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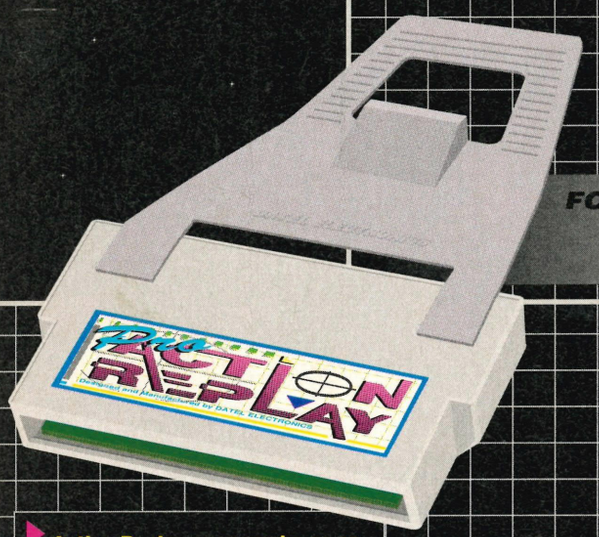
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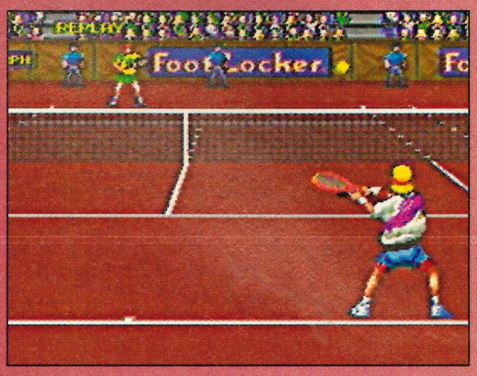


PLAYING TIPS

The first part of a complete solution to *Prince of Persia* is just one of the fantastic features in this massive hints 'n' tips treasure trove starting on .....page 54

DAVID CRANE'S AMAZING TENNIS

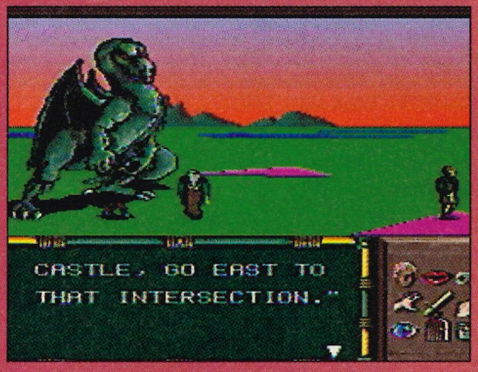
One of video gaming's most famous programmers, the man behind *Pitfall* and *Little Computer People*, gets to grips with the millionaires' favourite sport. Check out the spectacular animation on.....page 24



MARIO PAINT

Jumpin', kartin' or paintin', Nintendo's Bob Hoskins lookalike is simply unbeatable. Check out our *Mario Paint* efforts on .....page 92





DRAKKHEN

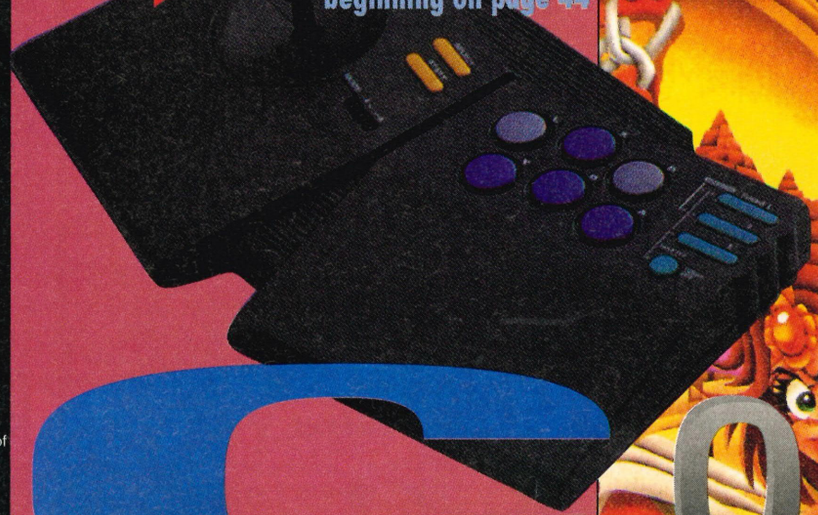
A Gallic classic finally makes its official UK release. Super fast 3-D graphics, fantastic monsters and intricate puzzles will keep all RPGers addicted on.....page 38



The complete guide to Role-Playing Games covers everything from *Actraiser* to *Zelda*. Start adventuring on page 34...

SNAZZY SNES ADD-ONS

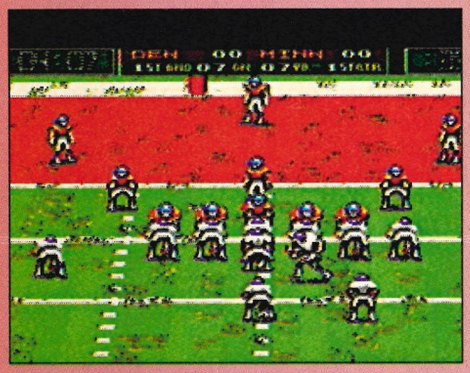
Everything from lightguns to cheat carts to naked joypads beginning on page 44



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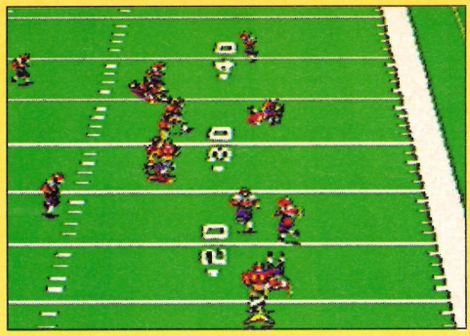
NFL MVP FOOTBALL

Capcom's take on the world's most violent sport is due out early in '93. Check out our in-depth preview beginning on.....page 20



MADDEN '93

Arguably the Mega Drive's best game returns to the SNES, updated and uprated for the New Year. See whether the SNES game scores a touchdown on .....page 40





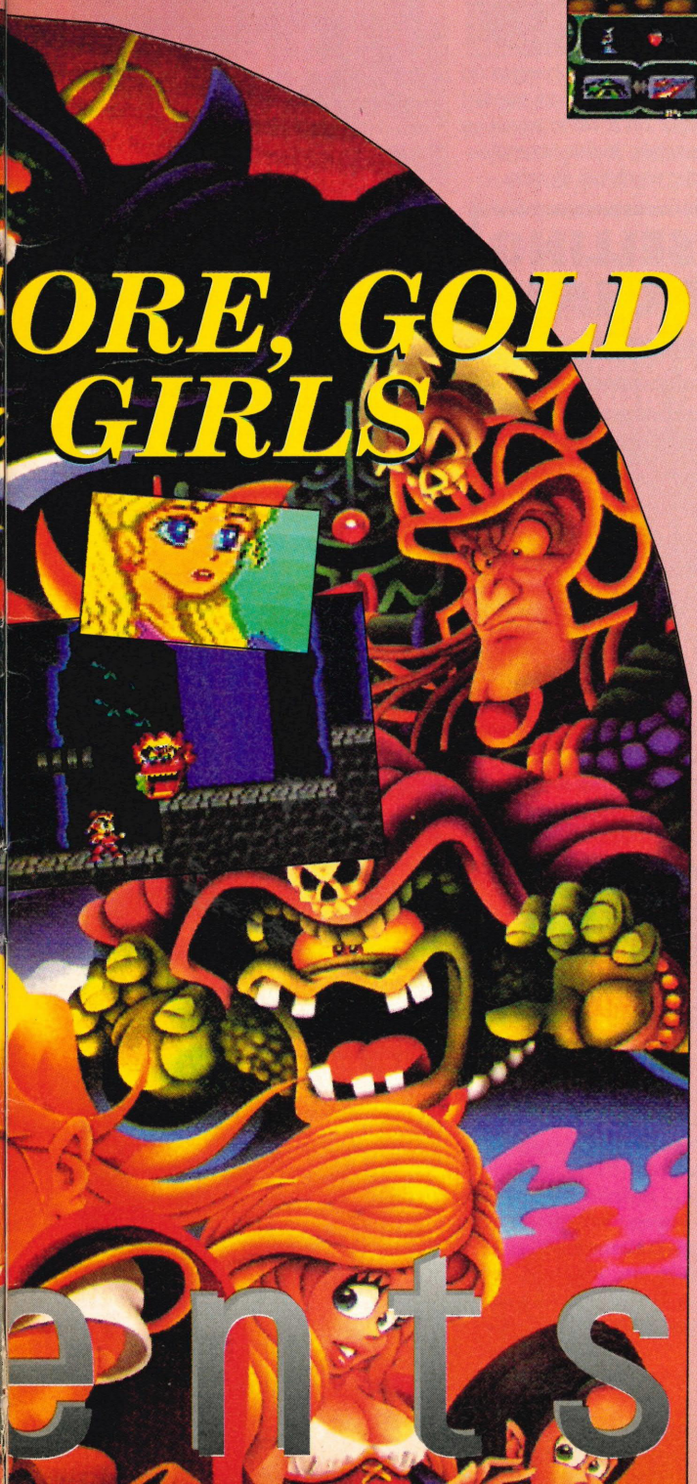
KING ARTHUR

The programming geniuses behind the new 3-D SNES chip show off their gaming talents with this medieval *Lemmings* beater! Read all about it on ...page 80



WING COMMANDER

The PC sci-fi spectacular is due out any day now in the US. We give you all you need to know in this scorching preview starting on .....page 12



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THE PROS



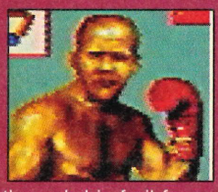
➤ Stuart Wynne – Editor

Stuart "I may mumble and bumble but I only look like a complete and utter duffer" Wynne often fools people into thinking that he doesn't know what he's doing. Sitting studiously behind his LC with eyes straining to see through his big glasses (bought for vanity purposes – he wants to look like Michael Foot) and mop of limp brown hair that only partially obscures a worried frown. He looks a sensitive kind of chappy but this is a dastardly deception. For we, the forsaken SUPERPRO crew, know him as a gremlin of the worst sort – an evil word chopper and designer irritant to boot who, having nothing better to do (having no *real* job), sits (all day long on his comfy chair) busily chopping and changing everyone else's work. He is, to put it simply, a Philistine.



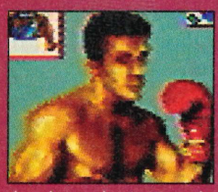
➤ Mark Wynne – Assistant designer

Mark "oh luvvy, darling, let's do some abstract finger painting" Wynne likes to think of himself as a cross between Oscar Wilde and Rolph Harris: men (he believes) who have been thrown cruelly onto the scrap heap of artistic history by Philistines (see above) having no understanding of what true art really is. This, he stubbornly asserts, is also the reason for his failure to be accepted as an "arteest.". For the *real* cause however all you have to do is look at Mark's *Mario Paint* blotches, erh I mean impressionist figures.



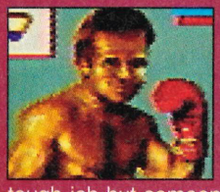
➤ Dave Westley – staff writer

Poor old Dave. He's had nothing but sports sims to review lately, and is he any good at them? Nope. Is it because he's such a fan of 'real' sport? Nope. You see, Dave's not the most athletic person here in the Pro office. Just lifting a Marlboro Light to his quivering mouth sends tremors and spasms of pain through his frail form, so you might expect him to enjoy stationary sports. But woe be us, Dave just hates them – unless it's that *Amazing Tennis* cart!



➤ Ryan Butt – staff writer

Ryan "I'm Napoleon" Butt's mad genius for games-playing has finally knocked him over the edge. After 26 hours of non-stop battling he stood up and declared with all the authority he could muster that it was his mission to smite the Grand Vizier (the arch-baddy in the *Prince of Persia*). Rather taken aback we just stared at this quivering EMF freak who promptly threw himself out the window, where upon this man of dubious intelligence sprouted whippet wings and disappeared in a puff of smoke. Fifteen hours later he returned with a turban, an assortment of Arabian Carpets and a wet fish (which he refuses to talk about). The most spooky thing is that all the baddies in our Prince of Persia cart have disappeared, as has Ryan's mind (and yours obviously – Ed.)



➤ James Hicks – Designer

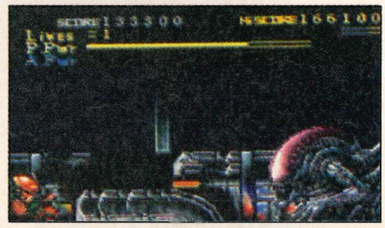
James "I'm an Australian and have to stand on my head all day" Hicks is the busiest man in the SuperPro office. He spends all his hours moving graphics boxes around a very large screen. The hope is that with enough tinkering SUPERPRO's pages will, eventually, look very pretty. It's an ever so tough job but someone's got to do it. When he's not over-exerting himself in this way James likes to listen to all the "Our Tunes" that he's faithfully recorded over the years. Weeping into his soggy handkerchief he's known to nod his head and exclaim "I understand! I've been down that road too." Yes James is a very sad man.

SPECIAL THANKS...

To Video Games Centre (0202 527314), AMS (081 450 2166), KC's Computers (0509 211999) for supplying numerous games for our enjoyment... erh, I mean review purposes.

MONSTER-FEST

CBS-Fox have ruled out the next *Aliens* movie being an *Alien vs Predator* scenario along the lines of the recent Dark House comic book – apparently because they still think there's some mileage in *Aliens* without going down the "exploitation"





route. Thankfully for us SNES owners IGS aren't so prudish and a SNES game along these lines is well on its way to completion. The 8Mbit cart features the Alien in all its stages of evolution, from pod to face hugger to snakey alien to full-grown in conflict with the Predator on a world boasting Gigeresque tunnels, factory complexes and dramatic electrical storms.



BESTSELLING CART CHART

(1) SUPER MARIO KART
(2) DESERT STRIKE
(3) STREET FIGHTER 2
(4) AMAZING TENNIS
(5) NCAA BASKETBALL
(6) ZELDA 3
(7) CHUCK ROCK
(8) WINGS II
(9) SKULL JAGGER
(10) MICKEY MOUSE

The chart was compiled by a survey of leading independent retailers including AMS, Console Concepts, Game Pro, KC's Computers & Console Magic, Skytek and Video Game Centre.

YE GODS!

Amiga smash-hit *Gods* is imminent for your SNES thanks to Mindscape. A classic arcade-adventure with lots of switches to throw, objects and weapons to collect, plus a wide variety of superbly imagined enemy sprites. Originally conceived by the Bitmap Bros (who're very famous on computers for *Speedball 2* and *Xenon 2*) it looks much the same as before, but perhaps moves a bit faster. Full review very soon with the US game due out any day now.



WHO YOU GONNA CALL?

We all know how easy most codes are to find with Datel's Action Replay, but for those Duffer Dave's out there who still have the odd problem Datel have set up a Gamebuster Helpline: 0782 745990. It's open 9am-5pm on weekdays and 9:30am-1:30pm on Saturday. While on the line you might order a Universal Adaptor, £15, and now fully *Mario Kart* compatible.

SUPERPRO CART CHART

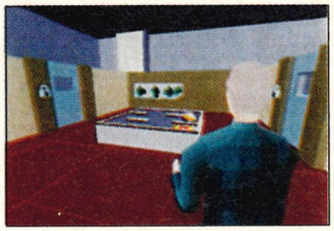
(1) SUPER MARIO KART
(2) STREET FIGHTER 2
(3) SUPER SOCCER
(4) MICKEY MOUSE
(5) SIM CITY
(6) ACTRAISER
(7) DESERT STRIKE
(8) MARIO PAINT
(9) SUPER PROBOTECTOR
(10) SUPER TENNIS

Compiled by Stu polling James *Mario Paint* Hicks, Mark *On The Ball* Wynne, Dave *Amazing Tennis* Westley, Ryan *Mickey Mouse* Butt and Jason *Super Probotector* Johnston.



Brent Leisure, the people who handle the multi-game SNES arcade machine, are now bringing *Super Mario Bros Mushroom World* to UK arcades. It looks good fun so watch out for this snazzy pinball machine!

ZONING OUT



CYBERZONE is a world of virtual reality. An alternative universe that's been created for us as part of the new DEF II season. To be hosted by the Red Dwarf himself, Craig Charles, it's going to make "reality redundant, at least virtually". This, I'm told, is *not* scary, but incredibly sexy...

DEF II have certainly constructed one heckuva computer game using a special arena where human competitors will do battle. This wholly computerised environment is a place of passages, narrow gantries and concrete corridors closely patrolled by an omniscient being mysteriously named THESP, Cyber-Swindon's (!) own God. It is THESP who controls the virtual world of navigators, humanoids and spoilers. It is he that will set the challenges for the competitors, setting two teams against one other.

Of the two teams, one will be formed from well known sporting celebrities and the other from an "ordinary walk of life". Each of these teams will have a double in THESP's world. It is that person that must be guided around the computerized environment.

Running on a network of five 486 PC's running at 50Mhz *Cyberzone* can create its VR images in *real time*.



PROBITS

▼ **THQ** have some promising titles lined up for the New Year, including *Taz-Mania*, *Wayne's World* and a conversion of hit Atari coin-op *Road Riot*.. Currently the company's working hard on CD products and *Ren and Stimpy*, a cartoon series featuring a vicious chihuaha and a stupid cat which is huge in the States.

▼ **Acclaim's** *Terminator 2*, despite featuring in Xmas shopping mags by Menzies and other retailers has been delayed and won't be appearing until March. *Alien*^{3} will be out around the same time, with *WWF2* following a few months later.

▼ **Nintendo** are working hard at the next Mario game in which he faces a horrendously difficult task – making golf interesting. *Super Tee Shot* will no doubt inject a couple of tons of cuteness into one of the most tedious game formats known to man.

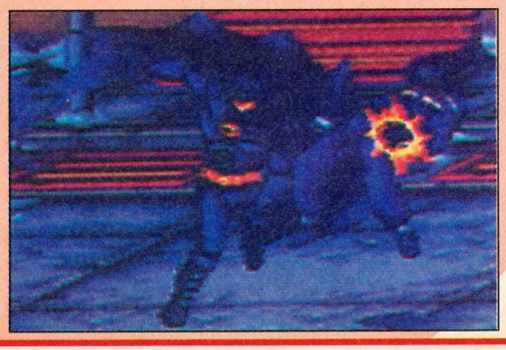
BITSPRO

● **Enix, the publishers of *Actraiser* and *Soul Blazer*, have caused a mini-riot in Japan with their latest release – *Dragon's Quest IV*, a *Zelda*-style RPG. 1.3 million copes were shipped on the day of its release and one store took on 100 temporary workers to handle demand – with little success – a queue 5km long was reported and stocks soon sold out. But until an English text version appears any such UK furore seems unlikely...**

THE BAT, THE CAT, THE PENGUIN

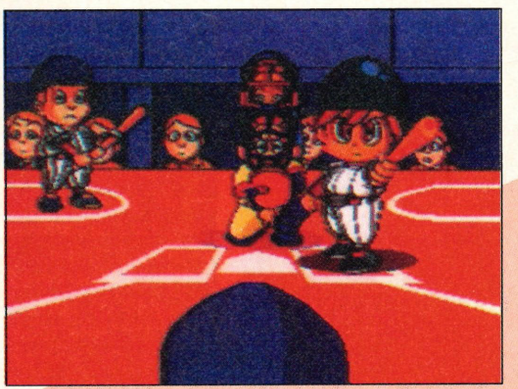
The movie was one of the biggest hits of '92 boasting some of the most spectacular sets, purrfect costumes and dramatic set-pieces yet seen. If the fragmented plot left you feeling a bit cheated, the brilliant visuals were tailor-made for a great video game. Konami are taking their time with a game which promises to be one of the best SNES games to date. As you can see the graphics look gorgeous and the Batmobile scene in particular should be great. But whether there'll be that bit where the Batmobile is stripped in half, Batman does that fantastic flying bit with a swarm of bats and quite how good Michelle's digitization has been we'll just have to wait and see. Early '93 will see the release of this bat-tastic conversion.

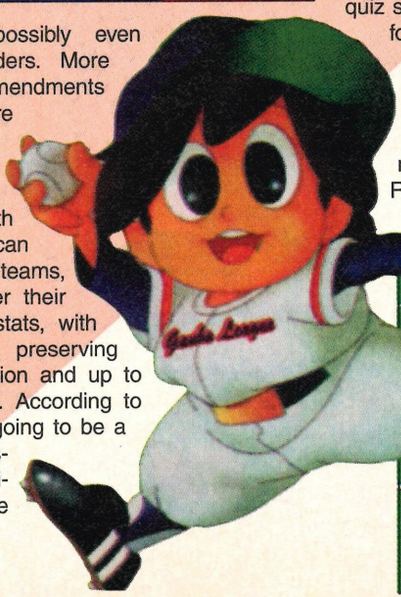




HOW MUCH EXTRA?

Japan's biggest selling baseball game, the super-cute *Extra Innings* by Sony's Imagesoft, is about to be followed up with a sequel boasting even more cuteness and possibly even sassier cheerleaders. More serious ammendments include three more stadiums, leagues and even more in-depth stats. As with the original you can design your own teams, giving each player their own name and stats, with battery back-up preserving both league position and up to two edited teams. According to early reports it's going to be a 16Mbit game, possibly due to animated scenes like the one illustrated.

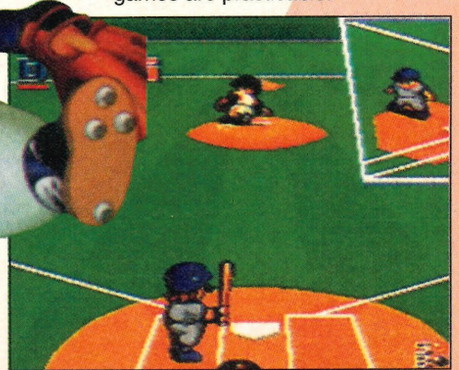






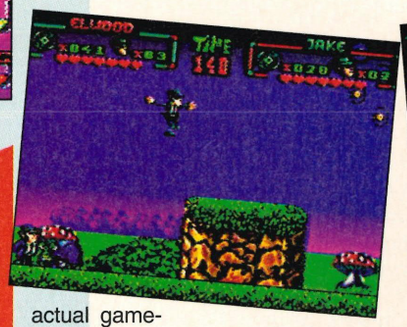
4-WAY TAPS

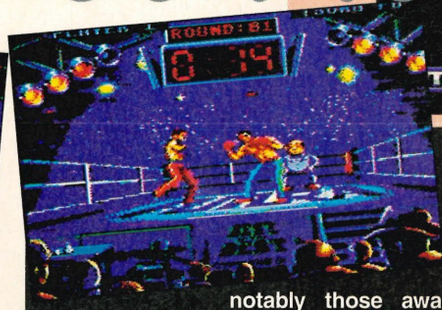
In Japan the latest Super Famicom add-on is multiple joypad adaptors with three different versions being advertised. Party Room 21 has a four-way adaptor out of one socket, and a two-way out of one socket but the games so far seem to be dull quiz show conversions. Hudson Soft have another four-way adaptor out but whether they're compatible with each other has yet to be revealed. If it's got Nintendo's backing hopefully four-player *Super Tennis 2* won't be far off, although then again graphic slowdown might mean the supercharging of the CD-ROM unit is needed before action four-player games are practicable.



The French Connection

Believe it or not, there's actually more to France then snails, baguettes and lickable nymphets like Beatrice Dalle, Emmanuelle Seigner (triply lickable) and Bridget Bardot (urggg). There are in fact, a software house or two, most notably Titus and Loriciel, each of whom have carts very near release. We tripped up Mark "He's off!" Wynne as he tried to gamble out of the office and squeezed the info into his hands.







Blues Brothers

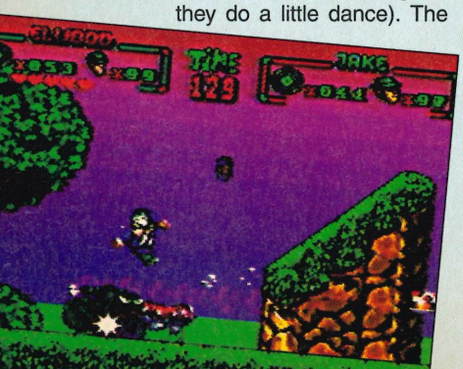


Based on the characters of the cult film rather than its plot (what plot?), this puts you in the dancing shoes of Jake and Elwood as they attempt to reach their gigs across America .

To successfully complete a level in this side-scrolling platformer you have to grab musical notes. Vinyl discs can be thrown at the surrealistic and very mean aggressors that roam the fields, cities and warehouses.

The characterisations of Jake and Elwood are pretty good, looking much like the late John Belushi and not so late Dan Akroyd (one fat, one thin), and if you leave the bros standing still they do a little dance). The actual gameplay is more madcap than soulful, and very hard. That's hard with a very large, firm 'H' and a scowl of "oh, bugger me, it *is hard*!". `Still, there are loads of levels and loads of humorous graphics, some devilishly diffiicult platformy bits and great potential. The two player format is brilliant fun - you can ride on each others shoulders , one firing, one walking/jumping - and all in all, *Blues Brothers* looks a worthy conversion of the Game Boy cart.







And that's the French Connection. Another, dubiously conceived article completed. I'm off for my tea, cooked by my loving, oh so scrummy girlfriend (hello wench beast). Tarraa!

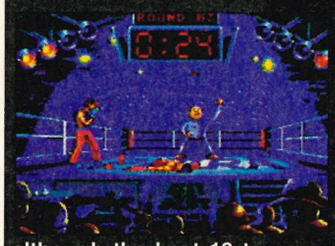
■ Release date: April 1993

Best Of The Best Championship Karate

Best Of The Best, Loriciel's French export (although we think that they should buy more beef from us first), has already won awards, most notably those awarded by a French magazine (unsurprisingly perhaps), but will this martial arts extravaganza being able to match to *Streetfighter 2*!



By all accounts, this game is good - very good, in fact. The aim is basically to work your way to the top of your profession by beating up fellow karate experts and claiming the duly rewarded trophies (to pop on mum's shelf so she can go "Cooo, isn't my lad marvellous", which embarrasses you in front of chums but makes you go red 'cos you're dead pleased really). There's also a little get together called the Kumate that certain fighters are invited to with big bucks awarded to the winner.

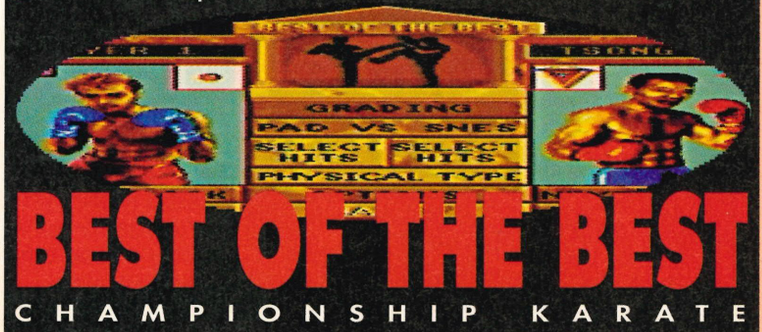


Most astounding of all is the number of moves - a staggering 55 in total! You can choose 13 to be assigned to your fighter, and also which move is triggered by which combination of button pushes. They are all pretty different too - a variety of jump kicks, punches, leg sweeps, high kicks and so much more is available although the best 13 to use will only be found through dedicated experimentation.



There are numerous fighters ready to do battle in *Best Of The Best* but unfortunately, while they get tougher and better, the graphics remain the same for each fighter when in the ring. Still, the whole thing does look really good, especially on the animation front (the referee is the most lively, energetic sprite I've ever seen) and the options will keep you fiddlers busy forever. From the few quick bashes I've had, it looks pretty impressive, if a trifle sluggish, but we'll have an in-depth (what other kind is there?) review in next months fabbo SuperPro!

■ Release date: April 1993



BEST OF THE BEST

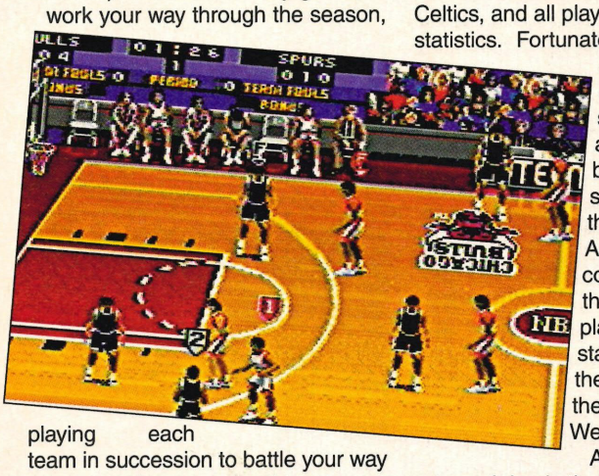
CHAMPIONSHIP KARATE

AIR tecmo

Sports games are notoriously difficult to get right, for every *Super Tennis* there's a plethora of failed sims. Now Tecmo have got a basketball sim on the benches, all ready to go with high hopes for being a two-player game par excellence. As Nintendo rush out *Super Dunkshot/NCAA Basketball* as *Super Basketball* for the UK market, fans and newcomers alike might be best advised waiting a while...



Past SNES basketball simulators have always lacked a certain something. Often what at first seemed to be a spectacular visual treat turned out to be rather disappointing in gameplay terms. Times have moved on since then, and Tecmo's latest offering, *NBA Basketball*, looks set to become the basketball simulator to end all others. You can choose from any team in the American National Basketball Association to play in either a pre-season friendly game, or work your way through the season, playing each team in succession to battle your way through to the championship.



Each team consists of everyone's favourite basketball stars, ranging from the Chicago Bull's Michael Jordan to Larry Bird of the Boston Celtics, and all players have their own statistics. Fortunately you have the option to view the current team starting line-up, and the reserve bench beforehand so as to find out their present form. And for a really competitive match there's an option to play a special all-star game, featuring the best players from the Eastern and Western divisions.

All of the usual rules of basketball apply. You and your team-mates must dribble or pass the ball into your opponent's half of the court, and then attempt to score points by shooting the ball through a basket positioned ten foot off of the ground. As with most sports, there's a whole host of rules and they play an important part in *NBA Basketball*, as it follows the sport by the book.

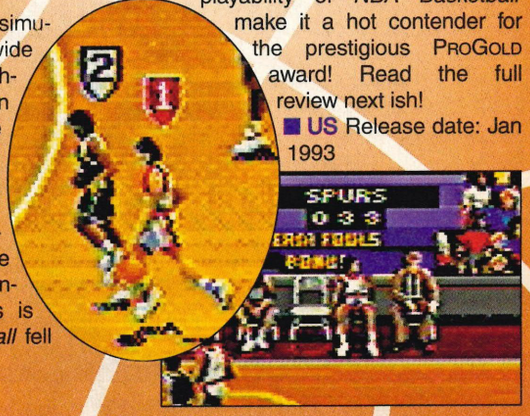


The overall layout is very straightforward, with a simple horizontal view of the action and no annoying perspective, or unnecessary rotation to confuse the play. But animation is great, smooth and realistic, with impressive animated sequences for scoring dunkshots and so on, plus cheerleaders at half time!

For instance as well as manoeuvering the ball about the court, you must concentrate on not taking it out of bounds, a mistake that is easily made in an accurate conversion such as this.

As with other similar simulators, there are a wide range of shooting techniques available to liven up the game and drive the crowd wild. Crowd presence plays a big part in *NBA Basketball*, as the packed hall really brings the game alive and gives you an incentive to show off. This is where *NCAA Basketball* fell short of the mark.





The immense detail and sheer playability of *NBA Basketball* make it a hot contender for the prestigious PROGOLD award! Read the full review next ish!

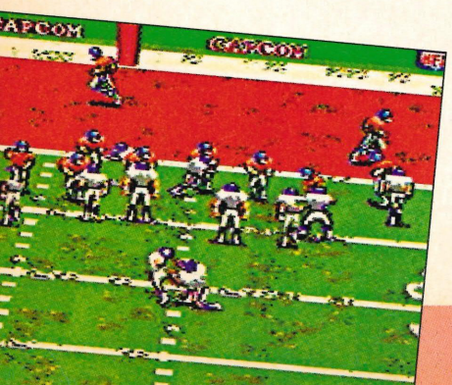
■ **US** Release date: Jan 1993

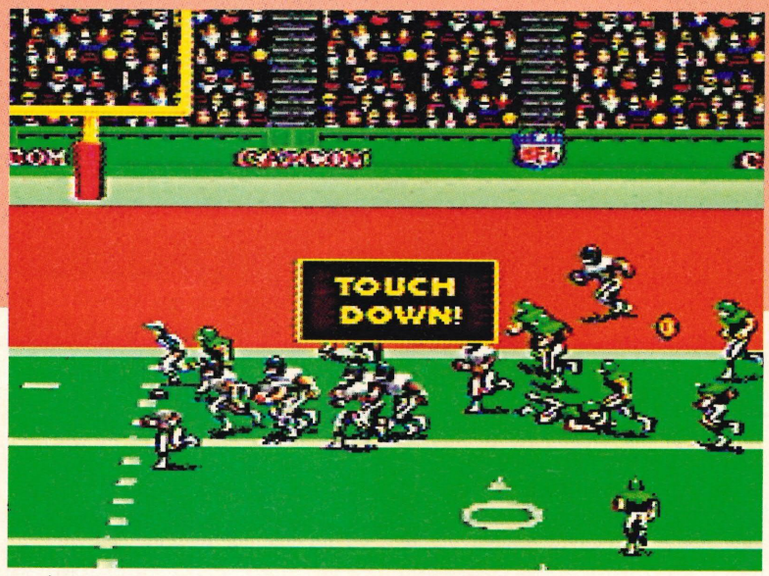
NFL MVP.90



The crunch of helmet against helmet, the crunch of broken bones and the bounce of athletic cheerleaders. American Football is the one of the most violent, lucrative and dramatic sports in the world. Up until now the SNES has been sadly lacking quality conversions. But with *Madden '93* and *Super Play Action Football* already out and Tradewest's *Pro Quarterback* promising a first-person (quarterback) perspective the gloves are coming off as software houses compete for a piece of this huge money-spinning game. But arcade giants CAPCOM have got a reputation for coming second to no-one, so does their *NFL MVP Football* look like the touchdown king?



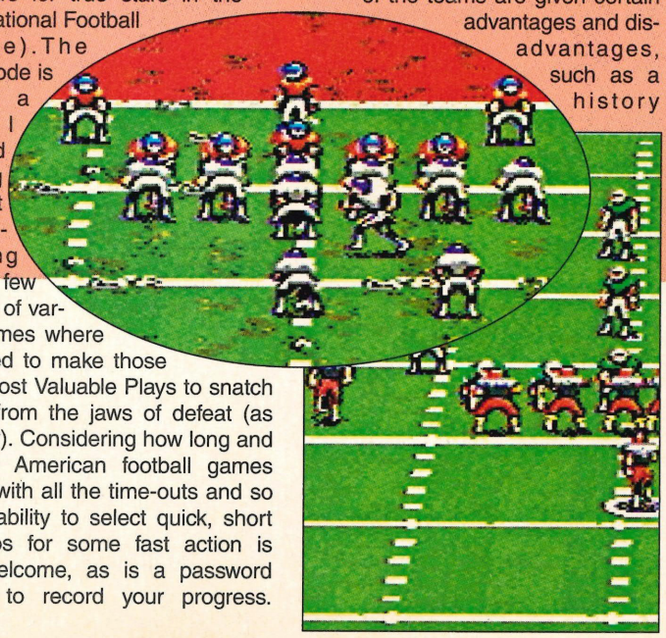


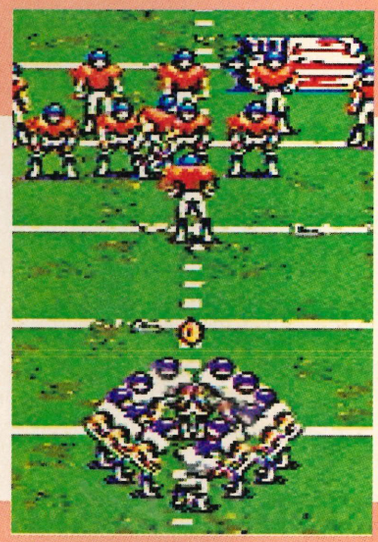


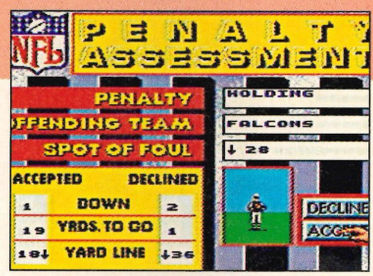
MVP? Most Valuable Play, mate, usually executed by the Most Valuable Player and in this game we're talking about tens of millions of dollars for true stars in the NFL (National Football League). The MVP Mode is in fact a novel and exciting concept re-creating the last few minutes of various games where you need to make those a few Most Valuable Plays to snatch victory from the jaws of defeat (as they say). Considering how long and involved American football games can be with all the time-outs and so on the ability to select quick, short scenarios for some fast action is most welcome, as is a password system to record your progress.

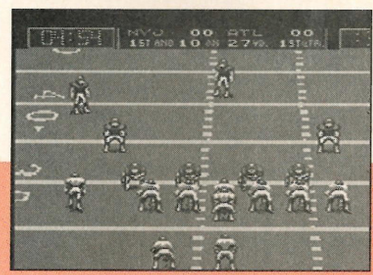
There are about twenty different scenarios (actual plays from the NFC we believe) in which you have to score a touchdown or two within a tight time scale to win the game. All of the teams are given certain advantages and disadvantages, such as a history of injuries, making the outcome even more unpredictable.

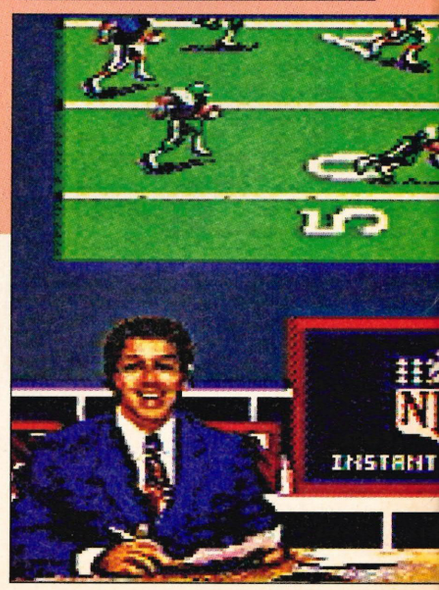
The actual game seems a close cousin to *Madden '93* with a tilted overhead perspective and plays displayed in groups which when chosen between reveal various chalkboard diagrams, showing exactly





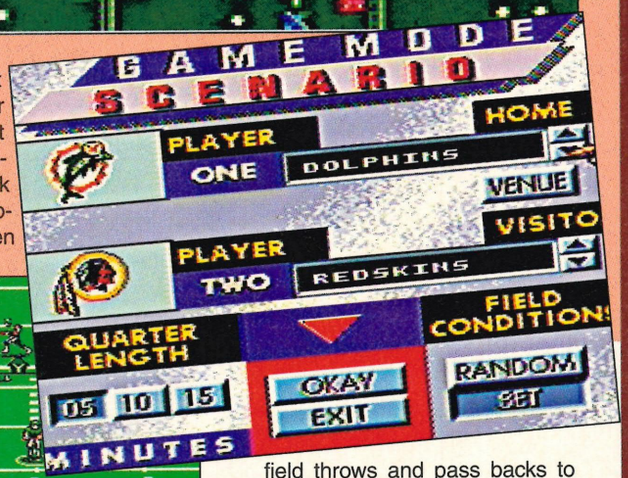




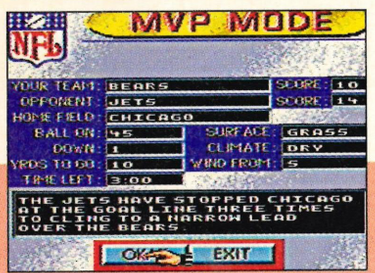




what each play entails, be it defensive or offensive. Just about every conceivable attack has been incorporated from open field throws and pass backs to fake field goals and goal line rushes while the defence can line up in many different forms to try to prevent the other team from making first down.



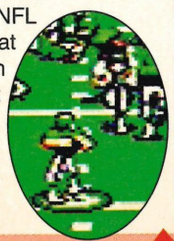




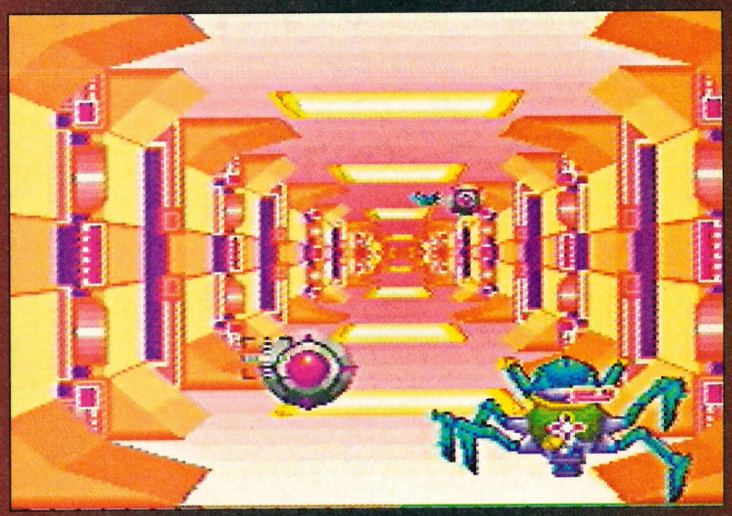


MVP Football hasn't got the teams of *Super Play Action Football* but it has all of the moves, a championship mode, variable weather conditions, official NFL endorsement and that CAPCOM name which should ensure great playability.

■ US Release Date: January



X-CELLENT?



The latest SuperScope game is nearing completion thanks to Kemco. The story sees a hi-tech return to the world of MADness, or Mutually Assured Destruction, with massive military machines primed to destroy the world in case they come under attack. There are no missiles arcing toward Compound X, but its central bio-computer has gone mad and believes its nuclear obliteration is imminent. A world-busting nuclear response has been set in motion and its formidable robotic defences activated. The latter are known as X-TRA, or the eXternal Threat Recognition Assault system, and boy are they tough. A massive region is known simply as the X-Zone, an x-termination zone where everything, but everything dies. It's your task to infiltrate the X-Zone and X-Compound, shut off the X-TRA and halt the launch of its nuclear missiles!



Someone's clearly obsessed with 'X's but the game itself doesn't look bad mixing several different perspectives to test your SuperScoping reflexes. The game begins with you descending in your rocket suit. The perspective is overhead view with missiles and jets zooming up toward you as you slowly descend. Then there's some horizontal, parallax scrolling as you head for Compound X. There's some nicely animated walkers to take out, and yet more missiles to total. Inside the compound there's more missiles and rather weird alien mutant thingies. Kill all them and you can stroll down a very corridor for a another switch of perspective. The mix of perspectives is reminiscent of the arcade smashes *Operation Wolf* and *Operation Thunderbolt*, the generally bland graphics may not be in the same league but if gameplay's close the SuperScope may finally have a decent game!



■ US Release Date: January





WI
COMMA

There are certain games that are so big that people buy machines to play them. *Super Mario World*'s one such game, and *Wing Commander*'s another. For ages it was only on the PC and people were so stunned by the graphics, imaginative scenario and cinematic style that they actually bought PCs. Hard to believe, but true. Now it's coming to your SNES!

The scenario takes place in the year 2649. The Terran Confederation (your lot) have been locked in battle with the Empire of Kilrathi (the nasty lot, who look like cats) for 35 years. Now you've joined the veteran warship Tiger Claw as a rookie pilot determined to be the one who finally defeats those overgrown tabby cats. The game's thirty or so missions develop in a truly cinematic fashion. Not only are there brilliantly drawn and animated sequences such as the briefing session, but the actual gameplay brings in various plot details with pilots even refusing to attack enemy ships because of the various twist in an intriguing, character-driven plot!





CONTRO

EACH OF THE FOUR FIGHTERS YOU CAN FLY HAS ITS OWN CONTROL PANEL, BUT THEY ALL HAVE THE SAME BASIC INSTRUMENTS.



EJECT WARNING
If this flashes you should consider ejecting, but shields can regenerate and you can only eject once.

BLASTER GAUGE
The power level of your active gun. Rapid-fire drains this quickly and regeneration is slowed down if shields need recharging at the same time.

SPEED INDICATOR
KPS (kilometres per second) is your current speed with SET being the speed the fighter is programmed to follow normally.

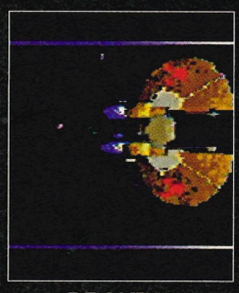
SHIELDS & ARMOUR
The blue bars represent forward and aft shields, which diminish when hit. The numbers represent their precise strength. Fortunately shields regenerate over time – so long as the shield generator hasn't been destroyed! When shields are down enemy fire hits the ship's armour, the yellow-green squares, which don't regenerate. When one of these go down – and the shield hasn't regenerated – another hit in that region destroys the ship.

MFD 1
The left Multi-Function Display shows a diagram of your ship. By pressing Select and Left you can flip between it showing weapons remaining and damage taken.

THE ENEMY FLEET

There are four types of Kilrathi Fighters, they're not as hi-tech as their Confederation equivalents but there's a lot more of them about.

SALTHI: Very fast but only light armour. Rarely attack alone.
KRANT: Medium range fighter. Sometimes sent on suicide missions.
DRALTHI: Long-range interceptors and very quick to turn.
GRATHA: Heavy fighters, well armed and tough. Usually attack on their own.
FIGHTER FIREPOWER: Typically two front-mounted Mass Drivers and Image Recognition missiles which can be outrun with afterburners.
KILRATHI CAPITAL SHIPS: Beside escort fighters, capital ships are defended by their own flak guns and laser turrets.



DRALTHI



GRATHA

WING COMMANDER



L PANEL

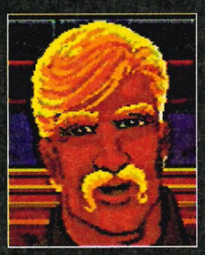


MFD 2
This has three displays for you to flip between: Navigation, Targeting and Communications. Navigation Mode shows which destination you're heading for and distance remaining. Targeting Mode shows a diagram of the enemy you're currently locked on and its status. Communications gives you a choice of who to chat to and then a choice of messages. This enables you to order a wingman to attack, keep formation, attack a target, keep radio silence and return to base. You can also request permission to dock and taunt your opponents with insults like "Here Kitty, Kitty!"

FUEL GAUGE
If you run out of fuel, emergency reserves will keep you going at a slow crawl.

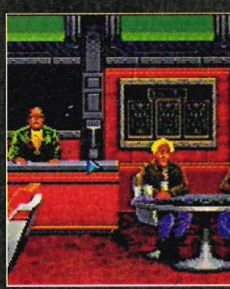
RADAR DISPLAY
This 2-D representation of 3-D space takes a little getting used to. Basically the centre ring represents what's in front of you and your gunsights. The top quadrant is what's above you, the bottom what's below, left and right what's left and right, while the outer ring is space behind you.

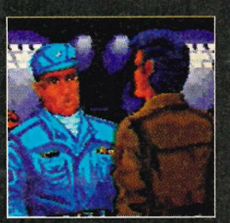


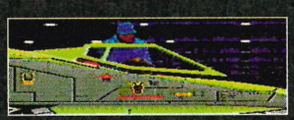


PILOTS

There are around 12 pilots who you will encounter in *Wing Commander*, eight Confederation and four Kilrathi. The goodies include a wide range of characters, everyone from Professional's Professional James "Paladin" Taggart to rookie Todd Marshall to the lovely Jeanette "Angel" Devereaux. They all have their own way of acting, some are timid obeying your every order, some are much more independent minded! It certainly makes for interesting missions.





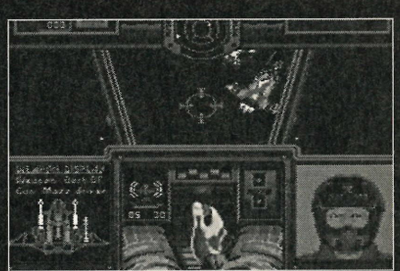


MISSION TYPES

DEFEND: A fixed position such as a base or capital ship must be defended. Be careful not to be drawn away by a diversionary fighter attack!
ESCORT: Fly formation with a capital ship and, again, don't be tempted away from defensive role by Kilrathi tactics.
INTERCEPT: Seek and destroy Kilrathi ships.
PATROL: It's up to you whether you break off your flight path to attack enemy forces, or turn tale and run for home! Instant decisions on the strength of the opposition are vital.
STRIKE: Probably the toughest mission type. You and your Wingmen must take out a Kilrathi capital ship. Team work is vital with the Wingleader concentrating on placing the killer missiles while his Wingman must defend against enemy fighters.

WING COMMANDER

Publisher: **MINDSCAPE**
US Release: **DEC**
Cart Size: **8Mbit**
Features:
Password save







KRANT



SALTHI

PLAY NAKED

WIN! TEN QUICKJOY SN PRO PADS!

It's competition time yet again. Yes, with this fantastic issue of SuperPro comes another chance for you to get loads of great, gob-smacking goodies for absolutely nothing at all – well, just 18 pence payable to the Royal Mail – not even enough for a carrot. And, talking of carrots, this prize certainly isn't one. No, it's a SN Pro Pad, arch nemesis of all digitized aliens everywhere, a state-of-the-art Red Hot Killing Machine, and a joy to (be)hold to boot.



After the enormous success of last month's multiple choice quiz (like the GCSEs all you duffering fools do at school – ha!) we've decided (that is, the two star writers, Dave and Mark – more fan mail please) that this month it's time for yet another stupendously witty a-b-c set of questions. (You know, we still find it hard to believe that we get paid for this. It's 5pm on a Monday and we've done naff all today – that's the sort of job you can get with a sound education behind you – white collar work, it's flippin' brilliant.)



As Mark was saying, after the success of last month's competition (winners to be announced, losers to cry cos they're obviously completely stupid), it's time for another a or b or c sort of thingy. With the prize even more spectacular than the last (is it possible?), the questions have to be that little bit tougher. This month then, to stop the Editor, er, I mean idiots with posy laptops from widging the correct order, we're featuring a fourth, non-multiple-guess question.

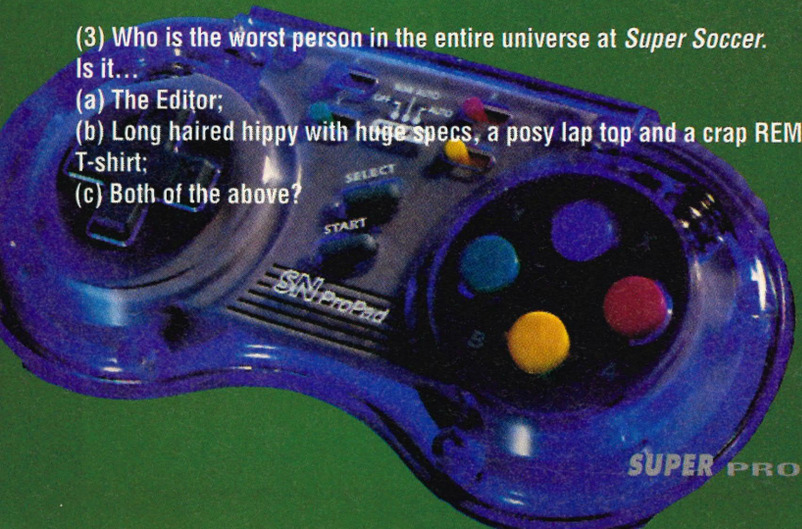
Thus, to win one of the best joypads on the market, offering turbo modes and autofire options in a comfortable, yet attractive shell all you have to do is get down to the following questions. But remember, though they may look easy, they're actually a lot tougher than your GCSEs. So don't be fooled!

GCSE ENTRANTS

1. Who's the grump with the posy lap top. Is it...
(a) Mr McGrumpy Editor with the posy lap top;
(b) Jimmy Hill and his big chin;
(c) Dumbo with his big ears?

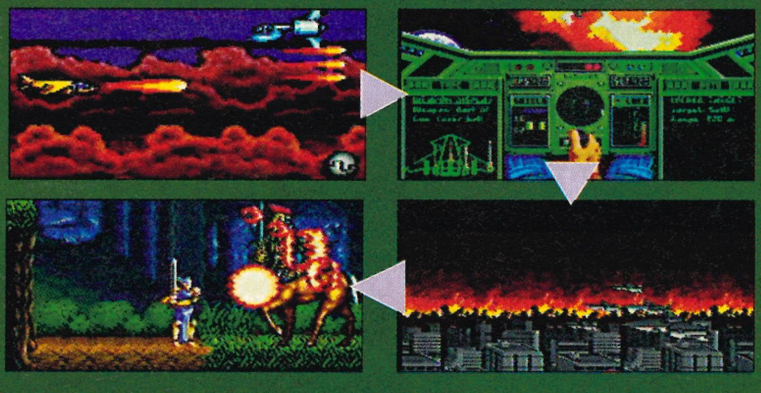
2. Where is Ryan's brain. Is it...
(a) A trick question – he's never had one;
(b) In Stuart's head – they only have one (a very small one) to share between them;
(c) In his head?

(3) Who is the worst person in the entire universe at *Super Soccer*. Is it...
(a) The Editor;
(b) Long haired hippy with huge specs, a posy lap top and a crap REM T-shirt;
(c) Both of the above?



(4) See the pictures on this beautiful page? No they're not just here to fill it up you fool! To win, not only must you get the multiple guesses correct (well, mostly, we know there's no real answer to question two!) you must also link these fine images up to make a coherent story. The only rules are that the story must centre around Stuart's posy lap top and Mark and Dave must be the heroes (Dave much the biggest hero please cos it's got to reflect real life). Feel free to take the mickey out of every one else...

So should you feel lucky, send your imaginative offerings to Super SN Comp, c/o Mark and Dave, SuperPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. All entries must be received by 21 January 1993. And remember, Dave and Mark's decision is final!



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 70.









PROfile

DISTRIBUTOR: Bandai used to be the exclusive UK 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.

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.

LONGEVITY: 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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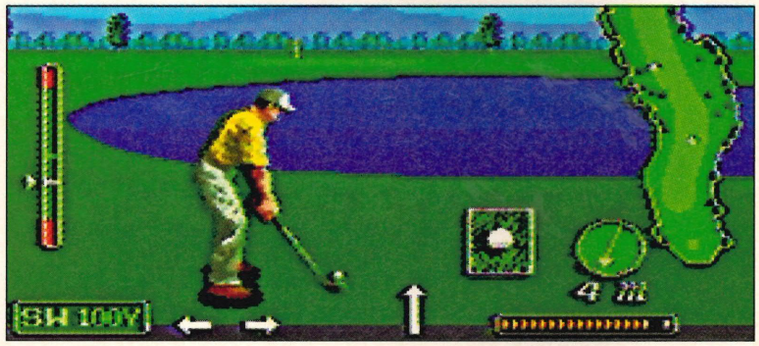
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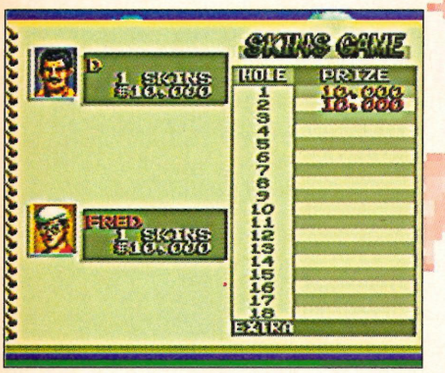
Not only do the four different characters have their own special attributes, so the various clubs shrinking the spin gauge for a 1 Wood (right) and enlarging it for a 5 Wedge (below). The wealth of different factors affecting the quality of your swing, from wind to terrain conditions, all add up to making one of the most sophisticated control systems around.





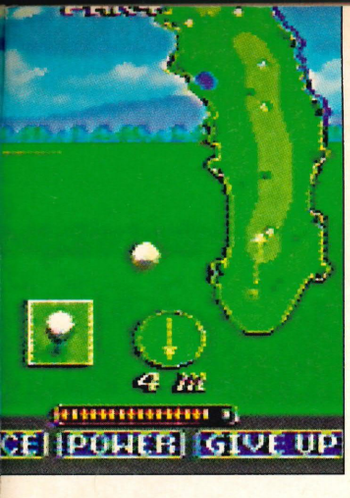


Irem Skins **opens with one of the slickest, most cynical, intro sequences ever. A white ball, sliced across lush verdant grass, races towards its home, a large hole in the ground. Before reaching this destination however you notice the background beginning to change: subtly transforming itself from grass into a crisp US dollar - a sign of how integral money is to sport generally, and to golf in particular. But the crucial point we must concern ourselves with at this point is not the morality of this fact but why David "Give me lots of money, I'm special too!" Westley was never taught to play this sickeningly stupid game.**



Unlike so many other carts, the impressive opening sequence of *The Irem Skims Game* is not a means to obscure an otherwise dull game. Rather, the opening sequence is an indication of how things are to go on, with quality *seeming* to pervade its every facet. Once you're past the title page you enter the first of many options pages in which you must choose from one of four modes that represent every conceivable arena of play: a Tournament Mode, a Skins Game

THE IREM SKINS GAME



Time your swing to hit when the line's in the green part of the gauge: hit the red zones and you could get a "duff Mark" or a "whiffy Stuart" – an absolutely terrible thought I'm sure you'll agree!







Mode, a Match Play Mode and a Stroke Play Mode.

The Tournament mode represent the type of game we are most familiar with. You choose how many days the tournament will last for and, in this way, how many holes there will be. The aim for each player is to attempt to reach each of these holes in the lowest number of strokes. The player with the lowest score at the end of the competition wins. With the Skins Game mode you must attempt to hole your ball before your opponent does. The winner of this "race" wins the prize money - the lowest amount being $10,000. After 18 holes you can thus be a very rich man indeed!

The Match Play mode pits two players against each other. After each hole, the low score player wins and the golfer who has won most of the holes at the end of the competition takes the prize. The final mode, "strike play", is much like the tournament mode in that, at the end of 18 holes, the golfer with the lowest score wins.

After choosing in which mode to play you may then choose how many players there are to be. Up to four players can participate at any one time, each of which may adopt the characteristics of one of four golfers. These have their own individual strengths and weaknesses. Mr LongShot majors in long shots (no!) and minors in any finesse; Mr EvenHand's a jack of all trades but fails to master any one of them; Ms StrongGreen is technically brilliant but lacks strength whilst Mr CurveClub (No, I'm not talking about you again, Mark) has a bag full of "tricks" but lacks, like Ms Curve Club, the strength for any longer strike.

The game's major strength lies in the wealth of control options; having to choose your own club; the strength of the shot that you play; the curve you put on the ball; whether to hook the ball, or to slice it. Mastering all these is vital if you're to cope with the strength of the wind, the roll of the green, the trees, pits and water holes.

In addition to these options is the Spin Gauge which tries to represent the "real life" requirement of learning how to handle each individual club. The gauge is a box with an arrow running up and down its length. Press fire when the arrow's in the top half to slice, and the bottom half to hook. The length of the box varies with the size of the club (the bigger the club, the smaller the box) and the speed of the arrow with the strength of the shot. There's also red zones at top and bottom, these vary according to the size of the club and the type of terrain. Hit the ball whilst the arrows in this red area and your shot will be either be a "duff" one (AKA a "MARK") or a "whiff" (AKA a "STINKY STUART").

Combine all this technique with top quality graphics, impressive use of Mode 7 and parallax scrolling, plus great sound, and you've got a winner, surely? Unfortunately, no. In fact the game's badly crippled by just one course and one skill level. So after the controls have been mastered (which won't take too long) it's all going to be very, very easy with any long-term challenge disappearing rapidly. EA's *PGA Tour Golf* may not look a fraction as good, but by virtue of lots of courses and skill levels remains tops.



PRO TIP

Keep an eye on the map on the right. Use this to judge where to hit the ball until you're near the green.



Publisher: IREM
Supplier: VIDEO GAMES CENTRE
Tel: 0202 527314
Price: £49.99
Out: TBA

Players: 1-4
Skill Levels: N/A
Cart Size: 8Mbit
Features: Four players can play at any one time; four different golfers with different skills and attributes from which to choose

CONTROLS

- ▲ Chooses club.
- ▼ Chooses club.
- ◀ Hitting directio, power, chooses club.
- ▶ Hitting direction, power, chooses club.
- X To go back one screen.
- Y To go back one screen.
- A Hits the ball.
- B Moves cursor to the right.
- L Moves cursor to the left.
- R Moves cursor to the right.

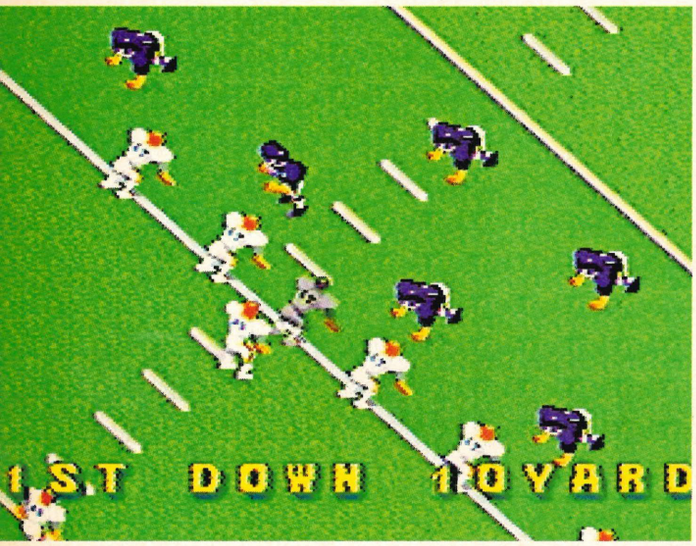
PROS: Excellent graphics, fine sound and the ease of the play wins the *Irem Skins Game* the best looking and most immediately playable golf game title.

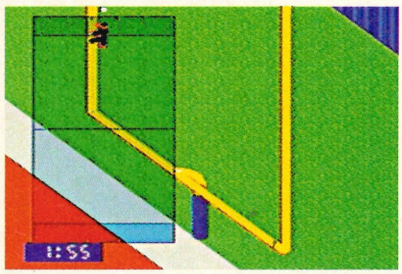
CONS: But with only one skill level and one course this game lacks in gameplay what it promises with it's graphics. Shame.

GRAPHICS	87
SOUND	80
GAMEPLAY	79
LONGEVITY	69

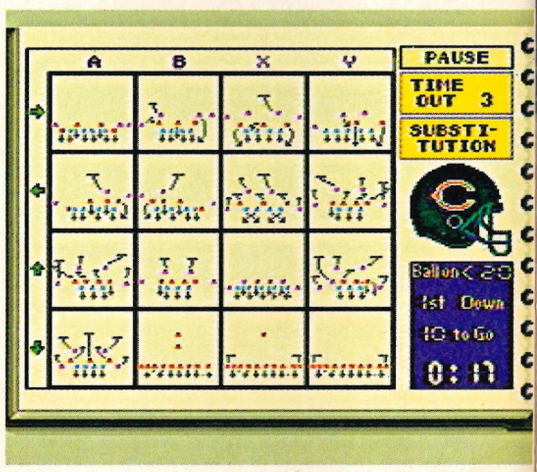
PROSCORE
70
SCOREPRO

SUPER PLAY ACTION FOOTBALL



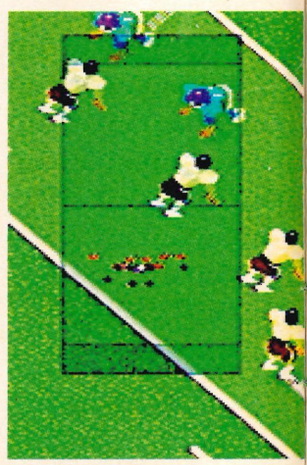


The moniter below shows that the ball has been intercepted by the defensive team. No wander the hag on the left is looking so irrate! The Cincinnati Bengals are closing in on Chicago's end zone (left) – one well placed pass could seal the game.









Hot from the sun–drenched shores of America comes *Super Play Action Football*, a simulator that provides an entirely new perspective for American Football. This version boasts more plays, more teams, and more gameplay. So how does it compare to the others down on the touch-line wonders Ryan Butt.

The SNES market is becoming, ever more competitive for American Football games, yet so far it has failed to deliver a package that really captures the complexity of the sport in a truly playable way. However when *Super Play Action Football* arrived on the scene, it looked like the search for the ultimate football game had come to an end.

Super Play Action Football isn't just any old football game, no siree! Not only can you compete with all your favourite NFL teams, but there are also 97 college clubs and a number of high school squads represented. The idea being that rather than go in head first and get thrashed by a professional team, you can compete at college level and get a feel for the controls and plays before entering the game at a professional level.

When playing in the High School

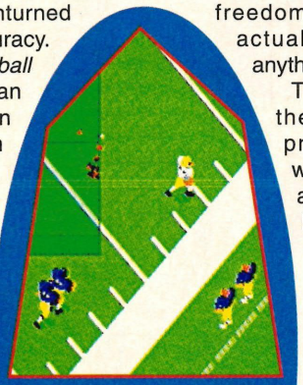
League, you can introduce your own personalised team by selecting the name and uniform colours. For anyone that is even remotely in the dark as to the rules of American Football, then the High School League is the one to start at. It is by far the most playable aspect of *Super Play Action Football* as the plays are simple to carry out, and your abilities are evenly matched with your computer counterpart. The College League is slightly more in-depth, introducing more plays to the game as well as harder competition. The idea is to battle your way through the top twenty teams and earn a chance to compete for the prestigious College Bowl.

Then there's the professional league, the NFL. This is undoubtably the most challenging aspect of the game, and should only be attempted by true enthusiats . The NFL requires you to know all of the plays inside out, and be able to carry them out with the accomplished ease. Scoring in professional games is by no means easy, it takes pin-point accuracy and split second timing to deliver the ball into your opposition's end-zone. If you manage to retain a winning streak throughout the season, you'll be in with a chance of competing in the playoffs for a chance to meet another team in the Nintendo Super Bowl.

Never before has such a detailed conversion of such a complicated sport been carried out so effectively.

Whereas other American Football games concentrate on the professional side of the sport, *Super Play Action Football* allows you to develop your skills by working your way up from a High School circuit to the big time. I'm not exaggerating when I say that no stone has been left unturned when it comes to accuracy. *Super Play Action Football* comes complete with an extensive instruction booklet to put you in the picture, as well as a separate Play Book for you to keep close at hand when deciding which tactic to befuddle your opposition with.

It would seem that the quest for the ultimate American Football simulator could be at an end, sadly not. Although *Super Play Action Football* is probably the most acurate simulator around, it is let down by the odd perspective in which the action is viewed. Unfortunately you can only view a small area of the pitch at a time and this makes the execution of plays very difficult as you can't see past the player in possession of the ball. Even the most complicated of plays are limited to just pressing a button at a certain time and hoping for the best.



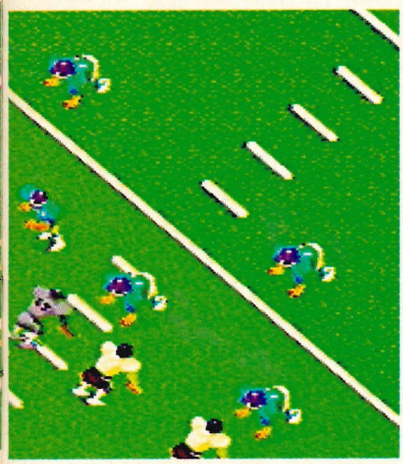
PRO TIP

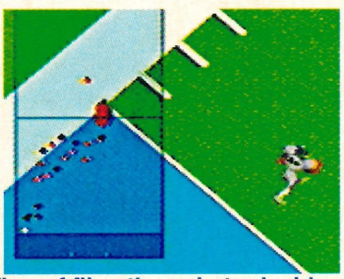
In the High School league, the most effective way to move the ball upfield is to use short passes.

On defence, your involvement in the game only requires you to select the play, after that you can just sit back and watch to see if it was the right choice. Call me Mr Picky, but I prefer to be an active participant in the games I play, and this game simply dosn't allow you enough freedom to feel as if you'll actually contributing anything.

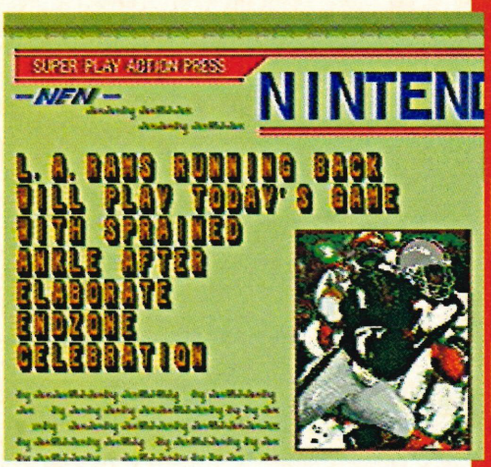
The graphics reflect these flaws; presentation is good with excellent menus and status screens. However in-game graphics are fairly basic and unimaginative. There is little to distinguish one team from another on pitch, and atmosphere is severely lacking. There are however some nice touches such as the referees, and monitor displays.

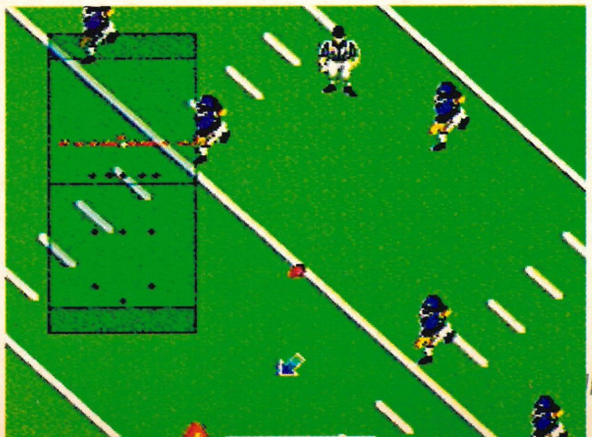
Sound is fairly uninspired, with easily forgettable tunes and spot effects, but the digitized speech is a nice feature, and helps bring the game alive. There is no doubt that avid followers of the sport will fall to their knees when they get hold of this game. But anyone who's looking for a highly playable and addictive American Football should consider *John Madden '93* first.



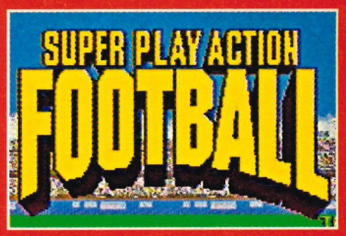


The ref flips the coin to decide who kicks off (below right), and that hag is still miffed about something! Chicago lost the toss and must kick to Cincinnati (below), You must decide the strength and direction of the kick.









Publisher: NINTENDO
Supplier: KC's COMPUTERS
Tel: 0509 211799
Price: £44.95



Players: 1-2
Skill Levels: 2
Cart Size: 8Mbit
Save Game: Battery back-up
Features: Digitized speech

CONTROLS

- Move menus, run left.
- Move menus, run right.
- Run back.
- Run forward.
- X — Throw, tackle.
- Y — Long pass, dive.
- A — Snap, power tackle.
- B — Short pass.
- L — Call audible, spin.
- R — Call audible, spin.

PROS: Great attention to detail. Wide range of option and plays available.
CONS: Bad in-game perspective. Unimaginative graphics. Lacking in on-field gameplay.

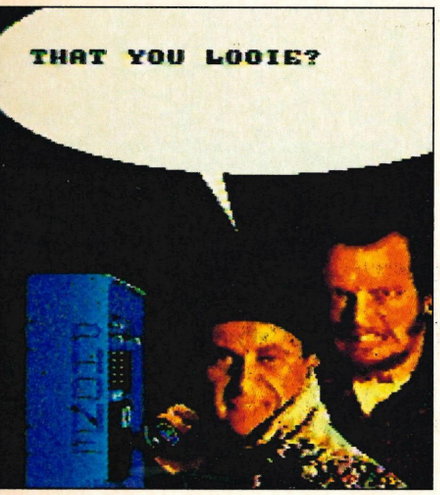
GRAPHICS	68
SOUND	65
GAMEPLAY	71
LONGEVITY	80

PROSCORE 70 SCOREPRO

ONE FOR THE TACTICS-MINDED QUARTERBACKS, NOT CHEERLEADERS!

HOME ALONe 2

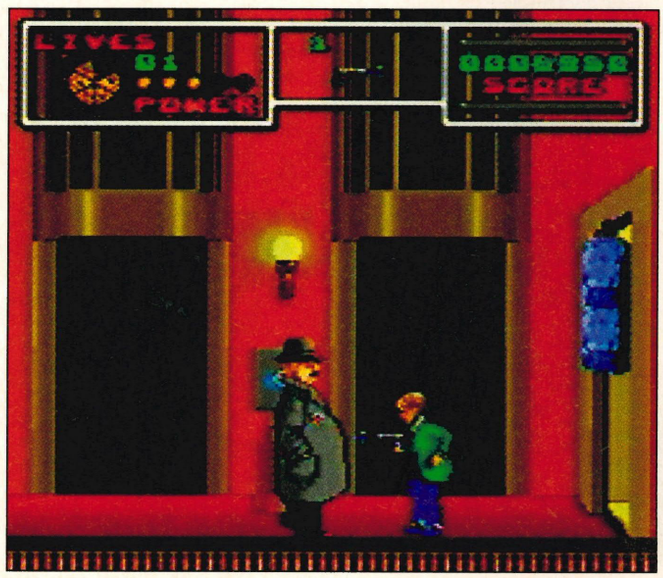
LOST IN NEW YORK



Using their ever so vast imagination the writers for *Home Alone 2* manage to re-lose Kevin McAllister, only this time in the middle of an incredibly hectic New York city. Thus is he freed to initiate his quest of turning the lives of two very petty criminals, Harry and Marv, into complete and utter misery. However here, in this city of sin, the lost and lonely wretch has many more enemies - not only the hapless Harry and Marv, but now the wholly sadistic staff at the Plaza hotel - right down to the vacuum cleaners! Surrealism has thus finally entered the life of Kevin. Unfortunately he's ready for it - sliding under dancing

I had hoped that after the oh so sickly horror movie, "My Girl", Macaulay Culkin would quietly fade into the international obscurity he so rightly deserves. Alas he hasn't. Instead he's re-incarnated himself as that bourgeois brat Kevin McAllister, "star" of *Home Alone*, to terrorise SNES owners everywhere. Head in his hands, wincing with predicted pain, Dave "gloom and doom" Westley plugs in to find out just how awful it's going to be.



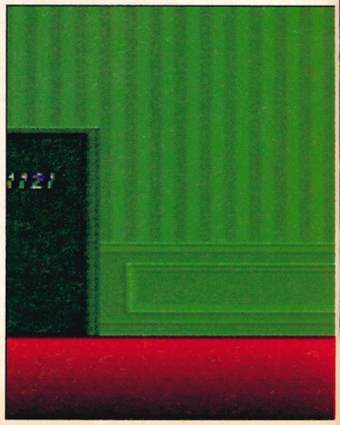






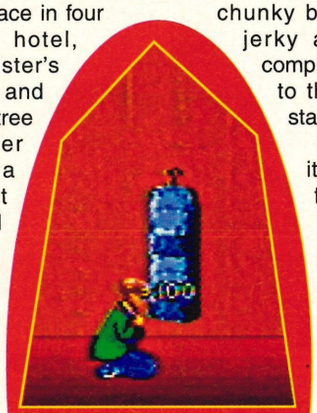
It's not often you can say that everyone's trying to kill you without sounding incredibly paranoid. But here's one arena you can. Avoid everyone and everything. No one likes you.





mops, jumping over suitcases and vacuum cleaners and avoiding a great variety of grown-ups (all of whom seem to have murderous intentions) Still, McAllister proves to be one tough cookie.

The game takes place in four areas: the Plaza hotel, Central Park, McAllister's Uncle's Town house and finally the Christmas tree at the Rockefeller Centre. There's been a definite improvement over the original (graphically horrendous) *Home Alone*, but not quite enough to lift the game. It's still very two dimensional, the colours being much too garish and the sprites much too basic for even a chance of realism. Very little effort has been put into the backdrops: the programmers have obviously hoped that a mass of the vilest and brightest orange, green and red hues would make up for the disastrous lack of detail. They were hopelessly, hideously wrong. Of the sprites, only the main one, McAllister's, looks as it should. With golden locks and skinny body he scampers along the various levels, ducking over and diving under the hordes of hair raising horribles that get in his way. But the other sprites, with their pre-set moves, their chunky blocky graphics and jerky animation fall flat, completely failing to live up to the supa-stupendous standards of the SNES.



PRO TIP

Your biggest weapon is your ability to knock everything off the screen by sliding underneath it.

Still, like the original it's fun to play, if only for the shortest of whiles. Entering various hotel bedrooms, rummaging through other people's wardrobes, closets and beds, and stealing various items that don't actually belong to you, initially holds your attention. It is, as some dairy farmer would say, naughty but nice - appealing to everyone's sense of perverse curiosity. Still, after twenty bedrooms of being attacked by maids (who aren't particularly tasty) and finding the same old crusty items (the same power-ups) the novelty wears a wee bit thin, especially when you're continually sent back to the boring beginning. Once you've got past the hotel kitchen however (a feat that's neigh on impossible) it's on to the next antic infested adventure. Can you keep up with the pace?

There are certainly some nice touches - the power-ups and weapons being one of them. There are necklaces that explode, darts that stun, guns with fists as bullets, pizza slices that give you energy, cookies also giving energy, pigeons that give you a spin jump allowing you to knock enemies away and many, many others. The sound too is good. Well, perhaps that's just a little bit too strong. It's just very average really - not an *Axelay* style soundscape, cataclysmic in its awesome feel, but just a goodish little background ditty. Perhaps it just seems good because average is excellent for *Home Alone 2*.

Like the original, this has been marketed and produced for a younger audience. Thus if you just happen to be a rock hard power player you'll gain very little enjoyment from this cart. For very young sprogs the sad thrill of assuming Macaulay Culkin's digitised body will perhaps compensate for the many lacking qualities normally associated with a game that's worth buying. So I suppose the question to ask yourself is, which category do you fit?







To the right you find yourself in the kitchen. An absolutely hellish place. Avoid the dough, avoid the plate smasher but above all make sure you avoid the end of this machine - it'll squidge you!





Publisher: T.HQ, Inc.
Supplier: VIDEO GAMES CENTRE
Tel: 0753 549442
Price: £49.99

Players: 1
Skill Levels: None
Cart Size: 4Mbit
Save Game: No
Features: Digitized pics of film characters

CONTROLS

- ▲ Enter door.
- ▼ Crouch, slide.
- ◀ Move left.
- ▶ Move right.
- X Summon elevator.
- Y Call for help.
- A Jump.
- B Fire.
- L No function.
- R No function.

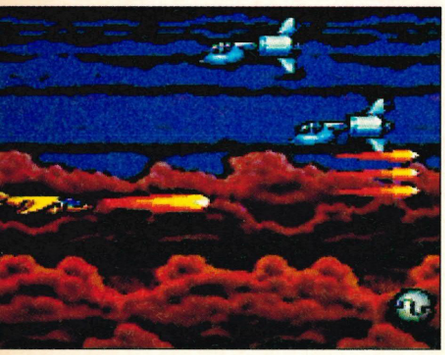
PROS: Can rummage around in other people's rooms!
CONS: Terrible graphics, only average sound and shallow gameplay make for a rather unappealling game.

GRAPHICS	50
SOUND	55
GAMEPLAY	54
LONGEVITY	60

PROSCORE
51
SCOREPRO

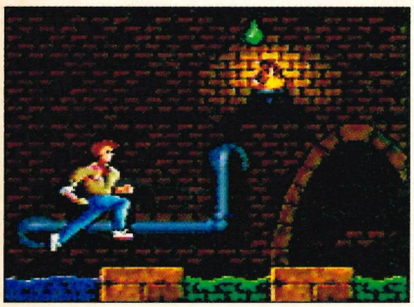
SHOULD BE LEFT WELL ALONE!







Not even Tim Dalton was as uncool as our jeans 'n' trainers cartoon hero whose banal platform action and mediocre shoot-'em-up levels leave you unshaken and unstirred.



Bond Junior is hunting crime boss SCUM Lord. But before Bond can give him a good spanking, two not so tough honchos need to be slapped around a bit: Dr Derange (who's hiding in a Central American jungle) and Maximillian Cortex (inventing a dastardly invention in Venice).

The game has two formats - a run along beat-'em-up section and a scrolling shoot-em-up level featuring either a helicopter, boat or jet pack. Q has scattered power-up goodies around, unfortunately they're very dull: rocket shoes simply make Jimmy jump higher, Nitro makes his Bond Boat chugg a faster, and a thermal jacket stops the pubescent poser getting chilly! For the helicopter sections, there are 3-way fire and super missiles.

You begin in Warfield Academy, where lots of SCUM agents are hanging around waiting to be hit. You know you're in Warfield because a pic flashes up looking like *Mario Paint* artwork. In fact the whole game looks as if it was designed by a six-year-old. Jimmy bounds around in blue jeans with a poor imitation of a Sean Connery quiff. Both the main sprites and the backgrounds are rather chunky, the backdrop looks like a pattern knitted with thick wool. And just when you think it couldn't get worse, you appear in a silly, yellow helicopter that's frustratingly fat. Not ideal for a fast moving horizontal shoot-'em-up but fortunately the game is slow, sluggish and dull, so you feel right at home in your airborne tractor.

There's tanks which you bomb, fat green helicopters that you shoot, and tiny paratroopers who leap hundreds of feet in the air and will you too crash . The instruction book told me to "brush" them off by skimming through the trees but, after experiencing the horrendously poor collision detection, I decided the programmers were playing a cruel joke. You only have to look twice at a tree to be sent down in flames...

The Temple Of Gold awaits, with more uninspired baddies to punch and more exciting gadgets to pick up, like Small Silver Grenades and Large Red Grenades. Minicopters and speedboats are also remarkably similar: neither have realistic inertia, good weapons or are in anyway affected by the laws of physics. Everything is sluggish, dull, unconvincing and... fat. The tunes and sound effects are up tempo and annoying.

In short, *James Bond Jr* sucks. And you don't have to be a Secret Agent to discover that.

PRO tip
When facing end level helicopters or boats, as well as avoiding their shots, keep bobbing up and down, to avoid invisable missiles.

Jimmy Bond, the archetypal suave, sophisticated spy arrives on the SNES in a game that promises action-packed spins in minicopters, speedboats and jets, plus fun-filled karate romps. Armed only with his detonating word processor, Mark "quite furtive and could be a 003 agent" Wynne straps himself into the *Super Pro* reviewer's chair...

JAMES BOND JR



Publisher: **THQ**
Distributer: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£49.99**



Players: **1**
Skill Levels: **1**
Cart Size: **4Mbit**
Save Game: **Pasword**
Features: **Two different game formats**

CONTROLS

- ▲ Climb ladder.
- ▼ Climb ladder.
- ◀ Move left.
- ▶ Move right.
- X Kick or flying kick.
- Y Use selected item.
- A Punch baddie.
- B Jump.
- L No function.
- R No function.

PROS: Password facility. Some variation in play offered by two game-styles.
CONS: Poorly programmed, doesn't use licence, unvaryingly unexciting and dull. The game starts off irritating and becomes infuriating, tarnishing the SNES and, in fact, this magazine.

GRAPHICS	35
SOUND	40
GAMEPLAY	32
LONGEVITY	38

PROSCORE
36
SCOREPRO

TIMOTHY DALTON MAKES A BETTER BOND!

COSMO GANG

Space Invaders remixed for the SNES repeats all those terrible stories of injustice - of times when peace-loving planets are invaded by hordes of psychedelic space fiends, determined to bring mass destruction for no apparent reason at all. Fortunately this time around there are plenty of power-ups – shields, weapon doublers, spider webs, space mines etc. But the power-ups don't solve the inherent injustice of it all - they don't really make things fair do they? Why oh why oh why don't these creatures pick on someone else for once. Dave "cosmic crusader" Westley investigates.

It's big, it's bright and it's very colourful. The sprites fly onto screen thick and fast, appearing from small holes that open up on the screen, and at least at first seem to be highly original.

There are small alien creatures madly whizzing about in all directions. There are the bigger aliens, requiring several direct hits before they will mutate into different shapes, sizes and colours to re-initiate their destructive, though clumsy quest. Then there are the power-ups: a huge spider's web envelopes the aliens in its sticky glutinous essence.Even funnier is a huge Jack-in-the-box which scares these critters silly. Transfixed they can only shake, easy meat for you to pick off one by one. The Catherine wheel frazzles any poor creature that strays into its path.

PRO tip
On the first level double guns briefly appear at the centre of the screen and are extremely useful if shot in time.

After every five levels a bonus level appears. Five aliens rush down in an attempt to get the blocks in front of you. You must stop them from reaching the blocks and pulling them to the other side of the screen. Whizzing from left to right and right to left you shoot your cannon and watch them whizz back to the top of the screen. It's fun at first, but soon gets repetitive.

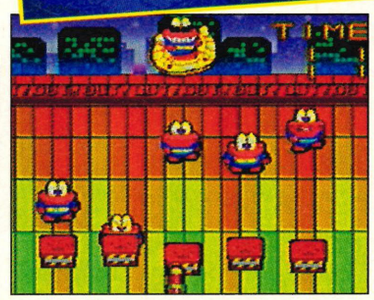
In fact the whole game soon becomes tedious, there's little variety in graphics or gameplay and no new power-ups appear. Backdrops are dull and make little use of the SNES. It's all too easy with an hour's play getting the determined player through to the penultimate screen where we meet Don Cosmo – a creature that looks remarkably like Mark: a hugely ugly, alien vomiting, boulder-spewing green thing.

Admittedly the sound lifts the game - typical Japanesque chirpy cheap synthesiser tunes with loads of amusing speech and a variety of sound effects which integrate well with the main theme.

To sum up, this is very unlikely to be officially released in the UK – and for that we should all be very grateful!







The bonus section (above) is novel and quite funny, but hardly enough to save the game from terminal dufferdom!





Publisher: **NAMCOT**
Distributer: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£59.99**
Out: **NOW**

Players: **1-2**
Skill Levels: **3**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Simultaneous two-player, infinite continues**

CONTROLS

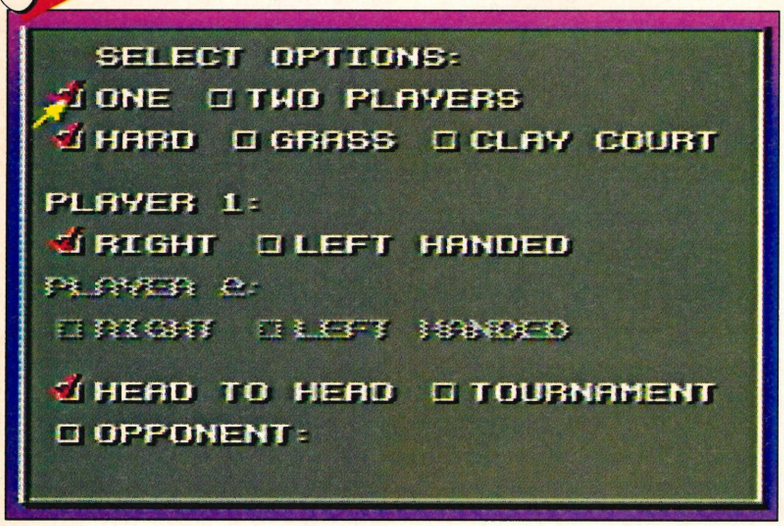
- No function.
- No function.
- Left.
- Right.
- X — Fire.
- Y — Fire.
- A — Fire.
- B — Fire.
- L — No function.
- R — No function.

PROS: Simplistic, funny and fairly addictive in two-player mode especially. (But only for an hour or so.)
CONS: An uninspired variation on a very old theme. Not really good enough.

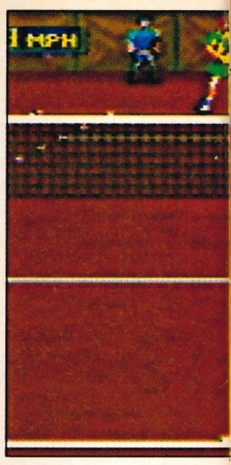
GRAPHICS	68
SOUND	69
GAMEPLAY	59
LONGEVITY	50

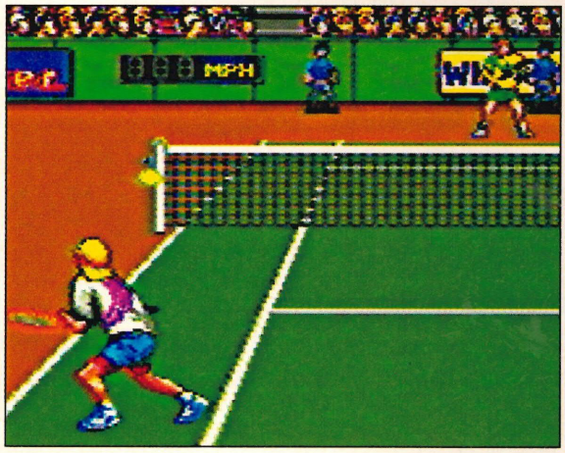
PROSCORE
55
SCOREPRO

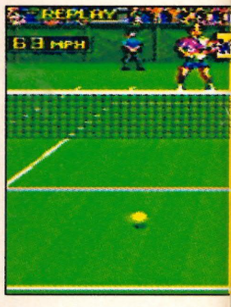
A REAL DUFFER!

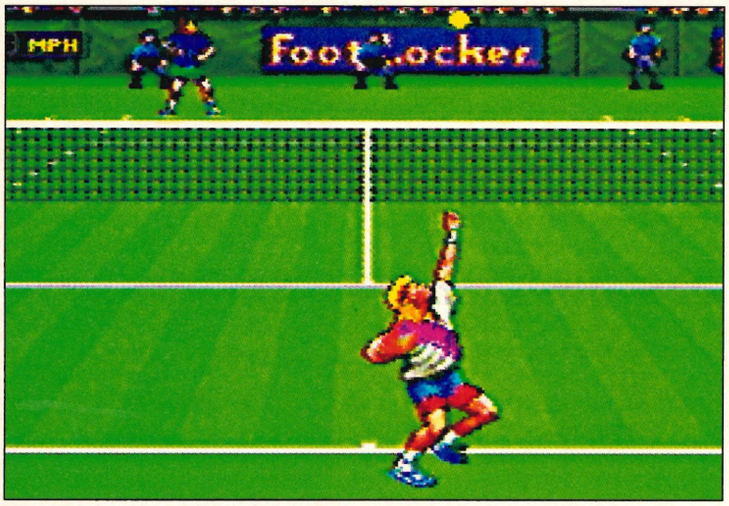














DAVID CRANE'S AMAZING TENNIS

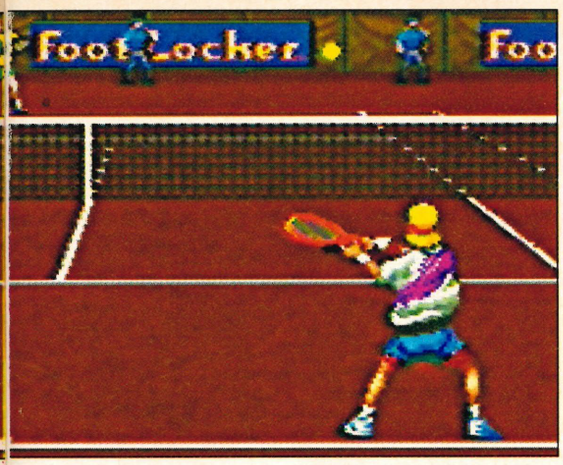
Someone should really call in the modesty police. Denied the now almost obligatory prefix "Super" by the existent *Super Tennis*, David Crane's version ranks as only "amazing". Still, the original cart, the super one, was one of those rare games actually deserving its prefix - scoring a massive 91% in the first issue of SuperPro. But does David Crane deserve his "amazing"? Smashing and volleying all the way, Dave "Borg beater" Westley intends to deuce (that's duel you idiot - Ed.) his way to an answer.

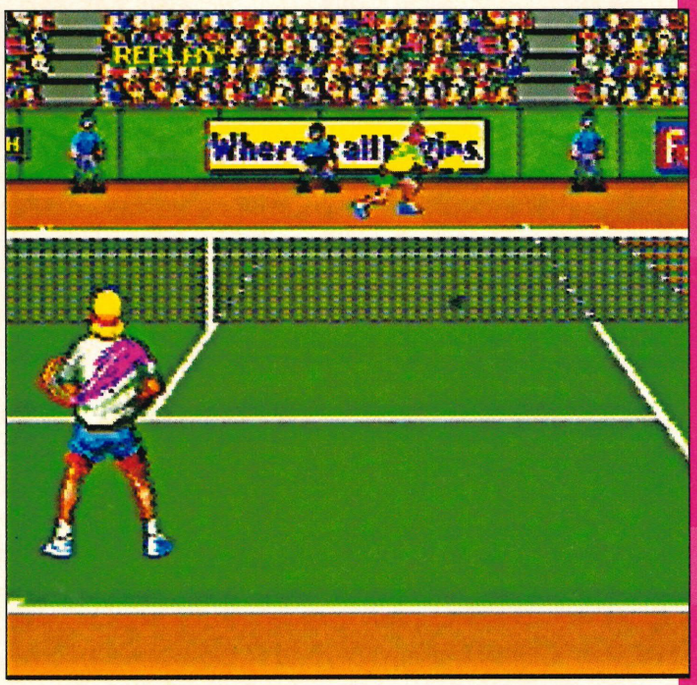
It seemed unlikely that anyone would produce another tennis game - what fool would spend an enormous amount of time and money on a sport that has already been almost perfectly converted to the SNES?

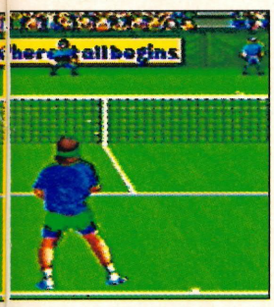
It would be a simple case of economic suicide. An event of greater improbability than that Mark would one day wake up artistically gifted. Still here we are sitting with *David Crane's Amazing Tennis* before us. Someone obviously doesn't know what they're doing. Or perhaps they've seen a possible improvement over *Super Tennis*, something that few would have thought possible.

Super Tennis proved successful for two connected reasons. The first was the massive range of shots the game offered - lobs, top spins, volleys and smashes. The second was the way in which the graphics made executing those shots possible (if not immediately easy). A simple (near) overhead perspective produced a remarkably user friendly game, but at the same time one where the visuals proved remarkably uninspired. And it is here, over the very plain visuals, that David Crane hopes to serve his Ace.

Situated behind one of the players the perspective is certainly novel, whilst the graphics themselves are incredibly realistic - much more so than the cutesy *Super Tennis*. The brief action replay sequence after each game point reveals the astonishing attention to detail. It's almost painful to think of how much time must have been spent studying tennis





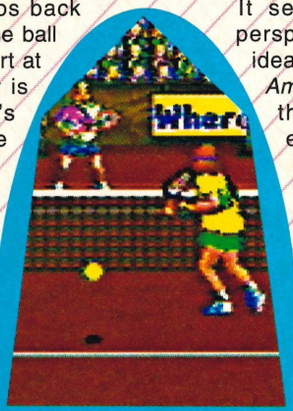


Above you fool your opponent - expecting a slice across court he can only stare blankly as your shot travels straight down the line. Unfortunately the same trick rarely works twice - usually you lose the next shot attempting the same.

players to get their movements *soo* accurately pinned down. The result is just astonishing. - it's as close as you're ever going to get to real tennis on a computer screen. You watch amazed as he (for there is no she) throws the ball up into the air and the racquet whips back and then forward as the ball speeds across the court at 130mph. Even better is the lob - the player's body contorts, the racquet is twisted and the ball is struck. The screen scrolls upwards and then down as the ball flies into the air before returning to the opponent's side of the court. The is no doubt that at least in terms of its graphics *Amazing Tennis* massively outplays its rival.

But it is at this point that things begin to go wrong. The perspective gives the player closest to the screen a massive advantage. For not only is the player opposite much too small, but the intervening net means that often you cannot see where the ball lands. True, once you're adjusted to the play it all becomes a matter of intuition when to strike anyway - but some people find it frustrating (eg Mark).

There's also something wrong with the player closest to you. If you're on the edge of the court not all of it will be on show. Thus your opponent may return a ball of yours and, mid-flight, it will disappear. Very annoying. Another problem is that the near player slows when moving across the centre of the court if the screen is trying to scroll quickly. More slowdown occurs when the opposite player is serving. (Our grumpy editor uses this as his excuse for losing 6-1!).

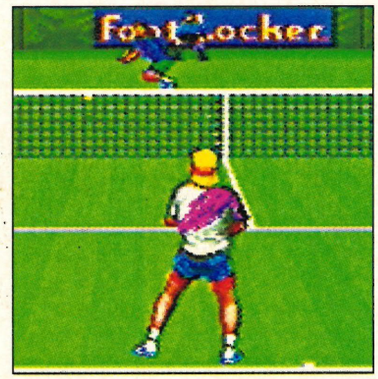


PRO TIP

When charging the net, use the soft slice. This will allow you greater time to reach it.

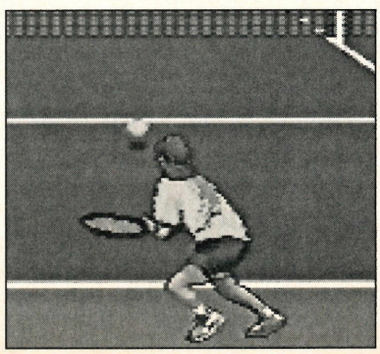
It seems then that this perspective is an inspired idea gone awry. After all, *Amazing Tennis* matches the *Super* model in every other area - the same shots are possible (with the exception of the Left and Right buttons putting spin on the ball). There are the three different types of surfaces - clay, grass and hard, and fifteen different opponents (ranging from 503rd to 22nd in world ranking). An action replay facility allows you to watch your winning (or losing) shots whilst all the rules are incorporated faultlessly, and there's even a tournament for each surface. It all seems such a shame.

So if I had to recommend a game it would be *Super Tennis*. It seems that simplicity rules OK, even if it looks rather plain. There's no doubt that *Amazing Tennis* includes many positive elements, the graphics I've mentioned, and sound is good too - especially the "thwack" of the ball and speech. But most importantly *Amazing Tennis* is playable. Maybe not as playable as *Super Tennis* (as everyone keeps telling me after they lose a game!) but still pretty good.





Just watch that serve! You'll never see anything so realistic in your life (above). Below you're just about to smash the winning shot. A lob outwitting your witless opponent (Mark).





Publisher: **ABSOLUTE ENTERTAINMENT**
Distributer: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£49.99**



Players: **1-2**
Skill Levels: **15 different opponents with different skill levels**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Simultaneous two player, or two players can enter a tournament separately**

CONTROLS

- ▲ Move up/aim up.
- ▼ Move down/aim down.
- ◀ Move left/aim left.
- ▶ Move right/aim right.
- X Lob.
- Y Drop shot.
- A Soft slice, slow serve.
- B Hard top spin, hard serve.
- L No function.
- R No function.

PROS: Absolutely stunning graphics and sound with a multiplicity of different shots. Good, if not great. gameplay.
CONS: Tries to be too clever in producing a new and ingenious perspective. Unfortunately perspective undermines the otherwise incredibly realistic gameplay.

GRAPHICS	91
SOUND	88
GAMEPLAY	78
LONGEVITY	81

PROSCORE
80
SCOREPRO

AMAZING BUT NOT *SUPER!*

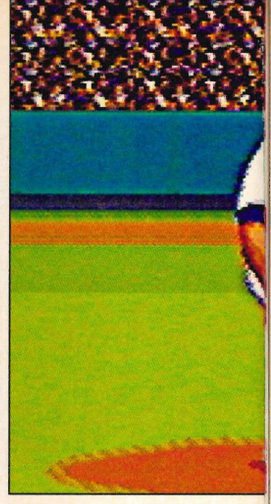


THE FIELDERS
Four fielders stand by the bases while the others are scattered further afield waiting for any high hits so that they can catch the batter out.

THE PITCHER
This is the guy that throws the ball at speeds in excess of 100mph. Make sure that the bat gets in the way and nothing else!

HOME RUN
A Home Run is scored if you hit the ball right off of the field. The batter will then be able to "walk" around to home base therefore scoring a run. Additionally, any players waiting on a base will be able to run home. Take three players with you and it's a real Grand Slam!

THE BATTER
My, what a big stick he's got! Either take a long hard swing and go for a Home Run, or keep your bat still to bunt the ball to the ground.



There's certainly an impressive number of teams, leagues and championship options. And there's almost as many different game perspectives, but animation isn't all it could be and getting a Home Run is very tough!





Like all American sports baseball often seems less a game of dramatic sports action than simply a means of generating reams of incomprehensible statistics. The game actually isn't that complex; a pitch, a hit, a run, a throw and it's on to the next batter. Miss hitting the ball three times – three strikes – and the batter's out. Make it to the end base and you score a run.

To English eyes it's a strange game, with nine innings and runs rarely reaching double figures. Pitches are fiendishly difficult to hit, running between bases is tricky stuff and all in all a couple of runs is equivalent to a century score in cricket!

A game even more boring than watching paint dry? Well, not exactly. Because each run is so vital, pitching, batting and catching is all pretty dramatic – lose concentration and a couple of runs can be scored which will settle the match. This obviously makes the control system essential, if you're fumbling with the controls while the



Baseball's "World" Series usually gives us journalists lots of excuses to poke fun at no-one but Americans ever winning it. Unfortunately this year a Canadian team trounced the Yanks so Dave "Screwball" Westley's got nothing to say except it's a funny old game, the pitchers look real prats twisting themselves up to pitch and the best baseball book(& movie) is Malamud's *The Natural*.

ROGER CLEMENS' MVP BASEBALL





Satistics, what would any American sport be without statistics. Average points scored, home runs (for his lifetime probably) and Runs Batted In are just a few of the stats for fans to pore over.

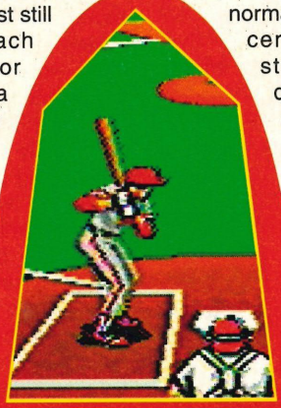




computer players are jogging round the bases it gets a tad irritating.

And unfortunately the whole problem with *Roger's MVP Baseball* lies in the control method, the sort that you thought they left behind with the two fire buttons of the NES. Alas, throwing from field to base utilises just one button in conjunction with the cursor and it's very, very slow! Worst still is the fact that each direction on the cursor corresponds to a different base - all very well except that, because of the usual direction that the ball is hit, you normally have to press the reverse of what you actually view. For example, on screen you see a guy making a break for the right hand base yet you have to press left and fire to throw to the correct fielder. Not that it really matters that much because it's so slow that the other team could have crawled around the four bases using their lips by the time the ball got any where near the base fielder.

But wait - it gets even worse. Not content with ridiculing the controllers, the programmers also chose to ignore the scaling features of the SNES so, consequently, the fielders have just two sizes - close and not so close, and there is no gradual change, just a sudden shift in height. In fact, the whole perspective is completely screwed up. Even the animation on the normal screens is lacklustre, certainly not of the standard that we are quickly becoming accustomed to. To top it all, a totally inappropriate tune warbles along with no evidence of it using more than three channels at any one time.

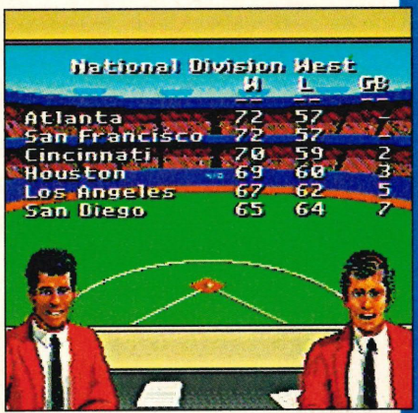


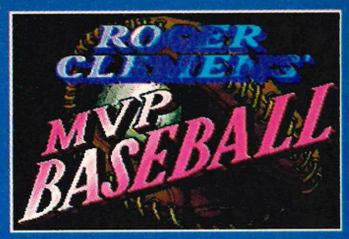
PRO TIP
Try to connect with the very edge of the bat to send the ball higher and further.

The good points? Well, if you're a real baseball buff then you will probably derive hours of satisfaction from the inane stats that range from players' batting averages to whether they're left or right handed. There are quite a few teams to choose from with a regular season available to those who think that they're patient enough to last a whole series of games.

The whole game just didn't do anything for me. It's very limited and repetitive - even with the 3D angle you are repeating the same manoeuvres with the same fielder in the same position with nearly every shot. This is undoubtedly a tough game to simulate excitingly and this really doesn't come up to scratch. *Extra Innings 2* by Imagesoft at least promises some funny graphics to liven things up!







Publisher: **LJN**
Supplier: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£44.99**

Players: **1-2**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Simultaneous two-player**

CONTROLS

- △ Move batter up/Aim for second base.
- ▽ Move batter up/Aim for home base.
- ◁ Move batter left/Aim for third base.
- ▷ Move batter right/Aim for first base.
- X: Strike/Throw
- Y: Throw.
- A: No function.
- B: No function.
- L: No function.
- R: No function.

PROS: Plenty of different teams for the regular season plus an OK 2 player mode.
CONS: An awful perspective, crazy controls and complete lack of fun are just three of the bad points about this. Even if you are a baseball nut you should approach with caution.

GRAPHICS	48
SOUND	44
GAMEPLAY	40
LONGEVITY	33

PROSCORE
41
SCOREPRO

ROGER DON'T KNOW SUPER NES

SKULJA











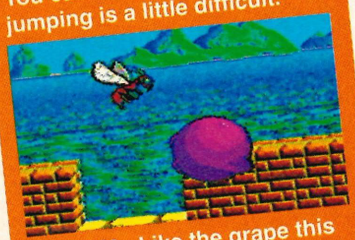
HOT BUBBLEGUM

Along with the sword, Jaxon can use bubblegum to cut his enemies down to size. Each flavour has a different effect...

ORANGE - These act as bombs when spat out (yeuch!)

CHERRIES - Blows a nice big bubble which then pops!

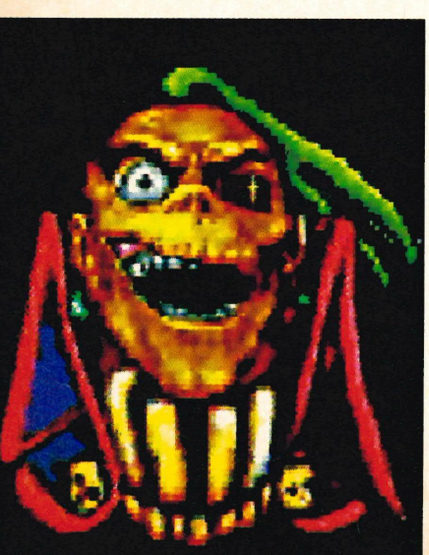
GRAPE - Encases you in a large purple ball making you invincible until it wears off. You can still move but jumping is a little difficult.



MELON - Like the grape this also encases you in a ball but this time you go spinning uncontrollably around the screen, collecting or killing everything in your path.



Nowadays the word pirate conjures up images of poorly labelled videos, cheap T-shirts and dodgy computer software. But in the old days it meant bold adventurers who sailed the high seas, raiding treasure ships and seaside towns, expert swordsmen who, at the drop of a hat, could transform themselves into invulnerable purple balloons able to squash all opponents in a single bounce. Ah yes, Mark "Bottles Of Rum" Wynne remembers the way it was...



One part of the appeal of old-time pirates must be the dramatic blood feuds, the ocean-spanning hatreds that ended with tiny sailing ships lobbing cannonballs at each other before hand-to-hand combat aboard burning, sinking wrecks. A lavish 80-page comic book sets such a scene for this game, fully detailing Storm Jaxon's hatred for Captain Skuljagger.

The fuss centres around a powerful sword that one party must use to destroy the other. Skuljagger is the bad guy in all of this, having imprisoned the people of Westican and treated them like slaves, and as Storm Jaxon you have to see that he is brought to his knees with the special sword.

Unfortunately after taking the trouble to do this massive booklet the publishers instantly throw away all sense of realism with some atrocious graphics. Skuljagger himself is poorly drawn and animated, and while some of the backgrounds are quite nice, the enemy sprites come out of a time warp. Hulking androids, high kicking ninjas and giant insects do little for any sense of atmosphere, particularly the way they're drawn – the beating of the insect wings must have all of two frames of animation.

Considering how many platform games the SNES has, the addition of another one with such uninvolving graphics is less than welcome. To be honest if I'd shelled out forty quid for this I'd feel pretty sick, however as a reviewer one has a slightly cooler perspective. And in fact gameplay isn't too bad.

The whole game is presented as a comic book strip, with each chapter involving numerous levels. The first chapter has you travelling from the coast to a large warehouse and onwards, battling Skuljagger's cohorts with your trusty sword. At one stage you can take out a passing ship by firing cannon balls from a cannon (what else?) while the odd secret level will take you even further into the chapter. There are seven chapters in total, each with several levels, and a passcode is offered on the completion of each chapter.

After a while getting to the end of

GGER

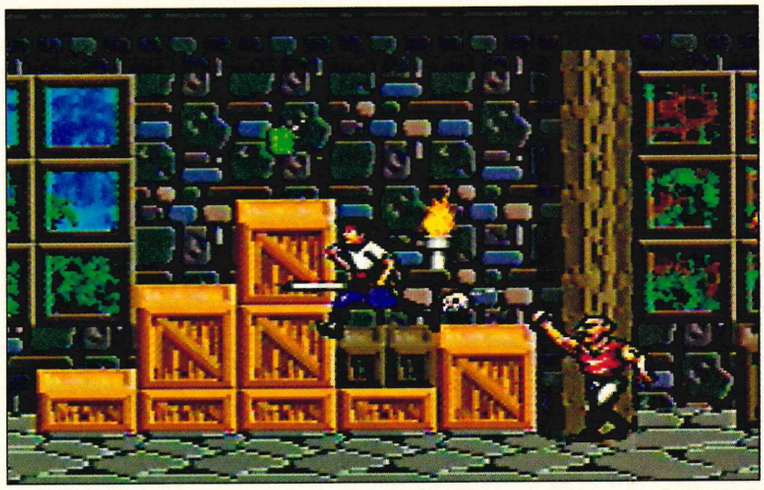


Publisher: **AMERICAN SOFTWORKS**
Supplier: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£49.99**



Players: **1-2**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Alternate 2 player, continues**

The running 'n' slashin' 'n' jumpin' gameplay is all too familiar. But apart from the poor graphics it's not too bad; check out the cherry bubble (below left) which lets you float upwards and the cannon scene (far left). Green gems can be collected for energy so musket-firing pirates (left) and skull-slinging villains (right) don't kill you with their first shot.





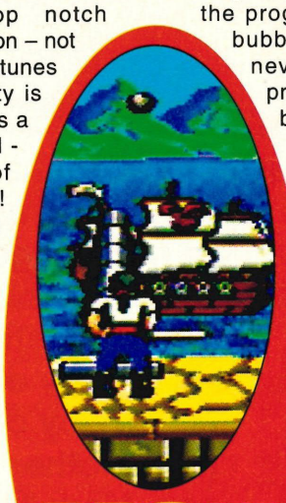


the chapter becomes quite addictive, although sound FX are poor there's a top notch soundtrack urging you on – not only are the different tunes original but the quality is superb too, sounding as a 90s video game should - lots of bass, lots of tempo and lots of noise! Level 3's tune has a bass-line rather like *Eye Of The Tiger*!

You begin the game unarmed but for a sword. Bouncing gems can be collected to give you extra energy, and bullets which are somehow fired by using your sword! This sounds okay, but is in fact highly irritating as you can get a long way on a single life, building up energy and weapons as you go, then when you die you're at absolute zero: no special weapons or energy. A single bullet is fatal and a lot of lives can be lost at a tricky reset point.

Undoubtably the weirdest bit about *Skuljagger* isn't the ninjas or the oddball names but the different bubblegum powers (see box). How the programmers thought up bubblegum power-ups I'll never know, the whole program would probably be better as a comedy! However one nice touch is that you can choose to head straight toward the exit, or take detours to collect various items if you prefer.

Skuljagger - Revolt of the Westicans is certainly a strange piece of software. On one hand, it looks a little clumsy, the controls are a touch frustrating and more continues wouldn't go amiss with such tough end-level guardians. On the other hand the music's great, there's certainly a challenge there and it's quite playable. Unfortunately with games such as *Super Probotector* and *Super Castlevania IV* out this just doesn't look like it's on the same console.



PRO TIP
Use the cannon to destroy the galleon for an extra life.



Giant ninjas rather ruin the atmosphere on the fourth level, but the backgrounds are quite good and building up your energy for level five's mega-villain below is essential. This axe-throwing giant doesn't take any prisoners and is an extremely tough opponent.



CONTROLS

- ▲ Climb up.
- ▼ Crouch.
- ◀ Walk right.
- ▶ Walk left.
- X Use gum.
- Y Swing sword.
- A No function.
- B Jump.

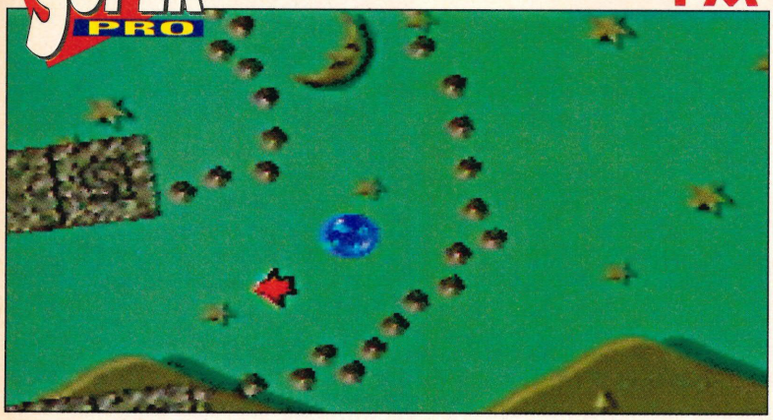
PROS: Wonderful music and a big challenge for the financially over-burdened after yet another platform game to add to their collection. Lots of secret rooms and warps.

CONS: Poorly drawn and poorly animated graphics. Largely unoriginal gameplay. No sense of atmosphere and a frustrating energy system.

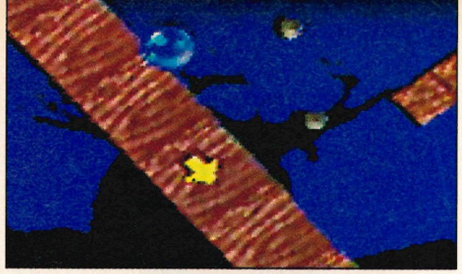
GRAPHICS	61
SOUND	88
GAMEPLAY	67
LONGEVITY	70

PROSCORE
69
SCOREPRO

NOT BAD, BUT TAKE A LONG LOOK BEFORE BUYING

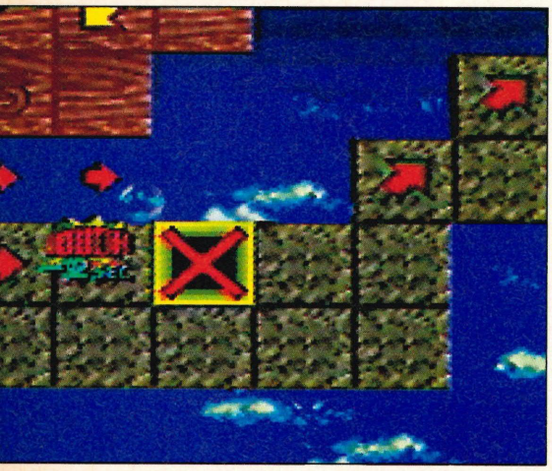








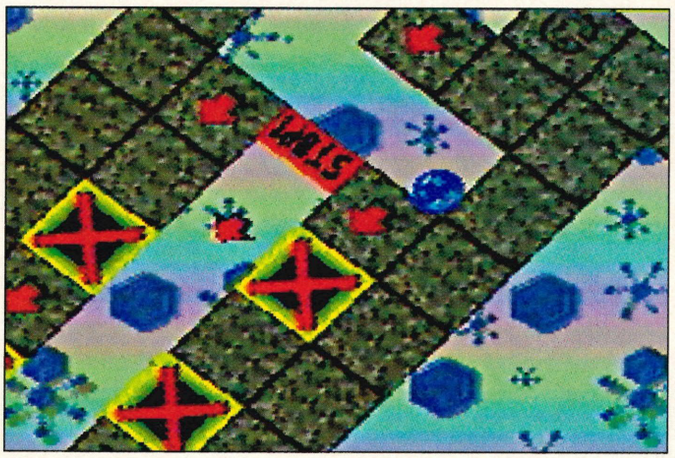




The Lucky Chance fruit machine (right) makes an appearance every now and then, to let you win more seconds for the next level. It's the fastest one ever though, so just close your eyes and hope for the best.



This raven haired beauty (below, fool) offers you up to three continue-plays (ohh, yes please!). Red arrowed gravitational pull thingums (above right).







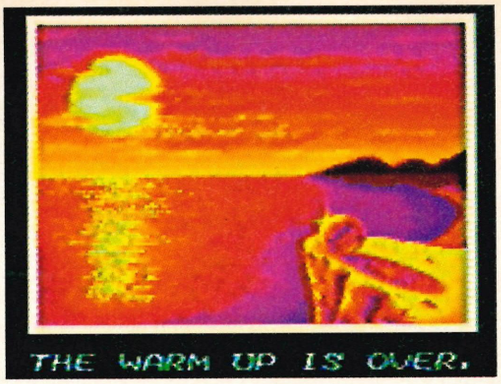
ON THE BALL

Taito's latest brain teaser must be one of the most unusual games yet devised for the SNES, as superficially simple as *Tetris* yet making good use of Mode 7's rotation capabilities. But has this game got the astonishing addictivity of the Russian Game Boy classic, or is it just another flash in the pan. Mark "always in a spin" Wynne got *On The Ball*!

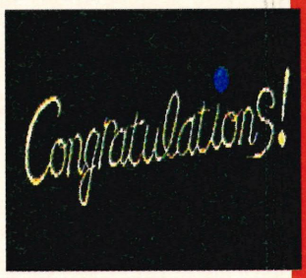


Sega-phobics should be warned that this game is a variation on the *Sonic The Hedgehog*'s very playable sub-game. Basically, you control a small sphere that remains roughly at the centre of the screen, whilst using left and right tips the





When the first level is completed a delightful piccy of Bournemouth appears (above) as a reward. Our plush office block is just to the right, sadly cropped out of shot. Honest.



ON THE BALL

Publisher: **TAITO**
Supplier: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£39.95**

Players: **1-2**
Skill Levels: **4**
Cart Size: **4Mbit**
Save Game: **Password**
Features: **Rotational, scaling scrolling**

CONTROLS

- ▲ No function.
- ▼ No function.
- ◀ Rotate left.
- ▶ Rotate right.
- X Extra spin.
- Y Extra spin.
- A Extra spin.
- B Extra spin.
- L Rotate left.
- R Rotate right.

background *around* you. Since you're always falling towards the bottom of the screen, the aim is to spin the background around you, making the ball follow the handy arrows pointing towards the end of the maze.

At first it's an incredibly disorientating experience, as you see the world around your sphere spin and tumble. But after a few minutes, quite sophisticated handling is possible and the control method becomes second nature. The game could, superficially, be likened to a flattened *Marble Madness*, but the strangest thing is that whilst you think you're in control of your sphere, in actual fact you're in control of *everything but* your sphere. Weird.

It's best just to plunge in with the game, especially since it has an excellent beginner's level which introduces a new feature with each sub-level completed. The fresh young filly who appears on the continue-page stands beside text explanations of new hazards.

The first sub-level is short and sweet, simply giving you as much time as you need to guide your sphere to the exit point. No trouble. But the second sub-level introduces a time limit, brick walls which need to be burst through (by gaining acceleration - tricky at first) and then there are boxes that deduct time if you touch them. By the end of the beginner's level you're exhausted and addicted.

As the game progresses, increasingly horrendous puzzles appear. Some sections are literally full of time-deducting boxes, with alarm bells in between which, if brushed past, send you rebounding around the place, inevitably losing more time. Whole corridors of wayward gravitational energy prevent you from speeding on your way, alternately flashing STOP/GO signs hold you up, and there are loads of pinball-like obstructions which bounce you about and divert you. There are various bonus time-ups available, often hidden in blocks that must be smashed, but these tend to be red herrings, since it usually takes longer to get them than they're actually worth. These obstructing blocks increase vastly in number, on one level you start the game encased in fifty of them, forcing you to bounce around like a mad thing trying to escape! (Pressing a fire button gives you some extra ummph for smashing blocks.) There's also lots of bonus points to tempt you from your path, but I assure you that when the clock's ticking down, being greedy for points vanishes from your mind - you just want to get to that exit.



PRO TIP

Rather strangely, on later levels ominous blue striped fish appear. Since there aren't many useful tips, I'd suggest you avoid the fishies.

If you fail to complete a level on time, an extra challenge appears, which allows you to try and win more time. If you finish a level, a fruit machine appears occasionally to let you win extra time for the next level, and just to reduce the inevitable frustration of failing continually (and believe me, you will for a while) there are three continues which are God sends.

In one player mode, you race against the preset clock, battling for best times, predictably, but in two-player mode you take it in turns to beat your opponent's time. This doesn't really add much to the game (simultaneous play wouldn't have been possible due to the radical gameplay and graphical technique) but when you're the second player up, trying to beat your opponent's time, the sweat begins to roll, and your eyes lose focus as the whole TV seems to be swinging up and down around your tiny marble.

Although the graphic routine for this game works marvellously, the surface design is not quite up to it. The backdrops float rather strangely in the background, and their relevance - such as a moonlit tree or airbrushed wall - are distracting without being too impressive. The overall design just hasn't got any coherence. It doesn't gel together, which is a shame, because a more streamlined, stylized visual style could've made it a classic.

The soundtrack isn't too great either, although the various boppy tunes with indecipherable voice samples aren't overly distracting.

But the most serious problem with this game is its lack of long term challenge. For the first few hours, the novelty of play and the exciting tempo keep you engrossed, but much too soon most of the levels have been beaten, and there's little incentive to return, other than trying to beat your own times...

So despite the great fun contained in this package, the lack of variety and relatively easy play seriously mar its overall appeal. Despite these criticisms, *On The Ball* is still worthy of consideration, and I recommend it to anyone who fancies a breather from more run-of-the-mill games. Younger players in particular could find a lot of entertainment in this novel package.

PROS: Unique format for the SNES. Instantly addictive and involving.
CONS: Initial enthusiasm wanes dramatically as format fails to change and game comnpletion looms. Sadly lacks variety or sufficient overall challenge.

GRAPHICS	78
SOUND	75
GAMEPLAY	85
LONGEVITY	52

PROSCORE **69** SCOREPRO

GREAT FUN – FOR A VERY SHORT TIME

Put you hand up if you remember *Q-bert*.... Well, for all you baby Nintendo owners who were still sucking your dummy whilst *Q-bert* was knocking around the arcades, this is the latest incarnation of a golden oldie and even though he looks baby-faced, Mark "seen it all, done it all" Wynne remembered this game well enough to stick his hand in the air and offer his expert opinion. So sit back, and let's hear him tell it as it is.

Q*bert 3







The early levels (left and below) aren't too tough, but remember to save your escape disks to the last minute. Once Coily starts bouncing about, he'll be there 'till you finish the maze. The Frog (far right) is worse though.





Actually, I didn't play the arcade *Q-bert* so much as I played a Spectrum conversion (remember old rubber face? The computer, not the editor.) It was extremely playable so my expectations were high for this one.

As ever, you're in control of possibly the most unlovable, ugly looking sprite yet devised - a short, round, orange jaffery blob with large feet and an enormous conk (oh faff off Dave. No I'm not writing about you again!). This wretched beast, the Q-bert, lives in a world full of cubes that are all the wrong colour (the correct colour is shown at the top of the maze) These cubes are connected in geometrical shapes - usually pyramids or groups of pyramids – that hang in the middle of space and Q-bert must hop around this maze, changing the cube's colours by landing on them, without falling off the maze. Correctly colour the cubes and you're whizzed to the next stage.

Now this may not sound like too much of a task - pansyish you may suggest - but needless to say there are a multitude of mandarin orange haters who fall from the skies onto the top portion of the puzzle, intent upon colliding with ugly Q-bert. A collision results in Q-bert both losing one of his four lives and swearing rather badly (expletives distorted to save our blushes). He really is a most bad tempered person, but then, most ugly, fat orange people are in my experience (hiya Dave!).

The malicious meanies that meander around with murderous motives include purple spheres, red spheres, erm, spheres that uncoil into bouncing snakes (which follow you, meanly), hopping, juicy strawberries, green flippered eggs (nearly as ugly as Q-bert but not quite), hopping (mad) frogs and increasingly strange mutations as the game progresses. Oh, and large, bouncy onions. You know, as I read back that paragraph it reminds me a lot of the New Romantic novels I used to write as an art student indulging in dodgy cigarettes. Joke!

Q-bert 3 isn't really much different from *Q-bert*, the original arcader, except that there are a greater variety of aliens and the design of the actual levels is more surrealistic (There's also more levels, over a hundred – each with four rounds to clear.) Plain coloured cubes give way to dice decorated cubes, sandy



PRO TIP

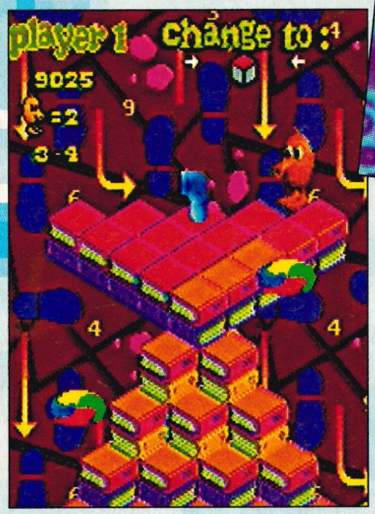
Sam & Slick (the two green turnips who hop around changing the tile's colours back) should not be fearfully avoided. Hop over and wriggle joyfully as you jump onto them. Dead as can be.







Don't all those unwrapped pressies look exciting? Still, poor old Q-bert's far too stressed to wonder what gifts wait within (can you tell I don't want to do these captions?). Anyway levels become more eye watering the further you get. The lower two are about as horrible as we got. Honk!





cubes, moonlike, cratered cubes and higgledy piggledy coloured cubes.

If the design of the cubes becomes unsightly, the backdrops can only be called hideous. Do you remember that film, *Fantastic Voyage*, when those scientists got shrunk and injected up the bum of a person? You know, where they're swimming around his bloodstream and stuff. Urrgh. Well these backdrops are like horrible, rippling waves of amoeba or something - at best. Other tasteless backdrops include warping umbrellas, wobbling tiger skins and....well, you get the picture. Fortunately the backgrounds can be turned off.

Bonus points (and lives) are awarded for skilful play and numbers of monsters killed, and throughout the puzzles magic discs just off the construction can be jumped onto when you're in a tight corner, which lift you back to the top (or bottom) of the puzzle. If Coily Snake happens to be close when you jump, he'll hop over the edge in a misery-induced suicide bid. But most other aliens just have to be avoided (the leaping frog is the most persistent, whilst the beacon, which shoots red missiles, is the most dangerous). Hopping on a freeze ball is most helpful (they freeze everyone but Q-bert) but these are hard to come across.

The simplistic format (hop, hop, hop, hop) makes the game addictive at first - it looks easy - but the difficulty is in mastering the awkward control system. Since Q-bert only moves in diagonals, using the joypad or fire buttons (either option is available) is incredibly confusing. Unlike using a joystick, where you physically moved the shaft in the logical direction, a joypad just doesn't make sense in use. True, after a while, some kind of proficiency is gained, but the repetitive nature of gameplay and the fact that the opponents just get faster and more frequent, means that after a while a certain point is reached where progress becomes almost impossible. The sporadic Continue feature tries to address this problem - you can restart well into the game after ever couple of levels - but to be honest, there's little incentive when there's nothing to look forward to.

The block constructions also become frustratingly confusing, both through their structure and eye watering patterns, and again, confusion and misunderstanding lead to failure instead of logically increased difficulty. This dramatically reduces the appeal of *Q-bert 3*, as does its sadly aged gameplay. Unlike an equally simplistic game, such as *On The Ball*, *Q-bert 3* doesn't offer any novel gameplay, and the nostalgia palls dramatically. The visual design, although flashier than the arcader, looks unpleasantly dated, everything being smooth and airbrushed, not too mention garish. This one should have stayed in the Videogame history books, rather than rearing it's ugly (orange) head.



Publisher: NTVIC
Distributer: VIDEO GAMES CENTRE
Tel: 0202 527314
Price: £49.99

Players: 1-2
Cart Size: 4Mbit
Save Game: No
Features: Infinite contiues, over 100 levels, alternate two-player mode

CONTROLS

REDEFINABLE

- Up/left.
- Down/right.
- Down/left.
- Up/right.
- X — No function.
- Y — No function.
- A — No function.
- B — No function.
- L — No function.
- R — No function.

PROS: Nostalgia buffs might get a kick out of this tweaked conversion and the Continue option makes a difficult game significantly more playable. Lots of levels!

CONS: But awkward control method, unpleasant design and dated, simplistic gameplay may alienate previously unsmitten gamesplayers.

GRAPHICS	65
SOUND	62
GAMEPLAY	68
LONGEVITY	65

PROSCORE **65** SCOREPRO

ONE FOR ROCK-HARD AVID *Q-BERT* FANS ONLY!

GORE, GOL

The SUPERPRO G

Big swords - *very* big swords, trailer-loads of gold, and enough beautiful princesses to keep Mark happy for at least, oh, a week. Yes, they're what RPGs are all about. Some people would claim they're the brainy side of video games, fiendishly devised test of ingenuity, cartography and lateral thinking. But we just think they're great fun and here's Dave Westley's round-up of the best, the worst and the ones yet to come (with a little help from his friends).



FINAL FANTASY II

US/JAP IMPORT
Publisher: Square Soft
Cart Size: 8Mbit
Save Game: Battery save

The *Final Fantasy* series is second only to *Zelda* in the US - where it has appeared on all three formats - but does it have what it takes to woo the more discerning British player?

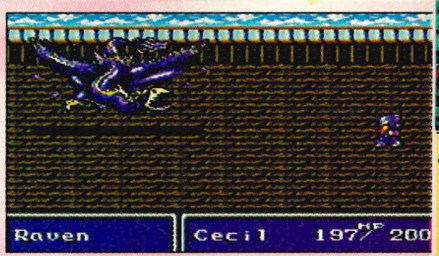
This is a real RPG - lots of statistics to wade through and a whole group of adventurers to deal with. Your main hero is a knight called Cecil who has decided to revolt and stop the tyrannical leader from stealing crystals or something. What this basically means is that old Cecil must visit many towns gathering information and recruiting other adventurers.

A lot of the emphasis here is on character development: they all have hit points and other such attributes which you need to build up. Because you control so many adventurers at one time, you don't directly lead them into battle - when a monster appears, you just select an option from a short list and watch. This isn't very thrilling but if you are keener on adventuring than fighting you probably won't mind.

There's a great deal of interacting and you should make notes for use later. Some text is a bit suspect (just what is a spoony bard?) and many people don't have much to say, yet, overall, chatting is very useful.

Final Fantasy II is very deep, but the lack of action means *Zelda* is still the game to begin with.

GRAPHICS:	**71**
SOUND:	**70**
GAMEPLAY:	**85**
LONGEVITY:	**81**
PROSCORE:	**82**

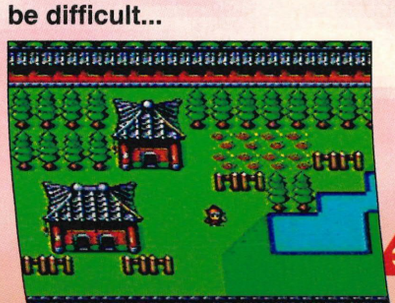




SUPER CHINESE WORLD

JAP IMPORT
Producers: Cultural Brain
Cart Size: 8Mbit
Save Game: Battery save

All games need an angle and this RPG boasts not one but two - it's based on the world of two ninjas and it's for two players! But ninjas are a dying breed and finding a patient friend may be difficult...



The overhead view gives you a classic miniature view of the world which comes complete with forests, towns and caves - nothing unusual about that. When a fight breaks out, a side view is used so that you can see what you're up against.

In principle, *Super Chinese World* is fine. It has passwords, a comprehensive status screen which shows such things as attack and defence strengths as well as energy and money, and the simultaneous two player idea is interesting if a little unpractical. However, there are a few design faults that really let it down. During combat, for example, you can only punch, which is very un-ninja like, and worse you can't actually see the enemies on the overhead screen - you are suddenly thrown into battle without warning which makes walking around frustrating.

Super Chinese World just doesn't have the same polished look as the other games. It's also in Japanese which is a problem if you're not lucky enough to have your Japanese translator in the office on the day you're reviewing it. A US version is expected soon but only the text will change - the structure and clumsy feel of the game will unfortunately remain.

GRAPHICS:	**61**
SOUND:	**78**
GAMEPLAY:	**56**
LONGEVITY:	**59**
PROSCORE:	**54**



D & GIRLS

uide to RPGS



SOULBLAZER

US IMPORT
Publisher: Enix
Cart Size: 8Mbit
Save Game: Battery save

The publishers of the amazing *Actraiser* now offer the stunning *Soulblazer*, a truly epic game that throws you right into the jaws of danger!



As the Soulblazer, you have to put a stop to the evil king stripping the land dry in return for huge amounts of money. Six lands have to be visited and restored, requiring lots of monster bashing! The perspective used is not dissimilar to *Lagoon* - largish characters, bright and beautiful backgrounds and almost isometric 3-D. Still, it's all quite clear and plays really well.

This game is actually split into two different sections. The action part sees you fighting all manner of enemy characters that emerge from Monster Lairs, which you can seall once you have killed them all. Once all of the Lairs have been sealed, and the townsfolk returned to their homes, you can battle the area boss. The other section involves walking around towns where you can gossip with the inhabitants and purchase the odd item or two.

Soulblazer is a very gripping and intense game - the role playing elements are a little limited but you'll still have a fun time wandering around each town, exploring the huts and speaking to the residents.

For challenge, involvement and intrigue, this is one of the best!

GRAPHICS:	**80**
SOUND:	**78**
GAMEPLAY:	**88**
LONGEVITY:	**90**
PROSCORE:	**85**

ZELDA III

OFFICIAL UK RELEASE
Publisher: NINTENDO
Cart Size: 8Mbit
Save Game: Battery save

***Zelda III* was the first adventure to be officially released in the UK and it's still the one to beat!**

The game follows the antics of Link, a young hero who has taken it on himself to rescue Princess Zelda and free the land from evil. His travels take him across a very large land which comes complete with a town, a desert, massive forests, lakes and rivers and huge dungeons.

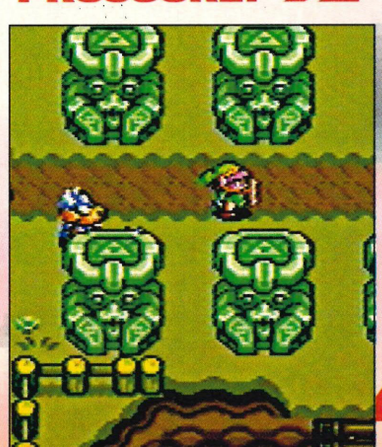
Fighting is done on a one-on-one basis - there's no silly selections to decide upon, just a lot of stabbing and slashing. And there's a lot to stab and slash too! - everywhere that you go there seems to be somebody who wants to take a chunk out of you. Fortunately there's plenty of lethal magical weapons to find and use.

The best thing is you have pretty much a free choice over where you visit, who you talk to and what you search for. Obviously, there are certain things that must be done in a particular order but half the fun is finding the clues and building up the information. There's a realistic feel which is highly involving.

The 3D magic map that you can call up is great - as well as looking good, it also displays the locations of various items and weapons. From the information here, you can really start getting into the adventure, searching for the Amulets that you need to get the master sword so that you can go to the Dark World and so on. In between all of that you will need to find loads of other items and chat to the simple village people.

There are two different worlds - the Light World and the Dark World - and the whole place is enormous. This is definitely the best RPG around, although if you are heavily into the action side of things then *Actraiser* comes in a close second.

GRAPHICS:	**79**
SOUND:	**90**
GAMEPLAY:	**96**
LONGEVITY:	**93**
PROSCORE:	**92**



ALSO AVAILABLE

Legend of The Mystical Ninja from Konami may be a bit of a mouthful but it's still a cool game. It only just falls into the RPG section - it's really a two player action game with some RPG touches- but it's good fun. Expect a UK release some time in '93.

For multi-player games, *Romance of The Three Kingdoms II* is the one to go for - up to twelve players can join in! The game is very slow and dull though – it reminds me of *Risk*. A better choice for those not into the action side of things is *Arcana*. The 3D, 1st person perspective and the large volume of different settings and characters makes it very intense if a little laboured in terms of too much wandering around.

Wanderers From Ys III is one of the very few side-view RPGs that you are likely to come across. It's rather limited and relies as much on icons as action so ardent adventure gamers may be better off looking elsewhere.

COMING SOON!

Wizadry, a massive, massive hit on the Famicom in Japan, has just arrived on SNES (see pics right). It's text heavy though and has a device that allows Jap players to transfer data from NES to SNES. *Ogre Battle*, from Quest, isn't quite as "adventurous" but still looks





pretty stunning, combining ideas from *Actraiser* and *Final Fantasy II* in an attempt to supersede both. Another one to look out for is JVC's *Dungeon Master*, which looks every bit as good as the hugely popular PC version. *Romancing Saga* from Square looks and plays similar to their *Final Fantasy II* while Enix are planning a version of their award winning *Dragon Quest* games. And imminent in Japan is *Elfaria: A Fantastic Theater* which looks like a cuter, prettier and more stats heavy version of *Zelda* but will no doubt takes ages to appear here!

Thanks to those ever-friendly people at the *VIDEO GAMES CENTRE* (0202 527314) for supplying us with most of the games for this feature.

***Gore, Gold and Girls* continues on the next five pages ➨**

GORE, GOLD AND GIRLS

ACTRAISER



The original Japanese version was one of the first SNES releases and its spectacular graphics, awesome soundtrack and great gameplay ensured hefty grey import sales – despite Japanese text! An American version eventually followed, but drew criticism for being too easy. Now the European version's arrived and the game's been reworked again!





RPG MODE
Here you have the people develop the land and help defeat the monsters, sealing their lairs once and for all. As you help them improve their town so you will be rewarded with higher hit points and spell points. There are six villages to help in total.

If you're an ego-maniac like Mark then *Actraiser* should be right up your street. It puts you in the role of the 'master', a God-like creature who has to rebuild monster-infested lands. As in *Soul Blaser* – another, later Enix game – you have to seal Monster Lairs in order to make villages safe.

Actraiser is split into two very different sections. The 'Action' section is where all the fighting takes place (surprisingly enough!). It's basically a platform slash-'em-up that takes you all over the place. Lots of monsters need to be stabbed with your sword and the end-level boss defeated so that you can seal the lair.

The other section is very much like *Populous*. You need to help the villagers build roads and homes, plough the lands, destroy the smaller lairs and generally live it up.







This spectacular centaur lies at the end of the first level, It makes dramatic charges trying to spear you, but by crouching down you should be able to see it off with no great trouble.

GORE, GOLD AND GIRLS

They will ask questions from time to time but, on the whole, they don't demand too much, even offering the odd prezzie or two – no sacrificial virgins though, or even a sheep come to that!

The action section leads you into the game quite nicely. Once you've battled past the blue baboons and radioactive flies of the forest and defeated the knight on horseback you can begin to renovate Fillmore. Your base of operation is a temple which stands on the site that the original monsters lair once stood and from where you can dictate the direction in which the town is built; use magic to aid the villagers, listen to their views and exploit any offering that they may give to you.

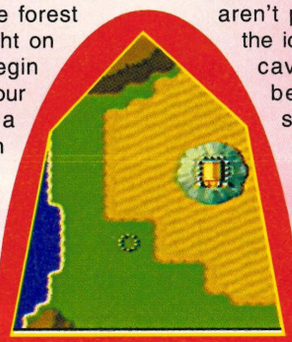
It's not a totally cushy life being a God, though. You use your angel sidekick to move around and monsters are constantly appearing which you have to shoot with your saintly bow-'n'-arrow –otherwise they'll nick some of your people!

To get the villages growing you have to burn bushes, break rocks, melt ice and more, while the citizens may get ill or disillusioned – which you also have to deal with. And for closing those all-important lairs you have to build the town towards them so that the village priests can exorcise them – when all have gone you can enter the final area and do battle with the last boss!

To start on the next area you have to banish a particular monster and, to finish off the job, you have to defeat the strongest one of all. This takes place on the action screens which look stunning and play brilliantly. The different settings aren't particularly original – the ice scenes, forests and caves have been seen before – but the structure, obstacles and surprises that await you are quite cool. The bosses are great too, especially the magician that transforms into a werewolf!

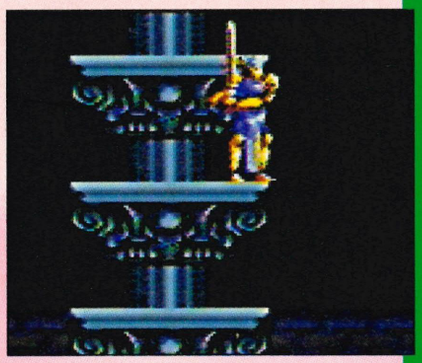
Both the visuals and the booming music are stunning and really effective. In fact all of the main features of the SNES are utilized – there's even a bit of rotation thrown in on the RPG section for good measure! The different music scores are best of all though – they are all really atmospheric and bring out the best of the sound chip. RPG fan or not, *Actraiser* has something for you! It really does offer the best of both worlds.

And best of all there's three skill levels now so even when you finish it once you can go back for a tougher challenge. For once the UK market, with all its delayed releases and high prices, seems to have got the best deal around.



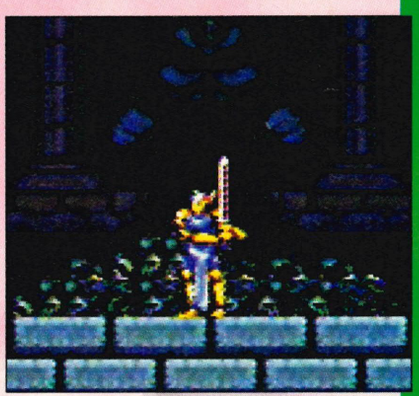
PRO TIP

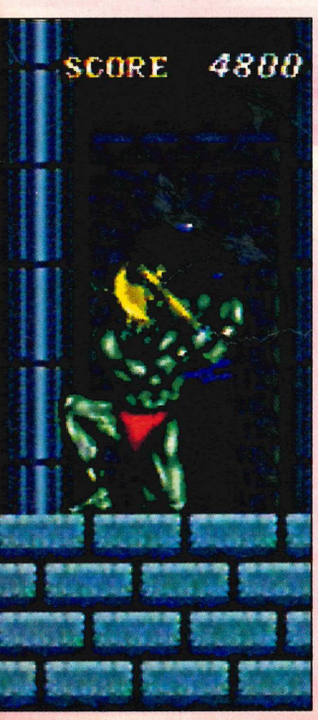
On the first level one of the most important items to acquire is wheat. Accept it an offering and plant it in Kasandora, Marahna and Fillmore.

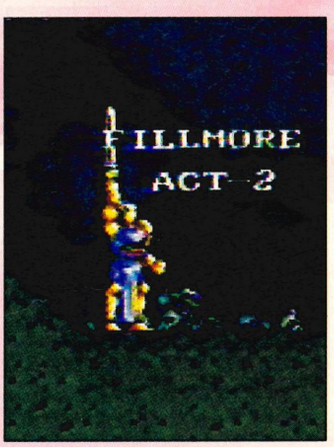


This god's definitely in favour of divine intervention: grabbing a sword and lopping off enemy heads is what he lives for! So you better say your prayers and be very, very good!



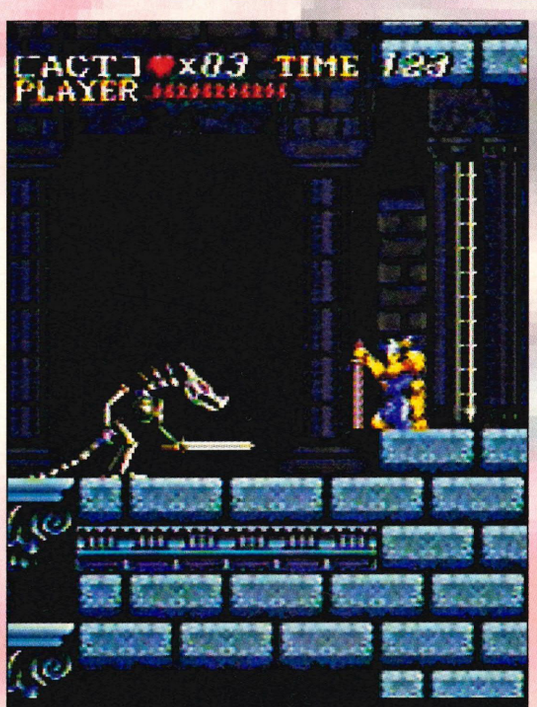






ACTION SCENES

Plenty of sword slashin' fun here. Twelve levels in total are on offer, one needing to be completed before a village can be developed and another to rid it of any evil altogether.





Publisher: ENIX
Distributer: BANDAI
Tel: 0329 822565
Price: £49.99
Out: NOW

Players: 1
Skill Levels: 3 (UK version only)
Cart Size: 8Mbit
Save Game: Save one game
Features: Two great games in one cart!

CONTROLS

ACTION/SIM MODES

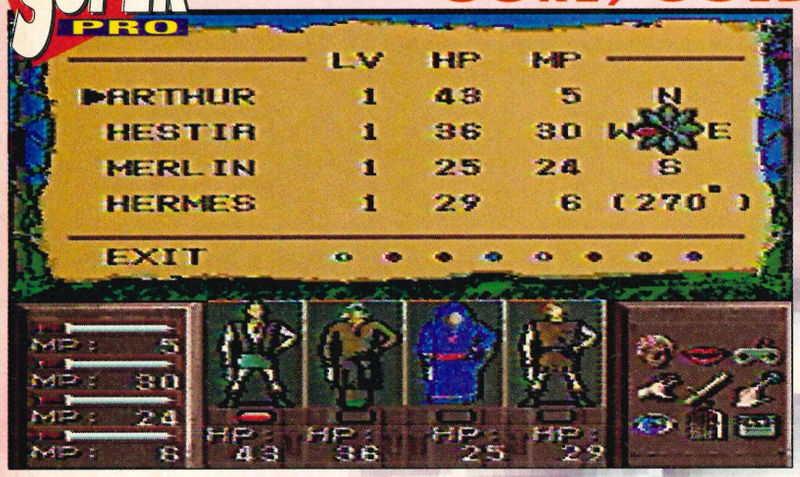
- No function/Move up
- Kneel/Move down
- Move right
- Move left
- X: Use spell/Enlarge map
- Y: Use sword/Cancel command.
- A: Use spell/shrink map.
- B: Jump/Select command.
- L: No function.
- R: No function.

PROS: Looks good, plays well and sounds great. It should go a long way.
CONS: Only one save limits its social standing.

GRAPHICS	83
SOUND	90
GAMEPLAY	93
LONGEVITY	90

PROSCORE
91
SCOREPRO

A CLASSIC GAME IMPROVED FOR THE UK!







Above you can see the stats for each of the preset characters and the compass – vital if you can't be bothered to navigate by sun and stars! After exploring the castle a dragon guides you to the next challenge!





Drakkhen is an enormous land that just begs to be explored, a land packed with castles, inns and many fantastic creatures, both friendly and hostile. The scene setting story that introduces you to the game is long and atmospheric, but briefly, four malevolent dragons each have two children who correspondingly own a tear gem each. An enormous monster owns the ninth tear which casts an oppressive shadow over Drakkhen, and your task is to recover the eight other tears, which are the only possible deterrent against the ninth.

Once the intro finishes you are given the options: you can begin a fresh game, load in a previous adventure to continue with, or re-define the statistics for a new set of adventurers which you can name yourself. You control four players, each with different strengths and weaknesses. The preset ones are Arthur (a fighter), Princess Hestia, Merlin the magician and Hermes (a scout). If you'd prefer to design your own characters, a variety of amazons, scouts and priests are available to apply characteristics to, such as agility, intelligence, physique and power. These decisions are affected by which type and sex your character is – scouts tend to be stronger and more agile than priestesses who are more intelligent. This extends into the gameplay when a magician must choose lighter weapons such as bludgeons and knives whilst warriors take battle swords and axes. Obviously, the characters you initially design will determine what sort of adventure you will play, but it's wise to build up a strong set of unique individuals rather than drawing together just fighters or just amazons. Successful gameplay relies primarily on using your team as a single army with each character having their own advantages.

On screen, you will see your adventurers standing in a 3D perspective landscape, with the lower third of the screen functioning as an information and control panel, showing your four characters' Health and Magic energy. On the right hand side of the screen is an icon box, through which you control your adventurers.

Click on the face icon and the current leader's profile comes

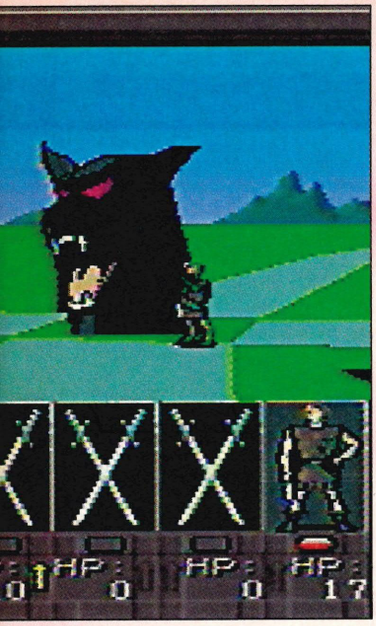


The future of roleplaying games is with computer technology, where imaginary worlds become real before your very eyes. Infogrames' *Drakkhen* promises state-of-the-art action and in-depth interaction, all in a quest for four dragons' tears. Mark Wynne examines this conversion of the highly acclaimed Amiga game, and decides whether the SNES's boundaries have been expanded.

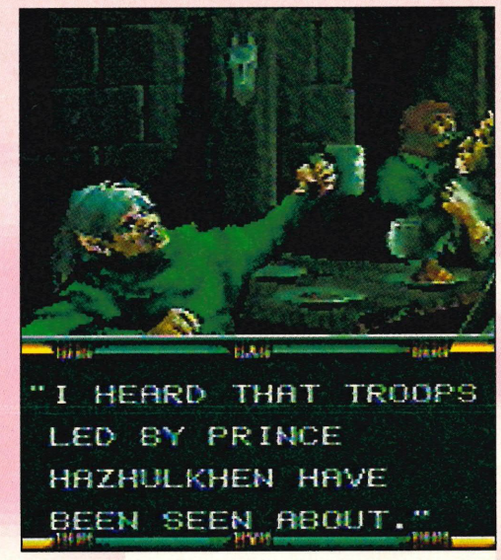
DRAKKHEN

FEATURE

GORE, GOLD AND GIRLS







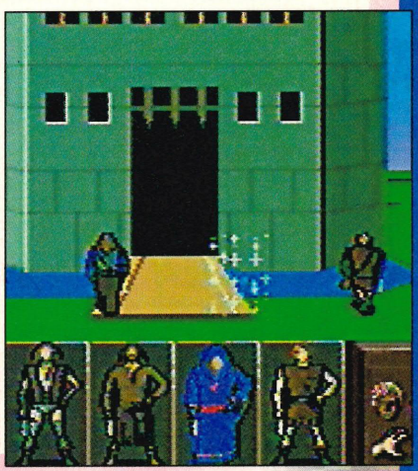
To the right one of the numerous inns, all packed with loose-tongued locals. To the left you can see the damage caused by this impressively animated dog's head which haunts many crossroads.

up.The four characters move as one through the landscape, but when inside castles or inns, the leader does the exploring and collecting. The mouth icon lets you repeat any of the messages that strangers may have passed on, whilst the eye icon lets you examine in closer detail any objects or settings in close proximity. Two hand icons allow you to collect objects and activate objects - such as pushing a button or looking behind something. A gate icon lets you open doors and a fight icon opens up a menu for all your characters. From this menu, you choose how each person responds when a fight scenario arrives. For example, you could preset the magician to make himself invisible whilst the scout and warrior fight and the warlock might use his magic. There are also key guides and a save game option. One of the best features of Drakkhen is undoubtedly its superb interaction method, which is extremely user-friendly.

The first message that appears is an instruction to inquire at Prince Hordkhen's castle for more information, and sure enough, on the horizon is a rather foreboding looking castle. Almost immediately your adventurers are exploring the castle, looking behind paintings, finding secret doors, collecting keys and weapons and battling trolls and other foes. As well as collecting weapons and increasingly powerful spells, the more your heroes (and heroines) progress, the more experience and stamina they gain. Once a section of the adventure is completed, more clues are offered by various mysterious characters, and more of Drakkhen becomes accessible.

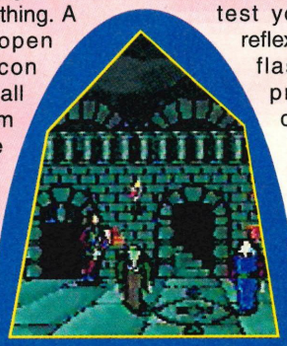
As you explore you'll find rivers must be avoided, as should crossroads from which enormous fighting shadow hounds appear. Inns are full of traders and chatterboxes who often have loose tongues, indeed every path in *Drakkhen* has some challenge to test your intelligence and reflexes. Mystical transports flash in the distance, promising new destinations, but when the sky turns pink, then grey, and night falls, travel becomes even more hazardous and it's wise to find shelter. Call up the map and the vastness of Drakkhen overwhelms you, with what seemed like hours of exploration covering just a fraction of the screen. The snow driven north bleeds into the humid desert, but passage from area to area is impossible until problems are solved and clues collected. This desire to see the rest of the land adds enormous incentive to succeed, but nothing is easy here.

When exploring, every nook and cranny must be thoroughly examined, every room scrutinised, every innocuous saying from a stranger pondered. But although *Drakkhen* is chalenging, it's never less than enormous fun due to the ease of control and overall logic of the problems it sets. Nothing is ever really that obscure. Excitement is also built up due to the high tempo of play. It's impossible to relax even on a seemingly calm road, as at any minute a monster might appear, and like all good adventures, *Drakkhen* is hugely addictive as you explore new places and watch your characters develop, every puzzle solved bringing a great reward of satisfaction.



Graphically, the game is excellent, especially considering the vast amount of locations. Fight scenes and monsters are well handled, whilst the scenery moves by very smoothly and quickly. Just watching the sky darkening and the stars appear is éntertaining, since like all good games, *Drakkhen* is incredibly absorbing. Sonically the game is also well above average with evocative tunes and good SFX.

When compared to *Zelda III*, *Drakkhen* is perhaps slightly less sophisticated, but it's also about a couple of tons less cute. The fast moving exterior scenes, the brilliant monsters and excellent static pics are all imbued with a dark, ominous atmosphere that is incredibly compelling. It's also blessed with a sophisticated, but amazingly easy to use control system. Be prepared for hours and days to mysteriously vanish as tentative play gives way to red-eyed addiction.



PRO TIP

In the first castle press the second from left button to gain access to loads of information laden people and tons of keys and armour.



Publisher: INFOGRAMES
Distributer: PINNACLE
Tel: 0689 870622
Price: £44.99
Out: JAN

Players: 1
Skill Levels: N/A
Cart Size: 8Mbit
Save Game: Battery save
Features: Create your own characters

CONTROLS

- Move up.
- Move down.
- Move left/rotate left.
- Move right/rotate right.
- X: Leader selection.
- Y: Character selection.
- A: Select icon.
- B: Cancels last choice.
- L: Characters appear/disappear.
- R: Characters appear/disappear.

SELECT: Map

PROS: Extremely user friendly, instantly exciting, and absolutely loads to do.
CONS: Graphically not quite as impressive as the Amiga version. Very involving nature of game may alienate (put off) some players.

GRAPHICS	86
SOUND	80
GAMEPLAY	88
LONGEVITY	91

PROSCORE **88** SCOREPRO

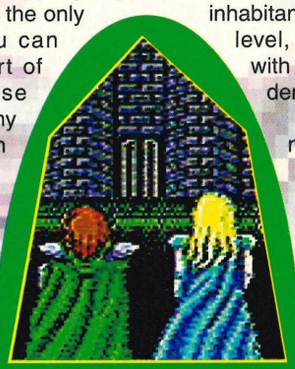
HERE BE DRAGONS... AND COMPLETE ADDICTION!

LAGOON

This *Zelda* clone looks good but does it play well? The plotline is all very ecological with Lakeland's waters horribly polluted, not by the local factory but the Forces of Evil! Step forward Nasir, Child of Light.

No doubt to pyschologists it's extremely meaningful that, once again, you've lost your whopping big magical sword which is the only means by which you can penetrate to the heart of evil. Hmm, all these RPGs seems a bit funny about big swords, in this case the Moon Blade is the one to get. There's also some interfering old gods and a pair of twins one evil, one good, who are fated to eternal conflict.

Lagoon opens with some nice intro shots that wouldn't look out of place in a Japanesse cartoon. They set the scene for one of the most challenging RPGs to hit the streets since *Soulblazer*. The action begins in the ill–fated town of Atland, where concern is growing for the fate of the inhabitants if the purity of the water isn't restored. You must arm yourself to the teeth and venture deep into the mines, to root out the cause of the problem. This aspect of the game is very simular to *Soulblazer*, where there are two seperate levels; a town level and an action level. In the town level, you can wander round and chat to inhabitants, whilst in the action level, you do bloody battle with all sorts of loathsome demons.



PRO TIP

To kill the first guardian, stand at the top of the screen in the doorway, and then repeatedly slash him with your sword.

Lagoon consists of many stages. First of all you must rescue a captured miner from the demon infested caverns. Then the quest for peace gets increasingly harder as you – Nasir, the good twin – mature into adulthood.

There are a vast multitude of weapons and items to gain along the way, such as armour, swords, potions, and magic. The effectiveness of which depends on the strength of the staff you possess. Magic can only be used when a staff and a crystal have been gained.

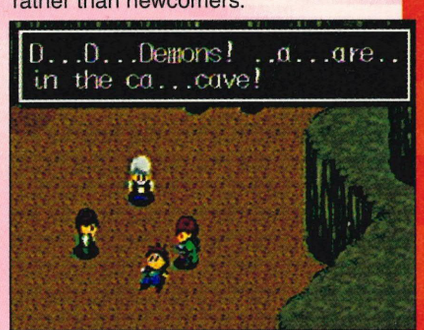
Like most RPGs, *Lagoon* has it's fair share of menus. These indicate which items you're carrying, which weapons you possess, and a save game option. *Lagoon* can be saved at any point to prevent you from starting over when your energy bar runs out. This is displayed at the foot of the screen along with the item you're currently using, and which magic you've activated. Extra energy can be gained by drinking certain potions.

Lagoon consists mainly of labyrinths that must be searched for hidden treasure chest and exits. In most cases a key or a monster must be killed in order for you to progress. It's certainly very well presented with some excellent title screens and intros. The in-game graphics are superb, with imaginative characters and excellent backdrops. The landscapes are simply huge, with vast areas to explore and wander through.

The whole atmospere conjures up some very Tolkienesque images, believe me, there are some bizarre characters in this game ranging from pixes to zombies. Not to mention the lady that follows you around, and looks uncannily like Dusty Springfield! Unfortunately sound isn't entirely appropriate, but it is good, funky and hammering along at a fair pace, adding an element of urgency to your mission.

Lagoon is very easy to get into, but after a while exploring huge maze after huge maze gets a bit tedious and the later guardians are hair–tearingly difficult. The ability to save at any point is some compensation, and there are four save slots to use, but even so this one is mainly one for RPG fans rather than newcomers.









Publisher: **KEMCO**
Distributer: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£49.99**



Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Four save games**
Features: **Action and town levels**

CONTROLS

- Walk up.
- Walk down.
- Walk left.
- Walk right.
- X — Talk to villagers.
- Y — No function.
- A — Jump.
- B — Swing sword.
- L — No function.
- R — Activate magic.

PROS: Great graphics and sound. A highly challenging game for RPG freaks.

CONS: Too darn difficult for beginnersand somewhat repetitive in structure.

GRAPHICS	82
SOUND	85
GAMEPLAY	78
LONGEVITY	90

PROSCORE

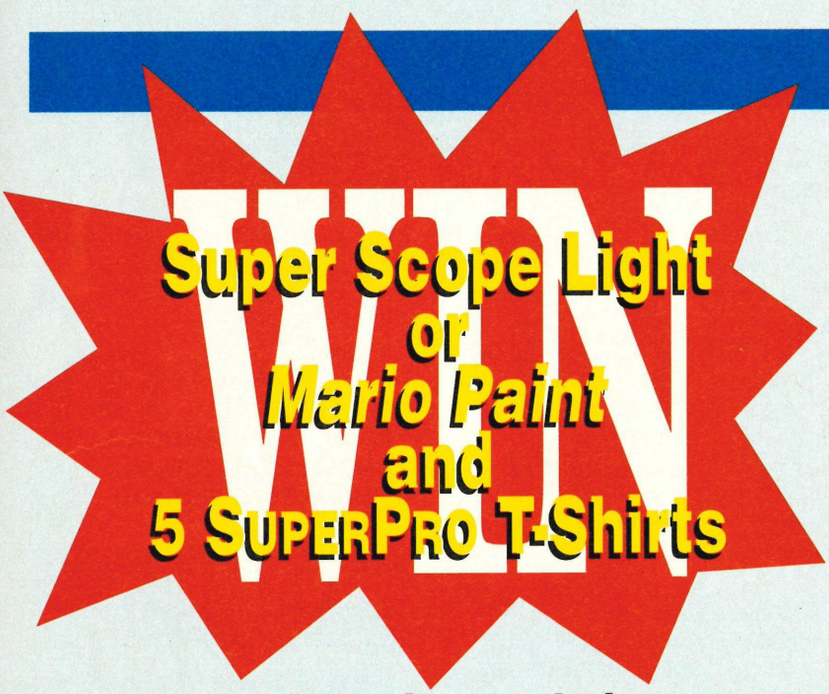
83

SCOREPRO

????

QUESTIONNAIRE

SUPER PRO SURVEY 1993



1993's going to bring even better, even bigger, even more SNES games and we want to keep SuperPro the number one mag to give you all the SNES info you could ever want. So fill in the form below with all your opinions, prejudices, criticisms. Be honest and you could be in with a chance for some great prizes.

If you don't want to rip up your mag a photocopy's fine!

ABOUT YOU!

1. HOW OLD ARE YOU?

1 ☐ Under 10
2 ☐ 10-14
3 ☐ 15-17
4 ☐ 18-21
5 ☐ 22-35
6 ☐ 36-50
7 ☐ Over 50

2. ARE YOU:

8 ☐ Male
9 ☐ Female

3. ARE YOU:

10 ☐ At school
11 ☐ At college
12 ☐ Unemployed
13 ☐ Employed (Job Title)
.....
14 ☐ Self Employed (Business type)
.....

4. MY WEEKLY EARNINGS ARE?

15 ☐ Zippo
16 ☐ Under £20
17 ☐ Under £7,000
18 ☐ £21-£50
19 ☐ £51-100
20 ☐ £101-£200
21 ☐ £201-350
22 ☐ £351-500
23 ☐ Over £500

5. HOW MUCH, ON AVERAGE, DO YOU SPEND ON SOFTWARE PURCHASES EACH MONTH?

24 ☐ Under £20
25 ☐ £20-£40
26 ☐ £41-£50
27 ☐ £51-£60
28 ☐ £61-£100
29 ☐ Over £100

6. HOW MUCH HAVE YOU SPENT ON HARDWARE THIS YEAR?

30 ☐ Under £20
31 ☐ £21-£49
32 ☐ £50-£99
33 ☐ £100-£249
34 ☐ £250-£500
35 ☐ Over £500

7. WHICH INTEREST OR ACTIVITY DO YOU SPEND MOST OF YOUR FREE TIME DOING?

36 ☐ Playing with your SNES
37 ☐ Other (Please specify)
.....

8. HOW MANY HOURS PER WEEK DO YOU SPEND PLAYING GAMES ON YOUR SNES CONSOLE?

38 ☐ None (?!)
39 ☐ Up to 2 hours
40 ☐ 3-5 Hours
41 ☐ 5-10 Hours
42 ☐ More than 10 hours

9. WHAT MOST INFLUENCES YOUR DECISION TO BUY A MAGAZINE?

43 ☐ Cover Price
44 ☐ Cover Gift
45 ☐ Front Cover

QUESTIONNAIRE

46 ☐ Contents
47 ☐ Whatever is available

10. WHAT OTHER MAGAZINES DO YOU READ REGULARLY?

48 ☐ Control
49 ☐ CVG
50 ☐ Game Zone for Nintendo
51 ☐ Gamemaster
52 ☐ N-Force
53 ☐ Nintendo Magazine
54 ☐ System
55 ☐ Super Action
56 ☐ Super Play
57 ☐ Total

11. WHICH OTHER TYPES OF MAGAZINES OTHER THAN COMPUTER MAGAZINES DO YOU READ REGULARLY (IF ANY):

58 ☐ Sport
59 ☐ Children's Comic
60 ☐ Adult Comic (Such as Aliens)
61 ☐ Music
62 ☐ Video/Hi-Fi
63 ☐ Youth Culture
64 ☐ Motorcycle/Car
65 ☐ Movie
66 ☐ DIY
67 ☐ Gardening
68 ☐ Puzzle
69 ☐ Lifestyle

12. DO YOU OWN AN ACTION REPLAY CART?

70 ☐ Yes 71 ☐ No

13. WHICH MACHINE DO YOU OWN OR INTEND TO BUY OVER THE NEXT YEAR?

	OWN	Within 3 MTHS	Within 6 MTHS	Within NEXT YEAR
UK SNES	71 ☐	87 ☐	103 ☐	119 ☐
Jap SNES	72 ☐	88 ☐	104 ☐	120 ☐
US SNES	73 ☐	89 ☐	105 ☐	121 ☐
NES	74 ☐	90 ☐	106 ☐	122 ☐
Game Boy	75 ☐	91 ☐	107 ☐	123 ☐
Mega Drive	76 ☐	92 ☐	108 ☐	124 ☐
Master System	77 ☐	93 ☐	109 ☐	125 ☐
Game Gear	78 ☐	94 ☐	110 ☐	126 ☐
Lynx	79 ☐	95 ☐	111 ☐	127 ☐
PC Engine	80 ☐	96 ☐	112 ☐	128 ☐
Neo-Geo	81 ☐	97 ☐	113 ☐	129 ☐
Amiga	82 ☐	98 ☐	114 ☐	130 ☐
Falcon	83 ☐	99 ☐	115 ☐	131 ☐
IBM PC	84 ☐	100 ☐	116 ☐	132 ☐
CDTV	85 ☐	101 ☐	117 ☐	133 ☐
CD-	86 ☐	102 ☐	118 ☐	134 ☐

14. DO YOU OWN AN ADAPTOR TO PLAY IMPORT GAMES?

135 ☐ Yes 136 ☐ No

15. ROUGHLY WHAT PERCENTAGE OF THE GAMES YOU BUY ARE IMPORT?

137 ☐ 25%
138 ☐ 50%
139 ☐ 75%
140 ☐ 100%

16. HAVE YOU BOUGHT IMPORT GAMES IN THE PAST?

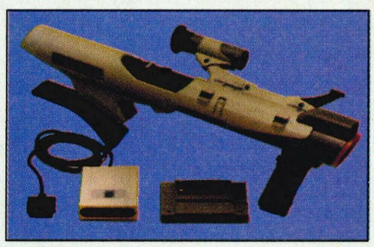
141 ☐ Yes 142 ☐ No

17. DO YOU EXPERIENCE PROBLEMS BUYING THE GAMES YOU REALLY WANT FROM SHOPS?

143 ☐ Always
144 ☐ Often
145 ☐ Sometimes
146 ☐ Never

18. WOULD YOU PREFER TO BUY GAMES FROM:

147 ☐ Mail Order
148 ☐ Shops



ABOUT SUPERPRO!

19. PLEASE RATE THE FOLLOWING FEATURES OF SUPERPRO AND TELL US IF YOU'D LIKE MORE OR LESS OF THEM.

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News	149 ☐	163 ☐	177 ☐	191 ☐
Previews	150 ☐	164 ☐	178 ☐	192 ☐
Features	151 ☐	165 ☐	179 ☐	193 ☐
Official Reviews	152 ☐	166 ☐	180 ☐	194 ☐
Import Reviews	153 ☐	167 ☐	181 ☐	195 ☐
Game Charts	154 ☐	168 ☐	182 ☐	196 ☐
Tips	155 ☐	169 ☐	183 ☐	197 ☐
Prohelp	156 ☐	170 ☐	184 ☐	198 ☐
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Protest	159 ☐	173 ☐	187 ☐	201 ☐
ProScores	160 ☐	174 ☐	188 ☐	202 ☐
Competitions	161 ☐	175 ☐	189 ☐	203 ☐
ProSavers	162 ☐	176 ☐	190 ☐	204 ☐

20. WHAT DO YOU THINK OF THE REVIEWS?

	EXCELLENT	OKAY	POOR	AWFUL
Accuracy	205 ☐	209 ☐	213 ☐	217 ☐
Information	206 ☐	210 ☐	214 ☐	218 ☐
Screenshots	207 ☐	211 ☐	215 ☐	219 ☐
Length	208 ☐	212 ☐	216 ☐	220 ☐

21. HOW FREQUENTLY DO YOU INTEND TO BUY SUPERPRO IN THE FUTURE?

221 ☐ Through a subscription
222 ☐ Every issue
223 ☐ Occasional issues
224 ☐ Never again, bud!

22. HAVE YOU EXPERIENCED DIFFICULTY IN OBTAINING A COPY OF SUPERPRO?

225 ☐ Yes 226 ☐ No

23. HOW DO YOU RATE THE GENERAL CONTENT OF SUPERPRO?

227 ☐ Informative
228 ☐ Lively
229 ☐ Vague
230 ☐ Boring
231 ☐ Just right
232 ☐ Too Childish
233 ☐ Too patronising

25. HOW MANY PEOPLE ON AVERAGE READ YOUR COPY OF SUPERPRO?

234 ☐ Only Myself (1)
235 ☐ 2
236 ☐ 3-5
237 ☐ More than 5

26. HOW DO YOU RATE THE DESIGN OF SUPERPRO

238 ☐ Excellent (spot on)
239 ☐ Okay
240 ☐ Poor

27. PLEASE MENTION ANY IMPROVEMENTS, NEW FEATURES WHICH YOU WOULD LIKE.

.....
.....
.....
.....
.....

28. WHAT WOULD YOU THINK OF A MONTHLY ONE PAGE ROUND-UP OF NEW GAME BOY GAMES?

241 ☐ Excellent
242 ☐ Okay
243 ☐ Awful

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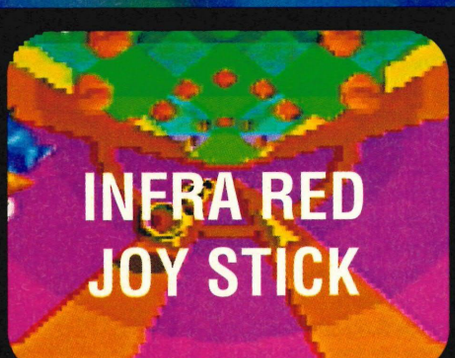
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SNAZZY SNES

Fingers all a fumble on *Streetfighter II*? Tepidly tapping the ball on *Super Soccer* when a full blown wallop was what you wanted? Or is your hand just sore from too many hours gripping your little grey joypad? Whatever the problem, there's loads of sympathetic companies determined to make playing games easier, with a multitude of weirdly shaped, ergonomically bizarre inventions all put to the test by Mark "Firm Grip" Wynne and Duffer Dave's flat head.



ANGLER

BEESHU **£19.99**

This is a chunky, brightly painted enlargement of the basic joypad which makes the original look like a baby controller. There isn't much point in this size increase though, and rather unfortunately the increased distance between the buttons makes gameplay clumsy and protracted, especially with sharp reaction games (which means most games, really). The bonuses are a slow motion control (nice) and a turbo-fire button, which go some way to compensate for the faults introduced by its own, fat shape. If you've got long fingers, this is good value.



CAPCOM POWER STICK FIGHTER

CAPCOM **£79.99**

Die hard fans and fat walleted duffers won't want to know, but in fact Capcom's *Streetfighter II* joystick which replicates the button positions of the fave coin-op beat-'em-up, is crap. The stick shaft itself is rather weak, feels much too loose

ASCII STICK SUPER L5

ASCII **£24.99**

This is a bad idea from the start - a one handed, spherical joypad (ball) and is equally poorly implemented. Its only real use is as an *objet d'art* which you can spend hours admiring for its perfect uselessness. The upper portion rotates to allow you to choose the rough position of the buttons, but trying to operate the L5 with one hand just ended up like a bad joke, with every game being reduced to unplayable status. Even in two-handed mode, the densely packed controls make comfortable play impossible. My only interesting observation, after having play-tested this object for an hour, was that when I threw it at Duffer Dave's Lemming-like head it didn't bounce back (nor did Dave get up for half an hour). No fun unless you too have an office duffer to throw it at.





STANDARD JOYPAD

BANDAI **£12.99**

The SNES's original controller is absolutely fine, and it's only after having toyed with some of the more unusual variations that its brilliant design becomes evident. As a joystick fan previously, I wasn't immediately impressed by the Nintendo invention, but after a while it becomes second nature, due both to its comfortable shape and easy use of buttons. Joysticks just don't offer the versatility available here for simple control over a wide selection of buttons without any real threat of cramps or malfunctions (few joystick shafts survive more than a few months). Being from Nintendo, the joypad is elegant and sturdy so if you're not to bothered about all those flash knobbly buttons that make you invincible, there's no real competitor to this very cheap original.





ADD-ONS!



QUEST
SLICK STICKS £TBA

This ergonomic delight is a joy to play with, and it's also fun when it's plugged into your SNES. The smooth, curvy body (much like our secretary, Karen) is comfortable in the hand as well as being sturdy and well built. The turbo switches are well positioned and intelligently made so as to avoid blistering your thumbs, but unfortunately the front placed left/right buttons are a bit squidgy, making accurate implementation difficult and erratic. Pretty good apart from that though, so I suggest you try before you buy.



and the overall poor quality of production makes playing with it rather dissatisfying. At this price I expected it to be just the same as the coin-op! It isn't, and is thus grossly overpriced. However real boneheads might like to splash out on a remote control upgrade for an extra £80 or so. At this rate it will probably be cheaper to buy the coin-op!



SN PRO PAD
QUICK JOY £14.99

This is probably one of the best alternative (hey, man!) joypads on the market, offering turbo modes and auto fire options well implemented in a comfortable, extremely attractive shell. Even if the game's awful you can have hours of fun admiring the pads inner workings!The only feature missing from this popular peripheral, is a slow motion option, but the price is extremely competitive and the product is bound to please. A bargain, no less, whose only rival is the perhaps unfortunately named Super Con 2.

FANTASTICK
DAOU £29.99

This Korean wonder of design is unique and eye-catching 'cos it's triangular shaped. Now visualise gripping a triangle and you'll probably think, how uncomfortable. And you'd be quite right. Also, as with so many peripherals, this just isn't as sturdy as the SNES original, with fragile switches that beg to be broken and unresponsive buttons. All in all, it looks as if a Korean doppelganger of Duffer Dave designed this on a very uninspired day. Avoid.



SUPER CON 2
QUICK SHOT £15.99

This is a gorgeous joypad, curved and smooth in all the right places. The cursor pad is well moulded, steady yet extremely responsive and the control buttons are also very good. The turbos slide as if oiled, and give a good rate of fire. In fact it's the super smooth feel of this joypad which gives it an added sense of quality. My only reservation is that the select and start buttons are welded together, which could pose a problem if a cheat requires you to press them both together. Apart from this reservation the Super Con is near faultless.







SNAZZY SNES ADD-ONS!



TURBO TOUCH 360

TRIAX **£20 approx**

This chunky joypad looks promising, with four turbo options and sensibly placed controls. The most exciting thing though, is the joypad itself which has no moving parts and works like one of those touch sensitive lift buttons. It's a bit weird to begin with, especially on games like *Super Soccer* with lots of small, simple moves and just a flat pad to move your thumb across, but practice makes perfect. And on games like *Streetfighter II* it's simply a godsend making incredibly complex moves almost easy. Relatively cheap, very reliable with minimal thumb ache, and perfect for tricky moves this is going to be extremely successful.

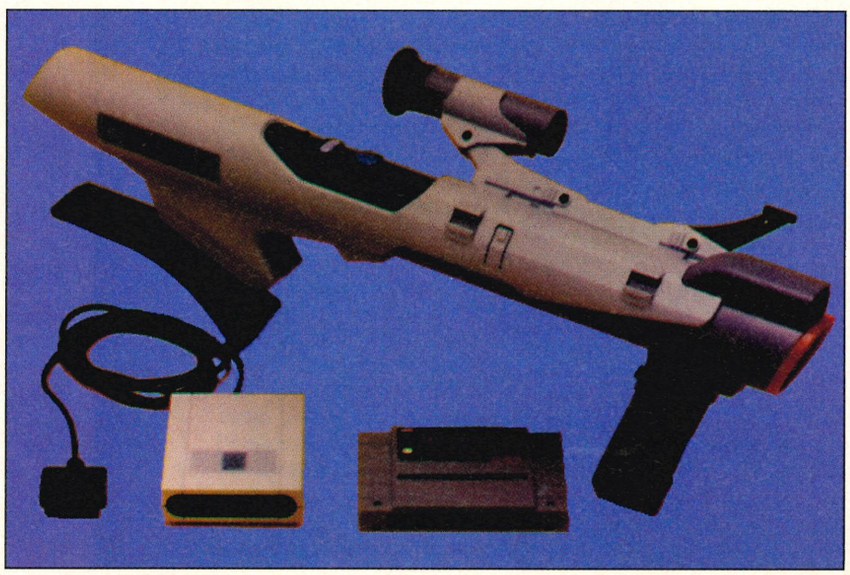
SUPER SCOPE

NINTENDO **£79.99**
(£59.99 without games)

Delightfully packaged with six games and an infra-red receiver which plugs into the SNES, the gun itself is thoughtfully designed to accommodate left or right handed play. Although the gun is surprisingly accurate, its design doesn't adapt well for anyone other than a twelve-year-old to use - you end up feeling rather squashed - and squinting down a cheaply modelled telescopic sight (minus the telescopic bit) isn't really much fun. It's a bit tiring so getting something to rest the gun on is useful.

The games provided offer only a few hours fun – the novelty soon dissipates leaving you holding a rather expensive lump of plastic that sucks up Duracells like a very thirsty battery sucker (presumably Nintendo's Head Honchos get on well with battery companies, since they didn't bother with a mains adapter – thoughtful guys). This, together with the high price of the gun with or without games, makes it a very pricey experience. And as yet new releases such as *The Hunt for Red October* make little better use of the gun than the games you get with it.

Neverthless there's great potential for the *Super Scope*, hiding behind Duffer Dave's head and shooting at the TV is pretty close to interactive gamesplaying, even if Dave's head did get sore after an hour of being used as a gun rest. Which reminds me..... "*YOU CAN MOVE NOW DAVE!*"



UNIVERSAL ADAPTOR

DATEL **£14.99**

You plug the Japanese or American game you want to play in the top, and any old UK game in the back so its security chip fools the SNES into playing the import game. A new version is imminent which enables you to play import *Mario Kart* on a UK SNES. As with all these devices there's no hardware lock like in the SNES which stops you taking the cart out without turning the power off. But take proper care and it works perfectly.

PRO ACTION REPLAY

DATEL **£49.99**

An excellent piece of technical wizardry and no mistake. Besides allowing you to use import games in the same way as the Universal Adaptor, it also lets you cheat – on import carts as easily as official ones. You can use the 100s of codes supplied by Datel – and why not check out our very own Playing Tips for a bumper crop of the latest, hottest codes. Alternatively you can find your own using the "trainer" option. Infinite lives are usually an absolute doddle to find – even Duffer Dave can find these with just a few minutes play. You can also get infinite energy, time, slow motion and much more. Reprogramming the latest in entertainment hi-technology shouldn't be this easy but it is. £50 might seem a lot, but you're getting an import adaptor built-in and let's face it, is there any other way anyone's ever going to finish *RoboCop 3*? Simply essential.

SNES GAME GENIE

Hornby **£44.99**

Due out in April this is a development of the NES and Game Boy cheat carts. There's no intelligent means for you to find cheats yourself but you can enter random codes if you want, and the cart will come with a UK codes booklet, including "funny" effect codes such as making all the platforms invisible. Also, if you're willing to mess around with entering random codes on very rainy days Hornby are offering a free SNES cart if you discover an exciting new code. And there will be a special hotline to give out the latest codes. Unfortunately there's no option to play import games using this cart.

A/V ADAPTOR

NINTENDO **£12.99**

Included with the original *Super Mario World* pack but sadly dropped from other packs this is the only way to get stereo sound from your SNES. It plugs into the back of the SNES and splits into three phono plugs, one for the picture and two for left and right stereo sound tracks which can be plugged into your TV, or a standard stereo amplifier. There's also a SCART block into which you plug the phono plugs to give you a SCART adaptor. If you've got a stereo TV (or a handy amplifier) this adaptor is essential.

SUPPLIERS

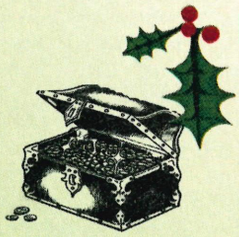
That ever friendly and superbly well stocked outlet, the Video Game Centre, will almost certainly have any of the pulsating peripherals you've set your heart on, and a quick ring through Auntie Beatie on (0202) 527314 should put you through to one of their hard working counter people.

Alternatively if you could try these British manufacturers for their SNES beater tricky sticks and pads.

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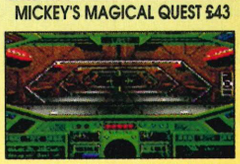
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Letters



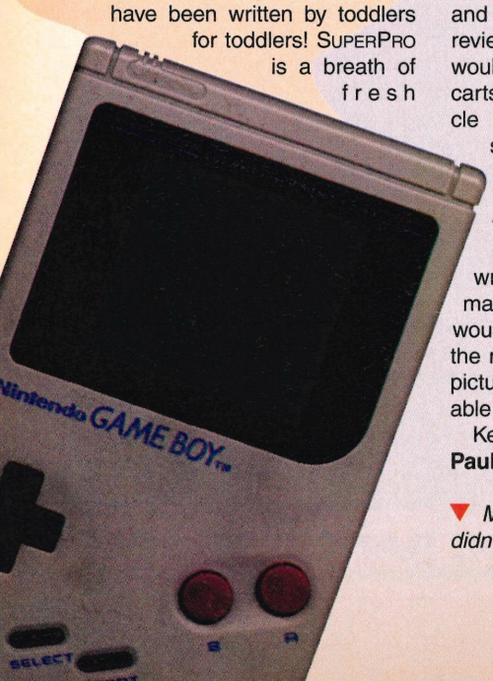
Oh woe readers! The SuperPro office walls are bare except for six weeks worth of Sun Page 3 girls, and sensitive souls that we are, we're disillusioned with all thirty-six of these shallow and insulting piccies (today's was a corker though, if you're into that sort of sexist, degrading trash – in fact James seems to be in some sort of bubbling trance). So what we want are loads of drawings, paintings and mutilated screenshots to cheer us up and most likely, print in the mag. Oh, and more letters please. We're all a bit emotional (touched) over the sheer amount of fat brown postie bags Curvaceous Karren had to drag up to our office following the release of Ish one, but don't dry up now. Send in any comments, artwork, queries (well, not so many queries actually) to me at ProTest, SuperPro, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF. Go on, it only costs a stamp, so let's just, hey... like, bond together (and if you're a shrivelling, insular, unloving person like Dave who wouldn't want to bond with you unless you were a groovy chick – and we know what bonding means in that context, hmmm), then we may give away some top SuperPro T-Shirts which are delicious, or even some surprise gifty presos for all you consumerist beasts who've lost touch with your souls in your needless quest for materialistic possessions.

Mark C. Wynne

BABE DEMAND

Dear SuperPro

First of all, congrats on the first issue. I've only had my SNES a few weeks but with the high cost of software, a guide has become essential. Imagine my dismay when I browsed through the loads of SNES dedicated and related mags available, only to discover that they all seemed to have been written by toddlers for toddlers! SuperPro is a breath of fresh air, with its stylish, clear design and adult, wry contents. But anyway, enough of the crawling, on with the questions.



1. I was about to buy *Super Tennis* after reading your rave A-Z official review, but I then saw a still of *David Crane's Amazing Tennis* and it looks, well, amazing! Should I hang on?

2. I also own a trusty Game Boy and after seeing your *Faceball 2000* review, I wondered whether you would be reviewing any Game Boy carts in the future, or maybe an article on SNES Game Boy conversions. The Game Boy is still the top handheld around and I'm sure many SNES owners have the portable Nintendo too!

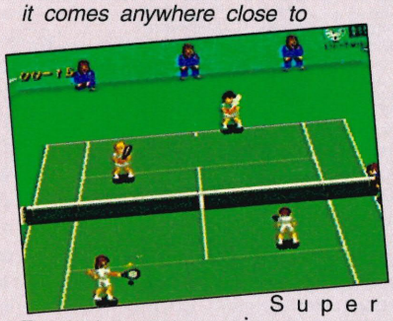
3. Where are all the female writers? It's not that I think women make great writers (joke!) but I wouldn't mind a piccy at the start of the mag to liven up those dull, posy pictures of you Pros. What a miserable looking bunch!

Keep up the good work!

Paul Cox, Ellesmere Port.

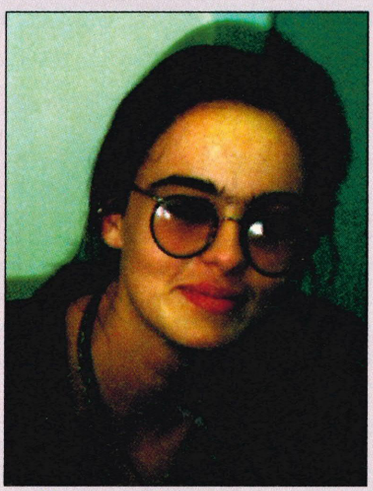
▼ *Miserable! Us! you very nearly didn't get published for that quip Paul from Stoke (ahhhhh, shame) but we're kind of forgiving here so we'll let it pass. We've got every reason to be miserable, what with deadlines, cold weather and the price of fish, so spare a thought of us, slaving away at all those games so that you don't have to. In answer to your questions,*

1. We've had a lot of debate over D. C.'s Amazing Tennis, *but as you can see in this issue, it got a pretty good rating. Personally, I don't think it comes anywhere close to*



Super Tennis *in any department, but heck, that's just me. Try it yourself if you still like the look.*

2. Game Boy section. We're waiting for reader response over this, so all you Game Boy fans listen up. We would develop a small update section to review the latest Game Boy carts if demand was high, but unless we get a lot of pleading letters, we'll assume you're not bothered.



Sam from SegaPro doing her "Intelligent staff writer" pose. (See *Babe Demand.*)

3. Women staff writers? I'd also like lots of free females to play with so write in and – erm, 'fraid theres no girlies in SuperPro *yet. Our sister magazine,* SegaPro *has all the the sultry, delicious babes (so there's many an excuse made to pop across the corridor) but alas, our office is filled with, well, us. Boring, depressed and babeless (well Karen the secretary pops in now and again to raise our flagging spirits, but she's too scatty to be sultry). Spare a thought then, loyal readers, and send your donations in a sealed envelope to* Hire A Babe Staff Writer Fund.

MANIC DEPRESSION

Dear SuperPro Team,

I know I won't get printed for moaning about your first issue, but I have got a complaint. Although I enjoyed the mag as a whole (particularly the footie feature), I can't understand why *RoboCop 3* only got 46% whilst *Rampart*, which looks very crappy, got 85%. I haven't played either game, but I saw *Robo* being played in Boots and it looked fabbo. Have you got something against Ocean or something?

Wesley Banks, Surrey.

▼ *Oh ye of little faith! As far as I'm concerned,* SuperPro *won't get any better unless you tell us what you like and don't like. If you think we've been unfair, tell us why you feel that way. However, Wesley's letter is a bit of a duffer (almost as Dufferish as Duffer Dave trying to pretend he didn't want his photo taken last ish before whizzing into the toilet to mouse his hair and smile sexily into the mirror).* Rampart *was quite weak in the graphical department, but this was clearly reflected in its review. As a game it was highly original and very playable, and we're here to tell you which games are most fun, not what looks best. Read the reviews properly and you'll have no doubt about what we think.*

We've nothing against Ocean - they've produced some great titles for the SNES like The Addams Family *and we've got high hopes for* Cool World *too. But* Robo *failed to provide anything new in the gameplay department and also suffered from flicker when alot of sprites appeared on screen. Graphics and frills are important, but playability and longevity are more important, and we'd be doing you a disservice if we recommended a killer of a game like* Robo III *just 'cos it looked nice in the piccies. Read the reviews properly and you'll have no doubt about what we think.*

HAND SATISFACTION

Dear SuperPro,

Loved the first issue! I've bought a few magazines in the last year since buying my Nintendo (the ultimate games machine!) but I think yours is best because it's easier to read than the others and your reviewers sound as if they've actually played the games they talk about. I noticed in ish one that James the designer was

SAVERS

MISCELLANEOUS

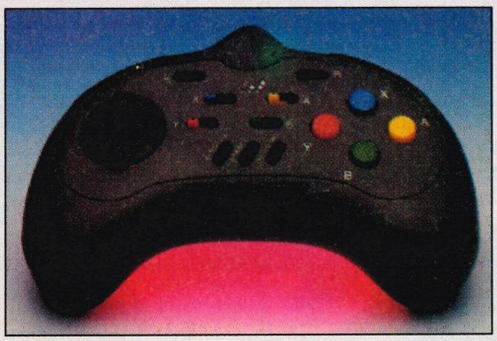


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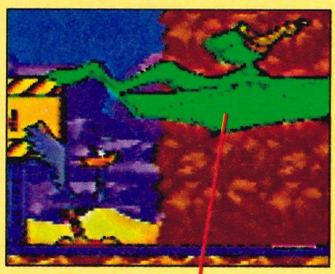
ROAD RUNNER

Welcome once again to SUPERPRO's tips section. Each month we will bring you hints, tricks and cheats on how to beat the hottest games for the most radical console around. Included in this months tips section is the second part of our breathtaking *Dragon's Lair* solution, plus a rundown on *Road Runner*, and codes for all you Action Replay hackers. This month also see's the start of ProHelp, a new column set up especially for you the reader. ProHelp gives you a chance to write in for advice on how to beat those games that prove to be to tough.So if you've got a problem, don't hesitate to consult the Pro's!

Road Runner's absolutely stunning graphics and animation brought it within sight of a Pro-Gold - denied only by its very tricky gameplay. Make no mistake, _Road Runner_ is one of the hardest games to zip onto the SNES, and it's for this very reason that Dave Westley is here to take you through it. Even with such help however do not think _Road Runner_ will be easy - it won't. And don't even think of buying this game unless you are a seasoned gameplayer. It's tough, so very tough...



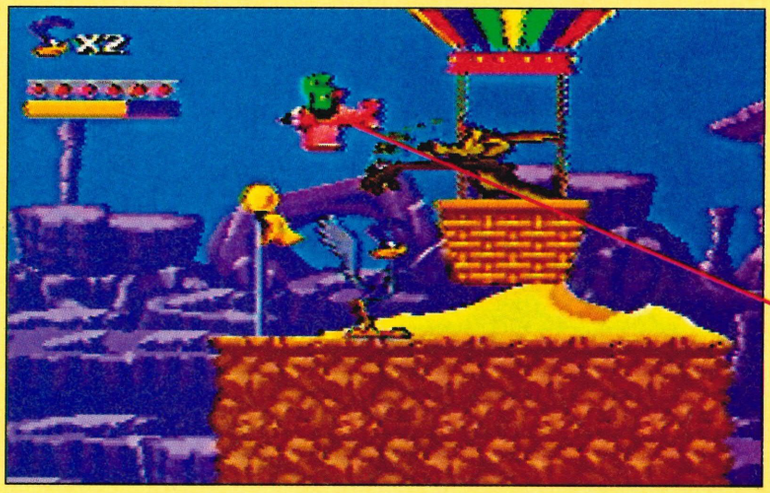
Watch out for this fork - it'll knife you!



Don't go there - it smells!

LEVEL 1,2 & 3

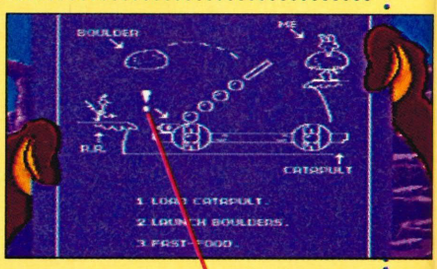
The first three levels are relatively straightforward. Signposts neatly indicate upcoming hazards as well as the route you must follow to the exit. There are plenty of diversions: hidden rooms, platforms and pathways that lead to nowhere in particular. But these are a distraction, useful only for honing the skills needed later on. You do not need to raise all the flags, hunt out all the bird seed, etc, and, once this fact is grasped, you'll recognise that these levels are a doddle. A further tip, and one for the whole game, is that using the bird seed for extra speed often saves a great deal of time. Use it when climbing up steep hills and you'll often find yourself whizzing up into the skies and landing on a platform - high up in the air - which would have taken a long time, using conventional methods, to reach.



Wylie's special weapon on this level. Those boys from ACME really know how to get a bird down – literally. Avoid this red and green whizzer or it'll knock you off your perch!

LEVEL 4

This is the first Mega-Trap level. Although small, its perfectly lethal with Wylie taking delivery of an ACME catapult. To survive and complete the level Roadie must destroy it. Modern science against a bird and his beak. It's tough. To succeed Roady must jump onto the second of the platforms. He must then wait for the third boulder - the one that passes through the end of the platform - before walking down (NOT JUMPING) onto the ground to peck no more than four times at the catapult's hinge (see picture). As soon as it has been pecked 3-4 times Road Runner must make his escape - stay too long and he will either be crushed by a boulder, or spiked by the arm of the catapult, neither of which is very nice.





The boulder to look out for: see it and get down to peck

The plans. Look out for the useful, but cryptic exclamation

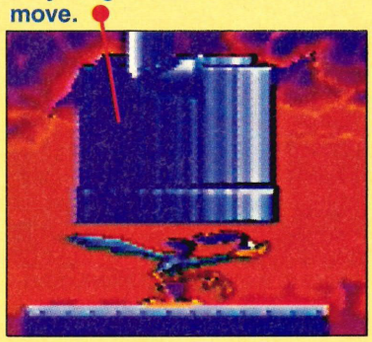
LEVEL 5

On the fifth level things return to much the same as the first three levels - a hyper speed platform adventure. This time around, however, you're on a construction site and there are millions of metal beams to speed up and down on – and of course to fall off. Wylie confines himself to the ground level so you're safe whilst you're in the air. Unfortunately the exit is on the ground level too - so you're going to have to encounter him at some time or another. To succeed at this level is fairly straightforward. You start of at the ground level. You want to be on the ground level, but far right. Unfortunately you can't go straight there - metal beams block your way. Thus you must climb up into the metal rafters and keep going right until you see a way down. As soon as you do, take it - arrows will of course point the way.



Whoops! Roady misses his dinner yet again. Will he ever catch up?

Do what the picture below is showing and you won't last very long. It's a definite Mark move.



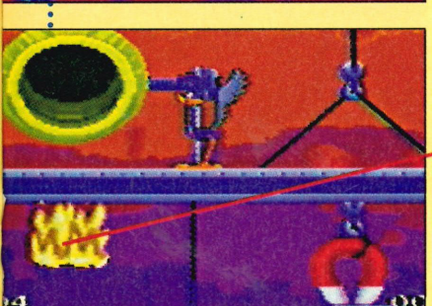


Swinging about on a ball is not something Wylie does every Sunday - he has to be very hungry with no roast in oven. Bit like me.

LEVEL 6

Like the last level Road Runner finds himself on a construction site. But this time it's a lot tougher. The exit point is at the top left of the maze. To get there Roady must jump onto the metal beams that're continually being hoisted up into the air - requiring some precision jump. Wylie is there of course, but causes a lot more difficulties than the last level. He can be seen on top of a swinging demolition ball. There's little you can do to avoid him except to keep moving. The only other thing to look out for on this level are the cement mixers which pour out a deadly concoction of stuff. Fortunately they do so at a regular pace so getting past them is easy.





Watch out for the concrete mix -it's not a face pack as Mark the (incredibly vain) duffer seems to think it is (it certainly won't help him to look like Elvis - he's too much of a Hunchback).

LEVEL 7

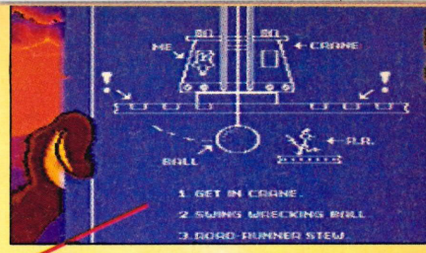
The penultimate construction site arena and similar to the last. This time the exit point is found mid height, on the right. Wylie confines himself to the ground floor level again - on a digging machine. Fortunately you can avoid him by running underneath at the appropriate time. Quite an easy level - just follow the arrows.



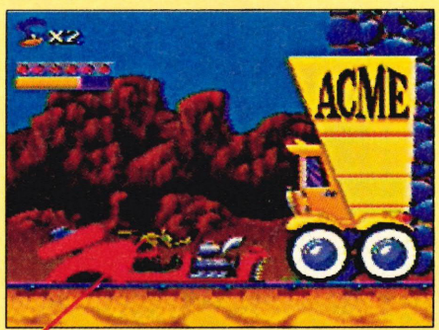
Isn't that old Wolfey the saddest creature you've ever met (apart from Mark). He's killing himself to try to get roady but here he's really easy to avoid.

LEVEL 8

The second Mega-Trap level and again Road Runner either destroys Wylie's deathly contraption, or dies himself. This time the Coyote's bought himself a crane which swings a demolition ball wildly in a desparate attempt to kill off Roady. To destroy the crane Road Runner must unhinge it from its platform. This can only be achieved by pecking six boxes on the platform itself - a feat verging on the impossible. It is achievable however, but only after a long, laborious process. Roady must begin by standing on the platform two down from the crane's. After the demolition ball has struck the one above, Roady must jump up to the platform directly beneath the crane's, wait for the crane to have moved to the end of its platform twice, then jump up again. He must then run to one of the boxes, peck once (and only once) and then run away as fast as is possible. In this way, with a bit of luck, the Coyote will come to a very very painful end indeed.



Mark just couln't do this one - not especially surprising since he can't do anything. But then at this one he failed miserably. He thought that if you rammed the demolition ball you could knock it off its hinges - not very clever! But then that's Mark.



Is Mark, I mean Wylie, about to get crushed. Unlikely me thinks. He's too clever. The existence of the truck ony hurts Roady - so be careful!



Wylie's car is annoyingly clever - no matter how high you go - it'll still reach you!

LEVEL 9

Level nine features some of some of the best animation and graphics yet seen on the SNES. Wylie Coyote races around at the bottom of the level in one of the grooviest cars imaginable, whilst an ACME truck follows, not very far behind. Road Runner starts at the bottom level, and indeed, needs to finish down there (tough luck!). Thus though it is advisable to get up to higher levels as soon as possible (you need to anyway - there is no direct route along the bottom) remember you'll need to work Road Runner back down eventually. A further difficulty is that Wylie's car is able to suspend itself on springs and thus to slowly raise itself. Be careful - however high you are - Wylie can still get you!

LEVEL 10

If level nine stuns you with the quality of its graphic and animation, level 10 will kill you. Aboard (well mostly on top of) a train you must work your way to the back of the train (the left). Do not attempt to travel by the bottom route - tis futile. If you manage to get there the exit is on top of that train carriage and there's no way to get up there without travelling all the way back again. The best way then is to travel along on top of the carriages, avoiding Wylie on his rocket, climbing on top of the giraffes necks etc, until you reach the last carriage.



A cheeky chappy - watch out for his custard tarts - could mark the end of Road Runner's quest.

Nelly the Elephant makes an appearance here. But counter to the rumours she's not very nice - avoid!



TIPS

ROAD RUNNER

LEVEL 13

This is your first visit to a place that looks like it's not a million miles from Mars. A blood red cavern is the home for much dynamite, very pretty mechanical Road Runneresses and, of course, Wylie Coyote himself. To evade the dynamite move towards it and then away very quickly. It should then blow up without doing you any damage at all. Be careful though - the shock waves often cause the walls of the cave to collapse sending boulders in your direction. The exit is found by travelling up as high as you can go, and then moving towards the right of the cavern.

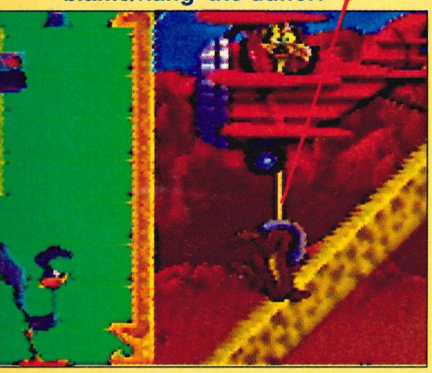


I think Roady's about to get crushed. Wylie really is a nuisance in that mine cart. Someone should take his licence away.

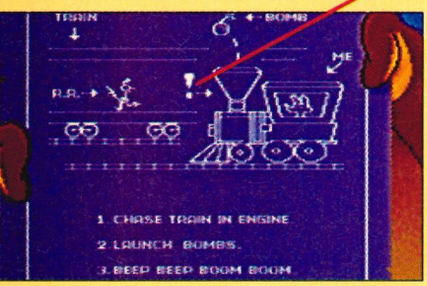
LEVEL 11

A second train sequence that's essentially the same as the first. There's only one real tip to give. That being be very careful jumping from the purple carriage to the blue one, and, of course, watch out for Wylie's plane!

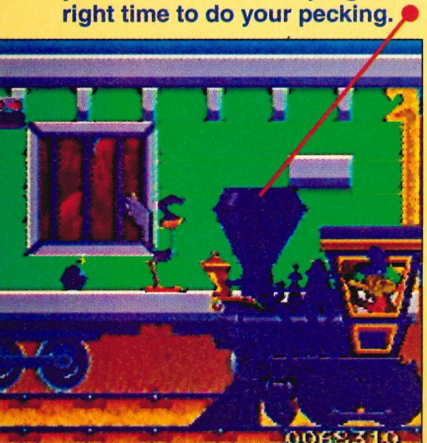
This is the end level sequence and remarkably fun to watch it is too. Still I can't tell you what happens - Mark "the spoil sport" won't let me - blame/hang the duffer!

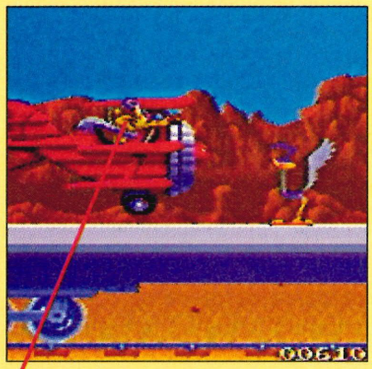


A case of looking out for the exclamation marks. This time it's all fairly self explanitory.



The place to peck the bombs into. Though difficult at first you'll soon be able to judge the right time to do your pecking.





Wylie's a-coming to get you. Better duck or you'll be mince meat. Mind you mince meat doesn't have to talk to Mark. There's a silver lining to every storm cloud.



The giraffes are one of the few things on this level that don't actually hurt you.Use them to reach bonus flags!

LEVEL 12

The third Mega-Trap level. Wily's at the controls of a train which speeds back and to, throwing bombs out of its funnel. Roady can jump between a big and small coach, avoiding the bombs as they fall, then nipping forward and using his beak to throw them at the funnel. If you get a hit the train flashes and a stream of bombs are thrown out which must be avoided. To makes things even trickier Wily tends to bomb one carriage at a time, you can't stay on the big carriage and just wait for bombs to arrive.

LEVEL 14

The second Martian level is also very easy. Your only difficulty being the evasion of Wylie Coyote who coasts along the bottom of the cavern in a mine cart. Unfortunately with the exit point also to be found on the cave's floor (bottom right to be exact) the challenge must be accepted. Be ready to jump over the rascal and watch him crumple at the end of the level!



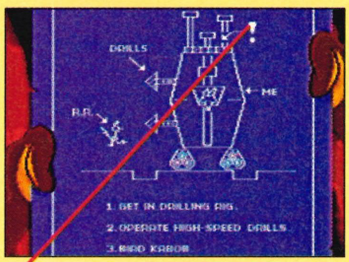
Watch out for these, they have a tendency to appear from nowhere and result in a real pain in the back. I call them "Mark's". Avoid at all costs.

LEVEL 15

The third Martian level and it's very difficult indeed. The exit point is at the top right of the cavern but getting there is not going to be easy. Keep to the right hand side of the level and slowly make your way to the top. Wylie makes himself scarce - just as well really as you have problems enough without him. But watch out for his creations - the beguiling Road Runeresses.

Watch out for these tasty diversions. They have a tendency to explode on you - women eh!





Another one of those exclamation mark thingys and another one that sad sad Mark hasn't a hope in hells chance of completing. Still *you're* not a duffer so it's all going to be easy peasy!



LEVEL 16

Mega-Trap time again. This time Wylie is in some sort of digging device with metal bores at the side that threaten to cut Road Runner up into very small pieces indeed. To destroy the machine Roady must peck a column of boxes just above Wylie's head - on the top of the machine. To get up there Road Runner must stand on the metal arms of the bores and jump up. There the difficulties just begin however. For the boxes that Roady needs to peck are hidden underneath platforms which move up rapidly - Roady'll spike his head numerous times on the caverns roof unless you're very careful. Position Roady correctly and bide your time for the perfect moment to strike! Patience and a calm nerve are the key.

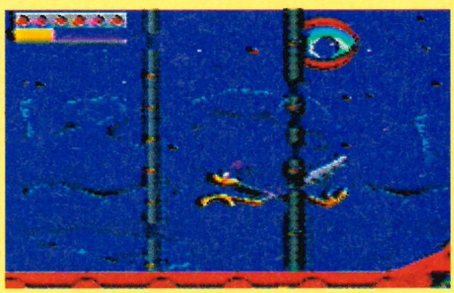
TIPS
ROAD RUNNER

LEVEL 17

If the previous Cavern level before looked Martian, then the red outside world that you face here most certainly is. It's probably the most difficult (and infuriating) level that you'll encounter. The exit point is mid-left but getting there's going to cause hair loss. A helpful hint is that you do not go as far left as you can - nor as high up. Thus do not go on the platform that leads across the far left hand of the screen - you do not have to - it's nothing but a nasty diversion.



Wylie moves about this level on a flying surfboard and is about as graceful as Mark/Bernard Manning doing a tea dance.

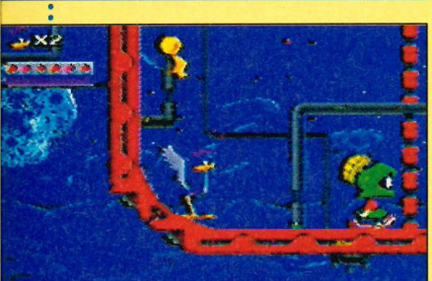




Green Wormtourguey creatures. Evil and nasty but paradoxically you won't be able to finish the adventure without them. But then that's another story.

LEVEL 18

Use the first Teleport and you'll appear on a platform. Drop off the left side - falling fairly straight and you'll arrive at Teleport 2. Use that and you'll appear in a closed loop with Teleport 3. Use Teleport 3 and go left and you'll find Teleport 5. 5 takes you near 7. Use the rising platform just by teleport 7 and you'll arrive next to teleport 8. From here everything starts to become just a little bit easier. Explore carefully – don't fall off or you'll be back at the start. So take your time. The teleport you want is Number 18. After Teleport 8 it shouldn't be too difficult to find!



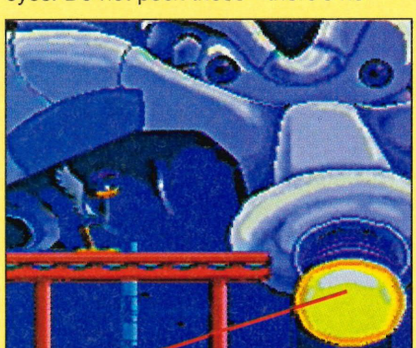


At last, the end of level 18. Slow and careful makes this fairly easy, but Wylie doesn't help of course. Skirting around in his big red space ship he's about as much fun as Mark.

LEVEL 20

This is the final screen and with the care that has been put into it, it shows. Road Runner stands on a red platform transfixed. Beneath him a huge figure is rising - a gigantic metallic reconstruction of Wylie Coyote. His nose is a launch pad for missiles, his eyes send out electric balls of blue flame. The figure is awesome, and virtually impossible to defeat. But with the following tips, it should be just about possible. First things first. When the figure rises Road Runner cannot move. Paralysed he just stares at the emerging monster. Then from nowhere missiles bombard Road Runner's platform and he regains control over himself. He must immediately jump onto the creatures neck. From here he can jump up to the nose. Peck the nose (or missile pad) and it should fall out. Then jump upwards towards his eyes. Do not peck these - there's no point. Instead go for the radars of which there are two - one on the left and one on the right. Peck these out. Then you should see the green birds you thought (or just prayed) you had left behind on the Martian level. Jump onto them (or, more particularly the rockets they're flying on) and whizz up to the top of the creatures head. Here there are two more radars. The first one is relatively easy to peck. For the second however you're going to have to get on one of the birds again - the one that's going left. To do this however you have to jump on the bird that's going upwards...

If you're successful and manage to destroy the final radar, you've finished - well done! Road Runner waves his white flag at you. If you have failed we're not going to be the one's to tell you what happens - it would spoil it! If you're desperate the pictures should give you a clue however?!





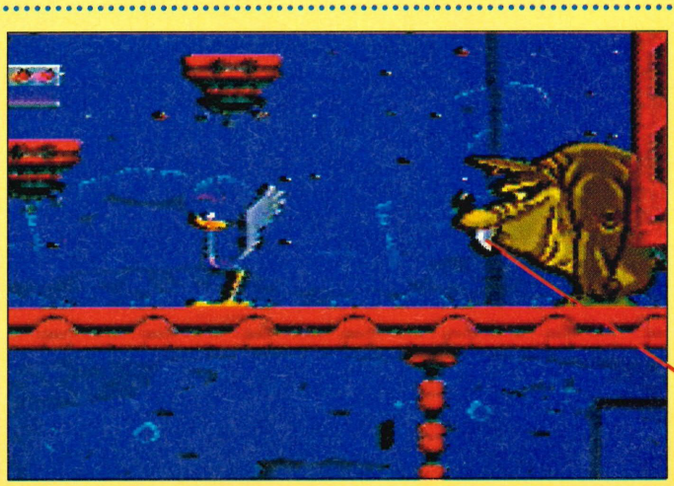
If you see that nose peck it hard and fast. With a bit of luck it should fall off.



This is how Mark likes to dress after hours. Very tasty I don't think. Still at least it means he's not in the office.

LEVEL 19

There's probably two ways to do this. One way is to go right, get on a small rising platform, jump up and then go left into a maze which leaves you with a psychopathic mutt constantly harrassing you across a series of pits which you must escape from by pinpoint jumping. There must be an easier way but we haven't found it yet. Exploration at the start could be the answer!





The dreaded fang dog is almost as ugly as Mark (and a billion times stronger).

Road Runner's been through the giant maker machine and look at Wylie's mouth!

PRINCE

THE SOLUTION

When *Prince of Persia* made its SNES debut, it boasted stunning animation, original gameplay (well, as original as you're going to get), the odd sword-fight and most of all twenty tough levels with a very tight time limit. Having spent endless nights in front of the monitor, the Pro's have finally come up with this stunning solution to satisfy your Arabian desires.

LEVEL 1

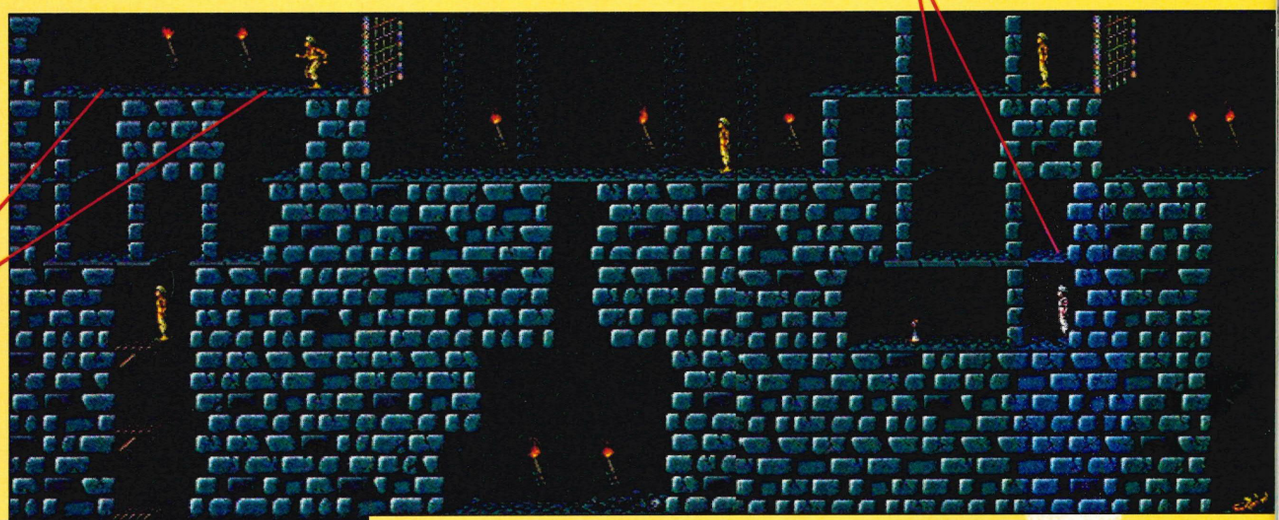
From the start, drop down two screens, trying to preserve your energy by making the board collapse and dropping down to the bottom by grabbing hold of the edge of the platform. Head left through three portcullises, then drop down from the edge of each platform until you reach the rocky section on the left edge. Carefully make your way down to the bottom of the level, run right and collect the sword and then return all of the way to the goal on the right side of the start.

SPIKES

These are quite obvious on screen and will kill you if you jump or run into them. However if you take small steps they won't harm you at all.



These collapsing platforms open up a way to get the small potion at the bottom.

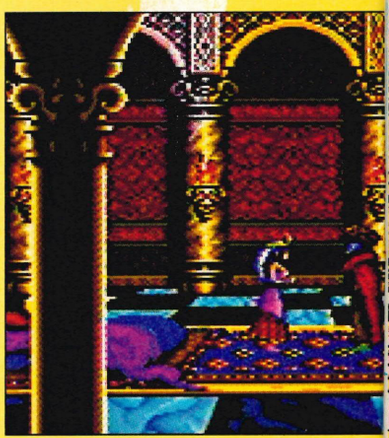


These collapsing platforms give way to reveal the route down towards your vital sword.



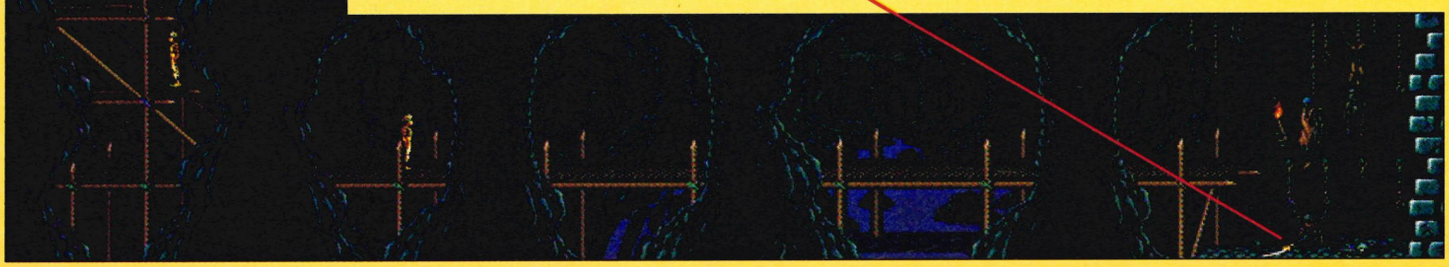
CATCHING HOLD OF PLATFORMS

Once you have leapt off of a certain platform, you may be able to grab another platform even if you can't necessarily get your feet to it. All that you need to do here is keep the B button held down, although, in particular circumstances, it's a matter of having to release the button then pressing it again at just the right moment.



Carefully but quickly – remember that tight overall time limit – lower yourself down between these wooden platforms.

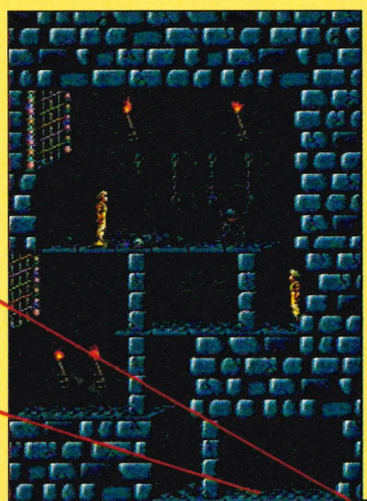
At last, the sword. You can now spend hours admiring all your flamboyant sword-play.



OF PERSIA

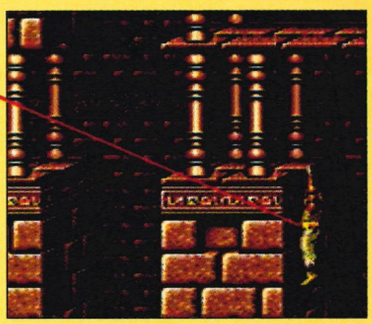
SWORD FIGHTING

The best way to battle the other Arabian Knights is to get pretty close to them without moving within their range. Stand your ground, then, when your opponent edges forward lash out at him. A few hits may be blocked, prolonging the battle a bit, but you should be able to win through pretty easily as long as you stick at it.



DROPPING DOWN LEVELS

While falling may be a more direct route to lower areas, it can also be detrimental to your health. The best thing to do is crouch on the edge of a platform, therefore lowering yourself down, which makes the fall less dangerous and it also gives you a chance to view the obstacles below without committing yourself.



Once the platform has collapsed, carefully lower yourself down then go left to get your sword.

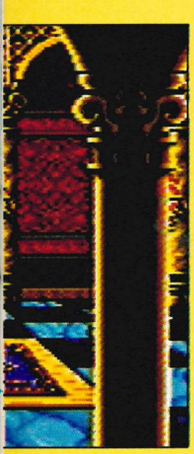
Once armed with your sword defeat this knight and then go right to reach the exit.



LEVEL 2

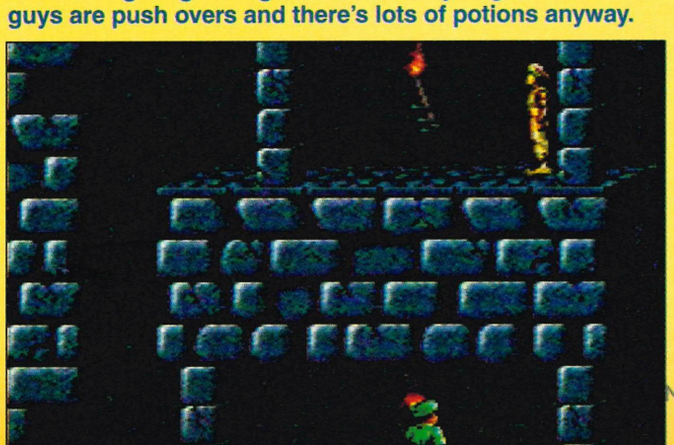
PASSWORD 4QG3WNW

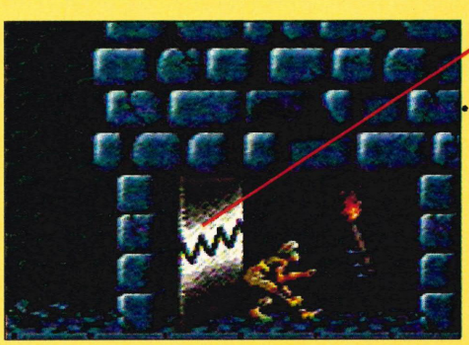
The aim is to go to the left to the first platform and then clamber up so that you can continue across the top to the left. Use the potions to replenish your energy after a fight, then carry on to the far left to the portcullis switch that allows you to reach the next stage.



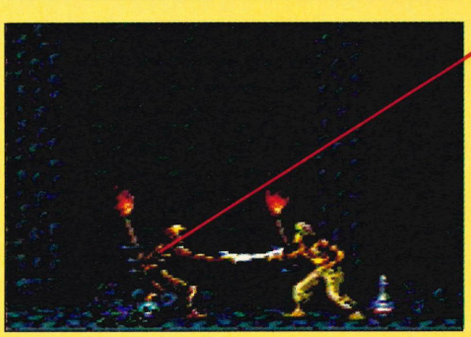


The knights get tougher the further you go, but these guys are push overs and there's lots of potions anyway.





The cutters certainly make a mess of you if you mis-time your jump!



Skeletons are tough fighters and require determined swordplay to be defeated!

LEVEL 3

PASSWORD - AROU5LC

The scythes and cutters appear for the first time on level 3. To get past them you need to move up very close and 'jump' through them when they have retracted. First go to the right to get the two potions (one at the top, the other at the bottom) then return all of the way to the left. Keep to the top of the screen and keep going left, working your way to the bottom so that you can hit the necessary switches. The exit can be found in the bottom left hand corner.

TIPS
PRINCE OF PERSIA



Tricky! If you're not careful the knight will drive you back into the cutters for a stick end.

LEVEL 4

PASSWORD - BZ1OKR6

You'll need to run about all over the place to open each portcullis on this stage. Work your way up and right and then back to the left, stepping on each switch that you come across so that the way forward is open. Once again, make your way across along the top of the level to the left. When you come to the Knight, just before the screen of collapsing platforms, dispose of him in the usual manner. Then go along a couple more screens and go down the platforms. Activate the switch to open the portcullis, and go left at the bottom to the exit.



This potion's at the far right of the map, just by a switch which you're now standing on.



Snapping cutters make level 6 pretty hair-raising.

LEVEL 5

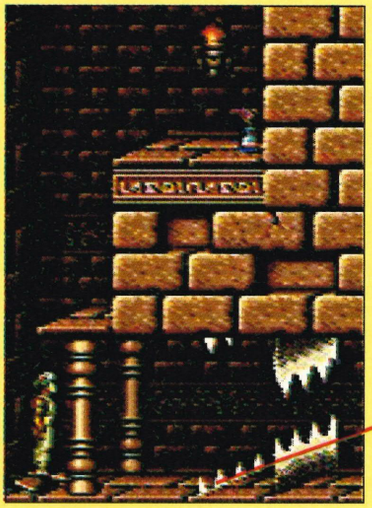
PASSWORD - QSHW54Y

To be able to collect all of the potions, you will have to deal with a 'mirror'. The only way through this is to run at it and jump through it. Other than that, this level poses few problems other than a lot of searching!



Be quick pulling yourself up or this portcullis is going to really spoil your day!





LEVEL 6

PASSWORD - ROHKKVV

A false wall is your only means of escape on the sixth level. Once you've got all of the potions, go to the bottom right, past the start, over the spikes and through the wall itself. Climb up to the top, then, when you cross the double collapsing platform, knock the one out above you by leaping up and down. There's now only one more knight standing between you and the exit!

A double set of cutters require a steady nerve and a quick jump to be defeated.

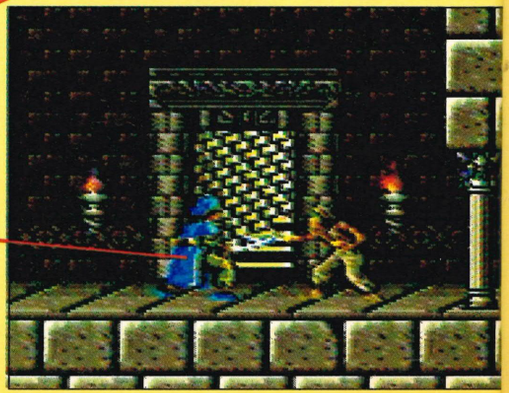
LEVEL 7

PASSWORD - YVVKKVV

The most time consuming part about this level is that you have to travel around the whole level stepping on switches to make the portcullises open. The exit is located towards the left hand side of the level. However, just before you get to the portcullis just before the exit, make your way upwards and collect the multitude of potions.



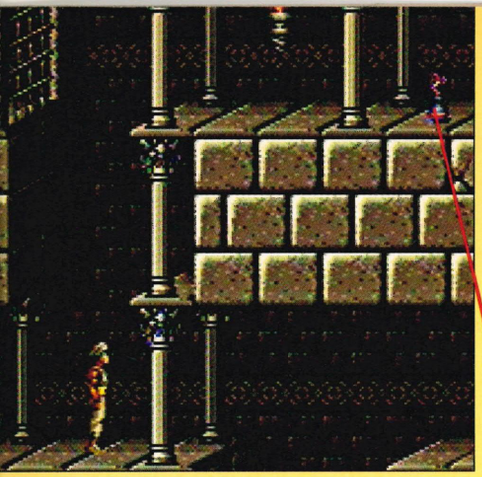
Exploration's the name of the game on this level, step on those switches and open the portcullises.



Despatch this last knight and you can exit to the next level. There are only three knights on this levels so it's not that tough.

TIPS

PRINCE OF PERSIA



LEVEL 8

PASSWORD - RVVYKVY

This is even more simple than the last level as long as you know where to look for the switches. Make sure that you get the potion in the top left, then go across the top to the goal, hitting the switch on the far right to make it through.

Potions are critical as energy, like time, carries over level to level and you'll need plenty of energy for the last levels!



Another knight to slice 'n' dice.



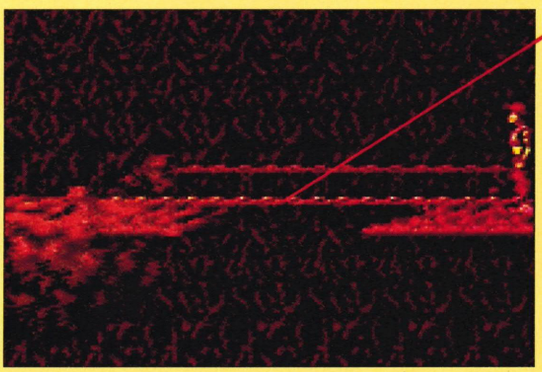


Be patient with these guys and just keep trying to force them backwards until they fall down something, collapsing back into the heap of bones they began as.

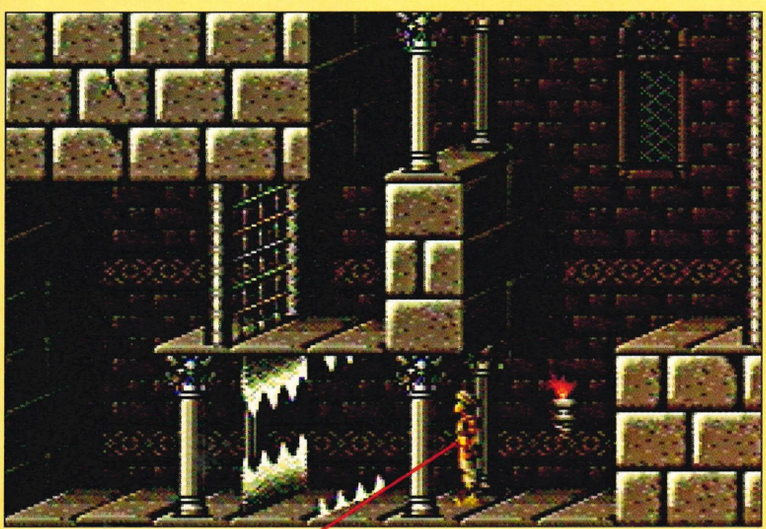
LEVEL 10

PASSWORD ROORKVV

As you fall at the start, hold down the B button so that you grab hold of the ledge. Carefully work your way upwards, make sure that you allow yourself enough room to fight the knights. A number of running jumps need to be executed with your only guarantee success being to practice!



These underground caverns certainly make life tough for our curly slippered hero. Plenty of long, running jumps need to be made so get practicing.



You're about half way through this level, jump through the cutters then climb up and go left for some moonlit combat.



The Grand Vizier certainly lives in style, spoil his carpets with this guy's blood and you go through onto the bridge.

LEVEL 9

PASSWORD - Y00DKV3

Conveyor belts appear on this level which threaten to throw you right into a bed of spikes. Make sure that you don't get lured into a fight on one! Once past the first conveyor belt you shouldn't have too many other problems making it through, simply continue going left. Use the grab technique to catch hold of the platform should you land on a collapsing platform when landing.



You're almost there, kill this guy, go through a portcullis, jump a fall and then go down for level 10.

SUPER PRO tips

GAMEBUSTING CODES ACTION REPLAY

Datel's brilliant gamesbuster makes finding most codes easy, but some of the more obscure ones need a bit of effort so check out the latest, hottest codes.

ADAMS FAMILY
7E00AC05: Infinite Lives
7E00C302: Invincible



SUPER PROBOTECTOR AND CONTRA SPIRITS
7E1F840X: Player 1 Weapon 1 varies with X and is a max of 5, e.g. use 3 for Homing.
7E1F860X: Same as above but for Player 1 Weapon 2.
7E1FC40X: Same as above but for Player 2 Weapon 1
7E1FC60X: Same as above but for Player 2 Weapon 2
7E1F8A63: Infinite lives for Player 1
7EIFCA63: Infinite lives for Player 2
7E1F8C02: Infinite bombs for Player1
7E1FCC02: Infinite bombs for Player 2

CASTLEVANIA IV
7E13 F410: Infinite energy:
7E13 F050: Infinite time:

DRAGON'S LAIR
Infinite Energy: 7E0FF903



F-ZERO
7E0CF301: Infinite Turbo boosts.
7E00CA0B: Infinite Power
7E005908: Infinite Lives
7E115000: Always finish first



FACEBALL 2000
7E0BD103: Infinite Lives
7E035201: Next tag opens the exit regardless of how many tags made so far.
7E03CEXX: Where XX is a level number. This is a level select. Must switch off Action Replay after using.

FINAL FANTASY
7E200803: Gives Cecil large amounts of points. If you need more simply alter the 3 in the code to different number.
7E208803: Gives Kain a large amount of hit points. If you need more do as above.

FINAL FIGHT
7E0D6E05: Infinite Lives
7E0D1450: Invincibility

HOOK
7EF7C103: Unlimited power. Turn the Action Replay off at the end of each level.
7E1F1459: Unlimited time.
7E1F0003: Unlimited lives.



JOE AND MAC
7E081C14: Gives Joe unlimited energy
7E081A89: Joe keeps the bones to use as weapons.
7E085C14: Gives Mac unlimited energy.
7E085A89: Mac keeps the bones.
7E082202: Joe unlimited lives.
7E081A92: Gives Joe infinite boomerang weapons.
7E086202: Gives Mac infinite boomerang weapons.
7E081A93: Gives Joe infinite fire weapons.
7E085A93: Gives Mac infinite fire weapons.
7E081A94: Gives Joe infinite wheel weapons.
7E085A93: Gives Mac infinite wheel weapons.

LEGEND OF ZELDA
7EF36D50: Invincible 10 hearts.
7EF36E80: Unlimited magic energy.
7EF37746: Unlimited 70 arrows.
7EF34332: Unlimited 50 bombs.

PRINCE OF PERSIA
7E050805: Infinite energy. If you fall on spikes disable the Action Replay.



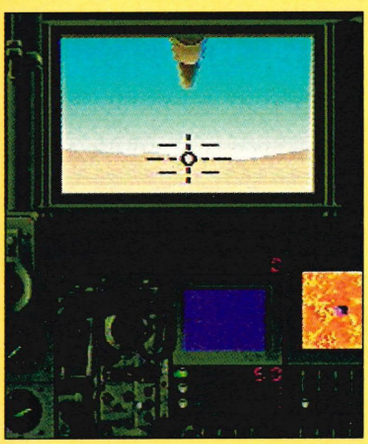
ROBOCOP 3
7E047738: Unlimited energy.

STREET FIGHTER 2
7E0C0D00: Player 1 Colour.
7E0E0D00: Player 2 colour, enter both above so each player is the same colour.
7E0E2BB0: Unlimited energy for two players.
7E0BF220: Will allow two players to play the same character.
7E0C6001: Speeds the entire game up to about double speed. Speed Fighter!
7E0CB200: Allows all the special moves for player 1 to be done in mid air like Sonic Boom and Yoga Flame.
7E0ED000: If you play player 2 you continue playing until you win two matches, player 1 never wins.
7E0CD002: Player 1 only needs 1 win to go through into the next round.
7E0ED10X: This parameter is so that player 1 can play any enemy all the way through the game, using the numbers 0, 1, 2, 3, 4, 5, 6, 7, 8, 9, A, B for X.
7E0CD10X: Same as the above but for player 2
7E0C35B0: Throws player 1 high in the air, turn Action Replay off to bring him down again.

7E0E35B0: The same as above but for player 2.
7E0C2BB0: Infinite energy:

SUPER ADVENTURE ISLAND
7E030D05: Infinite lives.
7E0D6C20: Unlimited energy. You must turn the Action Replay off for a few seconds at the end of level for bonus.

SUPER ALESTE
7E015202: Unlimited bombs.
7E015702: Infinite Lives.



SUPER BATTLE TANK
7E049E42: Unlimited 120 mm cannon.
7E04A001: Unlimited laser guided missiles.
7E006700: When switch Action Replay on will clear players tank damage, leave switch enabled for no damage.
7E05C4FF: Unlimited Fuel.
7E04A296: Unlimited machine gun.
7E00250X: Level select. Change X, will then start at X+2. If you enter 4 in place of X you will start at 6.

SUPER DOUBLE DRAGON
When entering codes for *Super Double Dragon* the screen will corrupt for a moment - but do not worry!
7E00DC02: Unlimited lives.



SUPER GHOULS 'N' GHOSTS
7E022A402: Infinite lives.
7E02A901: Unlimited time.
7E044A01: Will give protection against most enemies and bullets.

SUPER OFF ROAD
7E061B06: Infinite Nitro.
7E062706: Full complement of speed ups.
7E062306: Full complement of tyres.
7E062B06: Full complement of shock absorbers.
7E061F06: Full complement of accelaration.
7E056313: When switch is enabled your money accumulates at a rapid rate.

SUPER SMASH TV
7E053105: Infinite Lives.
7E189906: Once you pick up a weapon you will not lose it until you pick up another.

SUPER SOCCER
7E10F803: No opposition goal keeper for the first half!

TOP RACER
7E1E6C03: Infinite Nitros for player 1
7E1E6E03: Infinite Nitros for player 2

TURTLES IN TIME
7E1AA00X: Will give player 1 X amount of lives, for unlimited lives leave switch in the up position.
7E1AE00X: Will give player 2 X amount of lives. For unlimited lives leave switch in the up position.
7E044A50: Player 1 will get health restored, when Action Replay is enabled.
7E04BA50: Player 2 will get health restored.
7E00820X: Start from any level. Use 0 in place of X for level 1, 1for level 2 etc.

ULTRAMAN
7E039360: Unlimited energy.
7E021880: Unlimited time.

UN SQUADRON
7E00D901: Gives the player loads of money.
7E00DD31: Unlimited conventional bombs.
7E00DD02: Unlimited Mega Cruch Weapons.
7E00DD14: Unlimited Thunder lazer.
7E100808: Unlimited Fuel

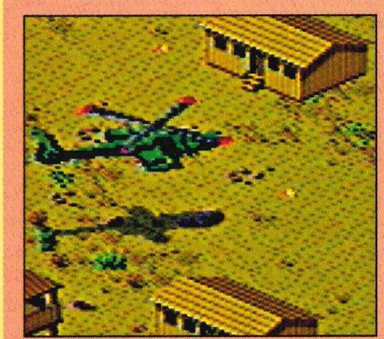
WRESTLEMANIA
7E06EC30: Unlimited Energy

XARDION
7E0D2E04: Gives characters Level 12 shortly after activating the Action Replay.

RYAN'S PRO-TIPS HELP

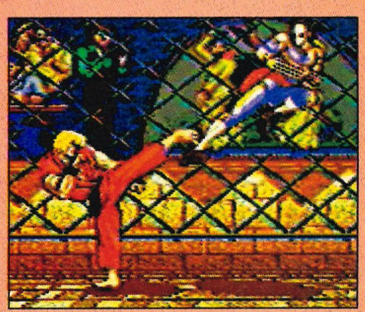
The world's newest and best SNES mag has got plenty of veteran gameplayers, none better than ex-*Console XS*er Ryan Butt who's here to help. If you've got in a horrible fix with your latest game then drop Ryan a line. The address is:
RYAN'S PRO-HELP, SUPERPRO, PARAGON PUBLISHING, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH BH1 1NF.

John Bryant from Winchester is having difficulty coping with the parachute section in *Pilot Wings*. No problemo John, all you have to do is rotate your character around so that he falls through the rings. Then, when you've opened you parachute gently glide down using only the rotate controls. Angle slightly away from the target, then when your altitude gets to around 150, sharply turn into the target area and you should touch down more or less on target.



EA's little gem, *Desert Strike* is causing grief for Carl Humphries from Swindon. Carl wants to know how you rescue the secret agent on mission one. Well, first you must blow up the building that covers the hidden bunker. Then hover close by and your co–pilot will climb down and disappear inside. Now you must destoy every enemy vehicle in the area. Once the area is secure, your co–pilot and the agent will come back out of the hanger. Now simply hover close by and pick them up.

Jon Fiske from Wiltshire is having difficult defeating Balrog in Capcom's classic beat–em–up *Street Fighter II*. Well Jon, the best tactic to hammer this creep is to keep well back, then when he jumps towards you, counter attack with a flying kick or a high punch. To evade his fence–climbing move, simply go to the side of ther screen, then when he lets out a cry, flying kick the scumbag!



A simllar plea comes from Simon Sissins, who wants to know how to activate the cheat mode on *Street Fighter II* that enables you to compete with another player using the same character. Well Sisso, simply press DOWN, R, UP, L, Y, B, X, and A in sequence, very quickly when you switch your SNES on, and before the Capcom logo appears. If the cheat has worked, the screen will turn blue and you'll hear a chime.

Kevin Noden from Cardif has heard that there is a cheat to gain more lives in *Turtles IV*. Indeed there is Kev, all you have to do is press UP, UP, DOWN, DOWN, LEFT, RIGHT, B, and A on controller two during the title screen. Now go to the options screen and you are able to increase your lives to ten using controller one.

Ron Tarr from London is having a hard time with *Gradius III* and wants to know if the Buttster can help. Sure thing Ron, to get full power ups in the classic shoot–em–up simply pause the game and press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, and A. Now unpause the game and use the L and R buttons to activate the cheat.

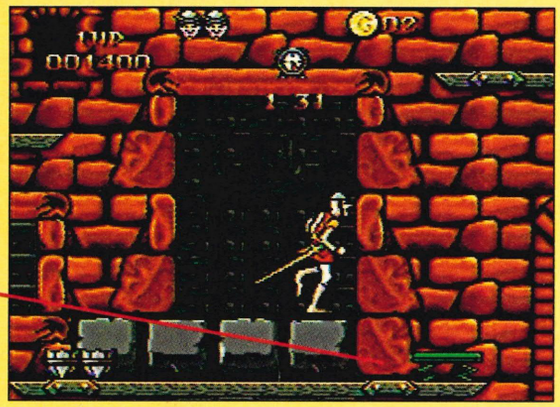
I hope all these have been of help. if not then you know the address. And if you think you can do better, as ever there's some SNES carts to win for the best games solutions.

DRAGON'S LAIR

SOLUTION PART 2

LEVEL 13

Use the plaforms and make your way up to the top of the level. Be careful though, split-second timing is needed to dodge the moving blocks that try to push you off. Once at the top, go right until you see a small trampoline, gently push it off the edge and use it to jump up to the higher platform on the right. Climb down the rope and there should be a second trampoline. As before, push it down onto the following platforms and kill every creature in the vicinity. Now use the trampoline to propel you up to the high ledge on the right. Now simply jump up the following platforms, grab the extra life at the top and run to the exit.



Push the trampoline along to gain access to further sections of the level. Correct positioning will enable you to be lifted to greater heights.



The exit is located to the top right of the level. Using the handy trampolines and dodging the hazardous blocks should allow you to arrive here in one piece.



Try to guide Dirk along the bottom of the screen, As it ensures his safety.

Guide the barrel down through the water so that it collides with the other, this will clear your path to the exit.



LEVEL 15

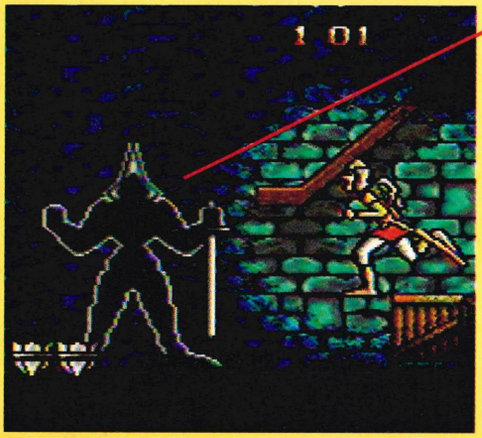
This level takes both skill and a cool head to complete. Go right and drop into the water, then go left and manoeuvre yourself down the narrow passage until you reach the bottom. Go right avoiding the fish, and then when you path widens, make haste up to the top of the water and jump onto the rope. Now simply jump up the platforms and keep going left until you reach a barrel at the far left of the level. Now comes the tricky bit, you must push the barrel back along the way you came and into the water. Guide the barrel towards the wall on the right and let it drop. It will now smash the existing barrel that blocks your path. Time is against you so don't dawdle, guide Dirk through the passage and up to the exit.

Try to save as much time as possible to get to the exit, as jumping up to it isn't as easy as it looks.



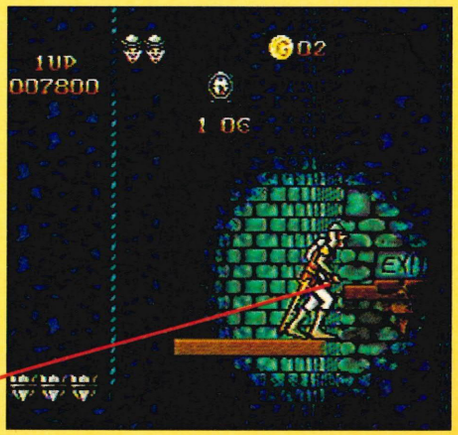
LEVEL 14

Dead simple this one, just make your way along the top of the level. When you come to a gap, jump across to the right and you should cling to a rope. Climb back up to the top and progress right until you come to the lift closest to the wall. Now all you have to do is hop on and let it carry you down to the exit, which just so happens to be situated on the second platform down.



This level sees the return of those mean looking Knights. Although if you follow the guide then you shouldn't come across them.

The exit is shrouded in darkness so spotting it may not be too easy. It is to be found to the far right of the level, on the second platform from the top.





Holes in the wall provide you with sneak glimpses of our hero, use them to your advantage and discover the route to the exit.

The exit is to be found in the top right hand corner of the level, simply climb the rope and you're there.

LEVEL 16

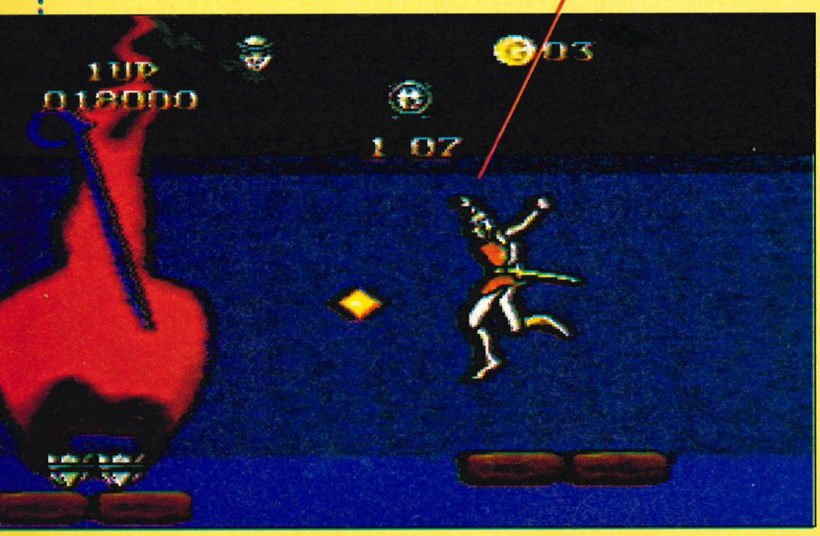
This level may look hard, but it's actually dead easy! Simply jump right and you will land on a platform with a rope dangling from it, you will see Dirk's feet when he lands on it. Then jump right again and you will drop down slightly, fear not as you will have landed safely on another platform with a rope above it. Simply climb the rope and the exit awaits you.



LEVEL 17

It will take some practice to defeat this ugly spectre, observe it's attack pattern and axe him it when it is at it's lowest point. You should get a couple of hits in as it rises. It is best to stand on the highest platform when fighting this ghoul as it provides you with more open space to manoeuvre in.

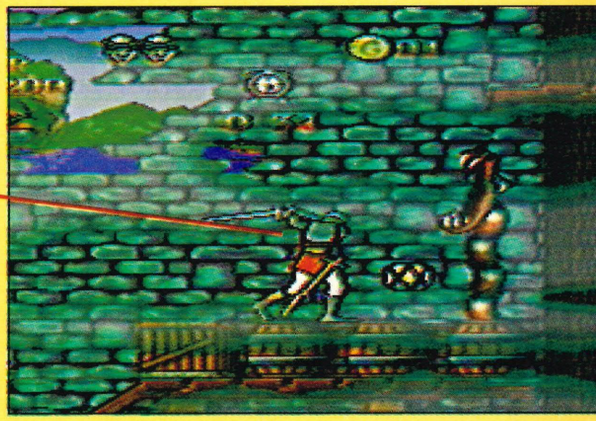
Try to stay on the top platform as it gives you more space to move around. This spectre can be sent straight to hell by a few well aimed shots with your weapon.





Stand here and wait for a passing platform to come by and escourt you to the top of the level. But beware of a low flying lightning cloud that could come along at any moment and zap our hero!

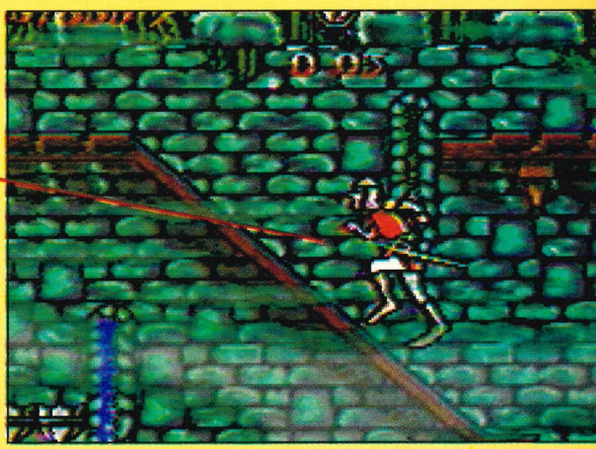
Use your hefty blade to slay the enemy creatures that guard the way, one swipe and they're dog meat!





The exit, once again can be found in the top right hand corner. Time is very tight on this level, so speed is of the essence.

Take a right at the top of the slope and run along the top of the level to the exit.



LEVEL 18

Go right and jump off the edge of the platform, you should land on a stack of barrels. Wait for a platform to float by and take you to the top of the level. Go right again and drop down a platform at the end. Now, jump across to the right again and will land on some more barrels, climb the rope to the right and make your way to the top of the level. Jump across to the right when you come to the moving platform, you should land on another platform with a slope above it. Go up the slope and jump over to the right, keep going right whilst keeping to the top of the level and the exit is but a stones-throw away.

tips

TIPS
DRAGON'S LAIR

At this point, give the platform a tiny shove and position it between the two platforms. Now simplyh jump over, grab the extra life and make haste to the exit.



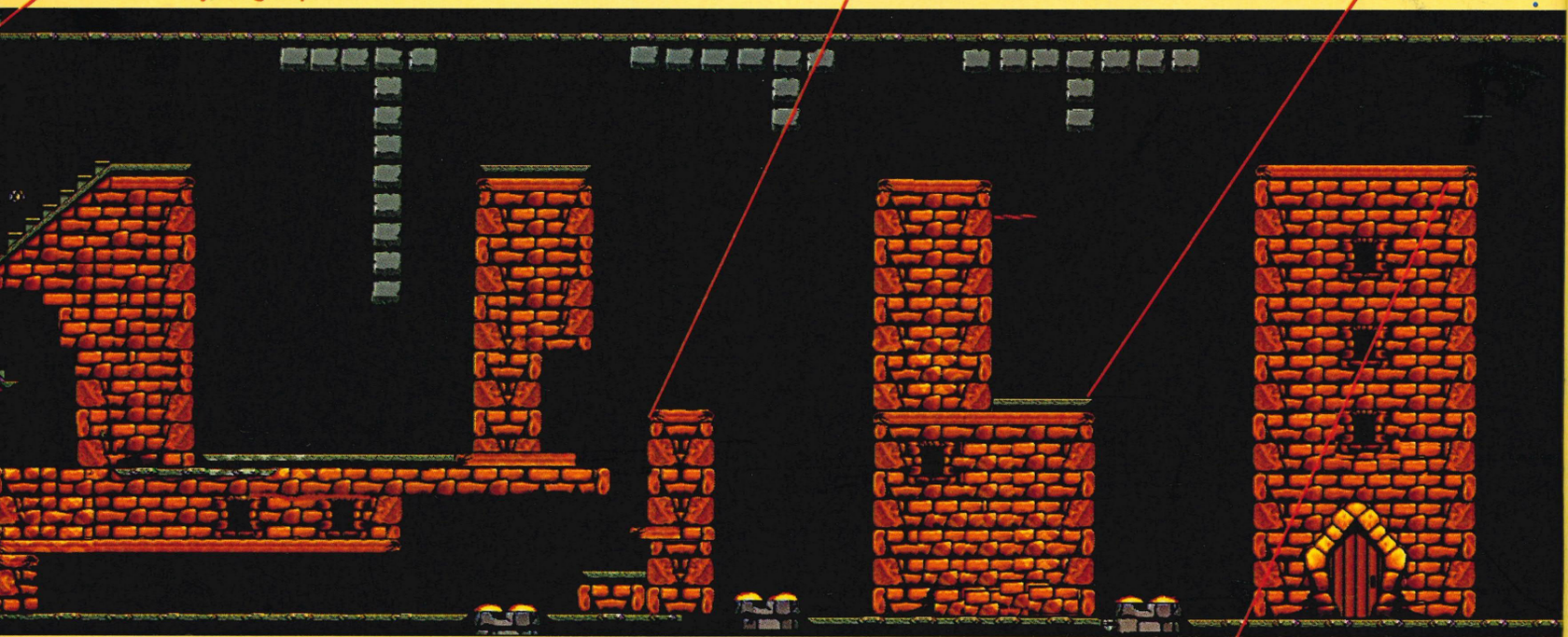
LEVEL 19

Run into the platform and push it across to the left, then keep jumping across to the left until you catch up with it. Give it another shove and repeat the process as before. When you come to the second flag pole, jump onto the moving platform just below it to the left then, give the platform another shove and jump onto the see-saw. The weight should now be catapulted on to the higher platform causing it top drop. As it does, hop on and then immediatly jump over to the left. You shouild now be on a small ledge with some barrels and a bonus pod, the platform that youhave been guiding should also be in the area. Give it a slight tap, just enough to push it just left of the ledge, now jump on and hop over to the exit.

There are two exits on this level, but only one will take you to Singe's domain, choose the right one and victory is within your grasp.

Go down here to gain access to extra lives, but first you must overcome the tricky task of dodging the furnace.

Jump across to the left and you should land at this point, now simply repeat the same process as before to reach the top of the second wall.



LEVEL 20

Jump up on the moving platforms until you reach the top of the wall. If you have a good supply of energy, try jumping into a nasty, this should catapult you up to the top of the level, now simply run left to the exit. Alternativly, once at the top of the first wall, jump over to the left. You will land on a retracting platform so quickly jump over to the left again. Climb the next wall and then repeat the same process as before. There is an ideal opportunity to stock up with lives on this level by dropping down the gap just before the next wall. Go left and jump over the furnace, the lives are located at the end. Now go back out and climb the wall to the left. Walk off when you reach the top and collect the time bonus at the bottom, climb the next wall. At the top, you have a choice of which exit you choose, either the top or the bottom one will lead you directly to Singe's lair, whilst the other will lead you round in circles. Once in Singe's domain, victory is within your grasp.

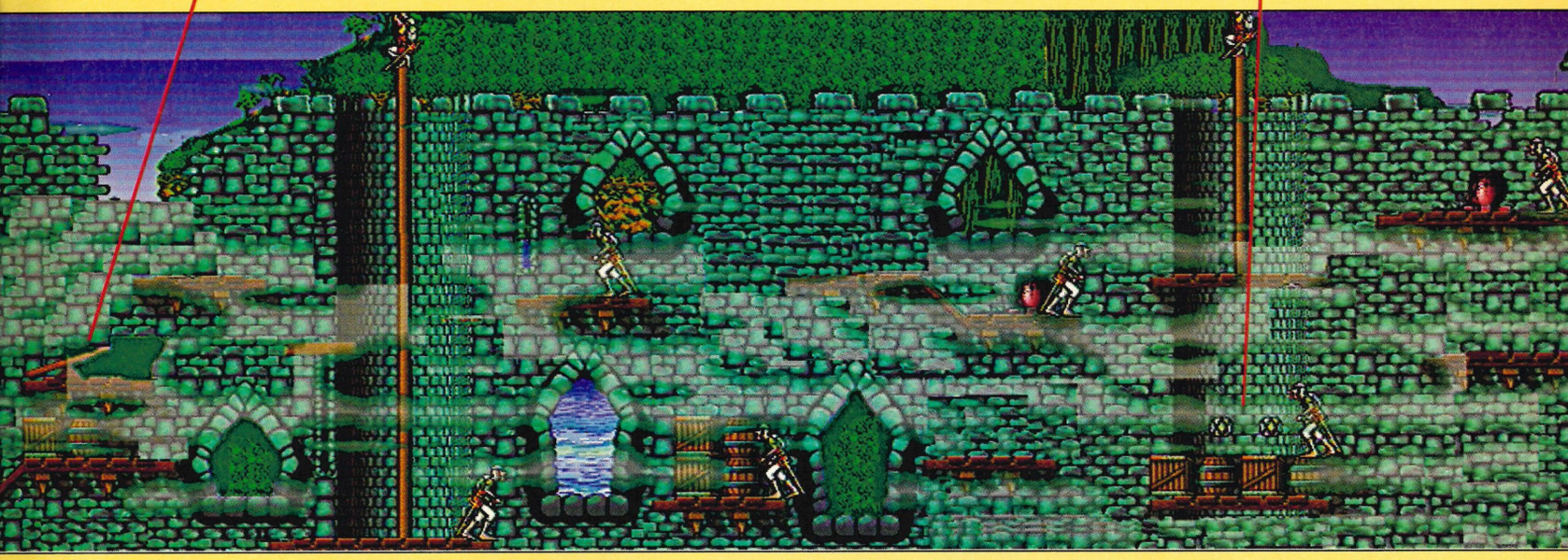
When you begin the level, use the retracting platforms to climb up to the top of the wall. A useful hint is to keep jumping whilst waiting for a higher platform to come out, this will prevent the one you're standing on from going in.

TIPS

DRAGON'S LAIR

Use the weight to lower the platform. This will enable you to jump across and complete the level.

Keep a lookout for extra bonuses that may be scattered about the level. These two contain coins that will boost you score if collected.

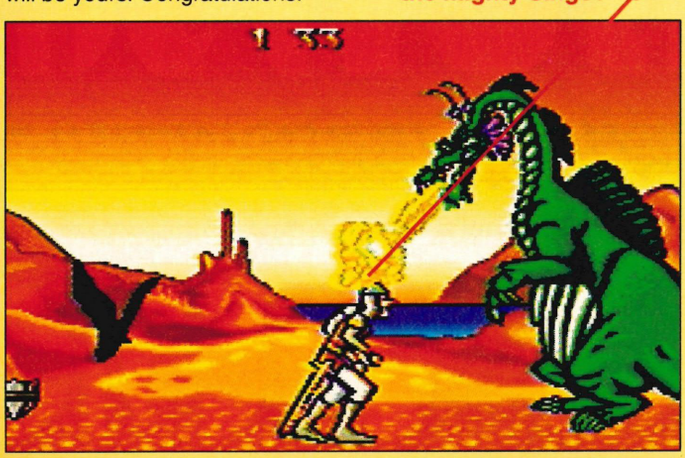


LEVEL 21

Now that our gallant hero's quest is nearly at an end, he must really keep his wits about him to defeat the mighty Dragon, Singe. This treacherous hell–hole is situated deep under Mordroc's Castle. Be alert as blood–sucking Vampire Bats and hideous snakes will attack you from all angles. Defeating Singe himself is no pushover. This huge creature will stop at nothing to prevent you from taking his beautiful treasure. As Singe blasts you with flames, jump diagonally away and then turn to shoot him in one continuous movement. However this is not easy because whilst doing this, you must avoid all sorts of foul creatures that home in on you. Singe takes some finishing off, so keep an eye on the time. After about twenty shots, Singe will spontaneously combust and victory will be yours. Congratulations!



Now Dirk has reached the last part of his quest, can he finally win the day by overcoming the mighty Singe?



Having sent the Dragon back to the hell–hole that it came from, Dirk can now return home with his spouse. And they all lived happily ever after!



WIN TWO SNES CARTS

As if earning nationwide fame by getting your name in SUPERPRO wasn't enough, we've also got a prize of two SNES games of your choice on offer for the ProTip of the month! So write in with those tips early and often.

WRITE IN!

Old fashioned perhaps, but it's lasted a good few centuries now and as long as your handwriting's half-way decent it's great. The address is:
RYAN BUTT'S SUPERPRO TIPS,
Paragon Publishing, Durham House,
124 Old Christchurch Road,
Bournemouth BH1.

FAX ME!

Urgent tips that just can't wait? Got access to a fax? Why not fax your tips to us on (0202) 299955. Send them any time, day or night, and mark them for the attention of Ryan Butt, SUPERPRO Tipsters Supremo & TV Celebrity. Don't forget to include your name and phone number.

NEXT MONTH

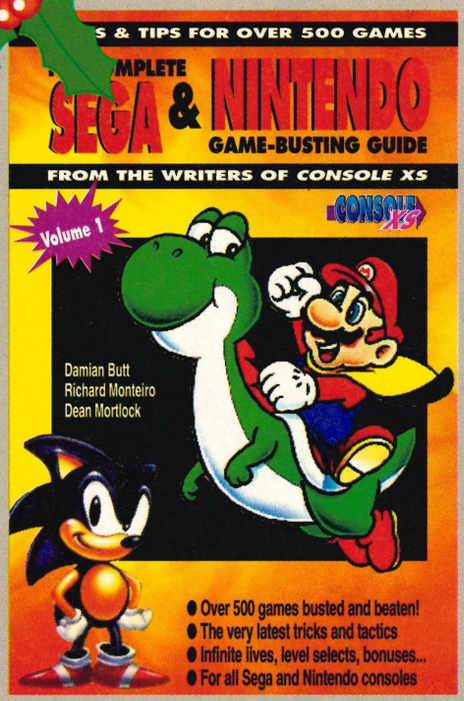
The next fantastic issue of SUPERPRO will have yours truly showing you the way to humble Mid East dictators in *Desert Strike*, embarking on *The Magical Quest Starring Mickey Mouse* and much besides. Hopefully with lots of help from you lot out there, so get scribbling, mapping and cheating now!

NEXT MONTH



Here's tha remembe year round: month subsc to Sup

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SUPER PRO

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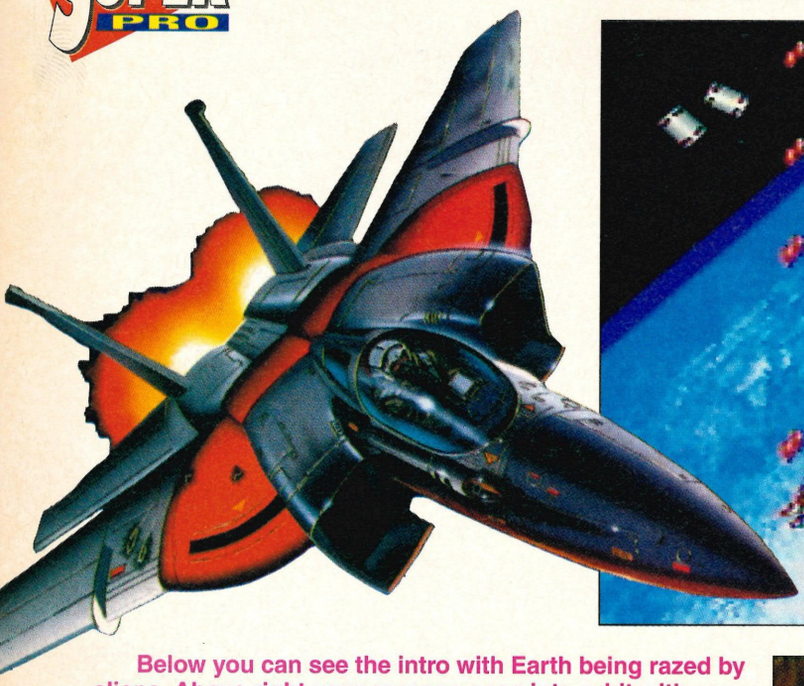
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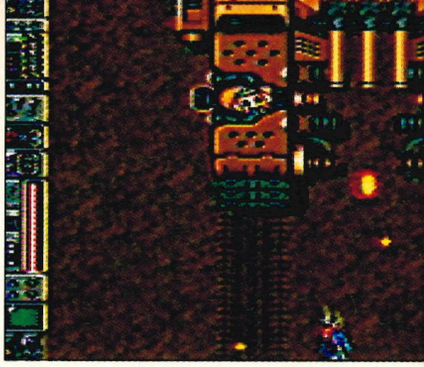
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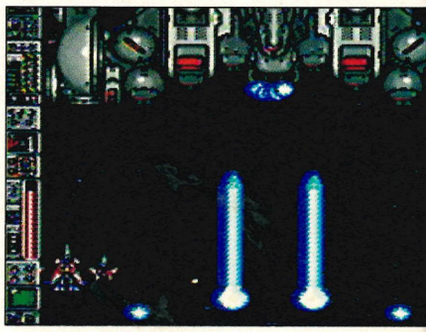
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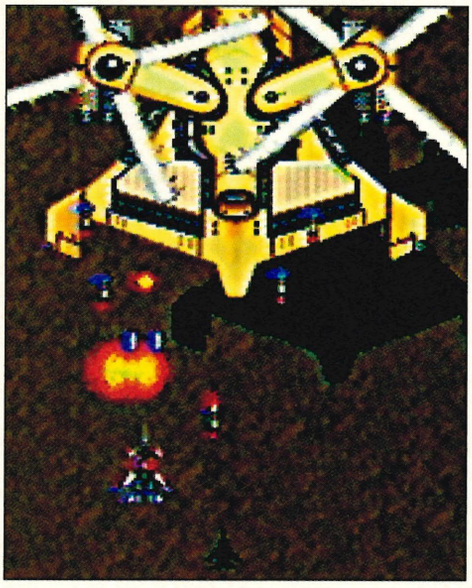






Below you can see the intro with Earth being razed by aliens. Above right your revenge goes into orbit with your F-14 taking on an onslaught of "brilliant pebbles". To the right an end-level guardian provides stiff opposition.





STRIKE GUNNER S.T.G

The last years of the twentieth century.....alien invaders.....planet in ruins. **The only Pro here who could possibly be cheered by this bleak scenario was Mark "who wants to live forever" Wynne, so he was given the job of reviewing NTVIC's first official blast-em-up, with strict instructions not to start writing until some competence had been gained. But with so many top-notch blasters available, is *S.T.G.* up to the challenge itself?**

Well, you've probably got the picture from the intro - world on fire, the ultimate battle, etc. But however predictably the scenario reads, when illustrated by the animated introduction, it looks fabulous. With alien aircraft straffing burnt-out, ruined cities, and alien marauders plunging towards the earth, *S.T.G.*'s cinematic beginning conjures up an ambience as chillingly atmospheric as a Terminator film, much like *Super Probotector* did. Sadly, the impressive visual and aural design doesn't extend into the l game.

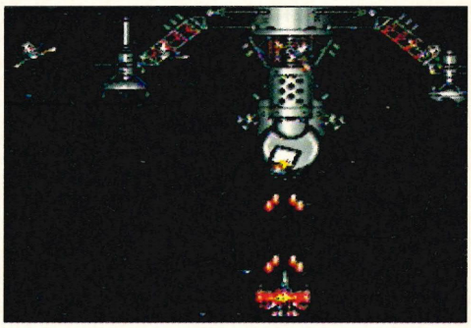
You begin the game in control of the ultimate weapon - the Strike Gunner, a modified, souped-up Gruman F-14 with a permanent four-barrelled machine-gun (and limitless ammo). But before each level you can pick a secondary weapon from a menu of fifteen super weapons, ranging from the usual homing missiles, invulnerability shields and smart bombs to more imaginative inventions such as Adhesive bombs (which stick to enemy ships but pause for a few seconds before exploding – useless!) and Comrade fighters which hover at your side.

These super-weapons all have

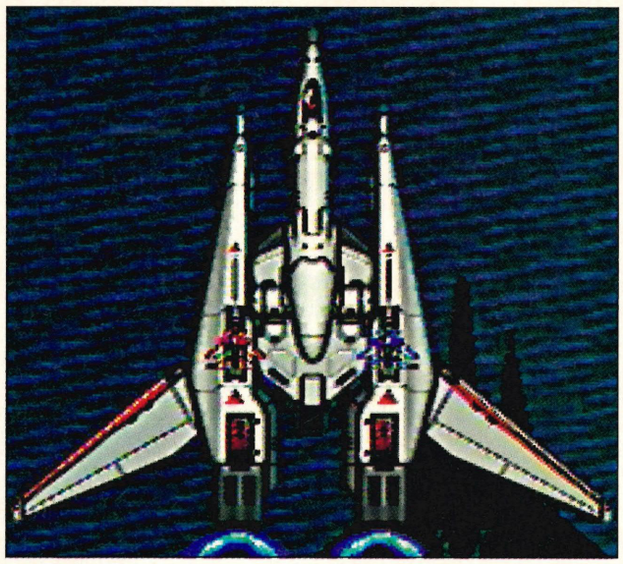
REVIEW
OFFICIAL







A plethora of end-level techno nightmares: a massive tank (left) and super satellites (below and below left). To the right you can see your hi-tech, flying aircraft carrier which ferries you between levels, while below right are some of the brilliant (and not so brilliant) super weapons!



limited ammo and need topping up by collecting ammo-packs dropped by friendly ships. And when the level ends ammo is permanently exhausted so you can't use it again. Tactically therefore, once you've discovered which is the most useful weapon, it's best to save it until you reach the last level.

As to the enemies who demand all this firepower - the alien army has a wealth of well animated sprites at its disposal. Techno hardware freaks will relish the hovering helicopters and chunnering tanks, as well as the multitude of high speed jets that whip across the screen. Hind gunships, Backfire bombers, Stealth bombers, American and Russian space shuttles – they're all here and more besides. Unfortunately there's not a massive amount of variety and in mega-blasting two-player mode the game can seem a little dull until you meet up with mid-level and end-level villains, few of which are all that stunning anyway. The backgrounds are the worst though – after *Super Aleste* seeing a few white dots (sorry, stars) judder down the screen is less than awe-inspiring!



The one novel touch is that in two-player mode either player can force the other to merge with his ship. The front fighter controls direction of the new, super ship, as well as firing ordinary weapons, whilst the rear fighter has control over the omni-directional mega weapon, the Vulcan. This formation is called the Vulcan Combination attack. Another strategy option is the side-by-side attack, whereby the fighters join at the hip.

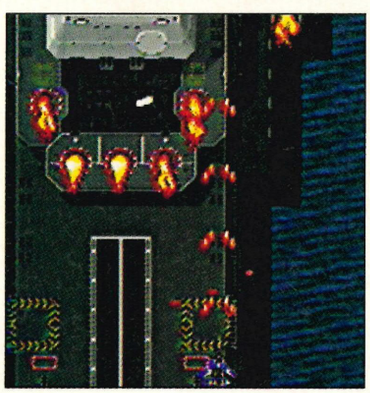


PRO TIP

Fun but ultimately second-rate! When playing on your own select two players, join with the other ship, and now you've got 18 lives!

There are seven longish levels in *S.T.G.*, beginning in the Amazon Jungle, moving over deserts and oceans until the climatic space battle. Unlike other current blasters, *S.T.G.* doesn't boast ground breaking visual treats, but the relative simplicity of the backdrops arguably makes for less distracted play, attention being firmly focused on the frantic gameplay. However, experienced shoot-'em-up freaks will have little difficulty in finishing the game very quickly, since the sheer amount of destructive capability the Strike Gunner possess is vast, and gameplay has little variety.

Once you get into the groove, there's little in the way of enemy firepower to pose too much of a threat. This lack of difficulty combined with the absence of innovative graphics make *S.T.G.* distinctly average, but especially disappointing after the adrenalin pumping intro. The sonics are similarly depressing, with a dull 'rockish' soundtrack and suitably noisy explosions but nothing memorable. With such visually sumptuous treats as *Axelay* and *Super Aleste* in competition, *S.T.G.* is too easy and too bland to be considered anything other than firmly second-rate.



S.T.G

Publisher: NTVIC
Distributer: PLAYTIME/ ACTIVISION
Tel: ????,
Price: £45.00
Out: NOW

Players: 1-2
Skill Levels: 4
Cart Size: 8Mbit
Save Game: No
Features: Simultaneous two-player, continues

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X — Initiate side-by-side combination attack.
- Y — Initiate vertical combination attack.
- A — Special weapon fire.
- B — Standard weapon fire.
- L — No function.
- R — No function.

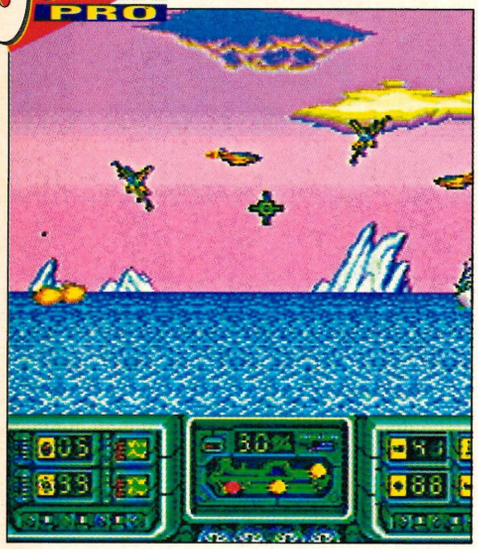
PROS: Decent, fast paced action. No slowdown during the more frantic periods and novel(ish) two player format.

CONS: On easy level it's completed in a few hours and although there's harder levels, with such poor graphics and unoriginality not many people will keep returning to this one.

GRAPHICS	74
SOUND	70
GAMEPLAY	72
LONGEVITY	59

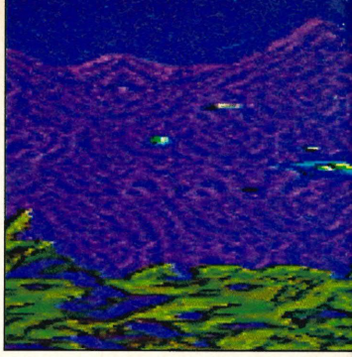
PROSCORE 64 SCOREPRO

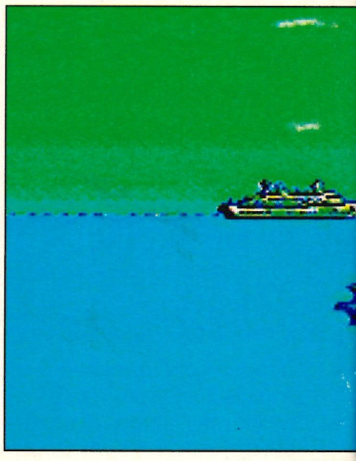
FUN BUT ULTIMATELY SECOND-RATE

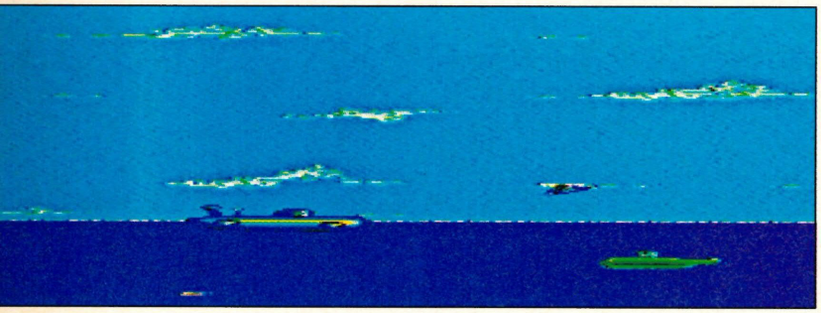


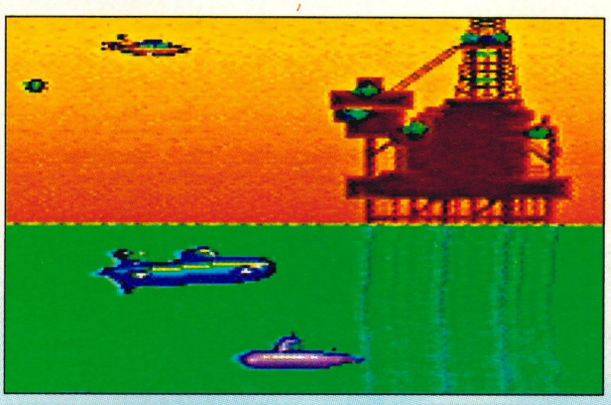
The spectacular 3-D periscope shooting sequence (left), really stretches the SNES's graphical capabilities to the limit. Not! No sooner has our submarine surfaced to check out the shipping forcast than it is immediately bombarded by enemy helicopters (below). You've sunk their battleship! (right) At least I hope it's their battleship and not an allied cruiser to be escorted!













THE HUNT FOR RED OCTOBER

Although it started life as book so realistic it was controversial, *Hunt for Red October* soon got the Hollywood treatment with subs speeding faster than jet fighters. Now Hi-Tech have got their hands on it and giant squids have suddenly appeared! Cap'n Ryan Butt raises periscope to check it out.

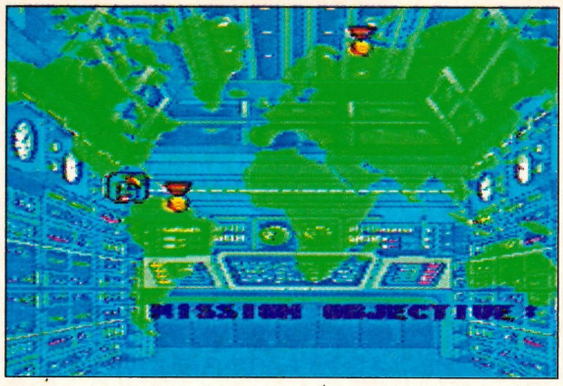
The book has Soviet captain Marko Ramius defecting with a state-of-the-art Soviet sub, armed to the teeth with nuclear missiles and protected by being virtually undectable by sonar. The entire Russian fleet is determined to sink him before he reaches the States and the Americans are told he's gone crazy and is planning to attack them! The resulting chase is very exciting, but only about two subs are sunk in the whole book.

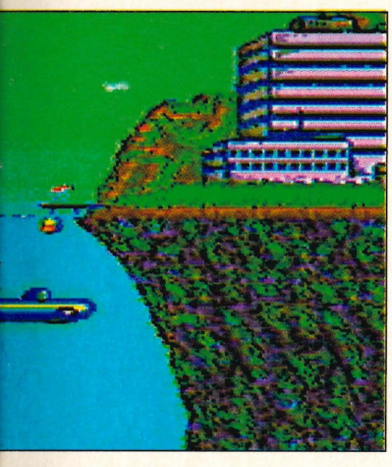
Step forward Hi-Tech with an underwater shoot–em–up!

You must guide Ramius' submarine through the hostile Soviet waters, completing various missions such as escorting cruisers through particularly hazardous waters, nuking chemical plants and fighting giant squids! Your sub is armed to the teeth with missiles, torpedoes and depth charges, as well as equipment to avoid detection. Each weapon is conveniently operated by a separate button on the keypad, logically positioned to save confusion.

As soon as you start the game you're given your first mission's objectives which must be completed before you can progress. The objectives vary depending on which level you're on, ranging from simply

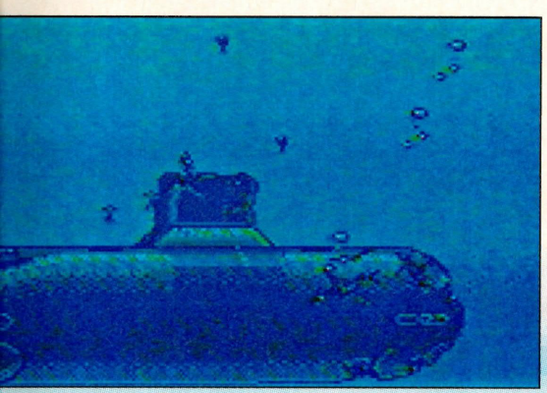


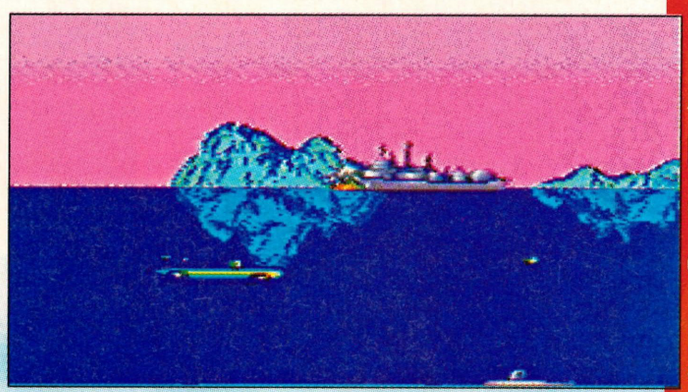




Far from being the rebellious captain portrayed in the film, Ramius kindly escorts a trendy pleasure cruiser through hostile waters (left). It's a serious case of Sean Connery meets Warlords of Atlantis, as our gallant hero takes on an overgrown octopus (below). What a game!





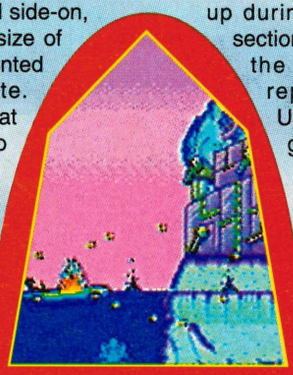


reaching a certain point, to destroying an enemy base.

The action is viewed side-on, with a submarine the size of a football pitch represented by a rather tiny sprite. Enemy vessels come at you from all angles so it's essential that you master the controls as quickly as possible. However if the quantity of sprites is high, quality isn't with small sprites badly animated and a distinct lack of variety on the backdrops. Sound is also poor with a few explosion FX, while the chirpy music wouldn't sound out of place in the opening credits of Portland Bill! The sound effects are limited to a few explosion sounds whenever a vessel is hit.

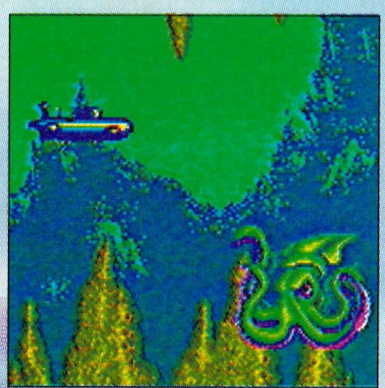
One unusual feature is the Super Scope option. This allows you to use your newly purchased light gun on the periscope sections that crop up during each level. These sections do well to break up the otherwise rather repetitive gameplay. Unfortunately 3-D graphics are very poor, instantly crushing any ounce of credibility that the game ever produced.

To be honest, when I started playing I had to check the SNES hadn't been swapped for an 8-bit contraption, but alas, this was not the case. But don't be put off by its appearance, once the initial shock of the presentation wears off you're actually left with quite a playable game which will undoubtedly provide you with a challenging game for weeks to come and wouldn't do badly as a budget release.



PRO TIP

The *Red October*'s Stealth capabilities are best saved for when you attack those thorny shoreline military bases.







Publisher: **HI-TECH**
Distributer: **BANDAI**
Tel: **0329 822565**
Price: **TBA**

Players: **1**
Skill Levels: **1**
Cart Size: **4Mbit**
Features: **Super Scope option**

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X — Launch vertical missiles
- Y — Launch torpedos.
- A — Launch diagonal missiles.
- B — Drop death charges.
- L — Turn around.
- R — Activate stealth weapon.

PROS: Fairly addictive and playable. Light gun option.

CONS: Poor graphics and sound spoil the game's few good aspects.

GRAPHICS	40
SOUND	29
GAMEPLAY	55
LONGEVITY	52

PROSCORE 49

SCOREPRO

EXACTLY LIKE THE FILM. NOT!

DESERT STRIKE

RETURN TO THE GULF

A madman has come to power in the Middle East, and poses the threat of Armageddon. Although the US military knows very little about this fascist dictator, enough information has been gathered for drastic action to go ahead. "Flyboy" Ryan Butt has been chosen to fly a series of high risk campaigns to restore peace in the Gulf.

PROGOLD SUPER PRO PROGOLD



Desert Strike made its Mega Drive debut in early '92 and was a huge hit. Despite a somewhat unrealistic game perspective, the realism of the weapons and missions was highly compelling. The 5 campaigns range from destroying the General's Scud launchers, to rescuing prisoners of war from the US embassy. Each campaign includes a number of missions, such as taking out radar stations and destroying military airfields. Once in the game whether you choose to perform the missions in the right order is up to you, but it's usually best to follow the gameplan.

Controlling your gunship is relatively straightforward, although mastering it takes a little time with realistic inertia and some intensive combat situations which require lightning-fast reactions. A wide variety of weapons also have to be got used to. But it's more than just a shoot-'em-up with ammo, fuel and armour all limited. At any time you can call up a map which shows the locations of enemy hardware – and hidden supplies of ammo, fuel and armour! Knowing when to abandon a mission and to go for new supplies is absolutely crucial, especially as the supplies are usually hidden under an enemy installation!

As well as destroying the enemy defences, you must also rescue allied soldiers. These chaps can be found scattered around each level, usually in close proximity to the enemy. By hovering overhead, a ladder will be dropped allowing them to board your craft. Only five men can be carried at a time so regular visits to US landing sites will keep the numbers down, as well as replenishing your shields. When every campaign on your map has been completed, return to the frigate to be awarded with a password for the next level.

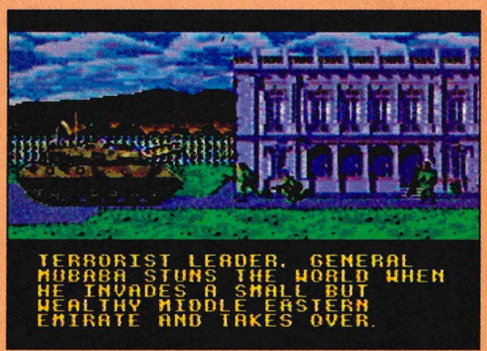


PRO TIP

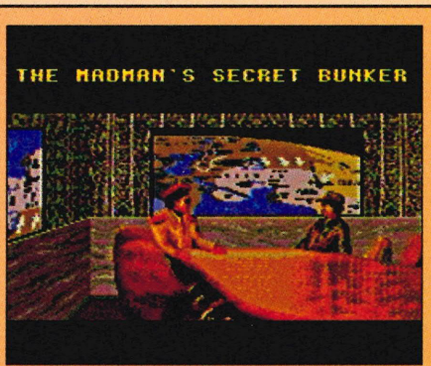
Try to fly over water as often as possible. No fuel is actually used by doing this, and could save your life when you're running low.

Although the graphics in *Desert Strike* show little, if any, improvement over the Mega Drive game, the amount of detail is still impressive and helps create an extremely involving atmosphere. There are some very nice touches included to really enhance the





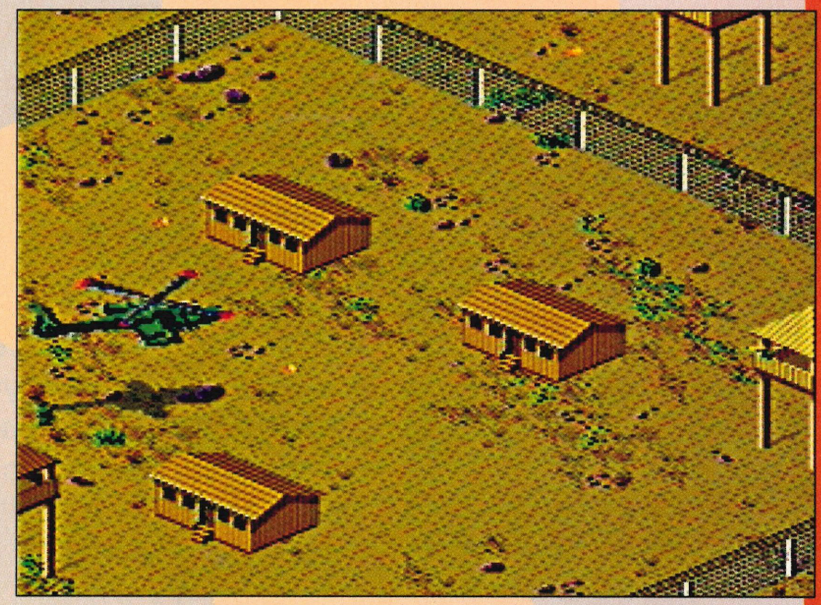


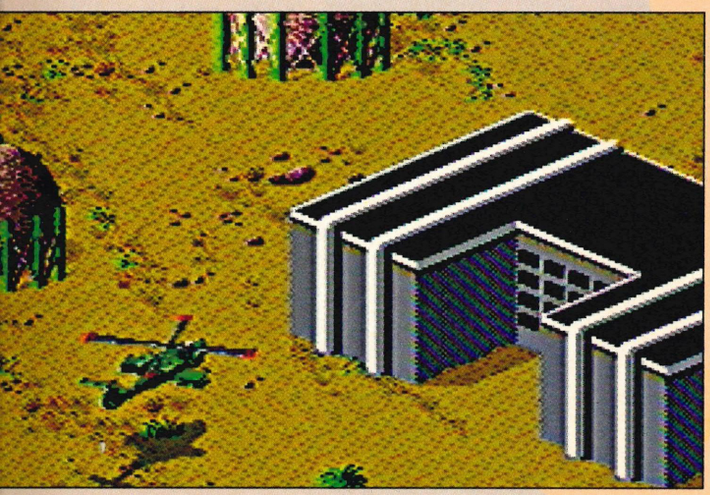




atmosphere of the game, such as the hostages calling for help in the buildings by using a mirror to catch the light in buildings. Animated graphical sequences also crop up at certain points on each level providing the icing on the cake for this excellently presented game.

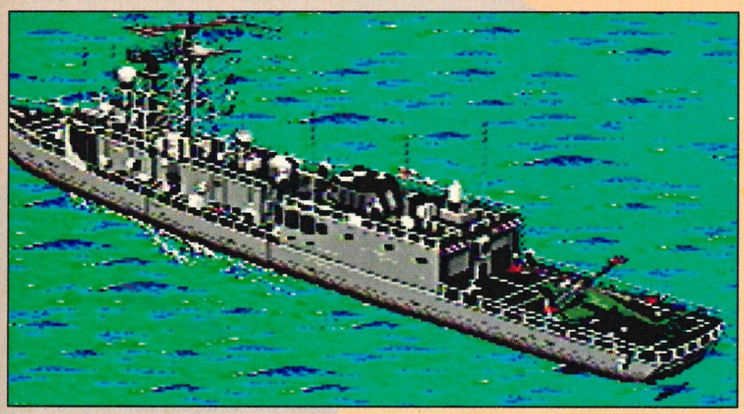
The sound is highly appropriate for this type of game, with high powered tunes blasting out in between missions, and gripping effects during play, such as explosions and the rapid hammering of gunfire. *Desert Strike* is highly playable and highly addictive. It may not push the SNES to new highs, but the realistic detail in both graphics and gameplay will be irresistible to anyone even mildly interested in things which go whizbang and cost billions of pounds of taxpayers' money.

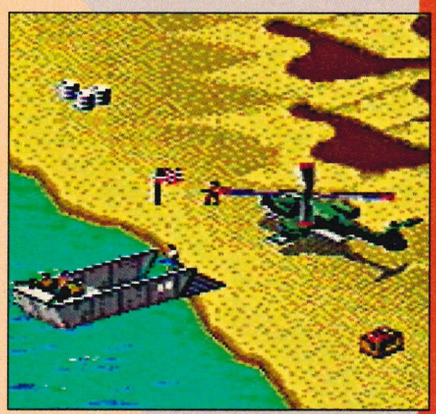


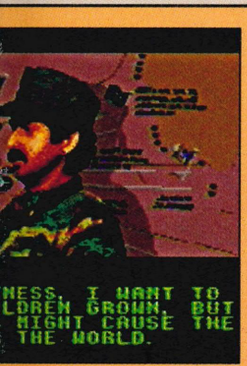




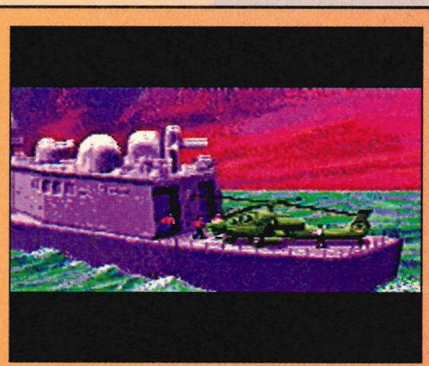
Hit the hut with a missile (top) and you're rewarded with a slick animated sequence above. At the bottom of the page you can see intro shots which give some idea of the presentational pizzazz which helps create such an involving atmosphere. On the page opposite you can see your Apache about to take out a Scud launcher.

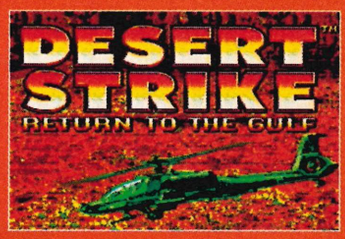












Publisher: **ELECTRONIC ARTS**
Distributer: **ELECTRONIC ARTS**
Tel: **0753 549442**
Price: **£49.99**
Out: **JAN**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Animated end-level scenes**

CONTROLS

- ▲ Move forward.
- ▼ Reverse.
- ◀ Rotate left.
- ▶ Rotate right.
- X No function.
- Y Machine guns.
- A Missiles.
- B Hydras.
- **START**: Select map.

PROS: Great graphics and sound, immensely compelling. Fantastic attention to detail.
CONS: Flying your Apache requires occasionally fiddly precision. Bouncing off buildings is rather unrealistic, as is the lack of long-range homing Maverick missiles.

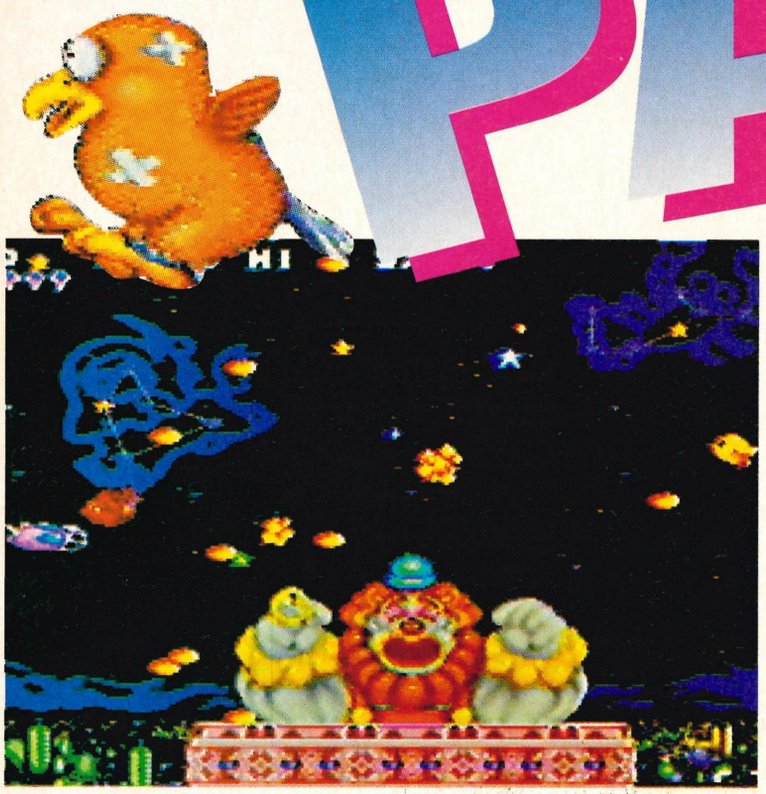
GRAPHICS	85
SOUND	82
GAMEPLAY	91
LONGEVITY	88

PROSCORE
90
SCOREPRO

BOFFO ARCADE-SIM ACTION!

REVIEW
OFFICIAL

PARO



There aren't many games that allow you to soar through the skies in the body of a small, plump dolphin, or dive-bomb can-can dancers as a lovable pink octopus. In fact there's only one such game, and Mark "Pansy 'cos he likes kiddy games" Wynne has finally stopped cooing and giggling and is now sitting with his Speak 'N Spell, poised to reveal the childish wonder of this famed Japanese blaster.

Parodius is the most outlandishly designed game I've ever seen and it's not bad for that fact. From cat faced boats that meow when you shoot them, to American bald eagles and five-hundred feet tall can-can dancers, this slightly wonderful game is packed ever so tightly with bizarre and beatific mutations that only the Japanese could possibly dream up.

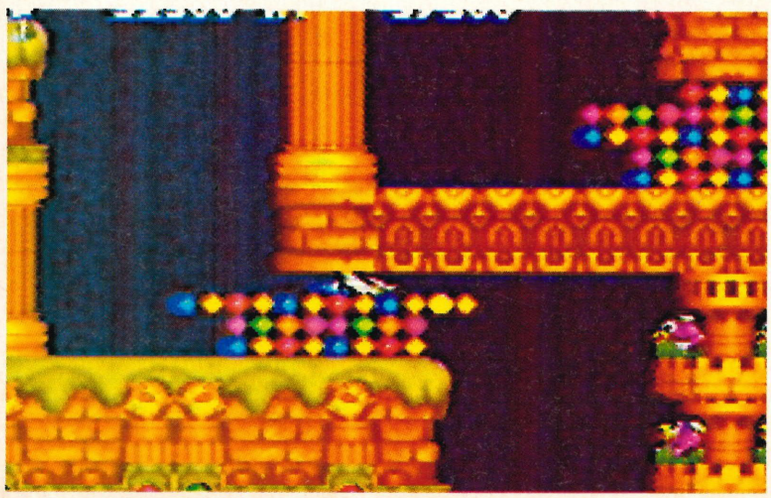
Gameplay is very close to *Gradius*, following the same basic scrolly, collect loadsa weapons and bop the aliens format. However there's quite a bit of innovation too, I especially like how you can choose between a (boring) fighter ship, a (cutsey) octopus thing, a (strangish) beeish thingumee or a (supercute and lovable) penguin.

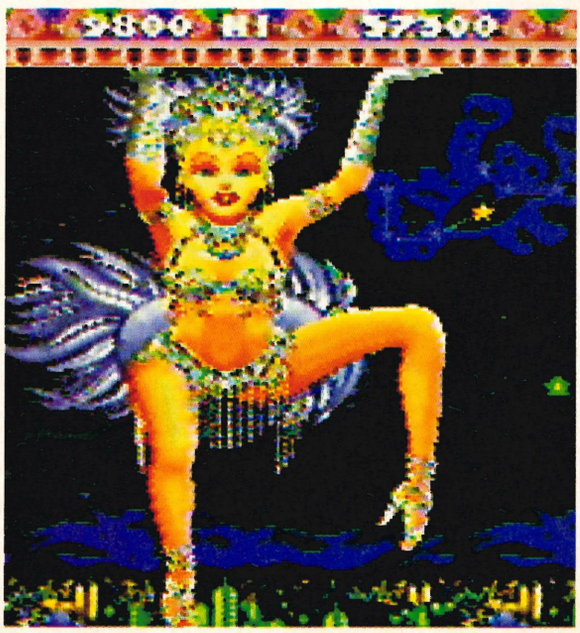
When you first start the game seems a bit of a slow, boring blaster. But bop a few aliens, collect some power-ups and suddenly you've got extra speed, an *R-Type* kind of guard weapon and the chance of collecting three-way fire, tailguns, protective bubbles, super much bigger spaceships that whop everything and plenty of secret weapons! It's just too much! This game has more super weapons and quaint methods of destruction than, well, anything.

Your initial choice of playing character is important since each one has strong and weak points so that you can choose a craft (or



A cat-faced flying boat, huge can-can dancers and giant clowns are just some of the villains to kill you with laughter and lust. Fortunate then that you've got such a wide selection of fighters to choose from. On the right you can see the Octopus fighter highlighted with all its unique power-ups shown.







REVIEW

OFFICIAL

DIUS



Publisher: **KONAMI**
Distributer: **BANDAI**
Tel: **0329 822565**
Price: **£44.99**
Out: **FEB**

Players: **1-2**
Skill Levels: **7 (with 11 diferent levels)**
Cart Size: **8Mbit**
Save Game: **No**
Features: **4 fun ships, alternative two-player option**

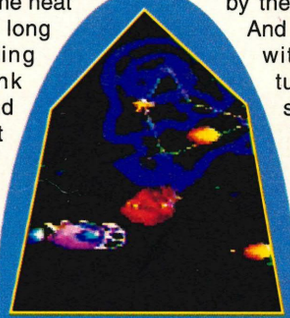
creature) that strengthens your weak points – eg the bee ship has great power-ups but doesn't handle so well, while the starfighter is pretty nimble and thus makes a better opening choice.

The enemy have some neat tricks too and it's not long before you're being chased by pink blossomed trees and killer whales whilst shooting your way through M&M sweet-filled screens and facing some of the biggest, most impressive Guardian sprites yet seen on the SNES. (I must admit to feeling a twinge of regret at shooting so many pretty aliens and delightful bits of scenery to smithereens - Not!)

The huge option page also allows you to choose between a kind of roulette wheel power-up (for excitement buffs and gamblers) or the boring pick your special weapon option for duffers like Dave.

The biggest problem with *Parodius* is that there's so much happening on the screen that crashes are inevitable as you gawp at the beautiful and usually hilarious landscape (don't get distracted by the frowning volcanoes!). And sound is just as funny with cheery, bouncy tunes, cutesy sampled speech and great FX. Tactics-wise the game is refreshingly simple – shoot everything. Apart from some minimal thought over which power-up to get, there's little else to strain your brain.

In fact the only niggling problem with *Parodius* is that it provides infinite continues, and although it's a big game with a lot of levels, it can be finished quite quickly. But with such gorgeous, hilarious graphics and enjoyable gameplay you will just keep returning to the game again and again, trying different ships and tactics. In fact whenever you need some fun or cheering up, *Parodius* is just the ticket!



PRO TIP

Hold down SELECT and press START 3 times on the Player Select Screen so you can use power-up pods for whatever weapon you want.





CONTROLS

- Up.
- Down.
- Left.
- Right.
- X – No function.
- Y – Power up.
- A – Bell power.
- B – Fire.
- L – No function.
- R – No function.

PROS: Extraordinarily attractive graphics and superlative sonics combine with a well implemented *Gradius*-game to provide hours of entertainment.

CONS: Infinite continues shorten the lastability. OTT design and truly weird concept may alienate 'rock hard' boyzee players who like to be seen to be hard.

GRAPHICS	87
SOUND	88
GAMEPLAY	91
LONGEVITY	80

PROSCORE **88** SCOREPRO

STICKY, SWEET FUN!

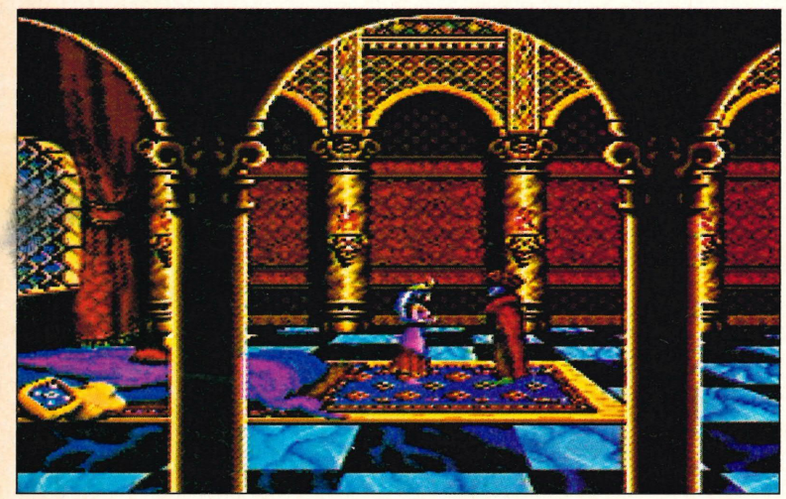




The smiling volcanoes (left) soon turn nasty, and the pirate budgie (middle right) is swiftly plucked The cat faced boat doesn't provide too many problems (top right) although it's constant meowing when shot does illicit some sympathy. Have you ever seen such a rag bag cat though? Shame. Second left is the best enemy. Yummy!

PRINCE of PERSIA

***Prince of Persia* is a classic Arabian Nights tale brought to life on your SNES. Set in a time of sequined turbans, goatee beards and psychedelic carpets, this sorry tale begins one afternoon in the palace grounds with you canoodling your sweetheart. Having just plucked up the courage to ask her to the palace disco, you're suddenly pounced on by the evil Grand Vizier and thrown into the deepest dungeons of his fortress. Prince Ryan Butt has just one hour to escape and rescue the princess before she is forced to wed the malicious tyrant!**







The brilliant intro sequence shows the two sweethearts torn asunder, the princess told she must marry the evil Grand Vizier within the hour, while our hero comes in for a bit flogging in the dungeons.





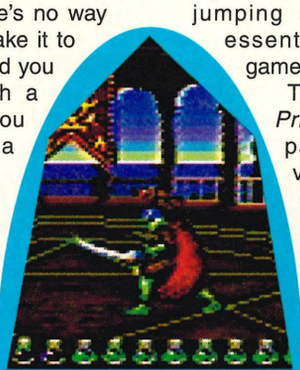
Since its release a couple of years ago, this Amiga classic has been converted to practically every computer and console invented. The SNES version has taken longer than most, but the graphics have been tarted up and are undoubtedly the best yet seen – knocking spots off the dreadful Sega Mega-CD version!

A stunning animated intro sets the scene perfectly, with the same eery atmosphere as a Sinbad movie. The main character resembles the classic cliche image of an Arabian Prince, complete with baggy pants, silk vest, and a sword so huge it'll make your eyes water!

The game begins in the dark depths of the Evil Emperor's palace, you must overcome puzzles, prison guards, devious mazes and treacherous traps within a tight time limit if you're to save your princess from a fate worse than death. Each level represents a different part of the fortress, and obviously the difficulty increases the further you progress. On each level the objective is to find the exit as fast as possible, this isn't too difficult to begin with but the time limit is for the whole game – use too much time early on and there's no way to finish later levels. Make it to the exit in one piece and you will be awarded with a password to prevent you from starting over at a later date.

The password records the level you're reached, time left and energy remaining. Your energy is represented by a series of bottles at the foot of the screen, a bottle is lost if you get hit in combat from a prison guard, or you drop from a great height. Energy can, however be restored by finding extra bottles scattered around the levels, also extra bottles of energy can be gained by picking up certain coloured bottles.

The prince's first task is to find a weapon to assist him in his escape. This can be found deep in the depths of level one, finding it will help you develop your climbing and jumping skills that will be essential later on in the game.

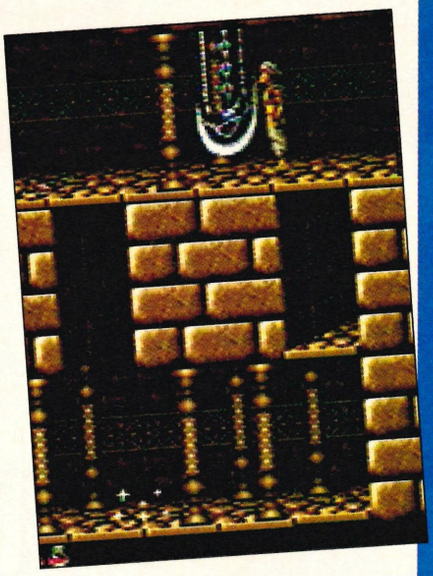


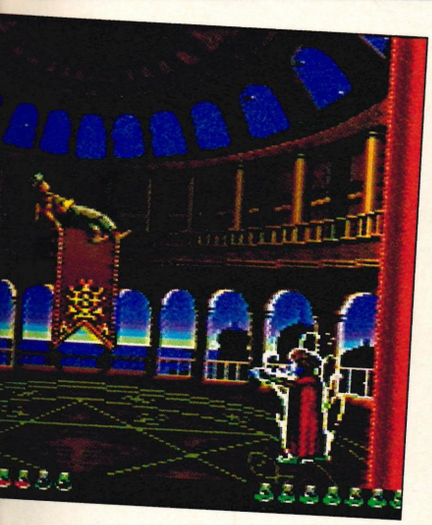
PRO TIP

Some skeletons are invulnerable to any amount of hackin' and slayin', instead you must keep attacking until they fall off a platform!

The sprite graphics in *Prince of Persia* are on par with the original version. Based on digitized versions of a real person's movement, the sense of realism is stunning. And it's all the more remarkable because the prince can do so many things: he jumps, climbs, shuffles forward, runs, hangs off the edge of platforms and chops heads with amazing smoothness and authenticity. The backgrounds, although fairly repetitive, are a distinct improvement over other versions and their atmospheric shading and detail add further realism to this challenging



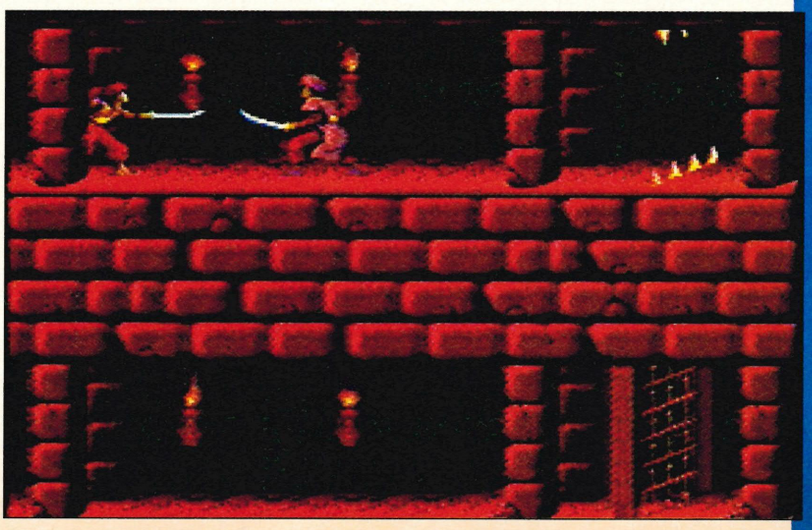




You must brave the deadly traps and hazardous obstacles that lie ahead, if you are to save your sweetheart from a fate worse than death. Take time to explore the levels as you may come across handy potions and other useful objects.







and highly addictive quest.

Another improvement is the soundtrack which, while not astounding, is better than other versions and is some compensation for the limited sound FX: a few thumps and groans are about it!

Also, the groans are unnecessary since you can be guaranteed to provide them yourself. This is one of the toughest, most addictive games ever to appear. Success depends not only on pixel perfect jumps, split-second timing and nifty swordplay, but also the ability to work out a path through large-ish mazes where hitting a switch on one screen can open a door several screens away which stays open for a very short time. *Prince of Persia* is simply packed with gameplay and for anyone brave enough to attempt it , the twenty levels will keep you playing late into the night for weeks on end. It may not strain the powerhouse capabilities of the SNES, but it does do a classic game justice and provides Nintendo owners with a worthy conversion of a game that any serious gamesplayer shouldn't be without.

PRINCE of PERSIA
プリンス オブ ペルシャ

Publisher: KONAMI
Distributer: BANDAI
Tel: 0329 822565
Price: TBA
Out: JAN

Players: 1
Skill Levels: 1
Cart Size: 8Mbit
Save Game: Password
Features: Rotoscoped animation

CONTROLS

- ▲ Jump.
- ▼ Crouch.
- ◀ Walk left.
- ▶ Walk right.
- X Defend with sword.
- Y Display time remaining.
- A Attack with sword.
- B Jump.
- L No function.
- R No function.

PROS: Stunning animation on sprites. Long and challenging levels. A tough overall challenge. One of the best platform games ever with an essential password system.

CONS: Little variation on the backgrounds, uninspired sound effects, and the need for pixel-perfect accuracy may put some people off.

GRAPHICS	85
SOUND	78
GAMEPLAY	89
LONGEVITY	90

PROSCORE
88
SCOREPRO

AN ARABIAN NIGHTS CLASSIC!

REVIEW

OFFICIAL

KING ARTHUR'S WORLD







After the surprise success of *Lemmings* a rash of similarly "inspired" games was obviously inevitable, *Krusty's Fun House* being one and *King Arthur* another. Stuart "Sir Galahad" Wynne mounts his trusty mare to see if this is the new king of arcade puzzlers.



Lemmings' main feature was lots of dumb critters which, although you couldn't directly control them, by giving the right guys the right skills at the right time could work wonders of mass lemming savings. *King Arthur* develops this concept along rather less admirable lines, ie massacring enemy soldiers! Tasks are also generally a bit more complex, collecting the treasure or defeating the enemy may take all manner of different actions before being successfully achieved. You can also control either a single character or, occasionally, a whole group, with tasks being assigned to any one individual.

It can be a bit confusing a first, especially as the controls are complex with a more ambitious scope than *Lemmings.* In the latter game you clicked on the skill you wanted, then the lemming you wanted to dig or bash or whatever. In *King Arthur* your army is already divided into men with various skills, most with sub-skills – ie archers can fire at three different heights. Moving between your troops, then selecting the skill you want used, takes a fair bit of work. Since the men can easily be told to stop any where there's not the same frantic feel as *Lemmings*, it's a cooler,







The black Mage can make fire rain from the skies (left), ignite all on-screen enemies (right), as well as sending firebolts and causing thunderstroms. Above engineers deploy a catapult and a barrelman leaves his time bomb to blow out the castle' door.

more complicated game

Fortunately the beginning levels introduce you to your types of troops one by one and require relatively simple actions such as blowing up bolted gates or storming a small castle with a tiny army of archers. You begin with the barrelmen who can simply be told to walk left/right/stop and drop their barrel – which explodes after a short time, destroying various obstacles. Other characters are far more resourceful, the engineers particularly.

To complete a level, you don't have to get all your army to the objective, only King Arthur himself, but care in accomplishing this is vital as you only have a certain number of troops and preserving them for later levels is vital. Enemy soldiers armed with numerous weapons are your main worry, but burning oil, falling spikes and red hot flames will also give you cause for concern!

This all works surprisingly well – with practice – but the game's complexity means it lacks the instant addictivity of *Lemmings*. It's almost a military sim in the way various troops must be deployed at the right time for the right purpose. Should you bring the knights and shieldmen out first? – or maybe use the archers to put some arrows about. It's very much a question of taking out enemy defences, but if you like you can risk trying to get King Arthur through without destroying them all, he's got plenty of energy and fights well – as you'd expect! Although there are fewer levels than *Lemmings*, their complexity certainly ensures a big challenge. Whether it will have the same broad appeal I'm unsure.

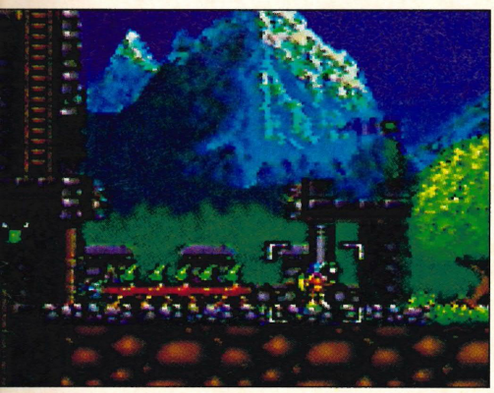
Of course, the graphics in games like this don't really matter as much as in other games but they could still have been better. The characters, whilst reasonably detailed, all seem to have one leg shorter than the other, and the backgrounds are very simplistic. Later levels offer a fair bit of variety though. There's certainly more detail than *Lemmings*, but less humour and character – rescuing grumpy old King Arthur isn't quite as much fun as saving those fuzzy-headed critters. The music's pretty good though, except for the piece that plays on the training missions - survive this ear-bashing and you will eventually come to the good stuff!

Another irritation is the password system - if you're using a bit of a duff TV, you may have problems figuring out the different shades and colours. However if you're a big fan of *Lemmings* gameplay this is a more advanced version which could be just what you're looking for. Alternatively if the thought of those cute critters turned you cold, the more militaristic style of this one is just the ticket. But for an intro to this type of game the instant addiction of the simpler *Lemmings* is still unbeaten.

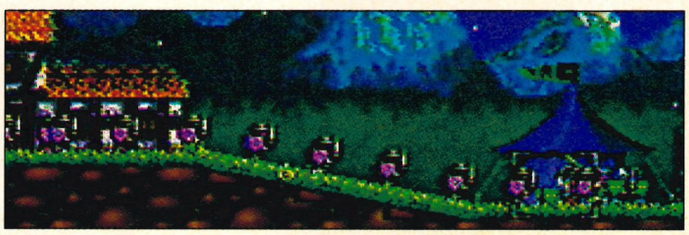


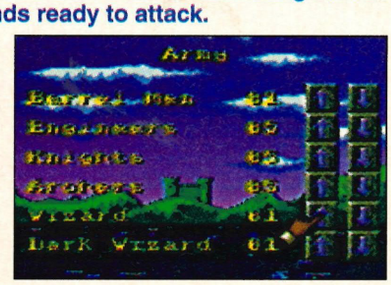
PRO TIP

Before you use the black mage's fire rain and lightning spells use your white wizard to make Arthur invulnerable – could be embarrassing otherwise!



Above the engineers use a battering ram to break down a door. King Arthur stands ready to attack.





Troops must be deployed with care (above) and only about four types can be on screen anyway. Below the somewhat fiddly, but essential password system.



WIZARDS, WARRIORS AND WORKERS

King Arthur's armies have lots of different types of troopers, most with lots of skills to bring to the battle.

BARREL MAN – These can drop barrels that explode seconds later, blowing up doors and the like.

ENGINEERS - The engineers are multi-talented people, able to build bridges, fill gaps, batter down gates and more.

KNIGHTS - A high turnover can be expected with the knights as they do most of the work when you need to cut through advancing armies.

SHIELD MAN - These can hold up your foes for a while before they succumb to the pressure.

WIZARD - There's the healing and helpful white wizard as well as the Dark Mage who is a more powerful and nasty chap, with numerous lightning bolts, flames and sleep spells up his sleeve.





Publisher: JALECO
Supplier: BANDAI
Tel: 0329 822565
Price: £44.99
AKA: HAVOC
Out: NOW

Players: 1
Skill Levels: 1
Cart Size: 4Mbit
Save Game: Password
Features: Supports Nintendo mouse

CONTROLS

- Send character up.
- Send character down.
- Send character left/move icon.
- Send character right/move icon.
- X – Select character.
- Y – Change character.
- A – Select action.
- B – Perform action.
- L – No function.
- R – No function.

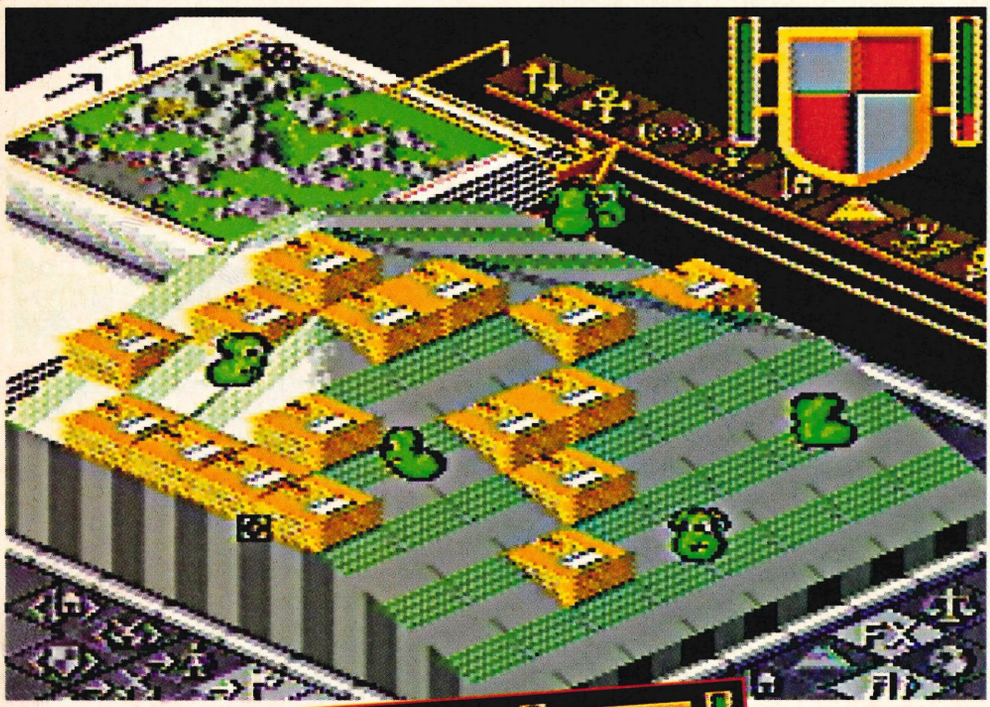
PROS: 30 levels, all requiring a plenty of thought as well as quick responses. A well balanced game.

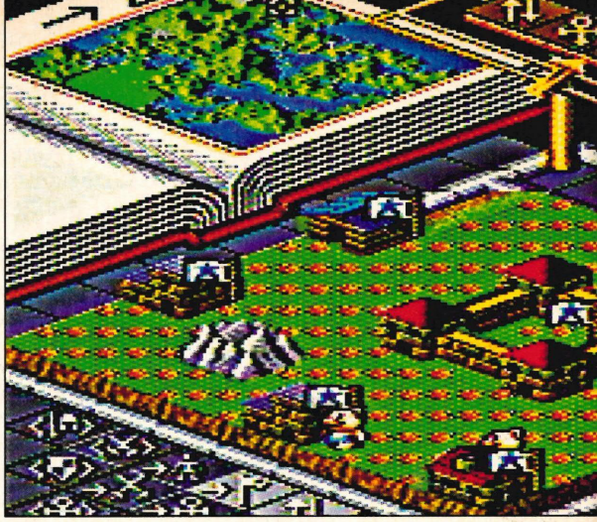
CONS: There's no two player mode and the password system is a bit messy.

GRAPHICS	70
SOUND	78
GAMEPLAY	82
LONGEVITY	87

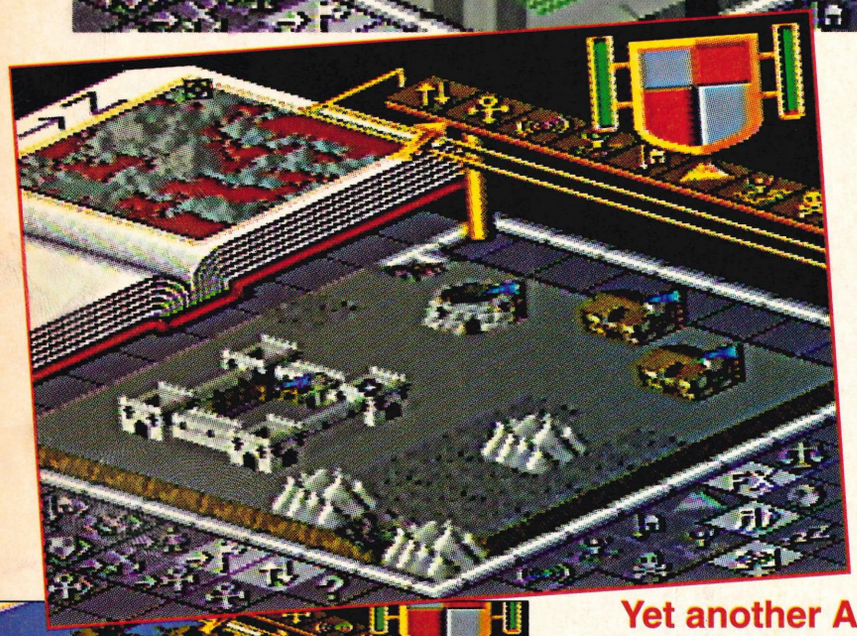
PROSCORE 85 SCOREPRO

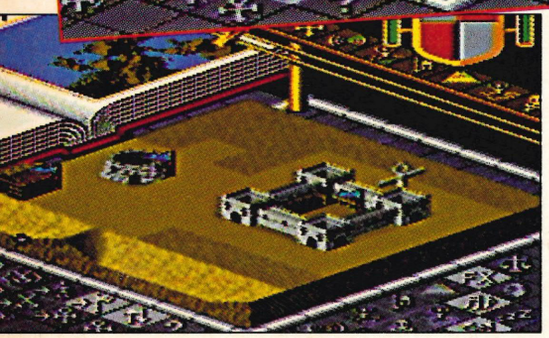
LEMMINGS ISN'T QUITE DEAD BUT LONG LIVE THE KING ANYWAY!









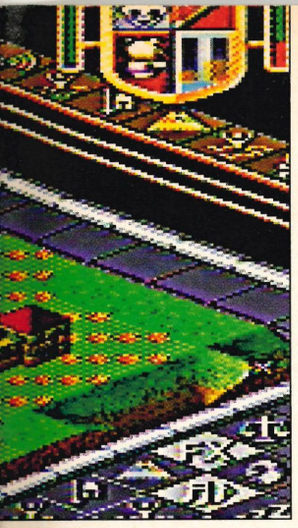


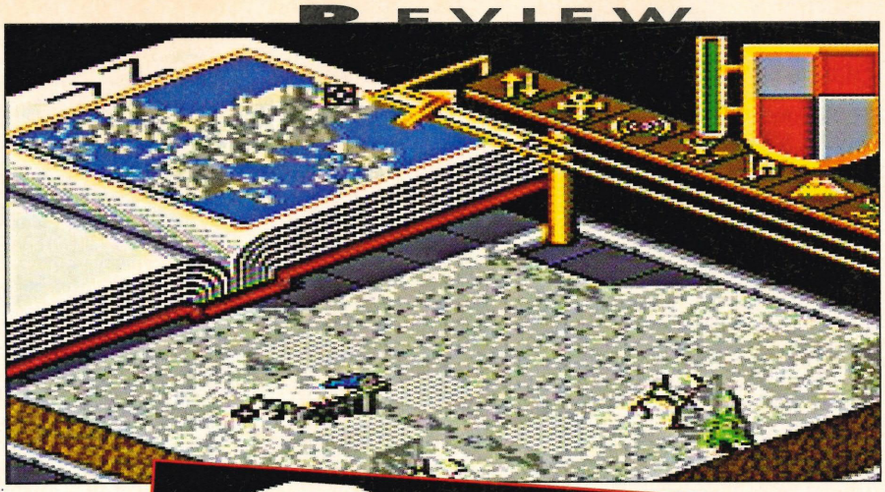
Being a god gives you a wide range of powers to bolster your (blue) supporters and devastate those evil-worshipping guys (red). Floods, earthquakes and Armageddon are just a few of the disasters which can be arranged. However the essence of Populous is fairly simple. It's to do with land and population. Worlds are generally quite hilly with lots of little islands. However as long as you have enough energy (manna) and one of your supporters is on screen you can raise or lower land – click on a square and a small pyramid appears, click again and it increases in size. By creating flat land around your worshippers' settlements the amount of food they can gather increases, population increases, and the size of the settlement building increases. Population is critical because the more you have the more manna you have, and when Armageddon is called the side with the most people wins.

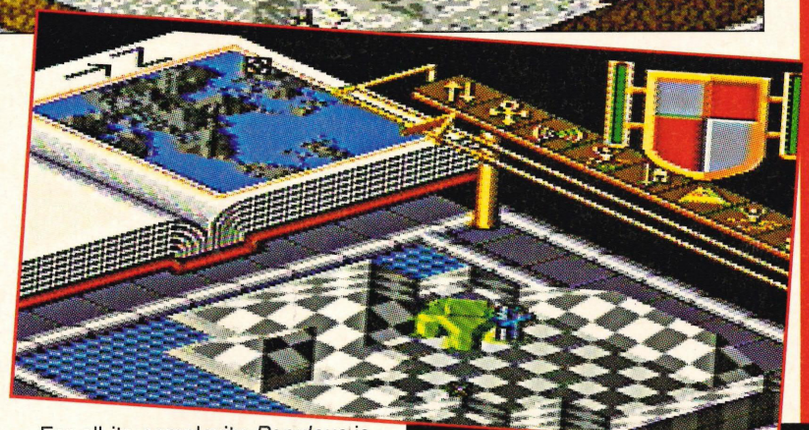
It is a bit more complex than that but fortuitously the programmers at Imagineer have provided the adventurer with a Tutorial Mode. This allows you to practice gameplay with an already high manna reserve. Manna is shown by the bar that runs at the top of the screen with an arrow indicating its

Yet another Amiga classic appears on the SNES, updated and uprated with ten new worlds added to the original four to make 989 levels. From the primordial grassy plains to the futuristic Bit Plains, from feudal Japan to Silly Land, it's up to you to ensure good triumphs over evil in a clash of the gods with humans, as ever, the cannon fodder in between. Dave "Megalomaniac" Westley finally gets to exercise his tyrannical ego on somebody other than SimCitizens...

POPULOUS





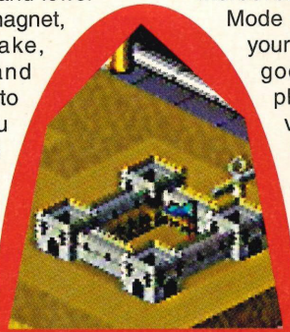


The Bitplains (far left) feature a land made of print-out paper with Game Boys, NESs, SNESs and Cray Supercomputers all making an appearance. Cake World (left) and Pig Land (above) provide more graphic diversion in this huge but somewhat repetitive game. To the right you can see all the control icons, they're not that difficult to understand but sluggish control responses are frustrating.

level. As it rises more Supreme Power Commands become available.

In Tutorial Mode the Manna Bar starts at Knight. This allows the player to use all the supreme commands excepting the flood and Armageddon options. Thus the pioneer god can raise and lower land, place his papal magnet, cause an earthquake, create swamps and transform his leader into a knight. Once you believe you have more followers than the enemy, and the Manna bar allows the option, call for Armageddon. All the people will migrate from their home land heading for the centre of the world where they will fight for ultimate supremacy.

To ensure victory you should use floods, earthquakes, volcanoes and knights to drown, crush, burn and decapitate the enemy population first. Other powers influence your own followers who can be told to Settle (concentrating on building up settlements) or Fight (go looking for the enemy) and migrate to follow the Papal Magnet which you can move about. Once you've honed these skills in the Tutorial you can try Conquest mode where you progress through ten varied worlds, gathering passwords as you go.



PRO TIP

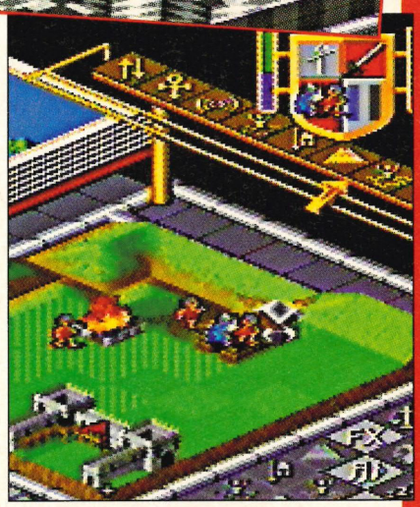
If you've got a lot of little settlements close together destroying one or two can create big super buildings and free men up for war.

For all its complexity *Populous* is easy to get into, raising and lowering land is certainly simple and initially it's quite mesmerizing watching the world below take shape. However building up your forces is very time consuming and patience is definitely needed.

Moreover although the Custom Mode allowing you to set up your own challenges is very good fun, by giving the player access to all the varied worlds right at the start this obviously removes a big reason for keeping playing.

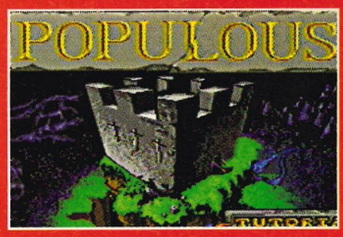
The graphics are certainly good – imaginative and often very funny as you can see from the screenshots. But the sprites are a little slow and the control system seems a bit sluggish, leading to irritating mistakes. The sound is limited, but effective with a thudding heartbeat and limited spot FX such as the clang of crossed swords.

If you like a huge challenge, have plenty of patience and suffer megalomaniac leanings then this certainly offers value for money. However it is a little dated and *SimCity* is both more involving, realistic and addictive. If you've already got *SimCity* and can't wait for *Populous 2* - just released in Japan - then this is good, if second division, stuff.



The knight (above) is a fearsome weapon who massacres the enemy and sets their homes afire, rendering surrounding land unusable. Note the pic of the knight in the shield above, this can be used to follow the progress and strength of leaders and knights.





Publisher: **IMAGINEER**
Distributer: **ANCO**
Tel: **0322 287782**
Price: **£44.99**
Out: **NOW**

Players: **1**
Skill Levels: **N/A**
Cart Size: **4Mbit**
Save Game: **Password**
Features: **Tutorial & custom modes**

CONTROLS

- ▲ Move cursor.
- ▼ Move cursor.
- ◀ Move cursor.
- ▶ Move cursor.
- X Flattens land around settlements.
- Y Locates settlements.
- A Raises land.
- B Lowers land.
- L Special moves in combination with other keys.
- R Special moves in combination with other keys.

PROS: A huge challenge with ten graphically impressive worlds. Fairly easy to get into and quite addictive. Sound is simple but atmospheric and involving.

CONS: Gameplay can become rather repetitive. Control system sluggish and a little awkward.

GRAPHICS	76
SOUND	65
GAMEPLAY	78
LONGEVITY	84

PROSCORE **79** SCOREPRO

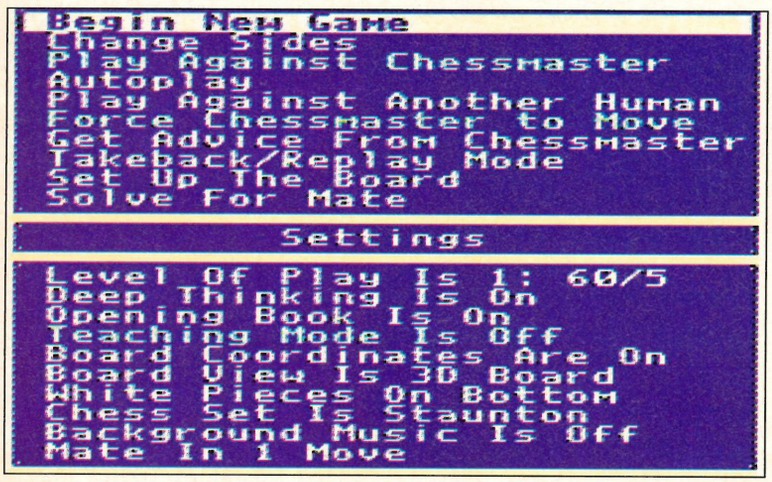
NOT QUITE DIVINE

THE CHESSMASTER

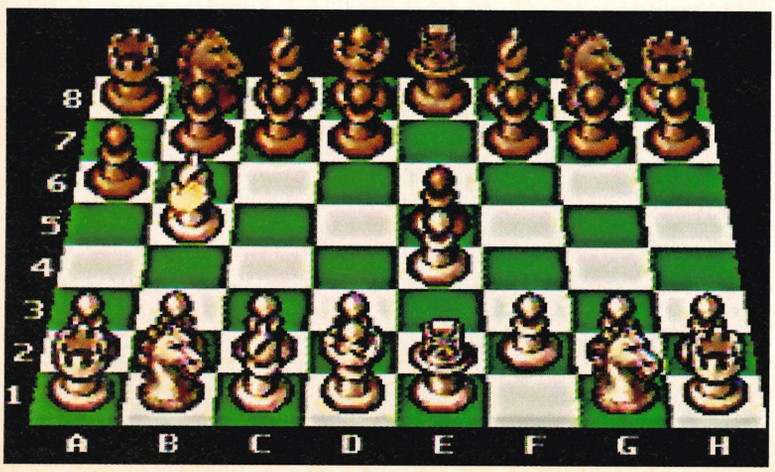
Chess has existed for over 1400 years and was first played in India, where it was known as chaturanga. The current pieces have existed in their present form for more than 500 years but until recently there was just one problem – you couldn't play it on your own. Computers have changed all that of course, and *Chessmaster 2000* programs your SNES to play a pretty mean game. Dave "Kasparov" Westley investigates whether Bobby Fischer has anything to worry about.

First impressions matter and probably one of the biggest boosts for modern chessplaying was provided by Interplay's PC classic *Battle Chess* which featured animated pieces. Taking a piece led to a hilarious graphical showpiece, one of which recreated the knight scene out of Monty Python's *Quest for the Holy Grail*. Okay after a while – a pretty long while, actually – it got boring, but that's the standard to meet nowadays and *Chessmaster 2000* doesn't come close.

At least one of the game's board perspectives should've exploited the SNES's graphics to attract newcomers. Sadly Mindscape doesn't really try. In an attempt to create a 3-D effect Mindscape have put the board on a 75% angle, like *Battle Chess*, but the pieces are poorly drawn and almost merge into one another with poor definition. The "fantasy" mode fares little better. Here we have proper figures taking the role of the ordinary Staunton ones. A proper stone castle, a unicorn, the queen on her throne - all remarkably unimpressive. There's even something askew with the configuration of the players, all of which (including your own) face towards you rather than at each other as they would in battle. Perhaps the programmers have









Above the unfortunate 3-D board. With the pieces merging into one another and squares obscured by the players it's difficult to tell what's happening. A massive tip then is just to play in the 2D mode. It may make you wonder why you bothered to buy a machine with arcade style graphics but at least you'll know what you're doing.

done this so you can see all your players. But if you were horrendously cynical you might wonder whether they simply couldn't be bothered to create another set of sprites.

So the best thing is to keep play in the remarkably dull 2-D mode, and turn off the dire music as well. In this basic mode the brains of the program fare better than its looks. 16 skill levels ensure a wide range of competition. For absolute beginners there are beginner modes, while for Chess champions the infinite level is assuredly neigh on impossible (with the SNES taking ages to work out a single move). The tutorial mode aids in your development - you can ask the computer to suggest a move (although sometimes the advice is poor), even ask it to look for a move to put your opponent in mate.

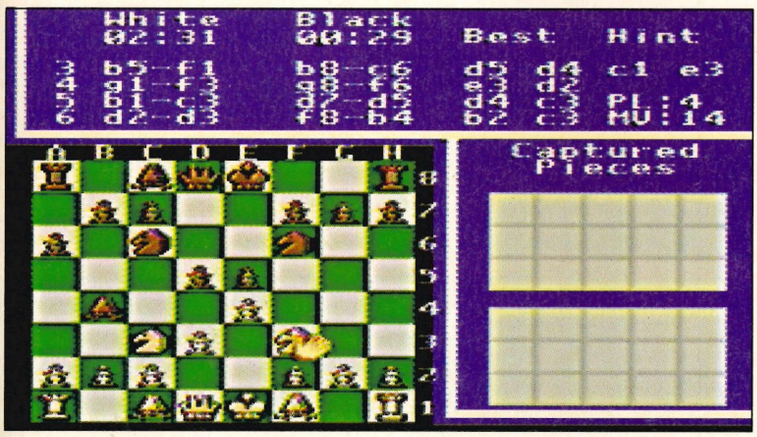
Then there are further options. With the "setting up the board" you can cheat your opponent rotten - giving yourself two queens! Auto-play allows you to watch the computer play against itself - invaluable for learning purposes. The reverse side option allows you to cheat your opponent out of victory by changing sides just before check-mate whilst the Takeback/Replay mode allows you to take back a poor move, or simply examine your mistakes in painful detail.



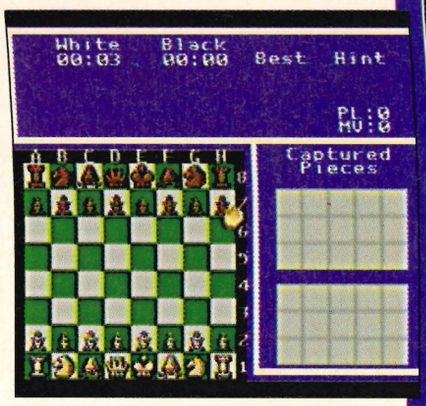
PRO TIP

Keep your knights to the centre of the board - that's where they are the strongest, and remember to castle your King!

In short, *Chessmaster* isn't too bad at chess. But even here there are flaws. The lack of a save game rather curtails long-running games and for not much more dosh there are many boards with their own internal computers - allowing you to play chess with real pieces whilst still benefiting from most of the options that *Chessmaster 2000* gives. By failing to exploit the SNES's ability to glitz-up chess with fancy graphics *Chessmaster* seems a bit of a missed opportunity, and while all fine and good in its own limited way, is unlikely to attract too many newcomers or chess experts either.



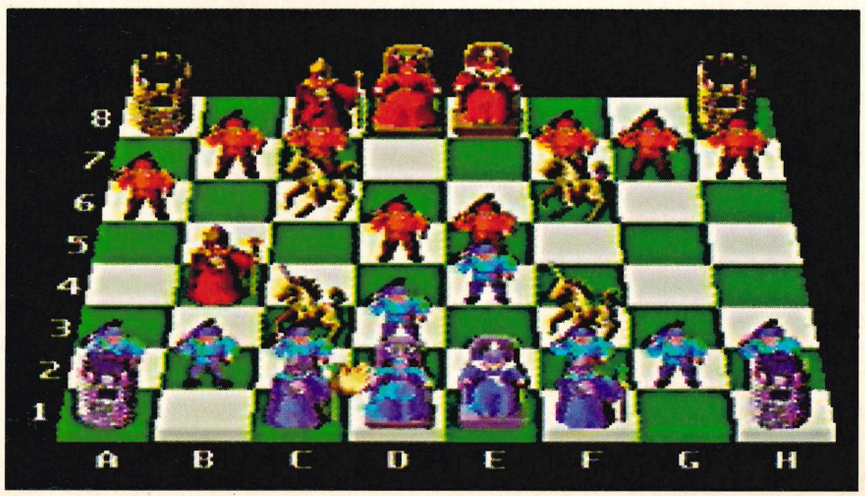
The battle mode (left) keeps a tally of the taken pieces and keeps a record of the moves in proper chess notation. It also keeps an eye on how much time you're taking. On the easy levels the computer's really fast, on higher levels it's you who has to tap your foot and stare at the ceiling waiting for the SNES to move.

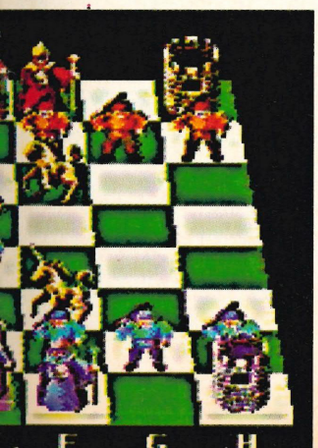


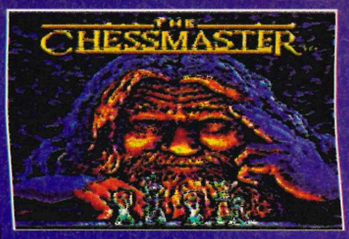
Above is the battle mode, below the 2-D one. These are the arenas in which you'll find yourself playing. For both the Staunton and the Fantasy 3D boards prove to be unplayble.



Behold the very uninspired fantasy board (below, right). Nearly as miserable as miserable Mark.







Publisher: **MINDSCAPE**
Supplier: **BANDAI**
Tel: **0329 822565**
Price: **TBA**
Out: **FEB**

Players: **1-2**
Skill Levels: **16**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Masses of options including auto-play, sound options and board options**

CONTROLS

- Move cursor up.
- Move cursor down.
- Move cursor left.
- Move cursor right.
- X: Select/place piece.
- Y: Select/place piece.
- A: Select/place piece.
- B: Select/place piece.
- L: No function.
- R: No function.

PROS: Masses of options and 16 skill levels means that *Chessmaster 2000* is a game for you whatever your standard.
CONS: Poor graphics make the chess board incredibly confusing - so much so that it can distract from your play. Dire tunes.

GRAPHICS	51
SOUND	45
GAMEPLAY	60
LONGEVITY	82

PROSCORE
58
SCOREPRO

BOBBY'S STILL KING!

REVIEW

OFFICIAL

JOHN MADDEN FOOTBALL '93

Now that Channel 4's coverage of America's most brutal export is well under way, the demand for computer simulations increases. With *JMF '93* hitting our shelves hot from the USA, this demand might be satisfied. But does this surprise Mega Drive bestseller have what it takes to compete on the SNES wonders Ryan Butt.



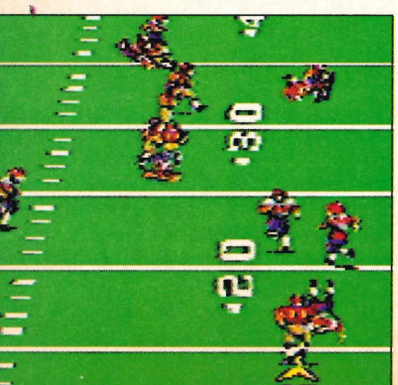
John Madden '93 kicks off with some nice intro's to get you into the all-American, head-crunching, bone-splintering mood. This game is one of the latest additions to the Electronic Arts Sports Network, a series of sports simulations specifically designed with realism being the essential element. Games in this series usually contain action replays, commentary and updates to keep you in the picture at all times.

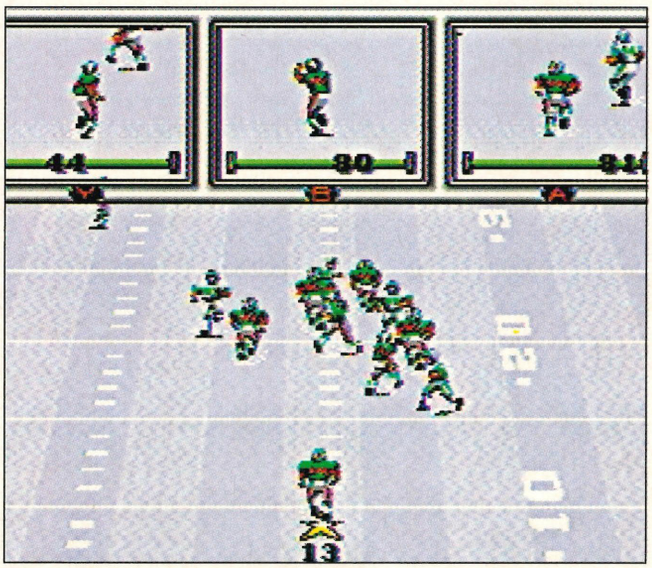
The main menu allows you to choose which two teams will be playing, these rangeing from the present NFL line up, to the All Madden's, and the Madden Greats. You can also alter the length of the game, the type of surface you play on, and even the weather conditions.

When your selection has been made, the big man himself will run through the teams strengths and weaknesses. These are worth taking note of because they could help you to decide which plays to use later on.

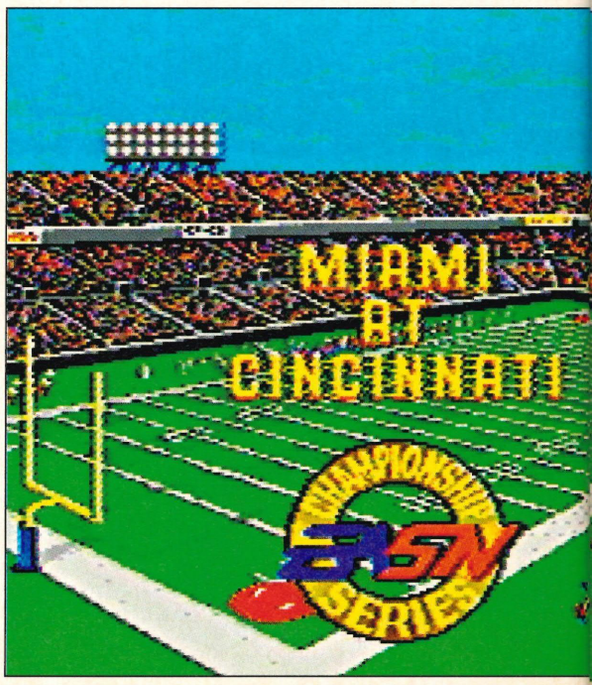
Then it's straight into the game. If you don't know the rules of American Football then here's the basic idea. The team with current possession of the ball has four attempts, or downs, to move the ball ten yards up the field. This can be done by either running, or passing the ball. If the team fails to accomplish this then the ball is







Rain, snow and wind: *John Madden Football* allows you to compete in all conditions. They don't make that much difference to gameplay, but they certainly good and add some much needed graphical variety.



passed over to the other team. The main object of the game, like most sports, is to score points. In American Football, there are three ways to do this. Seven points are awarded when a team scores a touchdown, which basically means moving the ball in to your opposition's end zone. Three points are awarded for a field goal, this is when the ball is kicked between the two uprights of the goal post. The other way of scoring is called a safety, which is when the attacking team's quarterback is tackled in his own end zone.

The game is split up in to four quarters, usually consisting of fifteen minutes each, and both teams have three timeouts which can be used to stop the clock at any point in each half. These are best used in the dying seconds of the half when you're attacking.

John Madden '93 comes complete with an extensive instruction booklet to familiarise you with the various formations and plays available, which is essential to help you appreciate the game.

The graphics, although a trifle blocky, are very effective and detailed. There are some good, novel touches included such as the affectionate knocking of helmets, to ecstatic handstands when a touchdown is scored. The sound fits in with the atmosphere of the sport nicely, with a main tune at the beginning and great sound effects in the actual game. I particularly liked the crunching sound when two helmets collide, and the digitalised speech is fine.



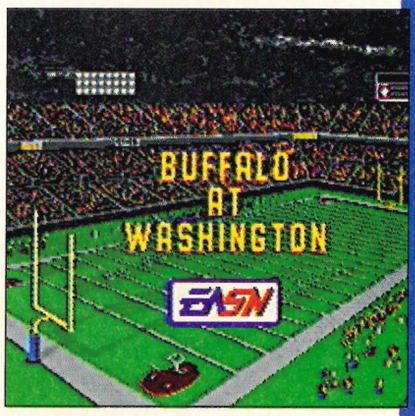
PRO TIP

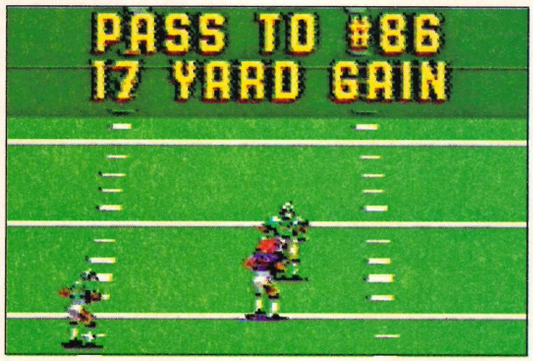
If you've run out of time outs and desperately want to stop the clock, use the quarterback stop clock play.

The best feature of *John Madden Football '93* is the attention to detail and accuracy, there are plays here that I doubt an actual quarterback would have heard of! This combined with the gripping gameplay make it an immensely compelling game.

John Madden Football '93 will no doubt appeal to true enthusiasts of the sport, and the control system is great for newcomers with the SNES controlling your players until you decide step in. This made it a huge hit on the Mega Drive, but whilst gameplay is significantly improved over the first SNES *Madden* it still fails to look impressive enough to pull in people who are indifferent to the sport.







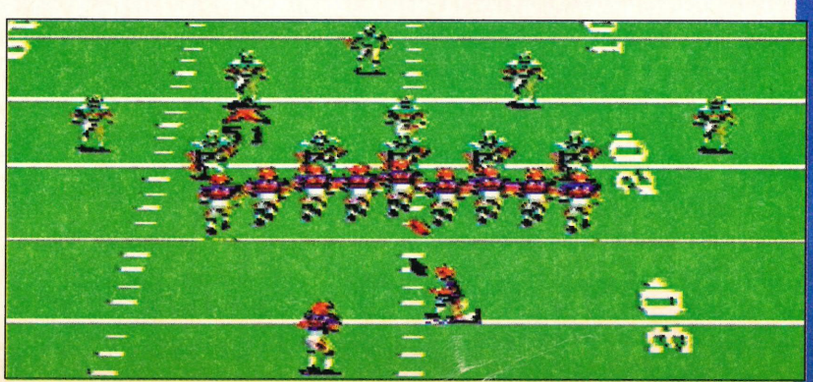
(Left) Having just completed a 17 yard pass, the Miami Dolphins progress closer towards Buffalo's End Zone. Above we see today's fixture, the Buffalo Bills taking on the mighty Washington Redskins.

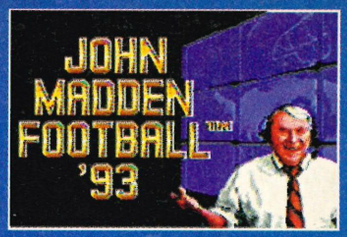






(Right) Having failed to move the ball upfield, Buffalo attempt a Field Goal. (Above) Here we see the icy battle ground where two AFC League teams, Seattle and Miami, will fight for a place in the final.





Publisher: ELECTRONIC ARTS
Distributer: ELECTRONIC ARTS
Tel: 0753 549442
Price: TBA
Out: JAN

Players: 1-2
Skill Levels: 1
Cart Size: 8Mbit
Save Game: Password
Features: Digitalised sound, player tauting, all new teams, more plays

CONTROLS

- Run forwards.
- Run back.
- Run left, move icon.
- Run right, move icon.
- X: No function.
- Y: Select icon, charge with the ball.
- A: Select icon, dive with the ball.
- B: Select icon, throw ball, increase kicking power, evade a tackle.
- L: No function.
- R: No function.

PROS: A spot on sports sim, with a good control system and new elements to spice up the format.

CONS: Still a complicated sport to understand and lacking the graphical pizzazz need to pull in non-fans.

GRAPHICS	82
SOUND	80
GAMEPLAY	80
LONGEVITY	86

PROSCORE
83
SCOREPRO

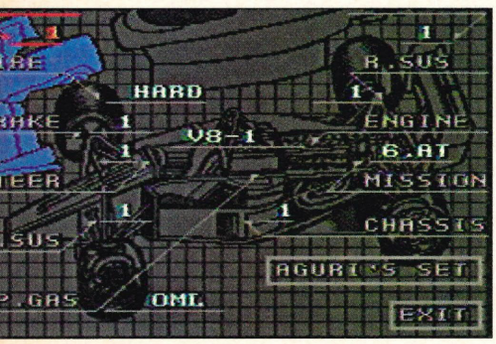
A COMPREHENSIVE FOOTIE SIM!

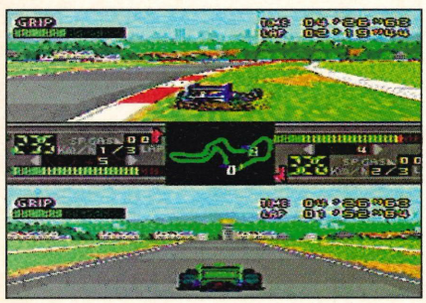


The wide range of options make Aguri Suzuki stand head and shoulders above its competitors. You can either race against the computer or against another player, in a customised speed wagon. Although the real challenge is not he who crosses the line first, but he who can actually stay on the road for the longest period of time! Not as easy as it looks.









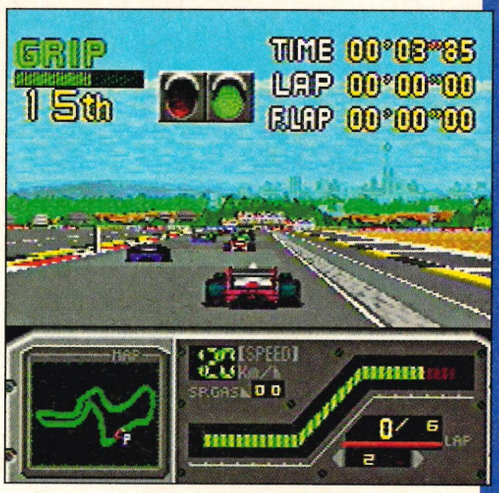


SUZUKI F-1

Where would any console be without a vast catalogue of racing simulators? *Suzuki F–1* follows hot on the heels of such timeless wonders as *F–Zero, Top Gear*, and not forgetting *F–1 Exhaust Heat*., *Suzuki F–1* is a radical simultaneous two-player racing game with more options than Cadburys, and could just prove to be the best game of it's kind. Ryan Butt checks out the new, improved UK version.

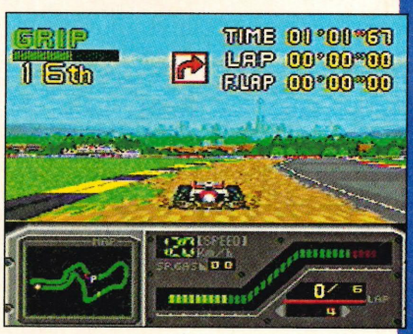


(Right) You're left kicking up dust at the bottom of the pack as the other cars race off ahead. Still, there are plenty of laps ahead to catch them up, Not!
The outcome of the race below right isn't good. You're left skulking with your head held low as you wander off to kick some butt.
Directly below one of the players makes a pitstop – let's hope the mechanics here are a bit faster than Bournemouth!









Suzuki F–1 opens with a wide range of options allowing you to choose your race mode, course setting and even the colour of your car!

You can either race against another player, Aguri Suzuki himself or take part in a full blown championship. When racing against another player or Aguri you can decide which course you would like to race on, including all the old favourites, even the infamous Monaco GP. When viewing a course, Aguri tells you a little about it from his vast experience, and you can even select a readout of the weather conditions so as to adjust your car accordingly.

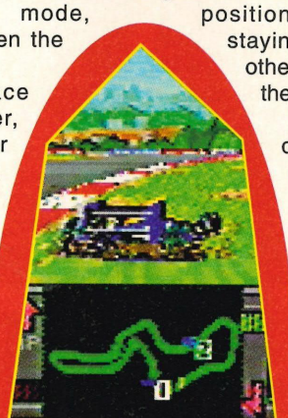
The actual race mode includes every element of Formula 1 racing you could ever desire. You view your car from behind, a dashboard display at the foot of the screen with a rev counter, speedometer, current gear, current race position and fuel meter. As the race gets underway, you can redline your revs and shoot up through the gears to obtain that vital pole position placing, however staying there isn't easy as other cars can run you off the road.

The courses vary in difficulty, but every one contains its fair share of hairpin bends, so you must brake accordingly before hand to avoid skidding off the track. This is a knack that must be mastered if you are to beat Aguri, thankfully advance warning of a tight bend is given in the form of a small icon at the top of the screen. As with most decent F-1 games, a regular pit stop is essential, and this is no exception with a tyre change and a full gas tank on offer.

The graphics in *Suzuki F–1* are excellent for a game of this type. They capture the fast and furious atmosphere of the highly competitive sport brilliantly. In fact the whole game is very slick and well presented, nice touches such as changing the colour of cars and running other cars off the road put it head and shoulders over the opposition.

The sound is fairly average with some nice tunes in the options stages, however it's dragged down by the annoying in-game sound effects, but then again I've yet to hear a racing game with truly convincing engine noises.

What really makes *Suzuki F–1* is the fabulous two player mode. Rather than just a straightforward first across the line, it actually enables you to knock your partner off the road while you cruise into first place. *Suzuki F–1* will appeal to both fans of the sport and people with vindictive tendancies that like to give their friends a good thrashing!



PRO TIP
The best way to beat Aguri is to run him off the road as soon as possible!



Publisher: LOZC
Distributer: BANDAI
Tel: 0329 822565
Price: £49.99
Out: JAN

Players: 1-2
Skill Levels: 1
Cart Size: 8Mbit
Save Game: Yes (battery backup)
Features: Simultaneous two-player

CONTROLS
REDEFINABLE

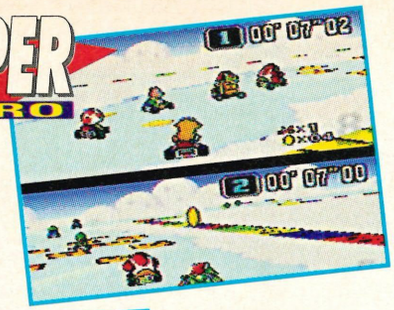
- ▲ No function.
- ▼ No function.
- ◀ Turn left.
- ▶ Turn right.
- X SP gas.
- Y No function.
- A Accelerate.
- B Brake.
- L Down gear.
- R Up gear.

PROS: Nice graphics, highly playable two player game.
CONS: Annoying sound effects, one-player mode can wear a little thin after a while.

GRAPHICS	85
SOUND	72
GAMEPLAY	84
LONGEVITY	82

PROSCORE
85
SCOREPRO

THE REIGNING F1 CHAMP



REVIEW

OFFICIAL

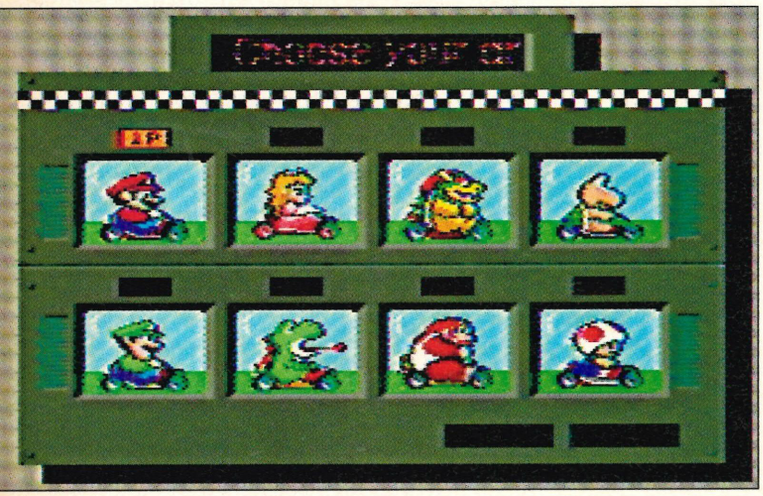
SUPER MARIOKART

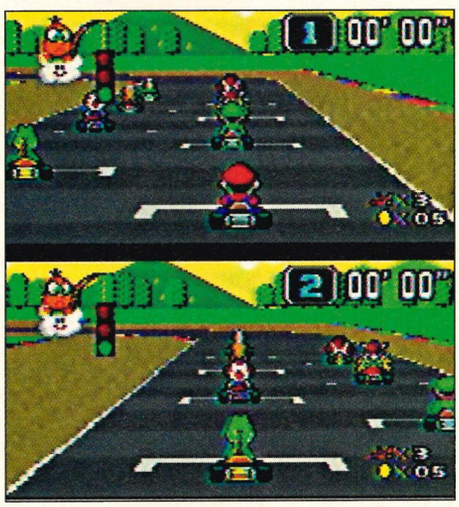


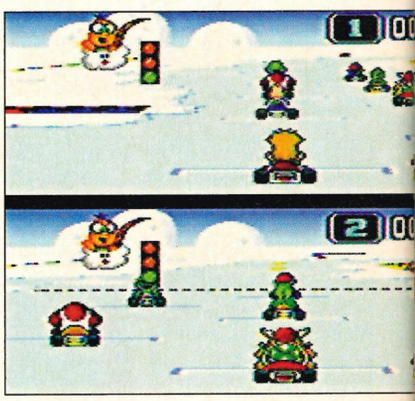
Super Mario Kart won rave reviews on import – and stubbornly refused to work with 98% of adaptors! Thankfully the UK version is just about to hit the streets with a lot of hype to live up to. So can a Kart racing game really be that much fun? Will funster kings Nintendo keep delivering the goods or has Mario had his day? Mark "take 'em from behind" Wynne stumbles to his word processor, a sweating, over excited-lump after having thrashed Duffer Dave for the twentieth time, and tries to put that Mario feeling into perfect prose.

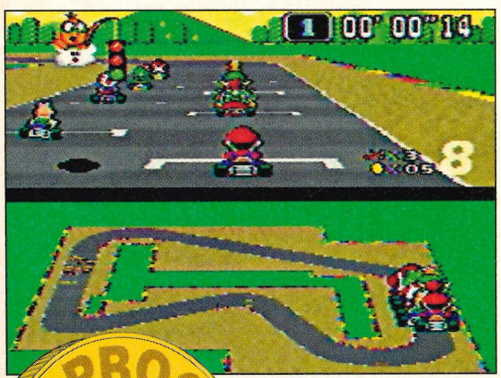
'92's second most hyped game is actually rather disappointing to begin with. The graphics are nice and fast with no flicker – of course – but they're not going to knock your socks off. Speed isn't mindblowing either, especially with usually rather twisting courses, and that combined with the realistic but lightweight feel of the karts leave you longing to play *F-Zero* for real hi-velocity thrills.

However, the more you play, the better it gets. There's actually quite a lot to the game. Beginning in either a 50 or 100cc kart, your chosen character from the Nintendo



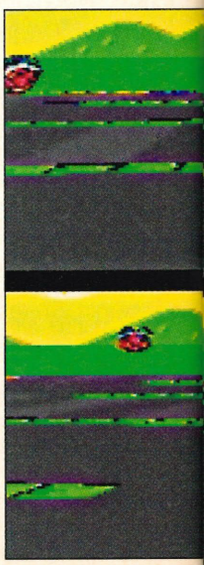






Loadsa characters to choose from above. And on the left you can see the one-player mode with player two's screen showing a map view (shown) or a fun rear view.







PROGOLD SUPER PRO PROGOLD

mafiosi (everyone from Donkey Kong Jr to Toad and Yoshi) is soon whizing around the glorious, mode 7, split screen race tracks, weaving, bobbing and jumping around your opponents (in one-player mode your human opponent's half of the screen is filled by a less than useful side-on map screen. There are three levels to choose from, each with five tracks, and five bonus tracks if you complete the hardest level.

But *Mario Kart* isn't just about racing. Unlike *F-Zero* there's a lot of pick-up items which add a lot of tactics (and aggression!) to the game. Pick-ups are collected by driving over question mark tiles and collecting the randomly selected item. These then appear in a window at the top of your screen, all ready for you use at (hopefully) just the right moment. Pick-ups include speed-up mushrooms, tortoise shells missiles, banana skins and many more. The red tortoise shell missile homes in and it's often difficult with say a homing missile to know whether to blast your nearest rival immediately or save the pleasure for the final, white knuckle lap.

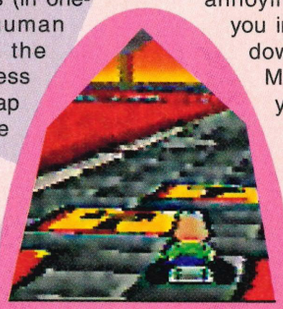
Certain weapons that are merely annoying when used against you in racing mode become downright lethal in Battle Mode, when you and your opponent's karts are surrounded by three balloons that you must pop to win the battle. This is the most fast and furious game in *Mario Kart* and certainly the most popular here, although several times Duffer Dave was reduced to tears of frustration as everyone else in the office kept popping his short-lived balloons. (Note, don't play this game with emotionally fragile people, it hurts!) There are five courses in this Mode which can be attempted in any order, with the computer keeping score of the win loss. It's simple but fun, unfortunately you can only play with another player.

But either way this is a fast and addictive game. Firing homing tortoise shells at nearby rivals and watching them spin helplessly in the gutter as you whizz by, is every bit as exciting as a thousand decapitations in yet another beat-'em-up. This game simply has that magical ingredient that makes it a joy to play. It's completely wonderful. The ice level is suitably slippery, the haunted ghost track is amazingly atmospheric with a great soundtrack (the tunes, throughout, are super) and whichever level you play, the relative briefness of each circuit means you never have time to be bored. It's just non-stop fun.

Strangely *Mario Kart,* despite it's cartoon visuals, actually *feels* highly realistic, much more so in fact than any other serious driving sim I've played. Accelerations, tight corners, full on collisions are all brilliantly handled. It's a sign of Nintendo's typically comprehensive playtesting, which so many other games fall down on.

There is a downside, however. The enormous enjoyment to be gained in two-player mode is substantially reduced in solitary play. There's no other way to put it, *Mario Kart* simply isn't much fun when you're jostling for position again a computer controlled opponent as the game demands interaction for maximum entertainment. This isn't a criticism, simply a warning for potential solo players. Nintendo have created a game that basically demands two players and this seems no bad thing in the notoriously isolated world of gaming. It's still good fun to practice on your own and even solo it beats off many other race games, but would score about 10/15% less without two-player mode.

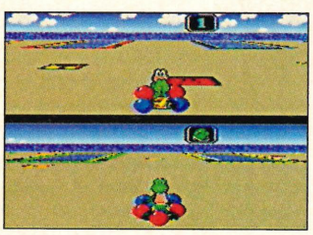
Super Mario Kart is thus an almost perfect example of why the SNES is the greatest system in the world, and I suggest you find a friend to pay half towards this outstanding package of entertainment.



PRO TIP

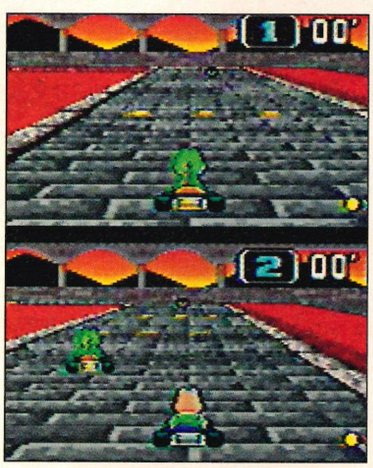
To pick your power-up press "A" as it flashes by on the window above. Great reflexes required for this one!

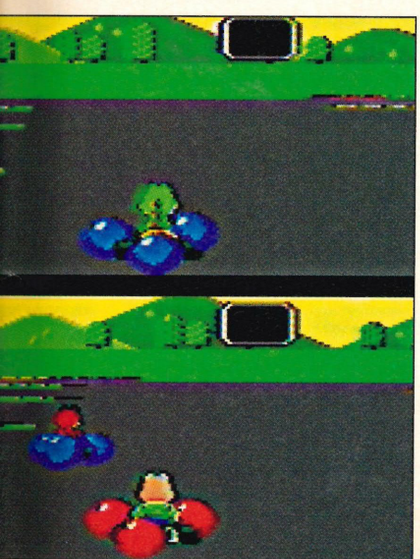




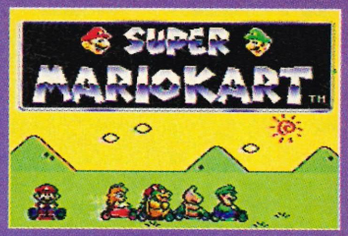


Battle Mode (above and below), is brilliant fun for two-players with the balloons representing lives. A rare moment of intimacy above. Coo!









Publisher: NINTENDO
Distributer: BANDAI
Tel: 0329 822565
Price: £39.99
Out: JAN



Players: 1-2
Skill Levels: 2
Cart Size: 4Mbit
Save Game: No
Features: Simultaneous two-player action

CONTROLS

- ▲ No function.
- ▼ No function.
- ◀ Move left.
- ▶ Move right.
- X No function.
- Y Brake.
- A Use weapon.
- B Accelerate.
- L Jump.
- R Jump.

PROS: Inexhaustible two-player fun. Gorgeous, cutesy graphics, brill tunes and perfect presentation. Top notch product.
CONS: Could have been more race tracks. Battle game only available in two-player mode.

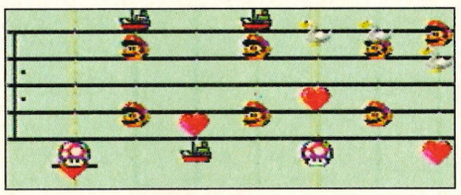
GRAPHICS	91
SOUND	93
GAMEPLAY	92
LONGEVITY	84

PROSCORE
90
SCOREPRO

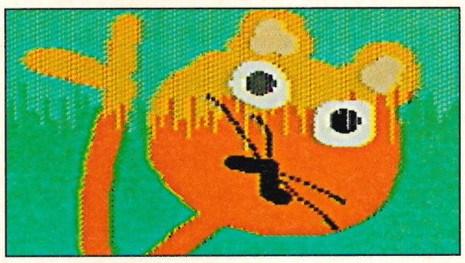
THE BEST RACE GAME EVER

MARIO PAINT



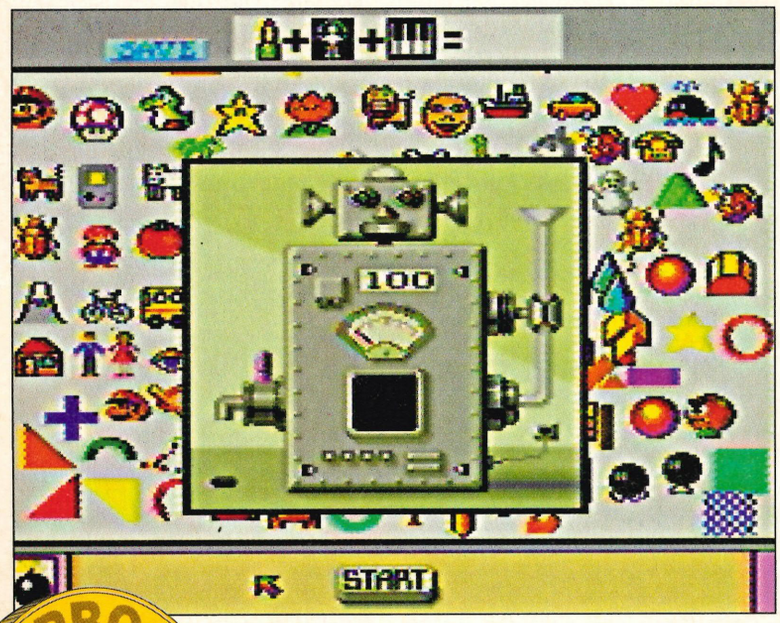


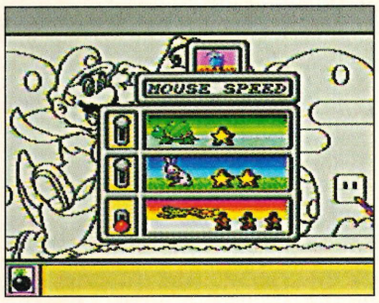
The colouring book section (left) provides simple fun, with the choice of four scenes to fill in. This provides an introduction into colour selection. (Below) One of the many, novel 'wipe' options. "Dripping Orange Cat", MW



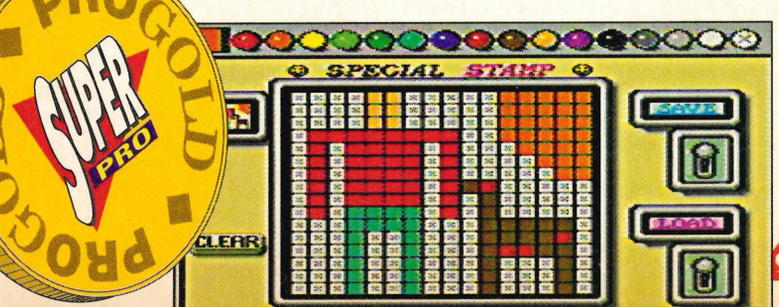


Mario Paint is what my old art profs used to call a curate's egg; a mix of good and bad stuff. As any kind of serious arts package it's fatally flawed, but as an extremely well presented introduction to computer art for kids it's actually okay. The most serious fault is that it only allows you to save one image on your cart. The instruction book suggests saving images to video, but this means you need a video close to your SNES and of course there's no way to get videoed pics back into your SNES

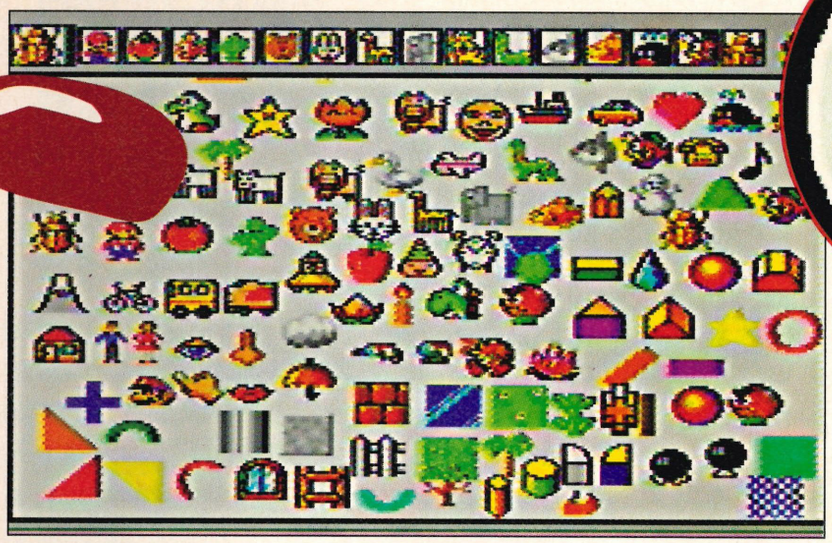




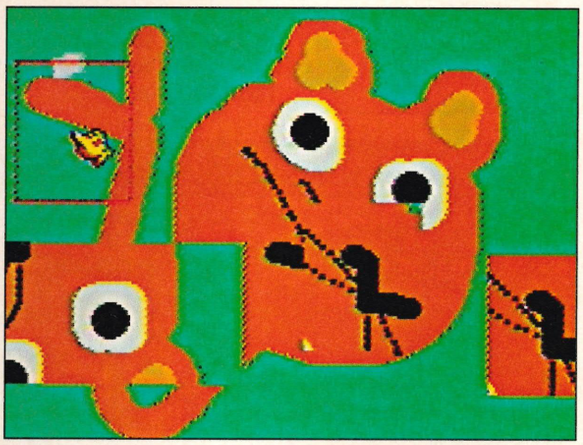
Who else in our office could possibly evaluate an art package as astutely as our resident ex-art student, Mark "Call Me a Pornographic Post Modernist" Wynne. Although initially he scoffed at the prospect of painting with a fat, Mario paintbrush, he was soon cooing contentedly and drawing rude appendages onto Donkey Kong Jr. Oh how the office laughed at his juvenile doodlings. It makes you wonder why we pay taxes to support pervy, bone-idle art students, doesn't it?

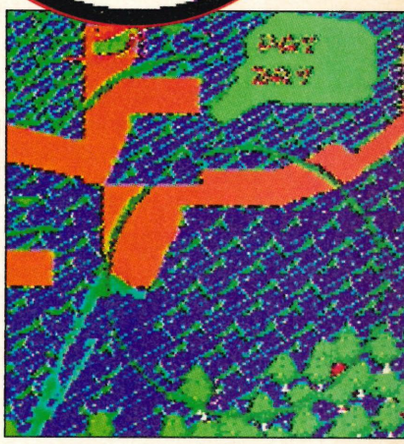


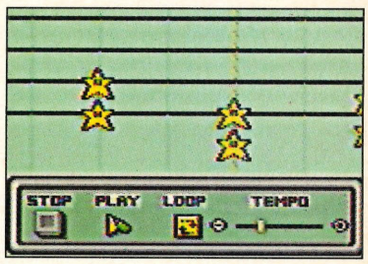
PROGOLD SUPER PRO PROGOLD











(Above) A selection of just some of the many preset sprites that can be used as either wall to wall decoration or individual 'potato' stamps. From mini Gameboys to beetles.
The cut, paste and rotate option (left) in practice, being used to rearrange pussy's face.

for redrawing.

By way of compensation there's an animation program, a mini-synthesizer and even one very basic game. Most importantly the included mouse does make the package much more user-friendly than, say, the Megadrive's joypad driven *Art Alive*, besides being useable for other games such as *King Arthur*.

The actual art package offers quite a few standard, art utility options in the the elegant, grey panel above the picture area. All these options are depicted as small, descriptive pictures – icons – which are highlighted when selected. Clicking onto the **Palette** allows you to choose a preset colour or mix your own. Despite the SNES's ability to show 256 colours on screen at any one time out of a possible 32,000, *Mario Paint* only offers 16 standard colours, so much mixing has to be done for any subtle shades.

The **Orientation** icon, in conjunction with the **Cut** option, chooses which way round a 'cut' section is pasted back down - upside down or back to front for example. A section is cut by clicking on the mouse and stretching a box frame (marquee) around your chosen area. Click off and drag the section wherever you want. Simple.

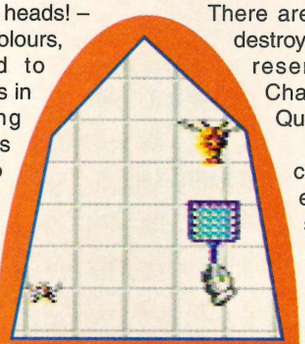
The size and thickness of your drawing tool is chosen via **Brushes**, but more fun is to be had from the **Airbrush** icon, which can spray whole areas with Yoshi heads! – or more boringly flat colours, which can be used to obliterate crap drawings in a highly satisfying fashion. Almost as much fun is the **Mario Stamp**, which is rather like a potato stamp, ie you pick a character or image and then stamp it all over the place with the mouse. Well, not that much fun.

The Shape Menu lets you draw geometrically accurate circles and squares and things, which isn't much fun but is fairly useful. The **Fill** icon lets you colour in said shapes (or any other solid areas) in whichever colour you choose, but should you get carried away and make an aesthetically disastrous choice, fear not, for the **Undo** option (iconised by a dog for some reason. Doggy do-do perhaps?) will get rid of your latest move and bring sighs of relief from your trembling mouth.

Erase All doesn't just erase - it obliterates, with noise and drama. There are eight ways in all to destroy your piccy, each one resembling an arty Channel 4 fading effect. Quite good though.

All these icons then, can be used for quite effective results, albeit simplistic. The most serious omission though, is a zoom facility (which would allow you to clean up edges and tinker in close-up detail). Still, you can't have everything. And when your masterpiece is completed, take it along to Mr Robot Man, who'll save it for you on battery backup. Thank you very much Mr. Robot Man!

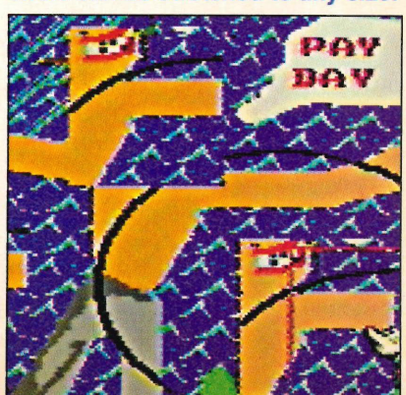
The **Arrow** icon gives you access to the **Animation** department, which isn't the strongest feature of this cart. Only nine frame animations are possible (a full second of commercial



PRO TIP
Swat the fly is tucked away in the package should a creative block hinder your progress. 10 minutes of this and you'd rather be doing*anything* else..



(Above and Below) More cutting, pasting and rotation. On these artistic gems, the figure was drawn freehand, the little trees at the bottom are preset sprites, and the backgound is a repeated sprite used in a 'wallpaper' effect. The circle can be stretched to any size.

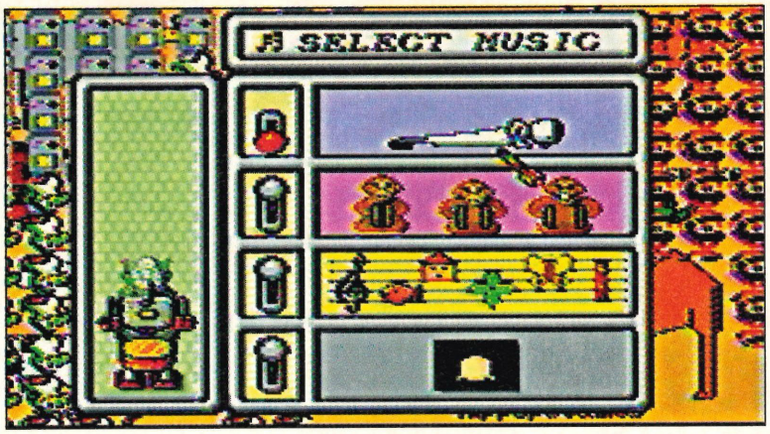


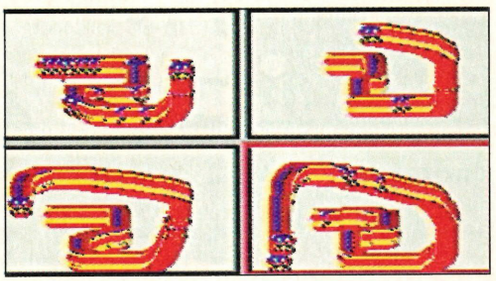
animation would use about 24 frames), so needless to say, this program only serves as an introduction to the principles of animation. Novices will doubtless enjoy this department for a while though.

Also accessible from the Arrow icon, is the **Music Maker**, which is a very simple synthesizer, with fifteen preset sound effects (of the animal farm variety) which you can organise in a - well, musical fashion. Each note is represented by an icon (a mushroom for a bass drum, for example) which you can place on the large stave. Again, not much sophistication is possible, but it is fun and I can't think of a better way to get into music – funny, entertaining and informative, I can't think of a better educational program.

Should all this experimentation prove too much for you, a mini game (well there had to be one, didn't there?) is tucked away in which you swat nasty flies with a fly swat. Hardly state of the art, but it's a fun break from the artistic pressures of creating another *Mona Lisa*.

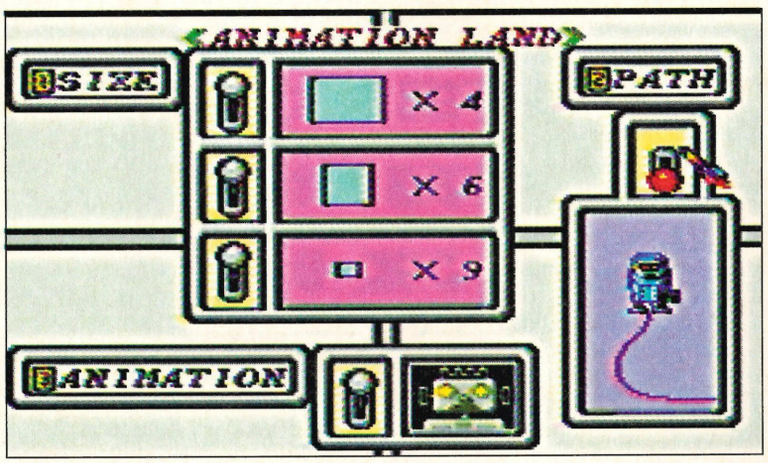
There's no disputing that there's a lot of fun to be had from *Mario Paint*. Obviously, its usefulness as a serious utility is negligible, but that isn't the point of this cart. As an elegant, fun introduction to the principles of computer art production, and animation, this package is excellently implemented. It is, without doubt, aimed at pre-teenagers - anyone older than twelve will soon exhaust the potential here and demand more - but younger people should get a lot of fun from this package, and parents eager to see some educational use from their SNES will be impressed, as well as engrossed themselves. The only damning aspect of this excellent junior arts package, is the prohibitive price – likely to be in the £55-£65 region, but little can be done about this. Nintendo live on a planet of their own, and I presume the fairly limited number of potential purchasers must increase the price. Still, it's a shame that innovation and novelty should cost the earth.

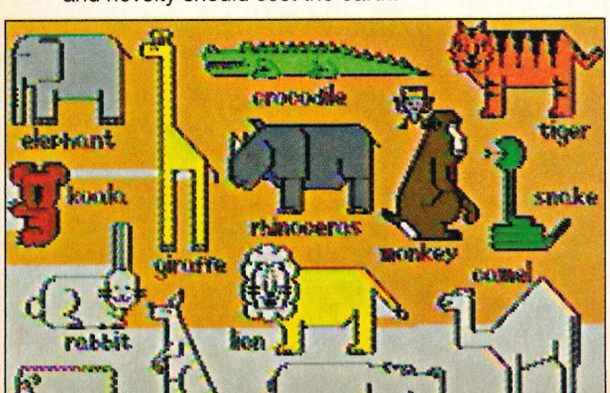




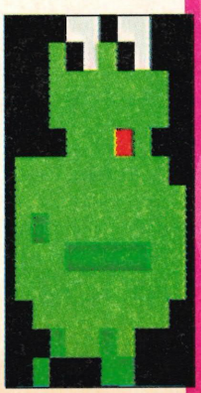
The animation department (left and below) serves only as an introduction really, but it's still fun. First you draw your nine frames (left), then select the speed and route (bottom). Easy!







Yet another exciting 'wipe' function (right). My delighful, inquisitive frog blows up into chunky blocks. Other interesting screen destruction options include a TV flickering out of tune, a rocket ship obliterating your work, and a black and white zig zag explosion.
Another colouring screen (left) gets it's background filled in.



MARIOPAINT™

Publisher: **NINTENDO**
Distributer: **BANDAI**
Tel: **0329 822565**
Price: **TBA**
Out: **JAN**

Players: **1**
Skill Levels: **N/A**
Cart Size: **8Mbit**
Save Game: **One painting**
Features: **Mouse, animation section, mini-game, video save option**

CONTROLS

MOUSE DRIVEN

The mouse is there to give more precision control than a standard controller. Move it over a smooth surface to manipulate the on screen pointer in the desired direction then use the buttons to click on the different options

PROS: If you want to introduce your winkle to the wondrous world of computer art, you're not going to find a better starting point than this on the SNES. And the music package is great too, combining serious musical notation with hilarious *Mario* graphics.
CONS: But it doesn't come cheap and the memory limitation is very irritating.

PROSCORE
90
SCOREPRO

ENTERTAINING INTRODUCTION TO COMPUTER GRAPHICS AND MUSIC. SHAME ABOUT THE PRICE.

WARNING: Although Japanese and US packages work happily with each others machines, UK machines don't get on at all with import mice. If you've got an official machine get the official package!

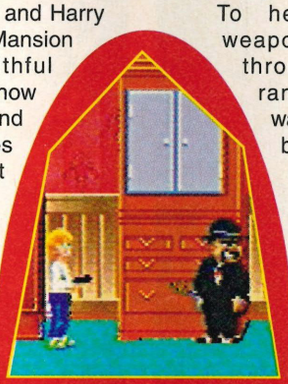
HOME ALONe

Based on the hit movie of yesteryear, *Home Alone* the game is in fact a sequel to the movie. Housebreakers Marv and Harry have already having served their prison sentences and are now returning – with reinforcements! – to wreak vengeance on everyone's favourite tearaway. Ryan Butt checks out the official release.

Having conveniently waited until Kevin is home alone, the two thieves Marv and Harry invade the McAllister Mansion with hordes of faithful sidekicks. Kevin must now re-live the nightmare and use whatever resources are available to prevent the bandits stealing the family treasures!

Kevin must locate and safely stash the family valuables before Harry and Marv can get their grubby mitts on them. Anyone who is familiar with the film will recognise the humorous and ingenious traps set up by the tiny tearaway to stop the thieves in their tracks. These include falling irons, paint tins and scattered toys.

When Kevin has located the various valuables, he must store them safely in the family vault. However due to his weedy muscles, Kevin can only carry a limited number of objects, so regular visits must be paid to the vault to deposit them.



PRO TIP

Keep shooting the thieves until they double over, only then is it safe to jump over them. Do not attempt beforehand.

To help Kevin various weapons are scattered throughout the house, ranging from a waterpistol, to catapults, baseballs and a toy rifle. Other bonus items include pizza slices, cookies, and aftershave, which provide extra lives, extra energy and invulnerability.

When Kevin has successfully found and deposited the required number of valuables, he will progress to the next wing of the house, where more goons, traps and treasures await him.

Okay, so *Home Alone* may not look too hot. To be perfectly honest, I had to double check that it wasn't running on a Commodore 64! Animation is deadful and colours poor, the only decent graphical aspect is the use of some digitized stills between levels.

Looks aside, *Home Alone* is actually quite playable for a couple of hours, well, until the dodgy collision detection, appalling sound and poor humour wear thin anyway!

The presentation isn't too bad, with appropriate music, and nice intro shots, however this only highlights the fact that this game is intended for a younger audience, to which it may be very appealing. Unlike the film, the humour in the game is very child orientated, but the simple gameplay won't appeal to hardened gamesplayers. The sound is very basic, with the odd spot effect and simple tune, however the sampled speech and effects from the film add a nice touch to what otherwise would be a very musically uninspired game.

Home Alone isn't unplayable, so the simple gameplay and childish elements might make it acceptable to very young players. However I completed it on my third go and with its substandard presentation and lack of any real challenge, this game becomes instantly forgettable.









HOME ALONe™

Publisher: **TOY HEADQUATERS INC.**
Distributer: **CENTRESOFT**
Tel: **021 625 3388**
Price: **£39.99**
Out: **NOW**

Players: **1**
Skill Levels: **1**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Digitized graphics and sound straight from the movie**

CONTROLS

- ▼ Opens certain items to reveal objects.
- ▼ Crouch down.
- ◀ Move left.
- ▶ Move right.
- X No function.
- Y Choose weapon.
- A Jump.
- B Fire weapon.
- L No function.
- R No function.

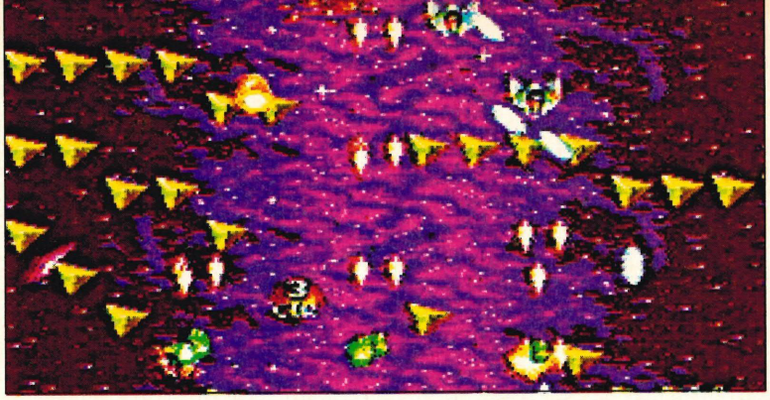
PROS: Fairly addictive, nicely presented. Will appeal to a younger age group.

CONS: Bland graphics and Simple–Simon sound effects soon grate on the patience.

GRAPHICS	50
SOUND	53
GAMEPLAY	54
LONGEVITY	48

PROSCORE
49
SCOREPRO

COIN-OP QUALITY MEGA-SHOOTER



There's one thing that *Super Aleste* just could not be described as - and that's dull. As your ship screams onto screen, ready to initiate its rampaging quest, a great horde of alien craft line up to treat you to a taste of photon. And there's really only one thing you can do - press fire, and quickly!

Fortunately your craft has a weapons capability that's equally devestatimg. Power-ups are found just about everywhere and come in any old order, everything from a snowstorm of homing missiles to a wimpy laser to a veritable squadron of orbital guns and mega-blasting beam weapons. There's also yellow egg things which can be collected for a few seconds of invulnerability.

The end result is a screen overflowing with action, and without the invulnerability eggs it would probably be impossible, but with them and all the power-ups it can be a bit easy, or flukey. The right combination of power-up and invulnerability will get you past most things, and continues are infinite. It's still far from easy, some sections are really tough, but the ability to occasionally fluke through things means there's not much incentive to work out tactics.

PRO tip

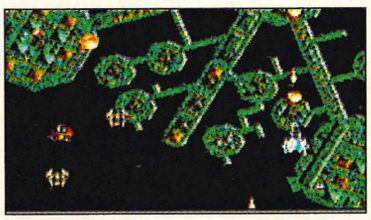
The best power-up is usually number 7. Its orbital guns give wide coverage and take out enemies that are hard to get otherwise.

Where *Super Aleste* comes into its own is the fact that there's absolutely no slow down. Even *Axelay*, an absolute stunner of a game, occasionally suffered from this. *Super Aleste* manages to show it's not necessary. There's no pause in the onslaught here and later levels feature some superb scaling and rotation – on one level a space station slowly and inexorably grows from a distant pinpoint into a screen-filling monster, packed with guns. On other levels the background warps in true psychedelic fashion.

Unfortunately the January arrival of a UK *Axelay* makes these slick effects look a bit dated now, besides offering two styles of shoot-'em-up rather than just one. *Super Aleste* has more than enough to ensure heavy sales to serious shoot-'em-up fanatics though, there's plenty of levels and skill settings, some imaginative later levels and impressive end-level guardians. Music is a bit banal, cheery cheap synthesizer boppy stuff, but there's some digitized speech and the package as a whole is imaginative, tough and interesting in the way of first-rank oddball Japanese shooters.



Above you can see one of the end-level mega-baddies. Mode 7 is used to warp the background, and enlarge the space station below. It all adds up to an utterly overwhelming experience!

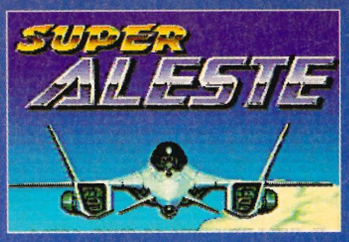




Super Aleste might well boast of the highest sprite to screen ratio of any SNES game yet released. Even _Axelay_, its newest and perhaps nearest competitor, cannot match the hi-velocity, brain overload action that this cart puts you through. The sheer speed of play combined with a fearsome multiplicity of foes and dazzling backdrops assures _Super Aleste_'s place as one of the best shoot-'em-ups around. Dave "angst-blaster" Westley checks out the action now it's finally gone official.



SUPER ALESTE



Publisher: **TOHO/COMPILE**
Distributer: **BANDAI**
Tel: **0329 822565**
Price: **£44.99**
Out: **NOW**

Players: **1**
Skill Levels: **5**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Masses of power-ups, infinite continues, sound options**

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X: No function.
- Y: Fire.
- A: Fire.
- B: Smart Bomb.
- L: No function.
- R: No function.

PROS: Incredibly fast, incredibly quick and incredibly slick - non-stop action.

CONS: A bit too fast and quick at times, can be confusing and fails to match the graphical standards of *Axelay*. Looks a bit dated.

GRAPHICS	87
SOUND	79
GAMEPLAY	82
LONGEVITY	81

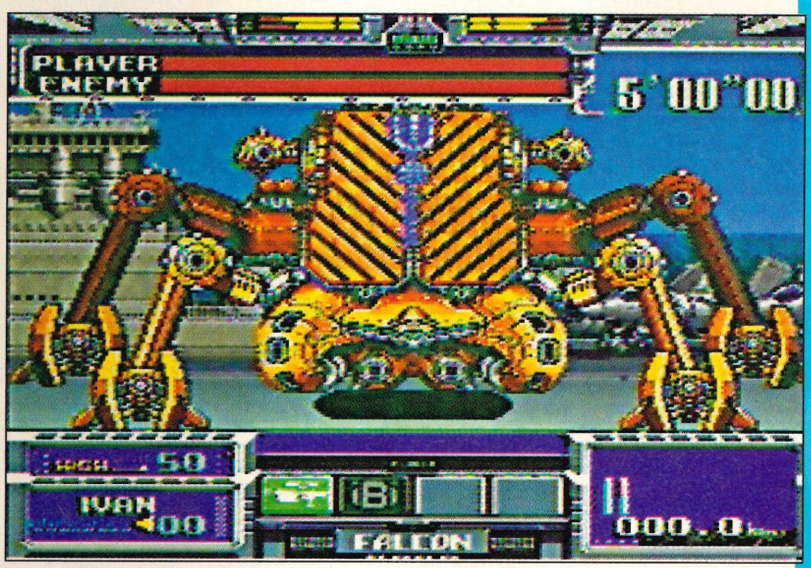
PROSCORE
81
SCOREPRO

OKAY-ISH *ALESTE*

REVIEW
OFFICIAL

BATTLECLASH

SuperScope suckers rejoice, for a new game has been released for you lucky individuals. We asked Mark "but how's it work?" Wynne to wipe the dust from his plastic barrel and pop down to the newsagent for fifty quid's worth of batteries and soon enough he was back, exhausted but excited, as he hopped behind Duffer Dave's chair, tightly gripping his freshly rubbed gun, ready for some serious fun.



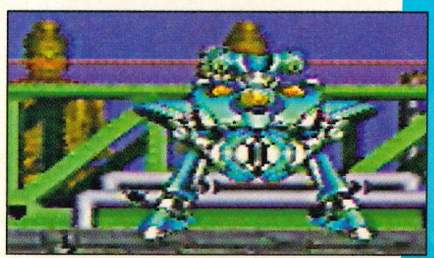
Battleclash is viewed from a first person perspective, but instead of you pretending to be in a space ship or something glamorous, this perceives you for what you really are - a dashingly attractive young hot-shot designer with a gun on his shoulder (in my case, at least!). Using your SuperScope and a few different in-game attachments you have to travel through the major cities of the world battling armour clad villains intent on global destruction. It sounds like a terribly bad plot from a fifties B-movie but it actually plays quite well, the tongue-in-cheek narrative transposed rather well into the cartoonish, cheekily foolish sprites. Add to this the slightly foolish SuperScope on your arm and the whole affair languishes in enjoyable bad taste.

There's only one character to battle at a time but they all have different vulnerabilities for you to find – as well as individual attack methods – so it's not a matter of just waltzing through the whole game. Equally, it's not too drawn out either - there's no long winded and mind-numbing stages in which you have to battle it out with dozens of miniature ships here!

First stop is New York where a green slimeball by the name of Goram has laid low the Statue of Liberty so he needs his butt kicking all the way back to where ever it is that he came from. A fellow vigilante appears on screen with a few tips - very cool he looks too (though not as handsome as myself) - and then it's on with the rough and tumble of the fight. You have normal machinegun fire at your disposal as well as a laser and smart bomb-type weapon which can be used to blow large holes in your opponent. Not that they are going to stand there and take it. Oh no. As soon as they see you they're off. You have to give chase, find their vulnerable spot and destroy all of their health before they can get to you!



Few people consider the SuperScope to represent great value for money and *Battleclash* probably won't change anyone's minds, but this is a fair attempt at a decent SS game. The backgrounds aren't exactly a visual treat but at least the targets are large and look OK. Musically it's a bit weak but the explosions are loud and bad! The concept works quite well, if only because all SuperScope games are entertaining for a while, but this isn't really going to convince you of the merits of SS games.





Publisher: **NINTENDO**
Distributer: **BANDAI**
Tel: **0329 822565**
Price: **TBA**
Out: **JAN**

Players: **2**
Cart Size: **4Mbit**
Features: **Alternate two player**

PROS: A different angle for a SS game - it's certainly far more credible, being more like a normal action game than the shallow rubbish found elsewhere.
CONS: It's still not that great, though - far more is possible with the Scope - why won't anyone put the effort into exploiting it's potential?

GRAPHICS	68
SOUND	60
GAMEPLAY	70
LONGEVITY	64

PROSCORE
67
SCOREPRO

SOME SEASONAL JOY FOR SUPERSCOPE OWNERS!



PRO TIP
When searching for the vulnerable areas, go for any sections that open up.

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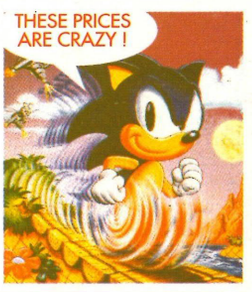
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