THE ESSENTIAL GUIDE FOR ALL SUPER NES OWNERS

SUPER PRO

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£1.95
DECEMBER 1992
NUMBER 1

NEW!

SUPER STAR WARS

May the cart be with you



Football Crazy!

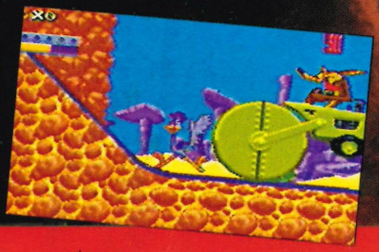
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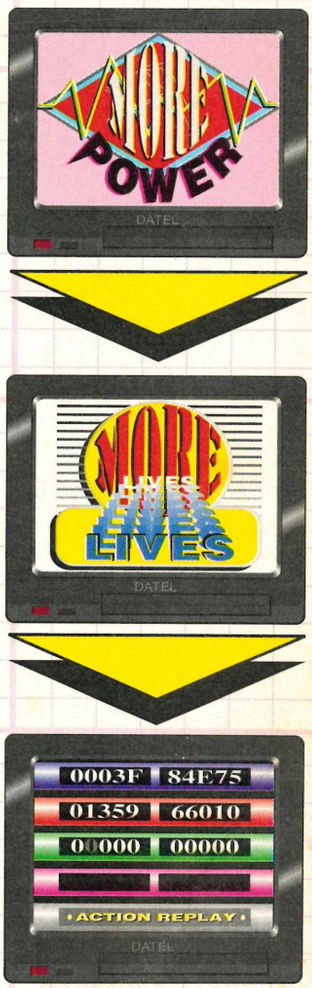
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Mark for chucking the pages on the filmy stuff that the printers love and Dom for stepping in to help out – as usual!

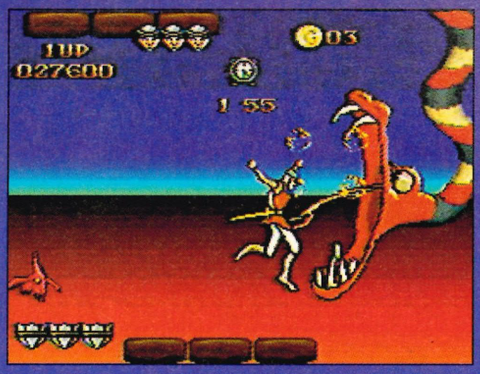
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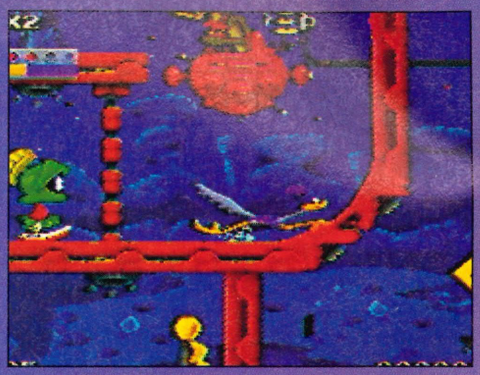


PLAYING TIPS

The first part of a complete solution to *Dragon's Lair* is just one of the unmissable features in this bulging at the edges extravaganza of hints 'n' tips starting on.....53

ROAD RUNNER

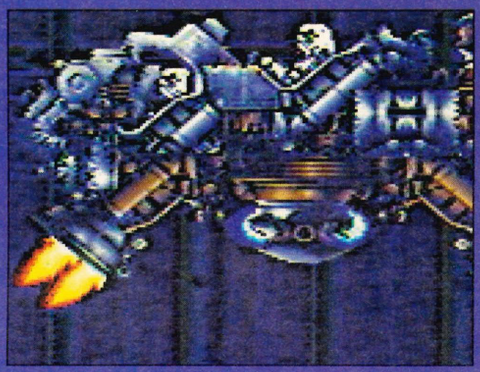
The Road Runner's Death Vally Rally sorts the men from the boys. A tough, blindingly fast game with graphics to equal the cartoon it's well worth checking out its in-depth review on.....10



NEWS

Packed to the gills with all the latest happenings in the world of SNES, plus mini-previews of brill games like *The Lost Vikings*. The action starts over on 6





SUPER STAR WARS

LucasArts' awesome cinematic cart sets new standards for SNES sound and vision. Jawas, sandpeople, Obi Wan Kenobi, Darth Vader, it's all here beginning on.....12



FOOT
CRA

A complete r
on every SN
game, from
Soccer to the
new Kick Off
relegated?
The action b

SUPER WELCOME!

SONIC BLAST MAN

The funniest beat-'em-up yet? A comic strip-style adaption of the genuinely bruising Taito coin-op gives Dave Westley the giggles on 20



BLAZING SKIES

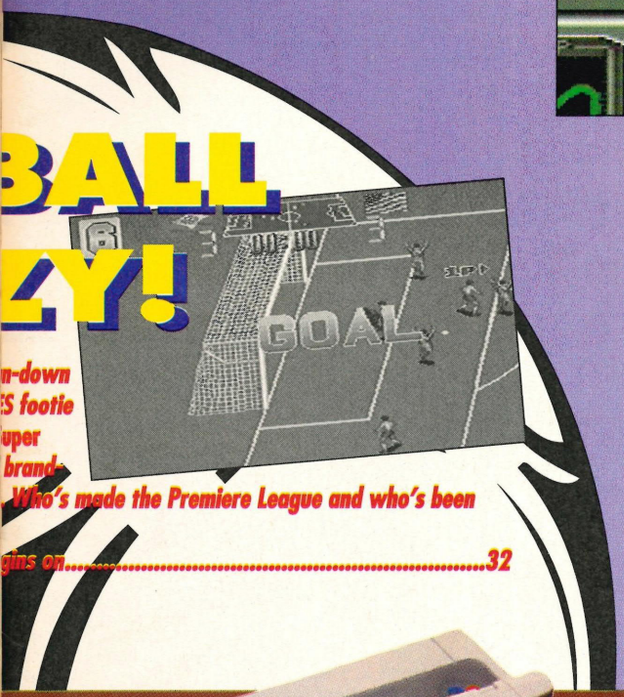
Also known As *Wings 2* on the import scene. The full review of this WWI combat sim starts on..16





A-Z IMPORTS

An unbeatable look at all those Yank and Japanese carts which you can get on unofficial import. It's all here, from stars such as *Aguri Suzuki F1 Super Driving* to dross like *Big Run*. Your invaluable guide to grey carts begins on 94





SUPER STAR WARS

Again! It's so good we had to get another screenshot in. Don't miss the review on.....page 12



NAKED SNES!

Who are Nintendo? What makes the SNES so good? How do adaptors work? What is CD-ROM? Answers on 37

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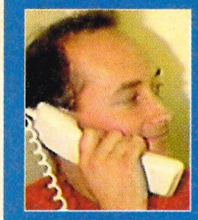
THE PROS



➤ STUART WYNNE

Hypochondriac Stuart has the title "editor" and indeed often thinks that he truly is one. Reality however plays a different tune. For Mr McGrump has the rather enviable role of sitting on his especially comfy chair, twiddling his thumbs, shouting at people and going on week long hols just before deadline. But, come to think of it, that's exactly just what an editor's supposed to do. Stuart Wynne is a damn fine editor. Just a pity about he can't take a screenshot to save his life.

FAVE FILMS: *Star Trek: The Motion Picture, Alien, Blade Runner*
FAVE MUSIC: *REM, U2, Curve*
FAVE GAME: *Pilot Wings, Sim City, Mario Kart*



➤ JAMES HICKS

James McDesigner always loses at football and more than that suffers from the delusion that he does all the hard work here at SuperPro. Every day, hours are taken up in soothing his overwrought sensibilities. No one, he says, understands that he's a true artist and cannot be made to work such hours. Unfortunately no-one has yet told him the hours are 9am-6.30pm, not 4pm-5pm. Still being so brill in design we have to humour this oh so great man - not.

FAVE FILMS: *Bambi*
FAVE MUSIC: *Ambassadors of Funk (featuring M.C. Mario)*
FAVE GAME: *EDF, Super Soccer, Micky Mouse*



➤ RYAN BUTT

Ryan is our own, extra special, gaming genius: he is responsible for all the tips 'n' tricks found in the venerable SuperPro magazine. Unfortunately, like all geniuses, Ryan's a wee bit mad, and a wee bit sick to boot - forcing the SuperPro crew to listen to EMF at least 15 times a day. Taste aside, Ryan often stuns us with his profundity and wit, a very good example being when he said "um, erm, I don't know," just last Tuesday. As I said, an absolute genius at gamesplaying.

FAVE FILMS: *The Last Boy Scout, Ricochet*
FAVE MUSIC: *EMF, Adam and the Ants*
FAVE GAME: *Streetfighter II, Super Soccer, Top Gear*



➤ MARK WYNNE

Mark is the new assistant designer here at SuperPro and follows the Hicksian model of declaring himself an artist, beyond the dirty world of work. Fortunately we've all seen his attempts at design so his computer has been mysteriously delayed - we've hidden it in the cupboard. Thus while Mark broods, waiting to "create", we scoff at his "portfolio", his so called "early period". Mark is also developing a beard. He never shaves, arguing it to be bourgeoisie. Really it's because he wants to look like the cartoonist, Rolf Harris, his hero.

FAVE FILMS: *Bitter Moon, Blade Runner*
FAVE MUSIC: *Elvis, Peter Gabriel*
FAVE GAME: *Super Soccer, Faceball 2000, Pilot Wings*



➤ DAVID WESTLEY

Dave has to be the most treasured member of our close knit team, mainly due to his endearing lack of any gamesplaying experience whatsoever. He's had a tough time though, adapting himself to SuperPro, as he's recently completed a degree in Politics and Philosophy. Not a day goes by without the drudgery of reviewing being interrupted by a discourse by Dave on Sartre and the negative ripples he's sent through late twentieth century culture of negativity, passitivity and boredom. Which brings us neatly back to Dave. He's a pro!

FAVE FILMS: *It's A Wonderful Life*
FAVE MUSIC: *Dylan, The Sundays*
FAVE GAME: *Sim City, Super Soccer, Axelay*

EDITORIAL

Welcome to Britain's newest and hottest games magazine. Written by gamesplayers for gamesplayers, and completely independent of any hardware or software producing companies. In this special launch issue we've got a one-off A-Z of UK Official titles up to Xmas which next month will be condensed like the Import A-Z to make room for more previews, reviews, massive gamesbusting playing tips and much, much more.

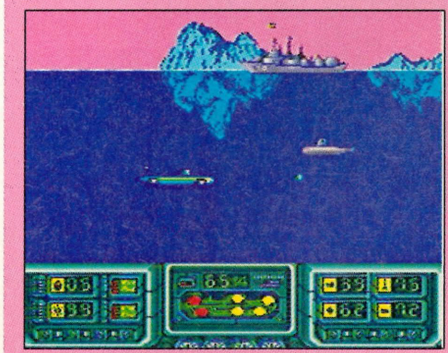
SuperPro will provide you with comprehensive, in-depth guide to both the official and import SNES scene. Forget the adaptor-scare started in another mag, the import scene is here to stay and SuperPro is devoted to reviewing all the latest imports in just as much detail as official releases. For anyone worried about the amount of software on the SNES compared to the Mega Drive, a look through the A-Zs of Official and Import releases should put your mind at rest. The SNES is not only by far the most powerful home console, it's also unrivalled for the quality of its games programmers and now quantity too... this December over 50 SNES titles will be released in Japan! SuperPro will be checking them all out to see which ones really do deserve the £40 or more asking price.

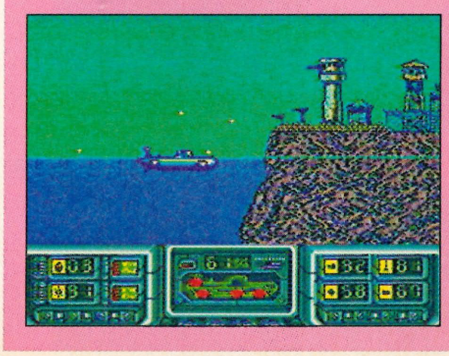
Over the months and years to come SuperPro's aim is to build an unrivalled reference guide for SNES titles. And to help us with that why don't you drop us a line telling us your favourite games, or perhaps reviewing the few that we might have missed. Next month there'll be room for some hopefully controversial games reviews by readers, as well letters, high scores and questions & answers on any games problems you've got. If you've got a SNES we're determined that this is the only mag you're ever going to need!

Staurt Wynne

GUNNING FOR OCTOBER







The Hunt For Red October is a new underwater shoot–em–up from Hi Tech Expressions. It very roughly follows the plot of the movie as you take on the role of Captain Marko Ramius. You must guide your prototype sub from perilous Russian waters to the sanctuary of America in the Cold War year of 1984. Your vessel is armed to the teeth with mines, missiles and torpedo's to defend you from enemy subs.

The main action is set underwater, with enemy vessels attacking from all angles. Your missions vary from having to get to a certain area and destroying the enemy base, to escorting a cruiser to safety.

Although graphics are less than state-of-the-art, gameplay is challenging and Super Scope owners can use their hardware in a periscope sequence in which you have the opportunity to blast planes, boats, and helicopters. This section is viewed 3-D style, with the attacking forces swooping in towards you. The game has become quite popular on other formats, but whether or not it has the stuff to be a hit on the SNES we'll reveal in next month's review.

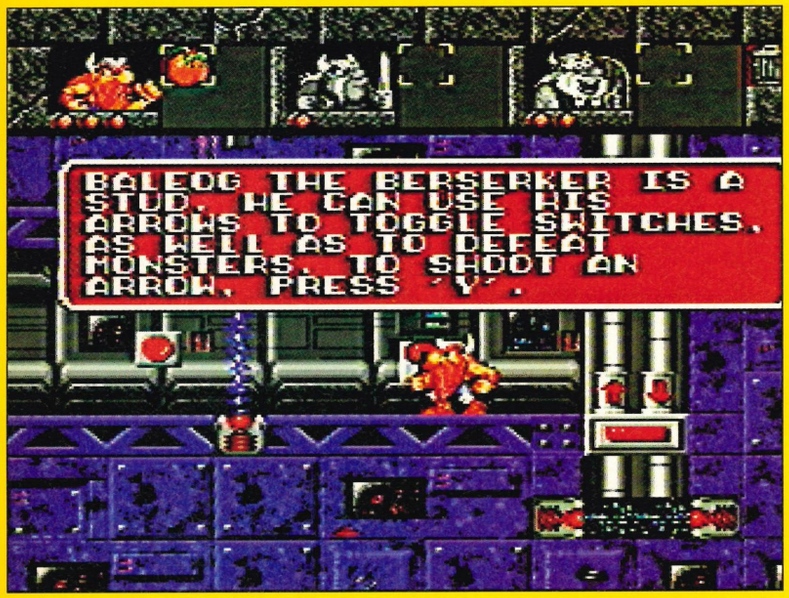
HORNBY REVOLUTION

New handcontrollers are usually noteworthy only for the number of unncessary widgits and dramatic but useless looks. The Turbo Touch 360 is genuinely revolutionary however and could well replace existing handcontroller technology. The control disk responds to touch in the same way as some elevator buttons. This means no thumb soreness and a longer life-span. All very valuable, but it also makes more complex movements like in *Streetfighter II* easier and offers a lot finer degree of control than a conventional pad. Its American inventors, are talking to software houses about new games to make use of this feature.

Hornby are also to handle distribution for a SNES Game Genie. This cheat cart will come with a booklet packed with cheat and "funny" effect codes. Hornby also run a phoneline to give out new codes to users, but unfortunately there will be no adaptor to run US/Jap carts. However for £44.99 the Game Genie is still an impressive bit of kit, expect it May time.

NEW NORSE LEGENDS

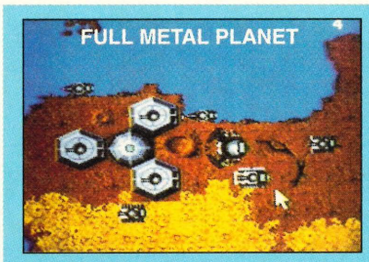




The Lost Vikings is a brilliant and highly addictive combination of strategy and arcade action. You must guide Erik, Baleog, and Olaf home to planet Earth after their unexpected abduction by aliens. Each Viking has special skills - for example Erik is a fast runner and great jumper with an exceedingly hard head whereas Baleog is a fearless fighter and fine archer.

Getting started is easy as there are helpful hints scattered all over the first few levels. However when you escape from the alien ship, life becomes more difficult as you weave your way through forests, mountains and even live volcanos! There are great cartoon-style graphics and hugely detailed backdrops.

The Lost Vikings is coming soon from Interplay and looks set to take the SNES market by storm. *Lemmings* watch out!





GALLIC GAMING

SNES owner's hoping for more role-playing and strategy games should keep their eyes out for two forthcoming releases from virgin SNES company, Infogrames.

January sees the release of PC best-seller *Drakkhen* , an enormous role-playing extravaganza for you and up to three friends to explore. After choosing a pre-set character or defining your own, you must journey through the dragon-infested world of Drakkhen, bargaining and fighting with the many unfriendly locals as you collect gems –needed to restore tranquillity to this strange and violent world. Characters are fully independent in *Drakkhen* - travelling salesmen make up the VAT, inn dwellers reveal information for a price - and this gives the game a great sense of realism. The graphics are entertaining and convincing, the strategy elements look well implemented and all in all, *Drakkhen* is very promising although the US version has been criticized over its control system.

For more futuristic strategy check out *Super Full Metal Planet*, which looks like being one of the most involving and exciting strategy games to hit the SNES. Full Metal Planet is a planet with a core full of precious ores and it inevitably attracts lots of bootie hunters. One to four players get the chance to deploy tanks, boats and other vehicles in an intensive battle to dominate the planet. There's in-game tips, save/load options and great graphics but the best part of the game is undoubtedly making alliance with friends – and then betraying them! Based on a best-seller French boardgame this is very easy to get into and highly addictive to play (even on your own against the computer). The only bad point is the release date: March time.

About three months after that expect Infogrames' distinctly non-strategic *Asterix*. A preview of this game isn't far off so expect some lovely piccies and some perceptive premonitions quite soon.

LUCASARTS' PIPEDREAMS

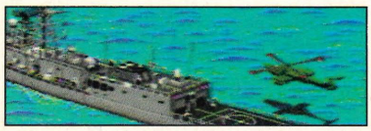
Following the old showbiz adage, "and now for something completely different", *Super Star Wars* geniuses LucasArts are currently hyping *Pipedream*, a novel arcade puzzle game where you must rotate-and-drop pieces of pipe to make a pipeline of varying length. It was quite a big hit on 8-bit computers and has been given the usual presentational brush-up for its SNES incarnation (reviewed next ish).



The oil is flowing and any breaks in the pipeline bring instant death. At top left you can see pieces waiting to be put down.

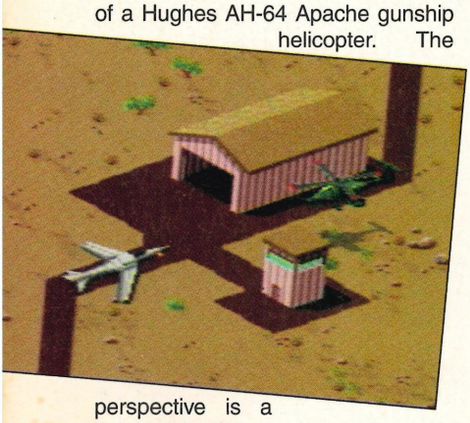
ELECTRONIC ARTS

This giant American company is a massive force on the Mega Drive, releasing loads of products to both critical and commercial acclaim. Unsurprisingly it's now looking to the world's best console with revamped versions of many of its best Mega Drive games, as well as a few original titles and new coin-op conversions. In the latter category EA's *Rampart* is reviewed this issue, and you can expect a lot more EA reviews to come of both import games and official UK releases beginning in February.



DESERT STRIKE: RETURN TO THE GULF

An absolutely massive hit on the Mega Drive, this puts you in control of a Hughes AH-64 Apache gunship helicopter. The

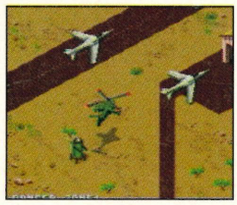


perspective is a unique slanted, overhead view with ground and targets scrolling below. It takes a little getting used to but the graphics are beautifully detailed and animated, even more so than the Mega Drive game.

BULLS VS LAKERS: THE NBA PLAY-OFFS

A basketball game, in fact, and a hugely playable one on the Mega Drive. There's a side-on, slanted perspective with slick animation (for Sega), fatigue, substitutions, detailed statistics and the NBA play-offs involving 16 teams.

The Sega version had four missions, including Scud Missile busting and rescuing



embassy hostages, with each mission including up to eight sub-missions – ie first blow up radar stations, second take out air field – making the missions very tough challenges. You also have the freedom to choose when to go to secret depots to collect fuel and extra ammo.

The game should be out any day now in America and will be reviewed in our next issue.

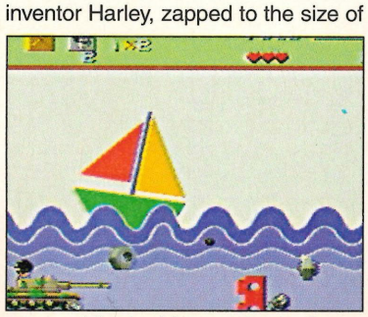


NHLPA HOCKEY

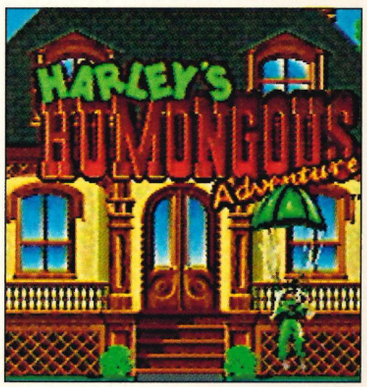
The follow-up to the Mega Drive's bestselling *EA Hockey* has many more realistic touches, but plays a little slower than the original – probably because the Mega Drive's such a wimpy machine. For sports fans the SNES version will be one of the most eagerly games of '93.

HARLEY'S HUMONGOUS ADVENTURE

Or *Honey, I Shrunk Myself!* this 4Mbit arcade adventure features amateur inventor Harley, zapped to the size of



a toy soldier by his own Acme Super Shrinker. Our Incredibly Shrunk Man must now track down all the pieces of his Super Shrinker – as it mysteriously disassembled itself after the accident. Harley's Adventure, more miniature than humongous perhaps, takes him through his own lab, a kitchen cabinet, toy room, foam filled bathtub and more besides. Initially equipped only with a jetpack – his



own invention, of course – Harley can find all sorts of household objects to use in his quest. Marbles, nails, firecrackers, even rubber bands can all be



used against all sorts of mutant bugs.

First impressions, it has to be said, aren't too impressive with rather simplistic backgrounds - perhaps due to the limited memory of the cart. However they are quite nicely done and while Harley isn't perhaps smoothly animated, he looks good with quite a wide range of moves – and death sequences. The enemies are just as good, small but agreeably wacky. With 19 varied levels this is going to be quite an interesting game when it finally arrives here.



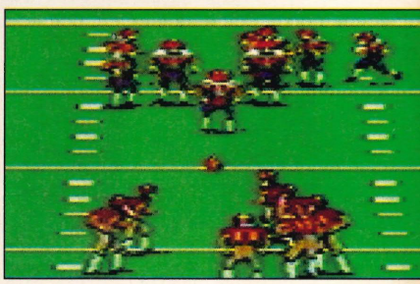
PGA TOUR GOLF

One of the best golf simulations on numerous formats this excels in detail. Real courses, loads of shots to choose from, 82 golfers and much more. It's already out in the States (see our A-Z of Imports for a review) and unfortunately rather abuses the SNES capabilities to make a distinctly average looking game. A missed opportunity from the days when EA were still getting to grips with the SNES. A candidate for an early January release.

JOHN MADDEN FOOTBALL '93



Another huge Mega Drive hit and widely regarded as the best American Football game ever this one has already had one fairly disastrous outing on the American SNES. The *'93* version not only includes some improvements , it will also tweak the originally distinctly ropey graphics. Although still not likely to



be the showstopper it was on the Mega Drive – a lot more is expected on the SNES – there's now a good chance the gameplay will satisfy anyone enthusiastic about the super-brutal sport.



ROAD RASH

A bike racing game with a difference – you can kick other racers off the road! Enormously good fun and should be interesting to see if EA use Mode 7 or not. Spring '93 is a possible release date.

REVIEW

OFFICIAL & IMPORT

PROreviews

SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

IMPORT REVIEWS cover the mass of SNES games released in America and Japan, the best of which will eventually make their way here. For gamesplayers without an adaptor we hope these will provide an interesting preview of thrills to come. Most gamesplayers however will have access to an adaptor which allows them to play these import or "grey" games.

OFFICIAL REVIEWS cover games just about to be released in the UK. These are "PAL versions" which will work with any UK SNES without an adaptor. Quite often Official releases will follow Import reviews by a couple of weeks or months. However games are sometimes changed for the UK market and where this happens we'll tell you about it. This month, as a one-off, there's an A-Z of Official Reviews covering every UK game in-depth detail with a page each. This begins on page 60.









PROfile

SUPPLIER: Usually the UK distributor. Bandai used to be the exclusive distributor for SNES stuff, but that's ending now with Acclaim going through Polygram, Activision through Playtime and EA doing it themselves. As software publishers become more important we'll print their phone numbers too to let you check release date changes.

PUBLISHER: Who developed the game, who's responsible basically.

IMPORT SUPPLIER: If the game's only available on import we tell you where we got it and a telephone number for you to get hold of it too.

PLAYERS: Are there two-player, three-player, four-player modes?

Skill levels: Are there skill levels for Duffer Dave, Moderate Mark and Pro Ryan?

CART SIZE: How big is the cart. One Megabit is equivalent to 128K. The bigger the cart, the bigger the game – unless the programmers are naff.

FEATURES: If there's a password of battery back-up game save option this is where we'll tell you about it. Otherwise it's the most unusual or interesting feature.

CONTROLS: A quick run-down on what key does what. Gives you some idea how complex the game is, whether the controls will suit you and can be very useful for Jap language imports.

PROS & CONS: A short summary of the game's positive and negative points. This gives you a quick rundown on the game.

GRAPHICS: Graphics are judged both for how well drawn they are as well as the speed and quality of animation.

Sound: The aural soundscape. A combination of the music and spot FX, plus suitability for the game-style.

GAMEPLAY: Simply how enjoyable is the game to play and how addictive is it to begin with.

Challenge: A combination of two factors. One factor is obviously how hard a game is, do we think this will take you a reasonable length of time to complete. The second factor is just as important though. It's the X factor, the combination of variety, addictivity and playability which make us think you'll *want* to keep playing day after day. If a game's simply impossibly hard and totally unenjoyable to play it won't score highly here.

OVERALL: A numerical evaluation of how good we think the game is. We take ages debating this one, but remember the really important thing is what we say about the game in the main review. The main text has all the details which will guide you to whether the game will suit your tastes.

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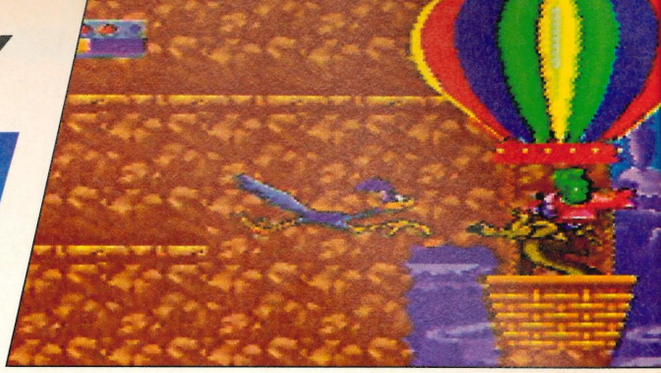
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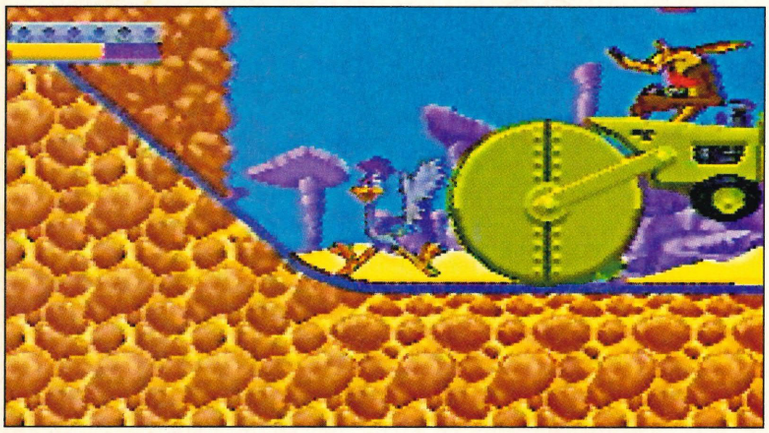
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Road Runner



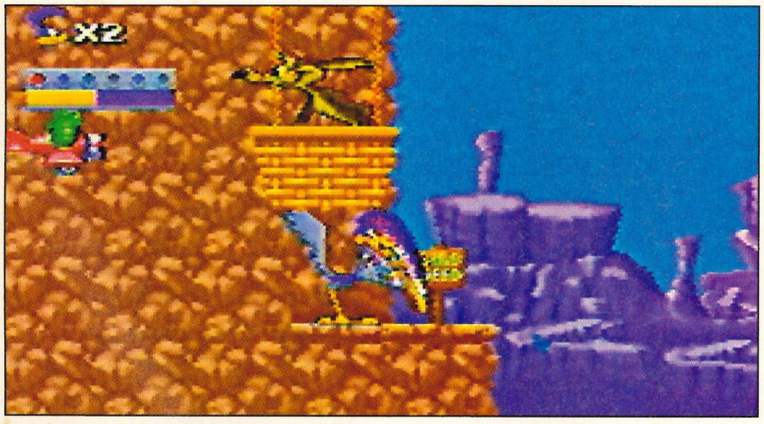
"MEEP-MEEP!" From the familiar Loony Tunes jingle accompanying the amusing opening sequence to the beautifully coloured first level and the start of play, Sunsoft's *Road Runner* conversion oozes authenticity and excitement. But does it live up to these high expectations? Mark "look at that bird!" Wynne has a squint.

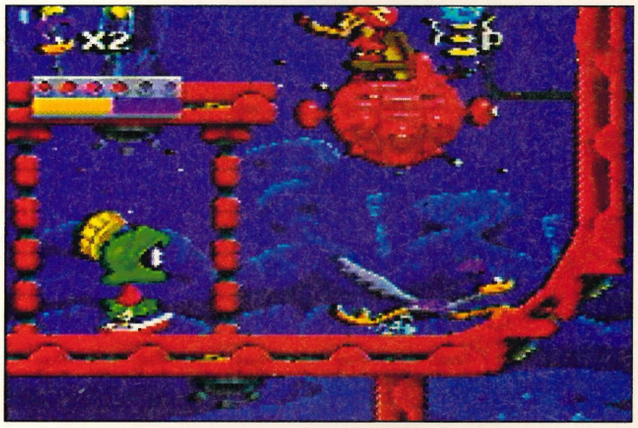




Much like *Bart's Nightmare*, this affectionate program convinces you that you really are controlling your favourite animated character, in your very own cartoon.

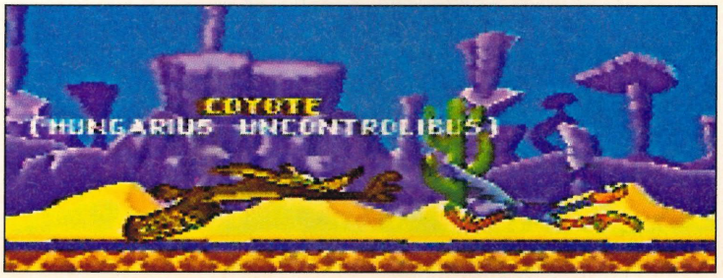
Level one opens with your Road Runner standing, blinking, beside a 55 mph sign. Tap the left top button and he "meeps" happily, press the right one and he pulls his tongue cheekily. I amused myself with just these two buttons for a while, before being interrupted by the appearance of arch enemy Wilyee Coyote (Hungarius Uncontrolibus) rushing towards me, arms outstretched, chucking knives at my amiable duck/ostrich/emu. When five of my six energy dots had dimmed (one for each contact with a bird-hater) I decided to move and agilely jumped over the persistent but basically dumb coyote. To begin with I skipped elegantly, until those famous Road Runner limbs whipped into a blur (literally) and













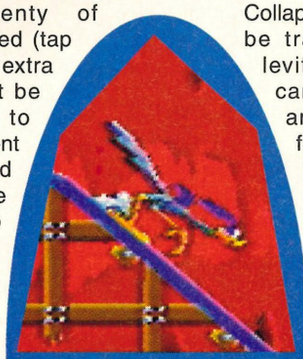
(Above) Road Runner pecks greedily at a handy pile of bird seed, oblivious to the floating Coyote. (Left) Fat, green surfing, birdy things get in the way of our bird with a purpose.

the 55 mph limit was shattered. Much like Sega's Sonic, Road Runner can get up to some quite phenomenal speeds on a good stretch of road and also like the Sonic game, one of the joys of this cart is the realistic way that your character is controlled by the forces of of weight and inertia – Road Runner cannot climb to the top of a hill from a standing start, a good run up and plenty of momentum is required (tap the Y button for an extra burst of energy but be sparing, you need to scoff all the convenient deposits of bird seed scattered across the landscape to top up your super speed bar).

So the bird can run. But where too?

Quite simply, Road Runner must travel from left to right over the many scrolling screens that comprise each level, avoiding Wilyee and his time-deducting friends, collecting extra points and following the helpful road signs that guarantee you won't get lost on the slightly larger and successively more bizarre levels.

There are a host of creatures and objects that are eager to punish Road Runner for his cheerful disposition. Bump into just about anything and you've lost another point of energy – including on the first level, stinging (but slow) scorpions which can be dealt with by a swift peck of the beak, cacti that stop Road Runner in his tracks unless bounded over and at the end of the level, Wilyee (his pink tongue flapping in the wind with sadistic excitement) driving a large steam roller that, needless to say, flattens Roady (again watch the road signs for clues as to what traps lie ahead).



PRO TIP

Keep your speed down except when scaling steep hills or else you'll keep running into your enemies.

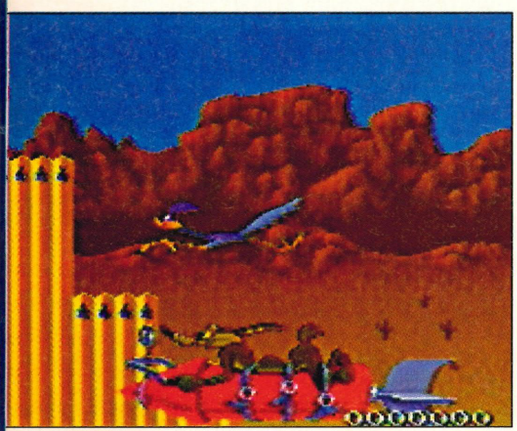
Collapsing platforms need to be traversed hastily and levitating mini-platforms can be used to ascend and descend high cliff faces. A chequered flag signifies the end of the level and Roady jumps for joy as, predictably, Wilyee becomes the victim of his own dastardliness. When a level is completed, your score is bumped up according to how many flags have been raised, how much bird seed conserved and how quickly you solved the level.

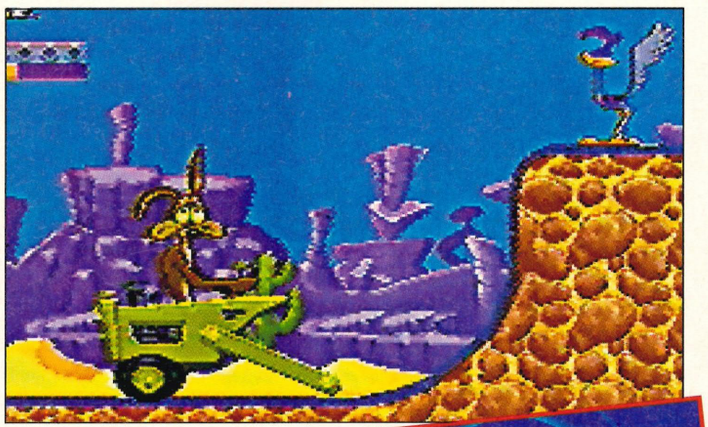
Road Runner's enemies also become increasingly surreal, from yellow-eyed bats to sky-surfing dinosaurs and several Loony favourites pop up in cameo roles, all intent on hindering our bird's progress. No-one, it would seem, likes Road Runner. Except the SuperPro office and anyone who enjoys a challenging platformer with outstanding graphics.

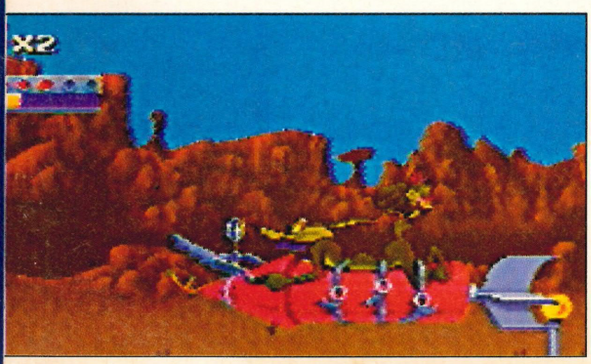
From the very outset, *Road Runner* is enormous fun. Aside from its pure playability, the game is chock a block with humorous touches and witty end of level sequences. The quality of the graphics for the backdrops and enemies starts out excellent and goes on to get even better. Despite the fact that some of the game's routines are taken from the cartoon inspiration, many situations are new and wonderfully inventive. As I said at the start, this game stands beside *Bart's Nightmare* as a tribute to the potential of the SNES when used as an interactive cartoon, and the novelty of this wondrous environment doesn't wane.

However, *Road Runner* IS difficult. Level three provides the first serious headache, and several hours of intense gaming at our hardworking office was required to solve its fiendish puzzle. And of course, like most of its genre, this platformer can become annoying when early levels have to be repeatedly endured in order to return to the desired level. A facility to access any level at will might have been a key factor in making Road Runner less irritating and more playable.

Despite these reservations, *Road Runner* is a game of true quality and like all the best games, it transports you to another place for a while, due to the great atmosphere conjured up by the marvellous world of Acme. So if you think you can handle a *real* platformer (players struggling with *Mario World* need not apply) *Road Runner* will provide days of challenging, fun-packed gameplay.







(Above) Road Runner's fiendish foe is about to be flattened. (Left) In later levels, Coyote discovers increasingly unusual modes of transport. Avoidance is the only option. Jump!





Publisher: **SUNSOFT**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: TBA
Release: DEC

PLAYERS: 1
SKILL LEVELS: 1
STAGES: Tons
CART SIZE: 8Mbit
FEATURES: In level position saves (3 lives only)

CONTROLS

- No function.
- Duck.
- Run right.
- Run left.
- X — No function.
- Y — Super speed.
- A — Peck.
- B — Jump.
- L — Meep.
- R — Tongue pull.

PROS: Road Runner proves Bart's Nightmare was no fluke. You can have a cartoon world inside your SNES, and have a damn playable and addictive game at the same time, with no let up in the graphical attack. Graphics are vibrant, speed is spectacular and the levels long and tough.

CONS: If you're hopeless at playing games, you'll find it very hard to get into *Road Runner* (although it will be worth persisting!).

GRAPHICS	90
SOUND	86
GAMEPLAY	79
CHALLENGE	90

PROSCORE 82 SCOREPRO

LOOKS GREAT — PLAYS HARD!

REV
IMP



Super STAR WARS

One of the most famous opening sequences rolls before your eyes accompanied by gorgeous stereo sound. The story rolls off into space, a huge Star Destroyer unleashes a flurry of laser beams on a small courier ship and an escape pod falls away. It's an awesome intro, perfectly recreated on your SNES thanks to LucasArts themselves. The best movie conversion ever has just arrived...

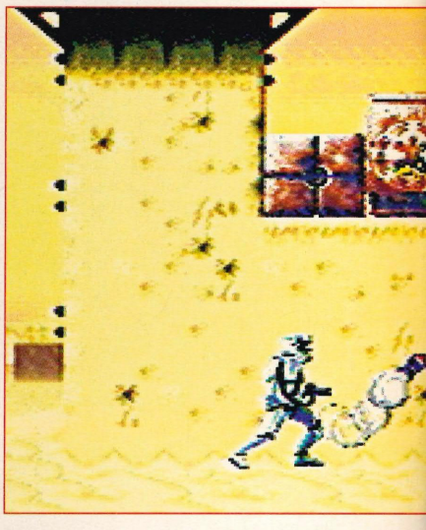
While you're still glassy-eyed from the tremendous opening sequence, the demo mode snaps into action. Ten or so scenes are flashed before your eyes, one of the biggest movies of all time perfectly recreated in sound and vision. The familiar side-on view platform shoot-'em-up gameplay looks somehow fresh, while the stunning Mode 7 landspeeder sequence and the high velocity trench scene boggle the mind. First impressions can be misleading, but several days intensive play later you realise the game is even bigger and better than you'd imagined.

The side-on view levels trade on the film's name as well as simply brilliant graphics and sound to be both very big and often very tough. The quality of the graphics mean, however, long levels go on for they're never dull and small new details are introduced to maintain interest. Graphics are often slightly remixed for later levels in a way which









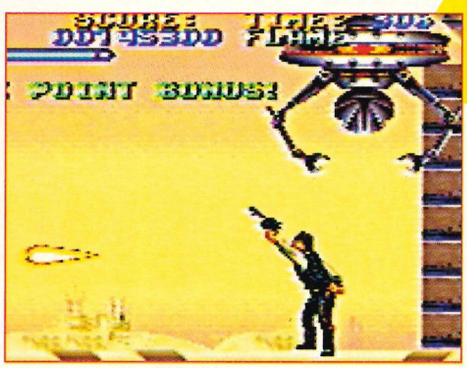






The famous cantina scene is huge (above, right) but the second Mos Eisely level (below right) is tougher.











After blasting his way through jawas (far left), a Mutant Womprat (top) and stormtroopers (above), Luke finally meets Chewbacca (left).

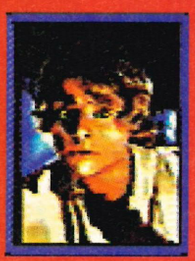
prolongs the sense of adventure, rather than being in any way irritating.

The game begins on Tatooine with Luke on a quiet desert stroll – lasering giant scorpions and all sorts of weird aliens, ending up in a confrontation with a giant Sarlaac monster. The next level introduces the stunning Mode 7 Landspeeder section. Luke must blast ten jawas before arriving at the jawas' massive Sandcrawler. Once there, side-on action resumes with Luke leaping from various platforms on the side of the Sandcrawler while blasting their defensive guns. It's tricky, but the next level is harder with the machine's insides being much bigger than the outside. Robot guns, crushing presses and lava are just a few of the hazards.

After R2-D2's been rescued Luke arrives in the land of the sand people. Now he must jump between crumbling rock formations and battle reptile birds, banthas, Tuskan raiders, sticky frogs and more! Having met old Jedi knight Kenobi, Luke gets back in the Landspeeder to take on those jawas again, the destination now is Mos Eisely spaceport.

Mos Eisely consists of "just" three levels. Entering Mos Eisely is a huge side-on view blast-'em-up across the brilliantly drawn city, with imperial stormtroopers making their first appearance. Finish it and you meet Chewbacca, giving you the choice of Luke or Chewie for...

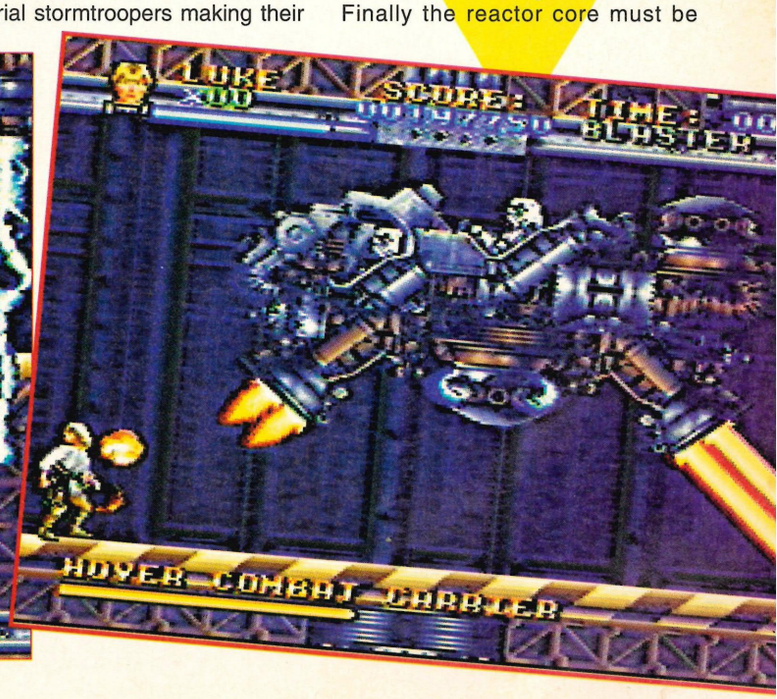
The canteen scene. This includes all the movie's monsters – only they look better now! Demon-faced aliens leap into action, capes fluttering, then throw out shuriken stars. Other aliens whirl like Tasmanian Devils, and in the background you can the see the band and shady bar customers. This is fairly easy, but the next level is really two in one. You can now choose Han if you want, with another Mos Eisely confrontation in store and only a few new graphic ingredients. But at its end, Mos Eisely's hangers appear – vast and very tough with *Strider*-like electrical beams, grabbing claws and yet another fearsome end-level guardian.



PRO TIP

On the sandpeople level falling off a cliff edge reveals a lives-packed cavern on the left.

The Millenium Falcon is shown shooting off into Tatooine's sky in one of the numerous beautifully draw inter-level sequences. Now it's time to visit the Death Star, a war machine as big as a planet. The three levels here include a long jump 'n' blast through the Death Star's hanger complex complete with TiE fighters zooming out the bay and an ED-209-like guardian waiting at the end. Then there's the rescue of Princess Leia with huge slamming doors and all sorts of hostile droids aiding stormtroopers. Finally the reactor core must be



taken out in a long, vertically scrolling level.

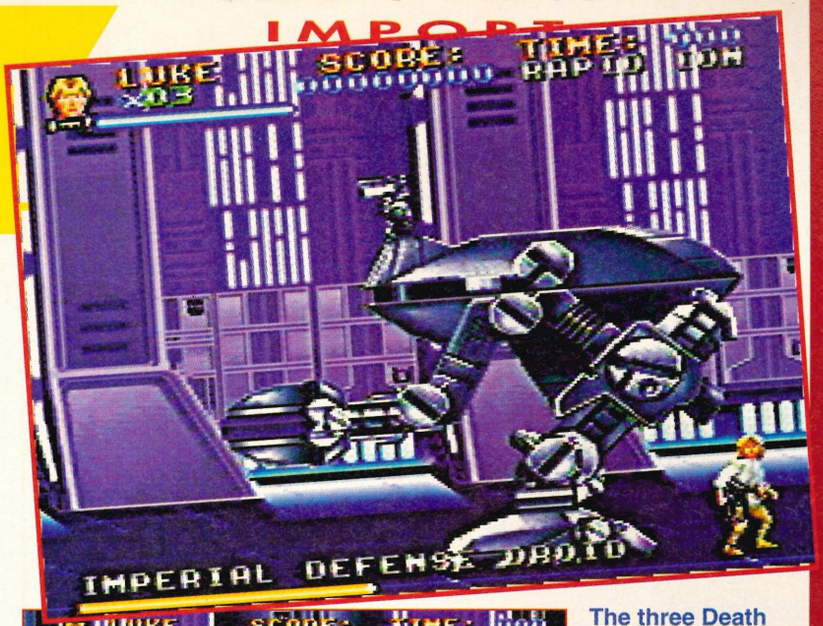
The Falcon can now escape the Death Star with R2-D2's plans for how to destroy it. The first space level commences with the X-Wing attack, and Mode 7 whizzes into action. The machine world spins under the X-Wing at dizzying speed. Towers and TiE fighters speedily and smoothly whip by. It's an utterly dazzling effect. Complete the level and finally you go down into the famous trench. The trench walls rocket past, tower guns and TiE fighters fire laser bolts. The cockpit display is just like the movie, as is sound – "Keep on target", "Use the Force" – and then Darth Vader's fighter appears...

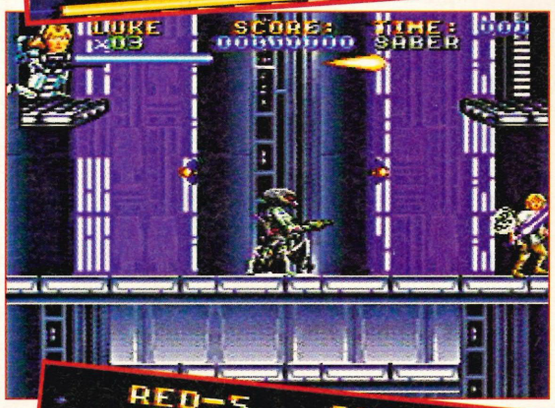
As a showpiece of what the SNES can do, only *Mickey Mouse* comes anywhere near. The Landspeeder and Death Star sequences are quite awesome – *Blazing Skies* is technically similar but has nowhere near the same impact. The speed is just overwhelming and the detail of the graphics incredible. In fact, attention to the tiniest detail is a hallmark of this program and Star Wars buffs will have a field day. All the movie's characters have been superbly rendered with brilliantly animated graphics – the animation on Chewie, Han and Luke is fantastic.

Then there's the sound which is simply unbelievable. The triumphant, anthemesque Star Wars theme has been almost perfectly recreated by digitized sampling. Similarly with special effects – the Jawa's shriek "Hou-teen-ie" exactly as in the film; the Tuskan raiders' roar is reproduced with a frightening exactness; even Luke's light sabre pulsates with the flow of the Force in the same way it does in the film.

The game's soundtrack is a seamless blend of hugely impressive tunes and digitized FX – even picking up a power-up icon has a movie effect with it. And when you die, Darth Vader's heavy breathing mocks you.

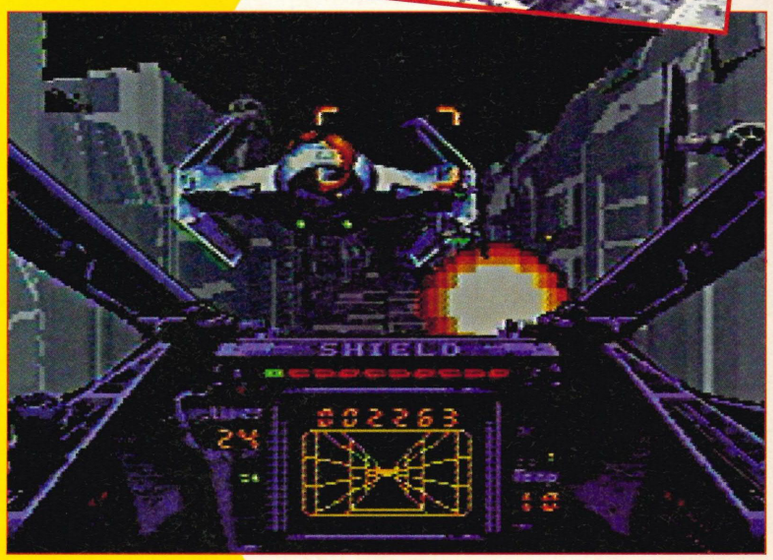
Cynics could say gameplay isn't that original, considering LucasArts' reputation a bit more depth might have been expected. However, there's a lot of variety here and the overall package is quite overwhelming. Gameplay isn't massively original – just well thought out, brilliantly implemented and impossible to leave alone. The only serious problem is that the wait for an *Empire Strikes Back* cart is going to seem very long indeed with no other film conversion likely to come within light years of the quality on show here.





The three Death Star levels include a nicely animated walker (above) and an easy vertical level (left). Below is the jaw-dropping Death Star attack sequence and the blindingly fast trench scene. Use the force, Luke!







Publisher:
JVC/LUCASARTS
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: TBA
Release: TBA

PLAYERS: 1
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: Continues controls

CONTROLS

- Aim up.
- Crouch.
- Run right.
- Run left.
- X: Special.
- Y: Fire.
- A: Weapon select.
- B: Jump.
- L: Scroll screen.
- R: Scroll screen.

PROS: Some of the most imaginative movie characters and sets have been brilliantly recreated. An superb cinematic score melds with sampled spot FX to make you wonder: is it the film, or is it SNES? Mode 7 is used for incredible flight scenes. Massive levels, fantastic variety, great intro and end sequence. Superb interlevel pics. Yeah, okay, we liked it...

CONS: Overall gameplay not as innovative as might be expected of LucasArts.

GRAPHICS	95
SOUND	97
GAMEPLAY	93
CHALLENGE	92

PROSCORE 95
SCOREPRO

BLOCKBUSTING MOVIOLA!



NCAA BASKETBALL





Publisher: **NINTENDO**
UK Supplier: **BANDAI**
Tel No.: 0329 822565
Import Supplier: **VIDEO GAME CENTRE**
Tel No.: 0753 549442
Price: £49.99
Release: TBA



PLAYERS: 1 or 2
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: Password save

As the winter months draw near, the prospect of dribbling a ball up and down a soggy concrete court somehow becomes less appealing than it would in mid-summer. So basketball fanatics will have to channel their aggression some other way. "Air" Ryan Butt checks out the latest SNES sim for potential!

NCAA Basketball is a development of the popular *Super Dunk Shot* adding in real American college teams for you to play with. Of course, the most unusual aspect is undoubtedly the perspective, using Mode 7 to the max for some spectacular scaling and rotation, offering the illusion of really being on court in the centre of the action.

The options are fairly conventional however. You have the option to play in an exhibition game or begin an entirely new season with your selected team, either against a computer opponent or a rival partner. There are a total of 44 teams to choose from, each with an entirely different roster, so the strengths and weaknesses of each team will vary. You then have the option to alter the length of each period and set the difficulty level at which the game will be played.

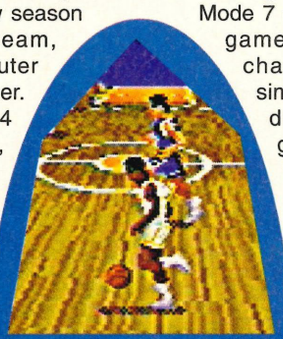
When both teams have been selected it's straight into the action, where the usual rules of basketball apply. Put simply, two teams of five players must by fair means dribble or pass a ball into their opposing team's half of the court and attempt to score points by shooting the ball into their basket. There are a number of different ways in which this can be achieved, ranging from dunk shots to long distance three-pointers. Although actual physical contact is prohibited, your rival team will attempt to steal the ball from your team's possession using certain blocking techniques, so it's always a good idea to pass the ball until you're in position to shoot at the basket.

As is the case with most sports sims, the most enjoyable aspect of *NCAA Basketball* is the two-player mode as it gives you the opportunity to thrash your friends, or not as the case may be.

The graphics are by far the best seen in a game of this type, the Mode 7 effects really bring the game alive, and the character animation is simply superb. The only drawback with the game's appearance is the plain background surrounding the court – this loses the atmosphere of playing in front of a packed audience and trying to impress cheerleaders on the sidelines!

There are some mediocre tunes to accompany the game and the best audible feature is the sampled crowd cheers that really create the atmosphere of a college match.

As a sports sim, *NCAA Basketball* works well and has successfully captured the spirit of the game, fans will appreciate the great amount of thought putting in to it including most of the rules. Newcomers, however, may find it a bit too complex to easily get into.

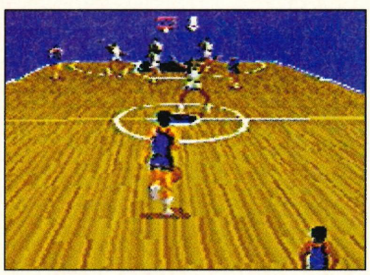


PRO TIP

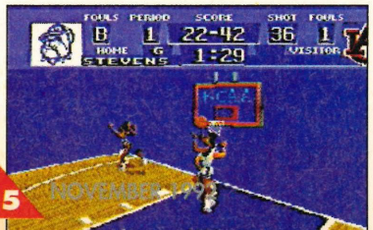
From your basket, dribble the ball to the half-way line and pass the ball to the player underneath the basket. Dunk the ball and two points is yours every time.











CONTROLS

- Move up.
- Slam dunk.
- Move down.
- Move right
- Move left.

X Attempt to steel when on defensive. Charge defenders.

Y Pass the ball on offense, or select nearest player to the ball on defense.

B Shoot the ball on defense, or jump to block on defense.

L Charge offensive play, or select defensive play.

R Display current offensive play, or show current defense.

PROS: Superb animation, a wide selection of teams to choose from, good simultaneous two-player action.

CONS: Can get repetitive. Dull backgrounds. Not too welcoming for newcomers.

GRAPHICS	88
SOUND	80
GAMEPLAY	70
CHALLENGE	77

PROSCORE 75 SCOREPRO

MODE 7 PLAYS BASKETBALL!

BLAZING SKIES

Blazing Skies sees you assume the role of five rookie RAF pilots: Marcel Le Blanc, Sean Maloney, John Hargreaves, Charlie Dexter and Lawrence Wolfe. Missions then fall into two main types: bombing or dog-fighting. With the success of each of these you then choose which of the following four attributes to build up: flying, shooting, mechanics and stamina. And in this way, follow them as they become some of the greats of flying history.

Blazing Skies represents the mastering of the SNES's very special graphics chip – more particularly of its now famous mode 7 component. For this is no ordinary flying shoot-'em-up, oh no. To begin with, it looks like a flight simulator; the scaling and rotation of the bi-plane being almost perfect. What results is the almost complete suspension of disbelief as one homes in behind enemy aircraft,

With animation and graphics that will knock you out of the skies long before enemy fire will, *Blazing Skies* (alias *Wings 2*) has the potential to be the ultimate in flying shoot-'em-ups. Taking control of a World War One bi-plane – the flimsiest, most unreliable hunk of junk metal ever created – you must soar up into danger-ridden skies to attempt the impossible: to out-wit, out-manoeuvre and, most importantly, out-live the enemy aircraft. With the missions becoming ever more hazardous you're in for a tough time. Indeed, some might argue far too tough. But would such voices be right? Dave "Radar" Westley investigates.

THE FLYING ACES

Marcel LeBlanc



Looking a bit slimey Marcel proves true to his own appearence. Outsliping enemy fire he's one of the RAF's best.

Sean Maloney



Sean is no fool. He knows that the Germans have aircraft as good as his own, and the ability to use them. A coward then.

John Hargreaves



Hargreaves proves himself to be one of those English men that think killing hunns is sport. Usually dies first mission.

Charlie Dexter

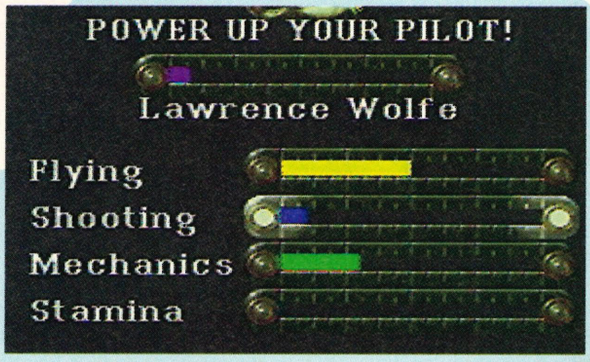


Sporting the silliest moustache in the universe Charlie goes into battle and kills the Germans with laughter.

Lawrence Wolfe



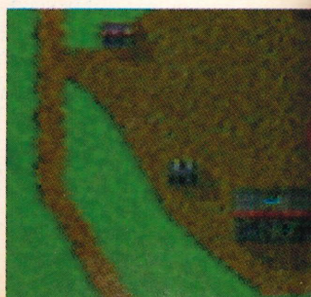
Lawrence is one of those flyers who's seen and done it all before. He's quick, accurate and tough. A true killer.







(Left) LeBlanc goes in for the kill. He has to be careful, though – too much angle and the inevitable collision will make him as dead as Julius Caeser.



zooms down towards munitions plants or tail spins uncontrollably towards terra firma. This suspension is aided by the detail paid to each individual sprite – notably to your own and other enemy aircraft but also to the buildings, roads and bridges that have to be bombed, and to the rolling green scenery that provides the background for many of the dog-fights that'll be undertaken.

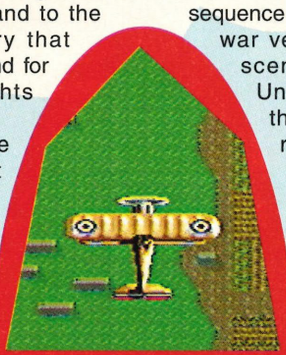
If everything else were as good as what I've mentioned so far we would have an almost perfect game on our hands. Unfortunately, *Blazing Skies* comes nowhere near that perfection.

It fails for a whole host of reasons, not least the fact that though the scrolling, scaling and rotation are undeniably superb (perhaps the best we've ever seen on the SNES), the programmers seem to have stopped inexplicably at this point, almost resting on their laurels. The backdrop hardly varies at all; you see the same green fields scrolling by again and again while each individual crash sequence features the same tumble and crumple of the aircraft. Then there's the fact that very little actually occurs onscreen. Now this may add to the realism, but it doesn't add to the enjoyment.

The main soundtrack for *Blazing Skies* attempts to set the atmosphere of WW1 and in this at least it is successful. It features amongst other things a sombrely triumphant trumpet solo and a drum sequence that marches you into war very much setting the scene of a great battle. Unfortunately, however, these same tracks are repeated over and over again and eventually they just become incredibly monotonous. The FX generally are also dire, particularly the sound of the bi-plane crashing – the same phut, phut, fizzle used over and over..

Blazing Skies fails ultimately because it's just not fun to play. This is not only because there is no variation in the graphics, nor is it because of the dire sound effects. Rather it's because of the nature of the gameplay itself. Assuming the role of five different men may sound fine in theory but what it does in fact is to cut up the play interminably so that large percentages of the time are taken up staring at stills, pressing the START button furiously so as to get back into the play. Worse, though, is that *Blazing Skies* makes no attempt to aid the player. It is oh so easy to crash your plane, often for the most delicate of errors, indeed sometimes for no explicable reason at all. A complete turn-off when you've steadily built up your player's attributes after several well earned victories.

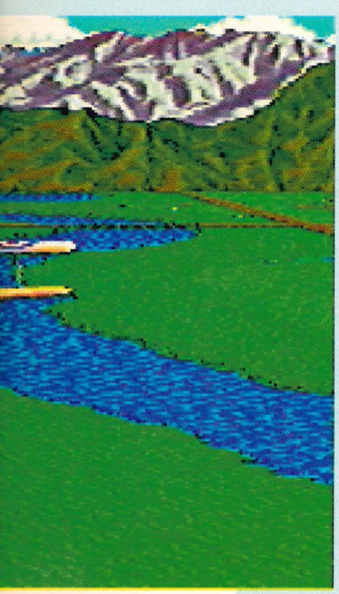
I'm tempted to say that *Blazing Skies* is the opposite of *Pilotwings*, reviewed on page 70 in this issue. *Pilotwings* may not look stunning, it may sound awful in theory but it's immediately challenging and incredibly addictive. *Blazing Skies* sounds fine in theory, looks beautiful, but it fails completely in being either challenging or addictive.



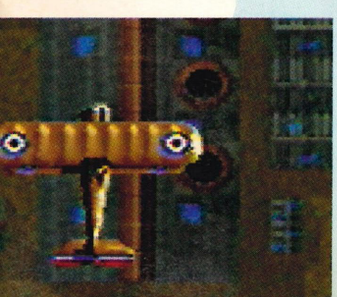
PRO TIP

On bombing raids, go as high as is possible. Then, as soon as you see your target, move the bi-plane down fast.











The picture on the right features the crash sequence.
(Above) It's the end for LeBlanc. He just couldn't stand another one of those crashes, or the phut, phut noise for that matter and promptly topped himself. 'Tis a shame.



Publisher: **NINTENDO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: TBA
Release: NOV

PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 4Mbit
FEATURES: Password

CONTROLS

- ▲ Pull nose up.
- ▼ Drop nose.
- ▶ Bank plane.
- ◀ Bank plane.
- X No function.
- Y Shoot.
- A No function.
- B No function.
- L Bombs.
- R No function.

PROS: Absolutely stunning use is made of the SNES's Mode 7. A real joy to watch. Everything flies straight into your face at a tremendous speed – especially the ground!

CONS: More attention should have been given to the appalling gameplay. The incessant menu options and static displays really slow up the fun. The plane is very twitchy, and hard to get out of trouble.

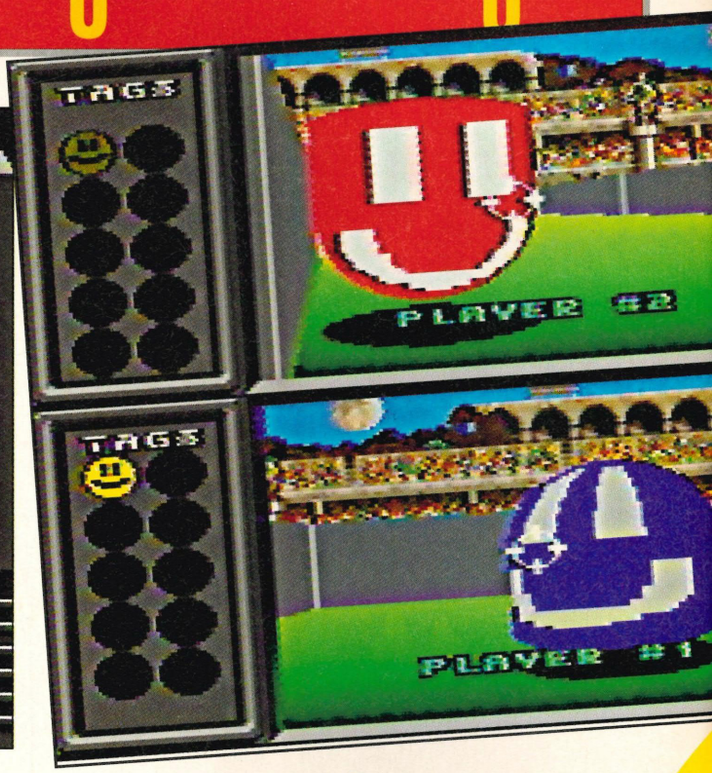
GRAPHICS	89
SOUND	73
GAMEPLAY	65
CHALLENGE	65

PROSCORE 67 SCOREPRO

FOR MODE 7 ADDICTS ONLY!

FACEBALL 2000





Bullet Proof Software's massive Game Boy hit bounces onto the SNES with souped-up graphics, improved gameplay and greatly increased shots per minute rate ('cos we all know that SNES owner's are that much tougher gameplayers!). But does the SNES really need hundreds of smiling balls? Mark "on a roll" Wynne takes a spin into the future.

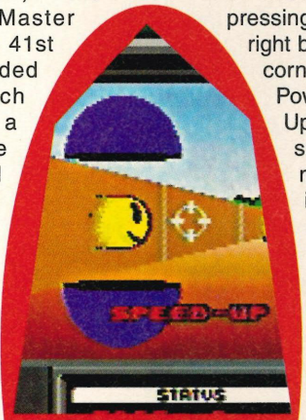
This Virtual Reality game transports you to the future of interactive sport (again) and casts you as a Holographically Assisted Physical Pattern Yielded For Active Computerised Embarkation. You'll recognise yourself as a simple, coloured shape however (you can choose between several HAPPYFACEs) and will cease to worry about ill-conceived acronyms as you roll tentatively into one of the two play areas.....

The first, Arena, can be played as either a practice game, developing your skill and reflexes against your opponents, the Smiloids, or as a straightforward scrapping session, in one or two player mode. As a single player, you zip about the small maze area shooting Smiloids, who are, at first, very stupid, presenting danger only through their numbers. Shoot the required amount of grinning enemies and the next maze opens to you, with increasingly intelligent opponents. If you've a friend, he can either join you in chasing and trapping Smiloids, or you can play head-to-head, pursuing each other in all out war.

The second play area is the tournament proper, the Cyberzone. The Master Smiloid waits on the 41st level, the game divided into eight zones each with five levels and a bonus screen – these end of level greed screens give you the opportunity to rush around collecting power-ups and points with no annoying Smiloids to harass you. As in the Arena, a second player can join in to help or hinder your progress.

In the space allotted, it's impossible to detail all of this cart's features, but there are a great many elements to this game, and I recommend that you read the excellent instruction booklet thoroughly before wading in. It's not that *Faceball* isn't immediately playable, but the most inventive parts of the game really need to be explained to be fully understood. For example, pressing the the top left and right buttons helps you take corners that much faster, Power-ups and Special-Ups taken from flashing smiloids offer a multitude of treats, including Smiloid Sensor Maps, rapid fire guns, armour, extra lives, shields, money and speed-ups. Power-ups in particular are very useful since they have a cumulative effect. Collect a few speed-ups and see how quickly you can roll around that maze!

There are many enemies, each type possessing peculiar characteristics, from the most appealing, SHOOTMEs, which roll around for target practice, to ISHOOTU2s – no guesses – and Gremlins, who hunt you relentlessly.



PRO TIP

Keep your distance when tagging Pod-Drones. If they ram you in a suicide attempt the Pod will be lost.





SHOOTMEs wander invitingly around the first levels (left), leaving you and you're partner to take it easy and admire each other's happy faces (right). Smiles abound in *Faceball 2000!*



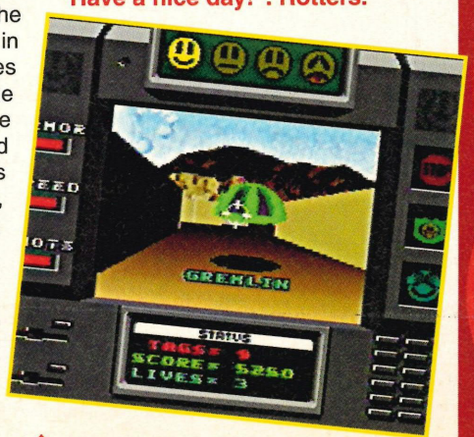
It doesn't take much play to realise that *Faceball* is a brilliant and unique game. Despite the basic arcade quality of the format, real strategy is needed to succeed in later levels. When enough Smiloids have been tagged to reveal the exit, it's tempting to rush for it, hoping to squeeze between the remaining Smiloids, but this usually results in collision. More need to be picked off, and it's in developing techniques to effectively combat the smiloids that this game's longevity appears. The most obvious tactic often seems be withdrawal to a corner, where you can rotate your view easiest and protect your back, but pick off too many gremlins and they slope off to another part of the maze. The only way to finish them is to get in the middle of a corridor and take two out at once, one on either side.

As you collect power ups and confidence, the game becomes entirely engrossing. The enjoyment is immense as you alternately speed and skulk around the maze, one minute hotly perusing a fat, tempting Smiloid, the next, careening around corners to escape, and usually rolling smack bang into a dozen of them. The fact that when you shoot you are temporarily blinded by you're own bullet, makes indiscriminate firing a folly, since by the time your view clears you could be surrounded, and this danger makes rapid fire guns on Level Four a must. Self-absorption into the game is also partly due to the satisfying sound FX – turn the tune off to get the atmosphere just right.

Although the two player game probably offers most fun - creating a killing-zone together is the most effective way of getting through the first levels but later panic results in mayhem (be warned)! - this does not in any way diminish from the one player mode. If anything, the feeling of being the hunter/hunted is increased (as the Smiloids congregate around corners, peeping around to grin at you, real paranoia envelopes you). In short, this game needs to be bought to be experienced, and I recommend it just as much for solo players as for twosomes. Playing with balls is addictive - it's official!



(Below) In later stages, annoyingly fast and persistant gremlins cobble your happy face, depriving you of lives with "Have a nice day!". Rotters.





Supplier: **VIDEO GAMES CENTRE**
Tel No.: 0202 527314
Price: £45.00
Publisher: **BULLET PROOF SOFTWARE**
UK Release: TBA



PLAYERS: 1-2
SKILL LEVELS: 1
CART SIZE: 8Mbit
FEATURES: Simultaneous two-player

CONTROLS

- Roll forwards.
- Roll backwards.
- Roll right.
- Roll left.
- X: Display map.
- Y: No function.
- A: Fire.
- B: Collect pod contents.
- L: Nudge left or turn left faster (with control pad).
- R: Nudge left or turn left faster (with control pad).

START BUTTON: Pause game and display map.

PROS: Instantly enjoyable and addictive. Two different games. Large front end including handicapping facility for more experienced players in two player option. Split-screen simultaneous action. Highly original.
CONS: Graphically adequate. Sound only average.

GRAPHICS	79
SOUND	75
GAMEPLAY	92
CHALLENGE	89

PROSCORE 88
SCOREPRO

HIGH-ROLLIN' FUN

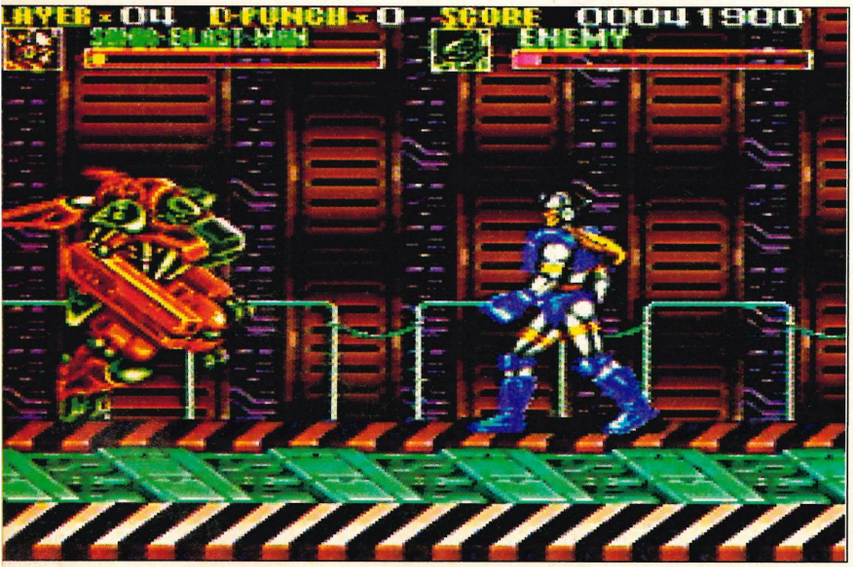








Get ready to wiggle your controls madly – this crab looks very angry. Not really that surprising given that Sonic Blast Man keeps on hitting him for absolutely no reason at all (top). Below Sonic strides arrogantly toward one red hot killing machine



The old Taito coin-up favourite, *Sonic Blast Man*, is about to smash, trash and bash its way to your SNES. But this time it's a thrash with a difference. David "Y-Fronts" Westley has a quick fumble in a phonebox before checking it out.

SONIC

Anyone who's ever played the arcade game will wonder what the heck Taito are up to. After all the coin-op had you donning a boxing glove to beat hell out of a small rubber pad. If your musclepower was up to it a meteor was smashed into a zillion pieces. Is there a boxing glove with this cart?

No – it's a simple beat-'em-up. The only traces of the original are found in the bonus rounds where you have to wiggle the directional controls left and right to increase power, and then press any button to aim your punch. Much sick fun can be had here – knocking the legs off a seemingly defenceless giant crab, demolishing a building and, of course, beating up a meteor.

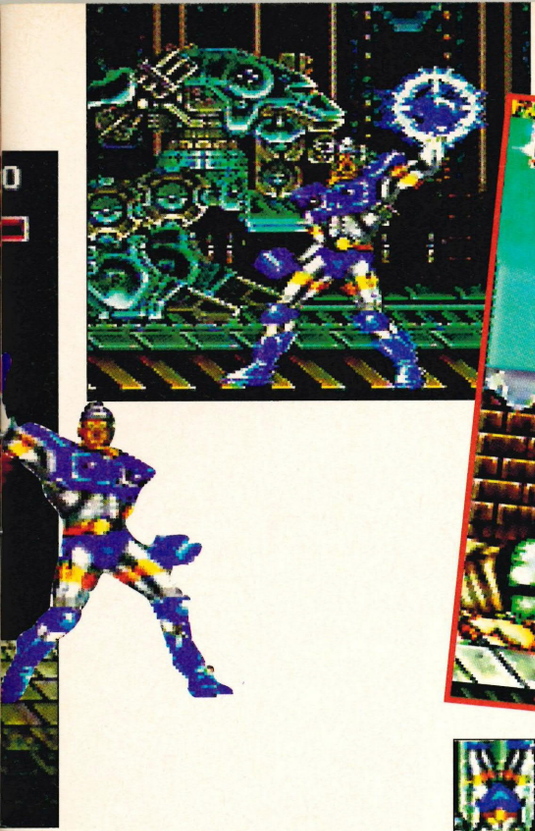


PRO TIP

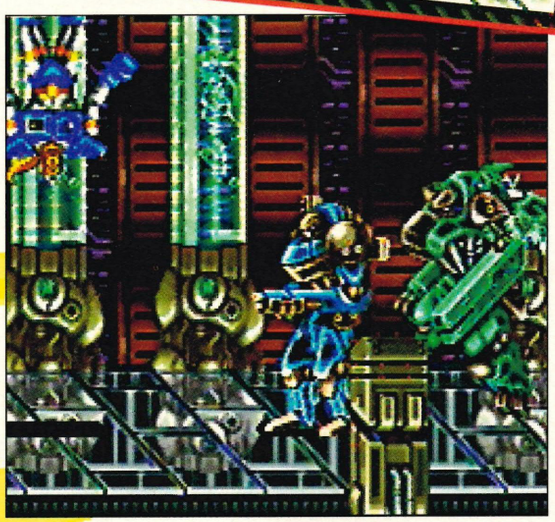
Save your D-Punch for Guardians. Without these it's extremely difficult, if not impossible, to kill.

But still, this is not what *Sonic Blast Men* is really about, not here, not now anyway. Here you strut your stuff as a grinning metallic monster thrashing all who get in your way. Armed with some of the weirdest moves yet seen it's down to you to save some poor defenceless "bint" who's been kidnapped.

It all sounds so dull, but in







Sonic Blast Man (left) does what any self-respecting hero would do – hide on the ceiling! (Below) another bonus round and a further chance to smash the hell out of an innocent!



fact *Sonic Blast Man* is one of the best games of its type, beating hell out of *Final Fight* and *Rival Turf*. The secret lies in the animation for which there is only one word - funny. Blast Man throws his opponents about like Asterix throws around those poor Romans, accompanied by a comic book-like "thwack" or "blast". It just makes you want to thwack, blast, punch, kick, throw, trample, and crumple your opponents to death. Especially good is the deathly D-Punch where Blast Man punches the ground. Not very intelligent you might think. But then you'd be wrong – for one hundred Mega Tonnes of pure energy is blasted out, essential for those end-level guardians.

In fact all the enemies are pretty impressive, some of the best drawn beat-'em-up sprites yet. Big, bold and very blood thirsty, some even go through a disgusting mutation process when hit. The only problem with the graphics is that given the number of sprites that you can have on screen, and given the size and complexity of each of them there is the inevitable slow down – indeed there is a lot of slow down. Still when the graphics are this good it's a sacrifice that's worth paying.

So if you like beat-'em-ups – or simply a good laugh – you'll love this. Sonic Blast Man's a definite must for beat 'em up fanatics everywhere.

BLAST MAN



Publisher: **TAITO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.99
UK Release: TBA



PLAYERS: 1
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: Continues keys

CONTROLS

- Move up.
- Move down.
- Move right.
- Move left.
- X – No function.
- Y – Punch.
- A – Special move.
- B – Jump.
- L – Move left.
- R – Move right.

PROS: Stunning graphics combine with an excellent soundtrack to make hitting everyone you see extremely fun.
CONS: Not that many moves and won't take too long to complete on easy setting.

GRAPHICS	89
SOUND	85
GAMEPLAY	86
CHALLENGE	78

PROSCORE 87
SCOREPRO

THE FUNNIEST BEAT-'EM-UP YET



The final level (top) is a simple fistfight with two robot ninjas. And the End sequence is an equally disappointing text message – the Game Over screen (right) is more

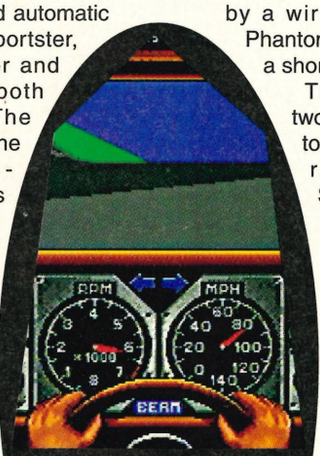






First impressions are sadly not of blinding speed – the scenery moves by in noticeable steps, especially when there's an object like a bridge on screen. Success requires you to get used to the game's speed, anticipating problems and turning into corners early. The comparative slowness doesn't make the game too easy though – it's easy to spin off the track – and steering on the steeply banked turns, let alone the loop-the-loop, almost make you glad it's not running any faster!

The game offers a choice of four cars; manual and automatic versions of a Sportster, plus a Roadster and Speedster (both manual). The Speedster has the highest speed - 140mph - but its handling is poor and more attention needs to be paid to changing the gears at the right time. The Sportster with automatic gears is definitely the one to begin with as changing gears is always a bind.



PRO TIP
Slow down as you approach the finish line – don't set yourself too hard a challenge to beat!

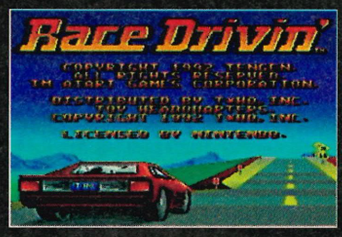
All the cars can be run on any of the four tracks. The Autocross Track is definitely the easiest, completely flat it runs quite quickly and the only things to worry about are spinning off the road and failing to beat the time limit. Unfortunately it's very small – with just one checkpoint - and once you beat the time limit all you get is the chance to beat your last performance, as run by a wireframe car – AKA The Phantom Photon. It's fun for only a short while, though.

The Stunt Track is in fact two tracks, you choose which to race on by making a turn right at the start. The Speed Track is similar to the Autocross Track, only a little bit bigger and with some road traffic to worry about. Hit a car, or any other object, and you get a brief exterior-view replay of the accident and then get put back on the track minus a few critical seconds. The Stunt Track itself includes high-banked turns, jumps and loop-the-loops. Due to the relative slowness of the game, and being returned to the start of any stunt you've failed, the main challenge is a puzzle-like working out the best speed for a certain stunt and where to steer. The loop-the-loop for example tends to pull the car to one side – slowness and unclear graphics make it tough the first time, but practice evolves a procedure.

The Super Stunt Track is more of the same with even more elaborate stunts, such as the corkscrew which is murder to follow on screen! Again it's fun for a while, and the overall challenge of besting the challenge times so you can meet, and beat, the phantom photon on all four tracks is considerable – but there isn't much variety.

***Hard Drivin'* was an arcade revelation, a full scale 3-D driving simulator souped-up into one heckuva race game. The sequel added even more features, raked in yet more cash and made console conversions inevitable. Stuart "Senna" Wynne took it for a test.**

Race Drivin'



Supplier: **Video Games Centre**
Tel No.: 0202 527314
Price: £45.00
Publisher: **THQ**
U.K. Release: TBA

PLAYERS: 1
SKILL LEVELS: 1
LEVELS: Four Tracks
CART SIZE: 4Mbit
FEATURES: Phantom Photon

CONTROLS

- △ Slowly move forward (if speed 0 mph).
- ▽ Slowly reverse (if speed 0 mph).
- ▷ Turn right.
- ◁ Turn left.
- X Change gear up.
- Y Change gear down.
- A Accelerate.
- B Brake.
- L No function.
- R No function.

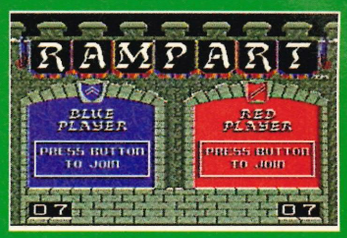
PROS: Fairly playable with some dramatic stunts to attempt. Four cars to choose from, four tracks to attempt and a choice of manual or automatic gears.
CONS: Graphic slow-down diminishes realism and fun, while also making control awkward. Not much long-term appeal. Dull sonics.

GRAPHICS	64
SOUND	46
GAMEPLAY	60
CHALLENGE	42

PROSCORE 51
SCOREPRO
SLOW DRIVIN'

REVIEW
IMPORT

RAMPART



Atari's hugely playable coin-up favourite finally cannonballs its way to the Super NES. With castle, cannons and bricks you must take on the ghastly "Grunts" and send them all packing. It won't be easy. The castle brick makers cannot produce a straight brick to save their lives, and them there walls just keep getting cannonballed. Dave "we can rebuild him" Westley gives it a go!

Rampart is presented in two forms on the same cartridge – Super and Normal. Both have the same objective – keep the Grunts out of the castle and destroy their ships. Where they differ is in the graphic quality: in normal mode visuals are hugely disappointing, utilising none of the SNES's special capabilities. By contrast "Super" *Rampart* makes full use of Mode 7: zooming in and out of battle and flying towards the enemy ships is truly stunning.

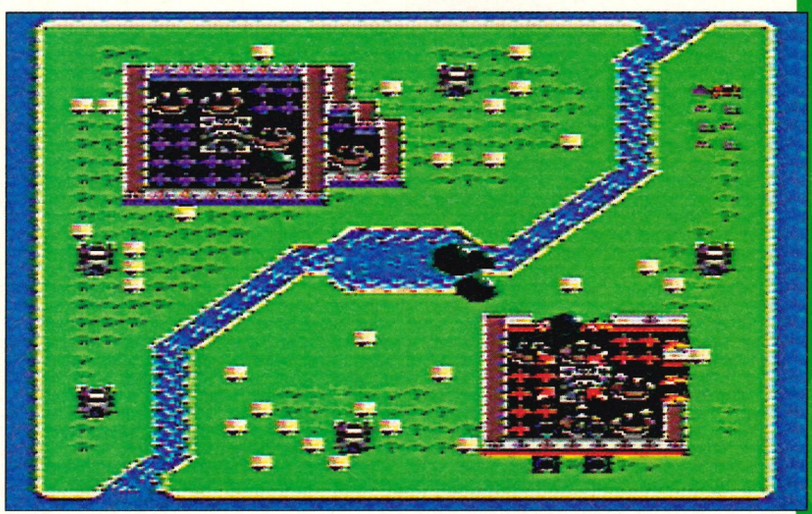
To be honest the battlefields do become a bit samey after a while, visually that is, but the most important thing is playability and in thatt *Rampart* is a winner. Its secret lies in combining two very addictive game-styles. The first is a shoot-'em-up where you use your cursor to direct cannonballs onto enemy ships or castles – accuracy and speed are essential as you whiz about Mode 7-style.

Then when time runs out you've got to rebuild your castle walls, and hopefully build other castles – if you've got time. This stage is the same in Super and Normal modes, a simple overhead perspective, but that doesn't matter. To survive to the next round you must ensure at least one castle has no gaps in the walls. This is a little like *Tetris* with various odd-shaped wall pieces for you to rotate before putting down

As the game progresses the ships begin to land grunts to get in through castle walls and thus make rebuilding impossible. There's also gun-packed barges, huge Viking ships and Kraken sea monsters. But you can respond with super guns and propaganda balloons! For such a simple game *Rampart* is packed with neat gameplay touches.

And of course there's the two-player mode. You can only play it in Normal Mode, but who cares with such intense gameplay, devastating each others castles with relentless bombardments. What's more, if you succeed in vanquishing your opponent you get to push him (as slowly and as painfully as you like) off a plank to drown in the sea. Absolutely marvellous!

So for anyone who wants something different and isn't too bothered about the visuals, *Rampart*'s your game. It's incredibly entertaining, requires you to think, is quick, challenging and an absolute delight to play.







Two-player mode (top) has players exchanging cannon fire. In both modes rebuilding (above) follows with a tight time limit to beat. Below Mode 7 is used for some very fast, very slick whizzing about.



PRO TIP
In two-player mode don't destroy enemy walls completely – leave some bits standing to make rebuilding more awkward.

Supplier: **VIDEO GAMES CENTRE**
Tel No.: 0202 527314
Price: £44.99
Publisher:
ELECTRONIC ARTS
U.K. Release: Early 1993

PLAYERS: 1-2
SKILL LEVELS: 3
CART SIZE: 4Mbit
FEATURES: Password Save

CONTROLS

- On-screen movement.
- On-screen movement.
- On-screen movement.
- On-screen movement.
- X: No function.
- Y: No function.
- A: Place cannon and wall section; fire cannons.
- B: Rotate wall section.
- L: No function.
- R: No function.

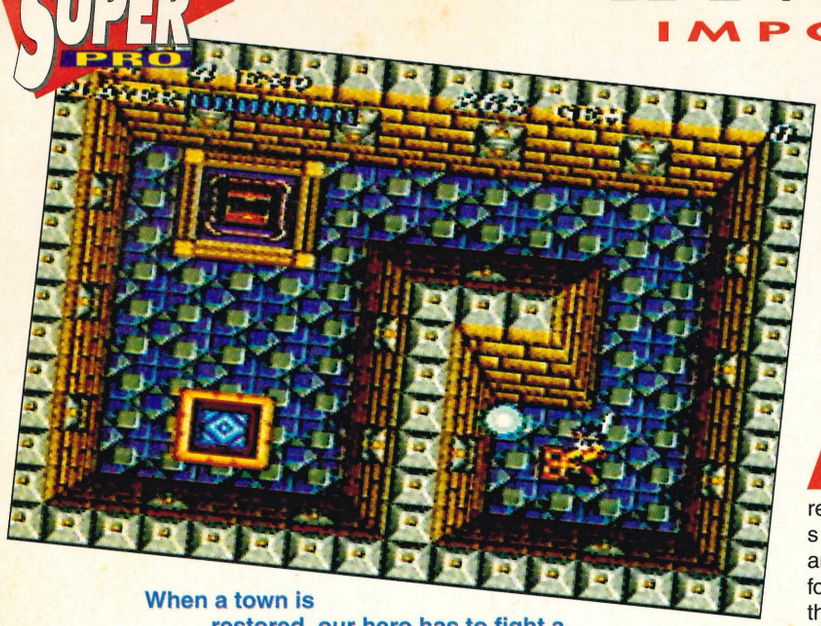
PROS: Immediately addictive. Hugely fun to play whether on your own or with a friend. Impressive use of Mode 7 in "Super" version of game.

CONS: More attention should have been given to both graphics and sound. Not a massive amount of variety in gameplay.

GRAPHICS	71
SOUND	53
GAMEPLAY	90
CHALLENGE	88

PROSCORE 85 SCOREPRO

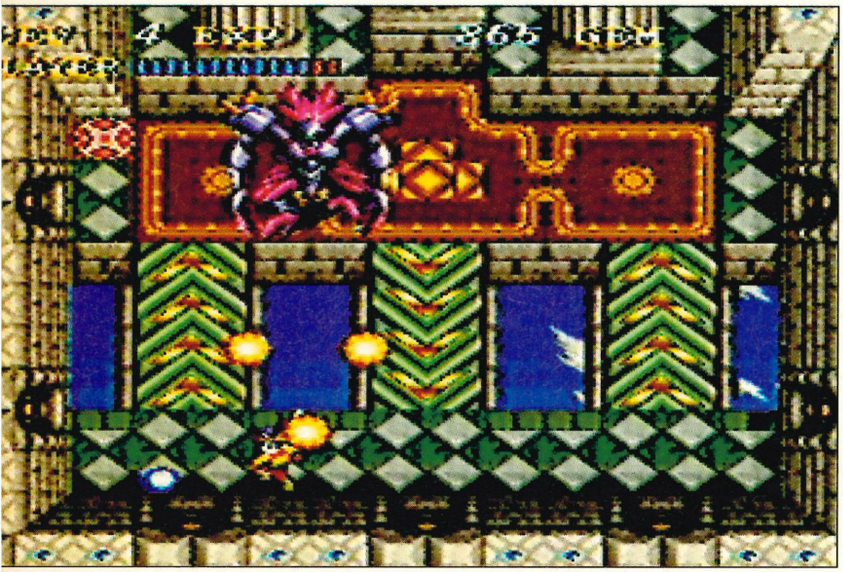
SMASHING FUN!







When a town is restored, our hero has to fight a vicious guardian (below) in order to progress. Only the swiftest fighters survive!



After dazzling SNES owners with the wondrous *Actraiser*, Enix are now taking a shot at *Zelda*'s crown with this massive action-RPG, complete with a corrupt King, an imprisoned inventor and a beautiful maiden in need of rescue. Super Swordsman Ryan Butt polishes up his armour and sets off for some serious swashbuckling.

Soul Blazer

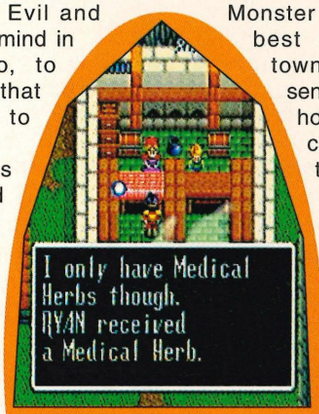
Although the game intro consists simply of some scene-setting text, the 36-page instruction booklet recounts the story with screenshots, suggesting there was once an animated intro which had to be cut for memory restrictions. In any case the adventure revolves around King Magridd, the ruler of Freil and a man utterly obsessed by money. One day he decides to strike a deal with the Prince of Evil and forces the greatest mind in the land, Dr Leo, to construct a device that will enable him to contact evil spirits.

The Deathtoll is duly summoned and offers a bargain; in return for all the world's wealth King Magridd has to hand over every single living thing in the land. So it wasn't long before the kingdom became a desolate wasteland, without so much as a pot plant to inhabit the landscape!

Just when it seems all hope is lost, a new hero descends from the heavens on a mission from the Master of Goodness. You are that Soul Blazer and the fate of the Freil Empire rests in your hands!

To confront the Deathtoll you must visit six lands and restore six towns. The action is viewed from above, at a slight angle, and takes place in two stages; the town and the action level. The action level is where our hero rescues the imprisoned townsfolk, which involves defeating hordes of evil spirits by intense combat.

The seal of the Monster Lair must be broken by defeating every creature that emerges from it, and by standing on the green tile. If this is done one of the following five things will happen: hidden passages are revealed, treasure chests appear (often containing a useful item), spirits offer their help, another Monster Lair is opened or – best of all – captured townsfolk are freed and sent back to re-build their houses in the town. To completely restore a town you must free all of the inhabitants and defeat the area boss lurking deep within the action level. By doing this you will obtain a stone that enables you to move onto the next town.

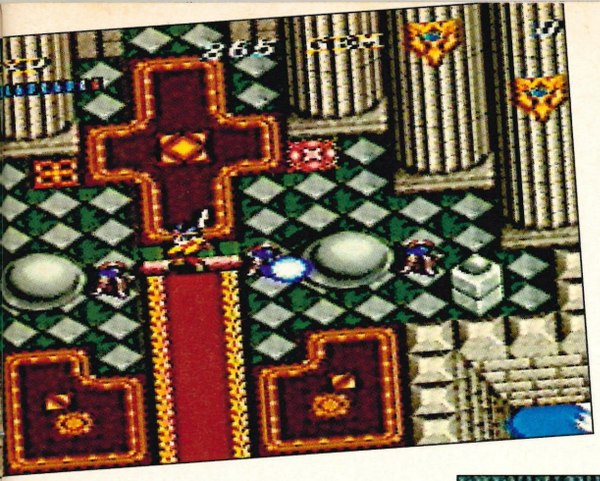


PRO TIP

When low on energy, visit the local shop for a special herb. This will provide you with an extra bar of energy when times are hard.

The town level uses the same perspective as the action level, the only difference is that there's nothing to fight. There are, however, a multitude of different objects and items to find, including weaponry, armour, heath restoring weeds and magic. As you begin your quest, you meet a Wizard who will help you to use your magic. However, magic can only be used at the price of one gem per unit of magic. Gems can be obtained by defeating any creature in the action level.

Every item that you come to possess has a certain purpose that is relevant to the game. To find out





Soul Blazer™

Supplier: **VIDEO GAMES CENTRE**
Tel: 0202 527314
Price: £49.99
Developer: **ENIX**
Publisher: **BANDAI**
UK Release: TBA
AKA: Soul Blader (Japan)

PLAYERS: 1
SKILL LEVELS: 1
LEVELS: 6
CART SIZE: 8Mbit
FEATURES: Save game option.

CONTROLS

- Move up.
- Move down.
- Move right.
- Move left.
- X — Selects sub screen.
- Y — Cast magic.
- A — Selects status screen.
- B — Swing sword.
- L — Retrieve a gem that is out of reach, or move hero without changing direction.
- R — See left button.

what each item does and how it can be used, try talking to members of the town that you have freed from imprisonment – they'll be only too happy to give you handy pieces of information.

Soul Blazer is a very gripping and intense game. It is instantly playable and very easy to get into. From the point at which you rescue your first villager, you're sure to be hooked. The contrast between the two modes of play is excellent – on the one hand you have an action level to slice 'n' dice anything that moves, and then you have the town level to explore and chat to residents. There are some very nice touches in the latter, such as the goat with an attitude, and a lonely old woman who accepts you as her child and revitalises you every time your hit points are low.

The graphics, though fairly simple, are extremely effective and colourful. The sprites are highly detailed and very imaginative. The whole game is very well presented and attractive and the way each individual character has a different personality is excellent.

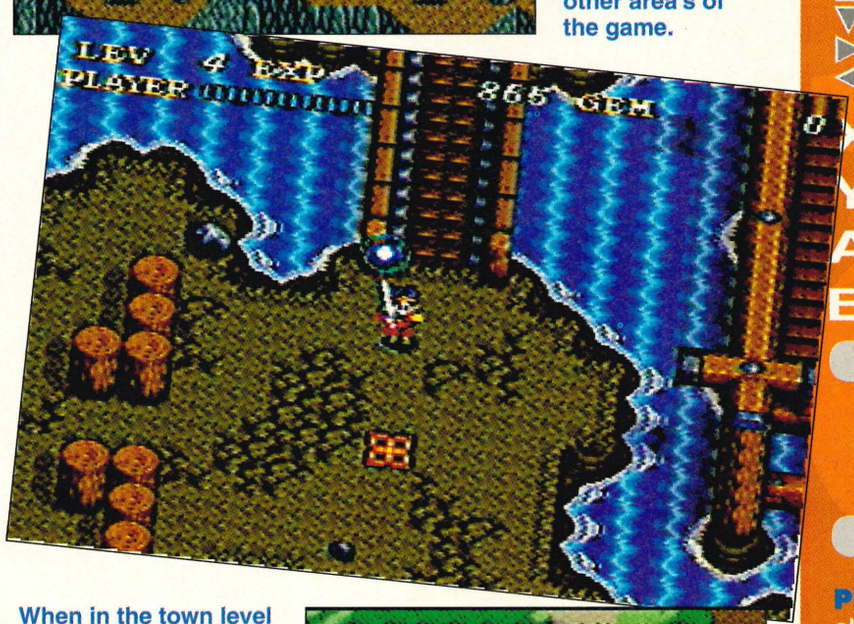
The tunes that accompany the game are dramatic and varied, from ear-piercing organ solo's to funky bop-alongs. The spot effects are limited to the sound of a sword cutting the air and a few beeps for the icon screens, which is a pity because with a game of this calibre you would expect to be bowled over with mind-blowing samples and rip-roaring effects.

But when it comes to challenge and lastability, *Soul Blazer* is bang on the mark! The more you get into the game, the harder the challenge becomes. As is the case with most RPGs, *Soul Blazer* takes some thought to get anywhere, but don't be put off. The game starts off fairly straightforward, so you're given a chance to get into the game before the real test begins.

As RPGs on the SNES go, *Soul Blazer* is definitely one of the best. It lacks the open-ended freedom of *Zelda*, but is still highly polished and will still have you searching out lost forms of life for ages to come. So if you're a fan of RPGs or simply looking for a long-lasting challenge, this is the game for you!



Find a hidden pass to enter the secret passage, as this will prove usful in your quest, but not alot! Also have a friendly chat with the keeper of the mill – you never know, he might provide a little assistance in other area's of the game.



When in the town level (right), be sure to talk to the inhabitants! But keep your wits about you in the action level (above and below) as enemies will attack you from all angles .





PROS: Highly challenging and very addictive. The landscapes provide a large playing area and the characters are well drawn and varied.
CONS: Noticeable lack of spot effects, the tunes can be a little hard on the ears as well.

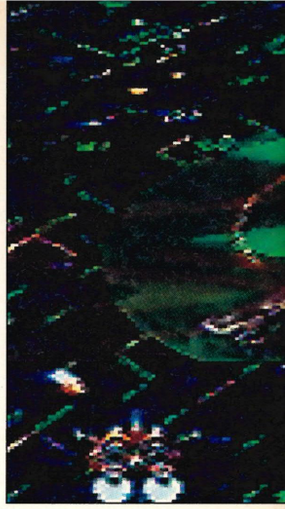
GRAPHICS	80
SOUND	78
GAMEPLAY	88
CHALLENGE	90

PROSCORE 85 SCOREPRO

IT REALLY IS *ANOTHER WORLD!*



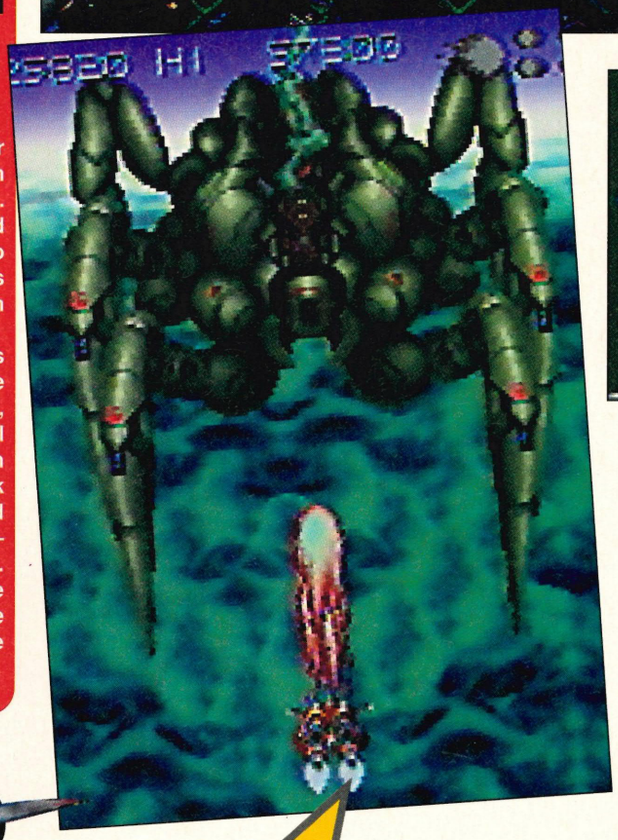


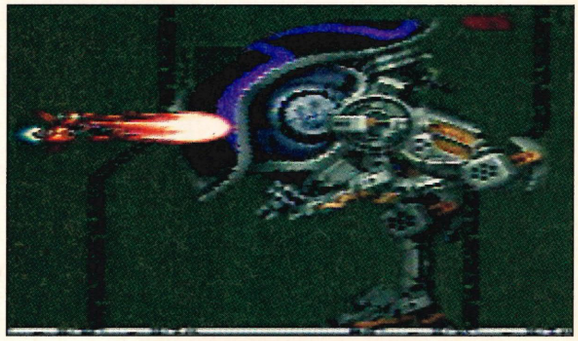


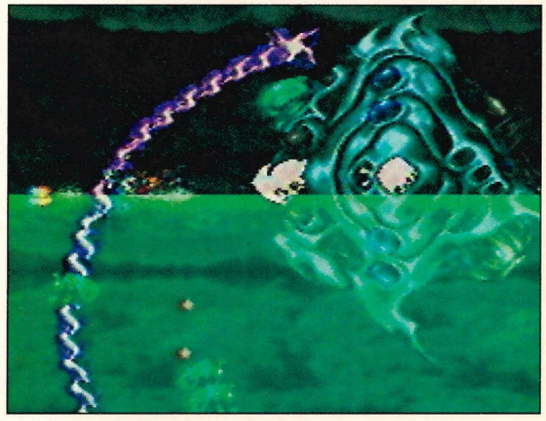
Level 3 has huge airborne mazes to blast through (left) before you face a transforming guardian (right & far right). Below are Level 1's Spider, Two's Walker and Level 4's Water Monster. Level 4 has massive caverns half-filled with water which you can explore vertically as well as horizontally!

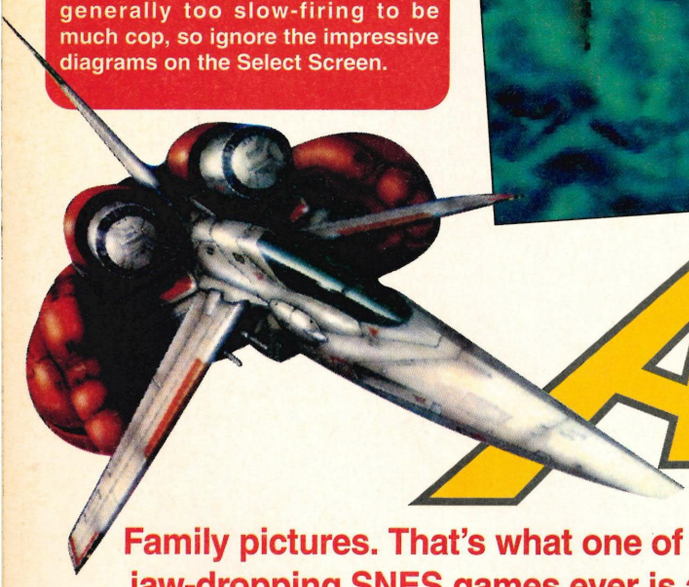
PRO-RECOMMENDED FIREPOWER

The Axelay fighter has Bays for three Weapons Modules which can be switched between during a level. Each Module has primary (gun) and secondary (missile) weapons. Two of the Bays take Air Attack Modules with a wimpy secondary weapon and the primary weapon variable. Recommended primary weapons include the very useful Needle Cracker (loads of laser bolts), Morning Star (shoots in all directions) and Round Vulcan (directional fire). The Ground Attack Module, by contrast, has a fixed primary weapon – a weedy laser – and a variety of exciting missiles. Unfortunately missiles are generally too slow-firing to be much cop, so ignore the impressive diagrams on the Select Screen.









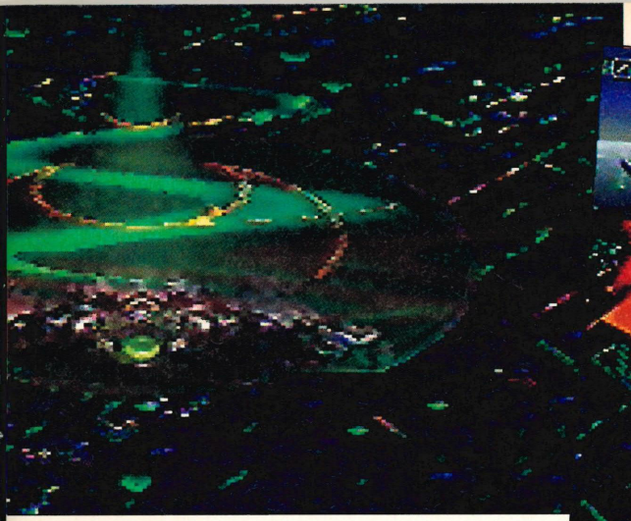
AXELAY

Family pictures. That's what one of the most jaw-dropping SNES games ever is all about. The intro shows Earth's devastation and our hero's vow of vengeance, symbolized by a photo hidden inside his father's gold watch. Time for some serious Xenocide, so step forward Super-Pilot Dave Westley. Is he up it? Do those incredible graphics suffer dreaded slow-down? And what's an "axelay" anyway?

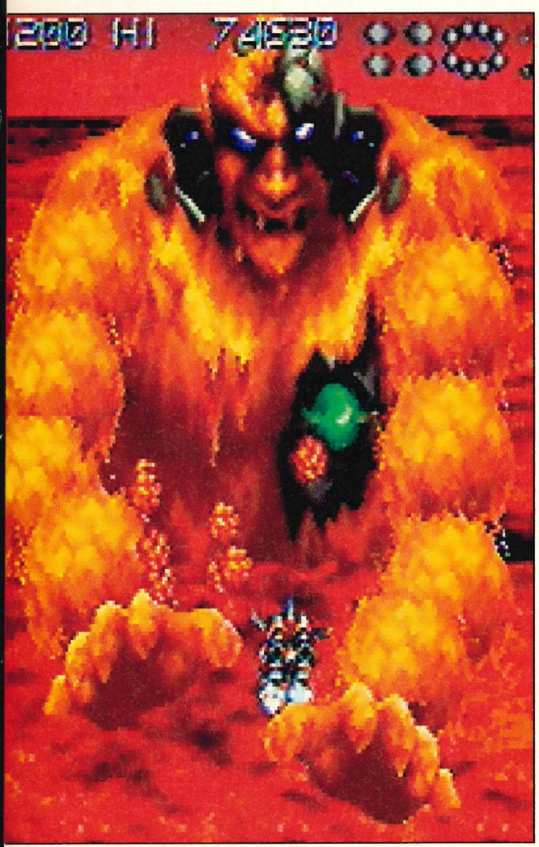
PROGOLD SUPER PRO

OOOH! WOW! Is this for real? Am I truly watching a monitor or have I stepped through into another dimension? It's just beyond words to describe... you see *Axelay* is a stunner, a dream that just gets better and better the further one goes. Let me *try* to describe it. The Axelay fighter soars into the air, engines purring, lasers firing. Below an entire planet seems to be smoothly rolling out of the monitor, brilliantly detailed rock-fortresses looming out of the distance. Then the first onslaught! From nowhere metallic green craft scream into view – but not just one sort, a huge range of imaginative villains. *Axelay* isn't simply a Mode 7 graphics demo with some sprites thrown on top, this is one killer of a shoot-'em-up regardless of the visuals.

In fact the second level is graphically dull. The scrolling is horizontal now – as it is for every alternate level – and there's the usual shoot-'em-up bits; moving barriers to thread between, rapid-firing attack waves and so on. But wait 'till you see the end. The guardians on both vertical and horizontal stages are simply gobsmacking. Level One's guardian is a massive robotic spider. You can admire the detail on the screenshot,









Level 5 is a hugely impressive fire world (left). Watch out for the Giant's arms reaching out to grab you. Level 6 has a space armada (above) and much more (right).



but not until you see it running will you truly believe how smooth the animation is: all six legs wriggling quite disgustingly. No less impressive is Level Two's stunning walker-machine and check out Level Three's rotating monster which transforms with a stunning ripple effect.

Underlining the visual impact is the sound – a speaker shuddering soundscape of cataclysmic destruction. The tunes are good, but they're just background for the sound FX; Guardian confrontations beginning with sampled speech and a hair-raising klaxon.



PRO TIP

Success depends on the correct use of weapons. On the first level use the Round Vulcan to destroy the aliens that surround you!

The shoot-'em-up format cannot, of course, be called original but there's more to this one than just mindless zapping. The ship has slots for three weapons modules which can be flipped between during the game (see box). Before each level you select which weapons to carry, new ones becoming available on later levels. Another nice touch is that if you take a mild hit you don't die instantly, but simply lose the weapon currently selected. Lose all three and it's one life down. But you keep flying until all lives are lost – no going back to the start of the level until you have to continue-play.

The first two levels are tricky, especially as you learn to cope with the weapons and those stunning graphics, but you keep coming back for more. The action is incredibly quick – aliens of all descriptions fly at you thick and fast – and then there's the guardians, huge masses of destructive power. Never ever have I wanted to face my own death so much!

Are there any flaws in this game you ask? Well, perhaps. On easy level after finally defeating level two's guardian the next three levels weren't that difficult and that leaves just one to go – but it's tough. Imagine the giant spaceship and Giger-alien levels from *R-Type* combined, with the latter boasting some of the most impressive, almost psychedelic graphics seen anywhere.

For a truly out of this world experience, *Axelay* just can't be missed. Utterly brilliant for both graphics *and* gameplay!



Supplier: **VIDEO GAMES CENTRE**
Tel No.: 0202 527314
Price: £44.99
Developers: **KONAMI**
Official Supplier: **BANDAI**
Tel No.: 0329 822565
U.K. Release: FEB

PLAYERS: 1
SKILL LEVELS: 3
CART SIZE: 8 Mbit
FEATURES: Vertical and horizontal scrolling

CONTROLS
(KEYS CAN BE REDEFINED)

- ▲ Move Up.
- ▼ Move Down.
- ▶ Move Right.
- ◀ Move Left.
- X No Function.
- Y No Function.
- A Fire Secondary Weapon.
- B Shoot Primary Weapon.
- L Change Weapon.
- R Change Weapon.

PROS: Brilliant graphics, sound and stunning horizontal and vertical scrolling make this the most awesome shoot-'em-up yet seen on the SNES. An incredible experience and a pretty good game too.
CONS: Perhaps a wee bit too easy, but only on the easiest setting!

GRAPHICS	95
SOUND	89
GAMEPLAY	91
CHALLENGE	88

PROSCORE
91
SCOREPRO
AWESOME MEGABLASTER

Super Double Dragon

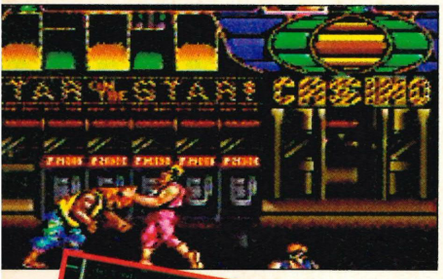


With the odds stacked up against you, the road to victory becomes ever more distant. You must do whatever it takes to overcome the enemy and win back your beloved.

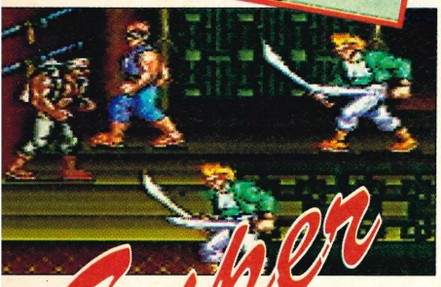
The basic storyline remains unchanged; your girlfriend has been mercilessly kidnapped by a gang of brutal punks, and it's up to you to save her. To reach your goal, you must journey through seven scrolling levels, taking on hordes of adversaries as you go. Your only defence a vast knowledge of Martial Arts skills and any weapons which you find along the way.

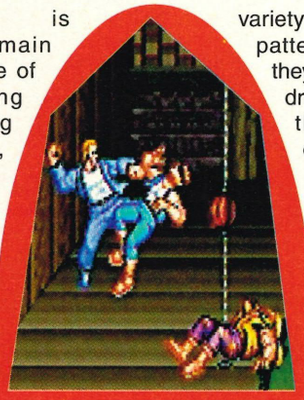
The graphics in *Super Double Dragon* conjure up mixed feelings, although the main sprites are detailed and well animated, the backdrops are generally dull and unimaginative. Exciting graphics are critical as the bash-'em-up format of these games shows little variation – move under opponents' attacks, then move up the screen to deliver your killer punch/kick etc. Also disappointing are sonics, revamped versions of the arcade original and dated by today's standards.

The best feature of *Super Double Dragon* is undoubtedly the main characters' multitude of attack skills, ranging from the basic flying and roundhouse kicks, to grabbing your someone's arm and then repeatedly kicking them in the head! Once mastered the moves add an enjoyable element to an otherwise entirely predictable game.









PRO TIP
In the gym, stand behind the punch bag and swing at it when the enemy approaches, this will knock 'em for six!

Okay, there are a few nice touches like punch bags which can rebound to hit the enemies, additional weapons like sticks and nunchukas, but as in most such games the hordes of enemies show little variety and once their attack patterns have been learnt they become a push-over, drawing blood only when their sheer numbers overwhelm you. Limited continues make for a tough challenge, but will you really want to stick with it? After all the reward for completing a level is simply a totalling up of points, there's no sense of an overall story to keep you involved. Needless to say it will appeal to fans of the original *Double Dragon* series, and perhaps a younger market, but the more experienced combat freaks should definitely give this a miss.

Many eons ago when *Double Dragon* made its coin-op debut, people were stunned. It was an explosive, simultaneous two-player combat game, boasting fantastic graphics, excellent gameplay and great sound. For its first appearance on the SNES, *Double Dragon* has been updated with a complete facelift; more moves, more levels and, Ryan "Biffer" Butt hopes, more gameplay.



Supplier: **VIDEO GAMES CENTRE**
Tel No.: 0202 527314
Developer: **TRADE WEST**
Distributer: **BANDAI**
Price: £45.00
UK Release: MARCH

PLAYERS: 2 SIMULTANEOUS
SKILL LEVELS: 1
LEVELS: 7
CART SIZE: 4Mbit
FEATURES: Varied moves, challenging levels, additional weapons.

CONTROLS

- Move up.
- Move down.
- Move right.
- Move left.
- X — Jump.
- Y — Punch.
- A — Block.
- B — Kick.
- L — Enhance moves.
- R — Enhance moves.

PROS: Great animation, original moves, and challenging levels. Makes a pleasant change from playing *Street Fighter II*. (Just!)

CONS: Repetitive gameplay, dull backgrounds, dire sound. Same old *Double Dragon* and thus very over-priced, even in the light of *Street Fighter II*.

GRAPHICS	74
SOUND	49
GAMEPLAY	53
CHALLENGE	70

PROSCORE 61
SCOREPRO

WILL THIS GAME EVER DIE?

REVIEW
IMPORT

The Magical Quest



Starring mickey mouse

Mickey Mouse might seem a bit geriatric and cutesy compared to Bart Simpson, but Mega Drive *Castle of Illusion* is one of the best games ever to appear on that system. So naturally when CAPCOM announced they were going to do a SNES Mickey Mouse game expectations were pretty high. Could ol' big ears do it again? Ryan "Don't Call Me Goofy!" Butt goes questing. ➡

© The Walt Disney Company. Produced by CAPCOM CO., LTD. 1992













MICKEY'S COSTUME COLUMN



This is Mickey's original get-up. In this state, he can grab blocks and hurl them at the enemy, or simply bounce on their heads.



The magician costume transforms Mickey into a master of magic. Now he can command magic carpets, and fire energy bolts from the tips of his fingers.



Fireman Mickey can put out fires, and move great blocks with the force of his powerful hose! This costume is most effective against guardians.



Mickey's outlaw costume changes him into Robin Hood. Now he has a useful grappling hook for swinging on ledges and reaching high places. He can also nab the guards' sheilds to make them vulnerable.



The game opens with a cartoony intro showing Mickey playing catch with his trusty hound, Pluto, who soon mysteriously vanishes. Mickey sets off to find him and is catapulted into another dimension.

Press Start and you enter a mini-level where you can get the hang of the controls and just have a good time interacting with some brilliant graphics. As you'd expect you can jump on creatures to stun them, but a novel touch is how you can pick up stunned critters and send them spinning toward other enemies!

Once you finally finish messing around you can enter a house where an old man tells you Pluto is being held by evil Emperor Pete. Mickey must put an end to his reign of terror if he is ever to see Pluto again. However, Pete's empire is huge, sprawling across six large lands, each with three sub-levels full of traps and secret rooms.

Every land has a different theme; the Dark Forest has demonic trees to jump between, swim inside (!) and leaves to ride on – toward a giant waiting spider! Then there's an ice world, a fire grotto, a mountainous range and much more, each level packed with new villains and puzzles.

Unsurprisingly, the game's highlight is Pete's Castle, the final level. Before Mickey enters, there's a short graphical sequence to really set the scene. This level includes flying carpets, awesome enemies and brain–teasing puzzles. CAPCOM have packed enough imagination into this game for a couple dozen lesser carts.

The best thing of all though, are the costumes. When Mickey completes certain levels he is awarded a costume. You can switch between costumes at any time, and working out which to use where is a novel and imaginative test.

In fact, right from the beginning *Magical Quest* is highly challenging. Extra energy can be found in magical blocks, as can extra hearts which permanently increase the size of your energy bar – but you will have to search high and low for these. You can also find secret doors which either lead to a bonus stage or a handy shop. The shops stock everything from extra energy to extra costumes, which can be brought with gold coins.

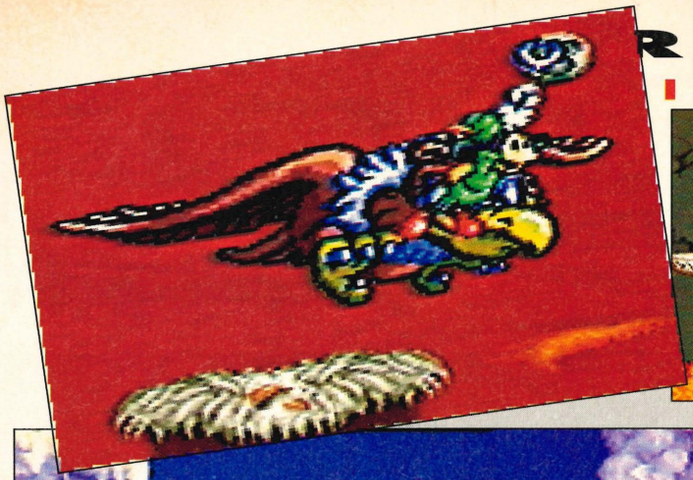


PRO TIP

During Pete's Peak, fall through the holes in the ground and use your hook to grab onto the rock underneath. Then swing along to the right to reveal extra bonuses.

The game is simply a stunning combination of great gameplay and presentation. The Disney atmosphere has been converted beautifully, including famous characters like Goofy and Donald. The animation is flawless and the graphics are gorgeous, truly breathtaking, Mickey is especially good in all his costumes - when he's hit in magician mode his turban falls over his eyes and he staggers about!

The backgrounds are great too, while the end-level guardians not only look fantastic but play really well with loads of imagination





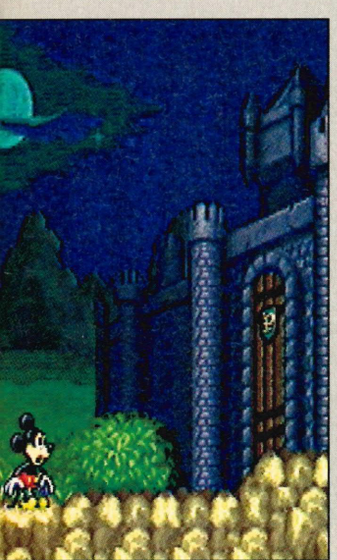






Mickey's adventure takes him through vast and varied landscapes. Watch out for hidden doors to take you to mini-games and a shop (left) where you can spend those gold coins.





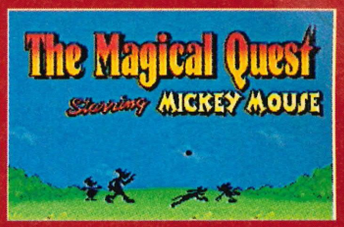


put into the challenge they set – just look at the screenshots! And some of them are huge, often using Mode 7 to really knock your socks off. Especially good is the giant eagle level – the way in which it swoops out of the screen will have you jumping for cover! And if you don't its airstream pushes you off the cliff.

Accompanying this eye-bulging visual feast is a classic soundtrack of dramatic and atmospheric tunes. Admittedly the spot effects are fairly limited, but those there are work perfectly – especially the little squeak Mickey lets out when hurt.

The thing that grabs you most about *Magical Quest* is the curiosity factor, it's a game that keeps getting better the further you progress. It is incredibly gripping right up until the end. And the wacky finale sequence makes your quest even more worthwhile. But don't think that the enjoyment ends there, as it is definitely a game that you'll be coming back to, searching for all those secret rooms. This is fortunate as infinite continue-plays mean determined players shouldn't take too long to finish it, especially as the addictivity means turning off the machine is impossible!

Magical Quest contains elements to suit all tastes, there's everything from arcade action to puzzle solving. A highly polished and detailed game, the fantastic presentation and graphical excellence will captivate SNES owners everywhere. Miss it at your peril!



Publisher: **CAPCOM**
Official Supplier: **BANDAI**
Tel No.: 0329 822565
Price: TBA
UK Release: TBA

PLAYERS: 1-2
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: Infinite Continues

CONTROLS
(REDEFINABLE)

- ▲ Move up.
- ▼ Move down.
- ▶ Move right.
- ◀ Move left.
- X — No function.
- Y — Fire/Hold object.
- A — Change Costume.
- B — Jump.
- L — Select costume.
- R — Select costume.

PROS: Brilliant cartoony graphics, imaginative and massively varied. Fantastic end-level opponents, costume changes (!) and a big overall challenge. Three skill levels and lots of secret rooms ensure long-term appeal.
CONS: Infinite continues mean it won't take too long to complete on easy level.

GRAPHICS	93
SOUND	90
GAMEPLAY	95
CHALLENGE	89

PROSCORE 94 SCOREPRO

BETTER THAN A TRIP TO EURODISNEY!

FOOT

When it comes down to it, there are but a few important things in life, and most of those fall by the wayside compared to football. It also happens that most video games don't count for much compared to a really good football game. They've been with us for years in one form or another. Even when dear old Charlie Babbage was thinking about creating the computer to do all his hard work, somebody was working on a football simulation! With the SNES, the scope for better and more playable soccer games is great, but what about right now? Well, we've sacrificed our days, surrendered our nights and given our weekends to play, dissect and report to you on the current batch of soccer games available!



Super Soccer

AKA: SUPER FORMATION SOCCER (JAP)
Publisher: NINTENDO
Cart size: 4MBIT
Price: £39.99

You're all well aware of this one – it was one of the gang of four to be released with the launch of the Super NES and it's also covered in our Official Games A-Z. For so long it's been the only game that you can get your hands on officially, but now it's got real competition – how does it stand up?

Super Soccer differs from the others in that it is viewed in 3-D. This works surprisingly well, giving you a pretty good view of the whole pitch, although it can take some getting used to if you're using a manual keeper.

Controlling the players couldn't be simpler – it's just a matter of moving the one under your control and then using the different buttons to perform different moves depending on your situation. When off the ball, you can shoulder barge or slide tackle, while if you are in possession of the ball you can pass, shoot and tap it forward with headers and volleys also possible. It's easy to pass directly to another player too, which makes for a fast and flowing game.

There are a few niggles with *Super Soccer*. It's a bit slow for a start and the rules have been bent a bit with cards being waved for each and every foul, yet offsides are omitted!

Elements such as formations, squads, control of keepers and penalty kick competitions all help to make this a very substantial footy game, though.

OPTIONS

Super Soccer allows you to play in an exhibition or cup match with a total of 16 teams to choose from. Before the match starts, you can select your formation as well as your team from a squad of 16. There's also a novel password system for the cup competitions.

SPECIAL MOVES

The volleys and headers are the only real "special" moves available.

AUTHENTICITY

The rules have been altered a little, with no offsides and a yellow or red card for EVERY offence. The number of subs available is also a bit much and there are too many injuries – one for every red card. Penalties in a match are taken from normal view while it changes to close-up for a penalty kick off.

PLAYER COMBINATIONS

Either one player can play against the computer or a friend, or two of you can join forces to take on the computer.

CONCLUSION

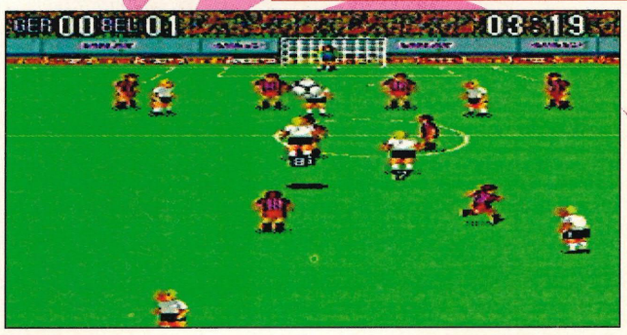
Super Soccer is easy to play and it's smooth and realistic if a little slow. It looks great, with some dramatic goals possible, and, with its many extras such as formations and squads, it will keep you interested for some time!

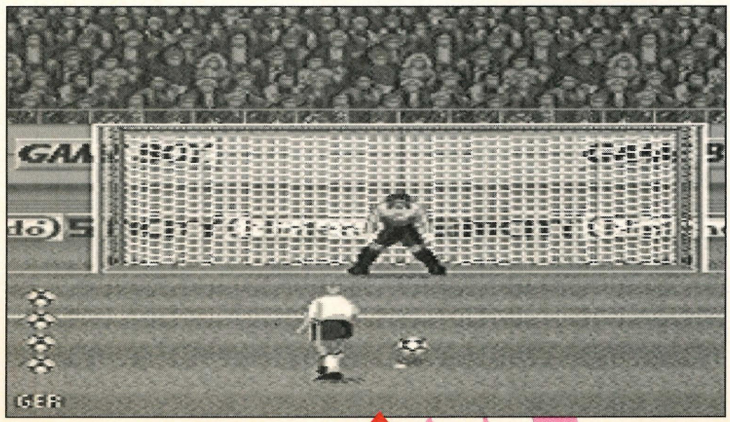
PROSCORE

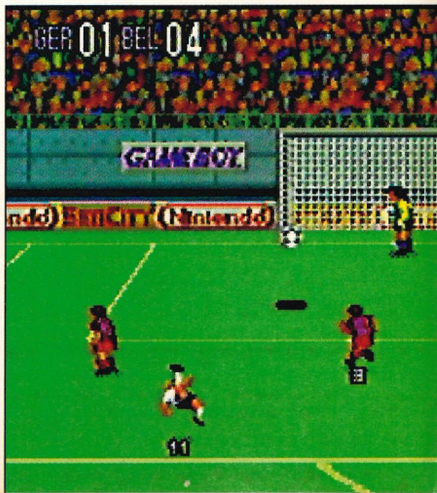
GRAPHICS:	80%
SOUND:	71%
GAMEPLAY:	82%
APPEAL:	81%
OVERALL:	**80%**

SCOREPRO

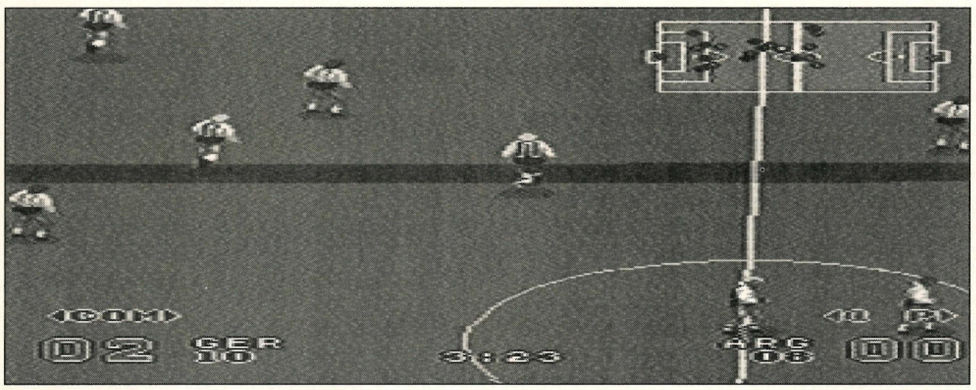


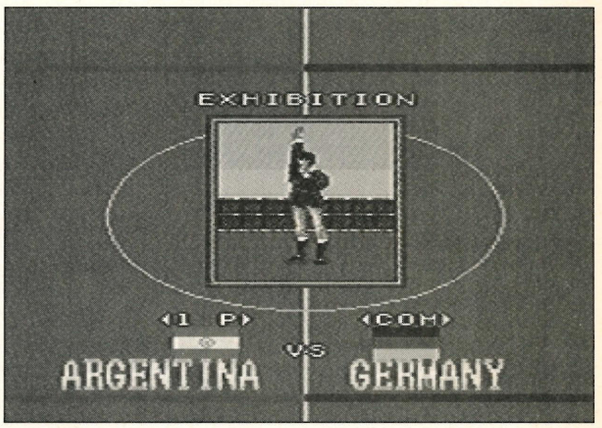


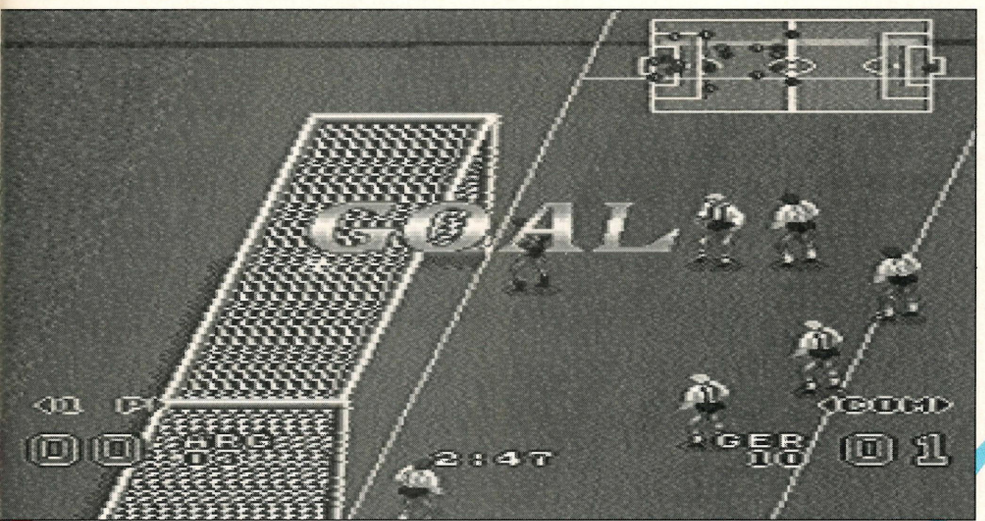




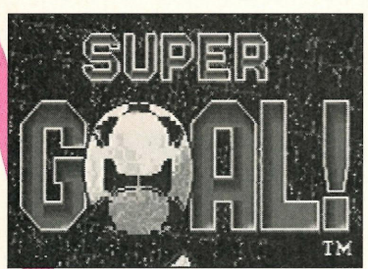
TBALL











Super Goal

Publisher: JALECO
Cart size: 8MBIT
Price: IMPORT (JAPAN)

***Super Goal*, called *Super Cup Soccer* in Japan, is the next soccer game due for release in the UK. It's been altered somewhat from the original version and SUPERPRO have the exclusive on the new European version!**

Super Goal takes the more conventional perspective of a side-on angle so the view of the pitch is a bit limited. This is balanced by a "radar' in the top right corner of the screen which displays the positions of all 22 players.

In terms of gameplay, *Super Goal* scores highly. All of the players are positioned depending on circumstance while there are a variety of different kicks and tackles. Passing takes a little getting used to – there's no direct pass option to one particular player – but once mastered play flows along well and realistically. It's a little faster than *Super Soccer* but not to a point of not being able to control play.

There are a few niggles. Graphically it can be a bit jerky, so saves and tackles are a bit difficult to perform. Also, there are no bookings while switching players is somewhat cumbersome.

The depth in terms of options doesn't compare favourably to *Super Soccer*, with only team stats to view and four formations to choose from. However, it's more realistic than the 3-D game and a little faster too, so real footy fans will probably prefer this.

OPTIONS

You play in either an exhibition or super cup match, with 24 international teams available. The Attack, Defence and Speed stats are displayed for all to see yet there is no way to influence these settings by changing team. Four formations are also available. A battery back-up will allow you to save your progress in super cup mode.

SPECIAL MOVES

Diving headers, overhead kicks, headers and volleys are all available although it's hard to define the one you will use. There's also a close-up view that comes into play for long range drives.

AUTHENTICITY

The basic rules of soccer apply here, with fouls, offsides, penalties, free kicks and the like all included. However, there are no bookings so the Vinny Jones-type players will have a field day. We liked the fact that the crowd got excited when the ball went near the opposition goal – very atmospheric!

PLAYER COMBINATIONS

One player can play the computer or another player – there's no option for two players to take on a computer-controlled opponent.

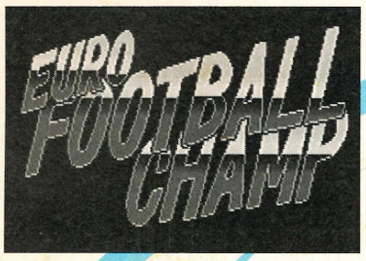
CONCLUSION

Super Goal is a faster and more authentic game of soccer than the others, featuring such things as corner kick tactics and better free kick control. It's not quite as smooth as *Super Soccer* and doesn't contain the options of *Super Kick Off*, but it is a better all round game. A word of warning, though – the European version, due for release in the New Year, is different from the Japanese version, which is easier. Wait for the official release!

PROSCORE

GRAPHICS:	72%
SOUND:	68%
GAMEPLAY:	85%
APPEAL:	84%
OVERALL:	**84%**

SCOREPRO



Super Soccer Champ

Publisher: TAITO
Cart: 8MBIT
Price: IMPORT (USA)

This is based on Taito's arcade game which really forgot about the rules of conventional soccer and took a more American stance (ie, if you can't win, change the rules). Coin-op soccer games do not have a good track record when it comes to conversions, but we slotted in the game with an open mind and hoped that it would blow it...

This one also opts for the side view with a 3-D radar at the top. The pitch is pretty small, though, so there are only seven players on each side and scoring is over-simple.

There are a number of kicks and tackles – you can even punch and hack down the opposition! However, the referee has to spot the foul and even then it takes three yellow cards before a player gets his marching orders. There's also only one half for a match – which is pretty ridiculous!

There are few saving graces in this. You can select a "star" player, yet he isn't much better than the rest of the team. Some of the shots are quite spectacular and the ref is a good idea, but it's a real mish-mash of ideas that won't appeal to die-hard football fans.

The graphics in this are okay if a little small with pretty good detail and colour. The sound is atrocious, though – a real turn off!

OPTIONS

Against the computer you can only play in a cup match – there are no one-offs here, so it's difficult to test your skills. Two players can also compete against each other or the computer and penalty kicks can be practised too. Other than the choice of star players, team tactics cannot be defined.

SPECIAL MOVES

There are almost innumerable special moves, such as back flip kicks, overhead shots, screw sliding shots, spin shots. You can also charge, punch and knee smash the opponents.

AUTHENTICITY

The ref is a good idea – if he is in view and spots the offence, he will call a foul. Other than that, too many rules have been skimped for it to be taken seriously.

PLAYER COMBINATIONS

One player can compete in a cup, while two can play each other or the computer.

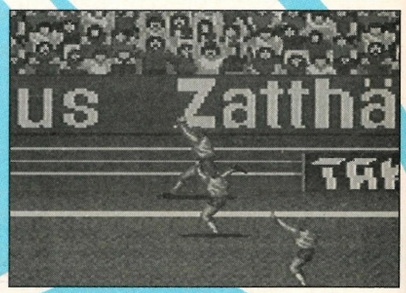
CONCLUSION

Because the rules have been so radically changed, this is a real let down. Due to this, only arcade fans should expect to be fulfilled by *Euro Football Champ.*

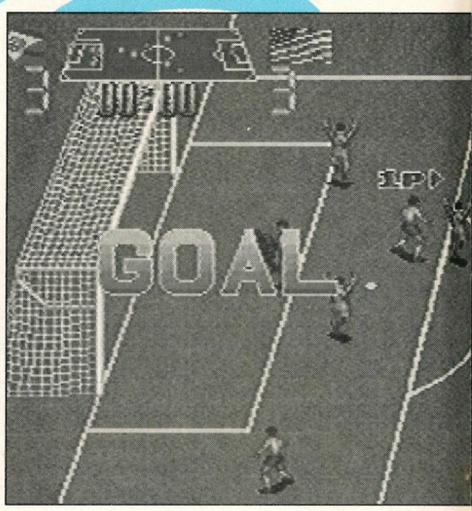
PROSCORE

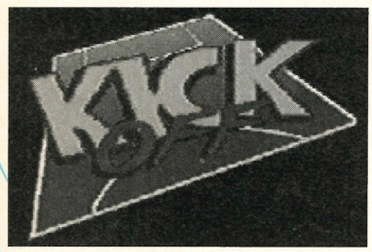
GRAPHICS:	62%
SOUND:	48%
GAMEPLAY:	51%
APPEAL:	40%
OVERALL:	48%

SCOREPRO









Super Kick Off

Publisher: IMAGINEER/ANCO
Cart size: 4MBIT
Price: £44.95

This is the one that everyone in the SUPERPRO offices wanted to get their hands on. It was certainly the subject of heated debate when it did arrive, with opinion divided on its qualities and downfalls. The reason for all this fuss is that *Kick Off* and related sequels are the definitive soccer games on 16-bit computers, partly due to its wealth of options but mostly because of its sheer playability. However, the conversions to the NES and the Game Boy were far from faithful to say the least, so it didn't bode well for the SNES's version.

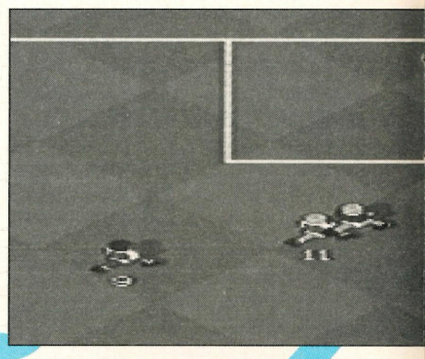
Super Kick Off is certainly the most complete simulation – you can change everything from the team players to the kit design and colour. Numerous leagues and cups liven up the option pages and it definitely goes much further than any of the other footy titles in attempting to give the game the most realistic translation both on and off the field.

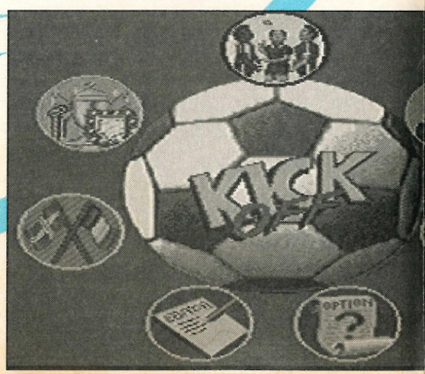
This one is viewed from overhead, so only a small section of the pitch is viewed at any one time, with radar allowing you to see the movements and positions of your fellow team mates. One of the best bits about *Super Kick Off* is the artificial intelligence – the players don't run around like headless chickens but position themselves in areas, in formation, or in accordance with the ball. Unfortunately it doesn't have the same immediate reactions as on its Amiga and Atari sister versions and it becomes much a matter of kicking the ball upfield and hoping for the best.

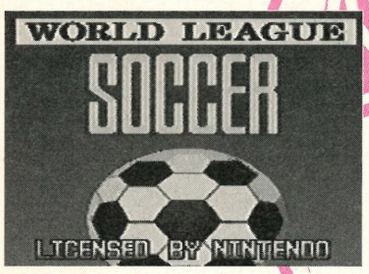
There's so much to this game though, and if you can master the controls, or at least learn to live with them, you will no doubt derive much enjoyment from this.

OPTIONS

Too many to list here, but the most interesting include European/Domestic/International







World League Soccer

Publisher: MINDSCAPE
Cart: 4MBIT
Price: IMPORT (USA)

***World League Soccer* is the original *Kick Off 2* that was produced for the American market. However, since our US cousins can't quite grasp the rules of soccer, a few changes were made which, quite simply, ruined the whole thing.**

This one tries to cover every aspect of soccer, from different types of pitch to selecting a team. It's very extensive in terms of options, which should please the traditional football fraternity!

Matches are viewed from above, so the graphics are minuscule. Again, there's a radar to keep track on the player positions outside of the play area.

The beauty of the original *Kick Off* games was that it was very authentic in terms of ball-control and the artificial intelligence. But here, due to the fact that the ball sticks to a player's feet and the keepers are so inept, you can run from one end of the pitch to the other and beat the goalie every time.

It's a pity that this game turned out so bad – the ideas were there, the execution wasn't.

OPTIONS

Everything from time, pitch and level select to practice, cups and leagues are available. A battery back-up allows you to save any particular tournament. Formations plus a squad of 15 can be selected, chopped and changed as you see fit.

SPECIAL MOVES

No special moves here – just kick, tackle and pass.

AUTHENTICITY

All of the rules are included as they are, except for the offside. Fouls don't always mean a booking, but a second bookable offence means that the player is dismissed.

PLAYER COMBINATIONS

Either one or two players can compete in any tournament although not on the same team, which is a change from the original Kick Off.

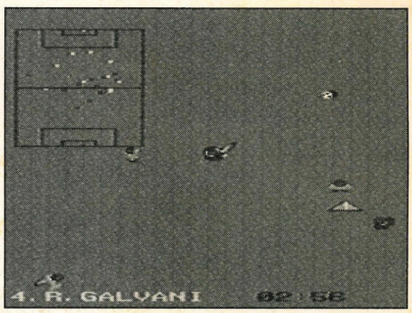
CONCLUSION

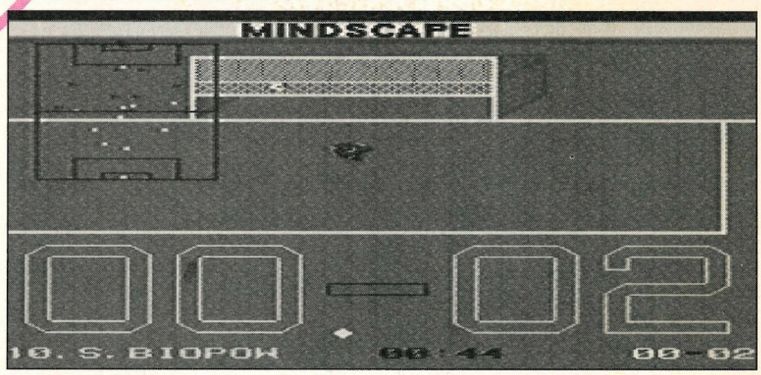
World League Soccer features the best interpretation of the rules and the most extensive tournaments and options yet it falls flat on its face with the drab gameplay. Not only are the graphics poor and the sound unbearable but the game is so easy that it quickly becomes very tedious. If you're a *Kick Off* fan, wait for the real thing.

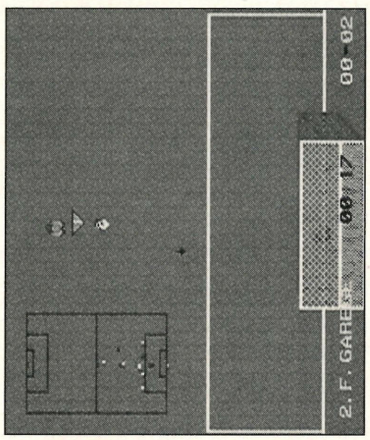
PROSCORE

GRAPHICS:	58%
SOUND:	35%
GAMEPLAY:	59%
APPEAL:	58%
OVERALL:	**56%**

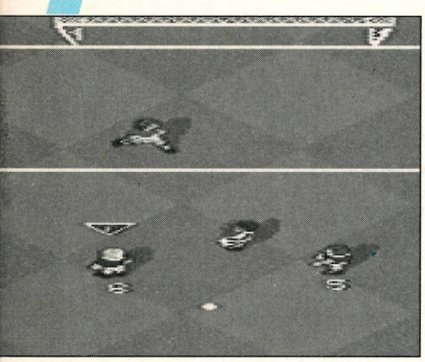
SCOREPRO

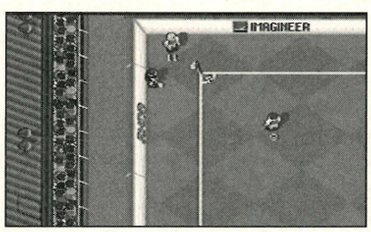












Cups and Championships, replays, kit design, named squads, various formations, save facility, practise skills and free kicks, and so much more!

SPECIAL MOVES

Lobs, volleys, headers and special free kick manoeuvres are available.

AUTHENTICITY

Everything but offsides have been included. For the record, this boasts the best foul/booking system as well as allowances for free kicks, penalties, injuries, subs and so on.

PLAYER COMBINATIONS

One player versus the computer or another player, or two persons can combine to play against the computer.

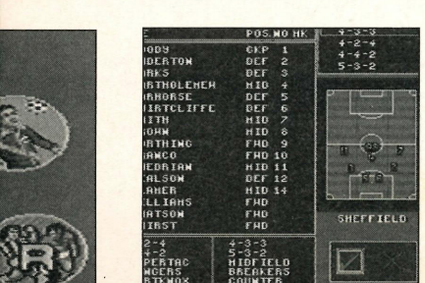
CONCLUSION

It really depends on what you are looking for. *Super Soccer* and *Super Goal* both look better, play in more of an arcade style and are better for two players. However, if you have the patience to persevere and you are looking for the most thorough game, *Super Kick Off* could be for you.

PROSCORE

GRAPHICS:	68%
SOUND:	65%
GAMEPLAY:	80%
APPEAL:	83%
OVERALL:	**81%**

SCOREPRO



STILL IN TRAINING

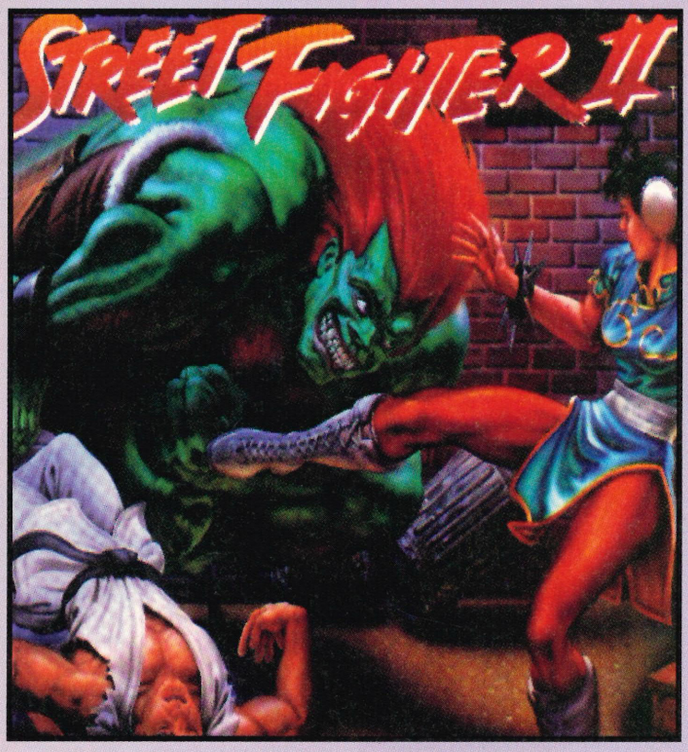
One or two companies have soccer games in the pipeline. Elite are due to release *Striker* early in the New Year, which is a much smarter looking 3-D game than *Super Soccer* while it also features *Super Kick Off* options such as world cup championships, definable pitches and multi-two player options. Look out for this in April.

Another game in production is *Sensible Soccer*, which has already proved to be a big success on the Amiga and Atari ST. Programmers Sensible Software are planning to change the control system for joypads and are a hot favourite for producing the SNES's best footie game for '93.

One game that we hope we don't see is *Tecmo Team Soccer* which has apparently been a big success in Japan. There are no arcade elements as such – you make your decision from a list of possibilities on whether to run, shoot, pass, feign death, whatever, and then it's a matter of luck as to what happens. Suffice to say, it's a pile of complete rubbish and should be avoided.

WIN

STREET FIGHTER II!



Yes, it's absolutely true! You could walk away with the best ever beat-'em-up by dialing 0891 224724 now. Street Fighter II is a stunning game – straight from the arcade – and it could be yours!

DIAL AND WIN!

WIN

A UK SUPER NES!



The very latest box of tricks from Nintendo could be yours if you pick up the phone and dial 0891 224725. The Super NES is state-of-the-art console entertainment, and it's just a phone call away!

DIAL AND WIN!

Simply dial the number corresponding to the prize you would like to win (you can, of course, enter both) and listen to the three easy multiple choice questions on the recorded message. Fill in the coupon below (or use a photocopy if you don't wish to cut up SuperPro) with what you think are the correct answers. Alternatively, submit your answers on a postcard or the back of a stuck-down envelope. Send your entry to the address provided in the coupon. The first correct entry pulled out of the sack for each competition at the end of December wins.

JOINT STREET FIGHTER II AND SUPER NES COMPETITION ENTRY FORM

Name .....

Address.....

.....

Phone number.....

SF II answers:

Question 1
A☐ B☐ C☐

Question 2
A☐ B☐ C☐

Question 3
A☐ B☐ C☐

Super NES answers:

Question 1
A☐ B☐ C☐

Question 2
A☐ B☐ C☐

Question 3
A☐ B☐ C☐

Rules and things

Tick the appropriate boxes on this coupon and send it or a photocopy to SFII/SNES Compo, SuperPro, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. All entries must be in by the end of December. Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person who pays the phone bill before calling. The winners to these competitions will be announced in a future issue of SuperPro.

THE NAKED SNES

We all know the SNES is the world's best gamesplaying machine, but what makes it so good? What's the problem with using foreign carts and who are Nintendo anyway?



NINTENDO?

Although Nintendo began in business making playing cards, the century old firm was in the video games market almost from the start, moving into electronics in 1970 with hand-held computer games. Arcade machines followed with two notable successes: *Donkey Kong* and *Mario Brothers*. Demonstrating admirable foresight, Nintendo soon set about converting this success into something which could be sold into every home.

The early Eighties were the time of the video game boom, a spectacular market which saw a plethora of systems with Atari dominant. Unfortunately the boom busted, in part due to Atari's mismanagement. The legendary story is that just as the market was diminishing Atari produced a huge number of *ET* carts... and had to bury them in the desert when they couldn't sell them.

In the USA and Europe, home computers became the main games platforms, succeeding due to their ability to attract parents hoping to educate their children. They in turn appreciated the cheap and plentiful games. In the UK, the Spectrum took off, almost everywhere else it was the Commodore 64.

In Japan, however, consoles were still selling with Japanese management ensuring a steady stream of games playable enough to justify the always high price of carts. Nintendo had jumped onto the console bandwagon in 1983 with the Nintendo Entertainment System (NES) or Famicom (Family Computer – a typically Japanese misuse of English!).

The NES used the same CPU (Central Processing Unit) chip as the C64. It had just 16K of RAM (Random Access Memory) which must contain everything happening onscreen. The NES was never really state-of-the-art and programmers used to the C64 complained that its handling of colour, for example, was somewhat unreliable. On top of that the maximum size of a game – contained in the ROM (Read Only Memory) chips – was just 256K. But with a little help from Mario, Nintendo soon dominated the Japanese market, which in turn made more and more programmers want to write for the NES as that's where more games were sold and most money made. Far-sighted British programmers like Ultimate (now called Rare) stopped writing for computers and devoted themselves to Nintendo, even though there was no British market.

Bank switching technology increased the memory size of the carts, battery-backed memory chips were introduced as well as chips to improve the graphics. But for the real pro gamesplayers Nintendo meant one thing – great games. Mario- and Zelda-headlined carts became famous the world over.

When Nintendo finally launched

the NES in the American market in 1986 its technology was a little dated, but great gameplay ensured huge success. Within three years, 19 million NESs had been sold. Consoles were in practically every other household, cartoon series based on Nintendo characters were launched and now there's even a multi-million dollar *Mario* movie in the works, starring Bob Hoskins with state-of-the-art special effects.

In the meantime a hand-held console, the Game Boy, had been released to massive sales. Even President Bush's top adviser was a fan of the little, yellow-screened machine. It all added up to a multi-billion dollar worldwide industry that Nintendo were determined to preserve with their next generation console: the Super Nintendo Entertainment System.

SUPER NINTENDO

Nintendo's primary competitor outside Japan has long been Sega. The latter company is famous for graphically spectacular arcade machines like *Afterburner*, *Out Run* and *Rad Racer*. They launched their 8-bit console, the Master System, in 1983 which was arguably technically superior to the NES, certainly it is capable of producing some very pretty screenshots. However, apart from Europe – where Nintendo's marketing has traditionally been weak – the MS has come a poor second to the NES everywhere. So for the next generation of consoles, Sega were determined to hit the market first and keep running, the Mega Drive came out in 1989, a full year before the SNES.

So why did the SNES take so long? Quite simply it had to be the best and its design is a triumph of technical ingenuity.

CPU

The CPU is the heart which regulates the flow of information in a computer or console. Old fashioned systems, such as the Atari ST, rely on the programmer to write graphic routines for whatever he wants the game to do. These routines will then be processed through the CPU at whatever speed it can manage. It's vital therefore that the CPU is both relatively fast and capable of processing a lot of information at once – 16-bits in the ST's case, twice the 8-bit capability of the NES.

The SNES, however, is not a computer and doesn't have to be flexible for a wide variety of different tasks. The SNES is dedicated gamesplaying machine packed with custom chips, chips designed specifically for processing gamesplaying information. These chips are described below and leave the CPU with remarkably little to do on its own.

However, the CPU is still a very bizarre bit of kit. It's actually a 65816 – designed by Western Designs as an upgrade for the 6502 chip (as used by the NES) – and has the unique ability to emulate the older chip. But it also has an unusually powerful set of commands, known as an instruction set, which give the programmer a much wider range of features to use in a game. There are even some instructions which can work on 16-bit numbers, which is why some people get confused into thinking the chip is 16-bit.

Another unusual feature is the 65816's variable clock speed; 1.79, 2.68 and 3.58Mhz. None of these are particularly fast, but can't be taken simply at face value since the chip has a feature called pipelining which means it can process several instructions at once. Currently most games use the 2.68 speed but newer carts with faster ROMs run at 3.58.

The lowly 1.79 speed is probably for compatibility with the NES – it seems likely the SNES was designed to run the huge catalogue of brilliant NES games through an adaptor. This hasn't appeared yet, possibly because Nintendo don't want to confuse buyers into thinking there aren't that many differences between the SNES and NES. The truth is, of course, the differences are vast, especially as regards custom chips!



SOUND

If you open up your SNES you'd lose your warranty, so don't do it. However, if you did have a look at the back of the machine you'd find a plug-in module which contains the awesome Sony sound-CPU-IC. This simply blows away the Mega Drive's lowly PCM chip.

The SNES's Sony is, in fact, a completely self-contained computer complete with sound chip, CPU, memory and IO (Input/Output). This means that in a similar manner to the VDP chip, the CPU can tell the sound chip what to play and go off to do other things. The sound chip then happily plays tunes and/or sound effects without any further need for intervention. It can produce eight tones simultaneously with ADSR (Attack Decay Sustain Release) which is used on synthesizers and gives the tones the ability sound like real instruments. Another clever feature is the impressive 4-bit ADPCM sampling. Sound samples, like speech, are notorious for taking up huge wodges of memory. Typically, it can take 192K for just one second of a sample, so a 4Mbit cart could only hold about 20 seconds of sample – without any program or graphics! The sound chip has the ability to compress this sample with no loss in quality to about half the size.

CUSTOM GRAPHICS

The primary reason the SNES blows away the Mega Drive rests with its Video Display Processor (VDP). Every console has one, but the SNES's is very special. It is in fact a 16-bit co-processor, a chip like the Mega Drive's CPU but allocated specifically to handling all the graphics. This takes a massive strain off the CPU, but the SNES's VDP offers many more advantages than just that. Its incredible specification would take several magazines to describe – so we'll try just to outline the most important ones.

Firstly, there's those retina-busting 32,768 colours (Mega Drive: 512). These are machine's palette – the number of colours the programmer can choose from when writing a game. The number of colours onscreen at any one time is limited to an eye-dazzling 256 (Mega Drive: 64).

Secondly, there's those famous Graphic Modes. Some magazines say there are just seven, but 0-7 gives eight! It's certainly rather more than the Mega Drive's three, one of which is virtually useless anyway. The features of these modes are quite complex but basically each has its own advantages. The maximum resolution of all the modes is – without interlace mode – 256 across by 259 pixels (picture elements, the dots of which the picture is made). The differences are in other things. Mode 0, for example, can have four backgrounds which can scroll

CD-ROM DRIVING

Without doubt the Next Big Thing for your SNES is a CD-ROM Drive. This dull, grey box which will sit under your SNES, connected via the Ext port on your SNES's underside, is going to revolutionize gaming. Why?

1) Memory capacity. A CD can hold 550 Megabytes of information. You could fit every SNES game so far released on a single CD with lots of space to spare.

2) Price. CDs cost a minuscule fraction of the cost of silicone chips so software publishers can no longer claim high prices are due to the format. Older games should become available at cut-price on CD, compilations will become possible. New games could be more expensive though as filling a CD with gameplay is a massive task. Psygnosis are rumoured to have 60 people working on one CD project. It will be pricey but could make all previous games look pathetically small and limited.

3) Full Motion Video. Not only will it be able to play small clips from movies with video quality, you will be able to interact with them. For example, *Batman 3* could have a chase sequence which can be replayed on your SNES CD-ROM, only with you controlling a sprite Batmobile interacting with real movie footage. Movies will become merely previews of upcoming games! The new *Mario* movie would be an obvious candidate for this kind of thing.

4) Co-processors. Your SNES will be turbocharged by a new set of custom chips to add to the ones it already has. A co-processor will radically increase the SNES's clock speed, extra RAM will be provided to handle increased data flow and the Argonaut chip (detailed in Custom Carts) will be built in. Actually, the brilliance of this new chip is one reason why the CD-ROM Drive has been delayed until late '93. The whole machine is being redesigned to make full use of it!

5) Future-proofing. The machine's operating system comes on a plug-in cart. So if more custom chips are needed, a new cart can be brought out, including both the new chips and the updated operating system needed to run them. The possibilities are limitless!

6) Of course the machine will allow you listen to normal music CDs, use the mildly interested CD+G graphics encoded on some music

independently of each other – obviously ideal for the multi-layer parallax scrolling so impressive in *UN Squadron*. However, the number of colours in each background is limited to a maximum of 32.

As we progress through the modes each one has a different number of colours and backgrounds so the programmer can decide on the ideal one for his game. There are other useful features as well, such as the mosaic dissolve effect seen in *Ghouls 'n' Ghosts* and *Super Mario World*, or the circular fade also seen in *SMW*.

The best known mode though, is of course Mode 7. This really underlines the crude simplicity of the Mega Drive and can be seen to its full effect in games like *Super Probotector*. Mode 7 allows 3-D effects to be applied to the background, like rotating, enlarging, shrinking and so on. *F-Zero* is so blindingly fast because Mode 7 treats the race track as a single background and effortlessly whips it about, totally shaming any Mega Drive race game. This Mode can't be used on sprites but there are, of course, tricks the programmer can use to get around this.

Sprites can be of various sizes up to a maximum of 64x64 (Mega Drive: 32x32) and go to make up Mario, spacecraft, enemy ships, laser bolts, etc. The SNES can play around with a total of 128 sprites onscreen at any one time. SNES hardware makes moving them around screen and animating so easy some lazy programmers haven't bother to use CPU routines to help them out – resulting in some slow-down on early SNES games such as *Super R-Type*. Newer games such as *Smash TV* have no slow down – wiping the floor with Mega Drive versions, especially as the Sega machine can only handle 80 sprites.

CDs, and probably sing karaoke!
7) Limited compatibility with CD-I and PC CD-ROM games is under consideration.
In conclusion, the CD-ROM drive is going to be worth the wait. Whatever new computers get hyped over Xmas – ie, the Atari Falcon and Commodore Amiga 1200 – Nintendo are already planning the hardware to blow them away. As with the SNES itself, the months before its release are likely to be occupied by pushing the design even further...
And any comparisons with Sega's woefully under-specified Mega-CD are likely to be extremely comical.

CUSTOM WEIRDNESS

To begin to appreciate the amount of work Nintendo have put into the SNES consider the following.

1) Multiplication & Division. A CPU can add and subtract easily, but it can take a long time to work out what 10 x 10 is (a long time for a CPU being 0.01 seconds!). So Nintendo added these features on a chip. The program simply puts the question in one place then reads the answer back in another, making complicated 3-D work much easier.

2) Direct Memory Access. DMA is a facility usually only available on advanced PCs. It's used when large amounts of memory are to be moved. For example, on the SNES a background screen needs to be changed quickly or sprites need to be initialized. The CPU tells the DMA chip where it wants memory to be moved from and where it should be moved to, and the DMA chip takes over doing the transfer far faster than the CPU could possibly manage.

CUSTOM CARTS

As with the NES, Nintendo don't stop technical innovation with the release of the console. For some very special games custom chips are secreted inside the cart itself! There are already two such chips in existence.

1) Maths Co-Processor. A Digital Signal Processor chip designed to take on the burden of the massive maths calculations required by some sophisticated 3-D routines. This chip made its debut in the stunning *Pilotwings* and more recently appeared inside *Mario Kart's* cart! However, its lifespan is unlikely to be long because of...

2) Argonaut Chip. Argonaut Software are a British games programming team which leapt to fame with a stunning wireframe graphics game for the Atari ST called *Starglider*. The sequel to that had solid 3-D and was absolutely brilliant to watch and play. In short, you could say they know a thing or two about 3-D. This 32-bit RISC chip is built to meet their specification and should be incredible. Rumours suggest not only will it be able to move lots of complex 3-D objects very quickly, making for a truly arcade quality *Race Drivin'*, but it will also be able to texture the surface of these shapes making them look much more realistic. The chip will also allow Mode 7-style scale and



SUPER FAMICOM (JAPAN)
It all began with this one, of course, and apart from the name on the bottom left of the machine and the words on the cart flap, this looks identical to the UK version.



SUPER NES (US)
A complete redesign of the exterior, but similar TV systems make the internal identical. The only thing stopping the use of Japanese carts are two small internal tabs.



SUPER NES (UK)
Looks identical to the Japanese version, but works with the PAL system due to a slowing down of how fast it runs. Security chips inside PAL machines and carts make using foreign carts impossible without an adaptor.

rotation on sprites as well as backgrounds.

Both these chips indicate Nintendo's commitment to keeping the SNES top of the heap and there's no reason why even more spectacular chips might not be designed later on. The only problem with these chips is cost and for that reason they aren't likely to be used much by games developers other than Nintendo. Fortunately, therefore, Nintendo seem to have been so impressed by the Argonaut chip it seems likely they're going to put in their CD-ROM machine.

CUSTOM JOYPADS

The joypads may look nice, but they don't seem all that hi-tech – no infra red transmissions, no touch sensitive pads. They do have a lot of buttons, though. For some games this is entirely useless, others make full use of them. The four fire buttons may seem overkill until you try *Smash TV* which allows you to move in any direction you want, totally independent of the direction you're firing in. The system works brilliantly and makes the SNES *Smash TV* incomparably superior to the Mega Drive game which is virtually ruined by its twee three button control system.

WORLDWIDE HARDWARE GUIDE

Nintendo's hi-tech superstar has taken a long time to get to Britain, being on sale in Japan and America (1990) before it arrived here (1992). This made unofficial, often called "grey" imports inevitable and considering the machine's power they sold in great numbers. Now the SNES is here officially you might think there's no point in buying an unofficial machine. Unfortunately the UK SNES is in some ways inferior to its foreign counterparts.

1) The UK's PAL TV system is one of the best in the world with a much higher resolution than the US system, however for current console games that doesn't matter – any TV system's resolution is higher than the console. What does matter is the speed at which it runs. To get the Super Nintendo's output in sync with PAL, Nintendo, like Sega, decided to slow the machine down by some 15%, and also to squash the image with borders at both top and bottom.

However, if you get a foreign machine, either Japanese or American, you can bypass your TV's modulator if it's got a SCART socket. These rather large, roughly rectangular sockets on the back of most new TVs are designed to let machines like videos bypass the modulator for a sharper picture. UK SNESs come with a SCART lead to get a better picture and, with stereo TVs, stereo sound. The leads also allow you to plug in a Japanese or American SNES with no trouble at all. It won't work through the TV aerial socket, but through SCART you get a full-size picture and a faster speed.

Of course there are some grey importers who adapt their import machines to run on PAL TVs, just like Nintendo do – with a slower speed and smaller picture, but although the price may be lower, the reliability of the conversion is unlikely to match the official machine.

2) The biggest games markets are Japan and America, which tends to mean games come out there first and, without an adaptor, you can't play them.

3) Price. Foreign SNESs tend to cost less than half UK ones and even after transport costs "grey" imports can thus be bought for less than UK ones.

ADAPTORS

The market for adaptors is huge. Nintendo made this inevitable when they rush-released the SNES in the UK early this year, then only released four games to go with it for the next several months. If you wanted to play the latest, hottest SNES games on your UK SNES you needed an adaptor.

Nowadays, the UK releases are a lot more numerous, however Japan and America are the biggest cart markets so even games programmed in the UK, such as *RoboCop III*, usually go on sale abroad a good few months before arriving here, and some games will simply never be released here. Also, games are generally cheaper abroad.

Okay, so adaptors are good to own. But why are they necessary, why can't you simply plug a Japanese or American cart in?

The primary cause is business practice. To help it plan sales, Nintendo would prefer to divide the world into sectors, this helps planning how many carts to make – and what prices to charge where. For British people paying the highest prices for software released later than anywhere else it might seem rather stupid. However it's an approach which should prevent the market busting Atari-style.

For Japanese and American machines, Nintendo's current means to restrict compatibility is simply two tabs in the US machines which, due to different sized carts, make plugging in a Japanese cart impossible. Unless you simply, and easily, break the tabs off! Alternatively you could use an adaptor.

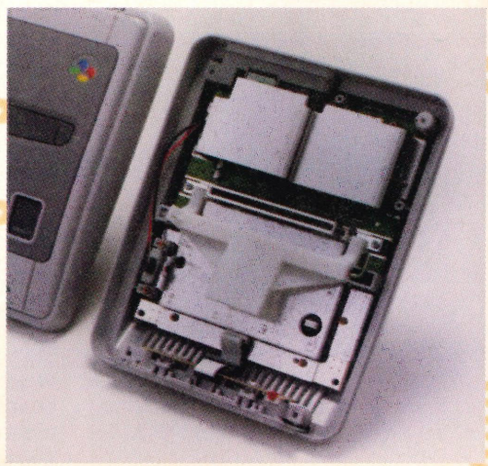
For UK machines it's a different matter with different chips inside carts and machines ensuring incompatibility with foreign systems. UK importers have got around this by "Universal" adaptors. These come in various shapes and sizes, but all work on the same principle. A cart-like edge connector slots into the machine, you then plug in the foreign cart you want to play and a standard domestic cart. The adaptor then links the security chips of SNES and domestic cart, tricking the machine into accepting the foreign cart which you can then play. For just £15-30 adaptors are a very good deal. However there are...

Problems

1) The wiring of most adaptors is simply adequate to do the job. Some carts, however, are more sophisticated than others using more connections than the adaptors are set up for. *Pilotwings*, for example, wouldn't work with most early adaptors. New adaptors can handle *Pilotwings*, but now *Mario Kart*'s causing problems. Cue another redesign...

2) Blown fuses. One of the biggest SNES controversies was started by *Nintendo Magazine System*, Nintendo's officially-backed magazine which has publicized the company's allegation that these adaptors cause SNESs to blow an internal fuse. Due to special screws, taking SNESs apart is no easy task and Nintendo further claim they can tell if an adaptor has caused this problem. If it has, they won't fix it. Industry experts doubt both these claims – and adaptors are used by many of them. Moreover, Datel, makers of the SNES Action Replay Pro and Universal Adaptor, flatly deny it.

With such a huge market, a few problems are inevitable, even if adaptors are totally perfect. And you should note most adaptors make it more easy to remove carts without turning power off, which will always endanger a machine. But for people who take care with them adaptors seem a very worthwhile risk.



SNES PACKS

SOLUS SET
£109

SNES with one hand controller. A bargain if you don't fancy carts in other packs, otherwise more expensive packs offer better value with discounted games included in price.

SUPER SCOPE 6
£159.99

SNES with one hand controller and a light-gun with which onscreen sprites can be shot. Reasonably accurate but the six-game cart supplied with the scope is distinctly mediocre, making the whole package dubious value for money.

STREET FIGHTER II
£159.99

SNES with one hand controller and the famous *Street Fighter II* cart. Not bad value considering how ridiculously over-priced the cart is on its own.

A second hand controller for two-player games will set you back around £15, but at least you choose which one and we'll have a guide to the best next month.

SUPER MARIO WORLD
£149.99/£129.99

The original pack with SNES, *SMW*, two hand controllers and a cable allowing the SNES to provide stereo sound through SCART, CVBS or stereo amplifier. This is now being replaced by cheaper (£129.99) pack with no lead and just one controller – buying the lead and controller separately will now set you back about £35. Either way *SMW* is a great introduction to the world of gamesplaying.

ORDER FORM

I want to be a winner. Please rush me the following:

please indicate your choice

☐ The Complete Sega Solution (£9.99)

☐ The Complete Sega & Nintendo Game-Busting Guide (£3.99)

Name .....

Signature .....

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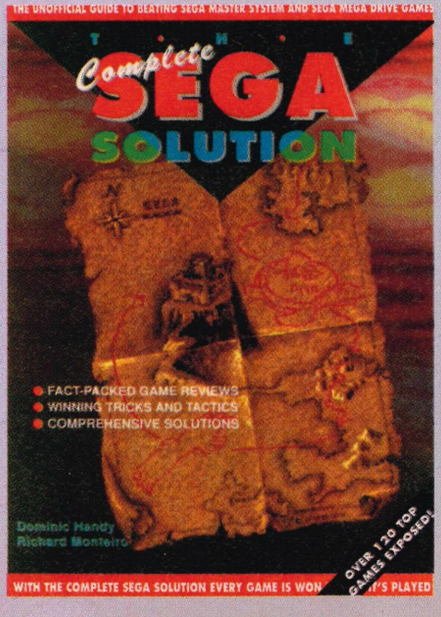
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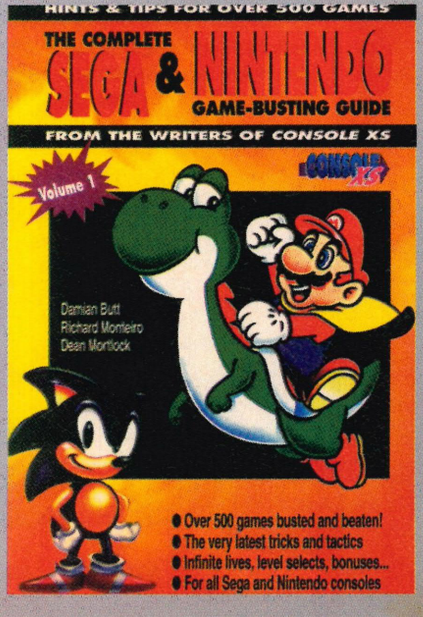
THE ULTIMATE GAME-BUSTING GUIDES

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A comprehensive collection of tricks, tactics and playing solutions for over 120 Master System and Mega Drive games. Each game is also reviewed and rated to help you decide whether it's worth adding to your collection.

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Fabulous collection of hints, tips and dodges for all the biggest titles on Sega and Nintendo consoles. The fact-packed read features tricks & tactics for over 500 top games. An indispensable guide for winners.

RRP £3.99

The hottest hype for CD-ROM Drives involves "interactive movies" which place you in the starring role of spectacular adventures. But thanks to Interplay you don't need to wait for a silver disk to get a truly cinematic experience. Slow sweeping pans, close-ups, rotoscoped animation and more SF hardware than a half-dozen Hollywood movies are all crammed into this SNES cart. Dave "Out of his Head" Westley goes for an Oscar...

ANOTHER WORLD

This game begins as it means to continue with a superb intro. You take the role of a young scientist called Lester Knight Chaylin who is involved in an experiment that goes terribly wrong (as all good experiments do). Plunged inexplicably into a murky lake on an alien world, the adventure focuses on your attempts to escape back to Earth, with the most unbelievable events happening along the way!

The whole game is presented as if a film. You have complete control over your athletic scientist, with sprinting, jumping, shooting and kicking all at your fingertips. Right from the very start, these all come into play – you need to evade a sea monster by swimming to the surface of a lake before squashing a few deadly leeches under foot. A cat-and-mouse chase with a ferocious panther then entails, involving a spectacular leap for freedom, and climaxes when you run (literally) into a brawny alien! It really is frantic, non-stop stuff!

Where *Another World* really scores big is in the graphics and music department. The sprites themselves are splendidly animated and well integrated within a surreal, supremely atmospheric world. The really mind-blowing thing is when the scene suddenly alters to a close-up of a certain event; be it picking up a weapon, greeting an alien, awaking in a cell or whatever. We're not talking basic stills here – each sequence is animated in such a clever fashion that it has to be seen to be believed!

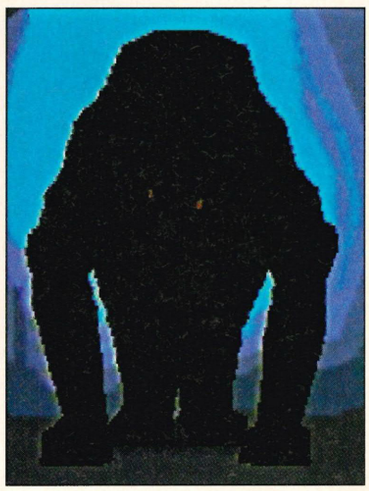
The music, too, helps to create a mood with its changes of tempo and dramatic arpeggios that suddenly give way to more graceful phrases. When combat commences, the music alters too, in order to emphasise the on-screen action.

The puzzles and obstacles in *Another World* are all a little obscure and it can sometimes take a while to figure out the items represented on screen. Moving around the level and blasting everything on sight occasionally allows you to complete a problem without even knowing it which cuts down on the real thought and input required for the game. Some of the levels are too straight-forward when sussed but, having said that, one fatal error and you will have to go through the ultimately laborious sequence all over again.

The controls in *Another World* are pretty extensive, each button producing a different action depending on your situation. There isn't that much in the way of interactivity, though – while you have freedom to explore, the pre-determined ideas and events can eventually become just a tad boring. The action sequences are all down to you though and there are a few crucial chores that you have to perform when you decide it's time, such as recharging the gun.

Another World is one captivating game; the kind that will keep you up to the early hours just so that you can reach the next section. Its fresh approach and marvellous atmosphere are reason enough to buy it, and as a bonus there's also a challenging game lurking beneath the extremely attractive surface. Try something different on your SNES - today!



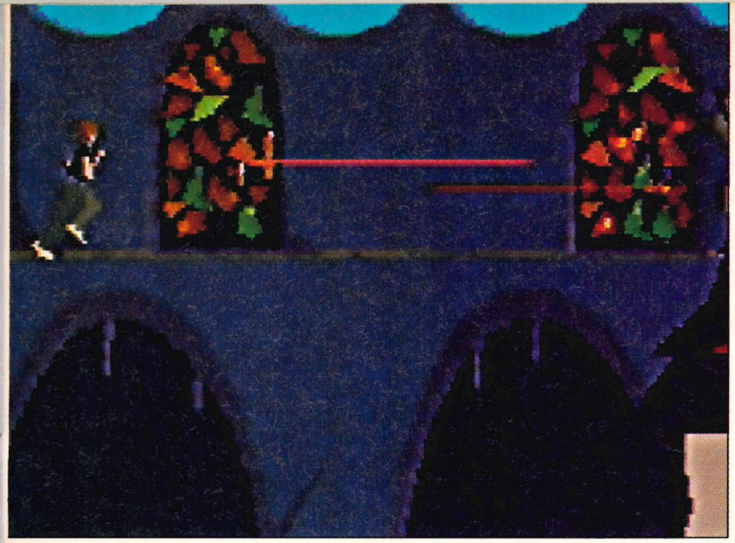


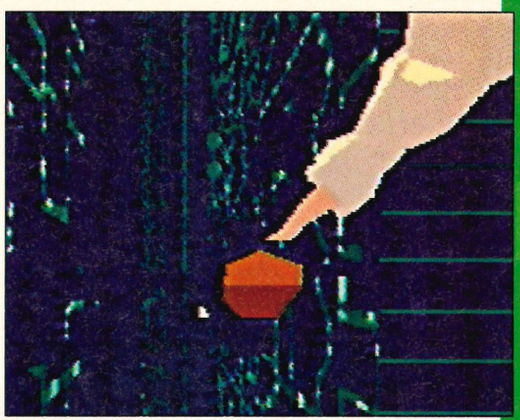
Straight away a black panther begins harrassing you, chasing you back and to across the mountainous landscape.



PRO TIP
Build up some momentum in your cage before dropping in on the unfriendly troll thing firing at you.







OUT OF THIS WORLD™

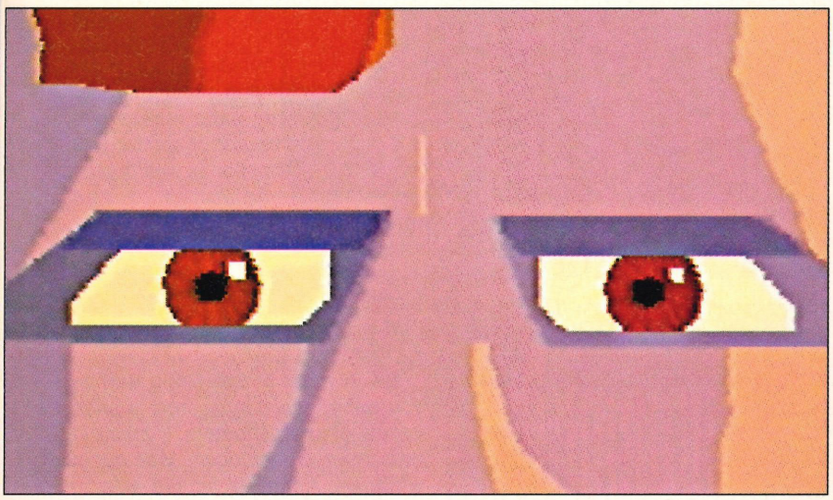
©1992 Interplay Productions
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LICENSED BY NINTENDO

Developer: **INTERPLAY**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £45.00
AKA: Out Of This World (US)

PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 8Mbit
FEATURES: Password

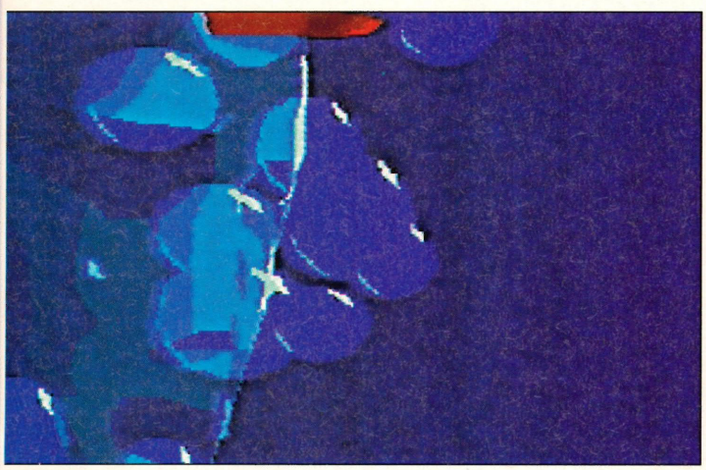
CONTROLS

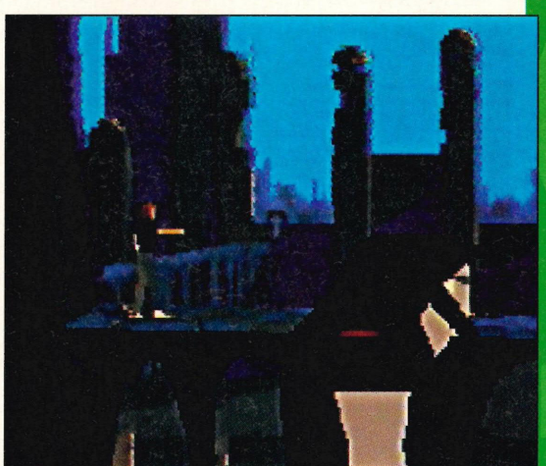
- ▲ Swim, activate teleporter/elevator.
- ▼ Swim, duck, pick-up item.
- ▶ Walk right.
- ◀ Walk left.
- X No function.
- Y Run (with direction).
- A Fire/Shield.
- B Jump.
- L No function.
- R No function.

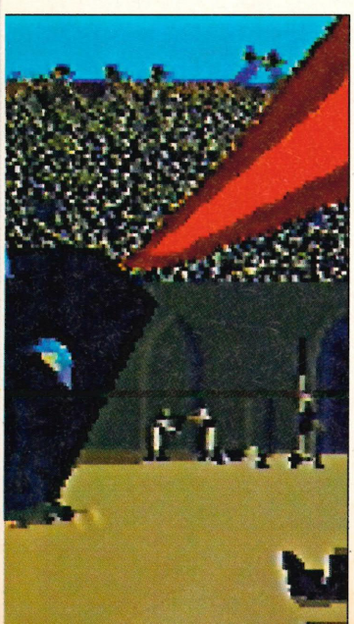


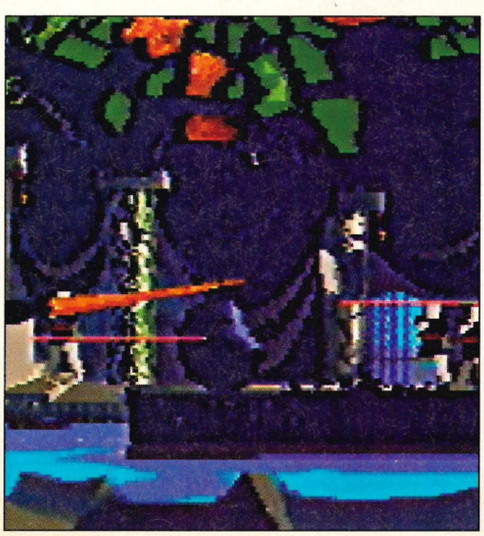
The weapon you wisely picked up earlier on has a charge up feature - hold down fire for a few seconds and suddenly you can blow up doors. The gun also provides a temporary force field.



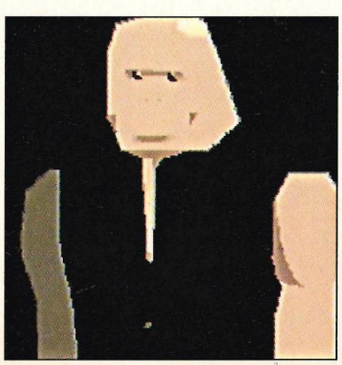








One of the trolls befriends you and as a traitor, he's keen to bypass security - opening doors and wrestling with your opponents selflessly.



PROS: The visuals and musical scores are amazing and supersede most other games when it comes to atmosphere. There are dozens of different screens and nearly as many problems. The way the story unfolds before you adds to the ambience, conveying a truly cinematic style.
CONS: Running around the same areas and re-reading the same old story can get a little tedious.

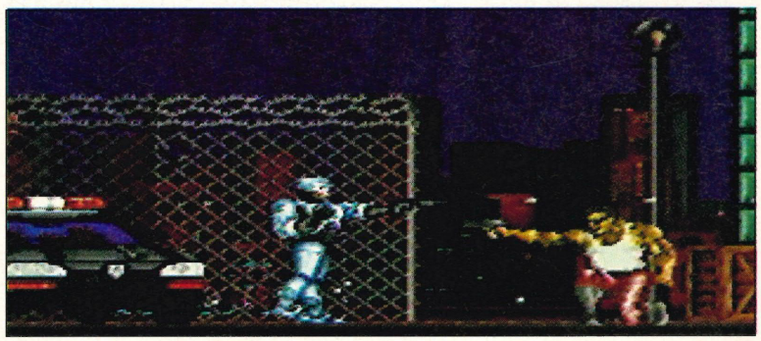
GRAPHICS	92
SOUND	90
GAMEPLAY	84
CHALLENGE	80

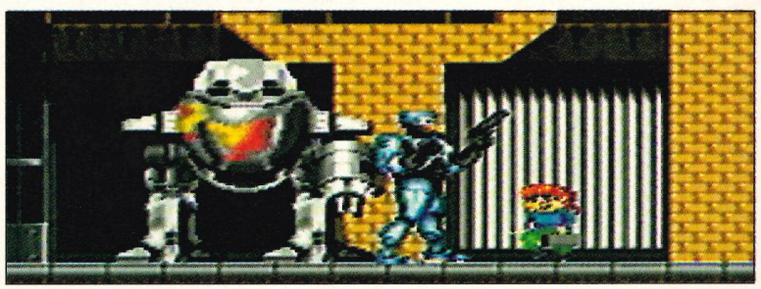
PROSCORE 86 SCOREPRO

IT REALLY IS *ANOTHER WORLD!*

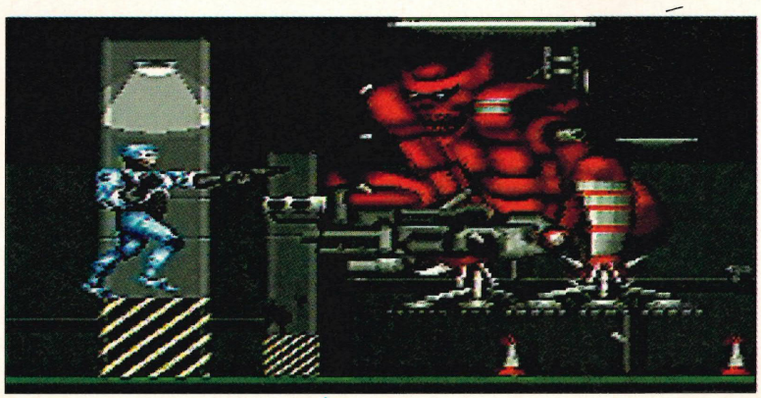
ROBOCOP 3

When it mattered Ocean dominated 8-bit computer games like Liverpool used to dominate football. Their undoubted star player was RoboCop, starring in almost certainly the UK's biggest selling computer game ever. Now it's the SNES that really matters, has Ocean still got what it takes? Stuart "RoboEditor" Wynne investigates.









RoboCop's adventure starts off looking good (top), but while the second level has some nice touches such as the kid fixing an ED-209, the underground car park is incredibly difficult whilst OTOMO (above) shows an appalling lack of animation.

After the arcade quality of Amiga *RoboCop II*, and the spectacular 3-D graphics of *RoboCop III*, expectations were high for this one. Although Game Boy *RoboCop* got some rough reviews for being too hard, persistance revealled a brilliant game with a highly satisfying combination of arcade action and tactical thinking. Maybe the same would be true of *RoboCop III*...

The game opens with a slick Ocean logo gleaming as a powerful rock track gets the pulse racing. Impressive intro screens flick by and then you're into the game, Robo standing beside his police car with gun drawn and metal glowing. His slow, steady pace makes him the perfect computer character and the SNES incarnation is well drawn, smoothly animated and accompanied by a great "kur-thunk" walking sound. Backgrounds are almost as impressive with flickering streetlamps, whirling ventilator fans and grimy billboards advertising OCP's "Delta City".

As in most of the Robo games you soon face gunfire from a wide variety of sharpshooters. Punks run on screen, crouch down, lean out of windows. Ammo is limited so you have to both fast and accurate, spraying bullets around will soon leave you with nothing but a Robo-Punch for protection. As you



The two flying screens (above and right) are virtually identical but for different end-level guardians. Below the cathedral scene and a less than impressive robotic ninja (below right).



progress, however, you can collect extra ammo, energy and weapons such as 3-Way Fire, Laser and Missile Launcher.

Level Two sees Robo cleaning windows! Well, standing on a window-cleaning platform and gunning down punks and lethal flying robots. Then there's a malfunctioning ED-209, which is very nicely used to add some tactical depth to the game – but lacks animation. It's still better than the underground car park where robots and punks push reflexes to the limit – irritating as half the problem is switching between weapons. It's incredibly difficult and at level end there's a great-looking huge red enemy – which bounces at you with no more animation than a smile. It gets worse though...

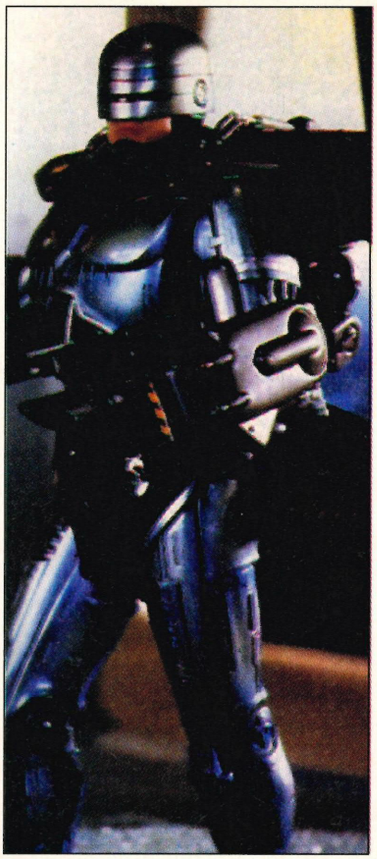
The flying section follows but Mode 7 is used for little except scaling up mines and occasionally zooming in or out the landscape, which is far less exciting than it sounds. It looks pretty, but those massive sprites leave very little room for manoeuvre. It's hard, it's dull, it's bad.

The next level takes place in a church; more punks with guns but cart memory restrictions show up with weak backdrops. Once again it's very tough with lots of staircases to jump up and collapsing floors. Find the key to exit into the sewers for lots of grotty rats, an unfair fall into some acid and finally a fight with a pathetic Ninja Robot. After that there's another flying sequence – using the same graphics as before.

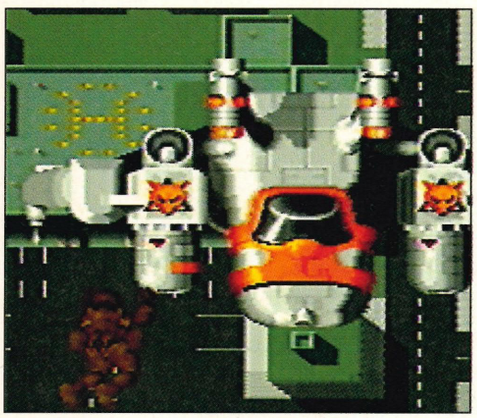
The final level sees RoboCop arriving at OCP tower to face off against two more Ninja Robots. And probably hordes of angry customers. In short, what should have been a huge hit is ridiculously difficult, virtually unplayable in later, graphically improvised stages, and a massive disappointment. It's unbelievable that there's not a single end-level guardian half as impressive as the Game Boy's ED-209! A lack of cart memory seems to have made for an absolutely terrible game!

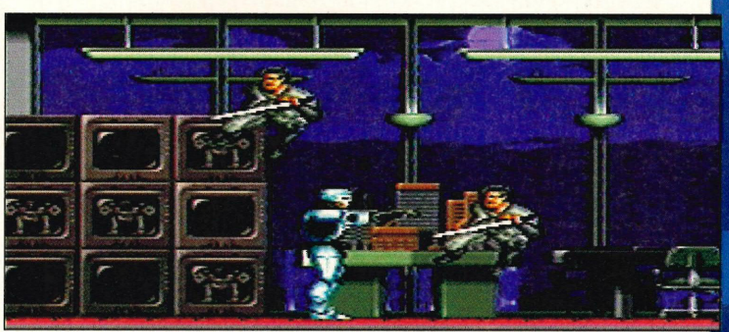


PRO TIP
Whenever you see an ammo power-up, switch to your most powerful weapon so this is topped up rather than the weedy pistol.



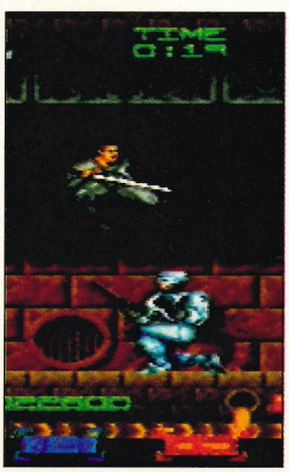
In the *RoboCop III* movie old tinhead again disobeys his programming to defend the poor against fiendish OCP. But despite being virtually finished there are no plans to release it.











The final level (top) is a simple fist-fight with two robot ninjas. And the End sequence is an equally disappointing text message – the Game Over screen (right) is more impressive!





Publisher: **OCEAN**
Tel No.: 0329 822565
Supplier: **CENTRESOFT**
Tel No.: 021 625 3388
Price: £44.99
U.K. Release: DEC
Price: **TBA**

PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 4 Mbit
FEATURES: 5 Continues

CONTROLS

WALKING CONTROLS

- No function.
- Crouch.
- Walk right.
- Walk left.
- X – Fire upwards.
- Y – Fire straight ahead.
- A – Punch.
- B – Jump.
- L – Selects weaponry.
- R – Ditto.

PROS: Great main sprite full of character and menace. Good rock soundtrack and authentic sounding FX.
CONS: Banal flying sequences, occasional graphic flicker, unimpressive end-level guardians, ridiculous difficulty level and whenever you die you go all the way back to the start of a level.

GRAPHICS	69
SOUND	70
GAMEPLAY	52
CHALLENGE	44

PROSCORE
46
SCOREPRO

PROTECT THE INNOCENT – BUY SOMETHING ELSE!

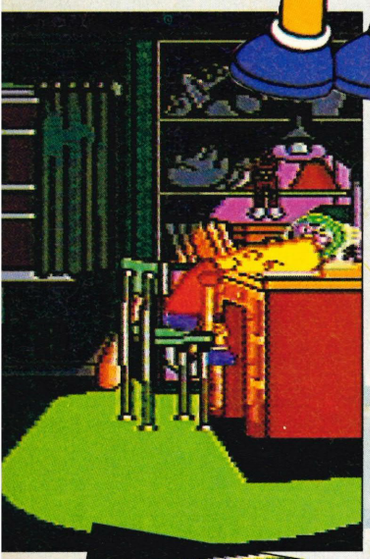
REVIEW

OFFICIAL

Bart's



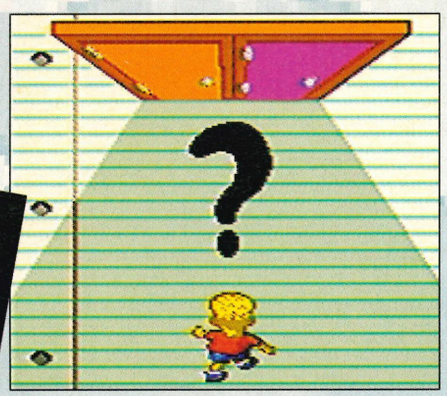
After appearing in possibly the SNES's best arcade-puzzler so far – *Krusty's Super Fun House* – and producing probably the worst pop song ever – Do The Bartman – the Simpsons are back with yet another product to dazzle your eyes and strain your reflexes. This one aims squarely for the SNES's Weirdest Game Yet title, but Super Delinquent Ryan "Bartman" Butt has just one question: how's the gameplay, man?



To ensure graphics even wackier than the usual Simpsons' style Acclaim have set the game in Bart Simpson's head. You see, Bart's been working late at night to finish an eight-page essay – which had better be good otherwise he's condemned to spending his hols at Summer School. As Bart pushes the pen into the early hours he inadvertently dozes off, falling into a weird, spaced-out dream packed with his own pet hates and phobias. This is *Bart's Nightmare!*

The dream begins with Bart's essay being blown out of the window and scattered across the street, the starting point for some surreal sub-games, each giving an essay page upon completion. To enter a sub-game Bart must find and jump into the pages blowing down the street. This is no easy task as the street is packed with all sorts of loony characters. Mailboxes spring out to attack our hero, winged saxophones reverse Bart's controls, basketballs bounce along – changing into skateboards if jumped over. Bart must be quick to avoid losing sleep energy; if it hits zero a life is lost. Lose them all and Bart wakes up with his essay unfinished...

The main street game is a bit long-winded, but amusing and the graphics are great – as they are throughout the game. Each sprite is large, well-detailed and incredibly well animated, set against impressive



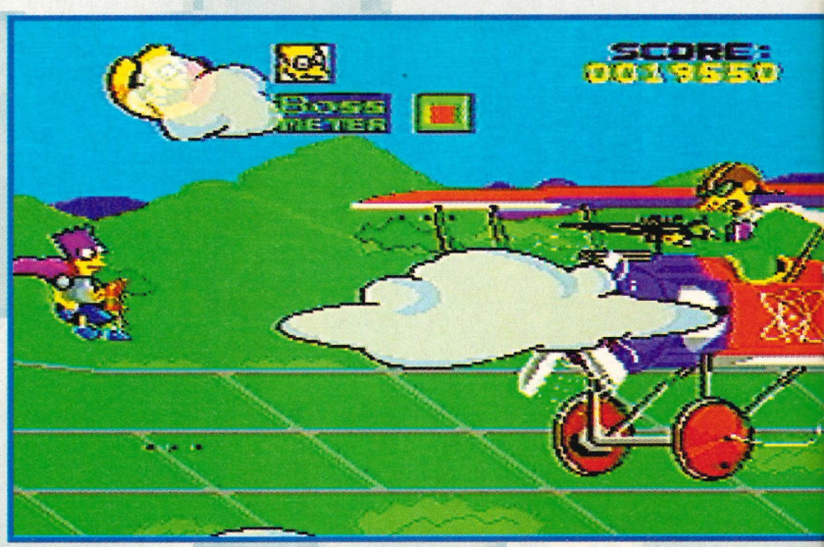
THE SUB-GAMES
Whenever Bart jumps on a page he gets a choice between two doors leading to different sub-games.

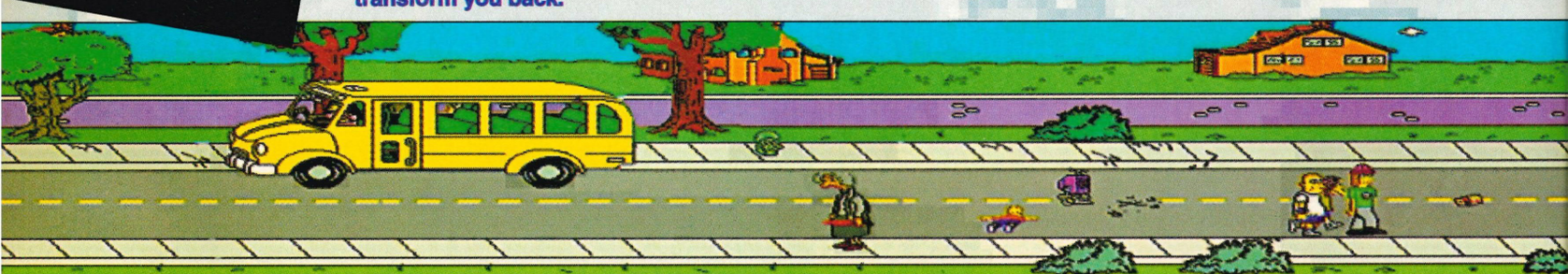


MAIN GAME
Chasing Bart's essay is a dangerous business with school buses speeding about, floating fishes, flying saxophones, vicious mail boxes, fairies who change you into a frog meaning you have to find kissing grannies who transform you back.



PRO TIP
Blow bubbles at the blue "z"s for extra energy and watch out for mailboxes which change into question marks when jumped over–question marks lead to pages!





MATT GROENING

REVIEW

OFFICIAL

NiGHtMAre

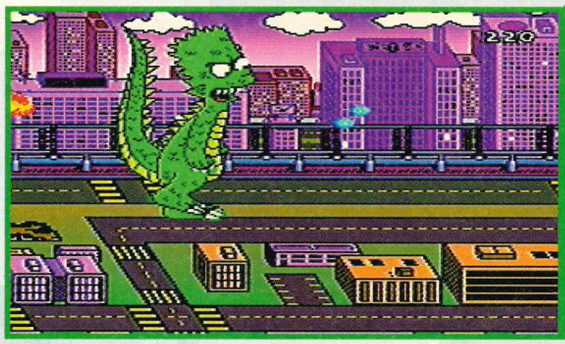


Publisher: **ACCLAIM**
Tel No.: 0962 877788
Price: £44.99
U.K. Release: DEC

PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 8 Mbit
FEATURES: Wacky Sub-Games

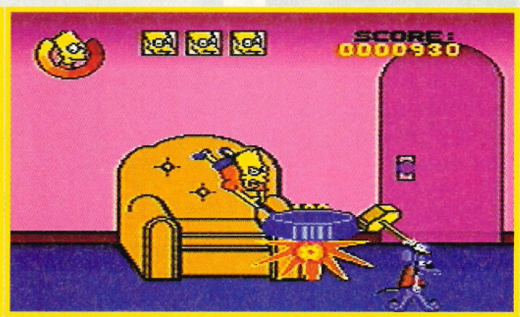
and usually animated backdrops. The music isn't bad either, each sub-game accompanied by a thumping soundtrack and terrific spot effects. Unfortunately too few of the levels are all that playable. The ones we've got to so far are hilarious to begin with, but tend to become a bit frustrating after a while. Gameplay is generally too simple to be involving and would be completed within a few goes if it weren't for the irritatingly high difficulty level.

And once you've failed (or completed) a sub-game you fall back onto the main street, searching again for the pages which appear with annoying infrequency. If the graphics were poor *Bart's Nightmare* would soon be forgotten. However the graphics are astonishing, the sound's great and the concept original and weird enough to make you feel as if you really are in a Simpsons adventure. If you persist you do get further and for fans, gameplay limitations – and toughness – may not seem that important.



GREEN DOOR: Godzilla Bart marches through a city battling tanks, jets and helicopters. Each button offers a different weapon. Slow, simplistic and difficult.

YELLOW DOOR: Bart must beat back heavily armed cats, mice, hoovers, mad chefs and more with various weapons left lying around. Jump on the furniture to survive in this simplistic but fun sub-game.



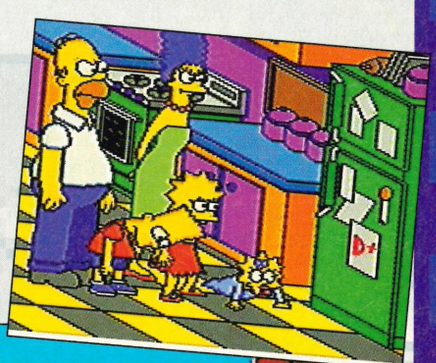


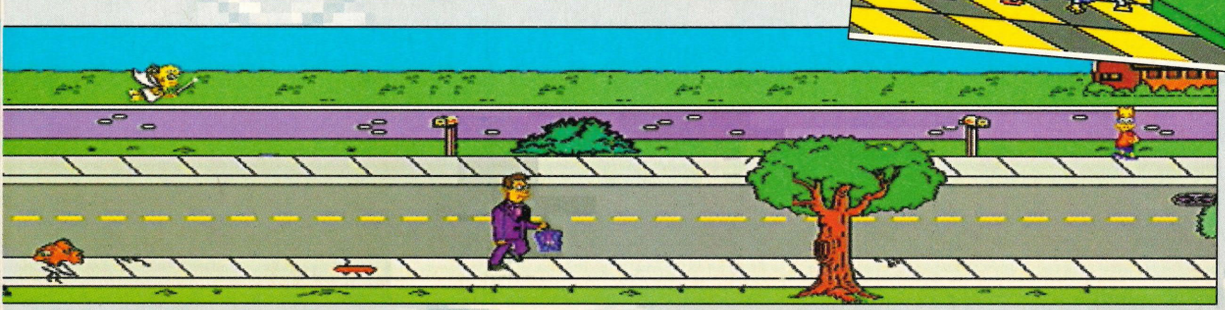
PINK DOOR: A very simple downward scrolling game. Collect the skeletal ghosts and avoid spiky monsters – or pump them up with your bicycle pump until they explode!

BLUE DOOR: The most playable sub-game. Super Bart flies through the clouds armed with a catapult to down missiles, hangliders and mega-monsters such as ballooning grannies, dart-throwing airship pilot and a big biplane. Watch out for toxic clouds!



ORANGE DOOR: Bart jumps from block to block avoiding villains. Sounds easy but villains move fast. Success requires irksome trial and error method to discover which blocks are safe.





CONTROLS

KEYS FOR STREET SCENE

- ▲ On screen movement.
- ▼ On screen movement.
- ▶ On screen movement.
- ◀ On screen movement.
- X Activates Coke smart bomb!
- Y Blow bubbles.
- A Spit pips.
- B Jump.
- L Makes screen scroll further left.
- R Makes screen scroll further right.

PROS: Great graphics and sound (including neat samples) are welded together to form one of the weirdest and best presented games to hit the SNES. Wacky and original.

CONS: Imaginative presentation only partially disguises simplistic gameplay and irritating toughness.

GRAPHICS	89
SOUND	88
GAMEPLAY	78
CHALLENGE	82

PROSCORE 80 SCOREPRO

A BRILLIANTLY WEIRD GRAPHIC STYLE, UNBRILLIANTLY LIMITED GAMEPLAY.

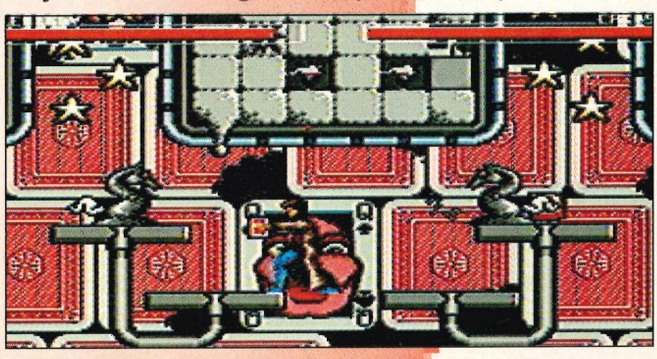
SPIDER-MAN AN

A mixed-up, angst-ridden lycra-wearing vigilante and a bunch of freaks may not sound like a world-beating team, but old Web-Head and the mutant X-Men have long been Marvel superstars. Now thanks to Manchester-based Software Creations they're coming to your SNES, with Dave "Teen Werewolf" Westley cheering them on.





Gambit's first challenge is a race against time – too slow that big wheel's gonna get you! Below the second challenge has a continuously rising floor – make sure you choose the right route! (Go left here!)





A splendiferous title screen and soundtrack open the game with a kick; pump up the volume and get ready to play. A brief cartoon strip sets the scene: super-villain Arcade has achieved the impossible in kidnapping the X-Men and only Spidey can save them. Press fire and there's Spidey prowling around a very dull and grey Capitol City searching for devices secreted in a mini-maze occupied by robotic villains. Spidey can throw lethal webs and climb walls, but although swinging from place to place is fun, you can only do it in a few places. Another downer is only being able to pick up the devices in a certain order - a yawn-inducing twist to make the level last longer than it should. It's not bad, but nothing compared to the music or your expectations.

Finally, when you complete the level Spidey joins the X-Men to hear arch-enemy Arcade set his challenge: each team member is given two missions to overcome. Only if all ten missions are completed will the ultimate challenge be accessible to the hero or heroine of your choice. The screen disappears and you can flip between the five characters on offer, each represented by a suitably cartoonish pic and a brief biog. It's up to you to choose your character.



PRO TIP
On the Wolverine level use fists not claws to kill Jack-In The-Boxes to get energy boosting hearts.

You have four lives to begin with (extra ones can be found) and death sends you back to the main screen. Lose every life and it's game over.

But what about the new missions, are they are as dull as the opening one? You flip between characters like a toddler in a toyshop. One great soundtrack follows another, thumping rock tracks which really get the excitement pounding. But that's as you'd expect by now – the graphics are the real revelation, they're not technically state-of-the art, just highly imaginative, well above-average in animation and detail, not to mention being so colourful that Capitol City seems a nightmare. Wolverine's House of Fun is a particular favourite with jack-in-the-box clowns, toy soldiers, oversized children's blocks and giant buzz-saws. It looks and plays well, plus there's a haunting soundtrack with a clown's laughter distorted into an evil taunt.

Most of the games are variations on the well-worn theme of platform action crossed with arcade-blasting and a bit of maze-exploration. However the variety of graphics and more importantly the varying characteristics of the superheroes make it all highly addictive. Spidey has webs to shoot and swing from, whilst Cyclops has laser bolts to blast the enemy, but poor Wolverine can merely extend his nails for a more vicious punch!

Whenever you get into a bit of trouble on one level you can try another one – which is just as well as it's all rather tough. Getting through to the final challenge is one heckuva task. Fortunately the intro Spidey mission is easy so returning there when all lives are lost isn't too frustrating. In short, there's little new on offer here but the mix of elements is professionally done and the music astounding. With five mission-styles to tackle you'll be playing this into the wee hours. Still, above all else this game is fun to play which is vital given its size (huge!) and its complexity (vast!). Go catch flys, Batman!



ID THE X-MEN



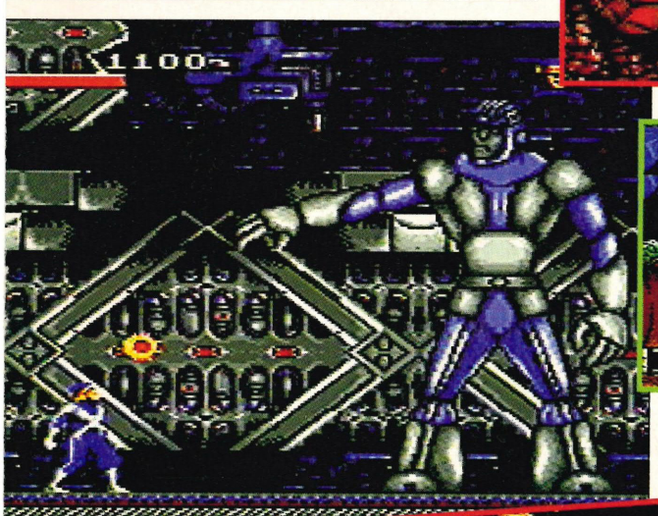
Wolverine's challenges take him into a lethal House of Fun. On the first challenge (right) he confronts gun-toting Jack-In-The-Boxes. On the second (below) he's pursued by an almost unstoppable super-villain. Use your claws to cut ropes holding up various heavy objects – but be quick!





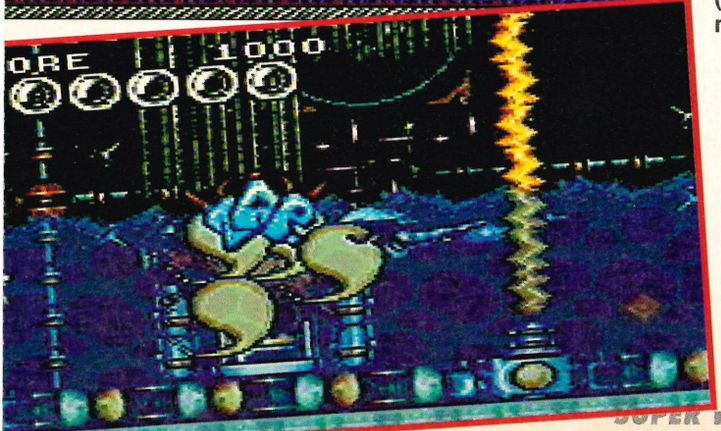








Laser-head Cyclops must first explore underground caverns before his second challenge meeting with a giant robot (right). Below is Storm, who swims like a mermaid but watch her air supply!



STORM



REAL NAME-
ORORO MUNROE

OCCUPATION-
ADVENTURER

GROUP AFFILIATION-
X-MEN

SUPERHUMAN ABILITIES-
SHE HAS CONTROL OVER MANIFESTATIONS OF WEATHER - FOR EXAMPLE, SHE CAN CREATE BOLTS OF LIGHTNING, OR CAUSE WHIRLWINDS TO APPEAR AROUND HER.



Publisher: **ACCLAIM**
Tel No.: 0962 877788
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.99
UK Release: NOV



PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 8Mbit
FEATURES: Multiple Mutants

CONTROLS
(WOLVERINE)

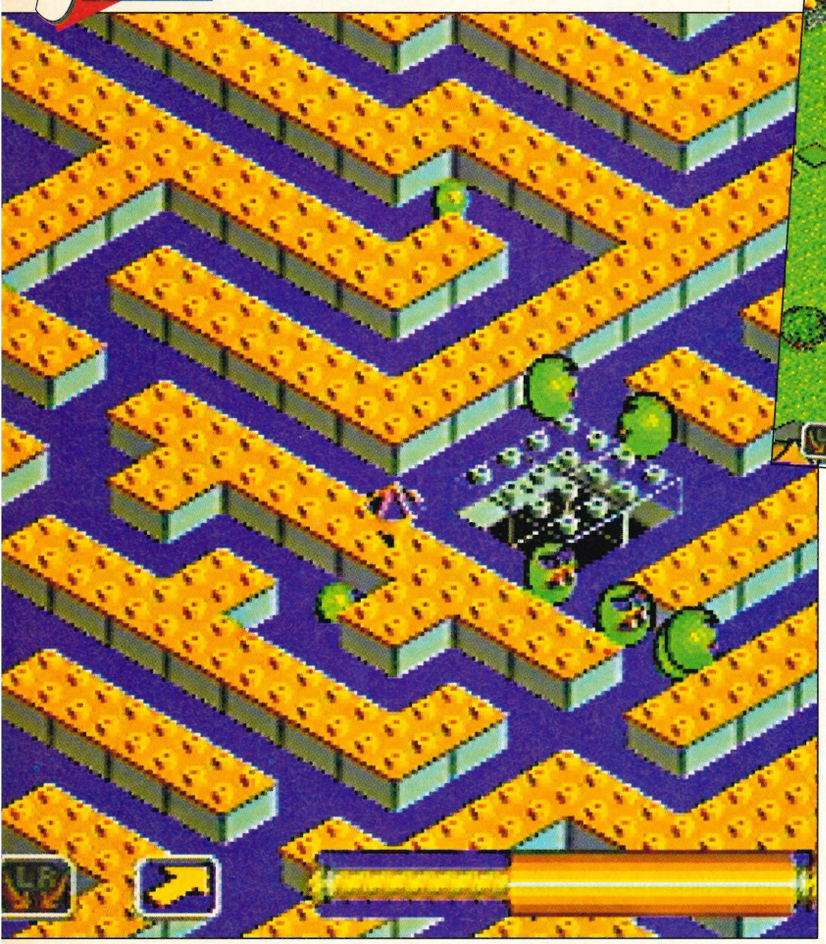
- No function.
- Crouch.
- Run left.
- Run right.
- X – Upper-cut punch.
- Y – Straight punch.
- A – Unsheath Claws.
- B – Jump.
- L – No function.
- R – No function.

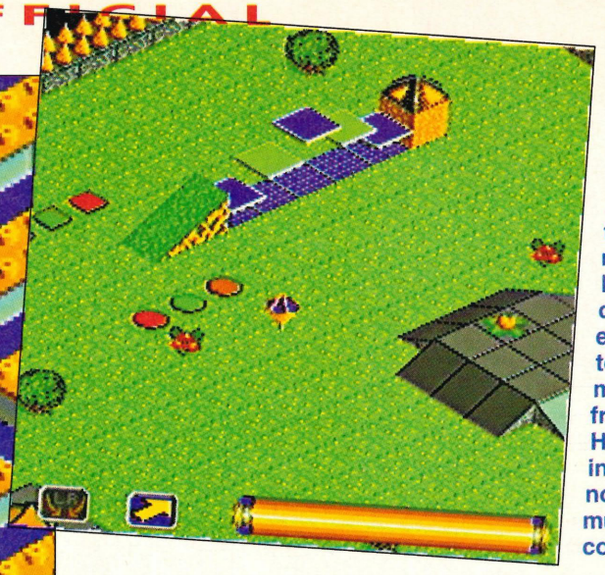
PROS: Brash, imaginative graphics do the Marvel heroes full justice, whilst the soundtrack boasts superlative guitar riffs and a dazzling multiplicity of sound FX. Gameplay isn't bad either; exceptionally varied and accessible with a tough overall challenge.
CONS: Some of the graphics are poor and the overall challenge is very tough.

GRAPHICS	75
SOUND	93
GAMEPLAY	85
CHALLENGE	89

PROSCORE
85
SCOREPRO

MARVEL'S MAGNIFICENT MUTANTS





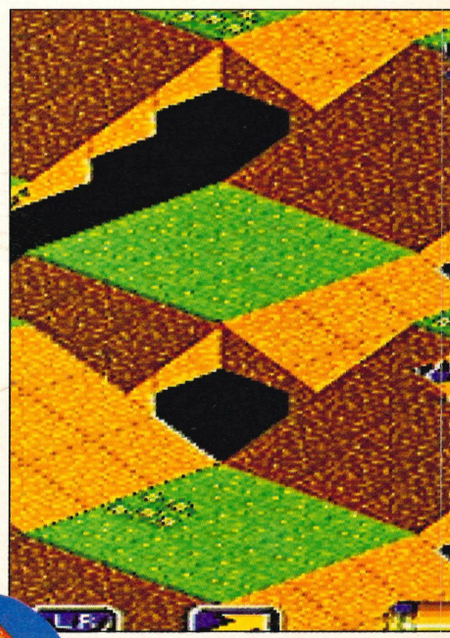


Spindizzy Worlds takes place over many different landscapes. These can range from exotic gardens (left), to Pac–Man style mazes made entirely from Lego (far left). However, the ghosts in these mazes are not for eating and must be avoided at all costs.

Spindizzy **is one of those classic games that even five years after its first release conversions are still appearing. The SNES version is in fact a complete rewrite, massively expanding the game to suit the world's best console. Ryan "Whizkid" Butt goes for a spin to see if it plays better too.**

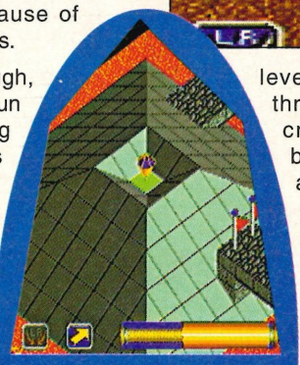
Spindizzy WORLDS

The *Spindizzy* concept is deceptiviely simple; you control GERALD – a Geographic Environmental Reconnaissance And Land-mapping Device (a spinning top actually) which you must use to collect a certain number of crystals before finding an exit. The twist is that the levels are all rendered in full 3-D and the game's got realistic gravity and inertia. It all takes some getting used to, but the control system is good. As well as the directional buttons, you also have a speed–up button (especially useful for climbing steep slopes) and a brake button to stop you plummeting to your doom on those narrow, windy paths. You are also able to alter the angle at which you view your level, which is essential on some levels because of hidden routes and exits.



To begin with though, you can simply have fun rolling your spinning top across the various landscapes. Initially just going up a narrow ridge is tricky – and fun. The graphics are actually fairly simple, but extremely effective with good animation on your craft and many of the fearsome hazards. I especially like the way GERALD shatters when it hits the deck too hard. There's also some pretty good sound FX and suitably atmospheric music.

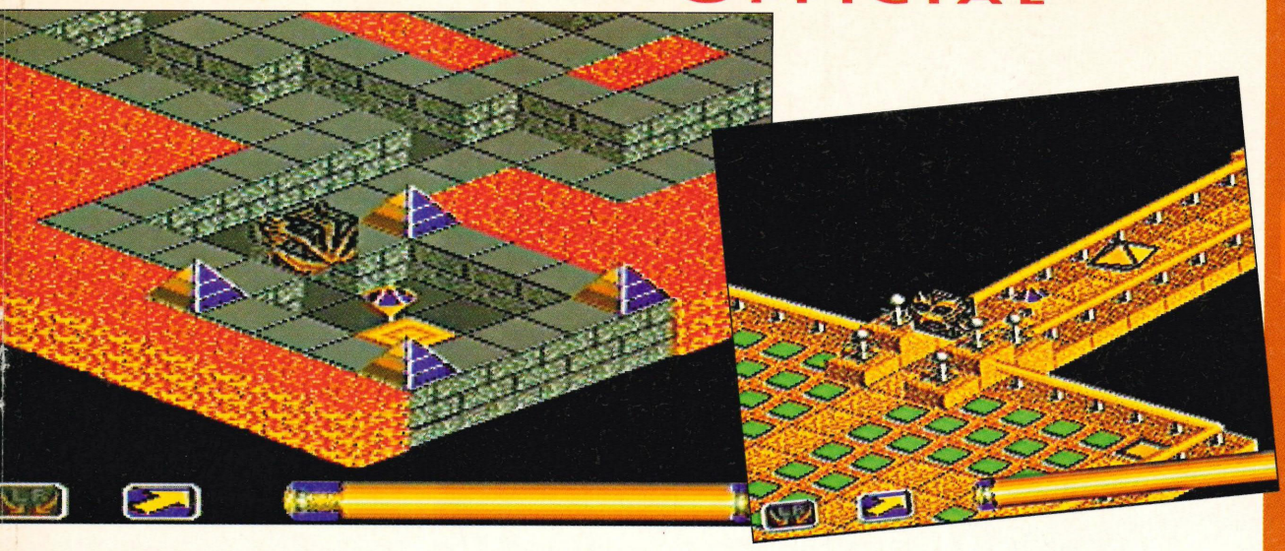
Once you've got the hang of things you can seriously attack the main challenge – which is huge! There are two solar systems to conquer, the number of planets in each varying according to the skill level. Each planet has three or four mazes, all cram–packed with brain–teasing puzzles and life–threatening obstacles. There's buttons to press, rising platforms to hop on and off, jumps to make, mazes to explore and much much more.



PRO TIP

When the route or exit to a level isn't apparent, use the L and R buttons to change the screen angle, this should shed light on the matter.

Your fun can be ended in two ways; either your fuel runs out or your timer runs down on the clock levels. Fuel is lost when you come into contact with certain creatures and objects, or when your craft drops from a great height. Extra fuel can be obtained from special pods scattered around the various worlds. You can also collect fuel (and crystals) in the bonus stage after each planet is cleared. More importantly you get a password too, so you don't have to start from the



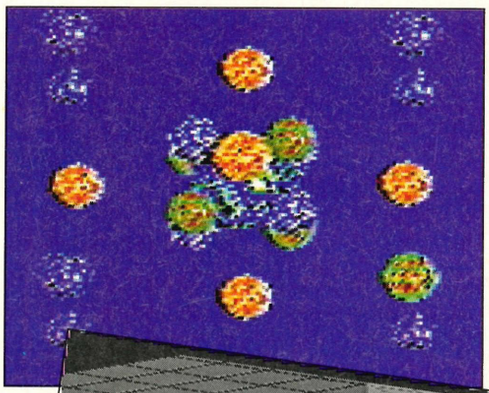


Spindizzy Worlds is guaranted to test your brain to the limit. The puzzles range from simple to extremely hard. The trick is to master the controls before you try to attempt the puzzles, this is because vital fuel can be lost if you make a mistake.



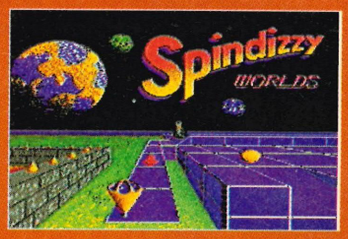
beginning of the game when you perish on the deeper worlds. This is fortunate as *Spindizzy Worlds* is one of those games that you can't stop playing. Although some of the puzzles will undoubtably infuriate some gamesplayers, most of you won't be able to give in and turn it off. Believe me, I've tried and failed hopelessly! The puzzles are perfectly judged, beginning easy so as to draw you in, then gradually increasing in difficulty until you're completely hooked by one of the (many) infuriatingly difficult levels..

As a fan of the original I was anxious to see how this game would convert to such a high performance system and thankfully Activision have pulled it off perfectly, with the game looking refreshingly new. There are also more levels than ever before and each one is lavishly detailed and fiendishly constructed to strain the reactions of anyone brave enough to take up the challenge. The time for talking is over, get to the shops and pick up your stress-inducing copy of *Spindizzy Worlds* now!



There are a multitude of varied and exiting levels in *Spindizzy Worlds, but* you're able to select which world you start on by rotating the planets (left). Hidden buttons and exits can be revealed by changing the screen angle.





Publisher: **ASCII**
Supplier: **ACTIVISION**
Tel No.: 0274 741120
Price: TBA
U.K. Release: NOV
(Exclusive to Woolworths)

PLAYERS: 1
SKILL LEVELS: 2
CART SIZE: 8Mbit
FEATURES: Password Save

CONTROLS

- ▲ Move up.
- ▼ Move down.
- ▶ Move right.
- ◀ Move left.
- X Slow down (Brake).
- Y Speed up.
- A Speed up.
- B Slow down (Brake).
- L Rotate screen to the left.
- R Rotate screen to the right.

PROS: Incredibly addictive and extremely challenging. Slick graphics with good animation and smooth scrolling. Immensely playable and in a class of its own.

CONS: Control method takes a while to get used to. Some levels can be a little repetitive and if you don't absolutely love the game, you'll probably hate it! (Ask Dave 'it's too hard' Westley.)

GRAPHICS	79
SOUND	70
GAMEPLAY	89
CHALLENGE	91

PROSCORE 89
SCOREPRO
A WHOLE NEW CHALLENGE!

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ISSUE 4 ON SALE FROM NOVEMBER 19th AT ALL GOOD NEWSAGENTS!

tips

You are leaving reality. You have now entered the tips zone, a section devoted entirely to helping the floundering SNES player. Although you don't see it this month (it being the first issue an' all), next month we'll be answering all your major games problems. Whether you're stuck on the first track of *F-Zero* or bemused by Bowser, the SuperPros will be here to help you out. Send your toughest gaming queries to *The SuperPro Gamebusters, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NT.* Whatever the problem, we may be able to help.

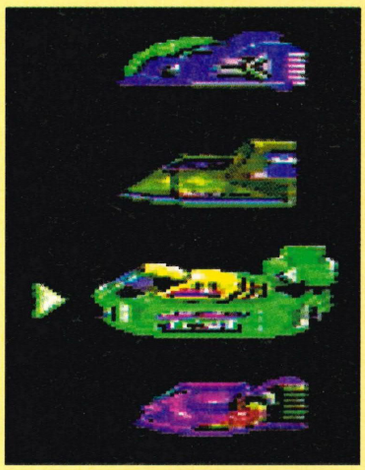
But the door swings both ways! In exchange for our invaluable knowledge, we're asking you for yours! If you have any tips, maps or playing guides, wop 'em down on a piece of paper and get them in the post pronto to SuperPro Tips at the same address. The best playing guide received each month we earn the sender TWO Super Nes carts. And don't forget, we also read other mags, so don't try ripping anything off, because we'll soon spot it!

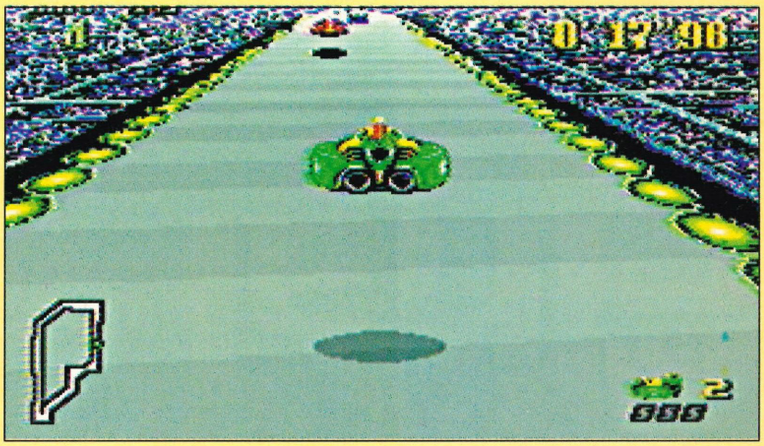


F-ZERO

To be able to challenge the likes of the pilots found in the expert mode of this brilliant racing game, you'll need to put into practise the techniques that SUPERPRO has especially compiled!

THE CARS
For record breaking attempts and if you are sure of your ability to stay on the road, choose Garoh's Fire Stingray. Other than that, the next best is the Wild Goose.





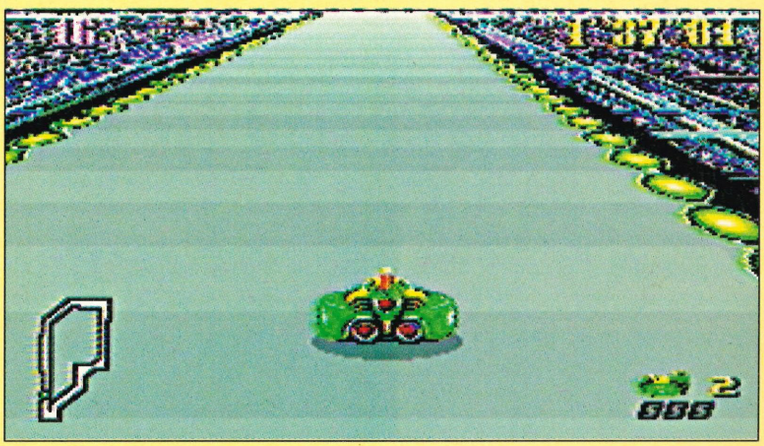
THE RAMPS
Be sure to hold the DOWN button when landing to avoid losing speed.

SUPER JET
Only use these on a straight, and try to save them so that they can be used when you wish to overtake another vehicle.

MASTER CLASS
To be able to compete in master class, you first need to survive all the league courses in expert mode.



STARTING
At the start of the race, hold the B button before the starting sounds, then, when you shoot forward, press the L or R button so that you are nudged from behind by another vehicle.



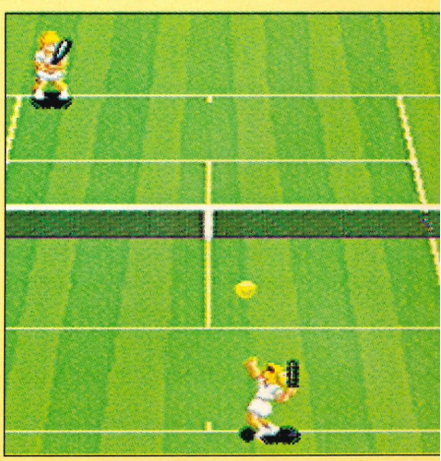
HUG THE CORNERS
When approaching a corner, quickly release the accelerator button, then turn the corner before pressing on the gas again. This will allow you to negotiate the corner very quickly and safely without losing speed. It doesn't work so well on long corners or hair-pin bends.





SUPER TENNIS

When serving, hold the L or R button and the ball will swerve away from your opponent. Experiment with long and short serves – some shots are literally impossible to return!



CASTLEVANIA IV



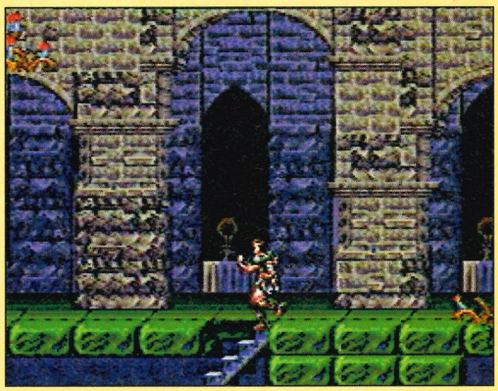
tips

SECRET ROOMS

LEVEL 9-2
On the third section of level 9-2, just after the falling blocks, climb the steps, then jump to the platform to the right where a coffin silently waits. Walk just past the coffin and you'll find another secret level!

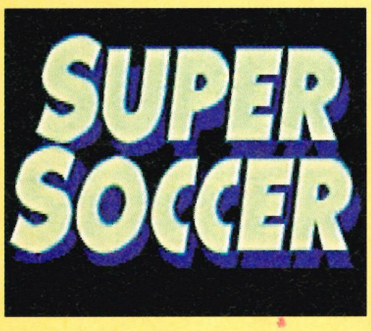
LEVEL 3-1
Just into Level 3-1, you'll see a series of blocks. You can break through these to discover a secret room.





LEVEL 6-2
More goodies are available on Level 6-2. Hit the fourth block after the second fallen chandelier twice to reveal the stairway.

SUPER SOCCER



A few extra special techniques to put you on the road to Wembley (or wherever!).

STAR PLAYERS
Each team has a start player or two who you should place in midfield and use as a playmaker. The following players are best used in each team for such a task...
GERMANY – RUDI
ARGENTINA – DIEGO
ITALY – PRIMO
BRAZIL – PAULO
HOLLAND – HAYES
ENGLAND – BROCK
CAMEROON – ROGER
ROMANIA – NICUL
IRELAND – N/A
FRANCE – YVES
USA – JASON
JAPAN – JIRO
COLUMBIA – RICO
YUGOSLAVIA – LAJOS
URUGUAY – CECIL
BELGIUM – SHELL
This ensures that there is always a defender left in the penalty area ready to intercept any through balls.



SCORING
The best way to score is to run to the penalty area on the far left or right, then enter the six yard area at an angle, shooting under the keeper when you are on the far side of it, about halfway between the goal and the line.

PENALTIES
Once you have decided your direction and started the run, release B then just before you strike the ball, press and hold B – this will cause the ball to go faster.





DRAGON'S LAIR

LEVEL 1

There are three extra lives to be gained on this level, so be sure to grab them. The first is located on the lowest platform to the far left of the level. To get to it, simply go down on the first lift and drop down a platform at a time. To reach the second extra life, jump up to the next platform and jump across to the right, avoiding the rope as you do so. You should land on a platform higher than the one you jumped from; to the right of the platform you will see a lift, descend on this and break open the second pod to reveal the second life. When the lift has reached the lowest point, walk left and jump onto the rope. Climb to the top of the level and walk right until you reach the next lift, stay on it until it reaches the lowest point. You will now see another lift; jump right and you will see a see-saw with a weight on one side, jump on this from a height and the weight will be catapulted onto the second lift.

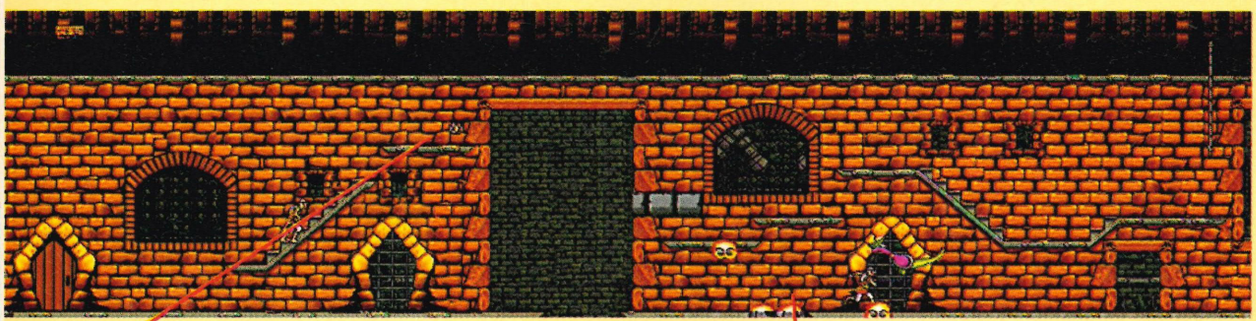


Use the see-saw to catapult the weight up onto the stationary lift. The extra load will cause it to drop, thus enabling you to jump on and grab the extra life.



When you've grabbed the life, jump over to the secret exit. This will warp you to level four.

As the lift descends, jump on it and smash the pod to reveal the third extra life. Now jump across to the right onto the lowest platform. You will now enter a secret passage to the penultimate level before the



It is possible to make a quick exit from this level by simply going to the platform at the top of the first staircase and waiting for a nasty to hit you. As it does, jump up and you should land at the top of the level.

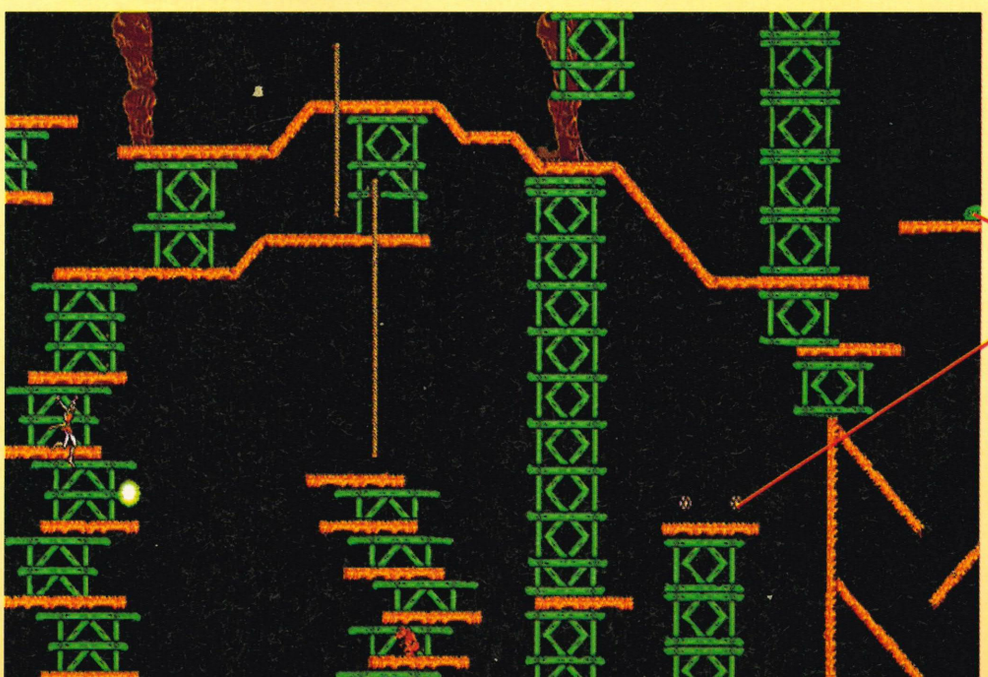
Avoid contact with these furnaces, as they spell instant death for our hero if unintentionally trodden on.

LEVEL 2

There are two ways to clear this level. The first way is to go to the top of the first staircase and jump up to the bouncing monster above you. By jumping into him, you should be launched to the top of the screen, then simply walk left to the exit. However, if you would like to conserve energy, keep jumping right at the top of the first staircase, you should then reach a rope allowing you to climb to the top of the screen. Just walk left to the exit.

LEVEL 3

Go right until you come to the first set of ropes. When you reach the bottom of the second rope, jump right and you will land at the foot of the screen. Keep going right until you reach the end and break open the pod to reveal an extra life. Climb back up to the top of the screen via the platforms and ropes, then go left. Run into the barrel to send it crashing into the second. Avoid the first exit and drop down the gap just before, then go to the top of the first slope and jump across to the left. You should land on a platform with two pods; break open the one on the right to reveal an extra life



Avoid this exit unless you relish the prospect of going round in circles. The correct exit can be found in the bottom right-hand corner.

Be sure to break open this bonus pod to reveal an extra life. There are two to be gained on this level; they can be found in the bottom right-hand corner, and on the platform shown here.

TIPS

DRAGON'S LAIR

tips

LEVEL 4

Don't be put off by the dark surroundings, this level is a doddle! Simply go left and jump up on the platforms, then keep jumping right until you reach the end. Make your way up to the top, killing the nasties as you go and climb down the rope to reveal an extra life pod. Climb back up the rope and jump across to the left. When you have reached the highest platform, walk left off the edge and drop into the water. Keep tapping the jump button to stay afloat and glide along the top of the water until you reach the far right of the screen, then jump out and make your way up the exit.



Make your way up to the top right-hand corner to gain an extra life. There are also extra coins and weapons to be gained on this level.



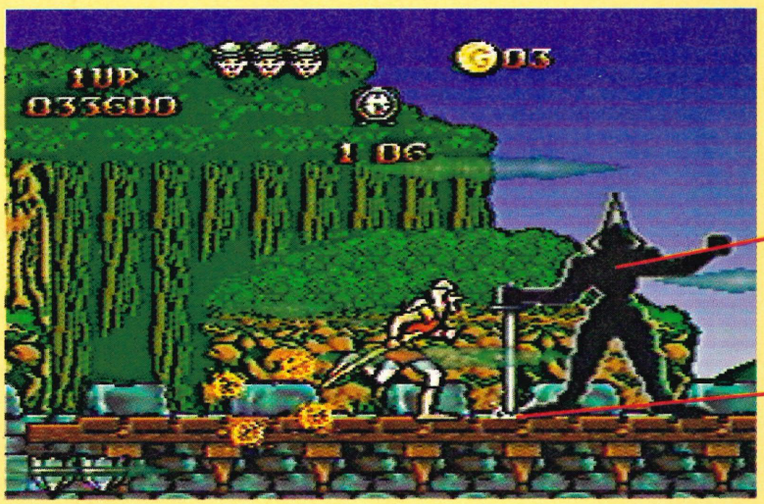
Having dived into the icey waters underneath the level, guide Dirk across the top and eventually you will find access to the exit.

LEVEL 5

The best technique for killing these over-grown reptiles is to jump up and hit them with an array of axes every time they've spat out an egg. Then turn around and shoot the egg as it hatches. After about ten hits, the snake should give up the ghost. But remember trouble always comes in pairs!



This giant psychedelic snake can be easily killed by jumping up and shooting it. Observe its attack pattern and you should have no trouble defeating it.



LEVEL 6

There's no real technique in completing this level, simply run along the top of the ramparts killing anything that moves. Be sure to avoid the perilous drops, and wait for the moving platform at the end.

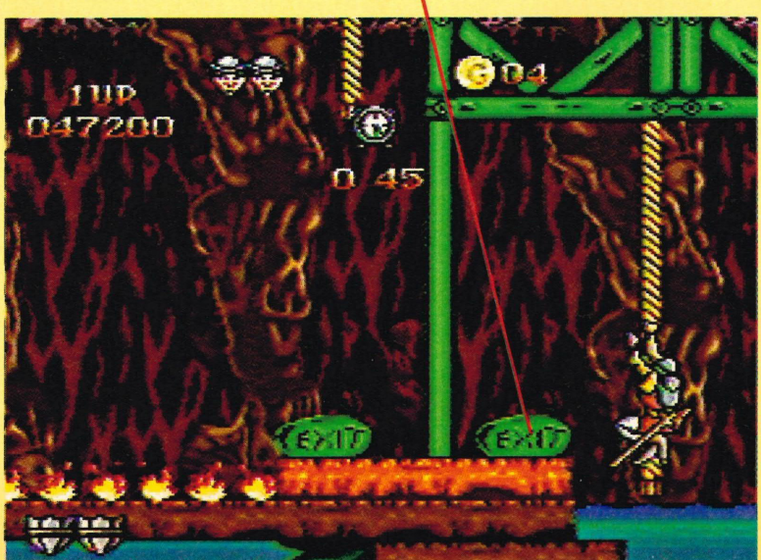
These Dark Knights may look menacing, but one swing of your trusty blade will dispose of them like all the other nasties.

The Knight will send small bolts of electricity along the ground, so be sure to avoid them before you go in for the

LEVEL 7

Another easy level. Simply progress right up the slope and then just over to the platforms on the left-hand side. Make your way to the top and collect the extra life that's concealed in a pod. Now go back to the start and drop through the hole in the ground. Once in the water, try to stay at the top of the screen and glide along to the far right. When your path is blocked by a wall, allow yourself to sink down until you reach a gap. Go through, and remain at that level. By doing so, it will enable you to pass quickly through a second gap, thus cutting down the chances of being hit by bubble-blowing fish. Once through the second gap, drift up to the top of the screen to the exit.

Be sure to take the second exit on this level to avoid wasting time, as the first one will send our hero on a wild goose chase.







DRAGON'S LAIR



Confused with nowhere to go? Simply jump into the tower and drop down the other side to find another secret exit.

LEVEL 9

Use the weight on the see-saw to gain access to the platforms on the far left. Keep making your way up to the top of the screen using the lifts and platforms. There is an extra life to be gained along the way. Once at the top, kill the Dark Knight and go right . Avoid the exit sign and jump over the tower; you will then fall down the other side and land on a set of slopes. Make your way to the bottom and go through the secret passage.

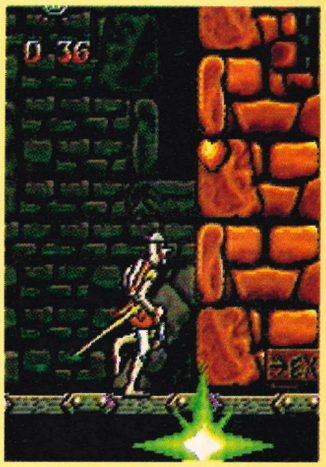
LEVEL 10

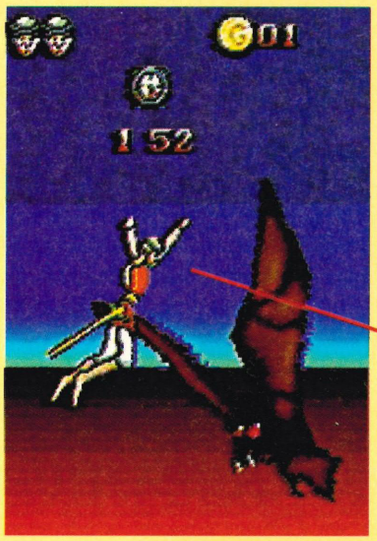
This level is a push over! Simply go right avoiding the furnaces and nasties as you go. There are plenty of bonus pods on this level containing coins, energy and extra lifes.



Beware, these nasty-looking flame monsters will home in on you, so get them before they get you!

Break open the bonus pods to reveal extra energy. Very handy if the flame monsters take a liking to you!



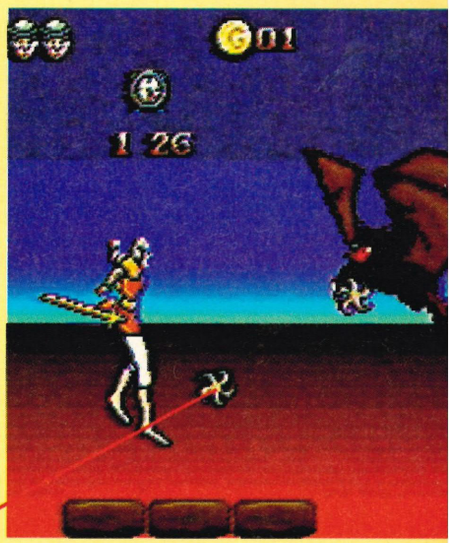


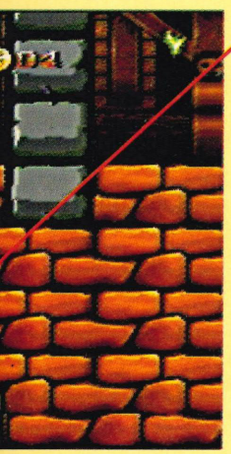
LEVEL 11

This is the second of the guardians and it comes in the form of a huge Vampire Bat. To kill it takes patience – simply stand close to it and when it spits at you, jump diagonally away from it. Then, quickly turn and shoot it in the head. Repeat this process about ten times and the Bat should fizzle away . The most effective weapon to use is the throwing stars.

Like the first guardian, the giant Vampire Bat can be killed by jumping up and shooting it

The throwing stars are the most effective weapon to use as they inflict the most damage.





Use the anvil to block out the deadly flames from the furnace. One spark from this will cause our hero to go up like a torch!

LEVEL 8

Hop on the trampoline and bounce up to the left-hand side of the screen. Grab onto the hanging rope and climb to the top of the platform. Walk slowly to the right and push the anvil along into the furnace; now it is safe for you to walk on. After you've cleared the furnace, walk off the platform and hop onto the next trampoline and keep pushing right; you will now jump on a series of trampolines lined up in succession. Keep jumping right until you land on a platform with a rope. Climb up the first rope and back down the second. Split second timing must be performed in order to reach the bottom of the second rope successfully. The exit awaits you at the bottom.



Go to the exit situated on top of the platform. The other one will send you to an unnecessary level.



To push the barrel along, guide it to the top of the water and then jump up to it.

Guiding Dirk around in the water isn't easy, but practice makes perfect!



LEVEL 12

This is one of the most difficult levels of the game, and takes vast amounts of practice to perfect. The first thing you have to do is manoeuvre a barrel through the water and use it as a stepping stone to get back out of the water further on. You then have to use the second barrel to smash your way to the exit. You must guide it through underwater passages and push it into a third barrel that blocks your way to the exit. To complete this level, you must perfect your underwater control, as it isn't as easy as it looks!

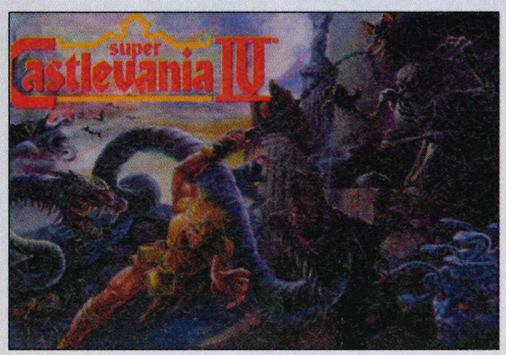
NEXT MONTH

In SUPERPRO#2 we'll bring you the second part of this great *Dragon's Lair* solution. So, if you can wait another 30 days, this game will be totally busted. And if you can't wait that long, we hope this has given you a helping hand to getting further into this ultra-addictive arcade adventure. And remember, cheats never prosper – they just get to see all the best bits of games!

NEXT MONTH

SUPER

SUPER NES CARTS

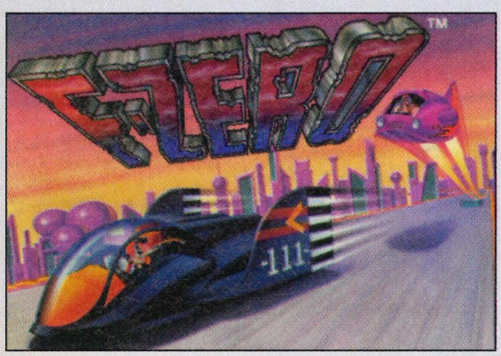


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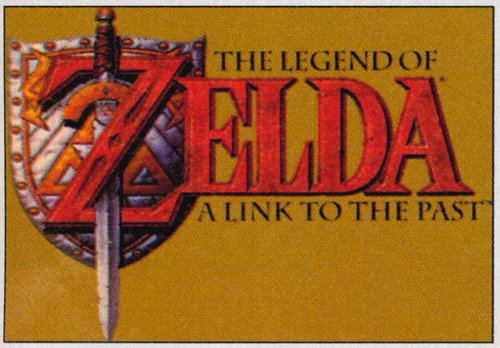


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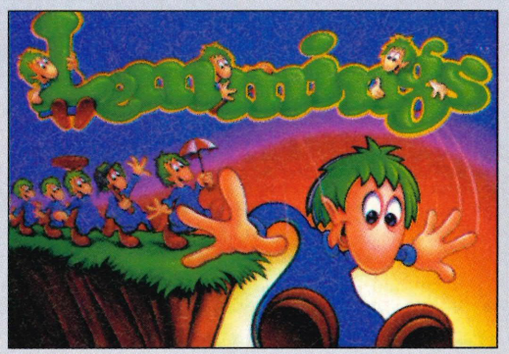
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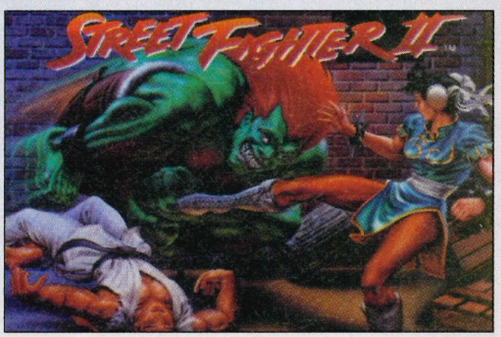
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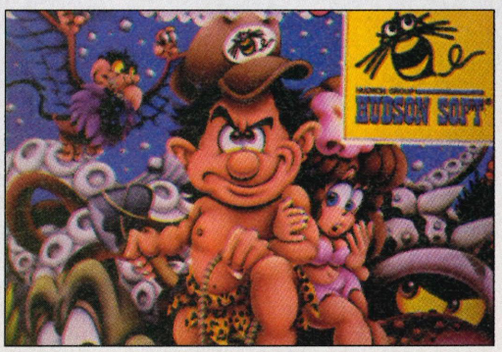
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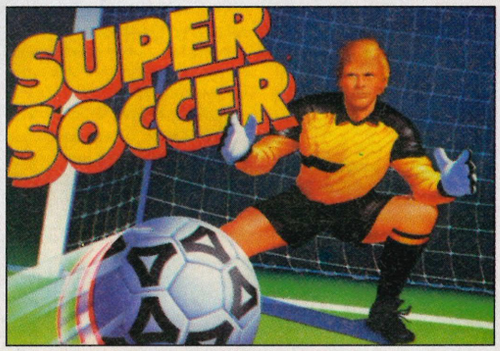


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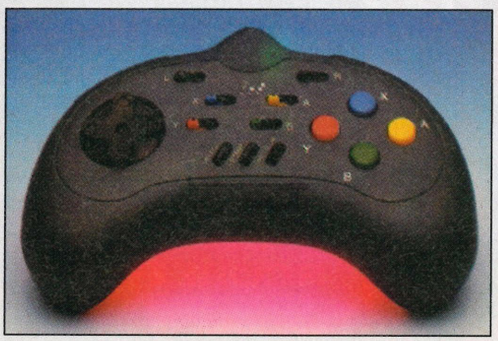


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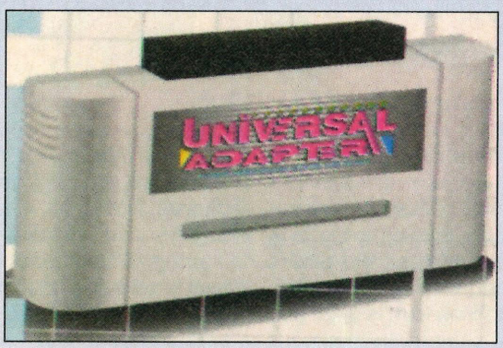
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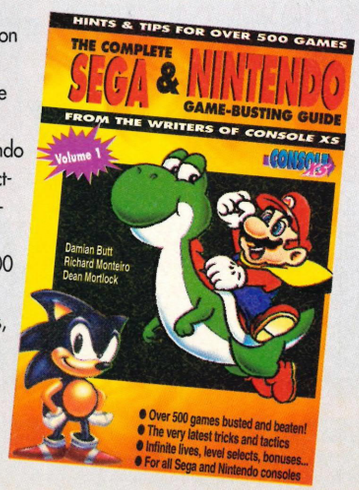
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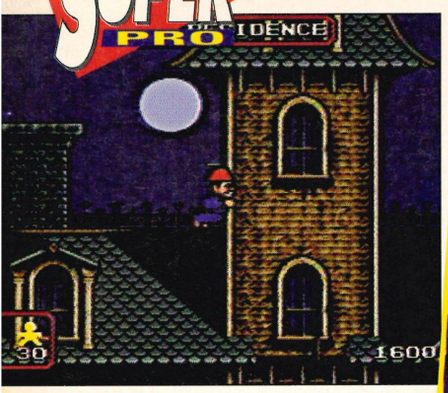
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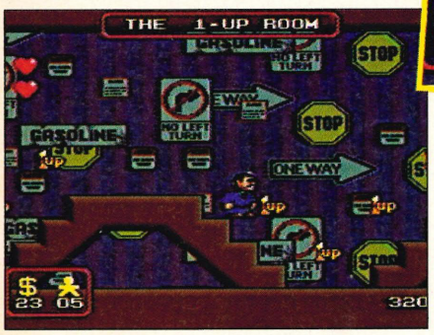
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Keep your eyes peeled for the many secret rooms hidden within the game, they could make life a lot easier in the long run.



The Addams Family holds an unusual game structure. On entering the large door of the mansion, you are confronted by another series of doors. These lead to dozens of other stages that take you to the very depths of the mansion – follow the right routes and you'll find the all-important family members. Initially, this gives the impression that the game is very small, yet as you delve deeper, you'll discover that it is actually rather large. We're talking on a par with *Super Mario World* here!

Once inside a door you have to carefully navigate the maze-like areas found within. Some tasks are simple, such as battling a big blue bird for an extra heart, but others are lengthy journeys into the unknown. Getting lost is part and parcel of this game, with numerous dead-ends. However, with such diverse areas as gigantic ovens, toy boxes and armouries to explore, it's good fun. And making your way across the precarious platforms can be quite hair-raising at times – walking, crawling, flying and diving enemies converge on you from all sides and if you don't have a weapon, your only way of defeating them is to bounce on their heads!

PRO tip
The first secret room can be found by going to the bottom left corner of the Hall of Stairs.

With its aggressive, lightning fast action, this game will certainly suit all *Super Mario World* freaks. The immense size of the game is impressive and there's plenty of depth, too. There are some unoriginal touches such as overly familiar slippery platforms, fire pits and deadly spikes, but on the plus side check out flying hats, snowballs that become snowmen, leaping teapots and exploding plants! There are also a vast amount of secret rooms, and all kinds of special powers and extra lives can be found.

So if you liked *Super Mario World*, get this! Each go seems to reveal more levels and secret rooms, and while it's not as imaginative as *Super Mario World* it's arguably got better graphics and is certainly very atmospheric.

Following not so hot on the heels of the kooky film, *The Addams Family* is Ocean's stab at producing a *Mario*-type game. It puts you in the shoes of Gomez who's got a few problems due to Abigail Craven. She's put a spell on his long-lost brother, Fester, and captured the rest of the family. Now she's claiming the whole mansion for her own, ghosts and all...

The Addams Family

aaaa

OFFICIAL

DRAGON'S LAIR

Dragon's Lair was a brilliant looking coin-op, using laserdisc to store segments of an animated movie which played either the next sequence or a death scene according to the player's reactions. However, gameplay was sadly limited. Thankfully though, the SNES version of _Dragon's Lair_ has been given a totally different format. Forget the _Dragon's Lair_ we all love to hate, this version is a platforming slash-'em-up.

You begin your quest to save Princess Daphne and slay Singe the Dragon on the battlements of Mordroc's Castle. Hero Dirk is equipped with an infinite amount of axes to throw, as well as his trusty sword which chops anything that moves. A whole host of nasties attack from all angles, ranging from blood-sucking vampire bats to flying dragon heads, all of which can be easily disposed of by one swing of Dirk's hefty blade.

PRO tip
To get further in Dragon's Lair, simply find all of the locations for extra lives on an easy level, then return to collect them when you're short.

Graphically, the game is superb, the character animation is pixel-perfect, and the backgrounds are lavishly coloured and detailed. Unlike previous versions, the control method is very responsive, although it does take a while to get used to what each button does.

The soundtrack is breathtakingly radical, the eerie tunes and sound effects add to the tension and spooky atmosphere. I particularly liked the blood-curdling scream that Dirk lets out when he's hurt.

And you're going to hear a lot of that, let me tell you. This game has vast amounts of lastability, so if you reckon that you'll complete it within a week, think again!

The levels often alternate between all-out frenzied combat to solving logic problems and finding hidden exits to certain parts of the castle. My favourite level was where you had to push heavy anvils onto furnaces to avoid getting your toes singed! One of the most enjoyable aspects about _Dragon's Lair_ is searching the levels for hidden passages and items, such as extra lives and bonus time. And if you're a puzzle boffin, I think you'll find plenty of little conundrums to keep your brain ticking over.

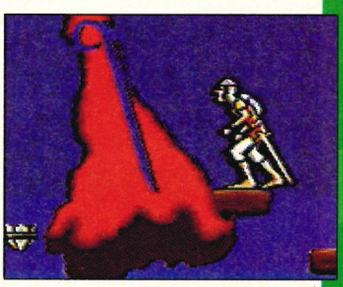
The big guardians usually crop up after every five or so levels, and these giant mean-looking mothers take some killing. The first is a huge psychedelic snake that looks like something that escaped from a fun-fair, hardly hair-raising!

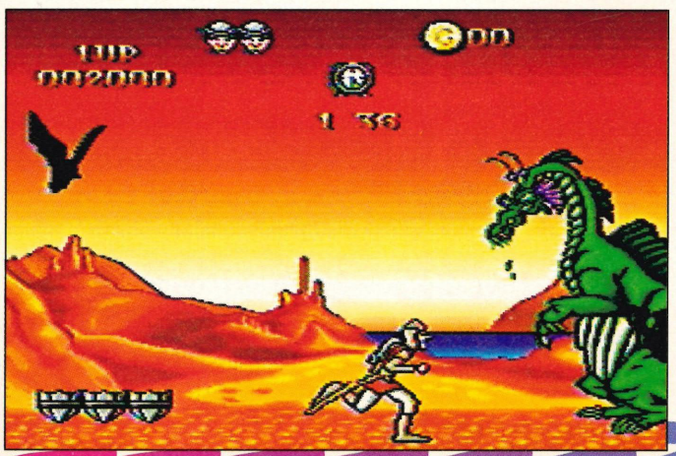
The only other drawback is that the levels soon get very repetitive and similar in layout, which is disappointing as you would expect a lot more variation as you progress deeper into the depths of the castle.

There is a password system to save you from replaying the early levels again and again, only operational after you've defeated the first guardian, which is itself an imaginative sub-game. Unfortunately it soon gets very tedious when you accidently push the last letter into the wrong hole.

But on the whole, _Dragon's Lair_ is a highly playable and addictive game which you'll keep coming back to time and time again. It's a shame that this game wasn't re-titled as it is so different from its arcade counterpart – then at least no-one would be reluctant about buying it.











Publisher: **ELITE**
Supplier: **CENTRESOFT**
Tel No.: 021 625 3388
Price: £44.99
Release: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: 4
CART SIZE: 4Mbit
FEATURES: Password save

CONTROLS

- No function.
- Crouch.
- Move right.
- Move left.
- X: Sword.
- Y: Throw.
- A: Throw.
- B: Jump.
- L: No function.
- R: No function.

PROS: Great big graphics with loads of detail, atmospheric tunes and funky sound FX. Responsive controls, plenty of stages.
CONS: Irritating password system. Could be more variety on levels.

GRAPHICS	85
SOUND	88
GAMEPLAY	80
CHALLENGE	82

PROSCORE 83 SCOREPRO

MAJOR IMPROVEMENT OVER COIN-OP!

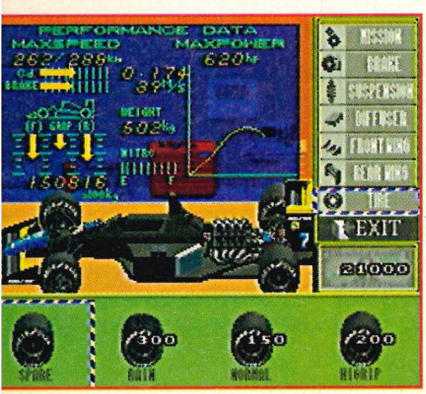
A-Z OF GAMES

OFFICIAL

F1 EXHAUST HEAT







You're not going to build much of a cruising babe with one thousand smackers (above) – a swift Skoda maybe. Time to win some races, speed addicts!

F1 Exhaust Heat is the first Formula One racing game to be released officially in the UK. The question is, do you action-starved Mansell fanatics go for this cart or do you save your money and wait to see how the upcoming contenders perform, including - imminent in Japan – F1 Exhaust Heat 2 ?

This is a traditional racing game with the action viewed from slightly behind the car, giving you full vision of the action in front of you, but no idea of what's approaching from behind. Needless to say you're after the F1 World Championship title, so a season comprising of sixteen circuits has to be tackled. These are based on the real GP tracks with a few minor changes. You're able to purchase equipment to update your machine, including better engines, suspension, tyres and wings, but several victories are required to buy the really hot stuff.

PRO tip

Success relies on well timed gear shifts. Practice on Italy to begin with and soon you'll have the technique sussed.

This is certainly an enjoyable game, fast moving, easy to grasp controls (the semi-auto gearbox gives you the choice of shifting up or down whilst the computer shifts up with the appropriate revs if you forget) and a little radar displaying the position of your car and your opponents'. These are, needless to say, only the best of the world's drivers, including Nigel M himself, and this touch adds realism to the game.

Graphically, everything is adequate, including the scrolling backdrops and track itself. But the sonics are poor, with droning sound effects and not even an upbeat soundtrack to lift the spirits.

On the plus races are over quickly – 2 laps to qualify, 3-4 for the race – and the running scoreboard keeps you interested. A huge bonus is the Battery Backup, which saves your status, complete with cash and equipment garnered thus far.

The only serious problem is that the game is far too easy. You won't need to be Ayrton Senna to finish top in the first or second season, and this lack of challenge limits the long term appeal. The fact that there are only a measly eight cars including your own also limits the on-screen action – most of the time you're racing on your own. Realism is fine; boredom is not. If you need a racing game now then this isn't too bad, but better games such as *Suzuki F1* are coming soon with import versions available now.





Publisher: **OCEAN**
Supplier: **CENTRESOFT**
Tel No.: 021 625 3388
Price: £39.99
Release: NOV

PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 8Mbit
FEATURES: Battery save controls

CONTROLS

- No function.
- No function.
- Steer right.
- Steer left.
- X — No function.
- Y — Brake.
- A — Accelerate.
- B — Accelerate.
- L — Gear down.
- R — Gear up.

PROS: Only formula one game currently available. Battery backup is useful if you insist on coming back to it.

CONS: Lack of long term challenge due to its simplicity makes F1 poor value for money.

GRAPHICS	61
SOUND	69
GAMEPLAY	74
CHALLENGE	70

PROSCORE 69

SCOREPRO

NOT THAT SPECTACULAR. COULD BE WISER TO WAIT FOR NEXT YEAR'S RELEASES

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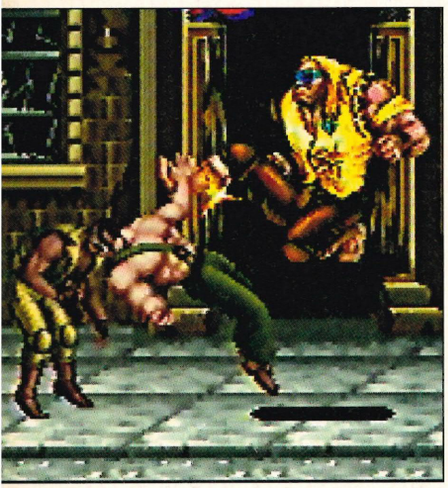
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Can the power of one defy the odds stacked up against him? Well it's up to you to decide in this brutal combat game.





With so many fighting games either out or promised, the Super NES is fast becoming a nirvana for beat-'em-ups fans. *Final Fight* was, in fact, the first real beat-'em-up to be released on the SNES and was well received back then, but how about now?

Final FIGHT



Final Fight is in a similar vein to *Rival Turf* and *TMHT IV* – not that many combat moves to confuse things as you move through a scrolling backdrop packed with enemies. Of the two characters available, Cody is the more conventional, having a range of kicks, while his older companion, Haggar, has wrestling style moves. With just six manoeuvres and only two buttons utilised, it hardly pushes the SNES.

There are a total of five levels, each encompassing several sub-levels and innumerable enemies with individual attack methods, energy bars and even names! The landscapes vary greatly from level to level, with all manner of streets, subways, nightclubs and the like featured. Graphic diversity is therefore pretty impressive, while the fact that new and different assailants are introduced throughout the game also adds to the long-term appeal.

PRO tip

When you are surrounded by a number of enemies, move in on one and throw them, therefore sending them flying into all of the others.

When it comes down to it, though, beat-'em-ups are judged by the intensity of battle and *Final Fight* scores pretty highly here. Large numbers of enemies attack simultaneously requiring some frenetic kicking and punching to deal with them. Using throws or a special attack allows you to hit more than one hoodlum with just a single shot, yet the throws mean moving up close while the special attacks cost energy. So despite the clichéd settings and attacks, *Final Fight* does present a reasonable challenge.

Yet *Final Fight* does have some major faults; there's no two-player mode, something which, if included, would have made this far better value for money. Also, there's no sign of Guy, a character in the coin-op, and a complete stage is missing. It is however very smooth and playable with responsive controls and a great challenge. So if you can't bear the sight of the Turtles, then this is worth a look.



Producer: **CAPCOM**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £39.99
Release: OUT NOW

PLAYERS: 1
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: N/A

CONTROLS

- ▲ Move/Grab enemy.
- ▼ Move/Grab enemy.
- ▶ Move/Grab enemy.
- ◀ Move/Grab enemy.
- X: No function.
- Y: Punch/Pick up/Throw.
- A: No function.
- B: Jump.
- ● + ●: Jump kick.
- ● + ● + ▼: Lunge/Piledriver/Kneedrop.
- Grab + ● + ▼: Back drop.
- Grab + ●: Knee bash/Butt.
- ● + ●: Super Attack.
- Start: Pause.

PROS: An intense fight, sure to please most beat-'em-up fans. There's always a packed screen, and plenty of items to utilize. The lively backdrops keep you addicted.

CONS: It seems rushed, missing important elements from the arcade game. Where's the two-player? Where's Guy? Where are all the levels?

GRAPHICS	79
SOUND	73
GAMEPLAY	76
CHALLENGE	79

PROSCORE 77

SCOREPRO

A GREAT FIGHT IN ITS TIME

F-ZERO

Another gang of four member released with the SNES, *F-Zero* puts you firmly in the driving seat of a futuristic racing game. It takes real advantage of the custom chips of the SNES, but this is much more than a graphical showpiece. It still rates as the best racing game on the SNES!

Zooming around these tracks may not look the most exciting way to spend a Sunday afternoon but it sure beats being stuck behind a 20mph Mini in downtown Bournemouth. In fact, it beats most things, especially if you're into these high speed affairs!

F-Zero offers you the choice of four different vehicles, each one with various speed and acceleration capabilities. Generally those that have better acceleration have lower top speeds, which may suit the beginner but not the Pro.

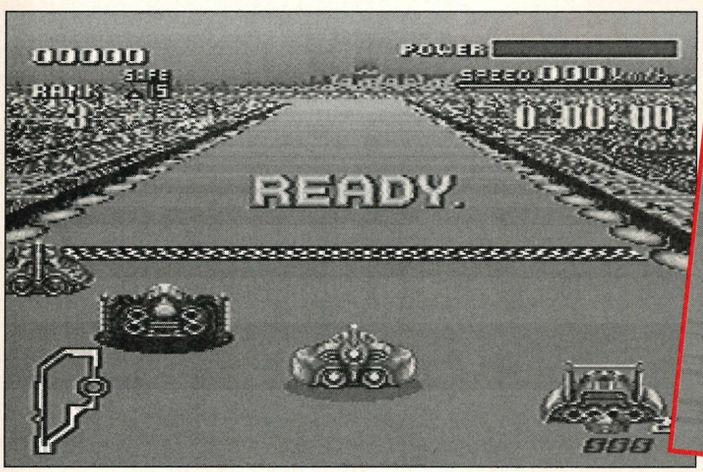
Once you've chosen your vehicle, it's then on to the race. There are 15 different circuits split over three leagues and, although some are variations of earlier tracks, they all have different challenges with a number of traps and obstacles having to be avoided or overcome.

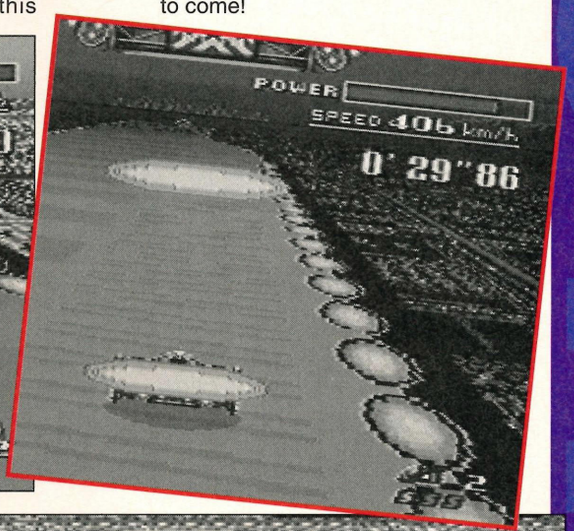
To progress past a track you need to finish in the top three. Fail to do this and you will be ranked out and have to start over, using up valuable continues.

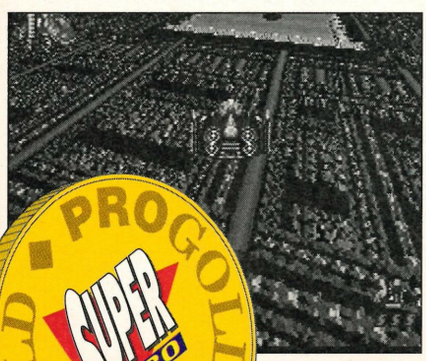
F-Zero is certainly fast and very frenetic, with hairpin bends and tight corners having to be taken at the speed of light – or so it seems! Turbo arrows and jet accelerators give you a burst of speed but if you use them at the wrong time, high speed crashes can turn you into a pinball. Lose too much energy and your ship explodes! The only way to increase your power is to race through the "pit" area which usually means slowing down for a full recharge.

The game certainly takes full advantage of good old Mode 7 to bring you stylish and super fast tracks which bend and swerve in all directions. The graphics are faultless. Although they don't look so good in stills, in action they're great. Especially good is how you can see competitor cars far off in the distance. The music and sound effects are suitably futuristic, fitting in with the fast action. *F-Zero* is a true game of skill, and while there isn't a two-player option, it does have four skill levels and saved best times that keep you coming back for more in the months to come!

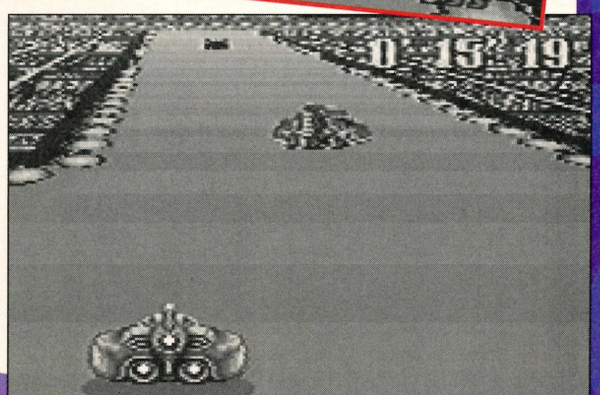
PRO tip
Whenever you start a race, manoeuvre your craft in front of the opposition so they bump up your acceleration!







Take note that some cars are better suited for certain courses than others. Choose the best car and watch your finishing position shoot up!





Publisher: **NINTENDO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £39.99
Release: OUT NOW

PLAYERS: 1
SKILL LEVELS: 4
CART SIZE: 4Mbit
FEATURES: Save best times

CONTROLS

- No function.
- No function.
- Turn right.
- Turn left.
- X — Brake.
- Y — Brake.
- A — Nitro.
- B — Accelerate.
- L — Turn left.
- R — Turn right.

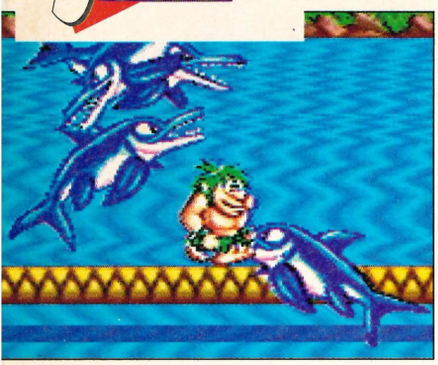
PROS: 15 tracks, increasingly difficult to master, with some very, very fast gameplay. Whatever your skill, there's a track and some opponents to give you a race.
CONS: Occasionally frustrating and one or two of the tracks are a little repetitive. No big reward screens.

GRAPHICS	88
SOUND	86
GAMEPLAY	90
CHALLENGE	92

PROSCORE 91 SCOREPRO

SUPER-FAST GOLDEN OLDIE!

PRO GOLD SUPER PRO





If our prehistoric hero is to succeed in his quest, he must overcome all kinds of lifeforms, ranging from giant plants to sabre-toothed dolphins!





Joe and Mac is a simultaneous two-player caper set in prehistoric times. You can either team up with a friend or venture alone through 15 levels of dinosaur-infested landscape. Each level will have you scaling different terrain in search of your pouting beauties, and tackling all kinds of BC hazards: eg, giant pterodactyls and 20-foot mammoths.

Immediately you're is struck by the cartoon-style graphics in *Joe and Mac*, each sprite being truly comical (even the most vicious of reptiles are portrayed as cute, harmless looking softies!). Sonics are also impressive – the spine-chilling roars let out by the dinosaur guardians will have you looking over your shoulder to check that they aren't in the room with you!

Unfortunately, the pleasing visuals and sound effects do not compensate for a basically very simple, lack-lustre game. You just plod along bashing everything in sight and that's about it. The ever-increasing sophistication of the top SNES games leaves it looking like a rather silly, throwaway idea, hoping to succeed on the quality of its animation. Unfortunately, there are too many other carts about that expose this game as simplistic and old-fashioned. And that's not to mention the dubious collision detection.

PRO tip
To kill level eight's guardian, go to the centre of the screen and keep leaping into the air to fire at it. No worries.

However, the simultaneous two-player option *does* provide some sadistic enjoyment, mainly because you can club your partner and nick all of the bonuses! But even this facility is let down by the continue option: when one player dies, he must wait for the other player to die also before he can come back into the game. This is frustrating when you are forced to twiddle your thumbs while the the other player cruises on.

Worst of all, the levels in *Joe and Mac* aren't that long, with only rather lethargic guardians waiting at the end, so it's quite possible to whizz through the game in a very short period of time. Still, if you're a newcomer to gaming and want some relatively easy laughs this might be worth a look.

Back in the distant past two cavemen called Joe and Mac passed the days by inventing interesting new sports and impressing the cave chicks with the size of their clubs. Then one night, a bunch of Neanderthal nerds trashed the cosy village, causing Joe and Mac's girly friends to flee. Now the two hairy heroes must search the land for their fluttering femmes if tranquillity is to be restored to the village. But is it worth the bother, Ryan "ug" Butt wonders?

JOE & MAC

aaaa

OFFICIAL

KRUSTY'S SUPER FUN HOUSE

The Simpsons bandwagon rolls on! Krusty the Clown, the middle aged, overweight TV personality of the Simpsons show, has now been promoted to semi-star status with his own video game. Unlike other Simpson titles, this is almost a strategy game, owing a little to *Lemmings*. But is it anything more than another cash-in?

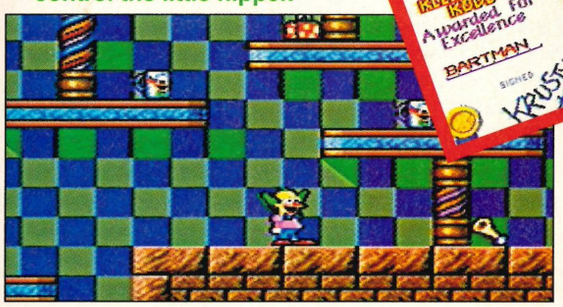


Although Bart is a crucial part of the game, you never actually get to control the little nipper.





At the end of each level you exit the room and a lock bolts the door shut to show you it's been solved.





The most striking feature about this is the lack of any real Simpsons connection other than Krusty himself. There are small cameo appearances from Bart + Co, but not really much else, so you ardent Simpsons fans may be in for a bit of a disappointment.

The basic idea is to travel around Krusty's Fun House, leading the rats that have infested the building to a grisly death in a special machine. These rats wander aimlessly from their hole, turning back if they hit something that they can't hop over.

To get the rats to reach the trap, you need to place blocks enabling them to scale walls, set pipe corners which suck them in, blowers that blow them around and vacuum cleaning-style chutes. There's also glass jars and springs to help you complete a room.

Krusty's has five levels with up to fourteen rooms in each, but that's not exactly many compared to *Lemmings*, neither are there as many solutions to the problems, causing the whole thing to become a little samey after a while.

Krusty himself is quite a jolly looking bloke with his clown-like waddle and doing a bit of Egyptian dancing if he's made to stand still for too long. Other than that, the graphics area is a bit of a let down, with little in the way of colour or detail to suggest improvements over the original NES versions. The sound is a little better, with Krusty-like speech and effects although the okay music isn't really that appropriate.

As a strategy game, it doesn't quite hit the bullseye because it misses so many important things. There's no running count on the rats left in the room and the solutions are somewhat repetitive, so the whole game becomes rather tedious within a few games.

Still, puzzle fans who took a shine to *Lemmings* should enjoy this type of thing and there isn't yet that much competition in this field. It's got more arcade elements that *Lemmings* and the latter levels will give you something to think about at least!

PRO tip

Codes for each level are printed in the A-Z of SNES tips booklet given away free on this issue of SUPERPRO!



Publisher: **ACCLAIM**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.99
Release: NOV

PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 4Mbit
FEATURES: Password

CONTROLS

- ▲ Enter door.
- ▼ Pick up/Drop object.
- ▶ Move right.
- ◀ Move left.
- X — No function.
- Y — Shoot/Kick.
- A — No function.
- B — Jump.
- L — Music off.
- R — Music on.

PROS: Some thought-provoking levels and good enough gameplay to satisfy most fans of *Lemmings*-style gameplay...

CONS: ...yet it fails to deliver anything new and lacks real variety. Nor are there that many levels and vital information isn't displayed on screen. Connection with The Simpsons is rather tenuous to say the least!

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PROSCORE 68

SCOREPRO

FUN-ISH FOR DEMENTED PEOPLE

aaaaaaaaZZZZZ

SUPER PRO OFFICIAL

Lemmings



Stars of undoubtedly one of the best games of the past decade, lemmings are actually real, alive and kicking somewhere in Northern Europe and, much like their video game counterparts, mindlessly stupid, plummeting forward in a deadly game of follow the leader as they search for new lands to inhabit. These SNES Lemmings are wandering around aimlessly too, tumbling off cliffs and plunging into fire pits, and it's up to you to lead them to safety.

The lemmings may be stupid, but they are quite willing to be saved and will therefore turn their hand to a number of different skills. The real test, though, is attributing these limited number of skills to the lemmings at the right time so that they can break through walls, climb over rocks, tunnel under traps and float safely down to the waiting haven of home – as well as making a safe path for those following behind.

All the skills are laid out at the bottom of the screen, select the one you want by either clicking on it with the cursor or by flipping between them on buttons, then assign the skill to an individual lemming by clicking on him with the cursor.

The first few levels make it incredibly easy – and fun – to get into the control system, after which say goodbye to sleep because this is one game you just won't be able to leave alone. The variety and complexity of each level is excellent – few levels are alike and even those that are a variation on a previous one require a different train of thought.

PRO tip

On the title screen hold down SELECT and press START. Now you can listen to any Lemmings tune and configure the input buttons.

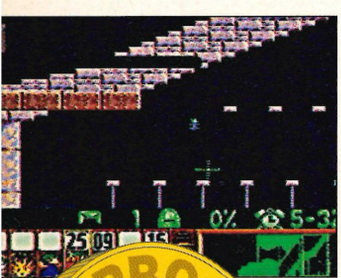
There 125 levels consisting of four difficulty levelsl, each consisting of thirty levels, plus an extra five supposedly near impossible levels which can be attempted when all the rest are finished. This is the type of game in which you will find yourself staring bleary-eyed at the screen until the early hours of the morning, frantically looking for the solution to the level that you've spent the last five hours playing! It's frustrating at times but oh so addictive and very satisfying when you finally finish a level.

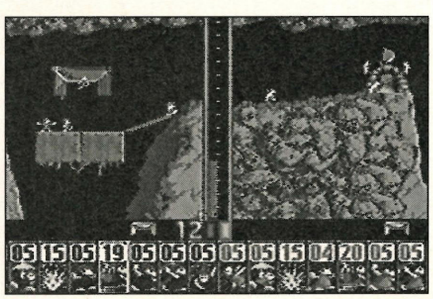
The graphics are surprisingly good too. Lava pits, water rapids, wooden buildings, mountainous rocks, metal structures, futuristic settings, large spider webs, even dormant monsters! There are also of course various gruesome traps which chop, fry and decapitate the hapless Lemmings if you don't help the rodents by-pass them! The critters are actually well animated with their own characteristic bouncing strut – although hitting the right lemming when they're all packed together can be tough!

Lemmings also features a two-player versus mode where the screen splits in two and it's simply a race to see who can get the most lemmings home as fast as possible. While by no means is this a classic two player face-off, it's fun for a while between solo stints.

So if you're just remotely interested in saving Lemmingkind, nip down to the shops and grab yourself a copy now!







The simultaneous two-player mode above is good fun, but the best game is single-player mode with a huge variety of puzzles to overcome.





Publisher: **SUNSOFT**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £49.99
Release: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: 5
CART SIZE: 8Mbit
FEATURES:
Simultaneous play, Passwords.

CONTROLS

- ▲ Move cursor.
- ▼ Move cursor.
- ▶ Move cursor.
- ◀ Move cursor.
- X Move selection right.
- Y Move selection left.
- A Select lemming, lemming skill.
- B Speed up scrolling.
- L Scroll left.
- R Scroll right.

PROS: Varied and well drawn backgrounds, plus all those small, perfectly formed sprites – that Lemming strut is a sight to behold and the tunes aren't bad either. 125 demanding levels across five difficulty levels and a bonus two-player feature give this an extremely long lasting challenge.

CONS: The controls are initially a little fiddly and the scrolling is a tad slow.

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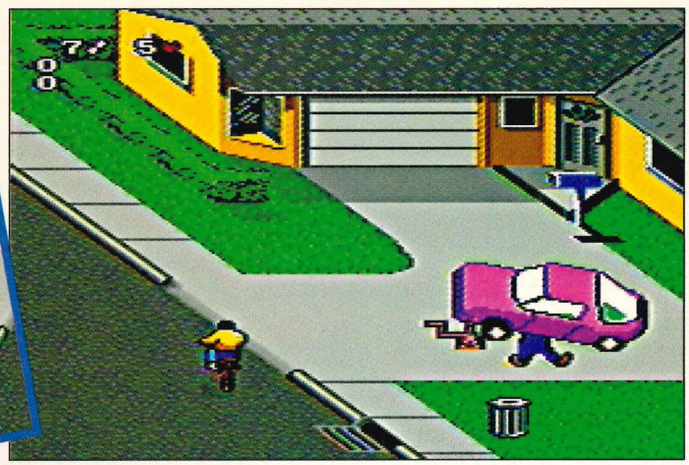
PROSCORE 90

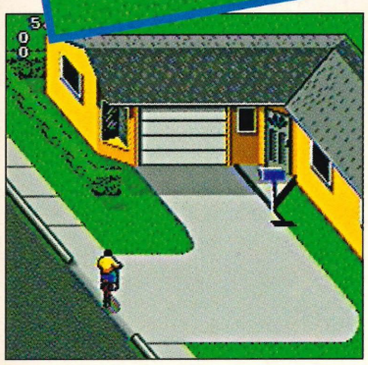
SCOREPRO

SMILE IF YOU LOVE LEMMINGS!

PROGOLD SUPER PRO







The graphics have been tarted up somewhat, but ultimately this conversion feels well out of place on the SNES.



Taking on the role of a Paperboy or girl isn't all free sweets and easy money. Many dangers can be found in the wee hours of the morning: mad drivers, unleashed bulldogs, runaway prams, sunbathing girls (hey, this is America!) and oh so much more. Even the statues come alive in an attempt to knock you from your bike. And all for a few dollars...

So much for the hype, what about the game? There are a certain amount of customers to deliver to each day, your task depicted both at the start with a mini-map as well as during the game through the inclusion of a mail box on the customer's garden. As long as you throw the paper either into this box or onto the door mat, it will count as a delivery – miss, and the customer will cancel his subscription for the next day. Obviously this would all be very easy if there weren't so many people clogging up the streets. Some you can deal with by slapping them around the face with a paper, while others are just best to avoid. In fact, the strength of a newspaper is a bit ridiculous at times – you can stop moving cars, revive roasted pigs and halt cannon balls mid flight – which, while funny at first, looks downright silly after a few plays.

If you feel you are up to it then there are three full weeks of this mayhem for you to endure. While the scenery alters after the first and second week, it hardly ranks as a radical transition, and the novelty really wears thin after you have successfully survived a full week. The 15 stages aren't that enticing.

PRO tip

When cycling by the cannons, shoot papers rapidly into them to prevent the fire balls from knocking you off.

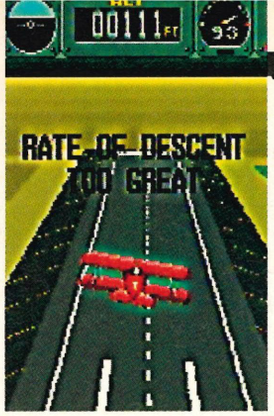
In fact the whole game is terribly dated. And what's worse it's not terribly well implemented – sometimes you can ride straight through a bush while on other occasions it's as if the fence leaps out six feet to knock you down! This results in a rather frustrating and infuriating experience.

Even for the die hard fanatics of the original arcade hit. *Paperboy 2* fails to really "deliver" the goods. The graphics in general are appalling – there's a real lack of detail and depth in the characters and the backgrounds – and the sound, although a slight improvement, doesn't merge particularly well with the music. Yet even if it were the greatest looking and sounding game on the SNES it would still fail miserably because it's so frustrating, dull and monotonous. 'Nuff said!

Atari's old chestnut may have enjoyed immense popularity back in the dark ages of coin-op games, but it's certainly showing its age now and after the diabolical NES and Game Boy games, a SNES version was the last thing we expected. But this is the all new Paperboy 2, complete with the politically correct inclusion of a Papergirl and a whole new array of obstacles.

PAPERBOY 2

aaaa



A nose-dive approach too late doesn't score many points (top), and at 137 feet your para-chutist is steering frantically to the right in the hope of landing on target (right). High night gliding (left).

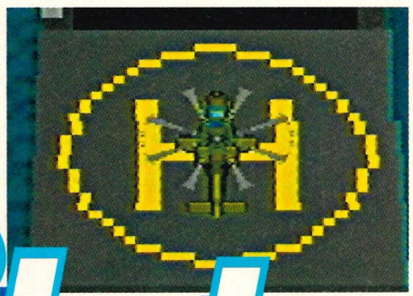


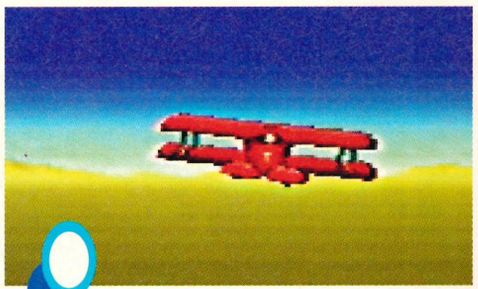
THE LEVELS

Many of these appear a number of times with the 'mission' being different and more challenging each time.

1 - Light Plane
2 - Parachuting
3 - Rocket Belt
4 - Hang Glider
5 - Helicopter
6 - Bonus Rounds







Pilotwings

I must admit I was pretty sceptical about this game. I mean, where's the violence, the sex, the gore? And where's the fun in flying a light plane or parachuting from 50 000 feet? You've got to be two batteries short of a Game Boy to want to attempt to jump at even 50 feet, let alone 50 000. Yet somebody, somewhere gets their kicks out of this, and decided to introduce the games playing public to the thrills and delights of aviation and related sports. And Mr. Cynical 1992 is hooked.....

The idea is to graduate through the many levels of flight school, mastering piloting of light aircraft, rocket belts and having gliders as well as leaping out of an aeroplane with a parachute. Each craft requires different handling techniques so complete competence (something completely lacking here!) takes some time.

First off is a trip in a light plane, a jolly enough jaunt, in which you have to guide the craft down from a heady height, making sure that you keep a tight trajectory and flight line to ensure a safe landing. Points are awarded on these as well as the time taken. It's then onto the next section of that group - score enough and you can move onto the next class where the lessons are more exacting.

Pilotwings is a good game despite my initial reservations. The number of different ideas - rocket belts, hang gliders, helicopters and so on - plus the numerous situations in which they are used really kept me glued to my screen.

The whole thing oozes quality from the graphics through to the feel and atmosphere. The scaling rotation and colour features of the SNES have been utilised fully with the whole thing being very smooth and enjoyable to play as a result. The sound, despite being in that horrible Japanese style, is actually quite effective and even 'pleasant'. All in all, a well conceived, highly original cart.

PRO tip
On the early missions the key is DON'T PANIC! Make small moves and don't dive down too steeply, take your time.

aaaa

OFFICIAL

RIVAL TURF!

They keep on coming! These beat-'em-ups are obviously the dish of the day at the moment, so there's going to be a bit of trash that slips through. And this should be transported to the nearest bin right away!

Rival Turf follows the safe scenario idea of rescuing a girl from the clutches of an evil gang – yawnarama! And it doesn't get much better...

As either "Cody" (a young whipper-snapper with an attitude) or "Hagger" (a big fat bloke with an attitude) you have to take on the gangs to get the girl back. Obviously you have a series of moves and attacks but they are rather limited and don't pack much of a punch. One amusing touch is the Angry Mode, when switched on your character goes into a brief, invulnerable rage if under heavy attack.

PRO tip
Don't buy it. Otherwise enter CHRCONF as your name on the high score table. You can now have fun changing the names of all the characters!

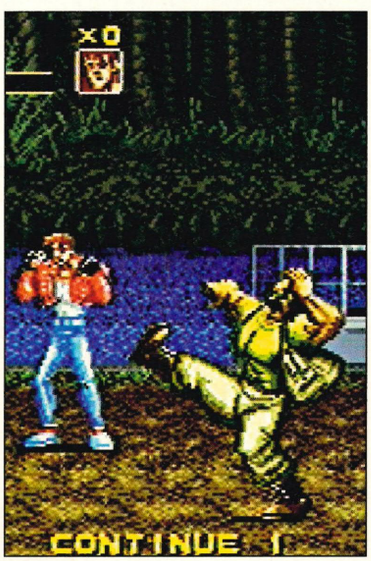
The levels themselves are all very predictable however, moving through streets, buses and football stadiums, but not really offering anything very extraordinary. There's weapons to pick up – baseball bats, wrenches, even dynamite – and energy boosting chickens!

The fights are fairly similar to *Final Fight* only not as smooth, in fact *Rival Turf* is very jerky and sound is similarly unimpressive, making presentation singularly uninspiring. Gameplay is simplistic and endlessly repetitive – you'll wish you had fewer continue-plays not more with this one!

On the positive side there is a two-player mode with the entertaining option of being able to hurt each or not. But while simultaneous action is fun initially it only serves to make the game even easier. Similarly a one-on-one fight feature is a nice idea, but only serves to underline how few moves there are. *Street Fighter II* it's not! Don't even think about it...



The permanent display of how many continues are left is more depressing than reassuring – you want the game over.





The sprites look good static, but movement reveals jerky animation and a distinct lack of combat moves.





Publisher: **JALECO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.95
Release: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: 1
CART SIZE: 8Mbit
FEATURES: 5 continues

CONTROLS

- Move up.
- Move down.
- Move right.
- Move left.
- X – No function.
- Y – Normal attack.
- A – Special attack.
- B – Jump.
- L – Run (with direction key).
- R – Run (with direction key).

PROS: Two player play, plus one-on-one. Choice of characters to play. Optional Angry Mode! Plenty of weapons to pick up.

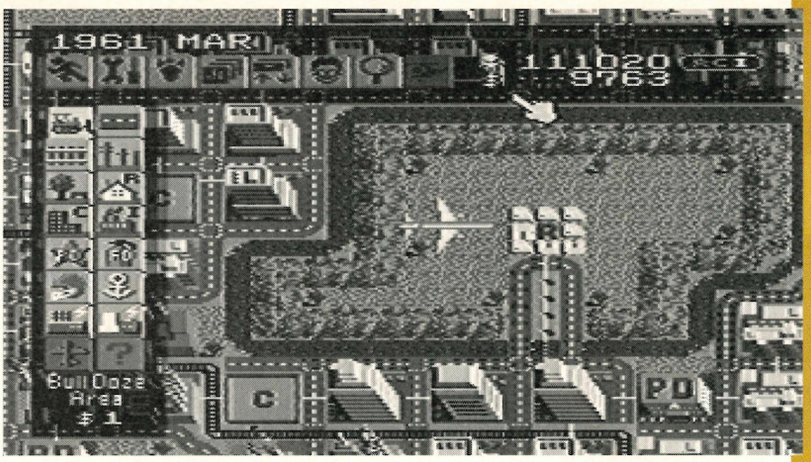
CONS: Too tedious and predictable – offers nothing new or exciting. Jerky graphics, not enough combat moves to really succeed as a combat game nowadays.

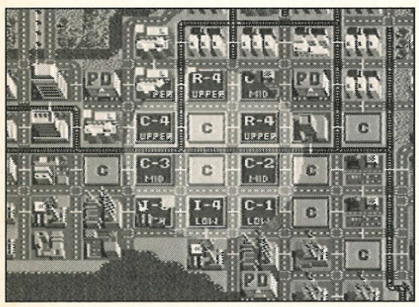
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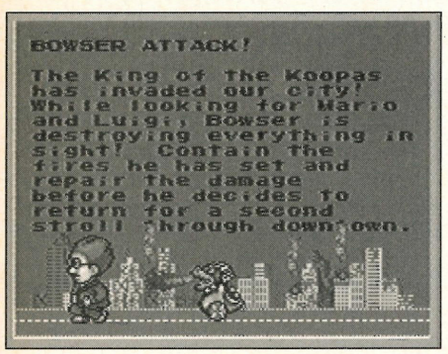
THE WEAKEST *SFII* RIVAL OUT!







One of the most sophisticated SNES games is also one of the most instantly addictive. As I write, Mayor Dave Westley is saving for an airport in a city designed "to look good".



So, you've got your land, you've got some money and you have the opportunity to build a great new city, one without violence, drugs or crime, where the people live in harmony and even the cats don't fight!

Sim City is a strange type of game. There's absolutely no "action" at all, and the graphics and sound are extremely limited. However, it is without doubt one of the most addictive and involving games available!

With a series of different zones and transportation systems at your disposal, you have to place, build and devise your city. Three basic zones – residential, commercial and industrial - have to be built up in some sort of balance, while roads and railways need to be constructed so that the residents can move around.

Attracting people to the city is important, so a football stadium or two should help. You also need to consider power lines, police and fire stations, airports, sea ports, power stations and so on.

It may sound a bit boring, yet this is all very compulsive. Initially messing around with zones and seeing buildings grow is as simply entertaining as a kind of urban "paint" program. But once you're drawn in the challenges grow, keeping the city expanding requires more and more thought. For example, to obtain money for your programs you must tax the people, yet not so high that they start leaving. The balance between government services and taxes is critical and far from simple.

PRO tip
Building zones in 3 x 3 blocks is the most space-efficient pattern and parks can be placed in the centre to raise living standards.

Crucial information is provided by a huge range of maps showing everything from population growth to the density of traffic to the crime rate. There's also graphs to show you the rise and fall of various factors over the course of your administration. Never has a graph been so exciting as the population growth one showing the success (or failure) of your city over a period of months, years, decades...

Despite limitations in graphics and sound, *Sim City* contains plenty of atmosphere. Games can last for hours on end and there's so much that can happen. It really is true that each game is totally different! You are able to save a game using the battery back-up so that you can return and continue later, giving the game great lastability too! There's also eight scenarios to beat, such as a crime wave in Detroit and a monster attack in Tokyo! The only flaw in this brill game is that only two cities can be saved.

Now this is more like it! Are you fed up with politicians screwing up this world? Do you feel frustrated by the unemployment, the redundancies, the misery, the suffering (yes, yes, yes, go on). Well, now you've got your chance to screw up with your own city!

SIM CITY

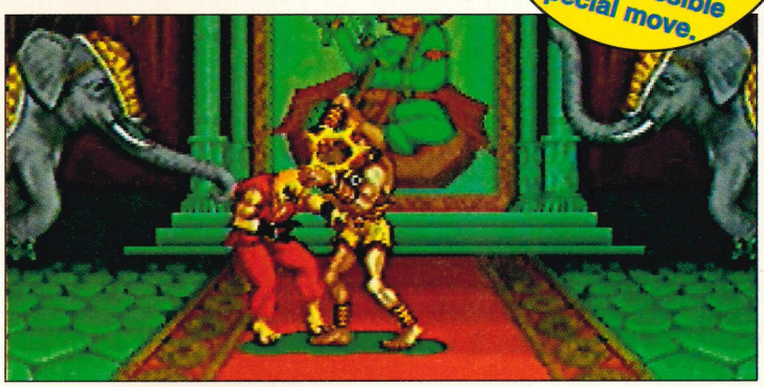
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OFFICIAL

STREET FIGHTER II

Does this need an intro? Do you need reminding how early grey imports sold out despite costing over £100? Or how CAPCOM have released a £80 joystick designed for that one game? Have you forgotten how every arcade across the land has crowds around the original coin-op? Check out this cart's £65 price tag to see just how special Bandai think this one is.

PRO tip
Chun Li is a good beginner character: quick to move, fairly conventional moves and a relatively easily accessible special move.



Streetfighter II is a first in many ways. It is the first 16MBit SNES cart, it's the first game to be included in a new package and it's also the first to cost so much. Still, this is unquestionably the best beat-'em-up and coin-op conversion around. As you'd expect there's a two-player head-to-head option, but there's also a mega tough single player challenge in which you have to take your chosen character through the Streetfighter competition, using a number of violent moves to battle and defeat the various opponents. It's a pretty standard setting for a quite superb game.

There are eight different characters to choose from, the beauty of which is that all of these are totally different in terms of moves and abilities. Ryu, for example, uses kung fu moves, while Zangeif is a wrestler with piledrivers and back drops at his disposal! There are also special moves ranging from flame attacks to spinning assaults.

Graphically, it's all simply stunning. The characters are huge, the 12 different backgrounds are both colourful and busy with superb little animated details. The whole thing is very polished and will certainly make your Mega Drive owning friends turn 32,000 shades of envious green! The music suits the setting, meaning that there are a great many tunes beating along to the action.

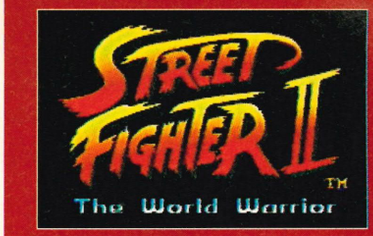
Streetfighter II certainly deserves to be on your Xmas list, even if you do have to sell granny to afford it!





The ultimate coin-op conversion offers eight different characters – all with their own range of moves – and 12 spectacular backdrops.





Supplier: **BANDAI**
Publisher: **CAPCOM**
Tel No.: 0329 822565
Price: £64.99
U.K.: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: 8
CART SIZE: 16Mbit
FEATURES: Two player combat

CONTROLS

FACING RIGHT

- Jump.
- Crouch.
- Forward.
- Back defence.
- X – Medium punch.
- Y – Light punch.
- A – Medium kick.
- B – Light kick.
- L – Hard punch.
- R – Roundhouse kick.

Combinations produce many other combat moves!

PROS: Brilliant to look at, captivating gameplay and strong lasting appeal with so many character combinations and difficulty levels.

CONS: Price. If you hate beat-'em-ups, tough solo-play mode might not convert you – whatever the hype.

GRAPHICS	93
SOUND	90
GAMEPLAY	94
CHALLENGE	92

PROSCORE 93

SCOREPRO

AWESOME!

PROGOLD SUPER PRO

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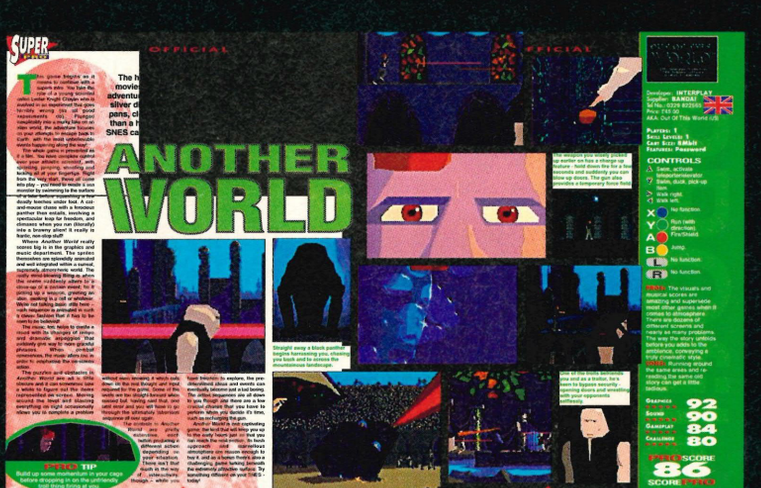
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These hostile natives can be dealt with quite easily by ducking down and chucking a boomerang at them – it's easy when you know how!



The original Adventure Island games were blatantly derivative of the arcade's *Wonderboy*, but made few improvements to the fast-dating game. Now it's made it to the Super NES with debatable results.

Super Adventure Island takes place on a set of desert islands. As the hero of the game, Master Higgins, you embark on a quest to traverse these many islands, in an obviously Mario-esque fashion. Unfortunately, the rather large size of Higgins rather restricts the gameplay which is almost completely lacking in imagination anyway.

Disappointingly, very few powers are available – it's surprising that the ability to befriend and hitch a lift on passing dinosaurs (as in previous games) has been omitted and the weapons available are rather boring axes and boomerangs. Oh, and you can also hop onto a skateboard and zoom off into the sunset. Hardly the stuff that dreams are made of!

This isn't a difficult platform game to get to grips with initially, but later levels do begin to tax the patience, especially as there aren't that many reset points. After the first level – complete with palm trees and beach – the sun baked land yields less easily to the frolicking gamester. Waterfall and cave areas contain many hazards. An excursion into a whale is an entertaining break in the tedious proceedings, but the game resumes it's plodding pace with more forests, deserts and ice mountains.

PRO tip

If you hear a "ting" sound when firing your weapons, go to the spot and jump for a Star Bonus round.

The visuals in *Super Adventure Island* are also disappointing. Higgins himself is forever running in a rather jerky, marionette-like fashion, while the backgrounds consist of bland pastiches of *Super Mario World*. The music on the other hand is inspired! Certainly a better form of Desert Island Discs...

So there we have it. This isn't much cop, despite a few occasional points of interest *SAI* just isn't fulfilling or fun. To be honest, this is one of the worst official platform games on the SNES and hopefully, it will retain that undistinguished title for a longtime to come.



Publisher: **HUDSONSOFT**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.99
Release: OUT NOW

PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 8Mbit
FEATURES: None really

CONTROLS

- ▲ Jump higher (with B or X).
- ▼ Super jump (with B or X).
- ▶ Move right.
- ◀ Move left.
- X Jump or swim.
- Y Fire.
- A Fire.
- B Jump or swim.
- L No function.
- R No function.

PROS: Er... Great tune... Nice box...
CONS: Unoriginal and poorly implemented. It's been done before and so much better by *Super Mario World* and *Castlevania IV*. The main sprite's too big and awfully clumsy.

GRAPHICS	57
SOUND	78
GAMEPLAY	48
CHALLENGE	40

PROSCORE
42
SCOREPRO

A BLACK DAY FOR THE SNES!

SUPER ADVENTURE ISLAND aaaa

OFFICIAL

super Castlevania IV

This hugely successful game marries the traditional NES platform game-style to SNES-style graphical thrills. With this and *Super Probotector* Konami have established themselves on the SNES in a big way, as well as ensuring the continued adventures of Simon Belmont...

After garnering slavering critical acclaim on the NES, *Castlevania IV* takes super-sprite Simon Belmont to Count Dracula's Castle. By skilful use of his whip he must put a stop to the undead one's demonic rule of Transylvania. There are eleven stages to deal with first though, each containing several levels. It goes without saying that there are countless monsters protecting Dracula from unwanted visitors!

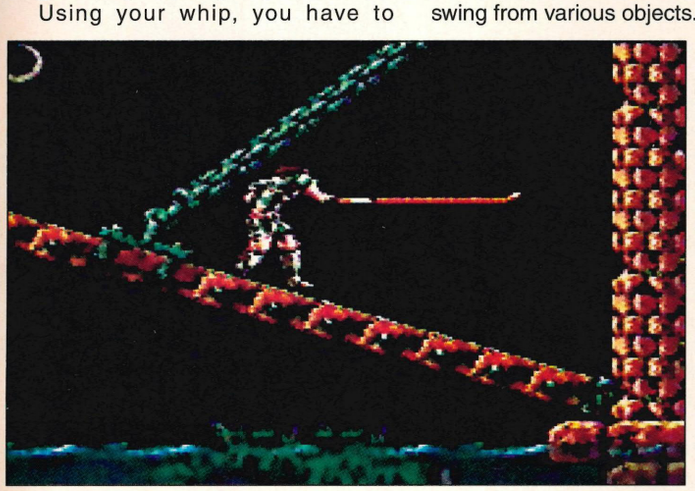
You will soon notice the amazing multi-level scrolling – you even get to go behind part of the background and continue your battle there. The gameplay is pretty impressive too. Using your whip, you have to dispose of creatures which range from zombies to skeletons to bats to hideous unnameable monsters! You can also find extra weapons, such as a four-bladed boomerang thing (a glave), an axe and rocks. The best weapon is the whip because you can use it to swing from various objects.

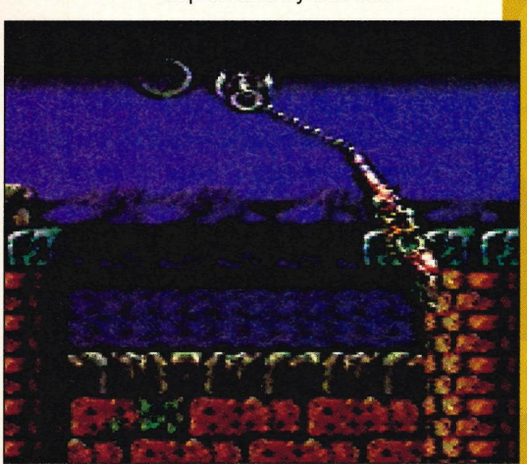
PRO tip

Whip the floor after the second chandelier on level 6-2 to go through to a secret room.

Super Castlevania IV is great fun to play, presenting the player with some major problems including some of the wickedest traps ever seen! However there are a few faults; it can slow down terribly at times, and you find yourself retracing your steps a few too many times. However, the spinning room more than makes up for that – it's a sight to behold!

Super Castlevania IV is probably the best official platform game outside of *Mario*, so it's well worth a look! Put your thinking cap on and try this out.





If our hero is to succeed in his quest he must whip anything that moves. Be on the lookout for handy power-ups along the way, as they could provide you with extra weapons and vital health points.







Publisher: **KONAMI**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.99
Release: OUT NOW

PLAYERS: 1
CART SIZE: 8Mbit
FEATURES: everything you could ever need

CONTROLS

- ▲ Aim whip up.
- ▼ Crouch/Aim.
- ▶ Move right/Aim.
- ◀ Move left/Aim.
- X — No function.
- Y — Lash whip.
- A — No function.
- B — Jump.
- L — No function.
- R — Fire special weapons.

PROS: Action of the highest degree plus outstanding graphics and sound. It's *Castlevania*'s simplistic approach that initially draws you in, then you find out that this game is one of the most complex you'll ever play.

CONS: A little tough, but well worth persevering to see what the later levels hold in store.

GRAPHICS	91
SOUND	93
GAMEPLAY	90
CHALLENGE	92

PROSCORE 92

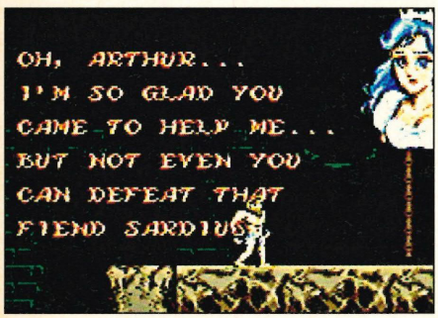
SCOREPRO

KONAMI STRIKE GOLD AGAIN!

PROGOLD SUPER PRO PROGOLD







One of the toughest SNES carts and also one of the most addictive. End-level guardians such as these creatures will test any prospective knight's mettle. But with princess Hus in jeopardy – and some stunning graphics – who can resist the adventure?



Yet another princess has gone missing – and it's not for some consulting with a financial adviser, this time the Prince of Evil's involved! You play Arthur who must once again liberate his beloved.

Without doubt this is one of the toughest challenges around, but at least there's no shortage of weaponry. You can collect daggers, swords, double-fire crossbows, flaming torches and much more. There's also different types of armour which can shoot powerful magical forces. Armour is critical to the game - when you're hit the armours disappears, leaving you in a fetching loin cloth. One more hit will kill you and send you all the way back to the last restart point – and there's not many of them on eight very big, very hard levels.

The urge to keep playing is ensured by the quality of the graphics. Once you get past the mandatory graveyard scene, it all gets very interesting; ghost ship, a trip on a raft, a fight on a snow top mountain and a journey into underground caverns are just some of the graphical and gameplaying treats in store for the determined player. This definitely isn't just another platform game, the variety and imagination of the gameplay is simply astounding.

PRO tip
The double-fire crossbow is the best weapon in most circumstances. Avoid the fire torch!

Both the graphics and sound are exciting and impressive, there's even a bit of Mode 7 wizardy in there. It all adds up to a great coin-op feel but with a lot more depth and lastability than most arcade conversions.

In fact the lastability could well be infinite for weaker players as it is extremely tough. There's no Easy skill level, just Normal, and with no save option completing it is a mammoth task.

Ghosts 'N' Goblins **was one of the biggest arcade hits ever and the follow-up was no less impressive, using CAPCOM's newest coin-op technology for a truly astounding adventure. The SNES version is far from a perfect copy however, instead CAPCOM have gone and improved it with even more gameplay!**

GHOULS'N GHOSTS

aaaaaaaaaaZZZZ

Super Ghouls'n Ghosts™

Publisher: **CAPCOM**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £39.99
Release: OUT NOW

PLAYERS: 1
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: 5 continues

CONTROLS
(REDEFINABLE)

- ▲ No function.
- ▼ Crouch.
- ▶ Run right.
- ◀ Left.
- X No function.
- Y Fire.
- A Fire.
- B Jump.
- L No function.
- R No function.

PROS: A challenging and thoroughly enjoyable arcade conversion that captures the atmosphere and action of the original Capcom coin-op.
CONS: Frustrating at times with occasionally fiddly controls – such as not being able to control Arthur mid-jump. Severe graphic slowdown in place – but it's worth it.

GRAPHICS	84
SOUND	83
GAMEPLAY	86
CHALLENGE	85

PROSCORE 85 SCOREPRO

A WHOLE NEW CHALLENGE!

SUPER MARIO WORLD

The *Streetfighter II* and SNES-only packs have kicked Mario out onto the streets – ahh! – so how will his red-boxed game sell? Is it really "the world's best video game"? Aren't those graphics a bit dated?

Nintendo went all out for playability with the SNES's first game. A brief glance at the screenshots suggests a game which wouldn't look amazing on the NES, let alone the SNES. But while the graphics are rarely astonishing at a distance, close-up the detail and smoothness of animation is impressive.

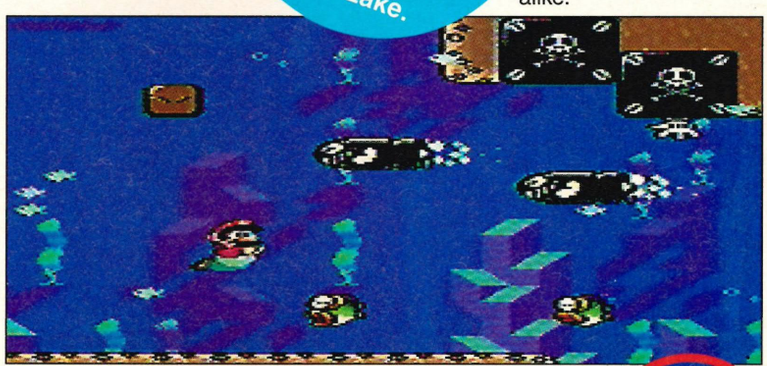
The main appeal of the game, however, is simply its scale and imagination. There are no less than 96 levels spread across *Mario's World*, a daunting challenge perhaps, but thankfully you don't have to go through them one by one. The game offers different routes to take, secret short cuts and a hidden Star World which can instantaneously teleport you from one side of the world to the other.

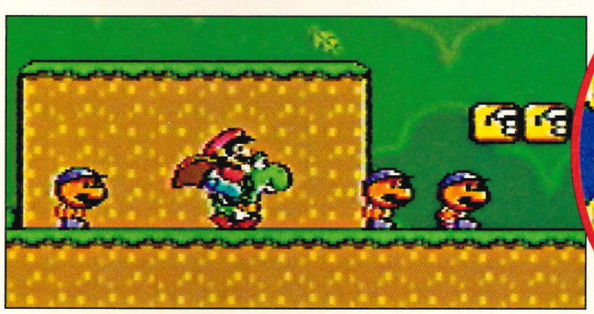
Completing the game isn't that difficult – there are numerous locations which allow you to save your progress – but exploration is the main hook with *Mario World*, you're always searching for secret rooms and secret levels. Finding all 96 levels is a considerable task, one which will keep you entertained for months.

Of course there's a host of different themes for the various parts of the game. There's underwater levels, a forest world, a sunken ship, an underground world and much much more. The backdrops are rarely all that impressive though, what appeals is the varying gameplay. One level has a continuous scroll which you must run and jump to keep up with, another world has you riding platforms through the sky while dodging chainsaws. There's ghost houses with huge spooks which freeze and cover their eyes when you stare at them, a cape which enables you to fly, a hungry but friendly dragon which you can ride, a pill which turns you into a balloon, fearsome castles which must be beaten and so much more.

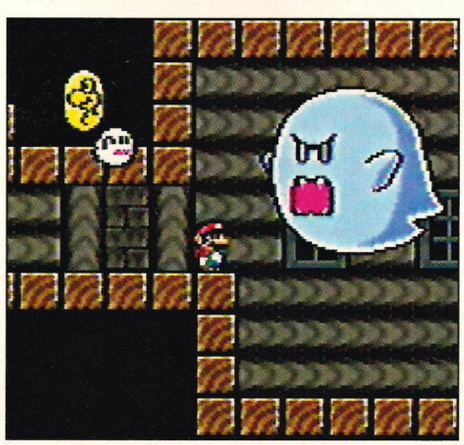
Super Mario World is the kind of game which has made Nintendo the billion dollar organization it is. With its easy opening levels, and numerous challenging hidden sections, it's the ideal game for beginner and expert alike.

PRO tip
On the Cheese Bridge fly under the gate and then back up to find the entrance to Soda Lake.



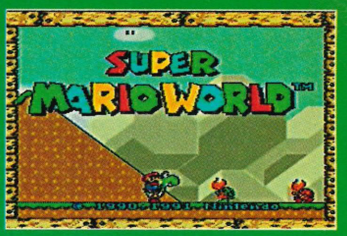






Swimming, flying and riding a cute dinosaur called Yoshi – Mario's an adaptable hero. And he needs to be with 96 levels. Below is the secret Star World with very useful teleports.





Publisher: **NINTENDO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.95
Release: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: 1
CART SIZE: 4Mbit
FEATURES: Save 3 games

CONTROLS

- Look up.
- Crouch.
- Move right.
- Move left.
- X – Run faster.
- Y – Run faster.
- A – Twirly jump.
- B – jump.
- L – Scroll screen left.
- R – Fire special weapon.

PROS: The best Mario outing of the lot. 96 varied levels. Masses of imagination, variation and secret rooms. Entirely addictive. Some impressive Mode 7 castle guardians.

CONS: Not too difficult and graphics rarely make full use of SNES. And if you're hopeless at finding secret rooms, you won't have much of a play area.

GRAPHICS	82
SOUND	84
GAMEPLAY	94
CHALLENGE	91

PROSCORE 92 SCOREPRO

CLASSIC NINTENDO GAMEPLAY

PROGOLD SUPER PRO PROGOLD

This coin-op conversion has really done the rounds, being released on just about every machine imaginable. It's now the turn of the SNES and if you enjoyed the original then I know you're going to dig this!

SUPER OFF ROAD



By winning races you can purchase new items and equipment to upgrade your machine. Money can be picked up during races as can extra nitros, but the big money can be found by actually winning the race. The equipment is all pretty self-explanatory – nitros, accelerator, top speed, tyres and suspension – with each item costing certain amounts of money. Build a balanced car and don't spend all of your money on nitros!





Let's face it, video game music is a bit, well, crap, isn't it? It always sounds like it belongs in one of those dodgy American sitcoms that they show on daytime TV. In fact there was a case in the States recently where a software house was being sued for plagiarism by the composer of the "Love Boat" theme tune. But that's another story...

The reason that I've mentioned all of this is because the soundtrack on *Super Off Road* is fantastic! It's by Software Creations, the people behind *Spider-Man and X-Men*, and really makes you want to play the game, if only to hear more tunes – well, rock tracks really.

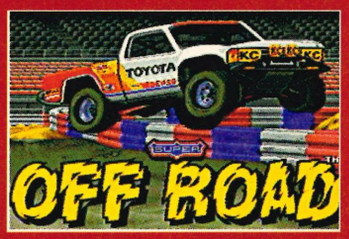
There's more to *Super Off-Road* than wailing guitars, though. It's every bit as good as the original arcade game due to the fact that the controls are so smooth and the graphics, while small, work wonderfully. The aim is to drive through sixteen different off-road circuits, beating the other drivers so that you can carry on to the next – come last and you're out! Finish 16 races and the tracks come back, jumbled up in a different order.

Various hazards are featured on each track, ranging from water troughs to bumps and ramps. Using these hazards to your advantage is the secret to success.

PRO tip
Early races are easy to keep qualifying in so make sure you collect as much money as possible.

The whole circuit is viewed on one screen and the graphics are quite minuscule but, even so, it does look very good. The vehicles crash and clamber around each track while the colours and shades used to represent the dips and bumps works very well.

Super Off Road may not be to everyone's taste, but it is an enjoyable game, even more so when two players compete. Grab a friend and try it for yourself.



Producer: **TRADEWEST**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: TBA
Release: JAN

PLAYERS: 1-2
SKILL LEVELS: 3
CART SIZE: 4Mbit
FEATURES: Two player simultaneous racing

CONTROLS

- ▲ No function.
- ▼ No function.
- ▶ Move right.
- ◀ Move left.
- X No function.
- Y Nitro.
- A No function.
- B Accelerate.
- L Rotate left.
- R Rotate right.

PROS: Quick races, speedy gameplay and many tracks. Most fun is had via the ultra competitive two-player mode, where each player can try to either save or trash the other person's go.

CONS: Initially the controls are a bit frustrating, but after a while it becomes too easy, because only one computer car is any good. Two player fun wanes as the tracks start to repeat themselves.

GRAPHICS	77
SOUND	92
GAMEPLAY	83
CHALLENGE	81

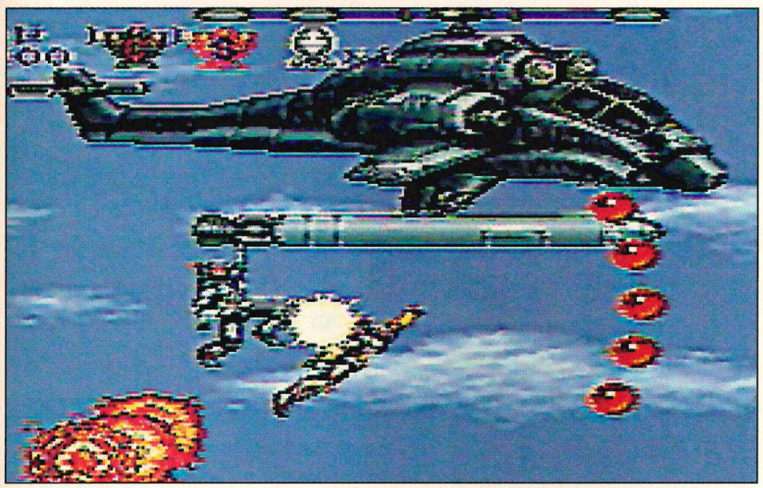
PROSCORE 81 SCOREPRO

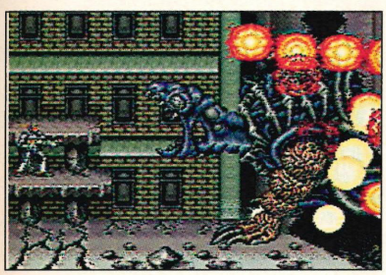
ROCKIN' GOOD FUN!



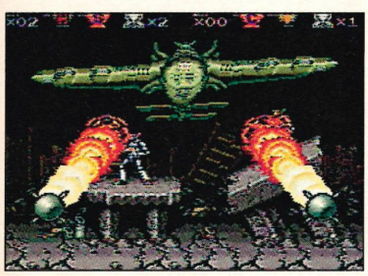
A-Z OF GAMES
OFFICIAL

Super Probotector has taken its time arriving due to redrawing of the main sprites as robots; a process started with the coin-op prequels back when Reagan was President and Contras were rather controversial. The game itself is unchanged however, and remains a quite awesome demonstration of the SNES's technical and gameplaying superiority.





The first multiple-sprite, super enormous, rather angry and deeply frightening monster. Just shoot rather a lot to nail him.



Super Probotector is in fact not one game, but a trio. Three of the levels are side-on platform shoot-'em-ups boasting some of the most impressive graphics to yet seen. Level one is a ruined city complete with a huge firepit, spectacular Mode 7 aircraft attack and a massive, hideous monster. Level two is a cloud-scraping war across and within huge buildings ending with three end-level guardians. And finally level six is a thrilling war within the monstrous alien base, packed with fleshy monsters, a robotic metal hawk and a rapidly mutating alien monster.

The second game-type begins by putting you in the seat of flying bike just like in "Return of the Jedi". You must take out a tank, jetpacking troops, a walker robot and finally a giant spaceship by the novel tactic of hitching a ride on exploding missiles!

The third game-type is completely different, adopting an overhead view with Mode 7 used to rotate the scenery around you. There's two of these levels, both with yet more spectacular guardians. Never has hard-core military devastation been so brilliantly conveyed. Of course there's lots of power-up weapons to collect: triple-fire, flamethrower, homing missiles and super-bullets. You can carry two weapons, but use only one at a time (unless you hold down the "L" and "R" buttons for a psycho attack! If you die you lose the weapon you're currently using so there are some tactics involved.

Perhaps the most amazing thing about the game is the simultaneous two-player mode, one of the most spectacular games on the SNES and they throw in another player too – with virtually no slow-down. This must be one of the best two-player games ever, you can even nick the other player's lives if you die on a level!

PRO tip
The flame weapon is best against most end-level guardians and it's a good idea to keep it in reserve for them.

The only slight problem is that high addictivity will keep you at it until you finish the easy mode. But that's not the end of it. Higher difficulty Human faced dogs which previously stayed in the background now spring to attack you. There's also a new end-level monster...

SUPER PROBOTECTOR
Alien Rebels





Publisher: **KONAMI**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £49.99
Release: OUT NOW
AKA: Contra Spirits (Jap)
Contra 3 (USA)

PLAYERS: 1-2
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: Simultaneous two-player

CONTROLS

- Aim.
- Crouch/Aim.
- Move right/Aim.
- Move left/Aim.
- X: Change weapon.
- Y: Fire.
- A: Smart bomb.
- B: Jump.
- L: Rotate (in Mode 7 levels).
- R: Rotate (in Mode 7 levels).

PROS: Outstanding graphics, sound and gameplay. Makes good use of Mode 7 for huge end-level guardians and overhead-view levels. Great simultaneous two-player option. Choice of split-screen or shared single screen view for overhead levels in two-player mode. Extra features in tougher skill levels.

CONS: Umm, err... How can you fault a game like this?

GRAPHICS	92
SOUND	90
GAMEPLAY	91
CHALLENGE	89

PROSCORE 90

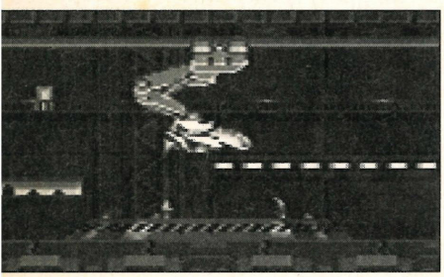
SCOREPRO

COIN-OP QUALITY MEGA-SHOOTER

OFFICIAL

SUPER R-TYPE

When the SNES was first launched the Japanese mag screenshots most eagerly examined were from this game, Irem's complete re-write of their own coin-op – one of the best arcade shooters of all time. Spectacular end-level guardian pics proved the SNES was a graphics powerhouse which could genuinely offer arcade-perfect conversions.





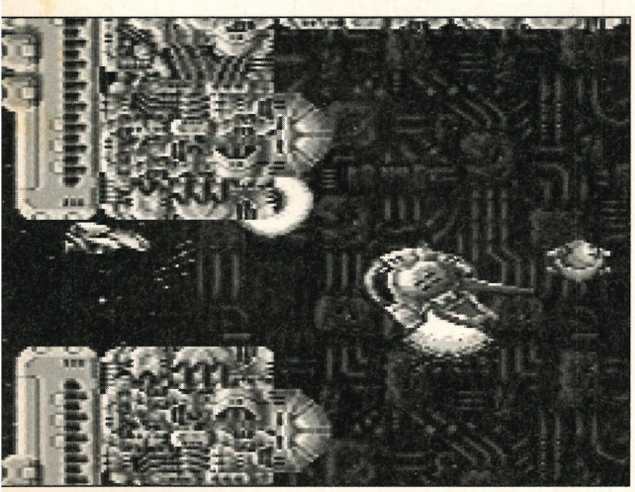
Arcade *R-Type* was a huge success not only because of some of the best graphics ever seen, but also because of its fantastic weapons power-ups and the R-Type itself – a detachable weapons platform which has been endlessly copied by other programmers. When NEC's PC Engine was launched an *R-Type* conversion proved its impressive capabilities – and remained one of the best shoot-'em-ups for it. *Super R-Type*'s graphics simply blow it away. Including a selection of levels from *R-Type* and its sequel, plus an original opening level, this is simply a visual extravaganza which stands comparison with any of the more recent shoot-'em-up contenders. The massive battleship which forms the whole of level four is quite gorgeous, blasting away pieces of it to reveal brilliantly drawn damage is great fun. As is building up those brilliant weapons.

Yet despite some of the most awesome firepower ever bestowed on a spaceship an imaginative and varied array of enemies make this a very tough challenge. Each level plays completely differently from the one before, they're almost mini-games in their own right. Then there's the guardians which are huge and extremely tough.

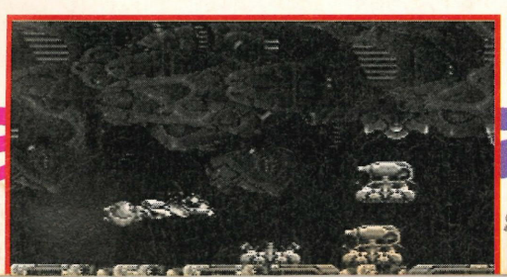
So far, so good. Unfortunately there are problems. Graphic slowdown is one of them, but on its own it's not that significant. The major problem is reset points – or rather the lack of them. You can battle your way through a huge level, collect all the weapons power-ups and then die in seconds against a mega-tough guardian. Now you have to start the level again, right from the start. Infinite continues are poor compensation for this lack of intelligent game design. This problem was bearable when there was little else on the SNES, but now there's new shooters like *Axelay* about, only shoot-'em-up fanatics will want to put up with *R-Type*'s reset problem.

PRO tip

On level two store up beam weapon to use on guardian's bulging stomach.









Publisher: **IREM**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £39.99
Release: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: Infinite continues

CONTROLS

- Move up.
- Move down.
- Move right.
- Move left.
- X: Rapid fire.
- Y: Rapid fire.
- A: Attach/Detach R-Type.
- B: Fire, hold down for super-lazer.
- L: No function.
- R: No function.

PROS: Great looking graphics, spectacular guardians and super-weapons.Seven big levels, massively varied and very imaginative with some great sound effects.

CONS: The graphics slow down to an embarassing pace when there are more than a handful of sprites onscreen. No reset points means it's VERY frustrating.

GRAPHICS	85
SOUND	71
GAMEPLAY	80
CHALLENGE	74

PROSCORE

78

SCOREPRO

A SADLY FLAWED CONVERSION

Super SMASH TV

The future of game shows lies not with American Gladiators but *Super Smash TV*. If you want violence this has got it by the lorry load. The original Williams coin-op was an absolutely huge hit but what home console can deal with a zillion sprites on screen, monitor shaking sound FX, simultaneous two-player gunplay and independent fire control?

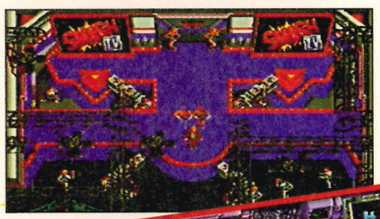
Super Smash TV is without doubt the best home console version of the mega-arcade hit. Nothing else comes close. On-screen graphics look almost identical and move just as fast with no slow-down and only a tiny bit of flicker when the whole screen seethes with enemies. Equally crucial is the control system which uses the four fire buttons to perfectly recreate the second joystick action of the coin-op – where it's used to allow players to shoot in any direction, regardless of which way they're moving. It takes a little getting used to, but once mastered the ability to get diagonals and reverse shots convince you that this really is *Smash TV*!

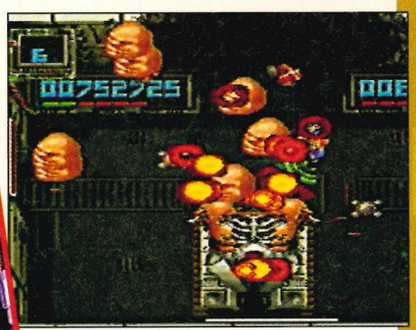
But what is *Smash TV*? And does it standard up as a home play cart, something you can come back to day in, day out (not just a few sweat-inducing sessions every so often at the arcade)?

The basic concept is that one or two contestants must fight their way through three massive studio complexes, taking on zillions of varied robotic enemies and collecting enough prizes to sink several supertankers. There's also absolutely massive end-level monsters who must rank as some of the toughest, most hard-skinned villains ever to appear on the SNES.

Fortunately there's a wide range of limited ammo power-up firepower to collect - this game is forever tempting you into running between enemy hordes to grab a new gun, or prize, or cash bundle! The most impressive thing is simply being locked in a room with zillions of sprites and only your reactions to save you. it's a brain-busting experience which really gets the adrenalin pumping and two-player mode is simply brilliant.

Unfortunately, and like all too many arcade games, its home-play quality is a little more dubious. Getting through the game takes a long time and when you lose all your continues going back to the start isn't something you'll want to do all that often. The various enemies aren't *that* different and the main tactic is always move fast, shoot fast. It's great fun for a while, but the solo mode particularly can pale after a while.





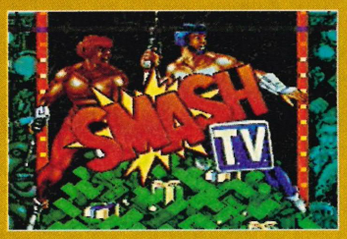


Keep your head while all about you lose theirs – hopefully. All you'll need is a fast trigger finger here!



PRO tip

For the laser-firing droids it's best to shelter in the bottom left-hand corner and just keep firing.



Publisher: **ACCLAIM**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.99
Release: OCTOBER

PLAYERS: 1-2
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES:
Simultaneous play

CONTROLS

- ▲ Move up.
- ▼ Move down.
- ▶ Move right.
- ◀ Move left.
- X Fire up.
- Y Fire left.
- A Fire right.
- B Fire down.

Combine for diagonals

- L No function.
- R No function.

PROS: Williams' very fast, action-packed, coin-op game converts well to the SNES. All elements of it are accurately implemented.

CONS: *Super Smash TV* suffers from one major flaw – if you're playing by yourself, you'll find it gets very boring very quickly.

GRAPHICS	71
SOUND	70
GAMEPLAY	77
CHALLENGE	71

PROSCORE 75
SCOREPRO
ACCURATE COIN-OP MONEY GRABBER

SUPER SOCCER

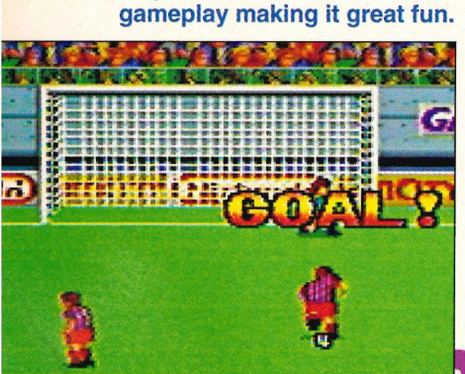
Somebody quite famous once said "Football's not a matter of life and death – it's more important than that." How right he was. Of course, this Liverpool manager (I'll remember his name in a minute) was talking before the back-pass rule totally ruined the sporting tactics of the Super Scouse team. And what would Bill Shankly think of *Super Soccer* – would he have come to the same conclusion?

Super Soccer uses Mode 7 to provide an unconventional 3-D view which not only looks impressive but works pretty well too. You can view the whole pitch, so planning moves when running towards the "top" is pretty easy. However, playing downfield is trickier since you need to remember the positioning of the other players.





You've seen the rest, now play the best. *Super Soccer* combines a super graphic representation with accurate gameplay making it great fun.



Controlling the on-field action is pretty easy and the whole thing is very smooth, if a little sluggish. Passing can either be direct to another player or, by tapping upfield, the "direct" approach – no, not as in Wimbledon. This gives you the opportunity to enjoy some fluid and crowd pleasing play. But you can still always blast the ball up the field and hope for the best.

PRO tip
Run into the penalty area at the far left or right, shooting under the keeper when half way between goal and six-yard line. Gooooaaaal!

There's a great deal of depth to *Super Soccer*. Volleys, headers, shots – they're all possible with a little practice. Also, each of the 16 teams have individual players with skills in attack, defence and speed. Deciding who to place where in the formation you've chosen is crucial. There are a total of eight different formations covering just about every possible permutation.

The rules have been stretched a little, though. Fouls always result in a booking, a sending off or an injury. Offsides are nonexistent, yet just about everything else has been covered.

Because of the nature of this game, it's pretty realistic with all sorts of cliches applying to the moves. Suffice to say that through balls, square balls (sounds painful!), short balls, long balls (don't laugh!), all sorts of balls can be played. The players are all positioned sensibly – they don't all crowd round the ball – so intelligent plays can be executed.

As is often the case, there are a few pre-set angles that allow you to score nearly every time against an automatic keeper, but two player matches with manual goalies are a lot less predictable!

Super Soccer is definitely a very enjoyable and playable football game.



SUPER SOCCER

Publisher: **NINTENDO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £39.99
Release: OUT NOW

PLAYERS: 1-2
CART SIZE: 8Mbit
FEATURES: simultaneous two player

CONTROLS

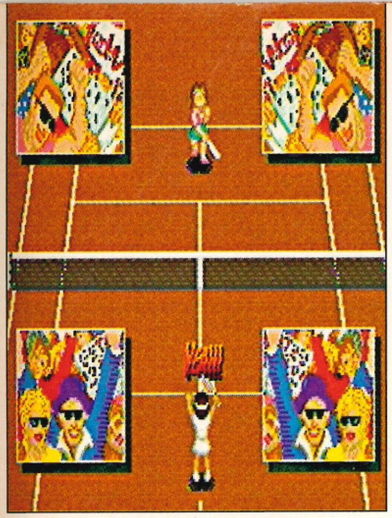
- Move up.
- Move back.
- Move right.
- Move left.
- X: No function.
- Y: Pass direct/ Barge.
- A: Pass forward/ Slide tackle.
- B: Shoot.
- L: Switch pass player.
- R: Switch pass player.

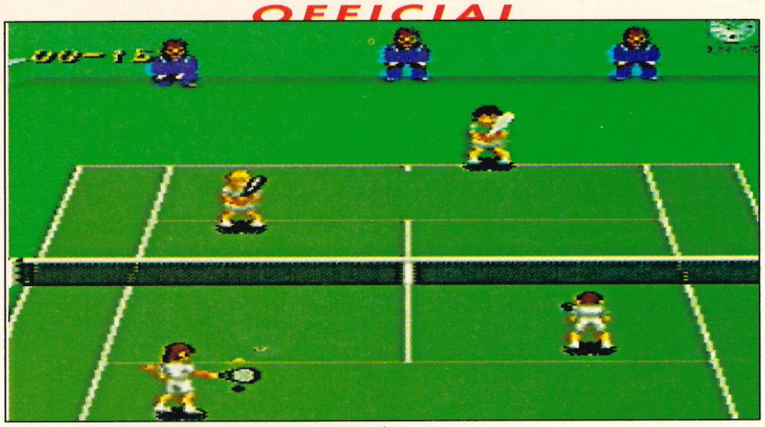
PROS: Plenty of action, very smooth play and much depth. For sheer arcade addiction, you can't get much better than Super Soccer. Two-player games are, as always, excellent, but even against the computer the play varies enough to keep you addicted.
CONS: The preset ways of scoring are annoying as they don't require much skill. The scrolling can also be a tad slow, making play laborious at times.

GRAPHICS	80
SOUND	71
GAMEPLAY	82
CHALLENGE	81

PROSCORE 80 SCOREPRO

FUN FOOTIE FOR FREAKS!





SUPER TENNIS

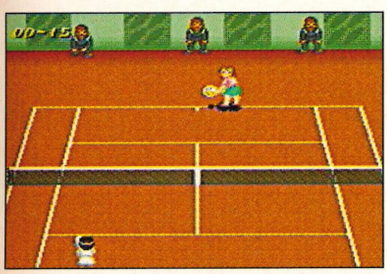
Publisher: **NINTENDO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £39.99
Release: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: Male/female championships
CART SIZE: 4Mbit
FEATURES: simultaneous

I've always fancied myself to be a bit of a tennis player. Never a day goes by without dishing out a back hander, having a stroke or smashing something. The joys of playing games for a living, eh? So when *Super Tennis* came along, all of those months ago, I was in my element. With cart in hand, I set off on the rocky road to Wimbledon...



The tournament can take you all over the world, but only constant success will bring you any long-term glory.



Another of these "Super" games, but this one definitely deserves the prefix being arguably the best tennis game there's ever been!

What makes it so special is the range of different shots that you can play. All of the different buttons have a certain function, so you can use slices, top spins, lobs, volleys and smashes as well as being able to determine the angle and destination of your shot.

Executing shots is made easier by undramatic, but perfect graphics. The perspective and 3-D angle is sheer brilliance and the movement of the ball, all important to a game such as this, allows you to plan and play your shots properly. Even the sounds are great, the sound of the ball thwacking the racket or bouncing off of the court are impressive and useful.

When going into a game, you get to choose from ten female and ten male competitors. While these characters are well described in the manual, detailed stats are missing and experience is vital to find out which player suits you best. The women are a bit slower, so they're good to start with.

Super Tennis follows the rules of tennis faultlessly, and includes three types of court – clay, lawn, concrete – between one and five sets depending on the tournament, full match stats and much more. Singles games can be played against a computer or human controlled player, while two can take on the computer in doubles as well as playing against each other.

PRO tip
Always mix up your shots to keep the opposition confused. Unexpected lobs are especially good during tense two player ralleys.

After some practise you can go on the circuit, spanning the world with both big and small tournaments. Winning the overall championship depends on points earnt in tournaments, but judging which surface suits you best, how to manage your fatigue and where you've most chance of winning, adds a welcome strategy element.

CONTROLS

- Move/Aim up.
- Move/Aim down.
- Move/Aim right.
- Move/Aim left.
- X: Top spin/Smash.
- Y: Lob/Smash.
- A: Slice/Light volley/Smash.
- B: Flat/Heavy volley/Smash.
- L: Left spin.
- R: Right spin.

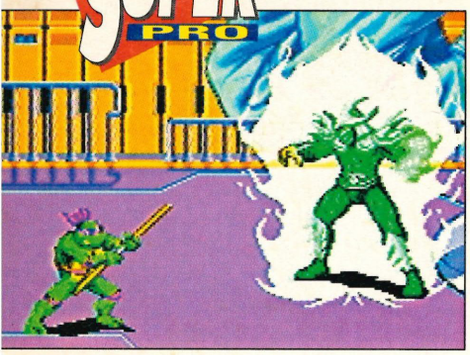
PROS: A thrilling tennis game, packed with extras and fantastic in one or two player mode. Addictive gameplay will have you digging this game out months after you first played it.

CONS: Raw tennis, and not much good if you never liked the sport in the first place. There are also some extremely dodgy lines call – which we could put down to bad programming... or just realism.

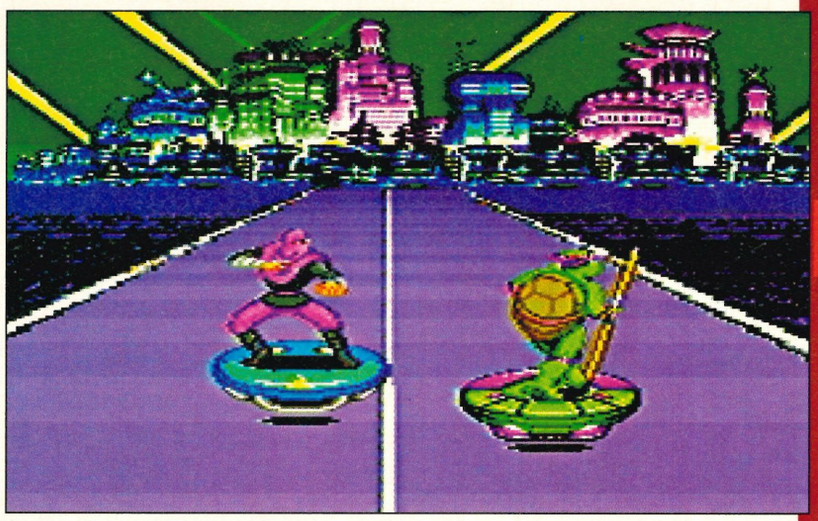
GRAPHICS	90
SOUND	89
GAMEPLAY	92
CHALLENGE	90

PROSCORE 91 SCOREPRO

CHAMPIONSHIP QUALITY



Turtles in Time is one of the most pleasant licence surprises in a long time. Not only does it look great, it plays great too!







Turtles In Time? In time for what? Certainly not in time to save their gradual slide into unhip oblivion, although this beat-'em-up does go quite some way to restoring a bit of credibility to the lean green fighting machines...

As in any *Turtles* game, you have to take on the Foot Clan, in an apparent fight to the death – but they'll be back next week! However, this tie-in goes one step further and actually takes advantage of the SNES's capabilities to give something a little more original and playable than the usual run of the mill garbage!

Especially neat is how defeated thugs are occasionally thrown out of the screen at you! – an impressive use of Mode 7. The combat moves actually aren't that complex, most of the moves are the same for whichever turtle you have, the usual sword-swiping stuff, but there are special moves unique to each of the characters.

Two players can battle through the barrage of soldiers that assemble in the streets and the sewers, or one player can go solo. There are plenty of levels to battle through, with a great diversity of backgrounds. The first few are your standard fare – a battle in the Big Apple, a scrap in the alley, surfing in the sewer and a tussle in the Technodrome – and then it's on to the good stuff where you travel in time to Prehistoric Ages, Pirate Times, the Wild West and even the Future! There's an *F-Zero*-type level on Stage 8, a 3-D attack section on Stage 4 and countless other innovative elements throughout the nine big stages.

PRO tip
Shredder's no push-over. The best tactic is to get two players with one distracting while the other attacks.

Each level follows its theme perfectly, especially on the Prehistoric level where you've got to fight a Neanderthal mutant turtle! Krang and Shredder make a number of appearances and there are one or two other fearsome guardians to do battle with.

In short, *TMHT IV: Turtles In Time* is brilliant – both visually and musically a real treat . Especially good is the Turtle speech that introduces each level!

TEENAGE MUTANT NINJA TURTLES IV TURTLES IN TIME





aaaa

TOPGEAR

Top Gear is the first racing game programmed right here in the UK by our very own Gremlin Graphics. A conversion of the hugely successful Amiga _Lotus Esprit Turbo Challenge_, it takes you to 32 tracks spanning the globe, complete with jostling competitors and speedy pitstops. So is it worth shifting into _Top Gear_?

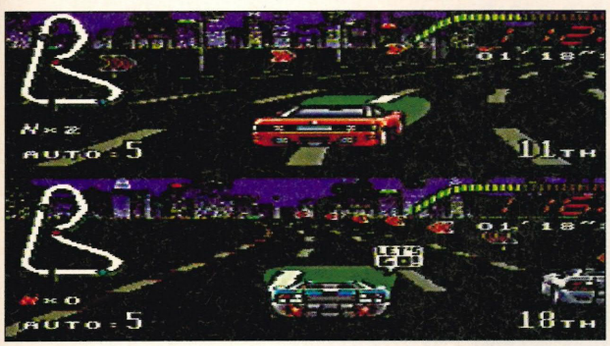
Top Gear differs from most other motor racing games in that the races take place on city roads rather than actual racing circuits, much like a mini Le Mans or Monaco. This means that there are obstacles lining the sides of the roads as well as barriers on the track itself – including rocks and even road signs! There's also some pretty hilly terrain, giving a real rollercoaster feel to some tracks. The graphics are in fact generally impressive; fast, smooth and quite well detailed. The cars are a bit of a shame though, they just don't look the part as they career down the roads with too little animation to convey much sense of speed. Another negative point is that it's a bit too easy to control; you can take corners at maximum speed without spinning off, there's too little sense of a real car and hitting objects doesn't slow you down as much as the Amiga original. It certainly looks and plays well for a while, but even on Championship level it lacks a realistic bite. Anyone used to _F-Zero_'s superbly authentic feel will be very disappointed.

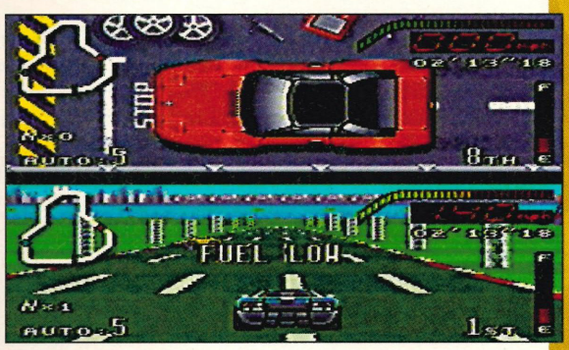
Another problem is repetition. There's no continuity between the countries – each one has its own championship – and the qualifying limit of fifth position, while challenging, means that the game is over if you fail to finish in the upper ranks. This can result in racing in the same races many times over as well as losing the points that you may have accumulated.

PRO tip
Don't be afraid to drive on the grass. The later levels get really narrow and it's the only way to avoid obstacles.

There are four different cars to choose from, but they're not that different and there's no way to improve them via add-on equipment. The game's based more on an arcade format so, while the pace of the game is unrelenting, it's very disjointed, with little depth and not much going on outside of the races. Pit stops are included, but only cover the fuel aspect; no changing tyres or other modifications.

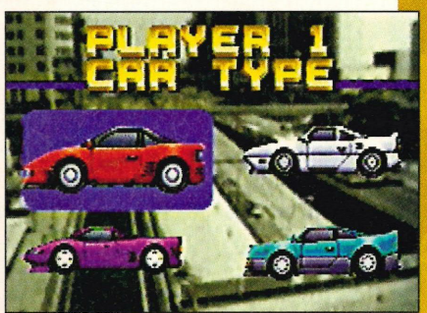
From a pure entertainment point of view, _Top Gear_ is fun but shallow. Two-player mode is by far the most enjoyable and the split screen is great, not slowing down the game at all. However since the arrival the much superior _Mario Kart_ , with its own split-screen, the main selling point of the game is reduced.







There are eight countries, each with four different circuits, the later tracks narrower with more obstacles.



Publisher: **KEMCO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.99
Release: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: 3
CART SIZE: 4Mbit
FEATURES: Simultaneous play, password

CONTROLS

- No function.
- No function.
- Move car right.
- Move car left.
- X — Accelerate.
- Y — Brake.
- A — Nitro.
- B — No function.
- L — Change gear down.
- R — Change gear up.

PROS: Very fast, plenty of different tracks and a good two-player option. The split screen is a definite advantage over most games, making Top Gear very competitive against a friend.

CONS: ...yet solo players will probably tire of the game due to its repetitive nature and lack of any extras. Ultimately, its too boring and easy.

GRAPHICS	72
SOUND	68
GAMEPLAY	71
CHALLENGE	62

PROSCORE 69 SCOREPRO

FAST BUT SHALLOW

Ultraman is a film character, part of that campy Japanese cult film culture that everybody claims to know and love but has never seen. Now he's arrived on the SNES, but after playing this game a lot of people will wish they'd never have heard of him in any form...

ULTRAMAN









Ultraman basically has to battle against nine over-sized monsters in order to save the world (of course), using his powers to make sure he does so in three minutes (or else).

As a one-on-one beat-'em-up, *Ultraman* is similar in concept to *Street Fighter II* but doesn't hold a candle to it in terms of gameplay. There's no intro thrills here – it's straight on to the game, with Ultraman battling the first of his opponents, Gudis. He's a rather ugly beast, clumsily setting about the business of trouncing Ultraman with the speed of a hibernating tortoise.

Ultraman's abilities range from punches and kicks to a range of laser beams but there's little original here, and while *SFII* may have twice the memory to play around with, memory restrictions don't excuse the paltry gameplay on offer here.

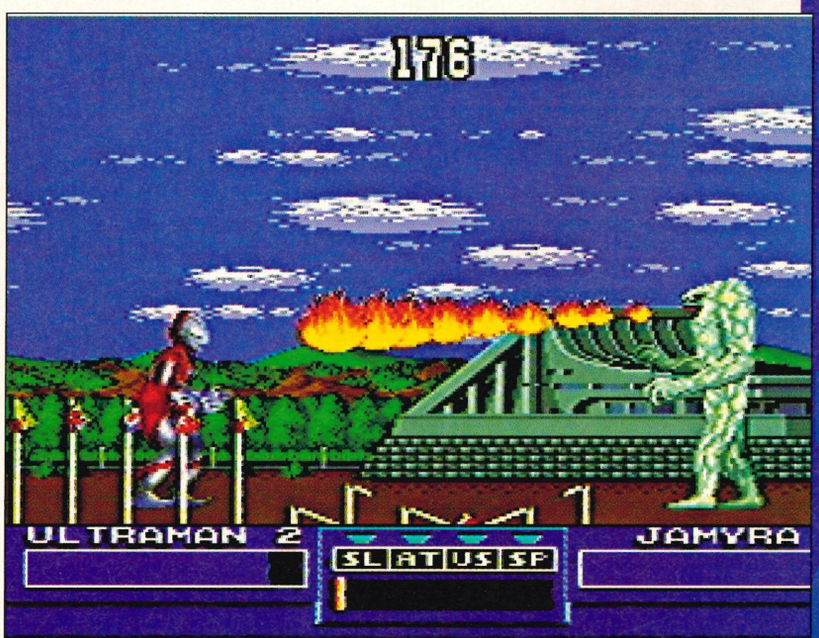
The most inane thing about this poor excuse for a beat-'em-up, is that you can only defeat an enemy with the most powerful laser bolt once you have beaten down its energy to zero. This can take some time (yes, even longer than three minutes!) and becomes a touch infuriating, not to mention completely mindless. On the other hand, once mastered, it's ridiculously easy, meaning that the game is viewed, played and completed within a matter of hours.

Ultraman looks pretty good and performs some pretty cool flips and somersaults, yet his enemies are all a bit pathetic, with jerky movements and unconvincing designs. The sound is simply abysmal with weak sound effects and rather inapt music.

Basically, if you're looking for a beat-'em-up, look elsewhere! This isn't a patch on *Street Fighter II* – it doesn't really compete with the weaker titles either. One of the worst SNES games so far!

PRO tip

Hold Start and Select on title screen to enter hidden options screen. Whoopee!



ウルトラマン
空想特撮シリーズ

Published: **BANDAI**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £39.99
Release: OUT NOW

PLAYERS: 1
SKILL LEVELS: 3
STAGES: 9
CART SIZE: 8Mbit
FEATURES: Boredom

CONTROLS

Move up.
Move down.
Move right.
Move left.
Diagonal down: Roll/Back flip.
X – Jump.
Y – Shoot laser.
A – Kick/Flying kick.
B – Punch/Fying punch.
L – Change laser.
R – Change laser.

PROS: Ultraman performs some cool manoeuvres, and he's pretty detailed too. Neat story scenes between matches.

CONS: The opponents are poorly draw and similarly animated. The backgrounds do little to enhance the play, bar keeping the scrolling acceptable. Becomes very easy once you have a technique mastered.

GRAPHICS	49
SOUND	34
GAMEPLAY	35
CHALLENGE	30

PROSCORE 31 SCOREPRO

ULTRA-RUBBISH!

aaaaaaaaZZZZZ





Based on the Capcom coin-op (which was called *Area 88* in Japan), *UN Squadron* provides the SNES with a much-needed fast-moving shoot-'em-up.





This cart expands on the conventional format of *Gradius III/ Super R-Type* sideways blasters, by allowing you to choose your level (to a degree) and purchase planes and weapons before the particular level depending upon the situation. These innovations make the game both more accessible at the onset, and more entertaining in the long run, increasing the longevity of interest enormously.

After choosing one of the three pilots available, you set out with a pocketful of money on the first mission; conquest of a base just inside enemy lines. This task basically involves battling numerous air and ground forces before taking out a killer tank.

Next you must decide which level to attack, and obviously your bank balance plays as a much a part in affecting your decision as your bravery – although increasingly destructive weapons don't take long to save for, new, more advanced planes will. So like a kid in a toyshop, you can only admire the sleek lines of the more expensive planes whilst grudgingly accepting the early non-performers as necessary.

The many different levels cover various environments and settings, so each one is fresh and interesting – not that you'll be admiring the smooth scrolling scenery. Ground, air and sea assaults all rally for your attention, incorporating gigantic subs, stealth planes, huge tanks and much more. This game is as fast and as furious as it gets!

PRO tip
Don't worry about the enemy, just keep you fire button down and sweep from the top to the bottom of the screen constantly.

UN Squadron is a truly excellent shoot-'em-up, featuring graphics and sonics that really use the SNES's potential. The scrolling details on the levels are excellent, the music is suitably frenetic and the explosion FX are some of the loudest on the SNES!

Anyone looking for a finger blistering, adrenalin pumping blast need look no further. This is up there with the best!

Whereas shoot-'em-ups are available in abundance on the Mega Drive, there have been few great blasters on the SNES. However, quality is better than quality (or so we would kid ourselves) and if all future mass destruction games are of the calibre of *UN Squadron*, we SNES owners are in for a good time!

U.N. SQUADRON

aaaaaaaaaZZZZ

エリア88

Publisher: **CAPCOM**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £44.99
Release: OUT NOW

PLAYERS: 1
SKILL LEVELS: 3
STAGES: 12
CART SIZE: 8Mbit
FEATURES: none

CONTROLS

- Gain altitude.
- Dive.
- Speed up.
- Slow down.
- X: Toggle special weapons.
- Y: Fire.
- A: No function.
- B: Special weapon.
- L: No function.
- R: No function.

PROS: Heated action, fast reactions, total satisfaction, quality shoot-'em-up! The added element of strategy really elevates this game from the mindless average blaster and makes play a real challenge for the fire thumb and brain.

CONS: Pretty tough going for the uninitiated. Even hardened fans of the genre may find the first few plays frustrating. The graphics, whilst being perfectly good, aren't overly spectacular.

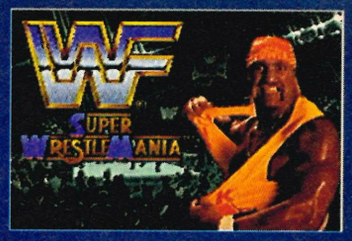
GRAPHICS	89
SOUND	83
GAMEPLAY	91
CHALLENGE	90

PROSCORE 89
SCOREPRO

VIOLENCE GALORE FOR HARDCORE SPEED DEMONS

WWF SUPER WRESTLEMANIA

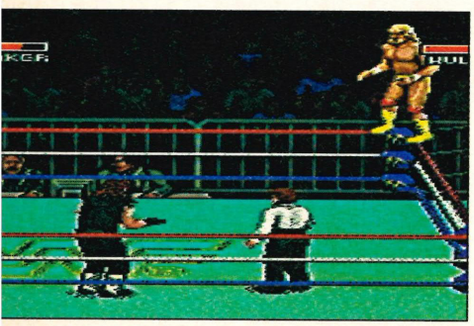




Publisher: **ACCLAIM**
Tel No.: 0962 877788
Price: £44.99
Release: OUT NOW

PLAYERS: 1-2
SKILL LEVELS: 3
CART SIZE: 8Mbit
FEATURES: Simultaneous Play

Hollywood's got nothing on these boys. Facial expressions that have taken years of practise to perfect, acting on a par with the whole cast of *Neighbours*, bodies packed full of questionable substances and a responsibility for half of global cosmetic sales – we're talking real world wrestling here (except that it's American).

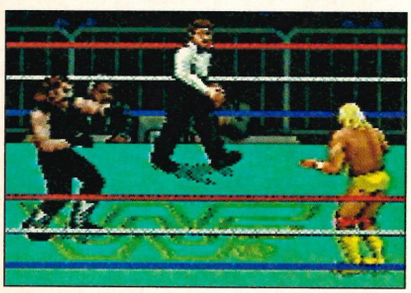


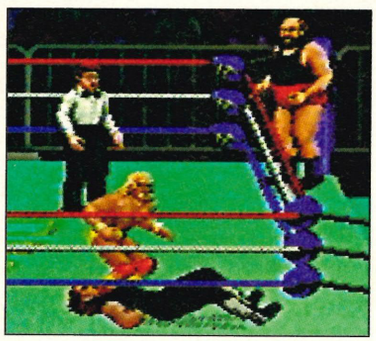
Super Wrestlemania impresses from the first bell. The muscular monsters have been digitally recreated for some impressive stills and some rather astounding animation. We're talking over ten frames here – it's as smooth as the real thing and the acting's just as wooden too!

Unfortunately there aren't a great many options – there isn't an ongoing challenge like in previous games, nor is there room for a two-player team to take on the computer. There is, however, solo, tag team and survivor series contests (in which you pick your favourite wrestler or wrestlers and the computer selects your opponents). There are ten popular wrestlers to choose from, but there weren't enough bad guys for my liking – it would have been a lot of fun playing Sergeant Slaughter or Nails.

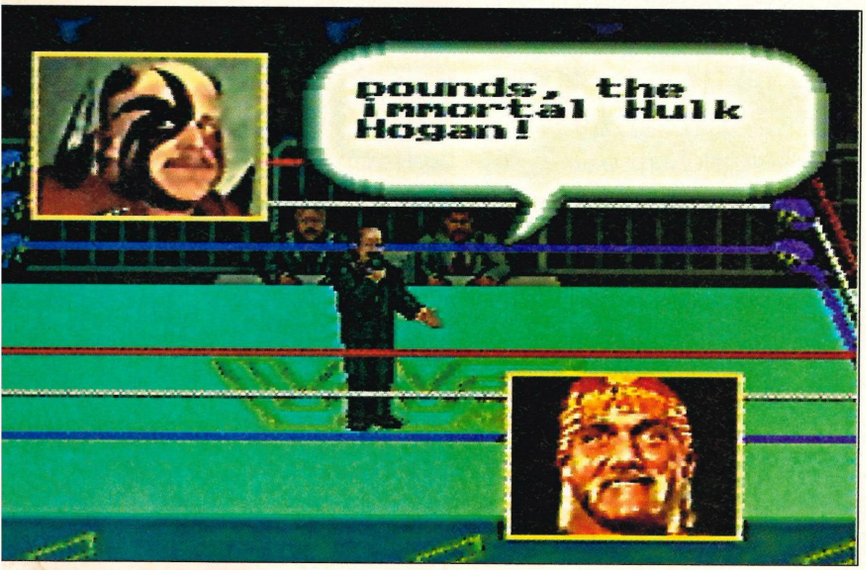
PRO tip
Don't let your opponent off the floor – repeatedly jump, punch and kick to keep him down – don't retreat to make some big, spectacular move.

Executing the various moves is pretty straightforward and there certainly are a number available, yet the biggest disappointment has got to be that there aren't any special moves for each character. As all WWF followers know, every wrestler has their own traits, Macho Man – my fave – is renowned for his amazing aerial attacks and there's no way that the big fat blob they call Earthquake could even dream about doing a dropkick! This reduces the game to a fairer fight with no wrestler having the advantage over the other – when real WWF fans will have been hoping for something more.





WWF looks good but moves a little slowly – the Game Boy version is faster – however for fans it's still pretty good.



The actual rules (or lack of them) are adhered to during each bout and a simple pin for a count of three will win you the contest in single and tag team matches. In the survivor series – in which four wrestlers make up each team – you need to have at least one man standing when you've felled all of the other team. It's not too difficult to overcome any type of opponent on the first two difficulty levels, but the third is a bit more testing – no time for fancy tricks here, just kick them into submission!

If you're heavily into WWF then this will undoubtedly give you great pleasure, especially in two-player mode. But for anyone just looking for a fight game, *Streetfighter II* is the one to get because when you look past *WWF*'s visuals, this is just another run-of-the-mill beat-'em-up.

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X: Lock-up, pin, pull-down.
- Y: Run.
- A: Kick, stamp, tag.
- B: Punch, elbowdrop, tag.
- L: No function.
- R: No function.

PROS: This will, no doubt, have all you ardent WWF fans chomping at the bit. The graphics throughout really are quite spectacular and the three difficulty levels certainly aid the long term appeal.

CONS: The lack of an on-going tournament is pretty awful as is the ommision of any special moves.

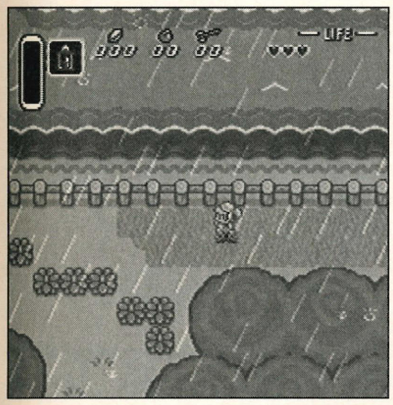
GRAPHICS	92
SOUND	84
GAMEPLAY	78
CHALLENGE	76

PROSCORE 76
SCOREPRO

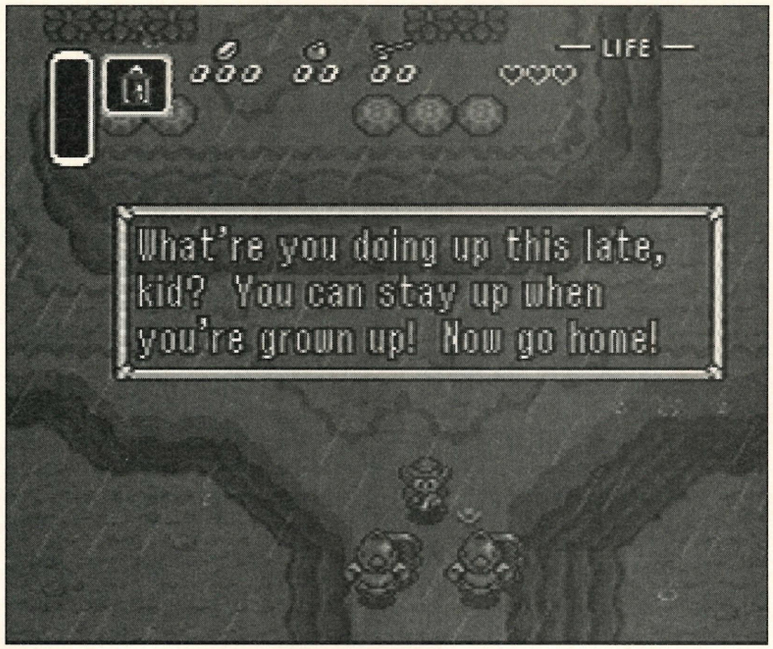
A CLASSIC CASE OF TRY BEFORE YOU BUY!

THE MAGIC MAP
The map is presented in close up 3-D which you can move around to find your position and that of certain items.









The massive and hugely successful *Zelda* series arrives on the SNES with graphics which, at first glance, appear little improved over the NES. In fact they're packed with detail and humour – as is the game itself, a strong contender for the best official UK SNES title so far!

The adventure begins in a small hut where Link awakes from a haunting sleep. During the twilight hours he heard the anguished cries of a princess held captive in a huge castle. Believing that this was more than a dream, he set off into the pouring rain, unarmed but for his wits...

In *Zelda III* you control the young hero as he attempts to first free Princess Zelda and then save his land from evil. The land itself is enormous and there are many locations, including a large town, a desert, a huge forest and many dungeons.

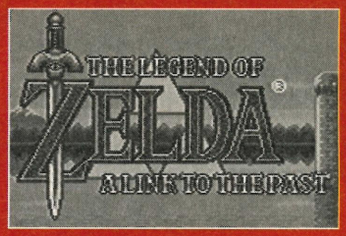
The first part of the adventure is taken up searching for Princess Zelda and then meeting up with a few people to learn more of your quest. Even then, you'll need to battle a few evil-hearted swines, but the real fighting doesn't begin until you enter the castles and dungeons in search of pendants and magical items. Wits won't be enough here – you'll need to discover magical swords, bows and boomerangs to help you kill off the gruesome monsters. There are countless areas to explore and numerous items to collect. From the very start you will find yourself drawn into mini-quests which will keep you up to all hours.

I'm not personally a big fan of these RPG games, but this brings the genre even to the more active, impatient souls who can't bear to go five minutes without waving a sword at something. There's plenty of searching to be done looking for countless dungeons and castles, but there's never a dull moment. The various puzzles are so imaginative and involving the game becomes entirely and completely addictive.

Zelda III is a fabulous achievement and certainly takes advantage of the capabilities of the SNES. Small, but effective visual effects help to create an absorbing atmosphere and the adventure just doesn't seem to end!

PRO tip
Go to the Fairy Pool and keep on throwing items in there. Be honest and eventually she'll give you a power-up shield and sword.

THE LEGEND OF ZELDA III
A LINK TO THE PAST



Publisher: **NINTENDO**
Supplier: **BANDAI**
Tel No.: 0329 822565
Price: £45.00
Release: OUT NOW

PLAYERS: 1
SKILL LEVELS: 1
CART SIZE: 8Mbit
FEATURES: Unlimited continues, Battery save

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X — Jump
- Y — Fire
- A — Fire
- B — not used
- L — not used
- R — not used

PROS: The ultimate adventure! It not look too hot at first, but as soon as you start playing, the character-filled sprites draw you in to their little adventure and you'll be hooked. The classic animation is something that must be seen!
CONS: Too few heated battles to really thrill the hardcore arcade fan.

GRAPHICS	79
SOUND	90
GAMEPLAY	96
CHALLENGE	93

PROSCORE 92
SCOREPRO
A TOTALLY ENTHRALLING AND ABSORBING GAME

LIGHTS... ACTION... PRIZES!



Stop! Hold the front page! We just have to get this competition in this month!

Have you ever imagined what it would be like to stride arrogantly into those last mysterious levels previously beyond your futile gamesplaying reach? Have you ever shouted and roared in uncontrollable fury as you've been cast back from level three million (the final one) to the boring beginning? Have you ever beaten your mother with a sharp stick till she begged for mercy because she waddled past the screen at the crucial moment?

You have!? Well all that's about to change. Gamesplaying Super Wimps and people with fat annoying mothers cheer in jubilation! Hurrah! For SUPERPRO and Datel, in their eternal struggle to improve the life of every SNES owner, are offering you the chance to win not only an Action Replay Pro cartridge, but also an Action Replay T-shirt. With this prize, not only is your play total, your look is too. SUPERPRO covers all the angles!

ACTION STATIONS!

With just three correct responses, Datel's ingenious cart will be winging its way to you. Unleash its force onto the toughest of games and watch them crumble as infinite lives, infinite energy and unlimited time are yours to do with as you will. We've even made it easy for you – the answers to the multiple choice are hidden somewhere in this mag – and it won't take much mental exertion to work out where.

So if you're a winner, or just think you might be, get down to the bottom of this page and work out the answers to the three multiple choice questions. But remember, the closing date for entries is 17 December 1992, and if your answers are not here by then... well, let's just say you're mother should watch out for you.

Send your lucky guesses to *Action Stations!, SuperPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset BH1 1NF.*

Pro ACTION QUESTIONS

1. What's the English translation of Famicom?
a) A famine is a coming.
b) Famous comperes.
c) Family computer.

2. What happens if you open your SNES?
a) Mario and all his friends get a shock from the blinding light.
b) You lose your warranty.
c) It dies.

3. What's small and completely useless?
a) The Mega Drive.
b) Stuart, the grumpy editor's posy lap top.
c) Both.



ACTION STATIONS!

My mum says I must enter this competition before she chucks me on the streets. So here you go...

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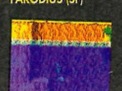
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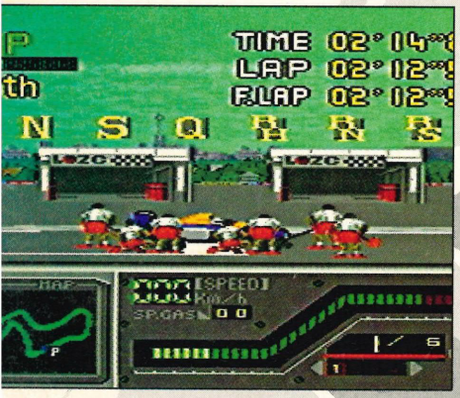
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Updated every month, SuperPro's A-Z of Import Games brings you the complete rundown of everything available overseas – although either not good enough or not scheduled yet to come out in the UK. For more information on these games, please contact your local software shop or any mail order company.

ACTRAISER
PRODUCER: ENIX
A fantastic arcade adventure which is mostly an arcade game along the lines of *Castlevania IV*, but also has a *Populous*-style adventure section. It's big, it's beautiful and it's thoroughly recommended!
ProScore 91%

AGURI SUZUKI F1 DRIVING
PRODUCER: LOZC
Suzuki ain't no Mansell but this



● Aguri Suzuki F1 Driving

game gets pole position for its authentic controls and car capabilities. It's tough to control to begin with but a tweak here and there in car selection mode makes the racing a little easier.
ProScore 85

AMAZING TENNIS
PRODUCER: ABSOLUTE
This game looks absolutely fantastic and sounds pretty good, too. It's great for one player but when you have to play at the top of the court, it gets a bit difficult. Not quite "Super" but nearly "Amazing".
ProScore 81%

ARCANA
PRODUCER: HAL
This 3-D adventure is a bit on the slow side and suffers from poor graphics with the play screen being far too small. Patience, as they say, is a virtue, and it will certainly help here if you are to enjoy this.
ProScore 55%

BATTLE BLAZE
PRODUCER: SAMMY CORP
This slash 'n' stab fight game is obviously similar to *Street Fighter II* with the added bonus of weapons! Its only problem is a serious lack of moves, which soon makes play very boring.
ProScore 64

BATTLE GRAND PRIX
PRODUCER: NAXAT
Like *Super F1 Grand Prix*, this is an overhead view game, although this time there's a split screen. It's tough to get to grips with, but with its two player mode and realism, it's an altogether more playable game.
ProScore 63%

BIG RUN
PRODUCER: JALECO
The SNES seems to have a real problem with driving games from this viewing angle, and like Race Drivin', Big Run shows up one of the hardware faults. The driving action is simple, with a dose of occasional strategy.
ProScore 48%

BILL LAMBIER'S COMBAT BASKETBALL
PRODUCER:
Based on the computer game, *Future Basketball*, this is a rather boring and unexciting attempt at a violent version of basketball. It's got nothing on *NCCA Basketball*!
ProScore 55%

CHESSMASTER
PRODUCER: MINDSCAPE



● Battle Grand Prix

The Game Boy version of this was great yet the SNES version doesn't expand upon it enough. It all looks very bland and the overall presentation is



● Chessmaster

poor. A number of options to please real chess buffs are included.
ProScore 57%

CLUE
PRODUCER: PARKER BROS
This is, in fact, a revamped version of *Cluedo* which though initially quite playable, is ultimately repetitive. For three or more players, however, it's okay. But why not buy the boardgame?
ProScore 69%

DARIUS TWIN
PRODUCER: TAITO
Double the thrills of a shoot-'em-up, perhaps? This one doesn't really differ from the others available but it does have pretty good graphics and solid gameplay. There are much better, though.
ProScore 68%

DRAGON BALL Z
PRODUCER: BANDAI
It's a decision run RPG game in which you select options to dictate your actions (like fly, fight, run, etc), but since it's all in Japanese it's utterly useless to all but Japanese readers.
ProScore 78%

DRAKKHEN
PRODUCER: KEMCO
Initially a strange French computer game, this RPG takes some getting use to. The odd perspectives and strange storyline means that you really do have to be French to enjoy this!
ProScore 49%

EXTRA INNINGS
PRODUCER: SONY
Another baseball sim with small graphics and slow gameplay. Batting is easy, fielding is not, so it can be frustrating. Baseball fans should look elsewhere.
ProScore 61%

F1 ROC
PRODUCER: SETA
A spectacular motor racing game which includes everything that even "our Nige" could hope for! Graphically it's not too stunning, yet the exhilaration and atmosphere more than makes up for that!
ProScore 90%

FINAL FANTASY II
PRODUCER: NINTENDO
A palpable, ponderous and laboured epic. The world is huge, encompassing dozens of villages, castles and so forth plus many different magic spells, items, weapons and characters.
ProScore 82%

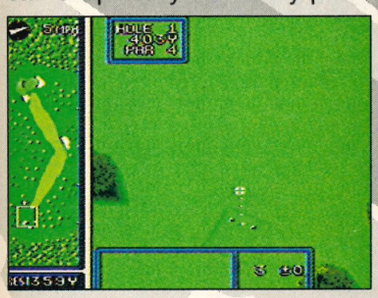


● Gradius III

GRADIUS III
PRODUCER: KONAMI
Based on Konami's classic blast-'em-ups, *Gradius III* incorporates all of the features that make for a great arcade game! A great weapon selection system, loads of aliens and levels and arcade quality graphics and sound.
ProScore 86%

GUNFORCE
PRODUCER: IREM
This is much along the lines of *Xardian* yet it's all a bit jerky. There are more features but the playability suffers from poor controls and thoughtless programming.
ProScore 48%

HOME ALONE
PRODUCER: THQ
The Game Boy version was bad but this is simply diabolical. Graphically it's a very poor joke, whilst gameplay wise, it's about as much fun as sticking a needle in your eye.



● Hole in One

HOLE IN ONE
PRODUCER: HAL
There's only one course and it uses a cumbersome password system instead of a battery to record your progress. The controls, the most important part of any golf game, are okay, while there are a few special effects.
ProScore 55%

HOOK
PRODUCER: SONY
Hook looks pretty good and is incredibly big but it lacks depth and the controls are terrible. Certainly take a look before shelling out your hopefully hard-earned pennies.
ProScore 67%

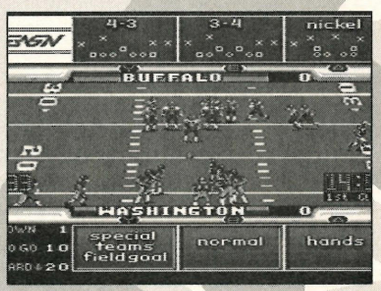
HYPERZONE
PRODUCER: HAL
This looks like *F-Zero* yet is essentially a blast-'em-up and not a very good one at that. The 3-D aspect is hardly of *Axelay* standard. Don't be fooled by the screen pictures; give it a miss!
ProScore 38%



● Jack Nicklaus Golf

JACK NICKLAUS GOLF
PRODUCER: KONAMI
A very, very sad golf game. After you've sat through half an hour's worth of screen updates and swung your club twice you'll be wondering just why both you and Konami bothered.
ProScore 41%

JOE AND MAC
PRODUCER: ELITE
A caveman romp full of dinosaurs and monster wars. Brilliant graphics and non-stop action make this instantly appealing, but it does all wear off after a while. It's pretty darn difficult too, sometimes to the point of frustration.
ProScore 83%



● John Madden Football

JOHN MADDEN FOOTBALL
PRODUCER: ELECTRONIC ARTS
A case of unfulfilled potential here – this isn't as good as the Mega Drive version (a real rarity!). So if you want an American football game, take a look at *Super Play Action* instead.
ProScore 56%

KABLOOEY
PRODUCER: KEMCO
What a strange game. You simply have to go around the different levels exploding bombs and avoiding falling off the platforms. Hardly stimulating stuff. Strictly for puzzle fans.

● Joe and Mac

ProScore 58%

KING OF THE MONSTERS
PRODUCER: TAKARA
A sad and sorry game this. The beat-'em-up action takes place on a 3-D battlefield but it's all very slow and dull. It doesn't offer anything new at all and is only marginally better than *Ultraman*!
ProScore 46%



● Lagoon

LAGOON
PRODUCER: KEMCO
Lagoon is similar to the *Zelda* games, being an adventure full of searching, finding, fighting and, inevitably, dying! It's pretty good, but a little on the slow side to be really appealing to anyone but RPG fanatics.
ProScore 67%

LEGEND OF THE MYSTICAL NINJA
PRODUCER: KONAMI



Based on an old Japanese computer game, this adventure/action game is okay but certainly not earth shattering. Some of the graphics are dodgy and the action's a little bit repetitive.
ProScore 61%

MAGIC SWORD
PRODUCER: CAPCOM
Involves much hackin' and slashin' but not too much of the old grey matter. You are basically required to storm a fortress or two, using magical

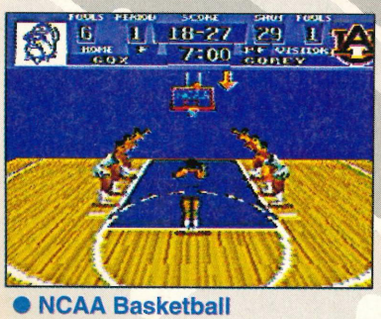


● Magic Sword

items and recruiting other characters to help you overcome the rampaging hordes.
ProScore 75%

MONOPOLY
PRODUCER: PARKER BROS
The classic boardgame makes a surprisingly good SNES game. It's got the American street names but it's still playable with plenty of options and a number of graphical sequences.
ProScore 78%

NCCA BASKETBALL
PRODUCER: NINTENDO
Not only does this include the best graphics of any simulation but it's also the best basketball



● NCAA Basketball



● NCAA Basketball

game around! All of the characters are digitised and the extensive movements are super smooth.
ProScore 83%

PEBBLE BEACH GOLF LINKS
PRODUCER:



● Pebble Beach Golf Links

While it still only has one course, it's a pretty amazing one. There are many neat touches too, including caddies, digitised graphics and a complex yet realistic control system and the options are quite extensive.
ProScore 88%

PGA TOUR GOLF
PRODUCER: ELECTRONICS ARTS
By far the best golf game, *PGA Tour Golf* incorporates a number of courses, options and computer players. Going through four rounds to complete a championship can be a little laborious but it's still great fun.
ProScore 86%

PHALANX
PRODUCER: KEMCO
Another blasting game which, along with *Darius Twin* and *Super EDF*, offers just a mediocre shoot-'em-up. They're all pretty much the same quality, so, if you really don't want the best shoot-'em-ups, look at all of these.
ProScore 67%

PRINCE OF PERSIA
PRODUCER: KONAMI
20 levels of beautifully animated action await in this action/puzzle game. It not only looks good but the number of traps and problems to overcome are immense. A bit weak on the fighting side, though.
ProScore 81%

RAIDEN TRAD
PRODUCER: ELECTRO BRAIN
This is a straightforward blast-'em-up that features a two-player simultaneous mode but little else. It looks over-simplified too, and is just a cash in on the Mega Drive version.
ProScore 61%

ROMANCE OF THE THREE KINGDOMS
PRODUCER: KOEI
This is a multi-player game that is part roleplaying and part strategy but it's all very boring. Even dedicated RPG fanatics will find this very tedious. And being strongly Japanese based, playing it isn't easy.
ProScore 49%

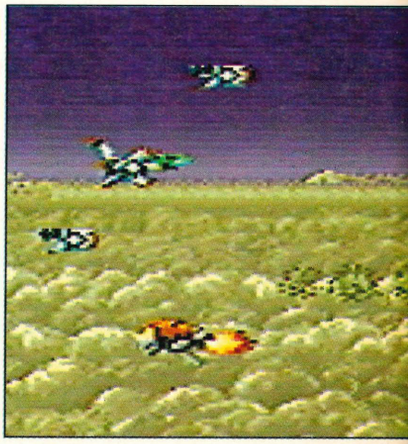
RPM RACING
PRODUCER: INTERPLAY
Like *Super Off Road* except that there's more of everything – more tracks, more parts and more cars. There's also a split screen for two player action. It's pretty darn good, and is well worth searching out.
ProScore 94%

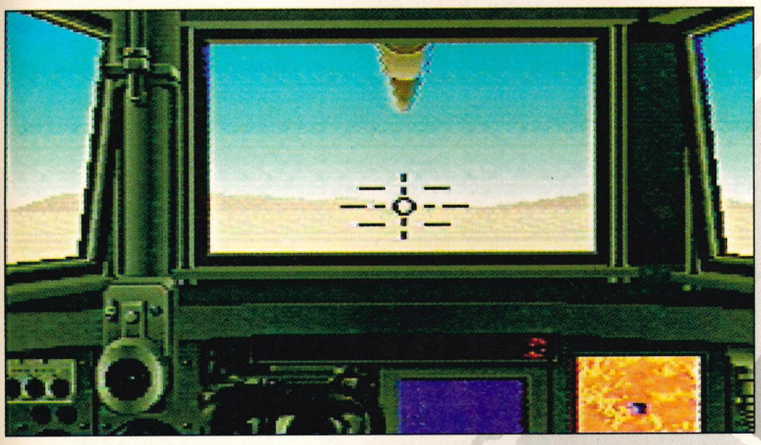
SOUL BLAZER
PRODUCER: ENIX
This is the sequel to the outstanding *Actraiser*. It's more like *Zelda* than its predecessor and, while it hasn't got the same depth, it is significantly more straightforward and enjoyable to play.
ProScore 88%

SPACE FOOTBALL
PRODUCER: TRIFFIX
This is a futuristic American footy game in which you have to guide an android around a pitch trying to reach the end zone with a flying sphere. It's as boring as it sounds!
ProScore 59%

SPANKY'S QUEST
PRODUCER: NATSUME
Nice title, shame about the game. This puzzling puzzler has nothing on *Lemmings* or *Krusty* and should be avoided

● Phalanx





● Super Battletank

by all but masochists – but apparently there are some around!
ProScore 44%

SUPER ALESTE
PRODUCER: TOTO
Yet another shoot-'em-up, although the overhead view and sheer difficulty of this make it one of the better attempts. It looks good, plays well and will certainly have you tearing your hair out in frustration!
ProScore 83%

SUPER BATTER UP
PRODUCER: NAMCO
This doesn't really look like a good SNES game, but it is probably the best baseball game available. Despite being heavy on statistics and such things, the gameplay itself is fast and accurate.
ProScore 83%

SUPER BATTLETANK
PRODUCER: ABSOLUTE



A somewhat macabre and constantly topical scenario accompanies this mediocre murder game. Interesting graphics, various missions and a slight strategic angle are featured but don't really redeem the game.
ProScore 45%

SUPER BOWLING
PRODUCER: TECHNOS
Bowling is a strange theme for a game yet this one works pretty well. There are a few different characters and playing modes, and the graphics make it all the more enjoyable. Playing alone is a bit boring, though!
ProScore 72%

SUPER BUSTER BROS
PRODUCER: CAPCOM
Super Buster Bros is actually *Pang*, that arcade classic. Bursting balloons may not sound like much fun but this is fiendishly addictive, containing some good graphics and fast action. No two-player mode, though.
ProScore 72%

SUPER F1 GRAND PRIX
PRODUCER: VIDEO SYSTEM
While *Super F1* looks pretty good and plays fine, its inaccuracy and frustrating controls mean that Formula One buffs will be a little disappointed. Overhead views never seem to work anyway.
ProScore 59%

SUPER FIRE PRO WRESTLING
PRODUCER: HUMAN
Unfortunately there's no (printable) word in the English Language that can describe this nauseating, almost humiliating game. Even Atari 2600 owners would laugh at this.
ProScore 12%

SUPER PARODIUS
PRODUCER: KONAMI
One of the better blast-'em-ups with a humorous angle as well as the obligatory massacring of aliens. Some of the sprites are enormous and the music is pretty darn good, too. A very polished and playable game.
ProScore 83%

● Super Parodius



SUPER PLAY ACTION FOOTBALL
PRODUCER: NINTENDO
This looks good, plays well and is great for two players. Its options are comprehensive, with 28 NFC teams, loads of high school and college teams, different NFC players and loads of moves.
ProScore 90%

SUPER SOCCER CHAMP
PRODUCER: TAITO
A fast but inaccurate soccer game that many real fans will find terribly easy, terribly boring and, well, terrible. Go for the official stuff instead, like *Super Soccer* or *Kick Off.*
ProScore 48%

THUNDER SPIRITS
PRODUCER: SEIKA
Another shoot-'em-up, *Thunder Spirits* doesn't really go much further than any of the others. It looks pretty good but *Gradius III* should still be your first choice.
ProScore 70%

TKO SUPER CHAMPIONSHIP BOXING
PRODUCER: SOFEL
A very bad boxing game. Inept graphics and laudable controls ruin the whole thing from the outset. Two-player mode might provide some entertainment, but not much.
ProScore 47%

WAIALAE COUNTRY CLUB
PRODUCER: T+E SOFT
Digitised graphics and authentic play don't really make up for the slow pace of this game. Look at *PGA Tour Golf* as well as this and you could find a more fulfilling game in EA's attempt.
ProScore 70%

WHEEL OF FORTUNE
PRODUCER: GAMETEK
Wheel Of Fortune is nothing without Nicky Campbell! Also, this game features a lot of American phrases and spellings so unless you're totally illiterate, you'll probably be confused by the whole thing.
ProScore 64%

XARDIAN
PRODUCER: ASMIK
Xardian is similar to *Super Probotector* in a way, but the graphics are even more impressive! Although it's not quite as smooth or frantic, it's still worth a gander!
ProScore 76%

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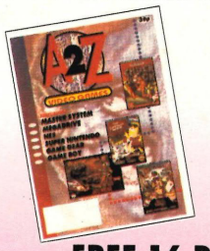
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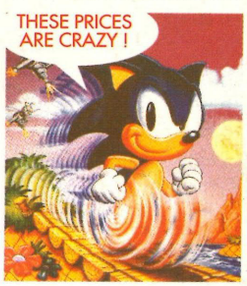
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