out Sega and the rest. I am Nintendo's defender of the faith and I will not be defeated!
Sean 'The Enforcer' McGarry, Llandaff

Ermmmm... Yeah, cheers mate. So Bon Jovi kicked ass, did they? Really .... how interesting. Yes, the SNES is great, yes, it kicks the MD's ass, but

STAR LETTER

Dear Super Gamer,
Thanks for producing such a great magazine for people like me, and I hope you continue to do so for a very, very long time to come.

I want to know how I can get a job working on Super Gamer or a magazine like it. I am quite good at writing and enjoy playing console games very much.

What qualifications would be the best to have for working on a magazine? Also, who would be the best person to write to about getting a job on a magazine?

I hope you can help me.
Yours sincerely,
Mark Galloway, Tewkesbury.

That's a tough one! After reading Mark's letter, I asked the crew how they'd all gotten into this wild and crazy line of work, to see if they could provide you with any inspiration.

Hayden : 'I just answered an advert in the local paper and here I am! Four years on and I still can't believe my luck!'

Jon E : 'I answered an advert in my local Jobcentre six months ago and by a miraculous twist of fate found myself working on Super Gamer! (This is quite an unusual way to get into the business, but it does happen, believe me) What a stroke of luck — I was applying for a job as a chimney sweep!'

Miles : 'A mate of mine was working on a Commodore magazine (Commodore Force — a pinnacle of gaming heights if ever I saw one) and he smuggled me into the office one day under his shirt. It was great. I just stayed there from that day on. Until I came to Super Gamer, that is.'

Jon B : (new sub-editor): A mate of mine was subbing on the legendary SNES Force, but was due to leave soon, and he asked me if I wanted to take over. Of course, I leapt at the chance, and I've been happily subbing and production editing ever since. Every time I look around at our luxurious offices I have to pinch myself to make sure this is really happening!'

do you have to be such an arsehole about it? We're all fans of the SNES; God knows it keeps me in a job, but I'm big enough and ugly enough to know that this world is made up of lots of different people, who invariably have a different way of looking at things. It would be pretty damned boring if we all liked the same things. So, while I'm glad to see that you're passionate about your console, leave others to decide what they want to do. There's no 'BEST' console as such, and everyone's entitled to their own opinions. Over-opinionated people like you really get up my nose, so stick it where the sun don't shine.

Dear Super Gamer,
I am writing to complain about RPGs. I'm not bragging or anything, but on the whole I find them too easy. I own a wide selection of RPGs — *Breath of Fire, Zelda III, Lagoon, Illusion of Gaia, Secret of Mana, Mystic Quest* (don't ask me why). For example, *Zelda*, though it may be a challenge the first time, I can now complete it in about 7-8 hours. It's the same with *Illusion of Gaia*, and of course they get a little boring after completing them a few times. Why do you always compare them to *Zelda III*, which is not by any means the best RPG out?

Also, when you reviewed *Secret of Mana* you said it was hard, though without an Action Replay. I didn't find this any particular problem. At the moment I am currently saving for *Final Fantasy 3* and *Chrono Trigger*. Do you think these games will get boring after a while? Also, how do you get involved in a computer mag like Mark and the rest of the crew?

Finally, responding to the kid from July — the coconuts are in the trees. Go to Tuntum and get Ox to hit the trees and you should get a coconut. If you don't, go in and out of Tuntum and hit the trees again.
Mark Woonton, Folkestone, Kent.

RPGs can only be so big in terms of physical size — by that I mean the number and size of the locations. I always think it's better to have logical problems than over-complex puzzles simply to make the thing last longer. What's the point if you spend half the playing time doing nothing but tearing your hair out? In many ways a good RPG is like a good book — you'll read it again and again but it never has quite the same effect as the first time.

The reason *Zelda* is always used as a benchmark is because it really set the standard for the genre and, personally, I don't think it's ever been quite equalled.

Of course any game will get boring once you've completed it. The point is to enjoy yourself while doing so.

As for getting into computer mags, don't do it! It is very hard work, with unsociable hours, but the people are, on the whole, wonderful. As for how we got into it, see elsewhere in the letters for a comprehensive answer from the entire SG crew.

Dear Super Gamer,
I've been reading your magazine for over two years now, back in the days when it was called 'Super Pro'. Having read all the other magazines on the market, yours is by far the best (SLURP!).

I have a few suggestions on how you could make it even better (if possible!):

1 More pages per issue (if it carries on at this rate it will end up as a pamphlet).

2 More competitions.

3 A 'Swap and Sell' page is desperately needed.

4 Update your A-Z of games — as games get older their percentages must decrease (not all of the Mario).

I hope you can also answer some questions for me as well.

1 Why do Nintendo insist on taking so long to release games and systems, e.g. *Theme Park* and Ultra 64?

2 When is *Final Fantasy III* coming out officially (if ever!)?

3 Is *Chrono Trigger* coming out officially in this country?

4 In your opinion which is the best RPG out of *Lagoon* and *Breath of Fire*?

5 I am thinking of buying an Ultra 64 when it's released, therefore I will be selling my SNES (BOO! HISS!) and 28 games (26 of them Gamer Golds in SG) — what do you think is a realistic asking price?

I would be grateful if you could please answer these questions in your magazine.
Andy McLean, Waterloo, London.

The number of pages within the mag is out of our hands but I do like the 'swap and sell' idea. As for the A-Z, well, it's really just meant as a guide. When reading it take into account the game and its age. Some will obviously last the pace better than others so you can't just lop off a mandatory 5% per year or something. And as you'll see, it's disappeared this issue to make room for more reviews and more competitions than you can shake a swinging cat at. Anyway, bring on the questions...

1 Annoying isn't it? However, they won' even consider releasing anything which isn't technically perfect, so it's pretty good really.

2 Don't hold your breath.

3 Err, again...

4 *Breath of Fire* I reckon, but then again I've never played *Lagoon*.

5 A realistic asking price is whatever people are prepared to pay. If you're dead set on getting rid of it, advertise it asking for offers. Personally I'd hang on to it if I were you. You can't beat a good, sturdy SNES, even if it's only being used to prop up the dining room table!

• • • • • • • • • • • •



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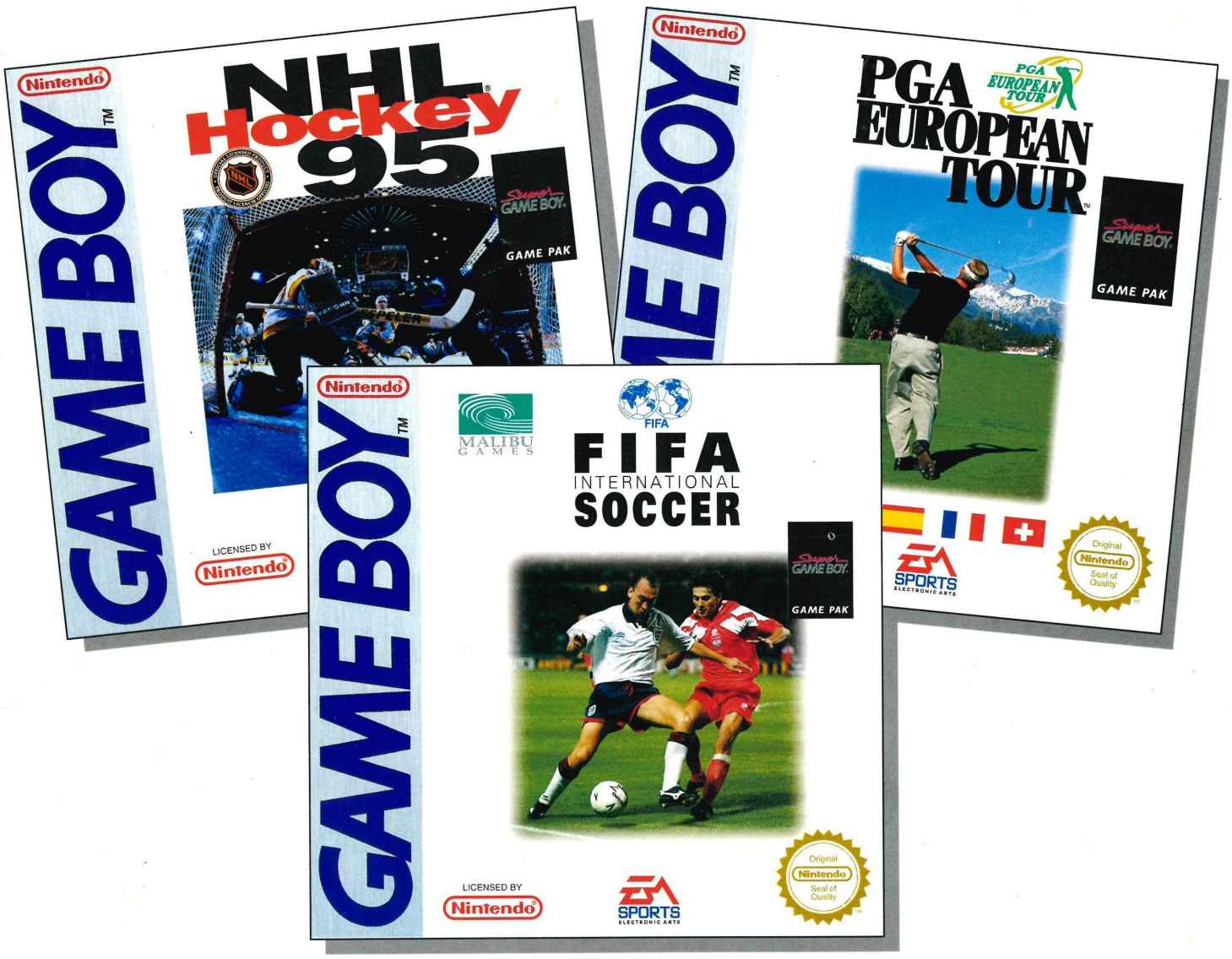
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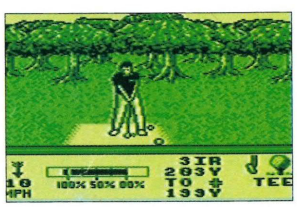
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