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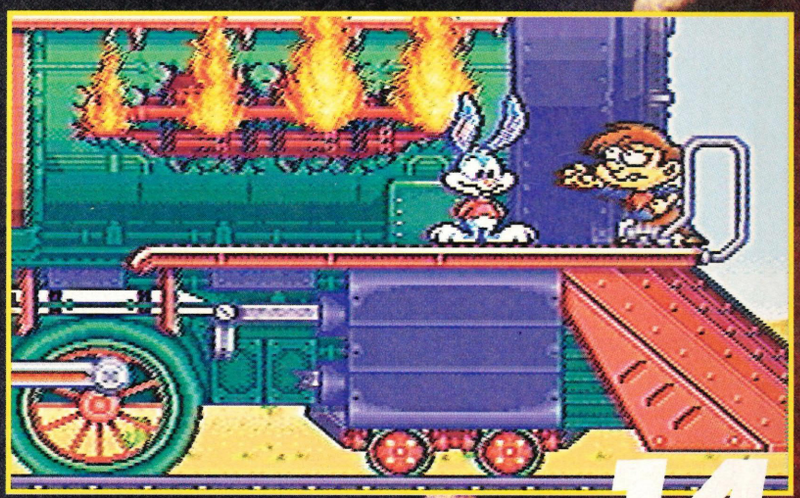

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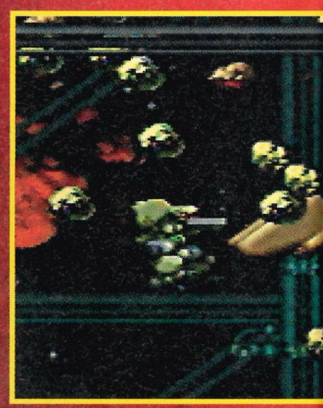

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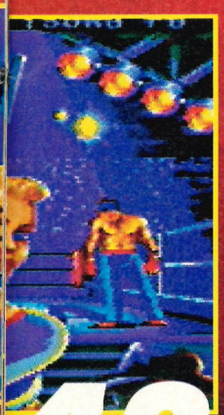

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PLAYING TIPS 49

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THE PROS



➤ STUART WYNNE – Editor

Stuart "mumble bumble" Wynne lives in a state of terrible indecision, a total failure to form an opinion on anything - even such questions like 'do you want a cup of tea?' Indeed a response would take the form - "um, that's an interesting question, I think we have to balance the relative merits of contradictory issues. One, is it worth the money when I might be dead by the time it arrives (he's very mean), and, two, I'm thirsty. Then there's the fact that tea maintains Third World oppression; but, then again, I'm indirectly providing jobs. Ah! (raises finger) then there's the flip side to the issue..." The most mixed up member of a very mixed up team.

Fave Stuff: *Mario Kart*, William Gibson's *Neuromancer and Edge Of Darkness*.



➤ JAMES HICKS – Designer

A "crypto Hegelian fascist" James models himself on a cross between Paddington Bear and Mussolini and would like his middle name to be: "I want everything written down clearly, placed in straight lines not more than 0.0012mm out, and put neatly under my big black bowler hat. I would also like rigid order, the introduction of lederhosen, and a new government department introducing fines for CMYKing and parking problems. In fact I want total control over everything as only I understand the necessity for straight lines, boxes rather than rectangles and a place for everything. The most insane member of our insane team.

Fave Stuff: *Super Soccer*, Robert Louis Stephenson's *Treasure Island* and *Dangermouse*.



➤ MARK WYNNE – Assistant designer

Mark refuses to be drawn on any socio-political issue: art, he affirms, transcends worldly concerns and cannot be tainted by its grubby fingers. Thus he keeps himself "pure" by abstaining from all normal pleasures, and, instead sits, Buddah style, chanting his very mantra - "I'm a duffer," over and over again. The most honest member of the dishonest SUPERPRO crew.

Fave Stuff: *Super Soccer*, Colin Wilson's *Religion And The Rebel* and *Eastenders* .



➤ DAVE WESTLEY – staff writer

Reviewing is below Dave, philosopher king and (mis) speller extraordinaire.There just aren't enough games like *SimCity* where he can indulge his paternalistic, socialistic and (in truth) dictatorial desires on millions. Dave takes ages to write reviews always including philosophical discourses – eg waffle – which Stuart has to edit out accompanied by wailing screams "but I've just proven there's meaning to life, you Philistine!". Dave is of course a 'member of the team' but only if it's a democratic, socialist organization which lets him have a rest every ten minutes – and write everyone else's profiles.

Fave Stuff: *Super Soccer*, Arthur Koestler's *Darkness At Noon* and *The Prisoner*.



➤ RYAN BUTT – staff writer

Ryan "hard ham" Butt's a man of action and takes an interest in worldly affairs only if they interrupt his EMF listening time. A firm believer in Europe Ryan says he's been to France so he knows it does exist. With the exception of this one firm belief however Ryan doesn't really care so long as at the end of the month he gets his money to purchase further EMF tapes. The most musically unsound member of a musically unsound team.

Fave Stuff: *Sreetfighter II*, JRR Tolkien's *The Hobbit* and *The Word*.

SPECIAL THANKS...

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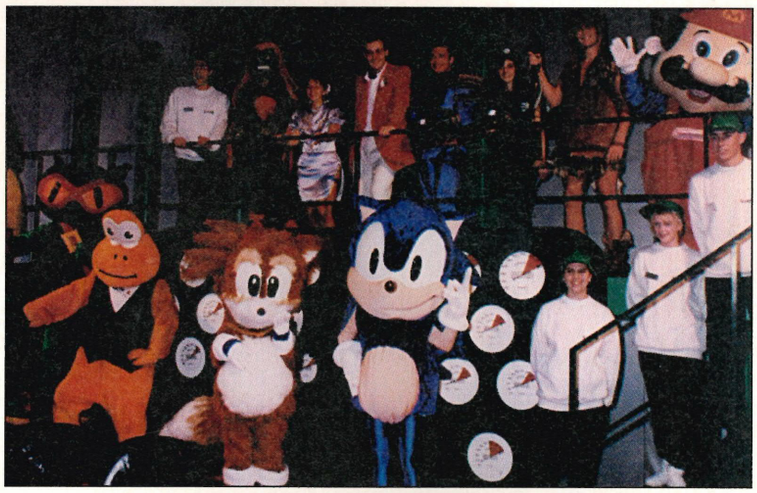


NEC LIVE!

The Radio 1-boosted success of the London-based Future show has been followed by another hit consumer show, this time in Birmingham's NEC. Show organisers EMAP estimated attendance at 74, 000, a little below expectations for the massive venue, but still very impressive.

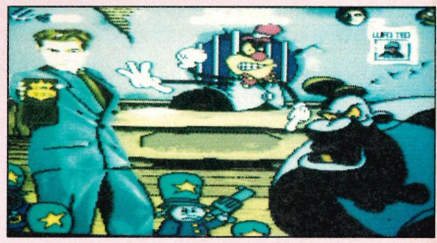
For show veterans the most noticeable thing about both recent events was the fairground feel, with slides, go-karting tracks, inflateable castles and 'human fly' events overshadowing actual games, certainly there were no jawdropping new launches. The only computer games to stand out were Virgin's virtual reality WWI game allowing several players to dogfight each other, and Namco's *Coca-Cola Suzaka 8 Hours* coin-op with eight players all linked up.

By contrast EA's disappointing *Road Rash II* promotion featured a pair of real bikes before a big TV screen – and Mega Drives strapped to the fuel tanks! But the saddest sight of the show had to be various sweaty blokes wandering around in a variety of unconvincing suits. Somehow we think the US CES in Las Vegas will manage a bit better than this!

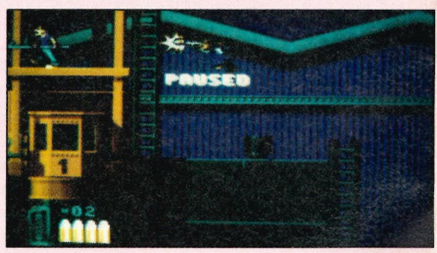
OCEAN GO NUTS!

Mancunian giants Ocean are slaving hard to replicate their dominance of the computer games market on the SNES after being voted – yet again – the best games publisher of the year by retailers.

Lethal Weapon was originally not dissimilar to a *Mario* game. However Ocean decided this wasn't quite the right feel and we're now assured there's plenty of blood and gore. The sprites are still pretty small though and there's plenty of leaping between platforms. You can swap between the Riggs and Murtagh characters in the game, and there's plenty of missions of the drugbusting and hostage-rescuing type.



Cool World



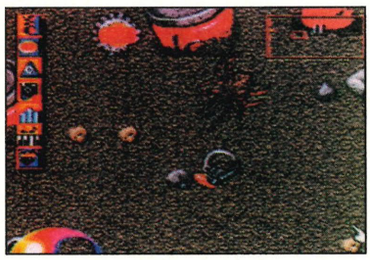
Lethal Weapon



Mr Nutz

SIMPLY SUPER

After scoring one massive hit with their city simulator *Sim City*, Maxis software are all set to bring another massively complicated world to your SNES, a city not of voters and taxpayers but ants. Of course everyone knows ants are architectural geniuses, however this game looks a bit more dramatic than *Sim City*'s invisible crime waves; here giant spiders and various other creepy-crawleys add some shiver-inducing hazards. The game puts you in charge of developing an ant colony, choosing where to build it and then how to develop it underground, as well as setting down foraging paths for your ants in their search for food. There's even rival ant colonies to battle with!



As with *Sim City* and the still untranslated *Sim Earth* Imagineer are developing the SNES version in Japanese with English versions to follow. Let's hope it's not too long a wait!

BESTSELLING CART CHART

1. (-) OUT OF THIS WORLD
2. (10) MICKEY MOUSE
3. (1) MARIO KART
4. (-) JOHN MADDEN '93
5. (4) AMAZING TENNIS
6. (-) BULLS VS BLAZERS
7. (-) PRINCE OF PERSIA
8. (-) SPIDERMAN AND THE X-MEN
9. (-) JIMMY CONNER'S
10. (3) STREET FIGHTER II

This chart was compiled by a survey of leading independent retailers including AMS, Kingbit Games, Game Pro, That'z Entertainment and Rhine Games (cheers Sam!).

OUR NIGE!

Although the whinging millionaire is off to America and Indy Car racing next season, the inevitable F-1 champion licence is still racing toward your SNES. *Nigel Mansell F-1 Challenge* is being programmed by Gremlin, the same people who programmed Kemco's simultaneous two-player racer, *Top Gear*. *Mansell* will have its fair share of tactical elements with a choice of tyres, spoilers, gear ratios and so forth to give you full control of your F-1 challenge.

There's 16 real tracks to compete on, a password save and real competitors such as Schumacher, Alesi and, ahem, Senna. I hope the trackside fistfights will be in there!

One novel touch is that Nige is going to provide advice in the form of on-screen messages during practice. This leads to the fearsome thought that a CD-ROM version might include a digitized version of that Brummie drone to accompany you around the tracks!



In any case with the experience of *Top Gear* behind them Gremlin are certain to make this one fast, and with all the tactical elements it looks all set to be a very tough competitor indeed.

Cool World is another movie-based licence, Kim Basinger being a Toon called Holli Would and desperate to become a real person by means which we're not going to detail here! The way-out visuals of Toon World setting certainly look like making for an imaginative setting, so let's hope gameplay matches up. Apparently, you control the Gabriel Byrne character, the artist responsible for Cool World. You must explore and bash things in the usual way, with the enjoyable addition of a stretchy arm to stretch out and grab things for you to swing from.

Both games were due for Xmas releases, in the States at least, butNintendo have asked for some gameplay tweaks hence previews rather than reviews!

Considerably further off is ***Mr Nutz***, a cute little squirrel involved in platform hi-jinks. As you can see the graphics look stunning – Ocean France have a considerable reputation on the Amiga with *Ivanhoe, Pang* and *Toki* all scoring highly for their imaginative and yes, rather cartoon-like graphics.

Other titles underway include a new *Addams Family* game – this one based on the cartoon series and *Sleepwalker*, yet another game with toon-style graphics. In the game you play a pooch who's got to keep a sleepwalking kid from danger. What's more about £5 for each game sold will go to the charity Comic Relief.

Rather further off are a trio of just announced licences, some of which won't see the light of day before 1994!

Set for Xmas release is *Dennis*, the movie version of *Dennis The Menace*, that rather ancient *Beano* schoolboy all set for major league stardom thanks to a new movie. Directed by John Hughes, of *Home Alone* fame, *Dennis* the movie will inspire Ocean games across all Nintendo formats.

The two other titles are also comics based, but of DC Comics rather than *Beano* origins. *Green Lantern* and *Lobo* are described as "big, big, big" projects by Ocean's project manager and *Equinox* star Gary Bracey. After standard Nintendo releases, SNES CD-ROM Drive versions are planned for early 1994.

SUPERPRO CART CHART

1. (1) MARIO KART
2. (-) TINY TOONS
3. (3) SUPER SOCCER
4. (-) SUPER STAR WARS
5. (-) JIMMY CONNORS
6. (-) NBA BASKETBALL
7. (-) WING COMMANDER
8. (7) DESERT STRIKE
9. (-) ASSAULT SUIT VALKEN
10. (2) STREET FIGHTER II

Compiled by Dave polling and mostly ignoring James *Super Soccer* Hicks, Mark *Tiny Toons* Wynne, Ryan *Star Wars* Butt and Stuart *Tiny Toons* Wynne.

PROBITS

▼ The release of the UK versions of *Desert Strike* and *John Madden '93* has now been delayed to March/April time, both priced at a very reasonable £44.99.

▼ By contrast the massive hype surrounding *Sonic 2* led Bandai to bring the release of its own big-hitter, namely *Mario Kart*, forward a month to strengthen Nintendo's Xmas line-up with predictably huge Santa sales resulting. Ironically in the US Nintendo has just been cleared of unfair business practices. However in the US prices are lower and the company has already been forced to give customers money-off vouchers due to one investigation.

▼ The success of both Nintendo and Sega in dominating toy sales has finally led to the politicians getting interested. Both companies face investigation over the high prices of their cartridges, with *SFII's* £65 price tag justly headlining many TV news reports.

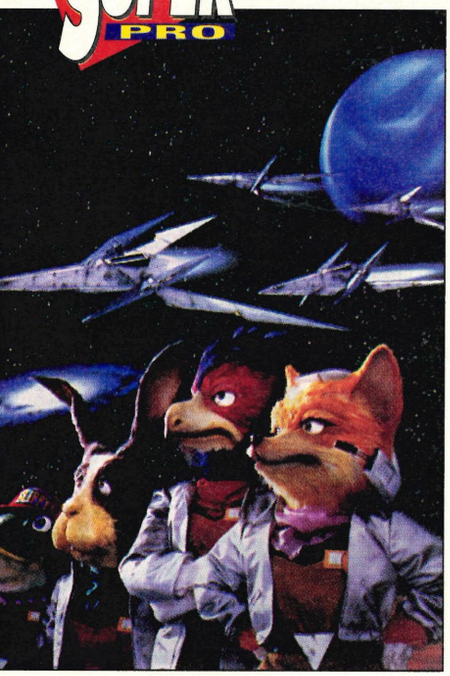
▼ Acclaim has organized a blitz of multi-media publicity for its games, a £60, 000 national cinema campaign should have finished by now but still available are special editions of the *Spiderman* comic. This was specially produced by Marvel to support Nintendo and Sega Spidey games. Over 200, 000 have been printed to be given away in stores. There's also a 30-second ad for *Alien 3* due to appear at the start of – you guessed it – the *Alien 3* video, due out February time.

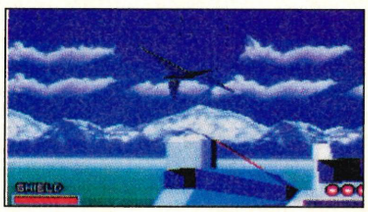
▼ Bandai's advertising may have been expensive – £500, 000 is the estimated cost of the morphing spectacular – but it hasn't bought it any friends with specialist games dealers. Its high handed attitude with them has brought it a dubious collection of awards in trade paper CTW's poll. It was voted 'villain of the year,' its attitude was voted 'outrage of the year,' and its 'bankruptcy' voted as the 'headline you would most like to see in CTW next year.' Coo, it's a rough old world isn't it.

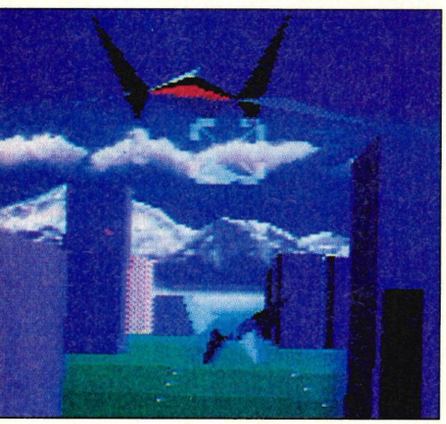
▼ Not quite 'duffer review of the year' was last month's rave over the SN Pro Pad. We sadly neglected to mention the slow-motion feature. Consider it belatedly mentioned, the snazzy see-through pad becoming yet more desirable!

BITSPRO

SUPER FoX





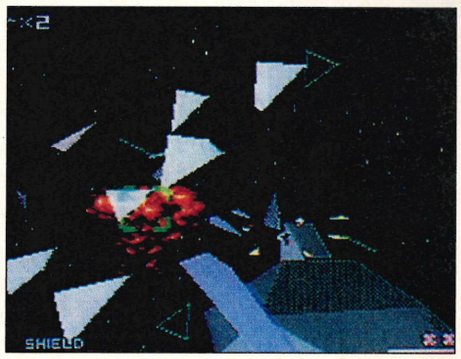


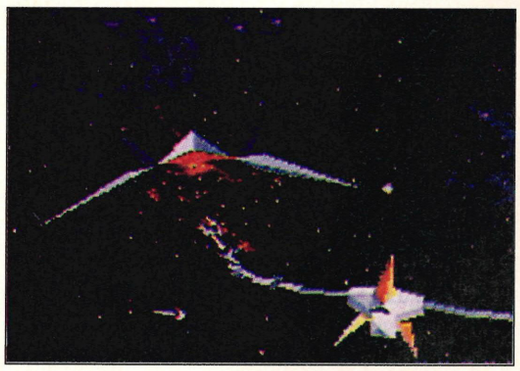
The eagerly awaited Super FX chip has finally poked its head above the Nintendo parapet in the form of *Star Fox*, a futuristic 3D shoot-'em-up. Whereas up until now the solid 3-D polygons commonly used in computer flight sims have been entirely absent from the SNES, the new custom chip is designed to change all that. British 3D programmers Argonaut have come up with a wishlist of features for the perfect 3D games machine which Nintendo hope to have met. The Super FX chip is apparently so impressive the CD-ROM drive has been delayed so it can be built in.

Star Fox certainly looks neat although from these early screenshots Although the game looks not too dissimilar from Argonaut's *Starglider 2* the scenario is typically Japanese. The game's hero is Fox McLeod and, uhm, he *is* a Fox. At the controls of his fighter 'Arwin' he must battle The Evil Emperor. But there's more to it than simply blasting everything in sight, various messages can be received which must taken to other members of the Starfox team to be interpreted. Missions range from skimming the surface of a planet to deep space with space armadas, massive battleships, black holes, asteroids and even a planet called Macbeth all making an appearance. The number of on-screen sprites together with the luscious detail of the backdrops is extremely impressive – if all this moves as fast and smoothly as as you'd expect of a 32-bit chip then the game of the year might just have arrived.



Amazingly the cart is set for a late January release so expect a full review next month!





PROBITS

▼ The near legendary Japanese text strategy games of KOEI are finally making their English language debut, albeit in the United States first. *Aerobiz* (known in Japan as *Air Manager*) is due out around now and puts you in control of an airline. You must handle everything from advertising to building hotels (!) to buying and selling planes. Up to four people can play and the level of sophistication is stunning. Following *Aerobiz* will be *Gemfire*, a medieval king-making game, and *Uncharted Waters*, a piracy sim.

▼ Currently causing a storm in the States is the prototype cart of Accolade's *Bubsy the Bobcat in Claws Encounters of the Furred Kind.* Despite the groan-inducing title the game is being described as the best platform game yet. A whopping 16Mbit of memory ensures super-smooth animation and lots of great tunes. There's some good use made of Mode 7 – inevitably – and the graphics are toon-like! There's some neat sub-games and the whole thing looks pretty cool. Stand-by for the full low-down in our next issue.

▼ The competition to attract Santa's shopping money has led to some great bargains on the SNES. Dixons cut the price of the Solus Pack (SNES and one controller) by £15, to £94.99 and the *Streetfighter II* Pack dropped a similar amount to £144.99. Argos responded by knocking £30 off the SNES *Super Mario World* Pack (£119). Now if they'd just take a similar approach to the software...

▼ Bandai have joined the SuperScope club with *Bazooka Blitz.* The scenario sounds incredibly similar to *X-Zone*, with yet another ultra-sophisticated computer going on the rampage with its security robots providing a lethal hazard. However the game itself doesn't look as imaginative as *X-Zone* with its five levels sticking to a side-ways scrolling perspective. Graphics look good though and we'll bring you a review as soon as possible!

▼ As the movie-based *Batman Returns* looms thanks to Konami, Sunsoft are hard at work on a more comic-like style for *Batman: Revenge of the Joker* with Bruce back in his old grey body-suit and purple undies as in the DC Comics.

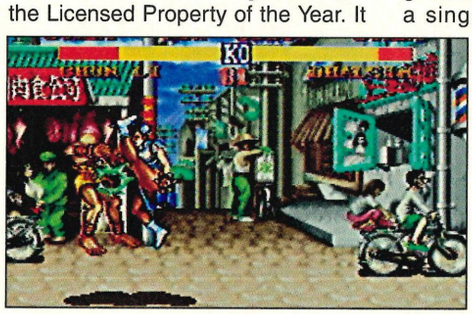
BITSPRO

NINTENDO SWEEP UP AT INDIN AWARDS

Get ready for a storm that's not in any tea cup; thunder that's not underneath any dark cloud and lightening that's only going to damage the competition. It's the annual InDin awards and time, once more, for Nintendo to get soaked in glory.

The SNES has made a virtual clean sweep of the industry's top awards, its games winning in virtually every category going. Nominations for Video Game of the Year (16-bit) saw *three* SNES games (*Zelda III, Super Mario World* and *Street Fighter II*) fighting it out against just *one* Mega Drive game (*Rolling Thunder*). Unsurprisingly the winner was CAPCOM's *Streetfighter II.*

Other SNES winners were Konami's *Super Probotector*, the Arcade/Action Game of the Year, and Nintendo's *Super Tennis* as the Sports Game of the Year. Rather more surprising was Acclaim's success with *Bart's Nightmare* as the Licensed Property of the Year. It sure looked good but did it really play that good?



The only categories in which SNES games could've won awards but didn't were Simulation of the Year and RPG/Adventure Game of the Year, both of which went to PC games. Unsurprisingly there wasn't a single award for a Mega Drive game!

Other awards handed out included Developer of the Year (Sensible Software), Software Publisher of the Year (Electronic Arts) and the Merit Award which went to Hewland International, the producers of the GamesMaster TV show.

SUPER PRO

BIG IN JAPAN

Although the Japanese don't really celebrate Christmas there's a bumper crop of games all lined up, with *Star Fox* (see News) being perhaps the most eagerly awaited. But the biggest craze of all isn't a Nintendo game – or Sega! – it's barcoding. For a mere £40 or so Japanese youngsters are buying barcode readers and competing to collect the barcodes with the highest numbers! It sounds about as exciting as trainspotting, but Nintendo themselves are getting involved (see below) and there's plans to release the readers in the UK soon – so get ready for the hype!



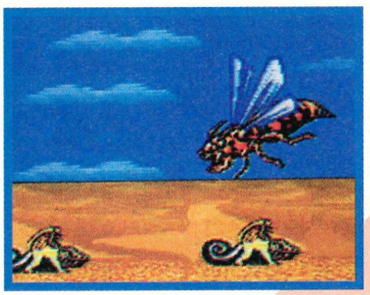
A FAIRLY LONG TIME

The software house responsible for the smash hits *Actraiser* and *Starblazer* is all set to release another innovate cart. Enix's *The 4, 600, 000, 000 Story – To A Distant Eden* is an unusual mixture of RPG, arcade and evolutionary elements. Basically the character you control is a fish, but as the game progresses you can evolve into other creatures. As in the real natural world when you defeat an



enemy you can munch him down, here earning evolution points.

When you've earnt a certain number of evolution points you can a look at the Evolution Menu and decide which part of your body you want to evolve. Maybe you'd like to change a fin into a leg. But be careful, you can't reverse these evolutionary changes and while some parts are strengthened by changes, other parts can be weakened, get it wrong and you could end up a right dodo – eg an



evolutionary dead-end!

In a novel interpretation of the Bible the aim of the game is evolving sufficiently so you can enter Eden – and then no doubt be booted out for going scrumping! Nevertheless this looks to be the most innovative SNES in quite sometime and should be out by the time you read this. Although it'll be in Japanese we hope to bring you a full review soon.

KILLER PANDAS!

One of the most interesting Japanese beat-'em-ups is to gain a sequel anyday now with the release of Messiah's *Ranma Nibonnoichi (Ranma 1/2)* . There will now be twelve characters to choose from in





the two-player mode, each with their own special features. There'll be improved animation with more detailed facial expressions, better sound and maybe even a co-operate two-player mode. Expect a full SUPERPRO review of this 12Mbit cart very soon.

MAD METAL

The latest RPG to cause a storm in Japan is *Metal Max 2*, a very wierd post-apocalypse game which features a host of bizarre characters, from a bazooka girl to a one-eyed sailor, and various huge monsters including mice with giant radar dishes for ears! I may be going crazy but the last one seems somewhat familiar... Anyway the game is organized in usual RPG



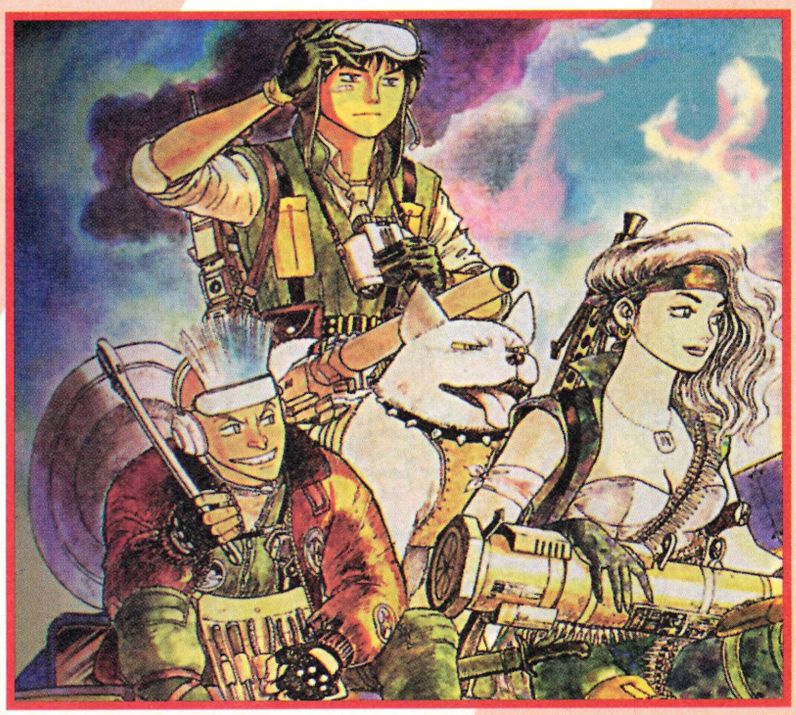
fashion with an overhead map view switching to a closer-view inside buildings, and a side-on view for combat. You non-Japanese speakers just don't know what you're missing!

CHASING THE CHAMPION

Honda may have withdrawn from the world of F-1 but Japanese software houses show no sign of



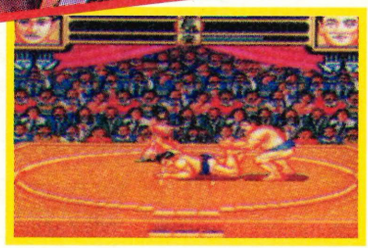
following. The latest F-1 racer is *Super F-1 Hero* which features some rather large car sprites, dramatic crashes and of lots of tracks, pit-stops and car customization. The run-offs between this and *Mansell* (see news) should be beginning soon and it'll be interesting to see if the English cart can replicate the success of Williams, or whether the SNES competition sees Japan finally triumph.



PREVIEW

BIG IN JAPAN





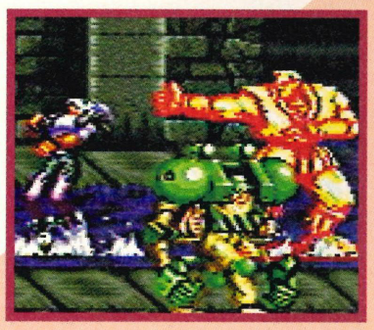
It had to happen, Sumo hits the SNES with the first of at least two games to come depicted above.

RUSHING RIVALS BEAT BRAWL BROS' TURF

One of last year's odder Japlish titles, *Rushing Beat*, has just spawned a sequel in the shape of *Rushing Beat 2*, or as it's more likely to be known here – *Brawl Brothers*. No '2' there the more astute of you might have noticed, a fact possibly due to the fact *Rushing Beat*'s UK version *Rival Turf* was a complete and utter duffer. So will the *Brawl* '*Rival Turf*, What's That?' *Bros* prove themselves SNES stars or not?

Despite the name change a quick glance at the options page reveals the game's *Rival Turf* origins with much the same options, the 'angry' facility which sends your character into an uncontrollable rage when under heavy attack; a simultaneous two player mode; a one-on-one mode and the same lack of moves. Haven't Jaleco learned anything?

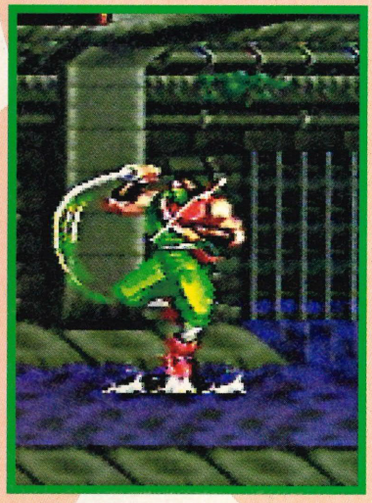
Well maybe... There are some definite improvements. The main sprites are larger and a distinct sense of humour has been added. Indeed it looks as though Jaleco liked *Sonic Blast Man*, which for those of you who didn't buy the first issue of SuperPro (fools!) is one of the funniest beat-'em-ups yet. Similar comic book captions appear here – the same "thwacks" and "blasts" – whilst the bigger sprites look similar. But with gunship copter attacks, maze-like sewers and napalm bullets the overall feel is a lot less humorous!



The game is in truth yet another warmed-over version of *Double Dragon* with one or two players marching down slowly-scrolling streets, battling various one-move villains with their own one-button attacks. Occasionally power-ups, weapons and mega-monsters appear but the format is not – it has to be said – massively varied. This game at least has a second, special move – unique for each character – which should be used with caution as it costs precious energy.

Initially the game looks good with five distinct characters to choose from, a fair bit of imagination in the opponents and some impressive set-pieces like the helicopter gunship attack. Unfortunately the lack of moves reduces gameplay to a repetitve slugfest and backgrounds aren't impressive enough to obscure this.

It's not a bad game, but beat-'em-up fans are best advised to approach with caution and wait for our full review next ish!



On the left you can see one of the characters glowing in 'angry' mode. Below a waldo-equipped villain joins in the attack!

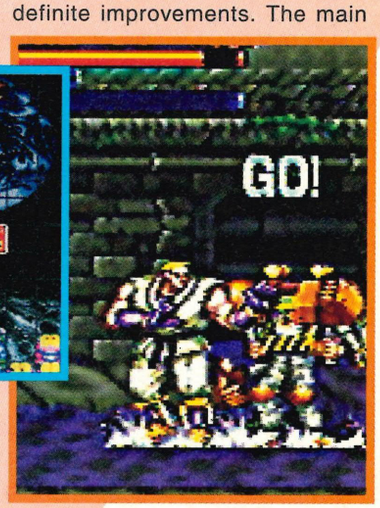




BARCODING

Technical innovations continue even for the NES with the latest add-on being Bandai's 'Joint ROM System'. This intriguing piece of technology allows NES owners to input information via barcodes on the back of credit card-type pieces of plastic. You simply run the card through a slot in the rather bulky adaptor and – shazam! – you've transferred the data. The first bunch of cards are for the RPG *Dragonball Z* and seem to be character stats, with the front of the cards carrying nice drawings of the character you're loading in. Having a card with your favourite character on it certainly seems attractive and who knows, if it's successful it too could be added to Nintendo's fabulous, continuously evolving and semi-legendary SNES CD-ROM drive!





The Cosmo Gang return! After remixing *Space Invaders* in their first game, *Tetris* looks set to suffer in their second.

FIST OF THE NORTH STAR

Some games seem to get a bit of a reputation just because they sound good, *Fist* being one example. This 8Mbit beat-'em-up cart is just arriving on import but playability doesn't live up to the hype. Wait for the review in our next ish!



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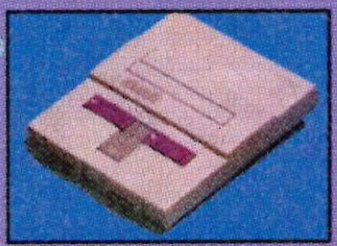

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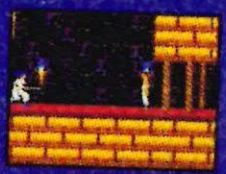
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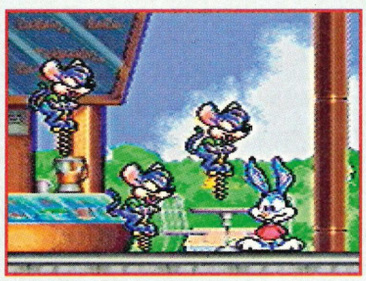
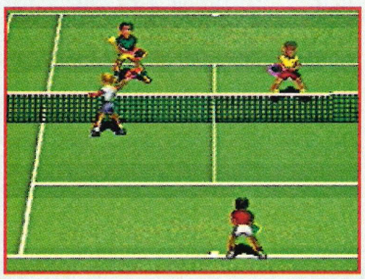
PROreviews

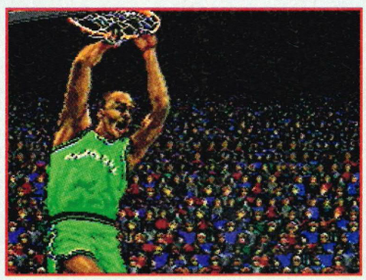
SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

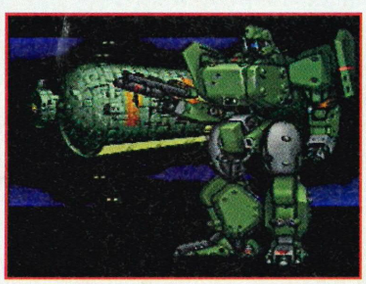
IMPORT REVIEWS cover the mass of SNES games released in America and Japan, the best of which will eventually make their way here. For gamesplayers without an adaptor we hope these will provide an interesting preview of thrills to come. Most gamesplayers however will have access to an adaptor which allows 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. 'Official' means the games are or will be officially imported – not that the review is 'officially' endorsed or supported by the Software House, unlike some mags!









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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REVIEW
IMPORT

Tiny Toons Adventures



Toons! They've been everywhere since that lisping Roger Rabbit got to dribble all over Jessica Wabbit – Kim Basinger's been flashing her knickers as a toon, and of course the SNES has been besieged by 'em. Mickey Mouse, Bart Simpson, Road Runner and now the Tiny Toons! We sent Stuart "Mr. Magoo" Wynne to see if these latest cuteys have what it takes to be real multi-media stars.

Buster Bunny certainly does act his age; left alone he stands with his feet apart, bouncing his tum in and out, ears twitching this way and that, his goofy grin making you want to give him a good clip round those massive ears. Any adventure this guy's going on you expect to be real tiny and real short - when Babs Bunny warns him about embarking on an adventure you think; don't worry, this is gonna be over real soon.

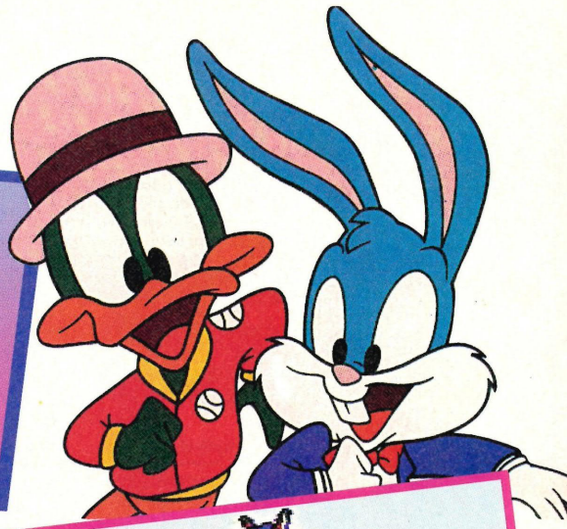
But you'd be wrong 'cause this Tiny Toon has been set up with one of the biggest and best adventures to hit the SNES. It's massive and it sure ain't easy. Buster may not have Mickey's fancy costume changes, and his drop-kick may look as powerful as a wet towel, but this flopsy superhero certainly has a neat turn of speed. Hit the 'dash' button and those big, furry white feet disappear in a speed blur, the ears go back and you've got a rabbit bullet zipping across the screen faster than human fingers can keep up with – until you've had a bit of practice at least. Buster's speed is crucial in many different parts of the game – the where and when carefully worked out to make for a varied and enjoyable game, the sort of game that makes *Road Runner* look antique!

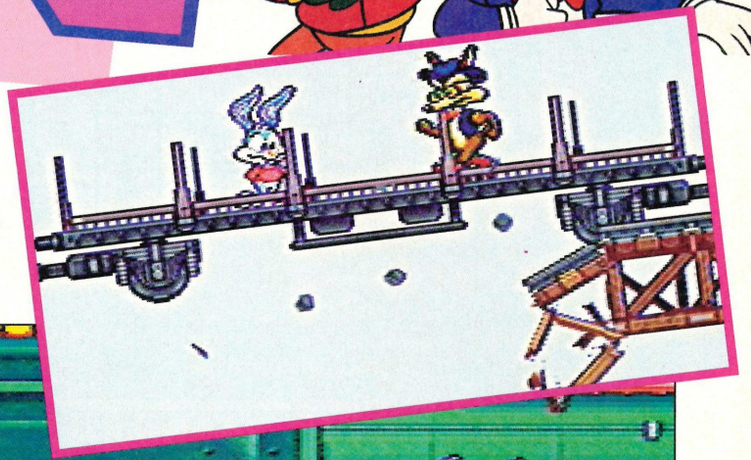
Undoubtedly the best part of the game is the number of parts – the sheer variety of gameplay. And as we're beginning to expect from Konami; proper skill levels. The easy 'children's' skill level isn't simply the 'normal' game with a few less baddies and more power-ups – as you usually get – but in fact a drastically cut down selection of game levels, still fairly tough but a

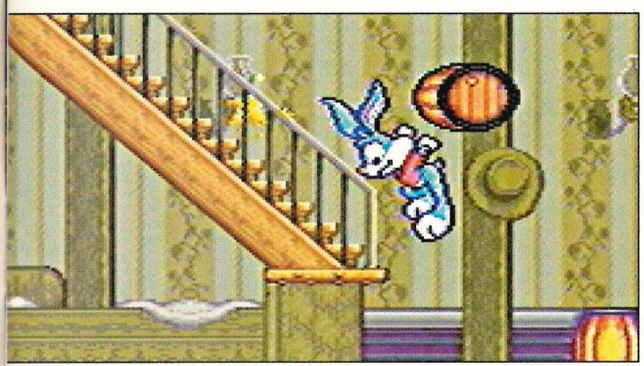
PROGOLD SUPER PRO

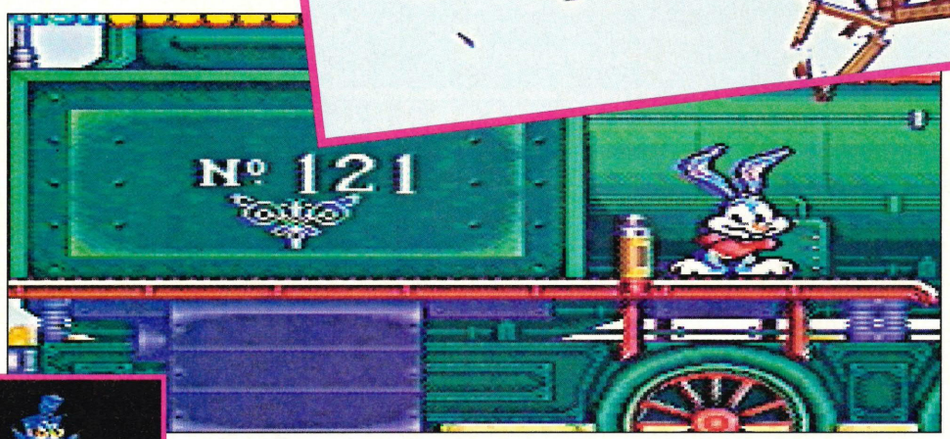
Buster Br

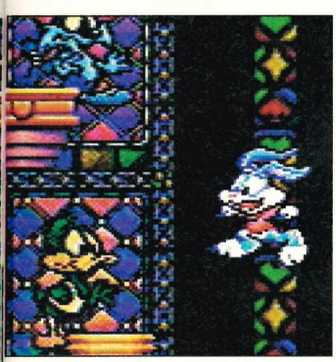
Toon Tunes





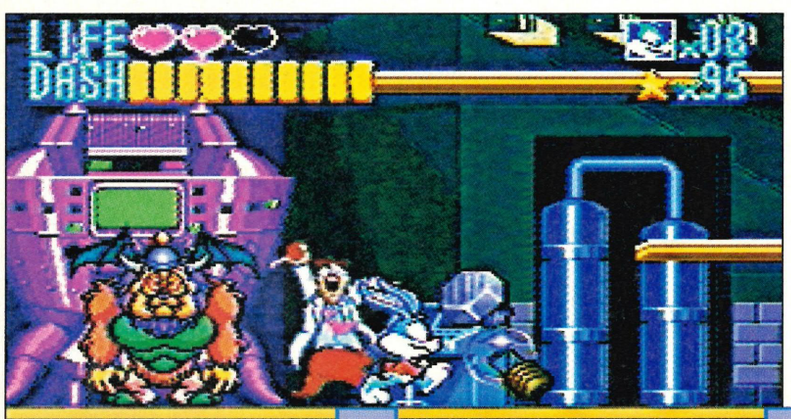






After level 1 (opposite page) you visit the Wild West (above) and a spooky house haunted by ghosts and a mad scientist (below).

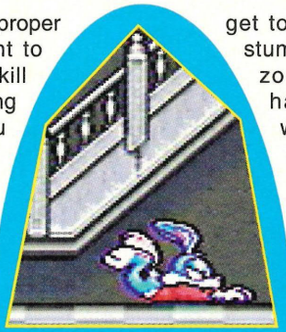




good intro to the game proper which makes you want to play through all the skill levels, rather than selling the cart as soon as you finish the 'easy' version.

The game begins in Acme Looniversity where Buster is warned just a little too late about the escaped zoo animals. The critters are everywhere. To begin with it's a simple case of walking right and timing your dropkicks. Then you go through a door and you either go to dash speed, leap from platform to platform and roar vertically up a wall to get to the next part, or you stumble down into rubbish zones where creatures have to be dropkicked while you wait for dash speed to build up so you can escape up the walls. The library extends the theme; now the critters are on the walls so you must speed upwards and leap between walls to avoid book-throwing Philistines!

Then you fall down to meet the school watchdog who instantly goes into attack mode. Defeat him and a lift takes you to the school cafeteria, knock out the pogo-ing rats (!) and Hampton Pig



PRO TIP

Zip up to dash speed then dive down to slide under the stairs and grab an extra heart to get your adventure off to a good start on level one.

Leaks Loose

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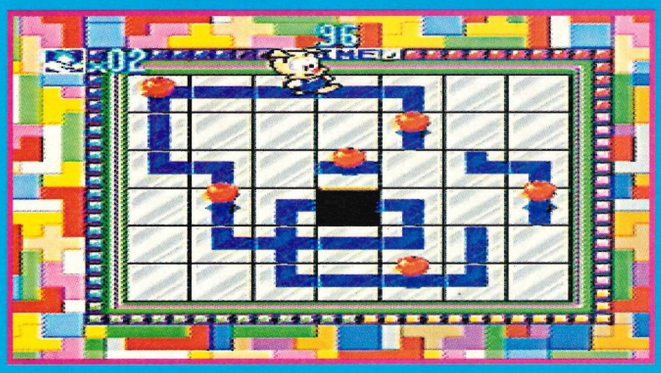
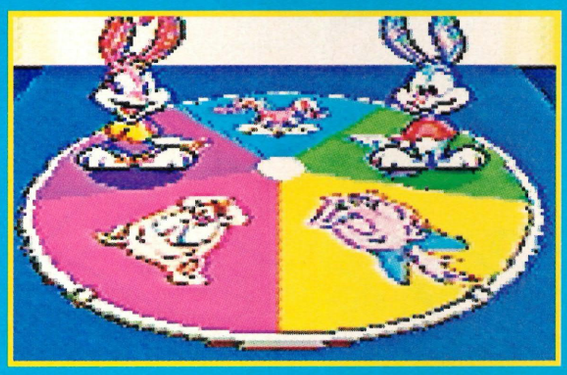
Wheelin 'n' dealin'

Between each level you enter a little game show where you spin the wheel to choose which of five different sub-games to attempt for extra lives.



FEED THE PIG
You have to get Hampton to the apples in this tricky sliding tiles puzzle game.



SPIN THE WHEEL
Nice use of Mode 7 is shown when this wheel flips up to fill the screen. Picking the sub-game you want isn't easy though!



PLUCKY DUCK'S GOOGO BINGO
Use the fire buttons to pick a ball and go for a line of five to get an extra life.



FURBALL CHAMPION SQUASH
The most graphically impressive sub-game. Here you control Furball and must return the ball 15 times to get an extra life. Miss once and you go back to the start. Hit one of the Toons to briefly freeze the timer.



GUESS THEIR WEIGHT
You must set the order of your Toons so they outweigh the briefly glimpsed computer line-up



RESCUE BAB'S FRIENDS
You have to whizz around the overhead-view maze opening doors to rescue pals, but watch out for Elmyra, Arnold and Dizzy!

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tells you that Dizzy, the Tazmanian Devil Jnr, is in the kitchen and smashing everything up. Sorting that out is a neat challenge and a hint of the originality to come.

Now you get a sub-level but which one I can't say. No, honest I can't, you see it's this spinning wheel deal where you jab the fire button to make a random choice. There are five of these so check out the Wheelin' Dealin' box above for the details.

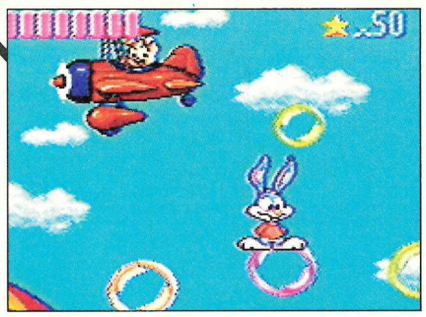
The next proper stage is a real humdinger, it goes on and on, just getting tougher and meaner and more imaginative as it goes. Starting off it's pretty peaceful, a western town with just a mean old dog and some tomato-throwing

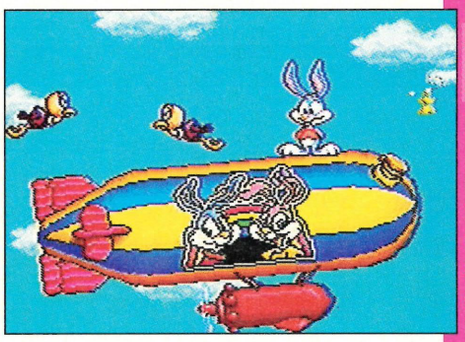


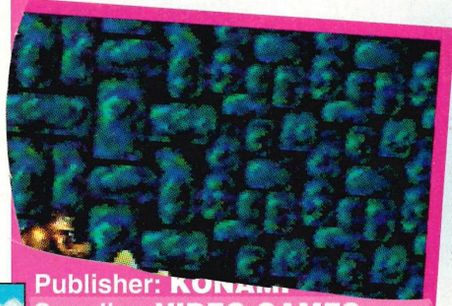
foxes to worry about. You even have time to go skipping with some Mexican hombres. But when you arrive at the saloon there's a right fight going on, you have to scramble up











Publisher: KONAMI
Supplier: **VIDEO GAMES CENTRE**
Tel: **0202 822565**
Price: **£49.99**

Players: **1**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **Password save**
Features: **Continues**

some stairs watching out for falling chandeliers, barrels and yet more varmints. At the top there's the movie star Montana Max, over-acting as usual as he steals away with some valuables.

You give chase out the window and arrive on a train. Watch out for nets which slam you back to the start of the level, minus a life, but they're child's play really. See there's this mountain coming and you've got to jump on, dash up and down its slopes, jump ravines and tackle some foxes before leaping back on the train as it emerges from the tunnel! Lose you're footing once and you're dead! This is one mean speed trial. And it's got to be level's end... you hope.

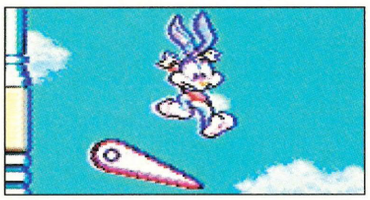
It ain't. Not by a long way. As you get comfortable seeing off a few foxes the bridge under the train starts giving way, carriages start to fall off and you must jump between them as they fall. The disintegration of the bridge is brilliantly done, not that you give it much notice. And still to come there's some meanies inside the train to hit, a big gap to cross by leaping between blocks of wood thrown at you and the train engine itself: huge and spitting fire!

The next level is a bit less hectic. It's set inside a spooky mansion complete with ghosts, vampire bats, a mad scientist and lots of hair-raising leaps between clockwork hammers! The atmosphere is brilliant.

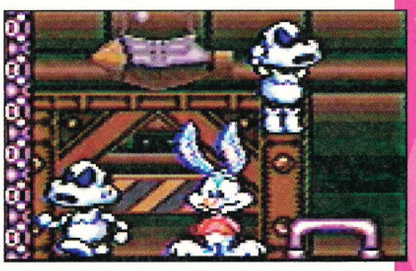
After all that gloom and doom a nice blue sky adventure looks good and starts off quite easy. You must ascend to the heavens, jumping between bubbles and balloons, riding an airship while dropkicking birds, and finally being a pinball in a giant pinball machine. Then just when you think it's all over, you have to escape a collapsing building in the most adrenalin-pumping speed trail yet. You have to go up vertically through a collapsing building, making dozens of split-second jumps without pausing for breath!

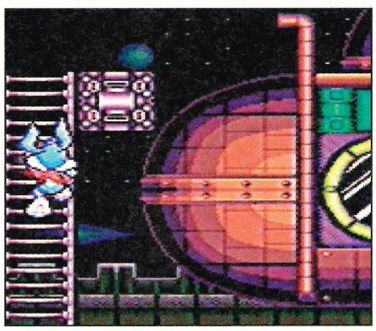
The next level is easier. It's a Toon version of American football and a darnsight more playable than most. You can either run with the ball, leaping over and ducking under the opposing team's players, or try for a pass making a lightning-fast, pinpoint-accurate run to receive the ball. It's a great little game and if you fail to get the ball ten yards forward in four attempts you go back to the start, minus a life. Utterly brill!

Then to finish things off there's a space opera. Cutesy robots, stormtroopers and a Darth Vader lookalike must be tackled here. Suffice to say it's a huge and imaginative collection of levels, and the end-game sequence is simply hilarious. Interactive cartoons have arrived and *Tiny Toons* makes all its 'elders and betters' look distinctly geriatric – even Mickey looks a bit dated, beside being too easy. Forget all the rest, Buster Bunny's king of the SNES in the best game since *Super Star Wars*!



Above you can see the Sky and American Football levels. At top left Buster Bunny waits for his toon pals to 'snap' the ball back to him!





The last level is a real space opera, below is the brilliantly atmospheric level passing spaceships zap you with awesome lasers!

CONTROLS
REDEFINABLE

- Up.
- Crouch.
- Move left.
- Move right.
- X: Drop kick.
- Y: Drop kick.
- A: No function.
- B: Jump.
- L: Dash.
- R: Dash.

PROS: Superlative animation and sound, the tunes are as good as any TV cartoon and FX are just as good. Brilliantly and incredibly varied gameplay - there's something here for everyone.

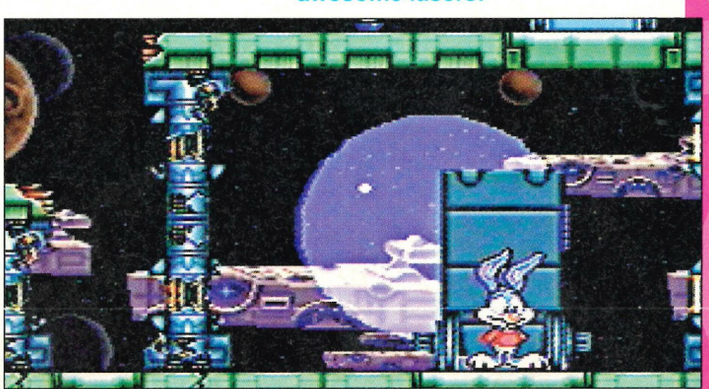
CONS: Urm, erh well it doesn't promise to bring world peace or anything. It's *only* a game. (Albeit a really brilliant one.)

GRAPHICS	91
SOUND	91
GAMEPLAY	95
LONGEVITY	94

PROSCORE
95
SCOREPRO

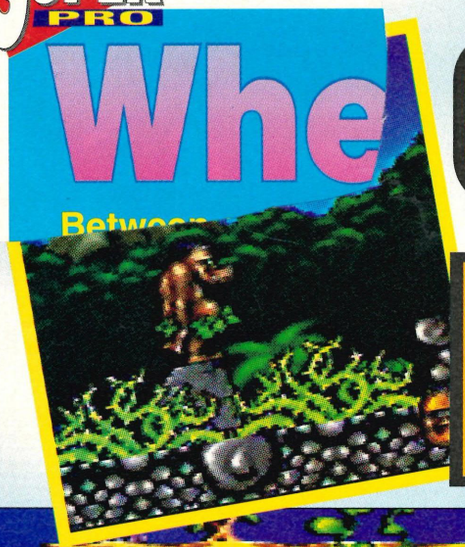
BUSTER BUNNY KER-THUMPS MARIO, SONIC, MICKEY AND BART!





REVIEW
IMPORT

CHUCK ROCK

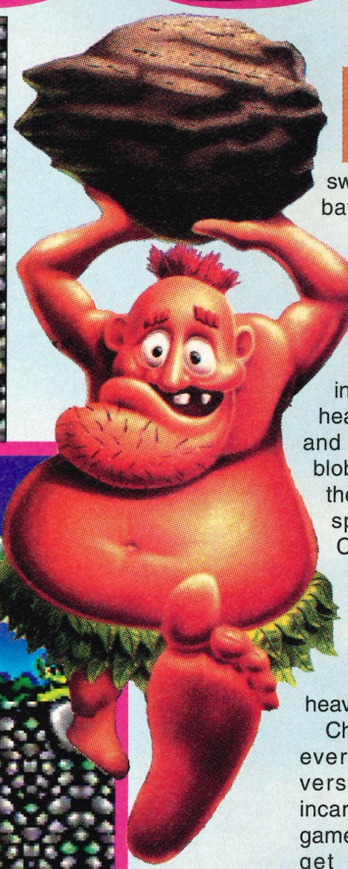








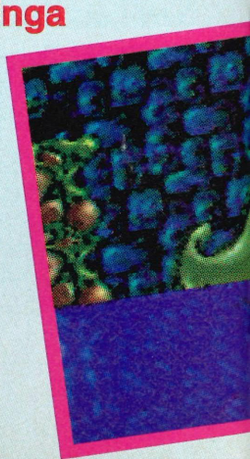




No options greet you at the beginning of this game, only groovesome Chuck swinging jazzily with his rather batty band. Press a button and you're cast into a prehistoric realm filled with all sorts of hostile creatures. A huge mosquito flies over your head the moment you make your first tentative step. Jump into the air and it'll bite half your head off! Walk a few feet further and you'll come across a pinkish blob sporting a tum that's nearly the size of Chuck's and Spocky, spiky ears to boot. It's scary. Chuck seems cool enough about it though, wopping out his tum he knocks the hideous creature off its perch, indeed off the whole screen. Wave goodbye as it limps into sprite heaven. Chuck means business.

Chuck Rock has impacted almost every format now, the SNES's version being just the latest incarnation of this prehistoric rock game. Fortunately it just seems to get better: all the sprites are between 25% and 50% bigger than their Mega Drive kin. Chuck is animated much more smoothly than

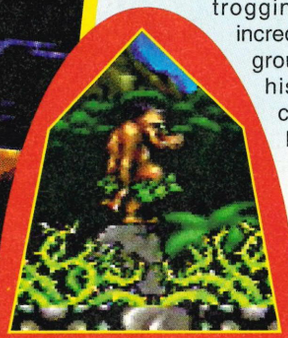
Watch out! Chuck Rock,the caveman with the world's biggest tum, is about to bellyflop onto your SNES. Force won't stop this ancient powerhouse, and neither will communication – his vocabulary is limited to "Unga Bunga". So if you really want your SNES to survive the impending impact you'll just have to agree to plug him in and save his wailing girl friend from the villainous Gary Gritter. Dave "please, save me from the noise" Westley attempts not to crumple under the prehistoric pressure.











PRO TIP

1- Throw rocks into the gorses to get across.
2 - Jump & kick to stop yourself getting frozen by the second level gaurdian.

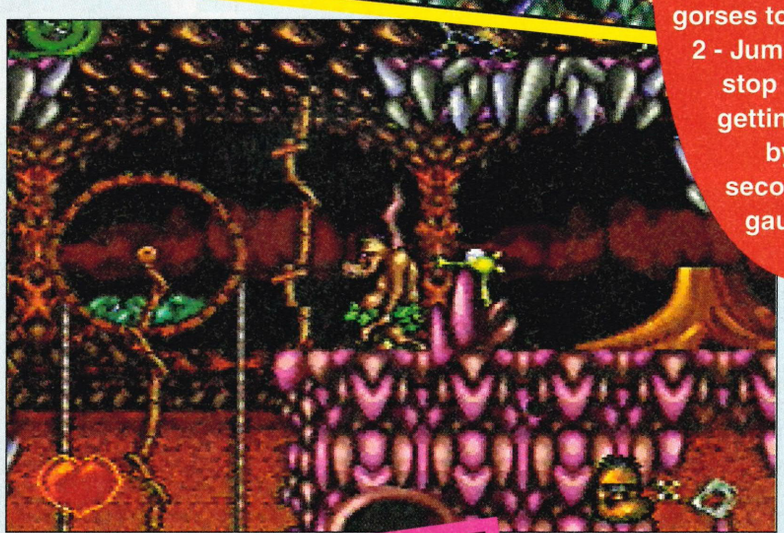
his Sega counterpart, just look at him when he's left alone; yawning, the longest tongue ever slavers uncontrollably out of his mouth, then he scratches his bum! And when trogging his way along incredibly long arms trail the ground miles behind him, his huge big unshaven chin stretches out miles before him, and his stomach just wobbles and wibbles its way all over the place. To top the look there's a little sprout of spiky hair, viewed face on he looks like a pineapple and from the side like a banana! He has to be most comical character yet on the SNES.

Yet this fruity caveman is no comic when it comes to his sacred mission: he'll battle with just about anything in order to reach Ophelia, his cave girl. And to get to her will take more than just rugged determination and brute force. Chuck's gonna have to jump, swim, lift and throw heavy stones galore. What's worse he's go to use his few grey cells to form plans! Rocks not only flatten enemies but are useful stepping stones to higher levels, and can be hurled on crocs who act as springboards!

There are five stages in Chuck Rock and each has several levels. The stages are exceptionally varied and funny, just look at the titles; The Law Of The Jungle; If You Can't Take The Heat Get Out Of The Volcano; In The Primordial Soup; Chuck Chills Out In The Ice Age and, finally, Dead Dinos - Or Are They?

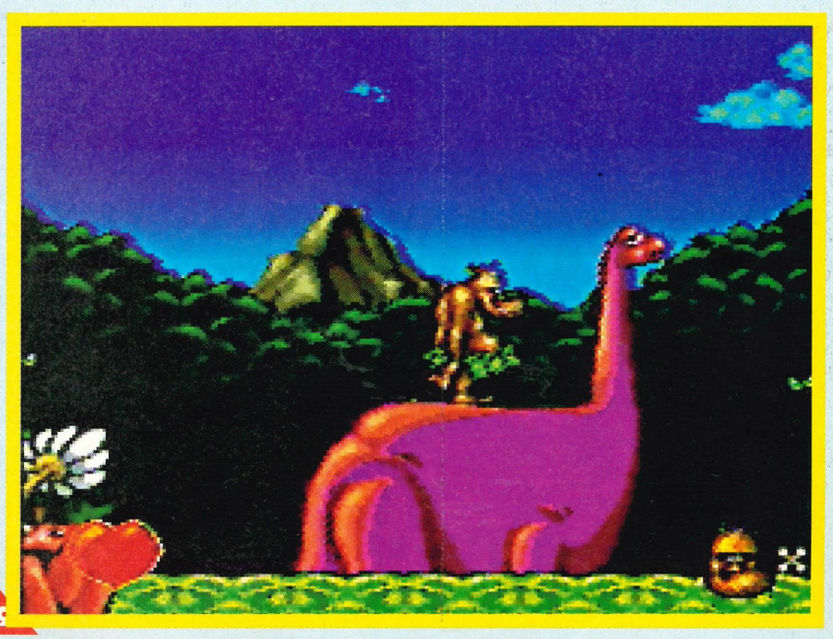
Law Of The Jungle has five levels, all fairly straightforward allowing you to get familiar with Chuck's basic moves. Here you learn how to catapult yourself off crocodiles' backs (after staring at them for half an hour, wondering what the hell the arrows are pointing at!). You also learn that certain flying dinosaurs will give you a lift if you bash them hard enough, and, of course, you learn how to handle that belly itself. The belly wobble isn't Chuck's only offensive move however, he can also inflict a lethal flying kick if he's jumping during combat.

The backdrop to The Law Of The

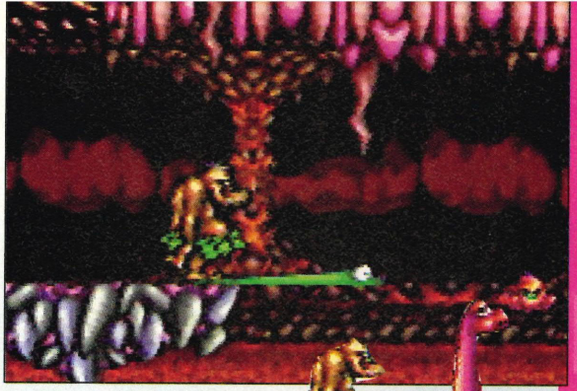


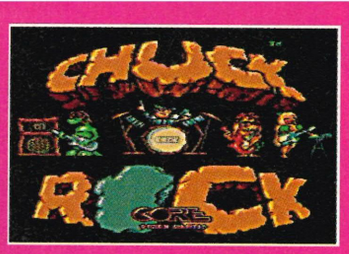


A star fish on the left gives the fat man much needed energy. The piccy on the right shows one of the bigger, friendlier dinosaurs. He'll give you a much needed lift on level one. Above one of the first ever lifts, proving that cavemen weren't stupid.









Publisher: IMAGESOFT
Supplier: LANDSDOWNE COMPUTERS
Tel: 0202 556535
Price: £44.99



Players: 1
Skill Levels: 1
Cart Size: 8Mbit
Save Game: No
Features: Mad Graphics, Tremendous Sound

CONTROLS

- ▲ Move up (when Chuck's in the water).
- ▼ Duck/Put rock down.
- ◀ Walk or swim left.
- ▶ Walk or swim right.
- X No function.
- Y Belly butt/Kick/Pick-up Rock.
- A No function.
- B Jump.
- L No function.
- R No function.

Jungle is brilliant, made up from weird and wonderful flora and fauna. There are primordial Cacti - don't stand on them! – and many small bushes, often concealing some tiny nasty that's going to bite you!

The second stage features three levels. Here you bound about in the core of a volcano which could erupt at any time. Despite this it's a damp place, home to a whole multitude of nasties, huge spiders and massive bats, nameless creations like a giant thing which raises itself from the ground, huge spindly arms wrapping around Chuck. The kingpin of this dark nether region is a sabre-toothed tiger. Watch Chuck freeze, not with the cold but pure unbridled terror!

In the three levels of the Primordial Soup, Chuck goes for a swim. There are a lot of platforms in this murky soup and a big, fat , blue sea monster for an end-level Guardian. In The Ice Age (four levels) Chuck encounters a huge, wild and woolly mammoth intent on Chuck's destruction. Its smaller furry brethren however are only too willing to give Chuck a lift by sucking him in to their trunks and then shooting him into the air. Ugh!

The final stage, Dead Dinos - Or Are They (three levels), finds Chuck in a dinosaur graveyard. At first all seems quiet but then, from nowhere come terrible signs of life. King Dinosaur (wearing boxing gloves!) is not only one of the few still alive but the meanest, baddest and most angry Dino your ever going to encounter. So beware Chuck!

The music, in the absence of Gary, is excellent. It's a fusion of all sorts of junglesque sounds, with a bass guitar and a Hammond organ behind an up-beat, up-tempo drum track. Sound FX are plentiful too: there is of course Chuck's "Unga Bunga" as well as many pained screams coming from all different directions, including our hero's own mouth. There's roars galore and the frightening sounds of far off animals. A favourite is the little squished sound that comes from the little nasties that Chuck tramples underfoot. It's totally, totally disgusting!

With only five lives and no continues this game is going to last a long time. Even our own resident gaming genius, Ryan, is finding *Chuck Rock* just a tad too difficult. If just a few continues had been added then this game could have entered the hallowed hall of ProGolds. As it is, even with the frustration of having to start again at level one after dying on the final one, this game's still one heckuva cart. So, if you really want a challenge get ready to save Ophelia, and give Garry a good smacking too - I love, you love, me love - not!!





PROS: Great graphics and stunning sound. All the sprites are big, beautifully animated, drawn and coloured. Chuck, the main sprite, is the weirdest, ugliest, funniest, grooviest and hip hero there's yet been on the SNES. Sound is just funky.

CONS: Wee bit too hard and it's frustrating having to keep returning to level one. Should've been Continues or Password system.

GRAPHICS	92
SOUND	90
GAMEPLAY	89
LONGEVITY	91

PROSCORE
89
SCOREPRO

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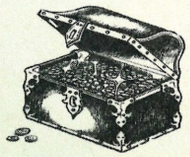

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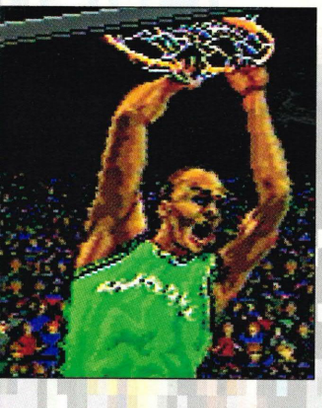
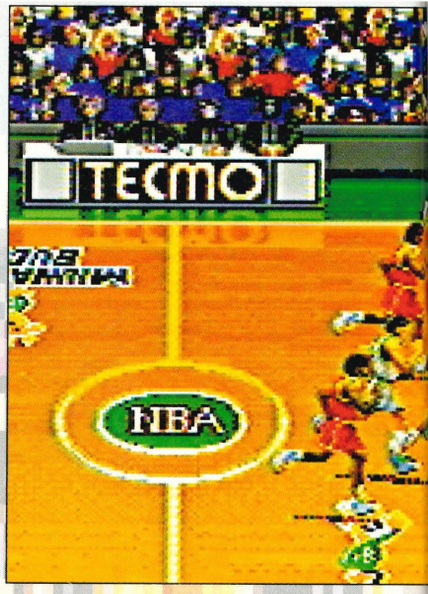






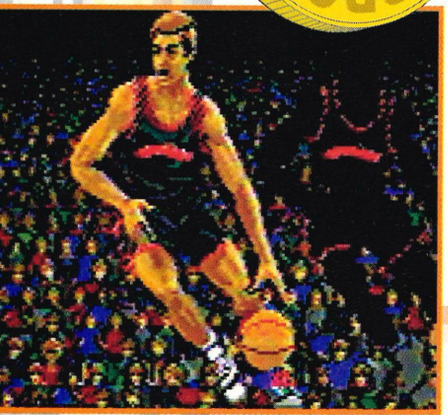
The heat is on, both teams make a mad dash for the basket, one with the intention of scoring, the other to prevent it (right). He shoots, oh but wait, that last minute leap from the defensive side could prevent him from scoring! (below right). Below, there's loads of teams to choose from.







Basketball is one of the fastest moving sports around and simulating it takes some imagination. Too simple and you've got a simplistic arcade knock-about, too complex and all the rules end up slowing the game into a mockery of the real thing. Tecmo have got the rights to the official NBA game though, so Ryan Butt's expectations are high.

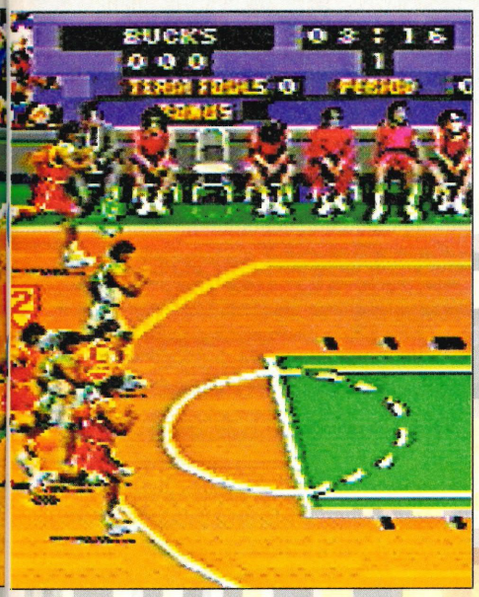


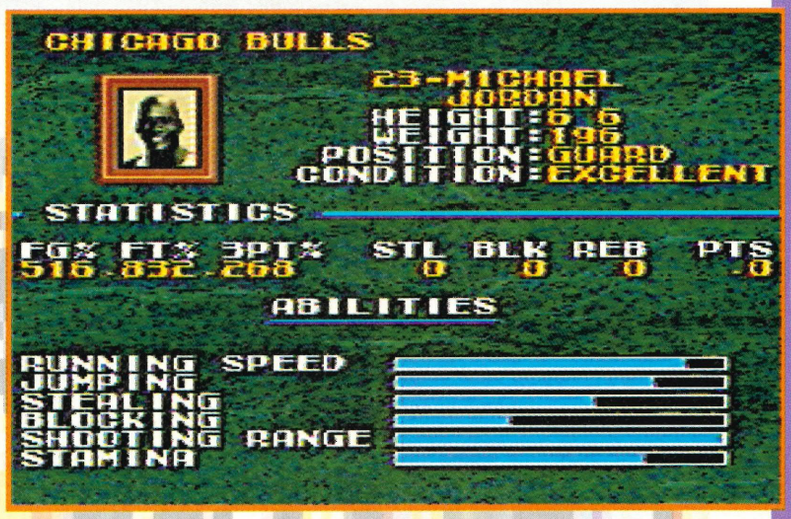
As a basketball game *Super NBA* certainly lives up to the pacey and high scoring atmosphere of the real thing with all of the plays and rules included too. The mix of arcade gameplay and realism is skilfully handled, animated close-ups of bullet passes and dunk shots could become boring and irritating if over used, but thankfully Tecmo have limited them to occasional, sporadic appearances and the animation of the players portray the different manoeuvres very well.

Graphically this rates amongst the best – still shots don't do this any justice at all – it's very fast with superlative animation so that even without the animation effects it would be a stunner. Presentation is equally impressive, ranging from the enthusiastic cheerleaders to tiny details like the courts having the insignia of the home team stamped on them, while team mates and coach reside at the side lines.

A small indicator above the players displays the man you're controlling and the destination of any pass - equally as clever is the clock that counts down above the basket. A close-up of the referee appears upon a violation or foul complete with a booming spoken account of

TECMO SU
BASKET





SUPER NBA BASKETBALL

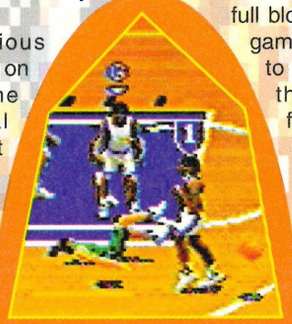
Publisher: **TECMO**
Supplier: **VIDEO GAME CENTRE**
Tel: **0202 527314**
Price: **£49.99**

Players: **1-2**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **Battery save.**
Features: **Simultaneous two-player.**

his decision. The rest of the sound, which consists of everything from crowd cheering to squeaking sneakers, is also very impressive.

Despite the obvious amount of work spent on the cosmetics of the game, the actual playability doesn't suffer. As mentioned, most of the rules have been well interpreted, such as the cross court and time violations plus out of bounds restrictions, while dribbling, passing and shooting is instantaneous and swift.

You can call time out if you need a change of tactics or if you want to bring on a substitute if a player has been punched or kicked once too often! You can go for a steal but be careful in the D area - an eagle-eyed ref will call foul on any player that attempts to push – and you can even try for a three pointer but watch the clock when lining up a shot.

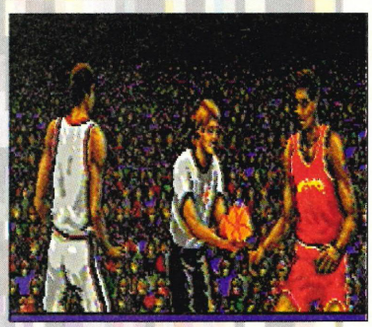


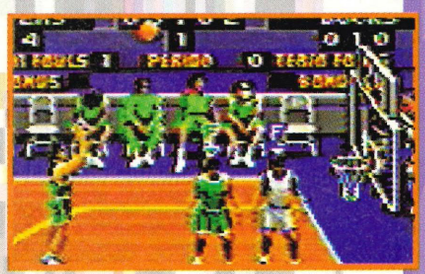
PRO TIP

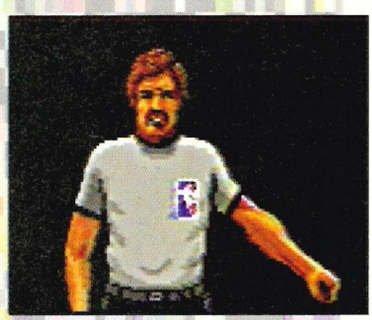
When the opposing team is attacking, always position a man in front of your basket. Then use him to jump up when they shoot.

Inevitably being an American sim options are plentiful, there's everything from Pre-season friendlies and All Star games to full blown season and play-off games. There are 26 teams to choose from, including the famous and not so famous, each with a full roster of different players. Thankfully you don't have to have inside knowledge on the sport to understand most of the statistics and skills – who cares that Magic Johnson is a 'guard'? – although part of the fun does come in deciphering the won/lost ratios and suchlike.

Instead of being yet another arcade style basket-brawl, this actually introduces the idea of individual player abilities and even set plays, on a par with something like *Super Kick Off*. And all in all is a pretty brilliant basketball sim. Even non-fans should give this serious consideration as an excellent and very fast-paced two-player game.







CONTROLS

- Up.
- Down.
- Left.
- Right.
- X: Change player in defence.
- Y: No function.
- A: Pass when in offence.
- B: Shoot when in offence.
- L: Push/Steal.
- R: Push/Steal.

PROS: Excellent graphics and sound, plus a vast array of options. Real teams and player names enhance the atmosphere and complement the addictive gameplay.

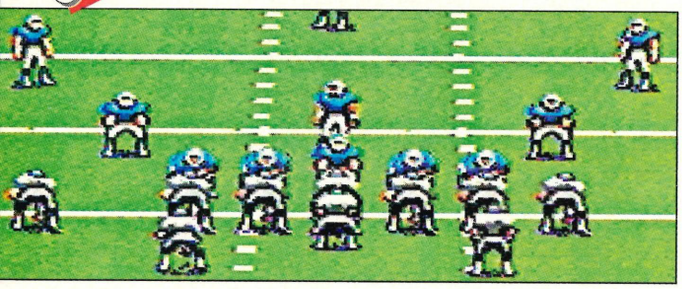
CONS: the controls and various rules take a bit of getting used to.

GRAPHICS	89
SOUND	87
GAMEPLAY	91
LONGEVITY	92

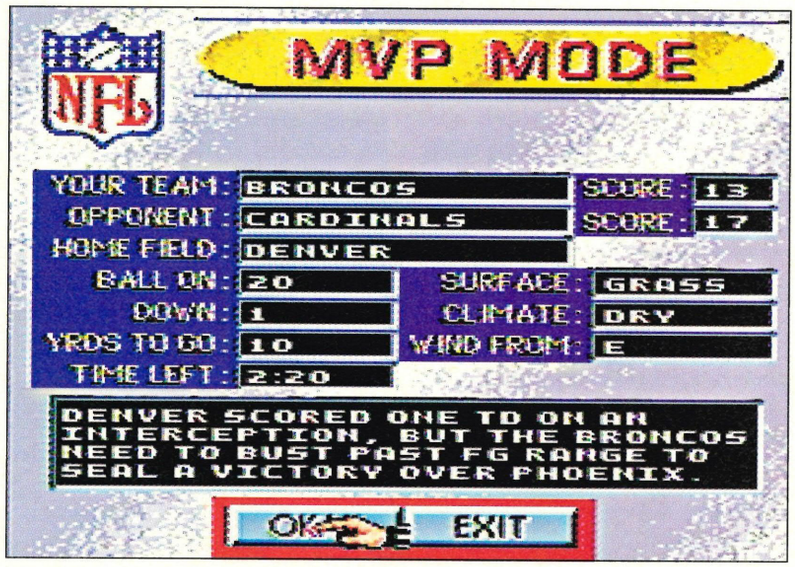
PROSCORE **90** SCOREPRO

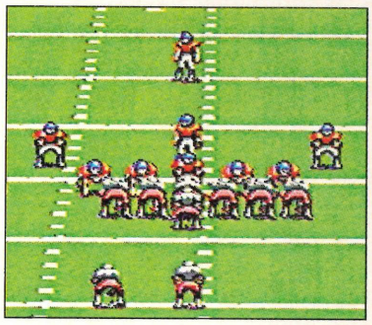
THE DREAM TEAM PERSONIFIED!

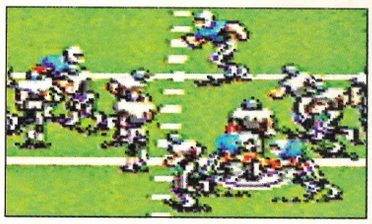
SUPER NBA BASKETBALL



After *Ghouls 'n' Ghosts*, *Mickey Mouse* and *Streetfighter 2* CAPCOM have got as mean a reputation on the SNES as down at the local arcade. Now they've turned their formidable talents to the bone-crunching sport of American Football. Ryan "42" Butt dons battle armour to discover whether the ultimate conversion has just arrived.

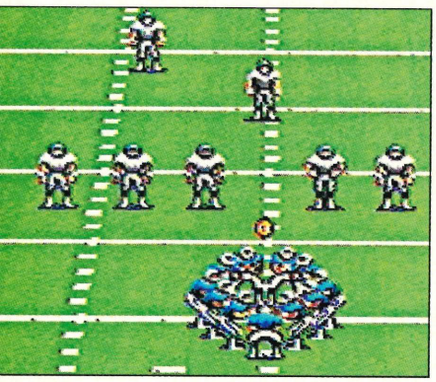




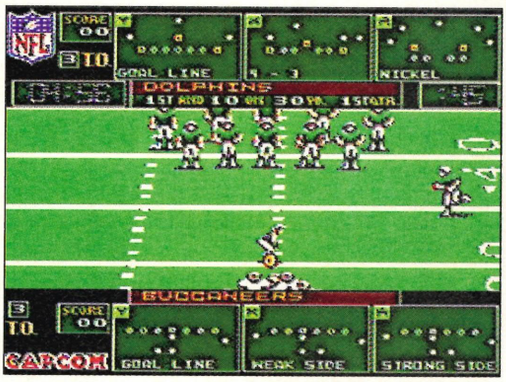


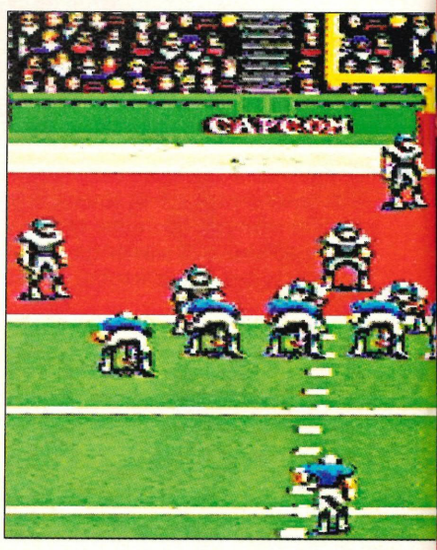
The officially-endorsed *NFL MVP Football* is the latest and hottest contender for the best American Football game on the SNES. After some pretty dire conversions American Football sims are finally getting good, but CAPCOM are hoping to go straight to the top of the league. The graphics may not seem stunning at first, but they're well animated and convey an admirable sense of realism. And of course there's enough options to sink a battleship, plenty of plays and that crucial MVP mode.

The main problem with simulating American Football is its complexity. The real thing has different teams for offensive and defensive plays, each with their own coaches in constant radio communication with players. Those bruising scrimmages may look like a pumped-up version of a punch-up down the pub but there are in fact thousands of plays, each assigning every player their own role. *MVP Football* follows similar lines to *John*

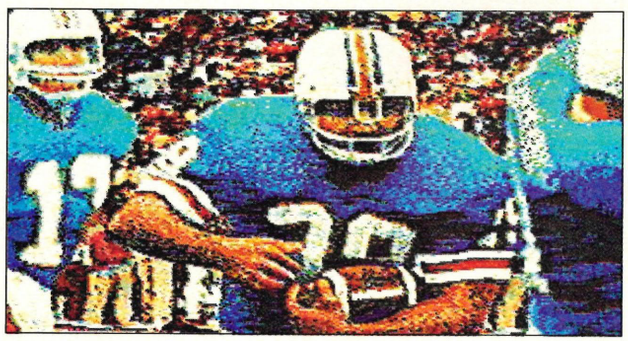


With the final seconds of the game ticking away, Houston call a time out and huddle to discuss the winning tactic (left). Just when the game looks sealed for the Giants, disaster strikes as they fumble the ball and give possession to the Browns (below).









NFL

MVP ★ FO

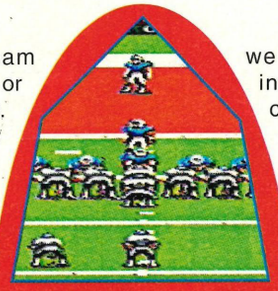
Madden '93, both in gameplay and presentation. On field, each player is presented with sets of plays which, after a bit of instruction manual reading, you'll realise apply to different circumstances. If you're on your third down with ten yards to go then the shotgun set which includes plenty of plays where you throw the ball is a good bet.

Once you've selected your play by pressing the appropriate button the plays disappear – with no flashing of the selected play to betray your choice to your opponent. Now the teams line up and the attacking player has a few seconds to snap the ball back to the quarterback who can either throw the ball to a receiver (selected by a button), hand it to a receiver for a running play or run with the ball himself. The defending team will meanwhile try to crash through the attacker's defences and sack the quarterback before he has chance to do anything with the ball. One nice touch on *MVP* is the window which opens up to show you the receiver you've selected to throw the ball to. Once the ball is thrown you can control the receiver to help him catch the ball.

With a little practice the control system – with all its various buttons – is easily mastered, making for an enjoyable mix of arcade reactions and tactical thinking. If you don't think you're up to the arcade side you can go for a coaching mode where you merely select plays and then watch your team make a hash of them, or not as the case may be.

Other options allow you to select which teams to control – there are 28 NFL teams on offer – change the pitch (artifical or natural grass), climate (dry/mud/rain/snow) as well as both the speed and direction of the wind. Tournament mode allows you to compete against other teams for a place in the play-offs, and a chance to win the prestigious trophy.

Best of all is the MVP mode which puts you straight in at the deep end: your team is down on points with only minutes left in the game. However, you're on the attack and must score the winning touchdown before the clock runs out. MVP mode features twenty different situations in which you must call the shots and win the day for your team, if you're successful, then you will be awarded with a password for the next game. This section is a real challenge in itself, as the odds are stacked further against you as you progress. It's an excellent way to have a quick game when you haven't time for a proper game, as well as adding some interesting variety of challenge.

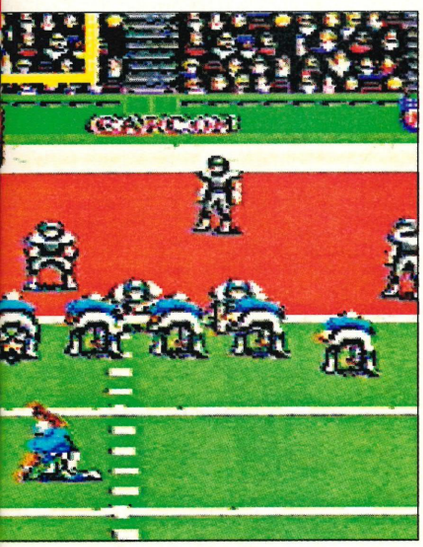


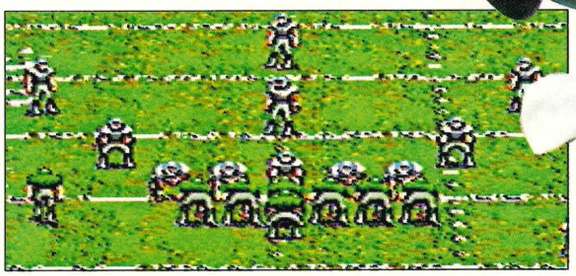
PRO TIP

When on the defense, select goal line and pick the brick wall formation. This is probably the most effective form of defence and will prevent most forms of attack.

MVP Football is indeed an excellent football simulator with a multitude of novel touches and visual treats to keep you coming back for more in months to come. I particularly liked the way in which an injured player is stretchered off by the medics. The two player game is a must, for sheer competitiveness and just all round fun.

Although *Super Play Action Football* still holds the crown for accuracy its unusual viewpoint damages playability. *John Madden '93* is a lot more playable but the new king of the playability stakes has got to be the officially-endorsed *MVP Football*. A great game that will enthrall active sports fans and armchair addicts alike.







Having just scored a touchdown, Houston must now try for the point after (left).
"Well Mick, what did you make of Miami's performance throughout the half?"
"Just dandy Bud!" (right)



Publisher: CAPCOM
Supplier: VIDEO GAMES CENTRE
Tel: 0202 527314
Price: £49.99



Players: 1-2
Skill Levels: 2
Cart Size: 8Mbit
Save Game: Password
Features: MVP scenario quick games

CONTROLS

- ▲ Move upfield.
- ▼ Move downfield.
- ◀ Move left.
- ▶ Move right.
- X Select play, dive with the ball.
- Y Select play, evade tackle.
- A Select play, evade tackle.
- B No function.
- L Snap ball, throw ball.
- R Snap ball, throw ball.

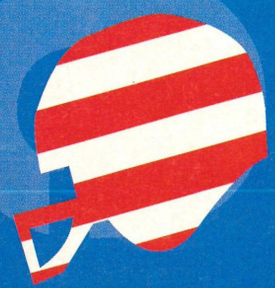
PROS: Easy to get into, effective graphics, great two player action.
CONS: One player mode can get a little repetitive.

GRAPHICS	85
SOUND	82
GAMEPLAY	88
LONGEVITY	89

PROSCORE 89

SUPERPRO

EVEN YOUR GRANNY WILL LIKE IT!



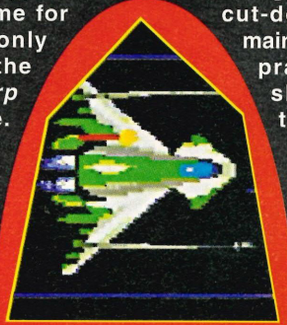
OOTBALL



WIN COMMA

A galaxy spanning war, vicious aliens with furry feline faces, manned fighters flying from faster-than-light battleships with crudely exposed rivets in the walls. *Batman Returns* has a more realistic scenario than this crude redressing of 20th century fighter combat as 27th century conflict. But that doesn't mean it ain't fun zipping between the stars, zapping villainous starships that bank like aircraft and romancing a co-pilot who looks like princess Di. Postmodernist Pilot Stuart Wynne visits a dated future.

This hugely successful PC game comes to the SNES surrounded by all sorts of hype, a virtually unique game for Nintendo with only *Blazing Skies* and the forthcoming *Warp Speed* coming close. The game opens with a brief intro sequence, before giving you the chance to continue an old game (via a password) or begin a new one. After entering your name you arrive in the Officer's Club. You control a cursor and can click on the characters to begin preset conversations – which can give useful information for the battles to come, as well as heightening the atmosphere with gossip and chit-chat. One nice touch is a high scores chalkboard which you can click on to see who's top gun. There's also an arcade game to play – in fact a cut-down version of the main game where you can practice your combat skills against any of the four Kilrathi fighters.



PRO TIP

If your wingman is ahead of you in the top gun stakes why not shoot him? All's fair in love and war and your commander will never know!

Once you think you're up to it you can click on the door and enter the barracks room – where you can admire your medals – before going into the briefing room for a thorough text rundown on the mission to come accompanied by some fine pics with nice animated touches: mouths moving, eyes blinking, expressions changing occasionally. The extensive,







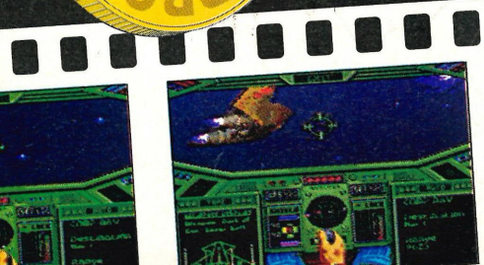


Above you see your fighter exiting the Tiger Claw, while at the bottom you can see combat followed by the medal giving ceremony.



PROGOLD SUPER PRO PROGOLD

THE MEDAL CEREMONY THE MEDAL CEREMONY THE MEDAL





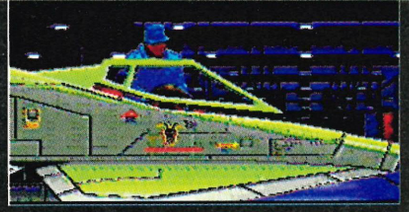






G AMDER







cinematic presentation sequences are impressive for their ambition and sheer length, but not for their limited colour scheme. The SNES is capable of producing near-photo quality pics, as several title pages show, but the limited colours of the pics here is poor. The amount of detail is good, but the interior of the carrier, the uniforms, the fighter cockpits and so on, it all looks more Eighties than futuristic. The actual information presented in the briefing room isn't that critical either, but with questions from your co-pilots the sense of realism is greatly increased. Best of all you can use the 'start' button to swiftly bypass it all the second time around.

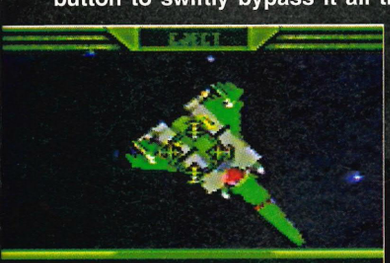
Briefing over, you rush to the hanger bay in a slickly animated sequence, then shoot out into space. The first mission is a fairly simple patrol. You fly along the preset mission course, using autopilot if you like with its animated sequence showing you zooming off with your wingman. Interruptions come with enemy fighters which you can choose to attack or outrun, and meteor storms which test your reflexes.

In-game graphics are very good. The enemy ships move as quick as any PC version, Mode 7 scaling and rotation is used to bring those nicely drawn ships from a dot to a screen-filling











Spaceships are represented by Mode 7 scaleable sprites, above you can see different views of the greenish Tiger Claw carrier and a freighter. Most impressive is when you see distant battles; below a Dralthi attacks a freighter and while pursued by your wingman.

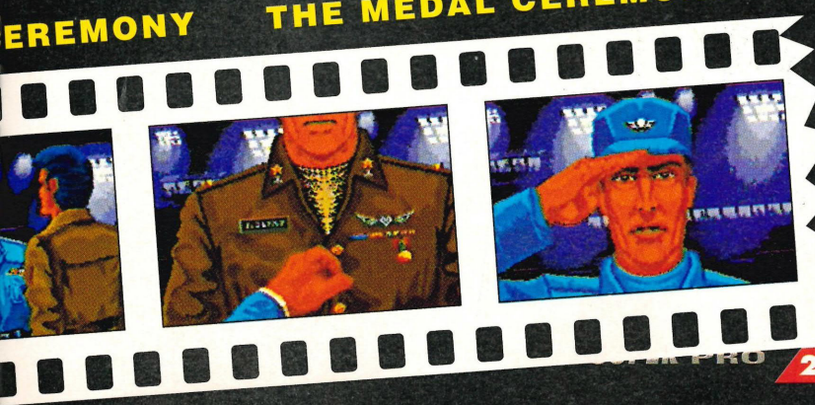


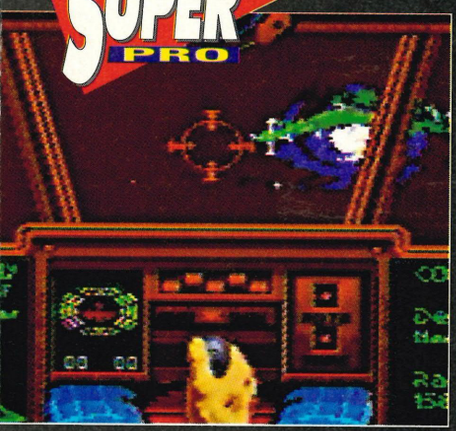


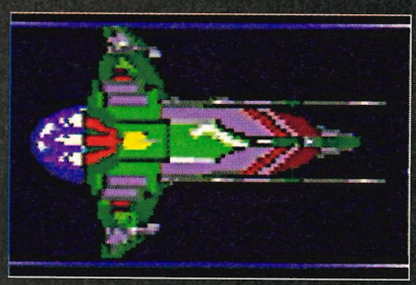
Above you can see an Essex class destroyer and beside it a freighter. On the left a Kilrathi fighter streaks by. On the far left is an asteroid field. Those hunks of rock are absolutely lethal!



EREMONY THE MEDAL CEREMONY





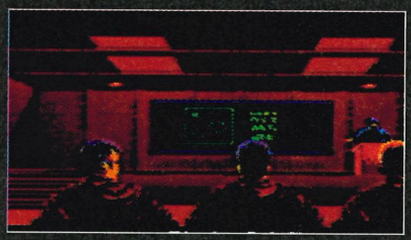


heartstopper. You also get to see your wingman flying alongside you, waiting to be told whether to attack or not, and complaining if you accidentally hit him (or her). Asteroids are neat too: as they come tumbling toward you the pock-marked detail suggests digitization. Most impressive of all are the big ships, the freighters, carriers and particularly the huge enemy capital ships which provide a massive incentive for battling through early levels to see them. On the downside the spartan starfield and your own cursor move a little jerkily, a consequence not so much of display limitations as the SNES's digital on/off joypad switches. Analog joysticks as on the PC give a more realistic, graduated response but for now the SNES handles things alright.

At mission end there's a relatively easy docking sequence with your carrier. If you've done well there's a sequence which shows you getting a medal, or even a promotion (after a few more missions). Eventually you'll be rewarded with a more powerful fighter (there are four in all) and better firepower.

Wing Commander is hardly an ultra-realistic sim, there's no sense of planning your own tactics and missions, it's more a case of living inside a movie and progressing if you manage to follow the script. However the sense of atmosphere makes this still very satisfying and entirely addictive. Once again the SNES proves it's up to the biggest challenges and anyone with the slightest interest in sci-fi blockbusters won't be able to resist this one.

Above you can see your new Hornet fighter and (top) it's orange cockpit. To the right there's briefing room and a nicely animated scramble scene.









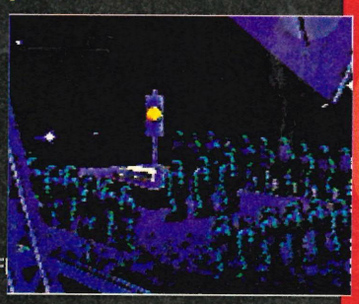


CONFEDERATION FIGHTERS

As you progress through the missions you're rewarded with a more powerful fighter if you impress the Top Brass enough.
HORNET: Well-armed and well armoured but very slow to turn.
SCIMITAR: Less weapons and manoeuvrability but more armour and speed.
RAPIER: Very little armour, but lots of speed.
RAPTOR: The best ship with lots of armour and weaponry.



Above one of the fearsome Kilrathi capital ships readies its guns. Above left you can see the bar inside the Tiger Claw and under that the coin-op! Below you can see your funeral!





Publisher: MINDSCAPE
Supplier: VIDEO GAMES OF AMERICA
Tel: 0403 752156
Price: £41.99

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

CONTROLS

FLIGHT CONTROLS

- Nose down.
- Nose up.
- Turn left.
- Turn right.
- X — Navigation map.
- Y — Afterburner.
- A — Fire selected weapon.
- B — Fire selected weapon.
- L — Decrease speed.
- R — Increase speed.

PROS: One of the best PC games brilliantly converted for your SNES. There's loads of missions, a hugely involving scenario with a real space opera storyline developing throughout the game, and a brilliant combat game making great use of Mode 7.
CONS: Can't choose your own missions. Presentation screens don't exploit SNES's pallette. A little jerky at times.

GRAPHICS	90
SOUND	86
GAMEPLAY	91
LONGEVITY	89

PROSCORE
90
SCOREPRO

A CLASSIC SPACE OPERA

SUPER PRO GUIDE TO BUYING MAIL ORDER

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Japanese and American software will run on UK Super Nintendos with the aid of universal adaptors which use a UK game to by-pass the SNES's security chips. Universal adaptors, which also allow US and Japanese machines to play UK carts, are readily available, but are not Nintendo approved. Universal adaptors also enable US and Japanese machines to play each other's games. UK carts are easily identified by the words 'PAL version' printed on the box and cart under the Super Nintendo logos.

B. IS MINE A UK, JAPANESE OR US MACHINE?

You can easily tell the difference between the various machines. The UK model is all grey tones and is called a Super Nintendo. The Japanese machine looks identical except for the name printed on it: Super Famicom. The US machine is called a Super Nintendo but is a completely different shape, boxier with a purple trim. US and Japanese machines usually only work with UK TVs through a SCART socket, however some importers do PAL versions which work through the normal aerial socket.

C. ORDERING

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3. If possible, get the name of the person you have been dealing with so that you can go back to them if you have a problem.

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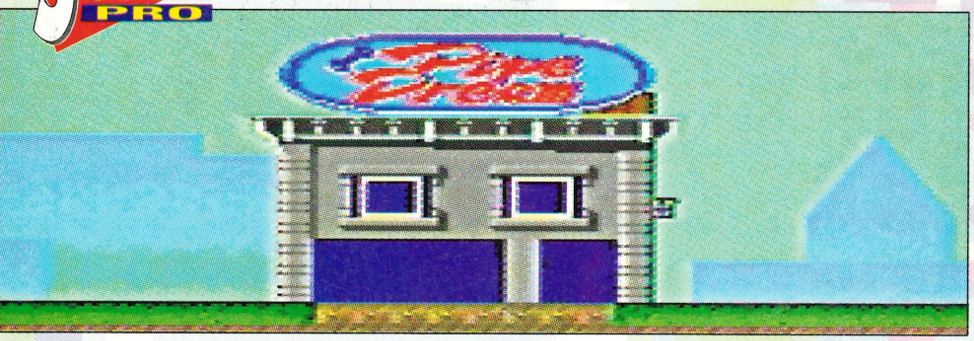
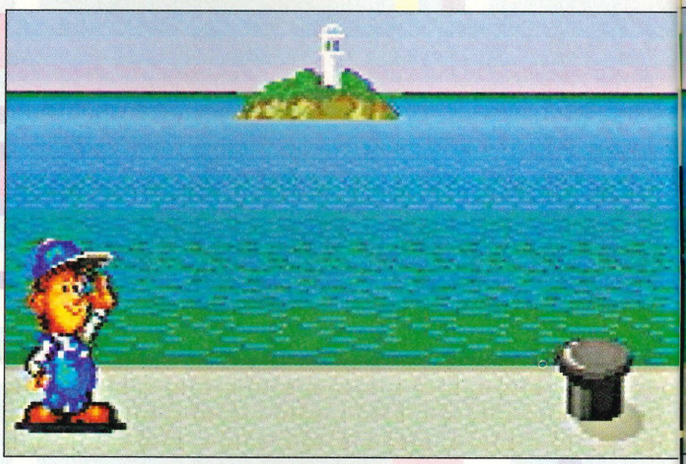
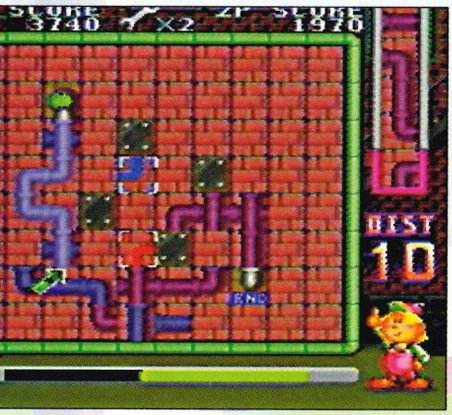
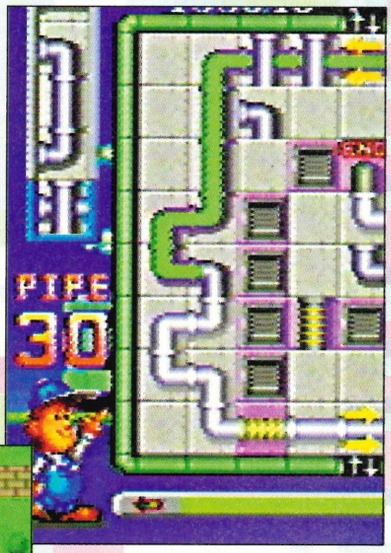
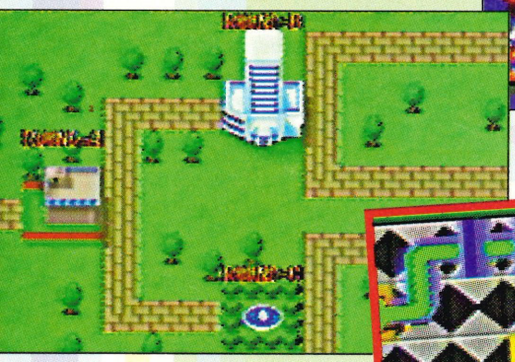
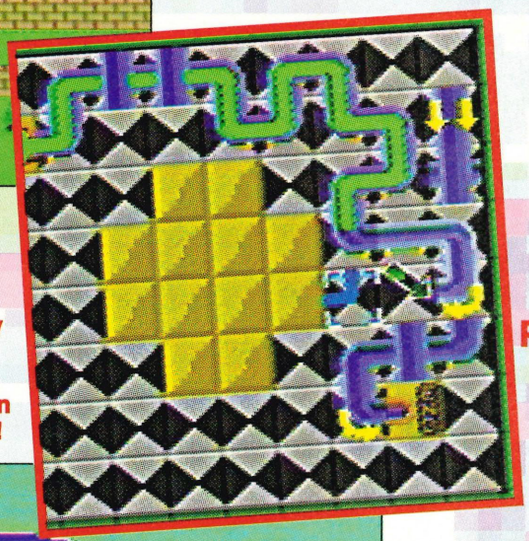












Once you complete the first five levels you get a choice which building to attempt next, the bottom one being the more difficult. The ability to choose your own route helps provide some variety. To the right is the first screen in the Castle level. A toughy!

LucasArts, authors of the magnificent *Super Star Wars*, have now teamed up with Bullet Proof Software to bring us a revamped version of a 1989 computer game. Dave "Pipin' Hot" Westley goes searching for cinematic intros, orchestral soundtracks and great gameplay.

PIP DRE





Most games take you away from the mundane, transporting you to another time and place where you just happen to be a hero. Perhaps you're alone on a battlefield ready to save a ravaged planet from marauding aliens, or perhaps you must save a beautiful princess, or maybe you become a god capable of, well... anything.

This is not the case with *Pipe Dream*..

You may be as hard to find – and get paid only slightly less than a god, but technically you're human. Technically, in fact, you're a rather grubby (though perfectly respectable) plumber who spends all your days and nights in a desperate attempt to connect various pipes before nasty green gunge spouts out of a rusty opening.

The objective of *Pipe Dream* is very simple. On each screen there is a start and an end point, and it's your job to connect these before the gunge (that looks disgustingly toxic) escapes to cause untold damage. This task is made difficult in that you cannot choose the shape of the pipes, rather they come randomly. You can see which ones are coming next by looking at the rectangular box at the top left of the screen - showing the next five.

To begin with it all seems quite easy, no obstacles to obstruct your pipelining and plenty of time to scatter unneeded pipes around the screen until the one you want comes up. However as you progress obstacles appear, time shortens and anyway pipes that aren't used cost you valuable money. Later levels are a real test with pipes going off the edge of the screen to wraparound on the other side, forming incredibly complex patterns as you struggle to meet mad customers who insist large numbers of pipe must be







PIPE DREAM

Publisher: **BULLET PROOF SOFTWARE**
Supplier: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£44.99**

Players: **1-2**
Skill Levels: **N/A**
Cart Size: **4Mbit**
Features: **Simultaneous two-player; password**

CONTROLS

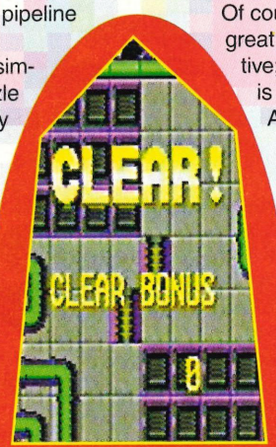
- ▲ Moves cursor up.
- ▼ Moves cursor down.
- ◀ Moves cursor left.
- ▶ Moves cursor right.
- X Places pipe.
- Y Gunge flow speed up.
- A No function.
- B No function.
- L No function.
- R No function.

used to connect start and end. There are also bonus points to be earnt by twisting your pipeline to cross over itself.

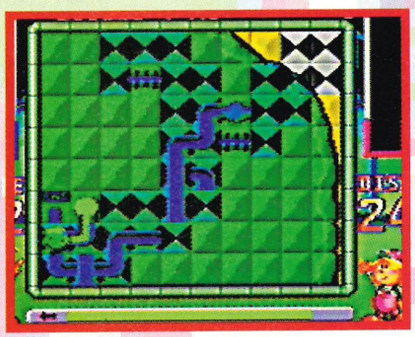
Originally a very simple, but addictive puzzle game devised by British programmers The Assembly Line, LucasArts added a bit of graphical gloss for the PC game with the plumbers now making their way from various buildings – even ships – with the graphics changing accordingly. Each building has five levels, complete them all and you get a password and a choice of which building to attempt next. There's also a shop where you can buy extra lives, time, points and even a doobrie which lets you skip a level.

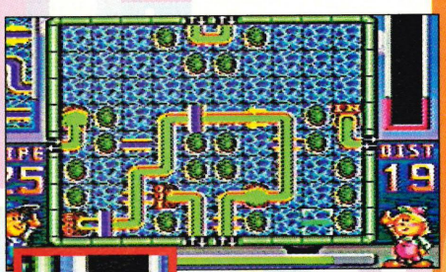
Nevertheless there's no disguising the fact that this 1989 game looks dull. Bullet Proof Software have done little to exploit the SNES. The visuals are uniformly dull and the sonics are actually irritating, featuring a flat cutesy tune which soon grates!

Of course games don't need great graphics to be addictive; two-player *Rampart* is one example of this. And in fact *Pipe Dream*'s simultaneous two-player mode isn't too bad either, each player has his own stack of pipes and separate scores. Co-operating to make the best pipeline is briefly very funny, especially with the temptation to drop your pieces in place of your partner's to get more points. In solo mode gameplay is still quick, innovative and very challenging, but the original's amusing sub-game has been cut and it all gets very repetitive. In short this is another game that will probably be a popular little gem when cheap CD-ROM game compilations finally become available...



PRO TIP
3P7DSIWSNDFPPP gets you to round D with full lives.







Above a very tough screen. A helpful hint: plan your route before laying any pipes. Sounds obvious but is, in fact, difficult to do - the temptation being great to lay pipes as fast as you can. The picture on the left shows what will happen if you do this however!





PROS: Immediately fun and quite addictive. Simultaneous two player mode's fairly good.
CONS: Uninspired and basic graphics, monotonous sound, little new or exciting.

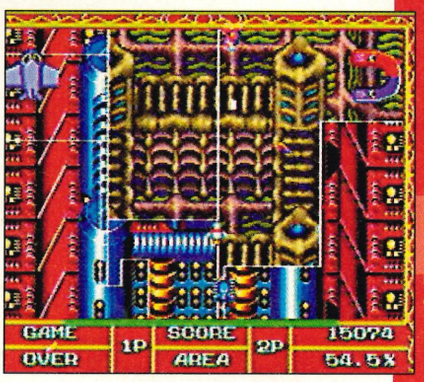
GRAPHICS	55
SOUND	55
GAMEPLAY	70
LONGEVITY	73

PROSCORE **60** SCOREPRO

PLAYABLE BUT OVERPRICED







CACOMA KNIGHT

CACOMA KNIGHT

It's the revenge of the ancient coin-ops. After Space Invaders (Cosmo Gang) and Q*Bert (Q*Bert 3!), Qix makes its come back on the SNES disguised as a quest to save yet another princess. Stuart "I remember" Wynne dusts off his specs, sups his Ovaltine and wonders whether they still make games like they used to. And if so, why?

The game opens with a neat series of colourful pics accompanied by completely unintelligible Japanese text. The storyline seems to show your typical happy go-lucky royal family, with the king playing golf in crown and robe. But then this pointy-eared villain turns up and nicks a fistful of loot. Next thing we know the king's in a biplane, exploring under the sea and even standing outside the shops begging for change!

So after this intro you're confronted with a screen brimming with colour, a box packed with statistics and a couple of villains zipping about. You think, what's this? Another *Zelda*?

Sadly not, it is in fact *Qix*. A video game from the days when four colours caused jaws to drop. A game so old it remembers when PacMan was but a little nipper. A game so old you don't know what I'm talking about, do you?

Okay, *Qix* was a simple but very addictive game which went like this. Each level consisted of a square screen which you had to chop down by moving you little sprite across the screen. Your sprite left a trail which, when it connected two sides to the screen, chopped off the smallest segment. To make things a challenging there were two types of aliens. One sort patrolled around the edges of the screen, forcing you to start moving across the screen, thus making you vulnerable to alien type 2. These aliens move around the centre of the screen and kill if they touch you. Also the mega-hard aliens (type 2) kill if they touch the trail you leave. Add a time limit and you had a mega-addictive, highly innovative, graphically thrilling smash-hit. Erh, back then.



PRO TIP
Choose the girl as your character: she's very nippy. indeed. Zippo - she's off in a flash.

Cacoma Knight adds in plenty of new features, you've got a two-player mode where players can co-operate or compete, extremely colourful backdrops and frontdrops, and after every three stages another piece is added to a picture of a princess. There's also points and lives bonuses to be won by sectioning off certain areas and, uhm, graphical slowdown.

For shame, the world's best console, one of the world's oldest games, and crikey it slows down something rotten when there's a lot of sprites on screen. What can we say? It's a dated, repetitive game and terribly implemented maybe?

Of course this is the point we usually say "but simultaneous two-player mode is fun" – unfortunately we can't because it isn't – there's even more slowdown! We can say there's a monitor and joypad test, which is novel, but that's about it. Let's just hope no Mega Drive owners read this!



Publisher: DATAM/POLYSTAR
Supplier: KC's COMPUTER GAMES
Tel: 0329 822565
Price: £49.99

Players: 1-2
Skill Levels: 3
Cart Size: 4Mbit
Save Game: No
Features: Two-player, monitor and joypad test

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X: No function.
- Y: No function.
- A: Move from screen edge.
- B: No function.
- L: No function.
- R: No function.

PROS: Colourful graphics, good, cheerful music and simultaneous two-player mode. Choice of three characters to play.
CONS: Tired, repetitive gameplay and irksome slowdown.

GRAPHICS	72
SOUND	74
GAMEPLAY	39
LONGEVITY	39

PROSCORE
41
SCOREPRO

THE ORIGINAL WAS BETTER!



REVIEW
IMPORT

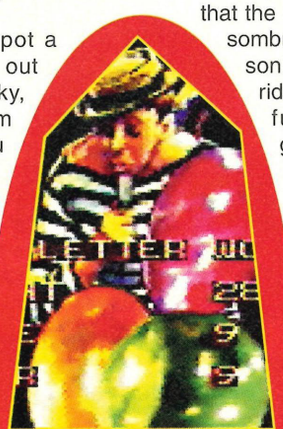
WORDTRIS

Imagine being able to baffle your 'friends' completely with such nonsensical sentences as 'you crepitating calfard, I hope you choke on your infrangible, infundible, inquinated wangle.' It'd be brilliant wouldn't it?! Well, Wordtris is about to give you that amazing chance. This is Tetris with words and the game's vocabularly is as vast as yours will have to be to survive. Dave "GiBbEr" Westley gets to show off his word-play yet again!



Wordtris attempts to combine 'the fun of a word game' (pardon?) with the addictive quality of Tetris: Instead of different shaped blocks falling from on high, letters do; and instead of having to form lines you have to make words. Got it?

Oh dear! I think I spot a 'Mentally Murky Mark' out there. Right then Murky, letters will fall down from the skies and unless you make words from those letters they'll gradually build up and form a huge big pile. Should the pile reach the top of the monitor you die, well... you lose the game anyway. Got it now, Mark? No? You want to know what a word is! Oh go away!



PRO TIP
Remember to use the left and right buttons, particularly on harder levels.

Does the idea work? It sounds fine in theory - Tetris, despite being a Russian idea, is incredibly fun to play - it certainly doesn't spend all its time playing chess and discussing Tolstoy. Word games, well... I suppose they can be fun too!? Mark says they can't but that's only because he's terminally stupid.

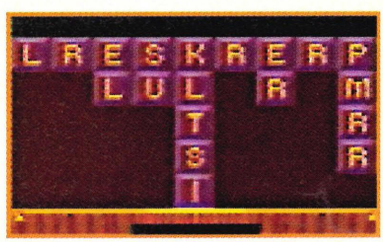
So the crucial question is do the two merge together to form one huge big bundle of fun, or do the two different 'funs' cancel each other out to produce a yawn? A question to set even Plato reeling.

The answer is closer to the latter than the former. The fact that graphically it's on the fascist side of conservative shouldn't really matter. Neither should it matter that the sound is as sombre as sombre could possibly be - a sonic hybrid of fairground ride music with an ethnic funeral song!! The gameplay should be able to lift it above these factors - it doesn't.

There are four skill levels: children's, novice, advanced and expert. On all of these, bar the children's which is much too slow, the word cards come down at a frenetic pace. So much so that it's only really possible to concentrate on one particular area at any one time, leaving the other areas to spiral hopelessly into a lexical hell.

We're also told to envisage the screen as a well with the bottom half filled with water, and the top half air. Thus when a letter falls it initially falls onto water. Here it'll float until another one falls onto the top of it, pushing it down. Thus the top (water) line will continue to be replaced until enough letters have been dropped for the bottom of the well to have been reached (see piccy!). Now any person with the mental dexterity to be able to cope with anything other than the top (water) line should be locked up in a very small room to stop everyone else feeling inadequate, erm... I mean to solve the world's problems.

The result is that most of the game is beyond the player's control - what words you do manage to cobble together are often the result of luck and, chances are, you'll not evn have heard of some of them. I'd like to say the two player mode makes up for the games inherent yawndom but it doesn't. This lack of control combined with the fact that it makes you feel stupid (not me! - Ed) makes Wordtris one to avoid. Another nice idea gone awry.







Publisher: **SPECTRUM HOLOBYTE**
Supplier:**KC'S COMPUTERS**
Tel:0509 217492
Price: **£49.99**



Players: **1-3**
Skill Levels: **4**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Large vocabulary**

CONTROLS

- No function.
- Move letter down quickly.
- Move letter left.
- Move letter right.
- X: No function.
- Y: No function.
- A: No function.
- B: No function.
- L: Move pieces left quicker.
- R: Move pieces right quicker.

PROS: Exploding letters is fun; weird digitised voices.
CONS: But just no fun to play. You'll tire of its delights very quickly and that's only if you saw any in the first place.

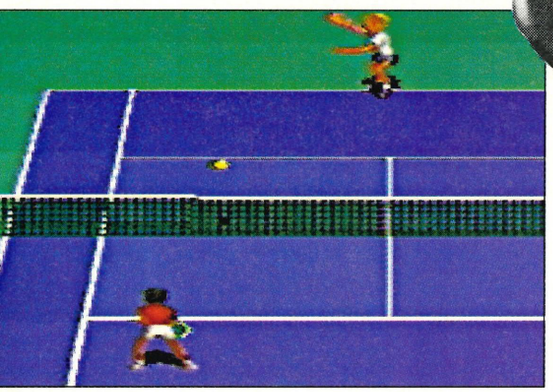
GRAPHICS	47
SOUND	46
GAMEPLAY	39
LONGEVITY	41

PROSCORE
39
SCOREPRO

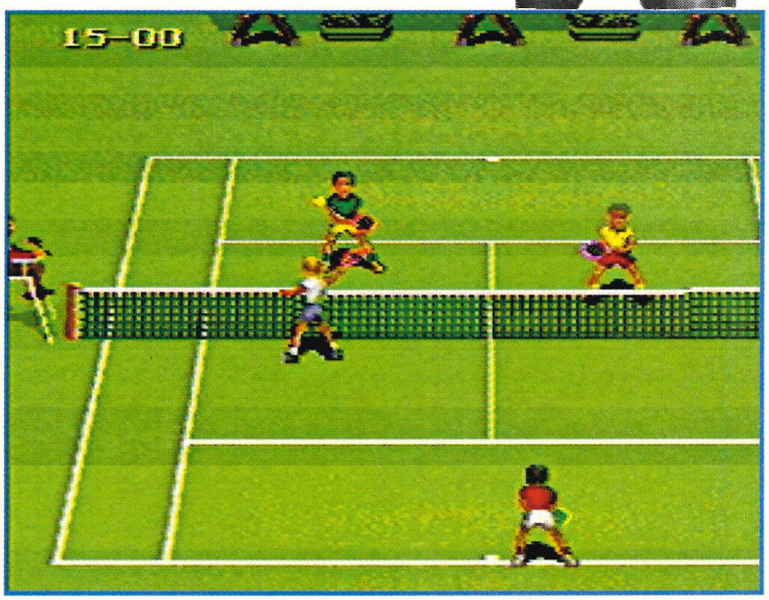
AN ENGLISH EXAM IS MORE FUN!

Jimmy Connors PRO TENNIS

We've had a *Super Tennis*, we've had an *Amazing Tennis* and now we have a *Jimmy Connors Pro Tennis* The former carts fought to justify their self appointed superlatives, managing to score 91% and 81% respectively. So will Jimmy Connors be able to do the same - will he fight through to become our third superlative, or will he perhaps wimp out to become our first expletive? Dave "Smasher!" Westley investigates in his very mumbly, bumbly Dan Mascall-esque way...







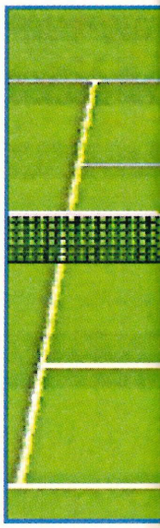
Although *Jimmy* is perhaps the most accurate tennis sim yet, thankfully there are plenty of options to make getting into it easier. Not only are there three different skill levels there's also an option to choose between an 'easy' and a 'full' playing mode. In easy mode the computer takes over the most fiddly aspects of play (well... virtually everything really) leaving you to concentrate on your shots, whilst the full mode leaves you to make as many mistakes as you want.

You can also choose between a tournament and an exhibition mode. The latter offers six different playing surfaces - grass, hard, clay, indoor, desert and antarctic conditions; fifteen different players (this is the only mode allowing you to be someone other than Jimmy Connors); and the choice as to how many sets there are in a match.

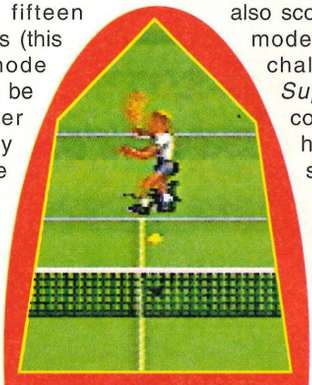
Within the tournament mode you'll play as Jimmy and begin at the beginning of a tennis year. Each month you will be offered a number of tournaments to play in - there's usually a list of three. Winning a tournament will give you a certain number of points (the differing awards will be revealed before your choice of venue). The higher the points, the greater the competition.

Finally there's even a training mode. Five different coaches are permanently available to you, these coaches will not only spend hours patiently passing balls to you allowing you to fine tune your shots, they also give you sound tactical advice.

However options, even if they are comprehensive, are secondary to gameplay. *Jimmy Connors* has the very average graphics of *Super Tennis* , gameplay that's more difficult than both it and *Amazing Tennis* and a longevity to rival, if not better, its predecessors.



In *Super Tennis*, for example, you can make a shot right at the last moment. *Jimmy* makes you plan your shots - you have to know whether you intend to top spin, slice, lob, stop or side spin the ball a good few seconds before it reaches you. The players also look and move more realistically than the cutesy *Super Tennis* characters. It also scores for its tournament mode which is a massive challenge, although like *Super Tennis* the complexity makes for a huge password – something that's very irritating if you just happen to write it down wrong! Also like *Super Tennis* there's a doubles mode where you can play on your own with a computer parter, with a friend or against a friend.



PRO TIP

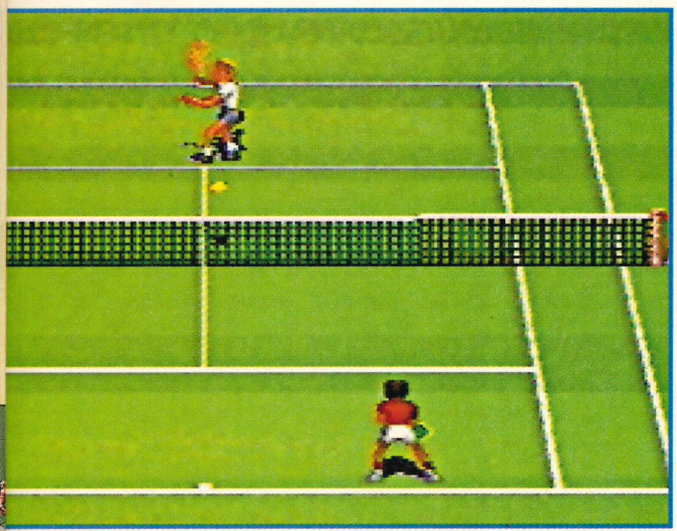
When beginning to play use the B button to serve - just give it a quick tap. The other serves will take ages to master.

So to conclude, here's your choice. If you want a game with stunning graphics but only moderate gameplay buy *Amazing Tennis*. If, on the other hand, graphics is not your thing and you want gameplay, buy *Super Tennis*. Finally, if it's realism that you're after, then *Jimmy's Pro Tennis Tour* is tailor made. Make your choice carefully!

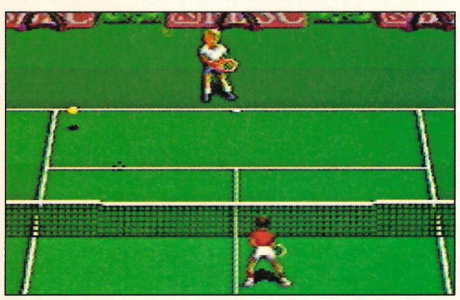


REVIEW
IMPORT

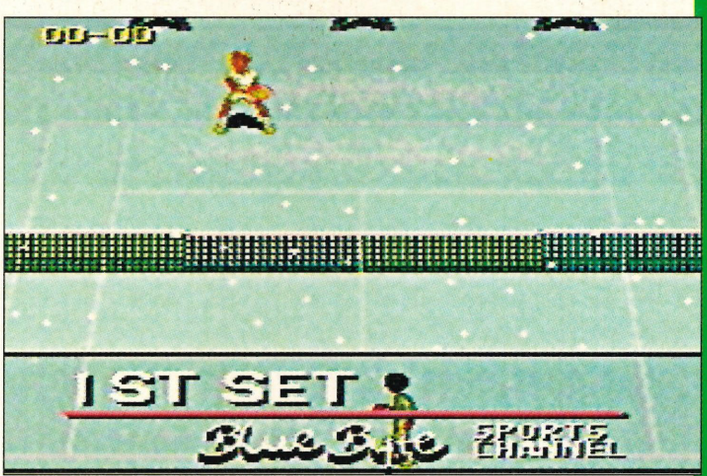
Connors IS TOUR



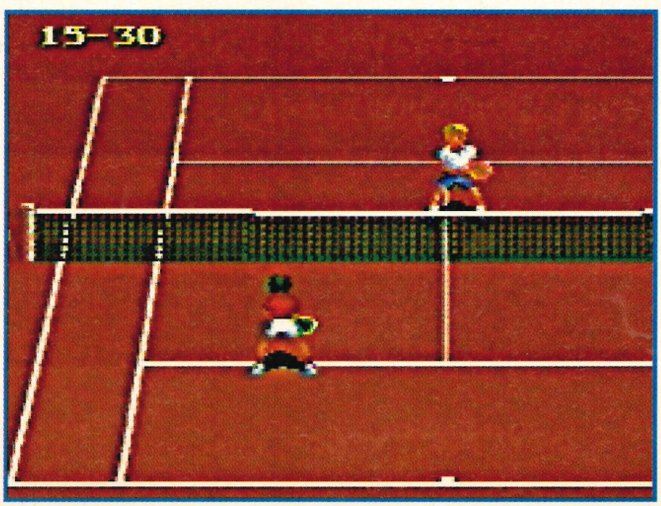


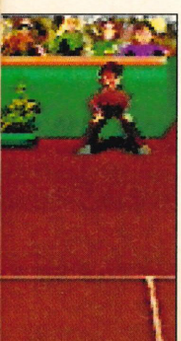


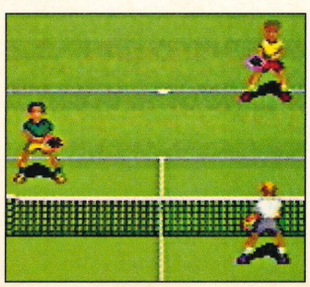
An amazing variety of sufaces are available, each with its own distinct quality. The sixteen tennis players are also very different and victory will depend on an in-depth knowledge of both these areas.

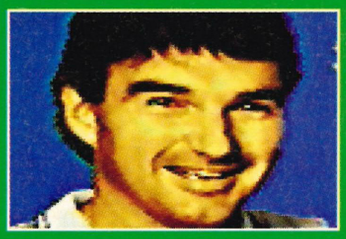












Publisher: **UBISOFT**
Supplier: **VIDEO GAMES CENTRE**
Tel: **0202 527314**
Price: **£49.99**



Players: **1-2**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **Password.**
Features: **Simultaneous two-player, Digitised FX**

CONTROLS

- ▲ Move to centre of court.
- ▼ Move to edge of court.
- ◀ Move/aim shot left.
- ▶ Move/aim shot right.
- X Lob.
- Y Volley stop; short ball.
- A Top spin slice; low risk volley.
- B Slice strike; risky volley.
- L Side spin right.
- R Side spin left.

PROS: Massive range of shots; extremely comprehensive options; realistic gameplay and a tournament system that allows you to play around the world.

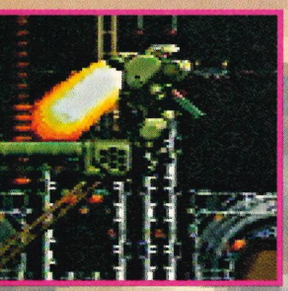
CONS: Despite the realism, or prehaps because of it, it's not as much fun as *Super Tennis.*

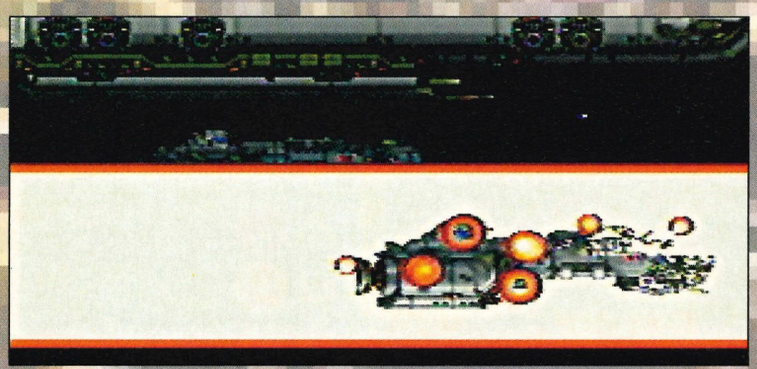
GRAPHICS	82
SOUND	87
GAMEPLAY	85
LONGEVITY	89

PROSCORE
86
SCOREPRO

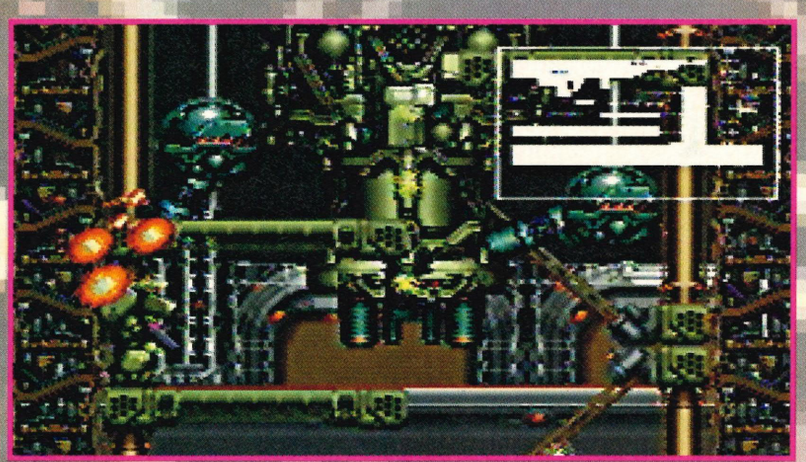
SUPER TENNIS IS STILL UNBEATEN.

ASSAULT S VALKE





A horrific, endless interstellar war, dawn raids on alien installations with jet-packed troops falling out of the sky, soldiers fighting across the skins of starships. Robert Heinlein's classic *Starship Troopers* novel inspired a large chunk of *Aliens* and now it's arrived on the SNES. Stuart "I, Robot" Wynne checked it out.



This game opens in grand space opera-style, massive battleships cruising through space with laser flickering across the screen. One battleship disappears in a blaze of fire; aboard another ship we see a giant Assault Suit launching, the faces of its crew appearing beside it as the storyline scrolls down.

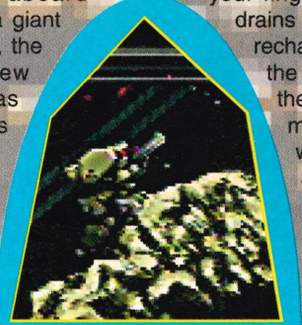
Before each mission we see a Suit being transported in a lift while the battle briefing scrolls below a military diagram of the action to come. Even in combat, dialog by commander and pilot occasionally freezes the action – this certainly adds to the game's atmosphere, but once you wish a single button press would get rid of it.

The standard Suit has a formidable swagger about how it moves, it crouches down after falling down, while the flare of its jetpack and machine gun is well done. The latter also pumps out spent ammo cases and chews up any scenery in highly satisfying way.

To begin with there's a choice between a punch and the Vulcan machine gun, both of which have unlimited 'ammo' but their energy supply is less than perfect, keep your finger on fire and energy drains to zero causing a brief recharging pause. By using the 'R' button you can get the Suit to do a defensive move, solidly blocking with his shield. Somewhat less impressive is the 'dash' feature which puts your giant robot into a skid! Useful but less than elegant.

The 'B' button lets you jump and, if you keep it pressed down, triggers your jetpack – unfortunately its engines only work in brief bursts. This means you can't jet about all over the place, which is fair enough, but can be a bit irksome at times. The aiming system is also a little fiddly, but the ability to aim diagonally is very useful at times and needs to be mastered.

The overall feel of the Suit is pretty good, the animation is



PRO TIP

For Level Two monster stand below it, see pic and shoot diagonally upwards with Missiles then Vulcan while watching out for power -ups!

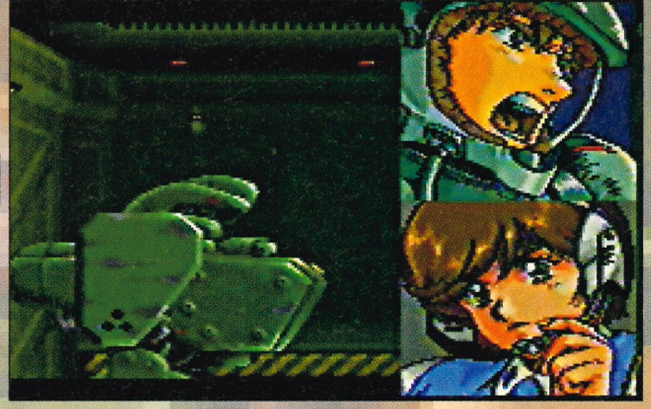
Above you battle two robot guns while trying to stop the energy cell being lifted into the ship. Below you can be seen arriving on top of your starship.

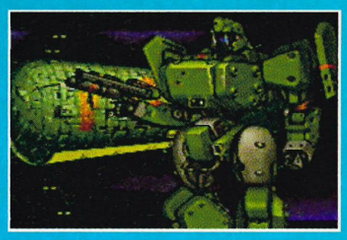




SUIT

EN





Publisher: **MCS**
Supplier: **VIDEO GAME CENTRE**
Tel: **0202 527314**
Price: **£45**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **3 continues**
AKA: **Cybernator (USA)**







CONTROLS

- Aim up.
- Crouch/Aim down.
- Move, aim left.
- Move, aim right.
- X — Change weapon.
- Y — Shoot.
- A — Dash.
- B — Jump.
- L — Hold.
- R — Shield.

excellent, while the realistic clumping movement isn't so slow as to be irritating. Practice ensures you'll be able to fly, block and fire with ease and accuracy.

As you march through the enemy battleship you'll find grey pods which can be broken open for power-ups: extra energy and new weapons – some of which have strictly limited ammo and should be held in reserve for special situations.

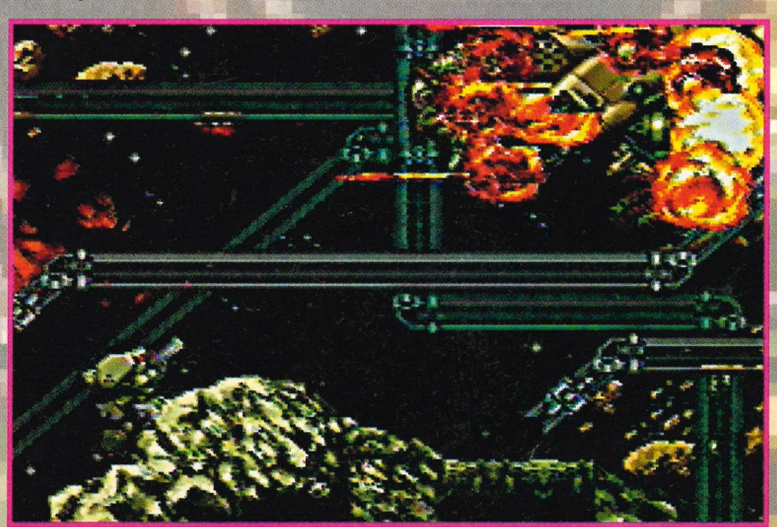
In the first mission you have to fight through an enemy ship as fast as possible. If you're quick you'll get there before the main energy cell is lifted into the ship. Blowing the cell to pieces while battling two robot guns isn't too tough and if you succeed you see the cell fall out the bottom of the ship. As debris continues to fall you leap out to land on your own assault ship.

Mission Two sees your Suit equipped with rocket boosters – the game becomes a sideways scrolling shoot-'em-up, with you blasting enemy forces while trying to avoid big asteroids and shooting apart smaller obstacles. It's fast and tough; the gorgeous backdrop is in truth a little distracting, and your sprite could be smaller, but still it's a nice bit of variety. At level's end there's a massive and heavily armed robot ship to take out.

The next mission is completely different, taking place in Earth orbit with you attacking an enemy base. The promise of yet more exciting missions is certain to keep you completely addicted if you like robot giants. If you're not that bothered the realistic slowness of the Suit, fiddly aiming system and text interruptions might be more of a problem. In any case you' might like to wait for Konami's *Cybernator*, the English text version for the US and UK. Without a translator around the text messages are even more irritating!

The briefing diagram (above) shows the route taken by the tough, horizontally-scrolling, rocket-propelled shoot-'em-up shown above it. Below is Mission 3 and planet Earth.





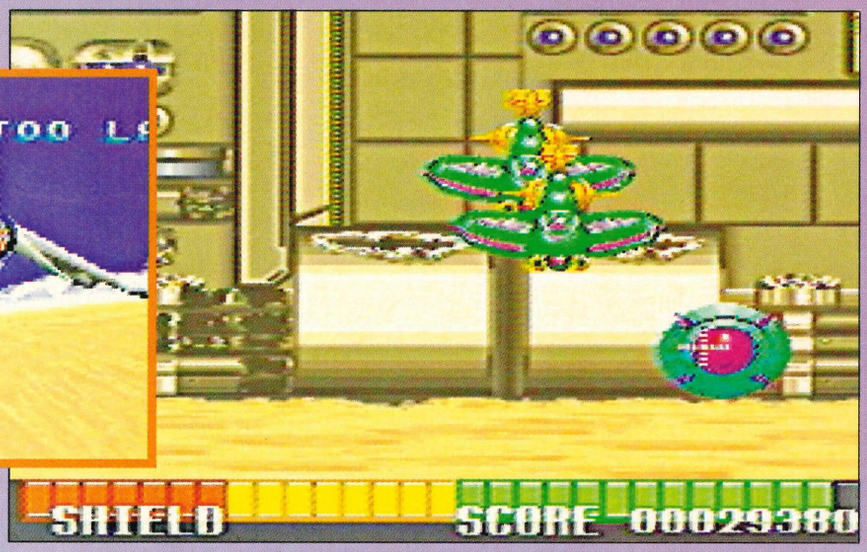
PROS: Brilliant atmosphere; a big, realistic sprite with lots of firepower. Good gameplay variety, involving missions.
CONS: Japenese text messages can be a little irritating, if you don't like robots the realistic movement could become annoying.

GRAPHICS	89
SOUND	82
GAMEPLAY	86
LONGEVITY	85

PROSCORE
86
SCOREPRO

GIANT - SIZED ACTION!

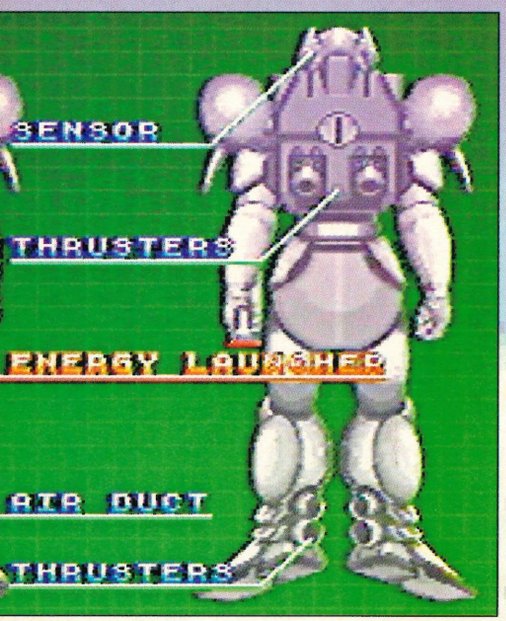




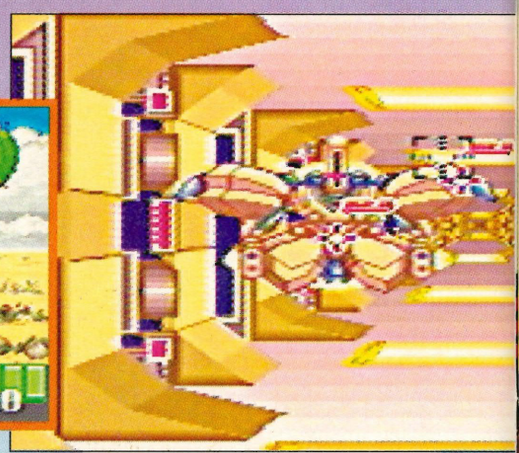




War looms as a psycho computer dispatches its 'droids (above). The scout walkers pose a great threat (below left). Kill the buggers on sight!







X-ZONE

What would you do if the central computer in charge of the planet's defences had gone hay-wire and was about to bring Armageddon to its inhabitants? Would you go to the local church and pray? Or would you arm yourself to the teeth and put an end to its paranoia before it destroys the world? Ryan "I'll take the second option please" Butt ventures deep into enemy territory to seek out this micro-chipped psycho.

All things without a mind of their own have a habit of flying off the handle and becoming a little tetchy at times (take John Major for instance!). The central computer at Compound X is no exception. You see, this computer isn't supposed to become active unless it comes under attack from enemy forces, which then triggers it into launching all its nukes to create Armageddon! Unfortunately the computer's gone nuts and is now powering up its nukes. As you would expect in circumstances such as this, the entire world is in turmoil.

This is where you step in.





X-ZONE™

Publisher: **KEMCO**
Supplier: **AMS**
Tel: **081 2010535**
Price: **£45**



Players: **1**
Skill Levels: **3**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Continues**

SUPER SCOPE ONLY

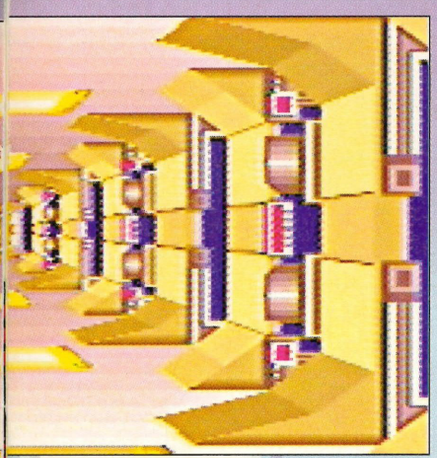


PROS: Excellent visual effects, challenging levels with impressive end-level gaurdians, brain-burning amounts of enemy missile fire and three distinct perspectives.
CONS: Aside from the neckache, the levels can become repetitive.

GRAPHICS	80
SOUND	82
GAMEPLAY	75
LONGEVITY	80

PROSCORE **79** SCOREPRO

TIME TO START DUSTING OFF THOSE LIGHT GUNS!



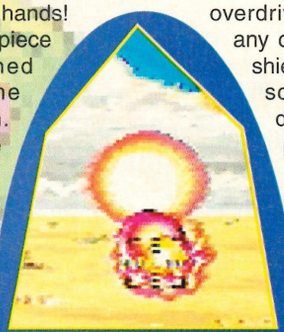
X-Zone **contains some pretty mean guardians that seem to take endless amounts of hits before they eventually blow up. The one below must be shot in three different places to stop it.**



Equipped with the most state-of-the-art mobile weaponry, you must infiltrate Compound X and shut down X-TRA (eXternal Threat Recognition Assault system), before its missiles are launched. The fate of the planet lies in your hands!

X-Zone is the latest piece of software designed specifically for the SuperScope light gun. And let's be honest the omens aren't good – the games supplied with the gun were uninspired to say the least. It was as if Nintendo had bundled any old rubbish together to hastily launch the pack in this country. But can anyone else do any better?

Yes. Definitely. *X-Zone* features many vast and varied levels in which you can really put your sharp-shooting abilities to the test. As opposed to using just one simple format on which to base the game, Kemco have opted to use different perspectives to enhance gameplay. For example, the first level views the complex from above as you descend from the sky paratrooper-style. It's a neat effect making good use of Mode 7.



PRO TIP

Don't bother with the plastic sight, take it off and use the cursor to aim, then stick it on turbo and keep that little pinky on fire.

The following levels follow your advance at ground level, featuring both sideways scrolling and 'going-into-the-screen' perspectives. Wherever you are your trigger finger and reflexes have to be in overdrive if you are to stand any chance of survival. The shield at the bottom of the screen soon begins to drain, but periodically power-up capsules appear to restore some energy.

Although the graphics in *X-Zone* may strike you as being similar to those on the the original six game cart, progression through the levels will reveal some excellent guardians and nicely detailed sprites later on. As we all know, no SNES game would be complete without a thumping soundtrack to accompany it and you're in for a real treat with *X-Zone*. When that first chord is struck, you instantly know that the tunes that follow will be nothing short of radical!

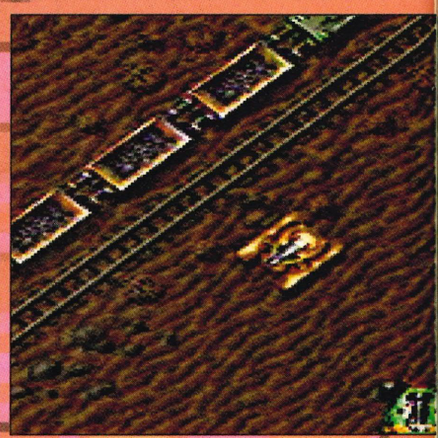
My only hang up with SuperScope games is that after a heavy session, you're usually left with a stiff neck due to the strange design of the gun itself. However, with gameplay like this it's a small price to pay. *X-Zone* will definitely provide all you sharp shooters out there with challenging, visual and acoustic treat for weeks to come. So a must-buy for SuperScope owners and a considerable temptation for non-Scopers to splash out on the light-gun after all. If a few more games come out as good as this one there may be hope for the ugly hunk of plastic after all!



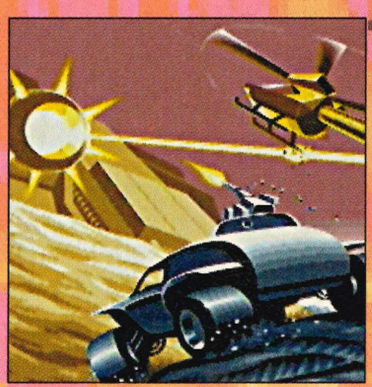


Super SWIV

Silkworm was a successful coin-op and a hugely popular Amiga game, the side-on helicopter and jeep two-player action was great fun. But this has got nothing to do with that. Plans for _SilkWorm IV_ floundered in negotiations with the coin-op makers and so Amiga _SWIV_ had absolutely no connection with the original arcade game! _Super SWIV_ tries to turbocharge the game for the SNES, but does it succeed wonders Dave "Fly Me" Westley? Read on, dear readers...



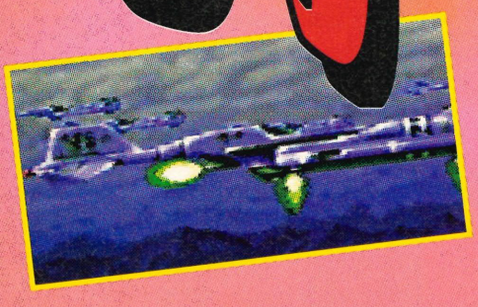


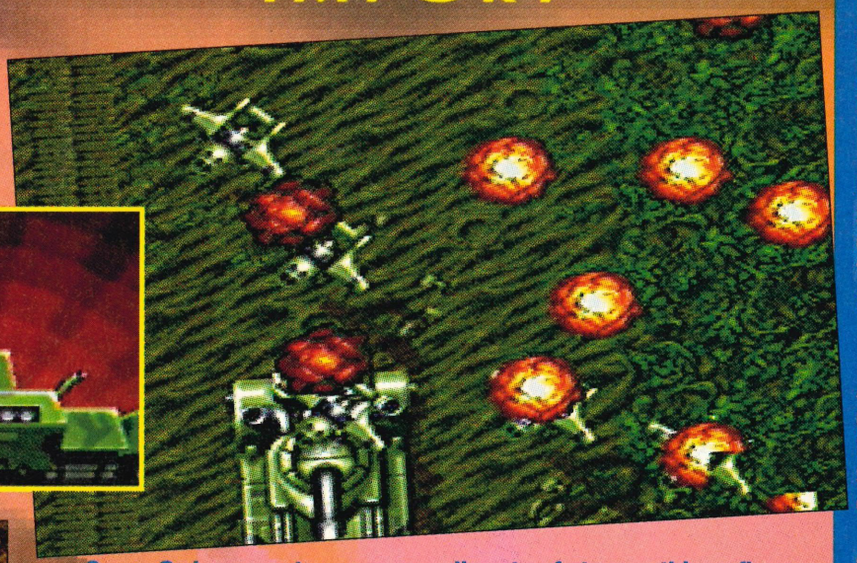


The original *SWIV*'s jeep 'n' copter appeal in part rested on the distinctly different gameplay for each, the copter could whiz all over the screen whereas the jeep was confined to hopping around at the bottom, desperately trying to aim the fiddly gun. It was innovation of a sort – always rare in a shoot-'em-up – and sadly the unofficial sequel has sacrificed it to go for a simplistic overhead view. The jeep is again more confined in movement, obviously unable to fly over ground installations, but the 'feel' isn't that different now. It looks too conventional and if you're a conventional shoot-'em-up then you gotta climb in the ring with graphical gobsmackers such as *Axelay* and *UN Squadron*. It's tough competition, so how does *Super SWIV* line-up?

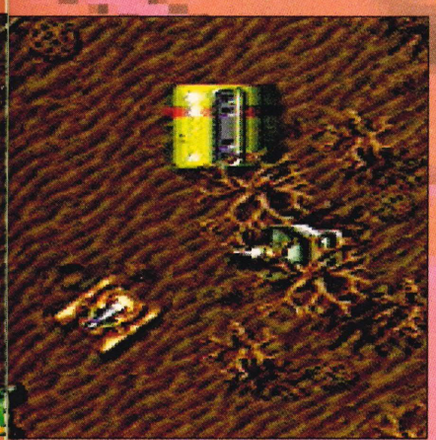
Well some attempt has been made to equal the presentation expected of top-flight shooters with a very nice intro, animated comic strip panels depicting the unfolding story with some panache. The scenario has you on yet another suicidal mission to quash the evil intentions of yet another dictatorial country. Sound familiar? So it should. The whole concept of





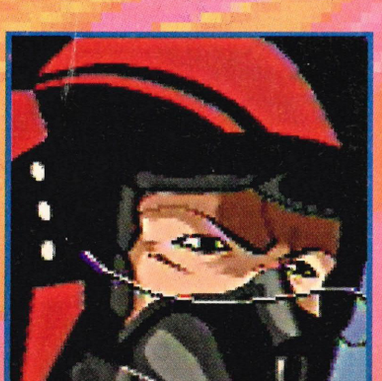




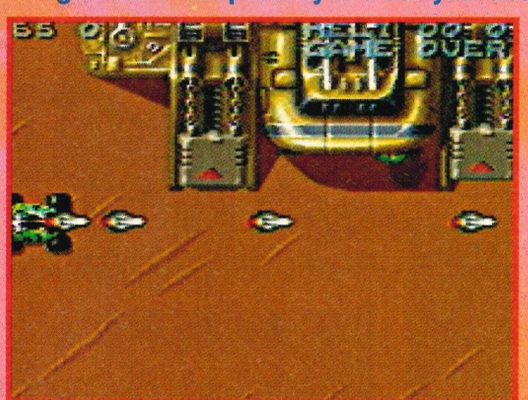








Super Swiv can get very scary: all sorts of strange things fly onto screen at frenetic pace; explosions wreak havoc in all different directions (see above) while huge end of level guardians wait patiently to crush your already very small 'jeep'.





Super SWIV has been superseded by time and technology. The big explosions and predictable surroundings reduce this to yet another characterless blast-'em-up.

Okay, *Super SWIV* has its fair share of large, formidable level bosses and an almost endless supply of extra weapon pods which allow you to let all hell loose, creating large explosions and terrific noises. There's also a choice of three main weapons; plasma bolts, flamethrower and missiles can be flipped between at any time.

But well, we've seen it all before and even some rather dated shooters like *Super Aleste* make use of Mode 7 to show what machine they're running on. *Super SWIV* doesn't and the lack of imagination in the backdrops is painful – okay there's some realistic sprites modeled after real world aircraft – SR-71s, Chinooks and Opticas all make an appearance – but *UN Squadron* does this too and it still manages to seem fresh and exciting.

As with so many other games of late, *Super SWIV* fails to bridge the gap between computer and console. The graphics are smooth enough with some novel limited sideways scrolling, while the sound is quite sufficient, but the gameplay isn't innovative enough to a major hit in '93. It's fun for a while though, and is better than *STG*!



PRO TIP

As soon as you see a yellow power-up pod try and grab it before this appears and makes you fight for it!

WARNING

Super SWIV and *Firepower 2000* seem to cause difficulties running on UK machines through most converters. Definitely try before you buy! Incidentally a UK version is planned by The Sales Curve and could hopefully include some enhancements. More on this as we get it!



Publisher: COCONUTS
Supplier: VIDEO GAMES CENTRE
Tel: 0202 527314
Price: £49.99

AKA: Firepower 2000 (USA)
Players: 1-2
Skill Levels: 1
Cart Size: 8Mbit

CONTROLS
REDEFINABLE

- Up.
- Decelerate.
- Move right.
- Move left.
- X: Special.
- Y: Special.
- A: Fire.
- B: Fire.
- L: Select weapon,
- R: Select weapon.

PROS: A simultaneous two-player mode is always welcome. A good challenge. Loud crass and fun if this is your sort of thing.
CONS: Doesn't really cut it in 1993. Not after *Axelay.*

GRAPHICS	70
SOUND	71
GAMEPLAY	71
LONGEVITY	69

PROSCORE **70** SCOREPRO

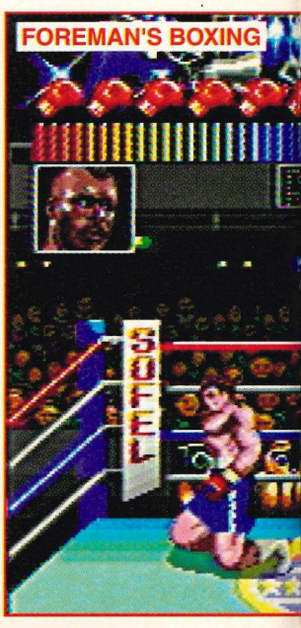
UNORIGINAL BUT STILL FUN.

F E

IN YOUR


TMHTIV


RIVAL TURF





SUPER FIRE PRO

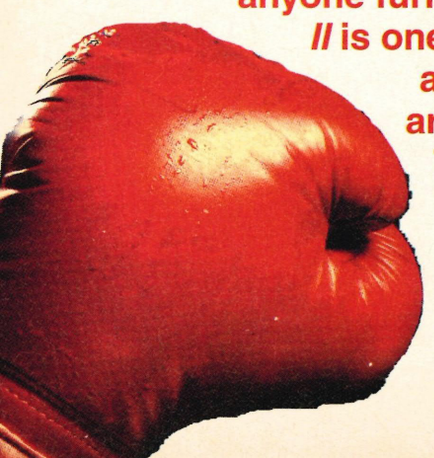

KING OF THE MONSTERS


SONIC BLASTMAN



STREETFIGHTER II

Beat-'em-ups are the most controversial video games, their in-your-face violence and down-at-home settings are tailor-made for getting little old ladies all fretful. A recent Equinox had one lad saying how it helped get rid of his aggression – while another said it just got him worked up to thump someone! Well, *Ultraman* would get anyone furious!, but *Streetfighter II* is one of the most enjoyable and playable two-player around. Here Mark "You Talkin' To Me?" Wynne gives an overview of the games, with full reviews of the latest contenders following.

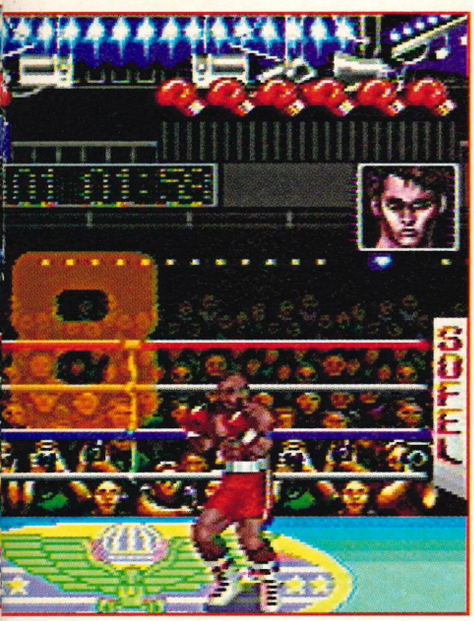


Unless you've been residing on Mars with your head in a crater, you'll know all about Capcom's ***Streetfighter II***. Raved over in Issue 1 of SUPERPRO with an amazing 93%, it really is the definitive beat-'em up. There's no faffing about rescuing any girlies or anything – one of the best fighters *is* a girl – and there's no urban landscapes to explore. There's 12 different animated backgrounds with just just enough scrolling to give you room for a fight, eight characters to fight or control, plus some special villains in the one player tournament mode, and most importantly a huge range of moves using every joypad button. This sets the standard for the others to follow.

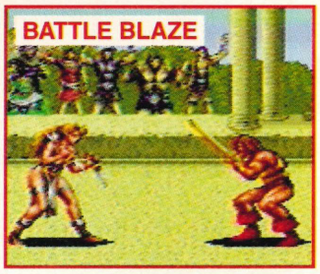
Strangely enough one of the most successful competitors is Acclaim's ***SuperWWF***, both in sales and playability. There aren't that many moves, and no special moves for the various characters, but there's some great graphical sequences, very good in-game graphics and some good fightin' to be done, albeit a little sluggish. The absence of a tournament is a

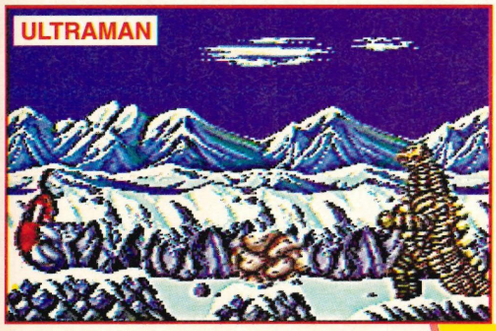
FACE

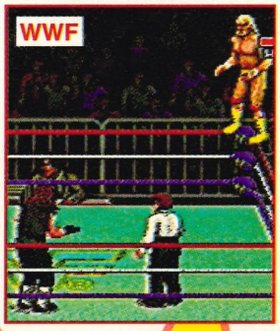
BEAT-EM-UPS *PLUS*











Plus what? Plus long scrolly levels, that's what. This is an even more popular game format, combining teeth-crunching violence with a bit of exploration. The price of being able to move into the screen is usually a radically diminished number of combat moves, but the best of these games compensate with increased gameplay variety.

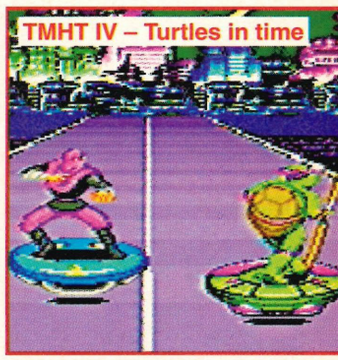
The current king of this genre is Konami's *Teenage Mutant Hero Turtles IV – Turtles In Time*. The main game is a walkalong style beat-'em-up for one or two players while there's also a *SFII*-style one-on-one and also a 'Time Trial' which is just that, a race against time. Despite the Turtles tag, this is a firm favourite, earning 90% for solid gameplay and great graphics in its SUPERPRO 1 review.

One inspiration for this game is probably the classic two-player beat-'em-up *Double Dragon*, recently resurrected by Trade West as ***Super Double Dragon*** with sadly indifferent results. Looking and playing dated this extremely repetitive game is definitely second-rate. There's plenty of violence, of course, but you should try before you buy (61%, SUPERPRO 1).

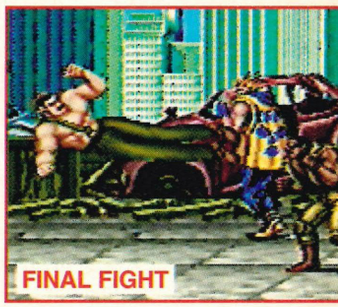
Prior to *Streetfighter II* Capcom explored the SNES's possibilities with a one-player only conversion of ***Final Fight***. Despite this flaw it looks good with atmospheric backdrops, smooth animation and plenty of objects to pick up. (77%, SUPERPRO 1.) You should also know Capcom have released in Japan a slightly different version called ***Final Fight Guy***, this is virtually identical apart from replacing Cody with guy – one of the coin-op characters cut in the original conversion. It's still one player though and a bit easier too.

Jaleco's ***Rival Turf*** is the nearest competitor to *Final Fight* yet, but comes firmly second best in most areas and even a simulaneous two-player mode can't rescue it. It got a rating of 51% in Issue 1 and with so many better games to choose from is one to avoid.

But to finish on a high note let's turn to Taito's ***Sonic Blastman***. I have to admit I'm not a great fan – there aren't that many moves and it's a bit easy. However it is very funny with some really cartoonish 'pows' and 'crunch' effects, and an amusing sub-game where you have to punch out various villains in a first-person perspective. Scoring 87% in Issue 1 it's well worth checking out, although humourless gits like me prefer *Final Fight* – assuming that you've already got *Streetfighter II*, of course!











serious omission, but this still does well (76%, SUPERPRO 1) especially in comparison with the competition.

Human's ***Super Fire Pro Wrestling*** immediately springs to mind as one competitor that couldn't take five seconds in the ring with *WWF*. It's totally uncontrollable, totally unplayable and totally unrecommended with 12% being perhaps generous!

Battle Blaze goes off on a completely different tangent with Roman (rather than TV) gladiators crossing swords. There's plenty of barbaric characters to fight with, all of which is quite diverting for a while, earning it 64%, but its lastability is very low!

Golden Fighter is a more conventional *SFII* clone, but is absolutely riddled with flaws and barely scrapes a pathetic 23%! *Tinfighter* more like. Another ropey beat-'em-up comes from Softel, ***George Foreman's KO Boxing*** is the pits, with the two fighters moving and acting like middle aged geriatrics. Full marks for authenticity, 47% for terrible gameplay.

With conventional beat-'em-ups faring so badly one begins to become more appreciative of games which at least attempt to inject some enjoyability (so to speak!) with novel, off-beat concepts. But Takara's ***King of the Monsters*** is sadly another example of nice idea, poor execution. It all takes place on a 3-D battlefield, with some great monsters and atmospheric ruined cities, but the controls are clumsy and the perspective out by quite a bit. Even the characters are lifeless, this *King* earns a lowly 46%. Still, this is better than the would-be comic approach of ***Ultraman***. It's dull, boring, dull, easy and, well, dull. As we said, Ultra-rubbish and just 31% (SUPERPRO 1).



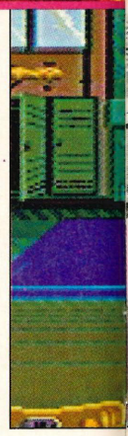




A knock-out! Below a battle is just about to begin with each players' lights (above the ring) at full strength. Knock his lights out, son! On the right you can see one of the numerous menus, this one showing players' stats.







BEST OF THE BEST

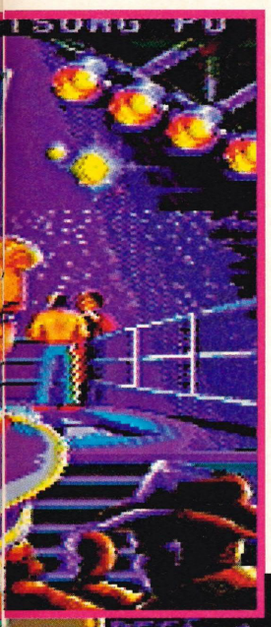
Loriciel's move into the beat-'em up market takes a different line from most other games in this feature, rather than ever more bizarre characters and weirder backdrops the company goes back to basics, concentrating on the real sport of karate. The result certainly has the violence and gore of *SFII* but can it really compete in the playability stakes? Mark "Bwuce Lwee" Wynne goes a couple of rounds to find out.

Stepping into the ring of *Best Of The Best* isn't to be done on a whim. Opponents have to be selected from a list of a dozen or so, strengths and weaknesses analysed, vigorous training undertaken. There's a lot of homework and practice to be done, which immediately raises this cart above the plethora of more arcade-based games.

A major feature of *Best Of The Best* is the large selection of different combat moves that can be selected and assigned to your control buttons. Most of the kicks and punches look identical despite having different effects, but there are a few, such as the step kick and roundhouse punch that look a little more dramatic, and, well, painful!

Winning a fight requires you to smack the other fighter around a bit until all of his energy has been depleted – then you can move in for the kill. A count of ten from the referee will mean that the player who isn't face down on the mat wins.

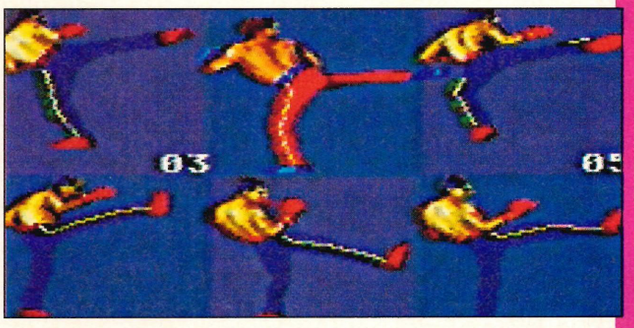
If enough matches are won then you may be invited to a money-







Below you can get some idea of the quality of the animation. The huge range of moves are all well done, the accuracy of the animation suggesting digitization. On the left there's the training gym wher e you can build up your stats.



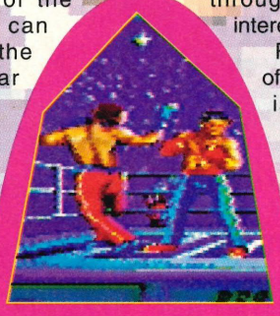
spinning tournament where the finest athletes await. The more traditional setting doesn't make the bouts any easier - on the contrary, the new karate fighters are even better. Once you have either won or been thrown out of the tournament you can continue to fight for the belts from the regular black belts.

Best Of the Best is a bit of a maverick, sitting out there all on its lonesome as the only true karate simulation currently available. It implements many authentic rules, including those that prevent the fighters from holding and also requiring the ref to call a break if three identical kicks or punches are thrown in succession. This is a very welcome addition - all too often you get some prat who tries (and sometimes succeeds) to take others out with the same old move.

Best Of The Best is certainly a refreshing change, and a huge departure from the *Final Fight/Rival Turf*-type games. Being able to devise your own set of moves and so on is great fun, and the fact that you can save the game, albeit through a password, keeps interest high.

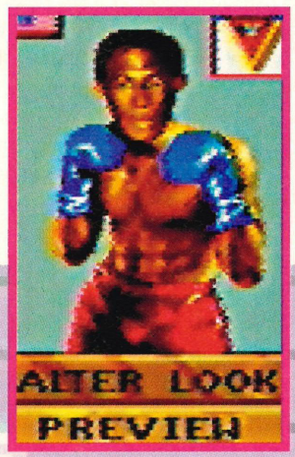
From a graphical point of view, *Best Of The Best* isn't exactly a masterpiece. The fighters aren't too bad, delivering some well animated moves, but they do all look very similar. The size of the screen utilised for gaming purposes is also disappointingly small - much of the top and sides being used for a crowd scene.

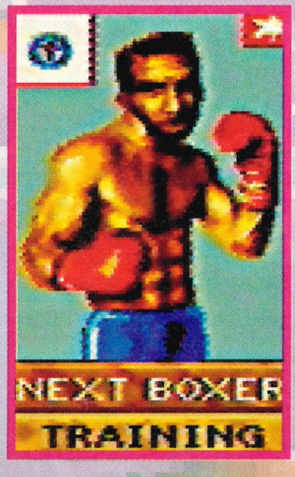
On the whole, *Best Of The Best* is a pretty good game, being best in two player mode (as with all such games). It doesn't have the character of *SFII* or the non-stop action of the *Turtles* - it's more a thinking man's beat-'em up - but this only adds to its unique feel.



PRO TIP

Use the roundhouse/ twist turn punch twice, then the small kick once, the repeat. This should be effective against most opponents.







Publisher:LORICEL
Supplier: VIDEO GAMES OF AMERICA
Tel: 0403 752156
Price: £45



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

CONTROLS

The huge variety of moves, the fact that different buttons do different things depending on where you're standing, and the fact you can even redefine moves on the D-Pad make explaining the controls rather difficult. It's complicated, okay?!

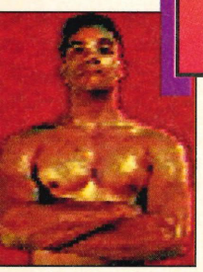
PROS: Varied gameplay, tornament option (with password save) and realistic moves.
CONS: The graphics are a bit weak and it's not played at any real pace.

GRAPHICS	67
SOUND	50
GAMEPLAY	86
LONGEVITY	85

PROSCORE 85 SCOREPRO

HIGH KICKIN' FUN!

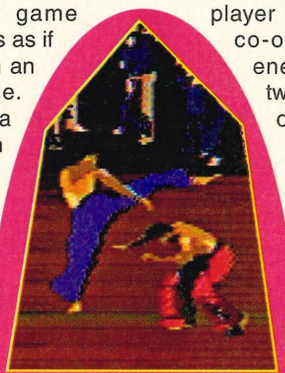
PIT-FIGHTER





Deep within the dark underworld of the city, an evil sub-culture relentlessly indulges in barbaric behaviour, seething violence even more cruel and frightening than a bad *Mad Max* film - the realm of the *Pit-Fighter*. Casually shrugging off the warnings of impending death and poor gameplay, Ryan "Down In the Dark" Butt prepares to challenge hordes of fellow contenders in an attempt to gain the most sought after prize around (at least, in *Pit-Fighter* world) - the Crown of the Champion.

Pit-Fighter first surfaced as an arcade machine several years ago. It featured digitized graphics and sound taken from actual film footage giving the game fantastic realism - it was as if you were taking part in an X-rated splatter movie. *Pit-Fighter* is basically a fight to the death in an attempt to gain fame and recognition with bookies throughout the savage inner city. You can choose to be one of three different contenders in your fight to the top. Buzz is a former professional Wrestler, with bone-crunching slam dunks and pile-drivers. What Buzz lacks in speed and agility, he makes up with overalll strength. Ty is a Champion kickboxer with all of the speed and power necessary to take him to the top. And there's Kato, a Karate legend, and master of the lethal Dragon Punch. Each fighter has certain strengths and weakness that may or may not effect their standings in the arena, so the player must evaluate which contender is most likely to inflict the most damage on competitors such as Chainman Eddie, Angel, Executioner, C. C. Rider, and finally the Ultimate Warrior, to gain the title of the Pit-Fighting Champion. There's alsoa simultaneous two-player mode, where you can co-operate to fight the enemies and after every two rounds you fight each other for bonus cash.



PRO TIP

The best all round fighter is Ty. Use his flying kicks and round houses to floor your opponents.

It's not that complicated a game and with the SNES's custom chips this should've been great. But to say I was disappointed would be a gross understatement! Horrified is more like it. Gone is the wide arsenal of weapons available to aid your attack. Gone are the excellent backdrops and destroyable cars. Gone are Mad Miles and Southside Jim, two of the coin-op's most characterful fighters. And gone is the intense gameplay and haunting atmosphere that made the original so appealing.

Instead of a straight conversion, THQ have messed around with certain features of the game. Instead of a plain energy bar, the programmers have opted for a number that counts down as you sustain a hit. The moves are extremely difficult to carry out, that is if you can actually stay alive long enough to grasp them. The SNES version of *Pit-Fighter* is so hard it's laughable! It even comes with the added bonus of not having any lives or continues, so the prospect of progressing far is a joke!

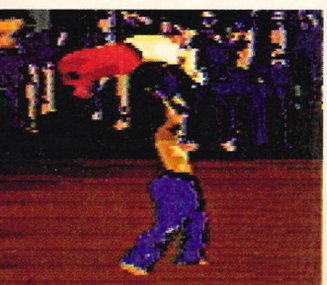
If the graphics were state-of-the-art you might understand the awful, sluggish controls but they're not, the animation being particularly appalling. And what little sound the game offers is equally awful. The sampled speech can barely be heard over the dire tunes, and the effects are limited to a few thumps and groans.

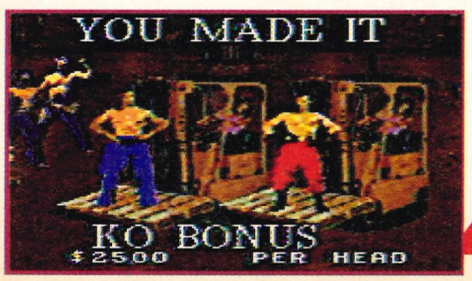
As SNES games go, *Pit-Fighter* is probably the worst ever, in fact I'd rather forget the dreadful experience of ever having the gross misfortune of playing it!



Action galore! Ish. Poor sprites and sad animation galore.









Publisher: **THQ**
Disributor: **THQ**
Tel: **?**
Price: **£39:99**



Players: **1-2**
Skill Levels: **1**
Cart Size: **4Mbit**
Save Game: **None.**
Features: **Digitised sound and graphics.**

CONTROLS

- ▲ Moves character up.
- ▼ Moves character down.
- ◀ Move character left.
- ▶ Move character right.
- X Jump.
- Y Block.
- A Punch.
- B Kick.
- L Special move.
- R Special move.

PROS: Two-player bout can be fun every two rounds.

CONS: But Pit-Fighter is way too difficult (due to bad programming) and you'll soon become infuriated by it's sluggish feel and duff graphics.

GRAPHICS	48
SOUND	21
GAMEPLAY	11
LONGEVITY	30

PROSCORE
23
SCOREPRO

RECREATE THE EXPERIENCE OF PURCHASE BY BANGING YOUR HEAD AGAINST A WALL.





Below: just three of the characters you must face on your way to become the world's "Number One Fighter!"







Power ATHLETE

Publisher: **KANEKO**
Supplier: **KC'S COMPUTERS**
Tel: **0509 211 799**
Price: **£60**

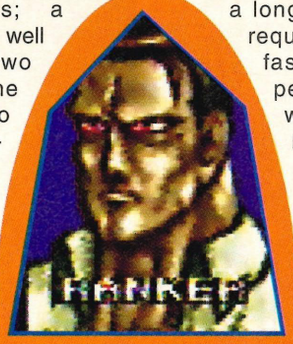
Players: **1-2**
Skill Levels: **8**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Simultaneous two-player**

Eight different players each with their own special moves; nine different backgrounds; a tournament facility as well as the obligatory two player mode – on the page it all sounds so familiar. Sadly on-screen the *SFII* resemblance soon vanishes.Backdrops are poor and music is uninspired. The main track is dire, a high energy drum beat with a typical Japanese keyboard ditty. This soon fades out as the fighting begins and in fact punching, throwing and kicking FX are all fairly good, sounding only slightly muffled. Combine this with the vocal sampling - the screams, grunts and just plain old "Aaaghs!" and a vital ingredient of realism is added.

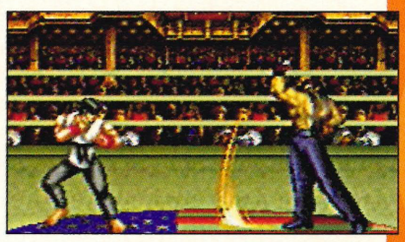
Sound FX are, sadly, about the only decent aspect of the game though. Instead of *SFII*'s huge range of combat moves which soon had your fingers in knots *Power Athlete* has but a few. These days we're no longer content with the monotony of pressing button A furiously to wollop away at masses of fiends with large muscles but no staying power. What we want now is an element of skill, and this requires there to be a whole host of both normal and special moves - skills which take a long time to fully master, requiring more than just a fast finger to execute perfectly. *Power Athlete* with a jump button, a kick button and a punch button together with one automatically performed special move fails completely to live up to our expectations.

Unsurprisingly animation comes nowhere near the smoothness of *SFII*. What few moves there are get animated in lack-lustre, jerky fashion and the characters are sadly lacking, well, character. Although you can choose any character in the two-player mode in one-player mode you're stuck with boring Joe.

The only interesting point is that you can move into and out of the screen, a 3-D like effect which just makes it more difficult and irritating to land a punch. A more promising feature is that your attributes are slowly built up. Starting off you have very low strength, speed, defense, jump and life force but with each victory these are built up. But this just means you have to have the rudimentary intelligence to pick the weakest opponents first. Being a genius I completed the game within an hour, admittedly on the second of eight settings but I've still got no inclination to play it again.



PRO TIP
KW6 087R EQY
The above code will give you speed, strength and a huge life force. Perhaps even enough to challenge the final foe.





CONTROL

- Moves character up.
- Moves character down.
- Move character right.
- Move character left.
- X: No function.
- Y: Punch.
- A: Jump.
- B: Kick.
- L: No function.
- R: No function.

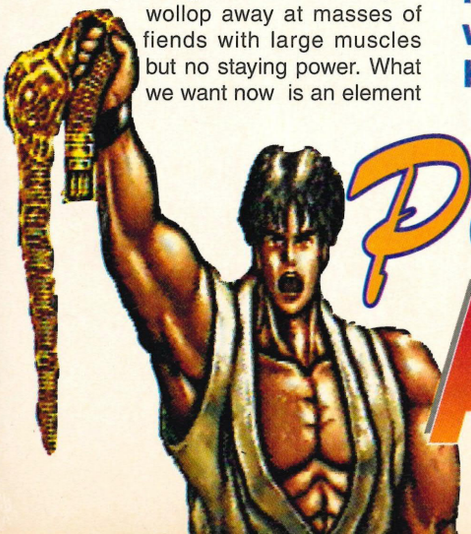
PROS: Building up your strengths should prove fun for a while.
CONS: Poor animation combined with dreadful gameplay and total lack of originality make for a truly dire cart. The programmers of *Power Athlete* must be the only people glad that *Pit-Fighter* has been released.

GRAPHICS	45
SOUND	60
GAMEPLAY	42
LONGEVITY	49

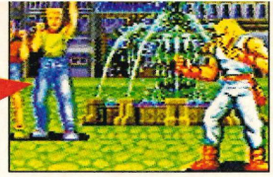
PROSCORE
45
SCOREPRO

A CHRONIC AND FAR FROM CHEAP *SFII* CLONE.

Hot on the ninja heels of *SFII* comes *Power Athlete*, a clone that manages to present itself without one iota of originality. Still, with *SFII* to play-test for ages maybe Kaneko have come up with some improvements to gameplay. Dave "whirlwind" Westley hacks and chops his way to the truth.



Power ATHLETE



REVIEW

FATAL FURY

Fatal Fury is the Neo Geo's best shot at beating _Streetfighter II_ – but now it's been crammed into 12 Megs of SNES silicon and doesn't look that different. As for playability, Ryan "punch now ask questions later" Butt dons his knuckle-dusters to find out whether _SFII_ should worry.







Fatal Fury tells the tale of two brothers out to avenge the death of their father at the hands of notorious gangster Geese Howard. A city godfather Geece is apparently beyond the reach of the law, the only hope of restoring peace is for the bros to take the law into their own hands!

The action takes place over a multitude of excellent backdrops, ranging from amusement parks to temples to coastal beaches. You can choose to be one of three characters, each with his own array of moves ito cause havoc amongst the enemy. The moves range from the conventional kicks and punches, to Ken-style fireballs and _Sonic Blastman_-like super punches. Each move can be carried out with varying levels of difficulty, which is rewarded in the long run by the amount of damage in which they inflict on the punks you fight against.

You have the option to choose whereabouts in the city you start, but every crony must be defeated before you can confront Geese himself. Geese's henchmen range from oddballs such as Duck King, Michael Max, and even the seemingly harmless Tung Fu Rue. Each enemy comes with a wide range of attack moves, the most memorable being when Tung transforms into a kind of mutant gorilla.

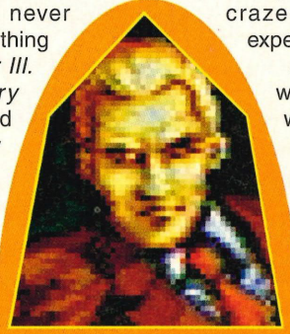
To progress onto the next round, you must knock your opponent's energy bar down to win a round. If two rounds are won then it's onto the next fighter. After two fighters have been hammered, you'll go onto a special bonus stage in which you must kick tyres to score points.

Fatal Fury has a wide range of options to customise the game to your own individual preferences. These include re-definable buttons, difficulty levels, number of continues and even a sound test.

After half an hour of playing _Fatal Fury_, you begin to realise that _Streetfighter II_ could never really be rivaled by anything other than _Streetfighter III_. Although _Fatal Fury_ excels on backdrops and the sprites are certainly big with plenty of colour, unfortunately the animation is rather crude in places and the fighters look more like cardboard actors from _Eldorado_ than killing machines.

The sonics in _Fatal Fury_ go up and down more times than a rollercoaster, on some levels the tunes are excellent, and bang along at a fair pace. But on other levels, such as Tung's, the music triggers off those homicidal tendencies that lurk deep within your subconscious, causing you to play more like a drug-crazed psycho than an experienced gamesplayer!

Fatal Fury does have a wicked two-player game, which allows you to whack seven bells out of your mates. However, the one player mode suffers badly due to lack of gameplay. The computer controlled characters soon become repetitive and predictable so finishing the game within a short space of time is definitely on the cards. What it all boils down to is if you've already got _Streetfighter 2_, then this game offers little more than an inferior rewrite. And if you haven't got _Streetfighter II_, then buy that instead.



PRO TIP

Thanks to Alex Bishop for this: select a two player game. Player 2 can push down to select his character from the bad guys!



Publisher: TAKARA
Supplier: VIDEO GAME CENTRE
Tel: 0202 527314
Price: £59.99

Players: 1-2
Skill Levels: 8
Cart Size: 12Mbit
Features: Tournament mode

CONTROLS

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

PROS: Nice graphics, good two player mode. An extremely close conversion of the Neo Geo original.
CONS: One player mode lacks long term playability. There aren't enough moves to prevent it all becoming rather repetitive.

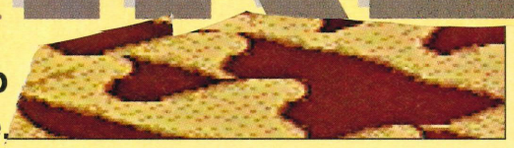
GRAPHICS	80
SOUND	72
GAMEPLAY	68
LONGEVITY	65

PROSCORE
70
SCOREPRO

LOOKS GOOD BUT PLAYABILITY IS NOTHING SPECIAL

tips DESERT STRIKE

Not much space for an intro this month! Thanks to help from some friends we've got the UK's biggest SNES Tips, crammed with gamebusting info!



This ProGold rotor-wing shoot-'em-up certainly provides plenty of challenge. so much thanks to Ian Lyden of Tooting for the following gamebusting solution. Ian reckons that even gung-ho, lilly-livered Ryan could complete the first level so this solution just covers the last three campaigns.

GENERAL TIPS

1 Use the map to locate enemy emplacements and supplies, remember that many supplies are hidden in buildings and under sand dunes. A concentrated stream of bullets or missiles will reveal the hidden booty. When using the chain gun, make sure a stray piece of lead doesn't ignite a fuel or ammo dump.

2 The best way to take out enemies like tanks and gun emplacements is to fly in as fast as possible and strafe the target with missiles and then circle quickly so that the enemy cannot turn its weapons on you. With the tight turning circle of the Apache, you should be able to cut them in half before they can even get a shot off.

3 Only use supplies when you need them, especially tool boxes as these are extremely helpful when you cannot pick up any more passengers. Bear in mind that for each passenger you return to a friendly base, 100 armour points are awarded.

4 Always try to destroy enemy emplacements before dropping off passengers. This enables you to get the greatest benefit from them.

5 Don't forget to search the whole map to find lost POWs such as the three in the bunker at the top of the map on level one. There are many such lost souls scattered all over the four missions.

CAMPAIGN TACTICS

CAMPAIGN 2

SCUD BUSTING 8ZL3H23

General: The quick ladder is in a building on a road diamond nearest to the north landing site along with a tool kit. An F-15 has crashed northeast of the POW camp, the pilot is JAKE, destroy enemy troops, pick up MIA then destroy plane for an extra life.

Destroy the three radars with a missile each.



MISSION 1: DESTROY RADAR SITES

Three radars to destroy.

Top radar is guarded by two Rapier, destroy with one missile each.

Middle radar is guarded by one AAA, one Rapier, destroy AAA with two Hydras.

The bottom radar is guarded by 2 AAA.

Swiftly fly towards the site, let off a volley of hydras to decimate the first AAA gun and then use a missile on the radar. If you keep spinning and turning around each site, the AAAs cannot get a fix on you. You should have no trouble completing this simple task.

7: E ENEMY AMBASSADOR

ıg the city, destroy the radar site which is just ıtch out for ZSU and M48. An excellent tip is to ention of an AAA gun and the hide behind a , in range. The AAA will blow the building apart u can use the confusion and smoke to move in ıe northern middle building contains another this before attacking the middle building which ımbassador. Make sure you pick him up! It is o blow the mother away!



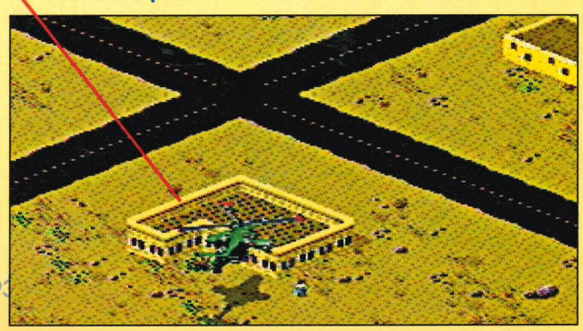
MISSION 2: ORCHESTRATE A JAIL (GAOL) BREAK

Destroy any surrendering enemies, then blast the prison. The buildings with flashes of light contain a MIA with a mirror. Blast these buildings to free them.

On most of the prisons, a tank or mobile AAA will attack once you have blasted the prisons open.

As soon as the wall crumbles, perform a wide circle of the area to locate the enemy and take it out. A tank will need a missile and some hydras to destroy it. You will have to ferry your human cargo to the beach sites many times to rescue them all. An excellent method is to flatten every building in the immediate area to find tool kits, ammo and fuel. The map will show the location of supplies but seeing as you are at war, what the hell! Burn and pillage the whole country, it worked for General Schwarzkopf.

Blast the prison to free POWS.



TIPS
DESERT STRIKE



his knuckle-dus ers find out whether *SFII* should worry.

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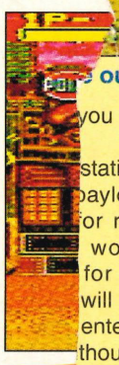


out this power station.

you should clear the site in

station itself, just empty your payload. There is a tool kit for replenishment and it is worth taking out all the for extra points. Now the will be slower and you can enter the chemical weapons thout detection.



Destroy everything to make sure no chemical weapons survive.

MISSION 4:
DESTROY CHEMICAL WEAPONS COMPLEX

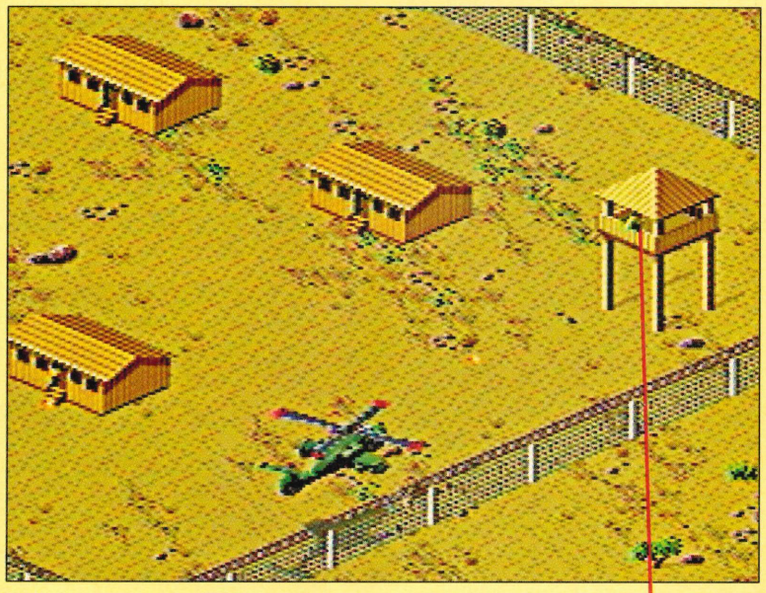
Take out AAA, watch out for VDA. Hide behind buildings and watch the troops do your work. Just northwest of the factory is a rock, blast it to reveal fuel. You need to destroy all the buildings in the complex to complete the mission.

MISSION 5:
TAKE OUT SCUD LAUNCHERS

Destroy Scud Commander HQ then fly to Launchers. You need two missiles to destroy the launchers. You will only have about five seconds before the Skuds are launched so just fly right up to it guns blazing. Missiles are the most effective against soft targets so re-arm as often as possible to avoid embarrassment.



During the Gulf War most of the USAF videos of Scuds going up in flames turned out to be really showing clever dummies. No mistakes here though!



Watch out for the ZSUs which appear when huts are hit.

MISSION 6:
RESCUE POW

Take out the towers on POW camp, then free the POWs. Drop off first load of prisoners then return for more. Watch out for ZSUs which turn up. Destroy them before they mow down the POWs.

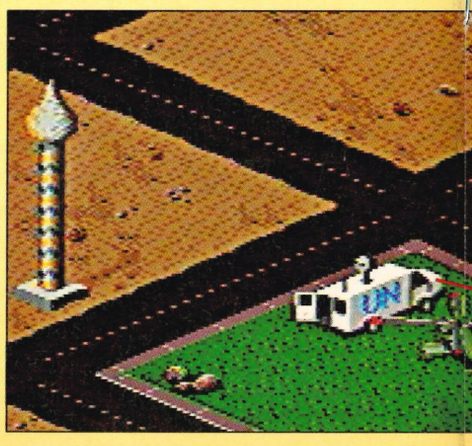
This is a very difficult mission unless you have taken out all resistance and you have to remember to circle the camp regularly or a tank will creep up and blast you out of the sky. As with the prisons, the enemy will appear only after you have destroyed certain huts. Ferry the POWs to the nearby ally troop transport.

CAMPAIGN 3

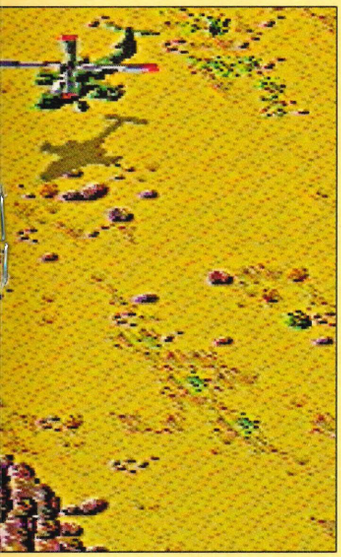
EMBASSY CITY

93LLBR5

If you want a massive points bonus of this level then go north and rescue the CNN reporters from siege near their truck. Take the war-torn hacks to their newspaper building in the south (you will see an 'X' outside) and you get a fat reward after the mission is over.



TIPS
DESERT STRIKE



MISSION 3: DESTROY UNDERGROUND MISSILE SILOS

The two silos by the sea are defended by ZSU. Destroy these with a missile and two Hydras. The other silos are surrounded by dunes which can be destroyed to reveal supplies. The southern most silo has an extra life defended by an APHID. Destroy with one Hydra. Once the silo has opened, the ICBM is only a few seconds away so blast them quickly.



ICBM silos must be quickly hit to prevent a launch.

MISSION 2: DESTROY BIOLOGICAL WEAPONS PLANT

There is a fuel tanker to the west of the plant, take out the AAA and VDA that turn up. Destroy the buildings and pick up the scientists. When you complete this mission fly south over the sea so you don't use up any fuel.



Destroy the bio-plant!

MISSION 4: RESCUE PILOTS LOST AT SEA

Be judicial when ploughing into the two gun boats guarding the dingy. As with the UN inspectors, a stray hydra will finish the mission so draw the enemy away from the dingy and then hit it with whatever you have left. Only two out of three pilots need to be rescued for the information but the other one is worth a great deal of points.

MISSION 5: DESTROY POWER STATION

The station is defended by four Rapier – destroy with one missile each. It is quite easy to destroy the station after taking out the silos. There is new armour under the power station and wreaking pylons nearby helps to create havoc with the enemy defence network.

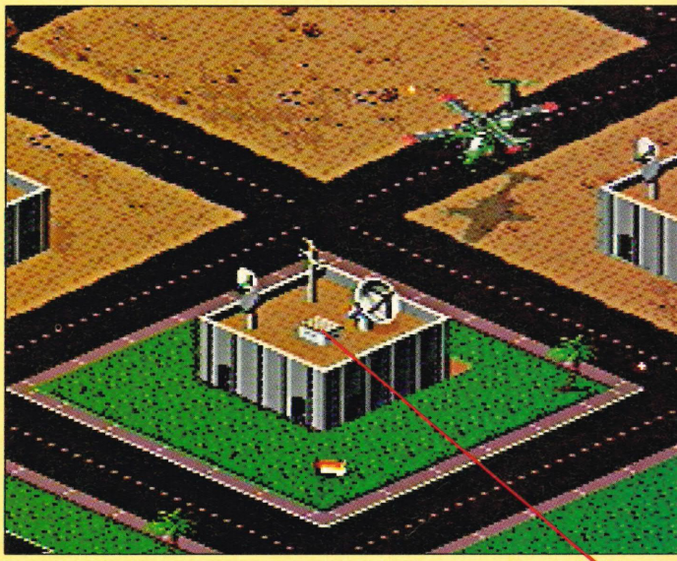
MISSION 6: RESCUE PRISONERS ON MADMAN'S YACHT

The yacht is defended by a chopper and gun boat. Destroy the chopper with two missiles. Once all the enemies are destroyed, shoot the boat and pick up the POW. Do not go after madman as he escapes, it is pointless.

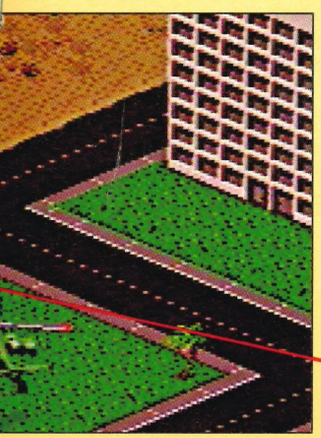
If you fill up with POWs, quickly return to the landing site on the beach and drop them off. If you delay too long, the remaining hostages will gradually drown in the sea as they keep jumping off regardless.

MISSION 7: CAPTURE ENEMY AMBASSADOR

Before entering the city, destroy the radar site which is just south of it. Watch out for ZSU and M48. An excellent tip is to attract the attention of an AAA gun and the hide behind a building that is in range. The AAA will blow the building apart for you and you can use the confusion and smoke to move in for the kill. The northern middle building contains another M48. Destroy this before attacking the middle building which contains the ambassador. Make sure you pick him up! It is very tempting to blow the mother away!



Attack this to make the enemy ambassador run out!



MISSION 1: RESCUE UN INSPECTORS

Destroy the APHIDS attacking the UN with hydras, pick up the inspectors, then destroy all the small buildings for supplies to be revealed. You have to be extra careful with the enemy troops near the inspectors because a stray shell could ruin the whole mission. Use guns on the commandos while lowering the ladder.

Careful with your shots near the van.

MISSION 8: EMBASSY RESCUE

Destroy three choppers and other defences. Make sure you have full armour and weapons. Land on the 'X' and drop off your co-pilot. Shoot two more choppers and new defences that appear to defend the embassy. Shoot the gates but DO NOT HIT BUS. Fly ahead of the bus to destroy any enemy troops. The bus does not move when it is not on screen.

Watch out for the ZSU by skyscrapers near the embassy, and the M48s in the desert. Road-blocks and trucks need to be cleared for the bus to proceed. Pick up co-pilot when your bus reaches its destination - southeast corner of map. Pay attention to the direction of the bus because it sometimes goes cross country to avoid any danger zones.

NEXT MONTH: THE FINAL INSTALLMENT

PRINCE

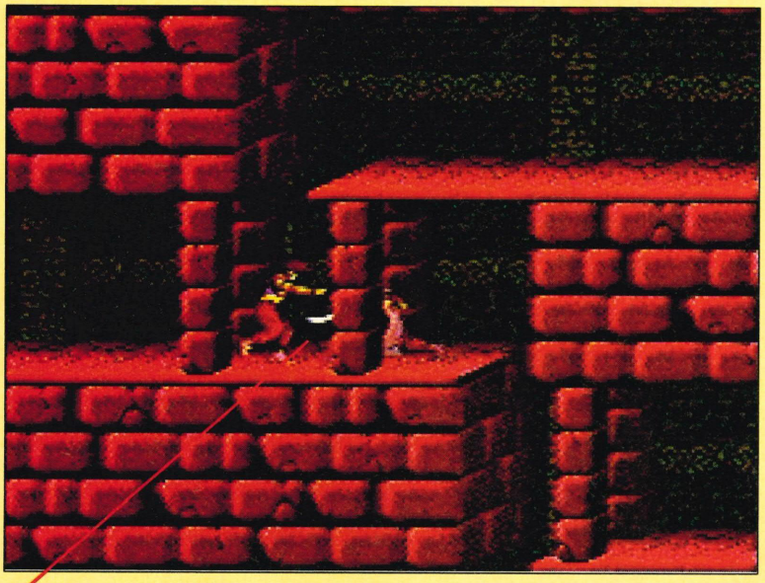
THE SOLUTION PART 2

This classic platform-action game is no piece of cake, so thanks be to Ryan who's gone through fire, razor-sharp traps and trick mirrors to bring the second and final part of the SUPERPRO solution to *Prince of Persia.*

LEVEL 11

PASSWORD YV3RKVV

More fun and games await on the eleventh stage. Many spike traps appear here so advance slowly, otherwise you may be horribly impaled! Working your way around to each switch may take some time but it shouldn't be too difficult. With the flames, move in close then jump over each one separately. The exit is situated in the bottom right hand corner.



Foolish knights such as these can be forced back over the edge, thus causing them to plummet to their doom.

Always expect thefiendish, if there is a long drop, then you can be certain to find spikes at the bottom.





A handy way to save time on screens where both knights and razors appear is to repeatedly block their attack moves, forcing them back into the death traps.



LEVEL 12

PASSWORD RV3DKVY

Theoretically, you need to go all of the way to the right, then down and then left but you can save yourself a lot of time by going to the first collapsing board (after the second knight), running over it to make it fall and then jumping from the right side of the gap and through it to the left, grabbing the ledge as you fall. This makes this whole level a very quick and easy affair!

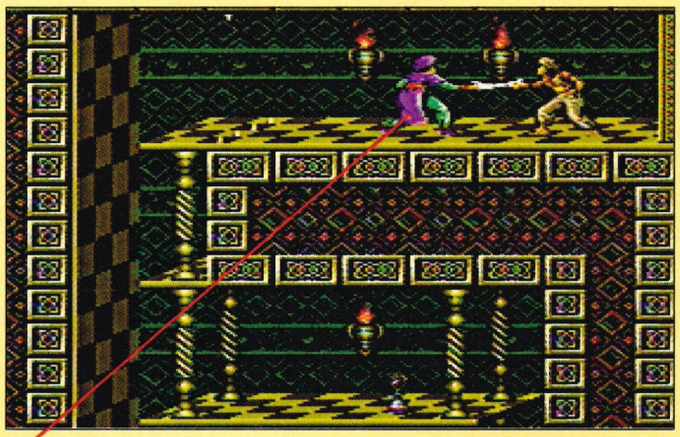
TIPS

OF PERSIA

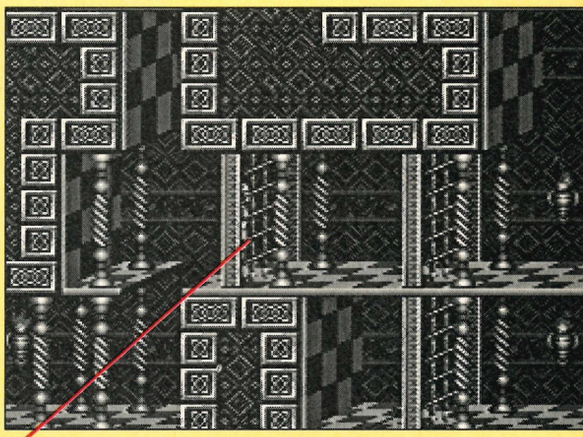
LEVEL 13

PASSWORD Y3HHKVH

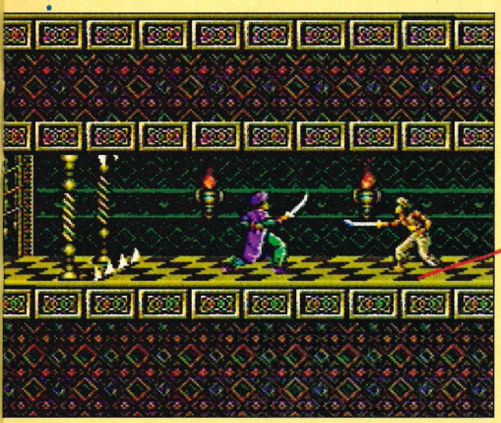
This is a long-winded level and you will have to climb rather than fall down the different platforms. Make sure that you tread on each switch then continue to the far right so that you can climb upwards by heading left, up and right. When you get to the two portcullises close together, wait near to the right one and wait for a mouse which comes along and helps you out. Hit the switches then continue to the top, despatching the knight on the conveyor belt by forcing him back.



Push the nasty knight off the edge, then make your way down to the potion. This will give you that extra bit of vitality to keep your spirits up.

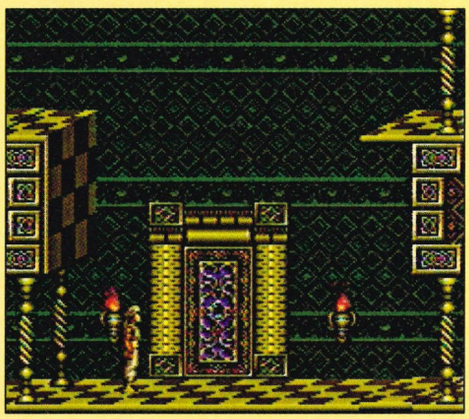


All of these portcullises can be opened by switches located nearby, all you have to do is find them all.



Having quickly located the exit, you must now find the switches to open it, not as easy as it sounds.(left)

As you enter this screen, the portcullis will be raised by on e of the first tiles you step on. So simply kill the guard and be on your way.



LEVEL 14

PASSWORD VYRDKVH

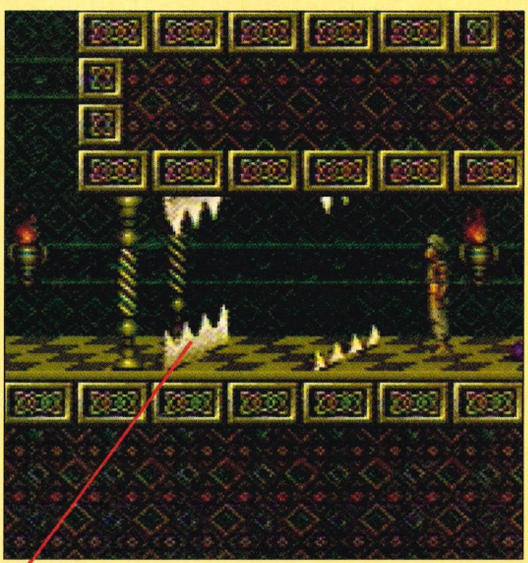
The only thing to watch out for here are the potions because these flip the screen, making your task for more difficult! The idea here is to open the exit by jumping on the switches located around the level. Look out for the invisible ledge located above the middle left spikes - there's also a false wall here, although your only reward will be the upside down potion.

LEVEL 15

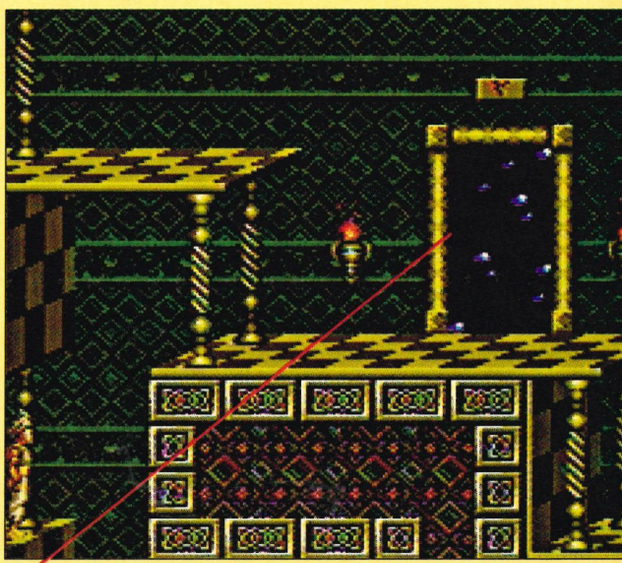
PASSWORD 3DDDKVH

It's getting really complex now, with warp portals whisking you off to other portals. The first portal you need to find is just to the left of your start position. Go through this then simply walk left for the next portal. Walk left toward the bridge. When you reach the bridge some mean old man will destroy it. Go back to the right until you come across your identical image - sheath your sword (press down) then walk into him. This will give you the power to cross the broken bridge therefore allowing you to reach the exit.

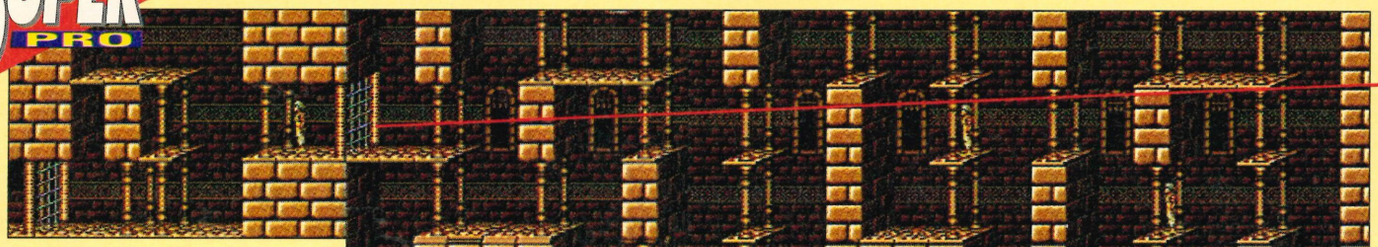
If you've time to spare delay going to the first portal, instead go left climb up at the first opportunity, go right then climb up three times, go left and take the first teleport. Kill the knight then go the invisible platform on on the right so that you can grab the special potion which will increase your energy. Now retrace your steps to go through the first portal as detailed above.



To dodge the razor blades, simply stand close and press the jump button when they close and you should pass through unharmed.



These portals transfer you to another part on the level. It is simple to learn the pattern on a trial and error basis.



The exit can be found in the top left hand corner of the level.

LEVEL 16

PASSWORD VDVVKVD

Climb up this level by basically finding the nearest platform in reach. It's probably not worth getting the potion unless you can get past the sharp blades easily. Taking the right path could be best. When at the top, head left to the knight (a real one!) and defeat him to continue on.



At the end of level 16, you'll come face to face with an evil Dark Knight. He is by far the toughest adversary yet. To kill him, simply block his moves and then follow up straight away with a quick jab.

At some points on the level, you will have to make blind jumps off of the screen, keep the X and A buttons pressed to grab hold of platforms that you cannot see.



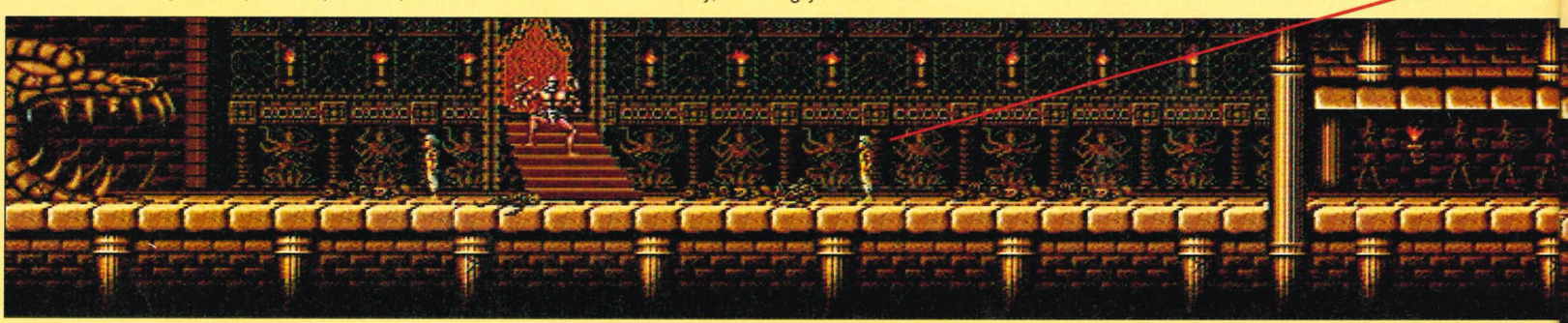
Beware of spikes along the bottom of the level. Look for the holes and slowly walk across.

LEVEL 17

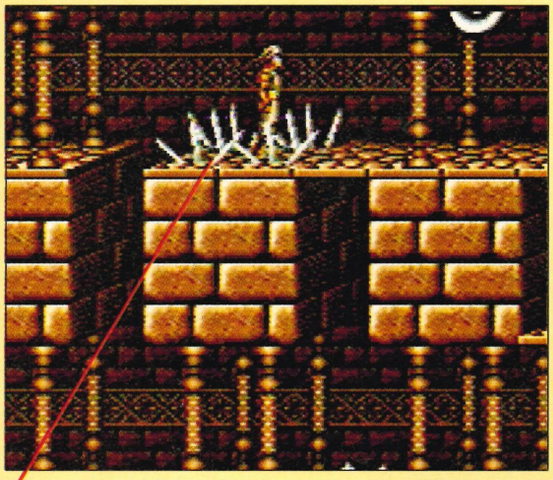
PASSWORD 3KOODVO

This may look short but it is also one of the toughest levels! To get past the clubs, crouch down, then 'roll' your finger on to the left button so that your character squats forward a little (make sure that you keep down pressed). When through, though, the test becomes even more exacting. You will meet a multi-armed dude who attacks with skulls and also jumps at you. Move around carefully, dodging the skulls as best you can, and attack the guardian. When he jumps, run under him - when he lands, you'll turn around automatically, allowing you to attack.

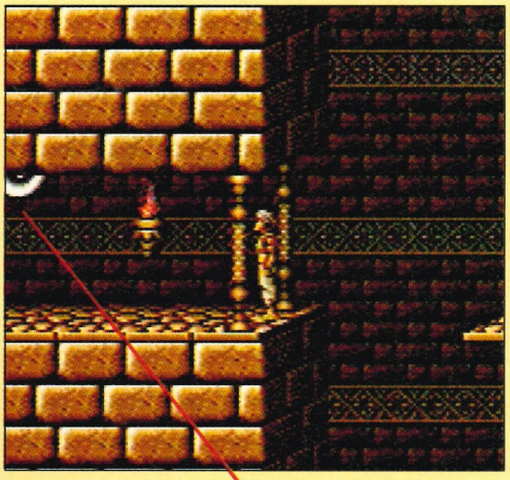
Before you can make a sharp exit from level 17, you must do battle with an ugly freak with several arms. This mutant Dhalsim lookalike will jump at you causing the roof to crash down, get behind him and jab him up the bottom before he turns round.



PRINCE OF PERSIA



This screen is very hard to clear. Walk along the top and grab hold of the edges when the collapsible platforms drop. These will get rid of the traps, then drop down the second one, walk right and jump up to cause the platform to drop. This will open the portcullis.



The blades can be dodged in the same way as razor blades. Timing is critical.

LEVEL 18

PASSWORD VKO3DVH

From the start, head up to the set of three collapsing platforms then make these fall on to the spinning balls, therefore destroying them. Step on the switch then continue left, up and right to the far side. Go up, jump across to the knight, defeat him then jump again to the platform on the left. From the right edge, run and jump across to the left platform, don't stop (you need to keep your speed up) and jump across to the next area. As soon as you land, jump again, then release the button, otherwise you'll grab hold of the collapsing platform. As soon as you've fallen past this, hold the button down so that you catch the platform next to the portcullis. Continue through, get the potions, watch out for the spinning ball (go left, up and over) then carry on to the other 'real' knight on the right side. You're then just below the exit!

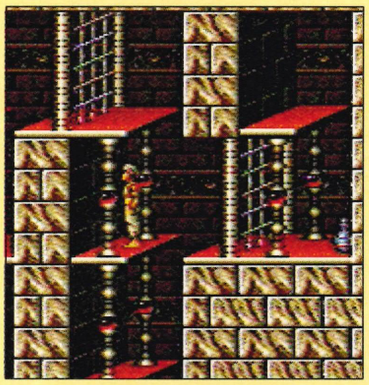
Look out for magic potions to keep your vitality up along the way. (right)

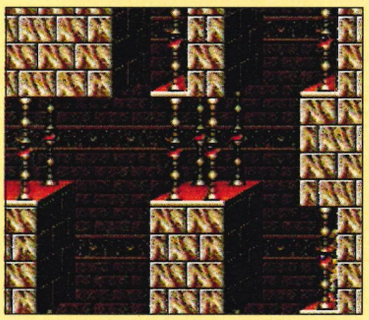
LEVEL 19

PASSWORD 3R33DVH

The penultimate level is a predictably testing one. From the start proceed to the left, walking carefully over the spikes, then search around for each switch. Work your way upwards to the top left bridge, grabbing the potion in the top right before continuing on to the guardians. You've already encountered all five before - force them back and follow either the basic sword fighting technique or, for the final one, the tips listed earlier.

If the lavish interior decoration is anything to go by (right), then you must be nearing the end of the game. However this level is no push over.





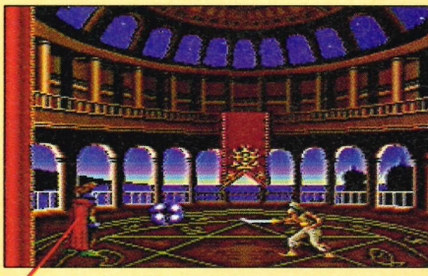
LEVEL 20

PASSWORD ZBGIBSB

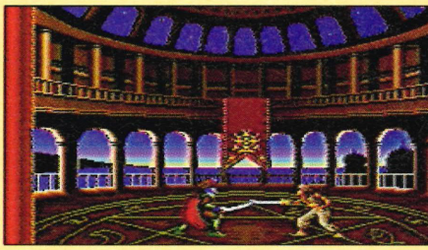
Against the wizard you will first have to counter his magic attacks – protect yourself with sword, then attack him, then repeat. Eventually he will attack with a sword but, if you have survived the initial onslaught, you shouldn't have too many problems defeating him. Just remember to time your parries to his sword swipes, then a quick follow-up jab should hit every time.



When you emerge on level 20, go right to the balcony to grab a quick glimpse of your sweetheart.

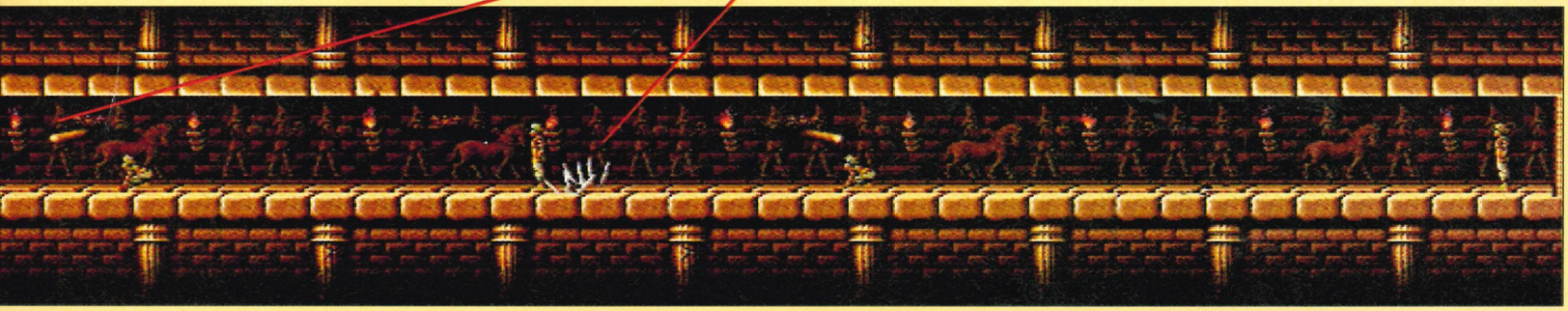


When the Vizier appears, deflect his magic and move in close to jab him. Repeat the process until he draws a sword to attack you. Now simply block his swipes and lunge when he is vulnerable.



To dodge the clubs, push down on the joypad, then while it's pressed, tap the left direction to jump along the ground.

The first few screens of level 17 contain hidden spikes, so look for the holes in the ground and approach with caution.



tips THE MAG starring

THE SOLUTION: PART ONE

CAPCOM's latest and cutest SNES smash-hit is an absolutely massive game and although the infinite continues mean it's not incredibly difficult, finding all the secret rooms is much more challenging. So step forward Ryan Butt to strip all the game's secrets bare, for your enjoyment, entertainment and education. Read on and be shocked!



Use an apple to fly above this bonus block, then make your way right jumping on the clouds as you go. By doing this, you will come across extra coins and an extra heart of energy.



TREETOPS 1-2

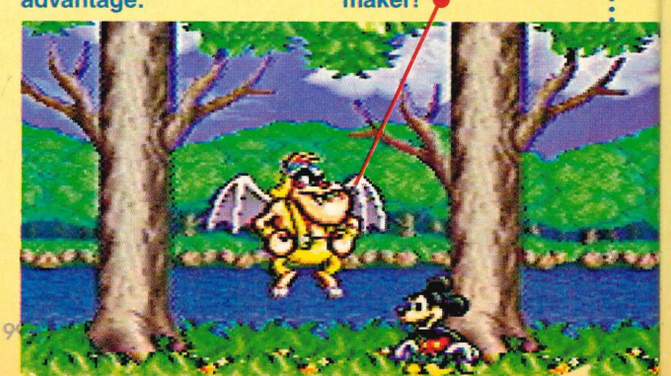
Dash to the right and run down the slope. When you come to the third giant tomato, jump on and wait for it to roll down the slope. To stay on simply run in the opposite direction. When it reaches the bottom, it will hit a ramp and go shooting up into the air, if you manage to stay on, jump over to the small block to the right when the tomato reaches it's highest point. Then, jump into the top of the trees and go right. At the end you will find a shop concealed within some blocks.

When you come out of the shop door, go right to the end of the level. In order to progress, you must first kill the Tree-Demon that is lurking at the end. He can be disposed of easily by repeatedly jumping on his head when he hovers low. When he lets out his tiny minions, concentrate on one and jump on it to stun it, then pick it up and hurl it at the Demon.



These huge tomato's aren't just there to add an element of spice to the game, with practice, they can be used to great advantage.

This vile Tree Demon can be killed by a few bottom-bouces on the head. Enough to send anything back to its maker!



ICAL QUEST
Mickey Mouse



TREETOPS 1-1

Go right through the hut, then jump up on the bricks as you emerge from the window. Jump onto the roof and uncover the secret room. When you re-appear, go right and grab an apple. As you float up in to the air, aim for the top of the big bonus block, then jump onto the small clouds. You'll have to be quick as they vanish as soon as you land on them. Keep jumping from cloud to cloud over to the right. You will soon come to a platform with a big bonus block above it, pull the chain to reveal a wad of cash. Once again, jump across to the right using the small clouds. When you reach the last one, jump right and you will land on a big vine with a big bonus block above it, simply pull the chain to reveal an extra heart of energy. Jump off the vine over to the right and make your way to the exit.

Break open this golden beauty to reveal an extra heart of energy. Very useful for later levels.

To clear the level, simply jump off the vine to the right, and then run to the end of the screen.



TREETOPS 1-3

This level is just a straight forward dash to the right until you reach the exit, but beware as there are plenty of creatures to avoid and kill along the way. Near the beginning, you'll come across a pool full of frogs, simply bounce on them to get across unharmed. When you reach the Beavers' lodge, drop into the water and walk through the centre to gain a 2-up.

Use one of the golden blocks on the left to kill the hairy beaver, then sink into the depths and walk through the centre of his lodge for a 2-up. But don't stay underwater too long!



These pink blocks can be put to good use by picking them up and hurling then at the loathsome worm.



TREETOPS 1-4

This is where you'll encounter the first big guardian. This one comes in the form of a giant maggot. To kill it, simply grab a block and wait for it to drop down from the tree, as it does hurl the block at its head and watch it recoil in pain. Now as it lunges at you, jump over its tail and land on its head to inflict further damage. Every time you hit it, it will lose one segment from its tail, these can be picked up and used as missiles if you're quick enough.

When the loathsome creepy-crawly has lost most of its tail, it will fly off the handle and start jumping uncontrollably towards you. To defend yourself, keep running from one side of the screen to the other, grabbing a block as you go. A well-timed lob at the maggot will add to its torment. Another five hits or so, and it will give up the ghost.

TIPS
THE MAGICAL QUEST



This secret doorway can be found at the bottom of the level as you reach the swamp. Simply blast the blocks and drop down to glory.



Within the doorway lies hidden treasures of considerable values. Have you seen the price of an extra energy heart in the shops!

DARK FOREST 2-1

Having gained your trendy new Paul Daniels outfit, go right until you reach a springy branch with a swamp below it. Drop into the swamp and quickly jump out to the left, you should land next to a pile of bonus blocks. Simply clear them out of the way and drop into the pit, a secret cavern awaits you, within which you can gain an extra heart of energy amongst other things.
When you come out, keep going right as far as you can go, then make your way upwards using the springy branches. When you reach the top, go right and hop onto the falling leafs, jump over to the right and the exit isn't far away.

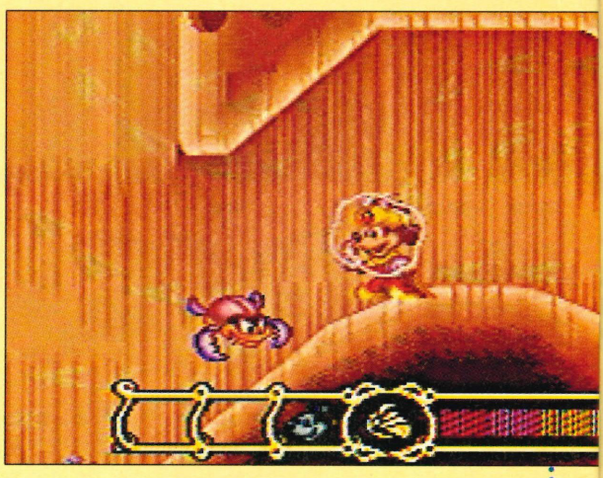
Use the falling leafs to make a sharp exit from the level.But try not to stay on then too long.



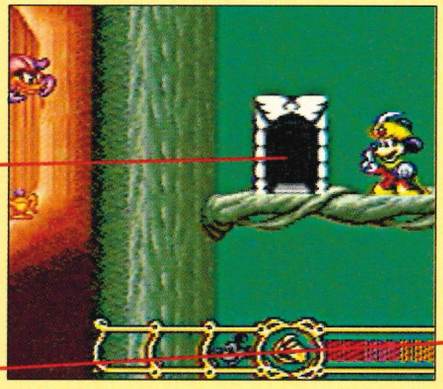
DARK FOREST 2-2

This level is slow but simple. As you enter the tree, wait by the first bud that blocks you way, then shoot once to open it. Before you go through, shoot again to kill the creature, the buds close quickly, so fire again to re-open it, then dash through.
Keep making you way up, dodging the woodworm and nasties as you go. When you come out at the top, drop off the springy branch and push the joypad in the direction of the tree, you will land on a small branch with a door on it. Go in to enter another shop, if you have over two hundred coins at this point, you'll be able to purchase another heart of energy.

Take your time whilst trekking through the sap-filled tree trunk, as festering nasties will come at you from all angles (right).



As you emerge from the tree, drop off the branch and another secret door awaits you. This one leads you to a shop.



To kill the second Tree Demon, keep the fire button pressed down and then release it when you get a clear shot.



DARK FOREST 2-3

This is just another straight dash to the exit, simply keep going right, making sure to dodge the clubbing trees and jumping fish. You will eventually reach the exit.

Wait for these mean looking Tree Creatures to swing their clubs, then quickly dash over them before they get a second chance.





Use big blasts of magic to kill off this psychadelic spider. Far out man!

DARK FOREST 2-4

Make your way up on the springy branches, at the top, then go right. When you reach the edge, jump over to the right and you'll land on safe ground, now simply go right to encounter the second of the big guardians. This one is a huge spider, it can be easily killed by keeping your finger on the fire button and letting go when you've produced a huge magic ball. Be sure to aim for his head and you shouldn't have too many problems in sending this stripey thing spinning into oblivion.

FIRE GROTTO 3-1

This level is pretty self-explanatory, all you have to do is dodge the various obstacles and hazards that crop up as your life descends into the fiery depths.
You'll encounter another Demon at the bottom, this one will hammer the ground with a club, causing great pillars to shoot up under your feet, so it's a good idea to keep moving. He can be easily killed by keeping the fire button pressed down until you produce a big magic ball, then fire at will!

Use the same method as before to dispose of the Fire Demon. But be sure to stay on the move as he has a tendency to uproot the ground.



THE MAGICAL QUEST

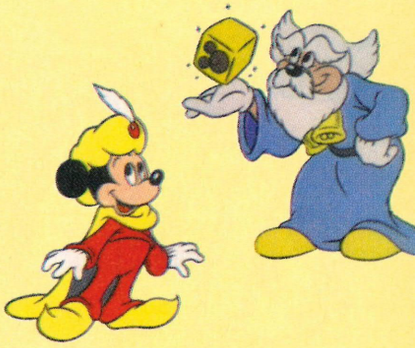
FIRE GROTTO 3-2

This is where you get your Fireman Sam get-up! Go right until you come to a platform with a big stone block on it, jump up and use your hose to push the block off the edge to the right. Then jump on the block and jump, right again up onto three small blocks. A lift will then come down and pick you up, use it to go up and then jump right at the top. Use your hose to uncover a secret room at the top. When you come out, go right until you come to some fiery lifts, put their fires out with your huge hose pipe and use them to go up.

At the top go right, use the same technique to get past the first set of horizontal lifts. When you come to the second set, stand on the fourth one and go up through the flames, then at the top, jump right and destroy the big bonus block to reveal some extra coins. Then go back down, and go right to the exit.

Be sure to check out the hidden door at the top of the level. By pushing blocks and jumping on lifts, your path will be mapped out.

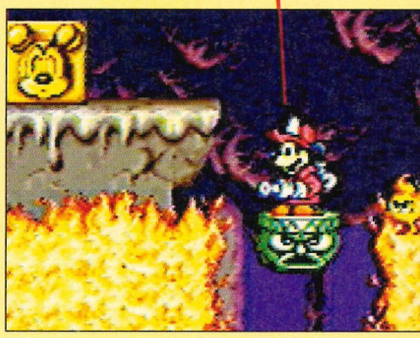




Use a hefty jet of water to push this block over the edge, then jump up and onto the lifts.



Stay on the middle lift and be lifted to new heights. Some extra dosh awaits you!





Allow yourself plenty of time to blast a path for your exit. After all, you're a magican, not a fakir.

FIRE GROTTO 3-3

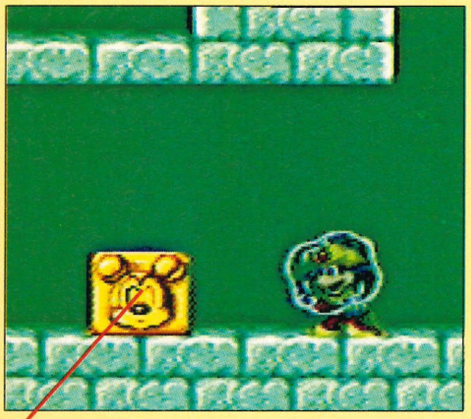
Go right, using your pipe to alter the position of the blocks accordingly, then just before you go up, push the lower of the blocks into the gap, then hop on it and go down, blast the first few blocks to clear a path to a secret room containing extra coins. Then go back out and go up. Keep going right, duck down in the water to avoid the flames. When you come to the pool just after the one with the fish in it, change to the magician to avoid drowning, and then sink down into the water. Go left when you touch the bottom and blast the big bonus block to reveal an extra heart of energy.

Swim back up and change back to the fireman, then go right. Use your hose to alter the position of the blocks, then make your way to the top right and you'll find another hidden shop. When you come out, make your way down and to the left, you should come across a big bonus block containing an extra life.

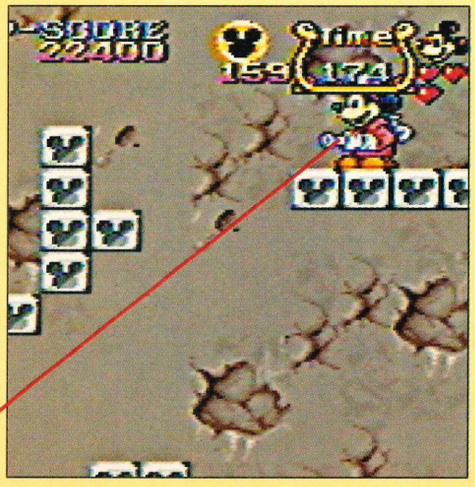
Now simply make your way right to the exit.

Use your hose to re-arrange these blocks. By doing this, you can gain access to a hidden door at the top. This will take you to a shop.





Change into Marvo the Magician, and then sink into the water to reveal a bonus block containing an extra heart of energy.



FIRE GROTTO 3-4

This is the third big guardian, your aim is to change this hot tempered gargoyle into a cold statue, of course using your hose. To do this you must keep a continuous jet of water pointed at his face, this isn't easy when the platforms around him rotate at a considerable rate of knots. The trick is to keep dropping down or up a platform when you get out of range. If you find yourself running out of water, extinguish the platforms that the stone creature sets fire to, and you'll reveal an extra fire-hydrant.



Keep a continuous jet of water flowing to cool this guardians temper.

NEXT MONTH

The second and final part of our Magical solution.

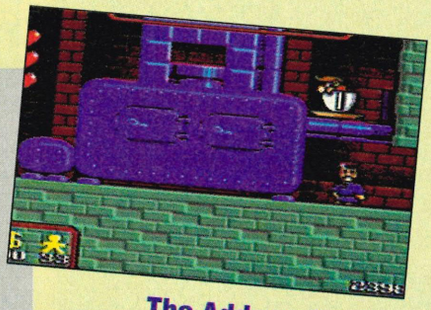
tips GAMEBUSTERS a-z

There's an ever-increasing stock of official SNES games out there to beat and some of them aren't that easy! So thanks be to Ryan for this authoritative run-down on those special tips which bust a game completely open. CAUTION: Only use these tips if you really think you can't get any further any other way.

THE ADDAMS FAMILY

Handy Password

Good ol' **Nathan Bridgeman** from Essex sent in this super password for Oceans creepy platform game. Simply enter the password, BLRRR. You will now start the game with 36 lives, five energy hearts, and every member of your family rescued except Morticia.



The Addams Family

DINO CITY

Level Codes

Stage 2: 1SXR1EWMXNNN
Stage 3: JCSNKEWKX4C3
Stage 4: NCDDIVWYXNXN
Stage 5: DCUJJWWGXUON

F-1 EXHAUST HEAT

Music Select

To get a music select mode on this gripping racing game, simply input the following initials as the first three letters when you register your name, O, T, and O.



Hole in One

FINAL FIGHT

Hidden Options Menu

Hold the Land R buttons and press START on the title screen. You can now alter your number of lives as well as the difficulty level.

GRADIUS III

Super power-ups

In order to get missiles, full options and shields, simply pause the game and press UP, UP, DOWN, DOWN, L, R, L, R, B, A, and then restart.

Extra Lives

For 30 lives, hold left on the title screen, press A three times and then start the game.

Extra Credits



F-1 Exhaust Heat



Super Off Road



Super Ghouls 'n' Ghosts

For up to nine extra credits, press the X button rapidly on the title screen. For every tenth press on the button, you will be rewarded with an extra credit. Be sure to start the game before the title screen disappears, otherwise the number will revert back to four

HYPERZONE

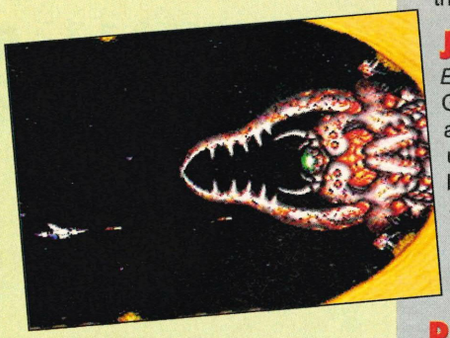
Sound test

To access a sound test mode, simply hold down the Land R buttons on the title screen to make the screen appear.

JOE AND MAC

Extra lives and items

Go to a stage that you've already completed, collect a useful item (such as an extra life or special item), then press START to pause and select to quit the level. Then simply keep repeating the process to build up your lives and items.



Gradius III

PARODIUS

Full Power-Ups

To gain maximum firepower in this cute little shoot-em-up, simply pause the game and press B, B, X, X, A, Y, A, Y, UP, and L. Then unpause the game and bingo!



Joe And Mac

PILOT WINGS

Special stage

To reach a bonus stage, simply land on one of the moving platforms in the rocketbelt, parachute or hang-gliding stages.

RIVAL TURF

Character Configuration

Play the game as normal to gain a score on the high score table, then enter CHRCONF as your name. This allows you to access the character configuration screen where you can indulge in hours of fun altering the names of the



Parodius

bad guys.

SIM CITY

Extra Cash

To earn just under one million dollars, you first need to spend all of money in one year. When the tax screen appears, at the end of the year, hold the L button and exit. Whilst still holding L, go back to the tax screen again and release L. When the people start spending the money, your funds will increase to $999,999.

STREET FIGHTER II

Identical fighters

During the title screen, press Down, R, Up, L, Y, B, X, and A quickly. You should now be able to use the same character as you partner in two player mode.

SUPER ADVENTURE ISLAND

Round select

Wait for the story screens to appear and press START, so that the second title screen comes up. At this point press diagonal top left, L, X, and right on the joypad. Whilst holding these buttons, press START to enter the round select screen.

SUPER EDF

Alter backdrop

To alter the swirling background on the EDF title screen, hold START and UP on the second controller then press RESET. When EDF returns it will look a little different.

SUPER GHOULS 'N' GHOSTS

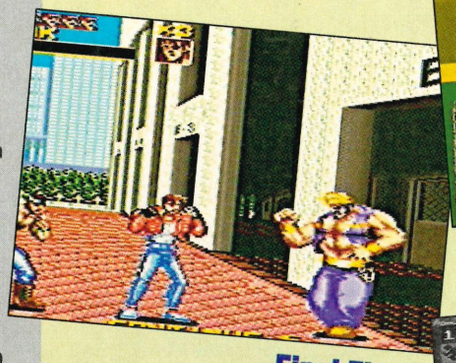
Level select

To access a level select screen, highlight EXIT on the options screen and hold own L and START on the second controller, then press START on controller one and another options screen will appear in which you can choose your starting level and area.

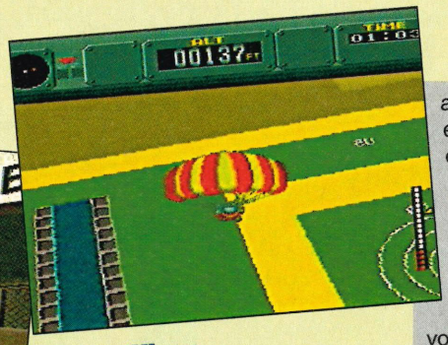
SUPER MARIO WORLD

Extra Points

In the Secret Vanilla Fortress, swim to the door before Reznor where there are two bony Beetles. Jump on them without touching the ground. Keep treading water while they regenerate, then as long as you don't touch the floor you'll earn thousands of points and consequently, 1-ups.



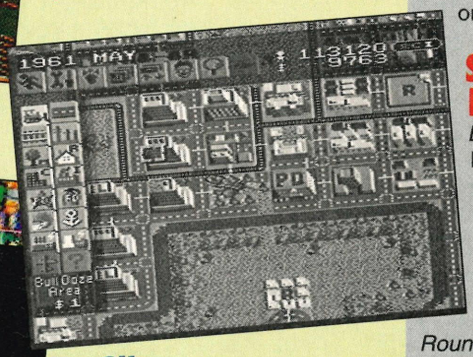
Final Fight



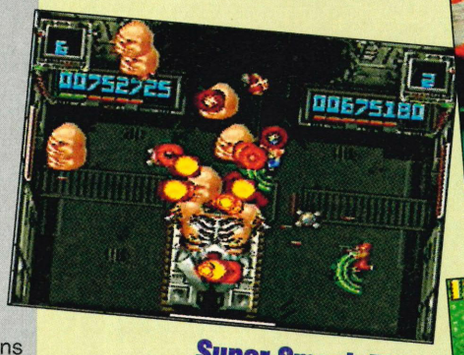
Pilot Wings



Super Soccer



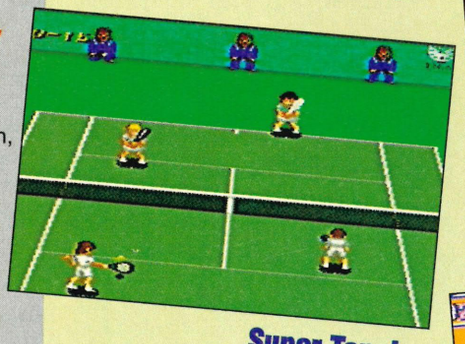
Sim City



Super Smash TV



Street Fighter II



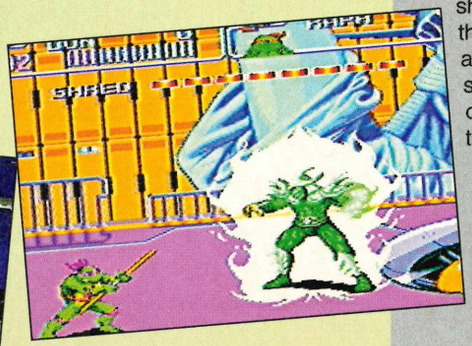
Super Tennis



Super Adventure Island



Ultraman



Turtles in Time

SUPER OFF ROAD

Infinite game time

To be able to continue on your own for as long as you like, select a two player game. If you play on your own, just leave truck two and you'll always finish in third place or higher.

SUPER PROBOTECTOR

Double Firepower

If you own a rapid-fire joypad, grab any two weapons (Not the flame thrower). Now hold down buttons B and X to fire with both guns simultaneously.

SUPER SMASH TV

Round Select

On the difficulty setting screen, press Right, Right, Up, Down, R, and L. You will now be able to choose which round you start on.

SUPER SOCCER

Change team

On two-player games, hold START on controller 2 when on the team select screen then press B on the same controller. You will now be able to compete as the special Nintendo team.

SUPER TENNIS

Better player

For a more skilful player, highlight the one that you want and then press the following buttons on the second controller: L, L, L, L, L, X, R, R, R, R, R, R, R, X.

TURTLES IN TIME

Boss Select

On the title screen, use controller two and press UP, UP, UP, DOWN, DOWN, DOWN, B, A, and B. You should hear a chime, now start the game, choose your turtle and a menu will appear showing all 11 bosses. You can now go to any one of them.

ULTRAMAN

Hidden options screen

To access the hidden options screen, simply press select and start on the title screen.

RYAN'S PROTIPS HELP!

tips

Welcome once again to my very own vault of hints, tips, and cheats for those SNES games that prove to be just too tough. If you've got in a problem with your latest game then drop me a line. The address is Ryan's ProTips Help, SuperPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF.

Mickey's Magical Quest

Kicking off this month is a request from Drew Madison of Leeds. Drew wants to know where the "so called" shops are on Mickey's Magical Quest. Well matey, the first



one can be located on level 1-2. To get to it, you must first ride the third giant tomato to the bottom of the slope. As it shoots up into the air, stay on it and then jump over to the block to the right. Then, jump over into the trees and walk across the top. The shop can be found concealed to the far right.

Pilot Wings

Peter Wilkinson from Yorkshire is having great difficulty qualifying for the later levels on Pilot Wings. Well thanks to Joseph Alorigg from Liverpool, here are those vital codes:

Level 2: 985266
Level 3: 394391
Level 4: 520771
Level 5: 108048
Level 6: 400718
Level 7: 773224
Level 8: 165411
Level 9: 760357
Level 10: 882943



Rival Turf

M. Pope from Melksham is having difficulty getting the hidden warp zone in Rival Turf to work. All you have to do is get to the first hut on level 4-2. If at this point in the game you've killed more than thirty enemies you should be able to warp by going into the doorway.



Remember that when you continue, the number of baddies that you've killed resets to zero. So if you continue just before the level, the cheat won't work.

Super Mario Kart

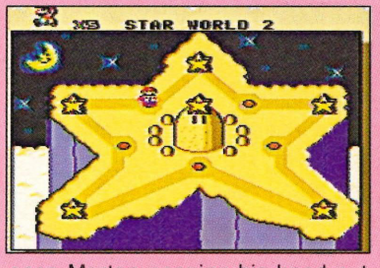
Paul White from Bath recons that he's a master at Super Mario Kart (yeah right!), and would like to know how he can make the game more challenging. Well Paul you're in luck, your saviour comes in the form of Edward Wernick from

Super Mario World

Matthew Robinson of Dorset has been having a few problems with Super Mario World. Well, Matthew to avoid going through earlier levels whenever you die all you have to do is go through a ghost house level as these always give you an option to save the game, storing any newly completed levels as finished. As for Lemmy's castle, the Magikoopa are a bit of a problem, but they tend to



appear in the same place which you can remember. If you move fast to begin with the Magikoopa won't have time to appear. When you run into obstacles and have to slow down remember when the Magikoopa appear they're going to fire at your current position. So keep still and wait for the magical bolt to be fired, you should then be able to leap it fairly easy. The bolts are actually useful in destroying some blocks for you. Remember you have to carry the 'P' switch to the first door, use it to briefly turn the coins into blocks which you can stand on to go through the door. The end of level

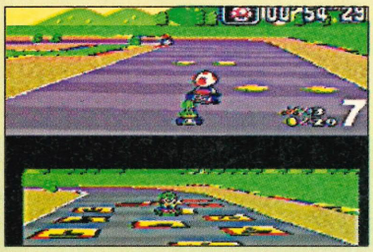


sees Morton popping his head out of pipes. Don't bother trying to go for Morton specifically, just be patient, move around so the flame won't get you and keep hopping on the heads which appear. Eventually you'll hit Morton three times.

As for Star World the first chance you get to enter is in the Vanilla Dome. In Vanilla Dome 1 a red staircase appears (after you've visited the Red Switch Palace) which you can go up. Bop a block to get a vine which you climb up. Open the door with a key and you'll go to Vanilla Secret 1. You have to keep going up here. Before you go past the flying koopas pick up a springy thing and go to the left. Springy jump off the blue switch platform on the left and you'll find a green pipe. Go through it to find the wonderful Star World!







Wickham. During the character select screen, place the 1p icon above your selected player and press Y, X, and A simultaneously. This will reduce you to a microscopic size, thus leaving you vulnerable to other racers. Edward said he found this cheat by accidently standing on his joypad, God works in mysterious ways!

The Addams Family

Anthony Croft from Humberside would like to know if there is a cheat for the Addams Family, preferably for infinite lives. Well Tony, all we could dredge out from the archives is this handy password from Luc Pestille from Buckinghamshire. Simply input the code 21112, for



100 lives, five energy hearts, and a sword. If that doesn't take you to the end of the game then you need a rocket up your behind!

Super EDF

Michael Ward from London would like to know if there is a cheat for Super EDF, as he finds it incredibly difficult. Indeed there is a cheat, all you have to do to activate it is pause the game and press A, B, X, Y, L, R, UP, DOWN, Left, and Right. Now simply unpause the game and voila! Instant invincibility.

Krusty's Super Fun House

Mike Dawson from Wiltshire moaned that our codes for Krusty's Super Fun House didn't work on his official version of the game. A thousand apologies Mike, and anyone else who was confused. Here are some codes for the official version:

Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BARTDUDE
Level 5: BOUVIER

That all from my monthly delve into the archives, remember, if you have a problem with any SNES game, write to me at the usual address.

MAKING THE MOST OF YOUR ACTION REPLAY

The Action Replay is an incredibly versatile and useful tool for making the most impossible games playable. But there's more to it than that and many of you have been asking how to get more interesting cheats like the Speedfighter or Black belt cheats. Finding these bizarre codes doesn't require advanced logic analyzers and programming techniques, you can actually find them yourself by a bit of determination and logic. There are of course the trainers and the start/change technique is particularly useful for finding these types of codes. When you try and list the possibilities for infinite lives or whatever the Pro Action Replay will come up with what it thinks are the most likely answers. Simply when trying these codes can produce interesting results but there is a further step you can take.

If you get a code (say from the manual or one you have found with the trainer) it will always have eight digits and take the form (X & Y representing different types of variables). The best why to find other effects is to change just one of the Xs to a different value. For example Road Runner the code for infinite lives is `7E1F1E06`, which you can easily get using the Action Replay in the normal way. Now if we randomly change one of the Xs, say the sixth one, to D then we get `7E1F1D06` which just happens to be the code for turbo speed.

Generally speaking changing the 7th and 8th digits does not have much of an effect. But changing the 4th, 5th and 6th digits can produce some great effects.

You can also start from a skeleton code and make up a completely random code such as the following: `7EXXXX7F`. If you enter any values you like in place of the X's you can produce some strange results. It often has effects like lengthening time and lives etc.

Another skeleton code to try is `7EXXXX01`. This tends to have effects like speeding things up and often losing a game before it starts! Sometimes trying a code from one game on a completely different game can have a strange effect. The secret to using these techniques is just time and patience.

A simple change you can make to codes to get different results many of you will already know. If you get a code to give unlimited lives which is say `7E037202` you can change it so that you only get 5 or 9 lives etc by just changing the last digit to 5 or 9. When you start the game switch the Action Replay on, then off, and you will have that many lives. And if you run into trouble turn it back to get back to 5 or 9 lives!

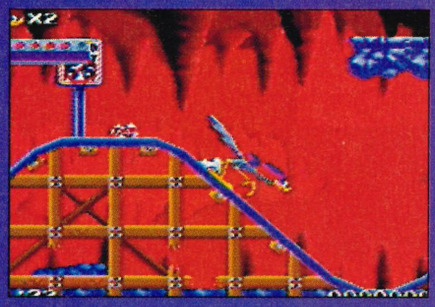
DE CODES

★ Win Datel T-Shirts!

Thanks to Datel for some more brill Action Replay codes below, but where's your codes? With the advice above you should be able to come up with some right doozies and for all those of you motivated by base materialism rather than the respect of your fellow readers there's some great Action Replay T-shirts to be won from Datel. Of course if you send in a massive bunch of never before seen codes you could be in the running for winning a cart, so get experimenting!

Road Runner

`7E1F1E06` Unlimited Energy
`7E1F2001` Unlimited Lives
`7E1F1D20` Unlimited Turbo Speed
`7E1F1B7F` Invulnerable, even when Action Replay is switched back off again Road Runner is still invulnerable.
`7E1F1A00` Can always take damage (which makes it harder and is therefore of rather dubious value!)
`7E1F1A02` Invulnerable only while switch is up.
`7E1F8459` Unlimited time (switch Action Replay off between levels)

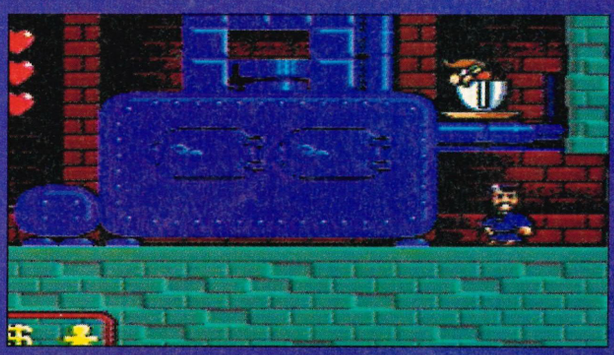


Mickey Mouse

`7E02B104` Unlimited Energy
`7E037202` Unlimited Lives



And from Mark Hamilton of County Antrim we have...



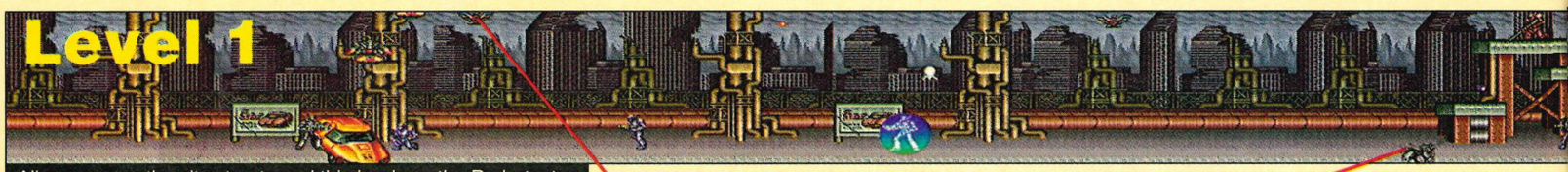
Super R-Type

`7E16E102` Infinite lives

The Addams Family

`7E0064FF` Infinite Hats
`7E00EE01` Infinite Swords
(To finish the game in no time at all use your infinite hat and go to the oven. As soon as you are in the oven fly up again and this will take you to the last level, The Chain Room.)

Level 1

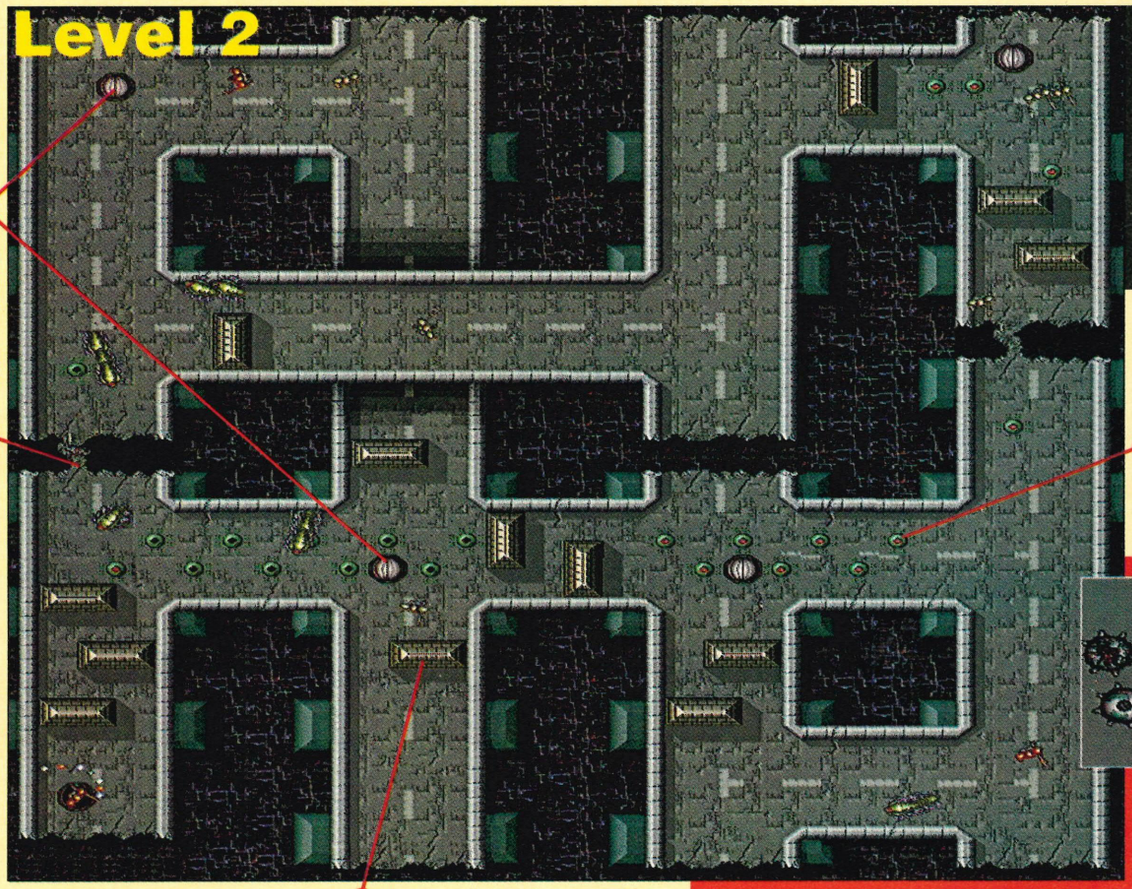


Aliens occupy the city streets and this is where the Probotector commences the mission. It's survival of the fittest out there as you're attacked by the ground patrol, snipers and human-faced dogs. Collect weapon power-ups and prepare to dodge the mighty napalm attack from the invaders. The future of the human race is in your hands, don't drop it!

Your human creators send power-ups in the form of these flying capsules.To activate, shoot them down to reveal the different types of weaponry. The spread gun is the most effective weapon on this level.

Crouch down on approaching this gun turret to avoid its firepower. Shoot at its base repeatedly and reduce it to rubble. Watch out for sneak attacks from behind.

Level 2



The object of this level is to knock out these domes. Stay far enough away so that its bullets pass either side of you and attack when they open.

Cracks in the fly–overs show where they'll fall away to leave small paths like this. Approach them slightly to the left of the road markings.

The first of the overhead rotating levels is introduced here. The object is to wipe out dome fortresses, which are occupied by an alien soldier. The Probotector can be rotated through 360° enabling him to realistically rampage through the streets. Using this map to locate each dome will be invaluable to your cause.

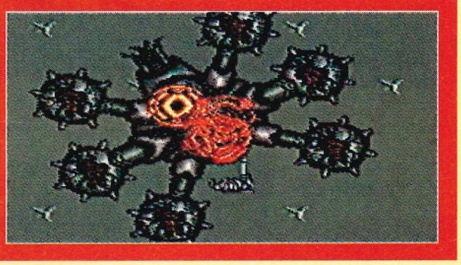
Mines litter the highway. They're best avoided by rotating so you're facing them head on, then neatly dodge from side to side.

Use the walls to protect yourself from oncoming enemies. As they draw near, pop your head around the edge and blast them.

SECOND GUARDIAN



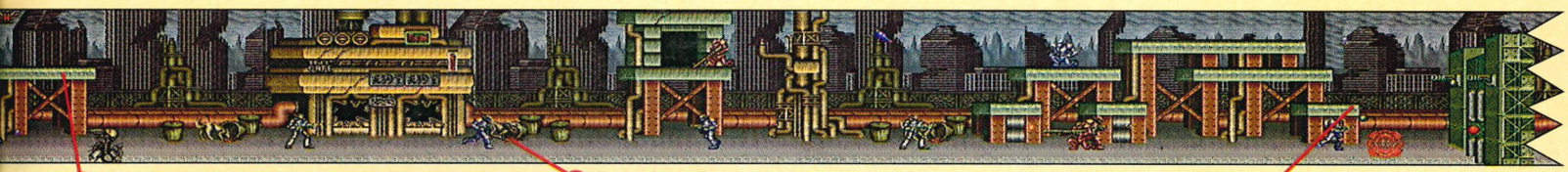
This strange contraption has six ball shaped weapon systems which need to be destroyed first. When the Probotector appears, simply run constantly backwards, pausing to fire at them when the machine stops spinning. Use this method when it takes off, but rotate to face the red beacon as it lands.



It is the year 2636. The human race has succumbed to an alien invasion of Earth . Who ya gonna call? The Probotectors! – And Simon Young who's completed the mammoth task of mapping this spectacular Konami shoot-'em-up (90%, SUPERPRO 1). Fans of the Japanese and American versions (*Contra Spirits* and *Contra III* respectively) will be glad to know apart from the main sprites everything is the same.

tips

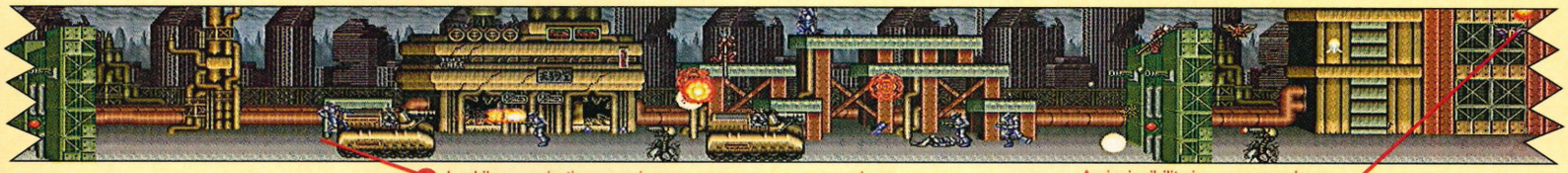
SUPER PROBOTECTOR



Climbing up onto these platforms enables you to avoid the alien onslaught below. Collect the homing missiles at the top and all your subsiquent enemies won't know what hit them.

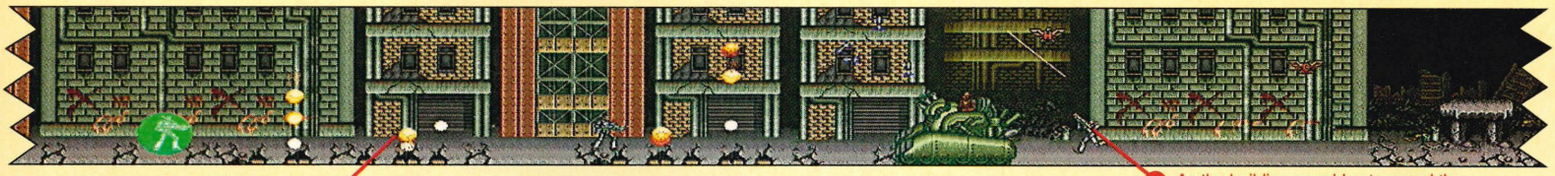
Dogs with mother–in–law faces devour human entrails from these dustbins. Sensing fresh meat they chase after the Probotector (only on hard level), but a quick blasting U–turn will send them off with their tail between their legs.

Use this platform and take out the two cannons protruding from this fortress. The red beacon is the attack point and can be hit from ground level, although a few rounds need to be fired off to the rear, taking care of soldiers coming from



Luckily our robotic nemesis comes across an armoured car, keys in the ignition, with the engine running. No questions asked, just jump in and get blasting as its life span is short and you'll need to wipe out as many alien positions as possible. One hit from the big gun takes out the armoured wall later on. If you see anyone above chucking grenades, leap out, use the homing missiles to take him out, then get back under cover.

An invincibility icon appears here. Make sure you take advantage of it and charge forwards as far as you can. Don't hesitate and you'll get past the first set of flames.



In their haste for world domination, the alien invaders employed the Bournemouth gas board to sort out this little lot. If you're not used to this sort of potential death trap, only jump when the flames are at ground level.

As the building crumbles to reveal the *Magnus MK2*, position the Probotector here. The armoured car will move out enabling you to blast it from behind. As it can only fire ahead, you can't be hit!



Incoming! This awesome Stratofortress appears from nowhere and drops napalm on your ass. Jump onto the stone ledges and prepare to shimmy across the railings on the right.

Torrents of lava erupt from the road below. As with the flames, only move forwards when the column has subsided.

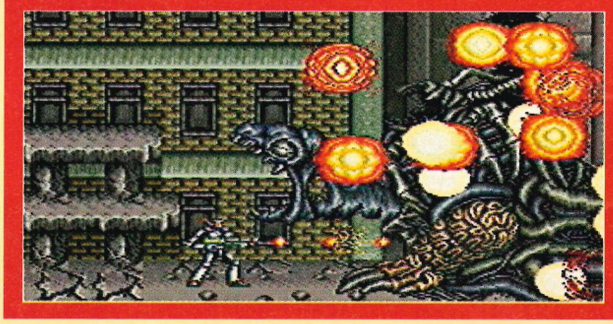
Weapon power–ups grace the sky but make sure they're shot down above the Probotectors head or they'll be engulfed by the lava below.



Stand on this platform and wait for the flames to ride overhead before you continue the mission.



FIRST GUARDIAN



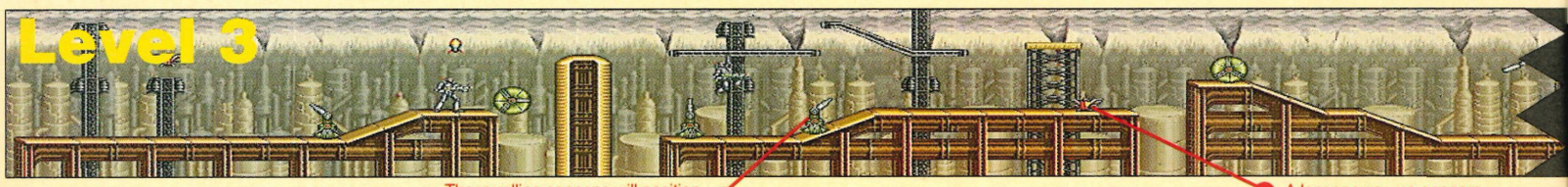


This Guardian is all heart and that's exactly where you need to shoot it. Fire at it's head from the stone platforms, then when it closes its mouth, drop down to ground level and shoot at its ventricles. Repeat this method avoiding the small shot emitted from the heart area itself.

TIPS

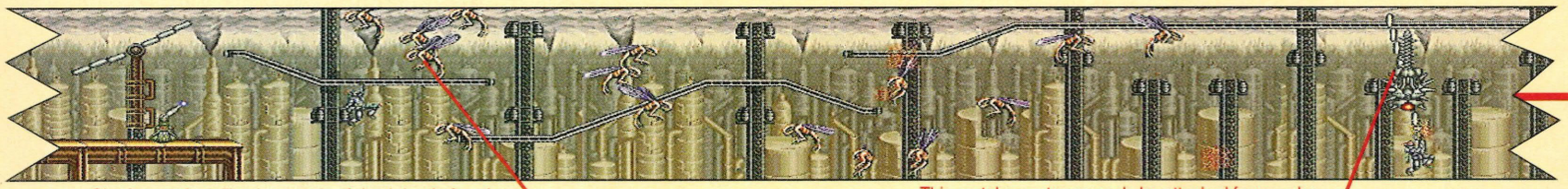
SUPER PROBOTECTOR

Level 3



These rolling cannons will position themselves and open up to attack. They can only be hit in their open state. Flame-throwers are best against these foes.

A laser power–up appears but only shoot it down when it's above the structure or it'll fall straight through the gap!

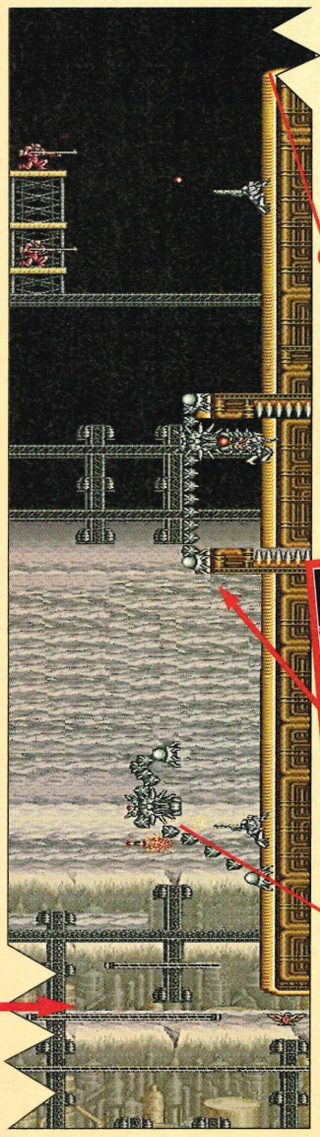


Gigafry may look like the angels of death but in fact they pose very little threat. Their method of attack is to swoop down on the Probotector and carry him off only to fling him into oblivion. If one does manage to get a grip, simply shoot upward into its body and it'll drop you like a hot coal.

This metal monster can only be attacked from underneath. Jump onto the rotating arm as it goes down and fire towards the red beacon. When the beastie stops flashing as you rise up the other side, leap up onto the railing and dodge the drilling spike. Position yourself as before and repeat the process.



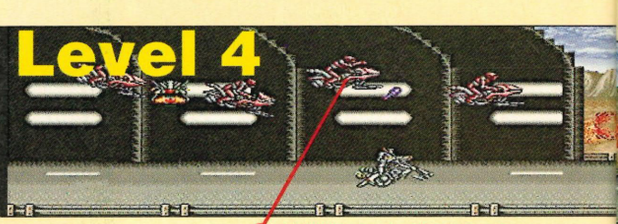
Fancy a little cheat to ensure you're triumphant? When the Birdmans floating fortress appears, position yourself as far left as possible and shoot right, wrapping an elastic band around your fire button. Grab your copy of SUPER PRO and run wildly through the streets for two hours, spreading the word to lesser mortals. On your return you'll find your score to be unmentionable and the maximum of thirty continues stashed in reserve!



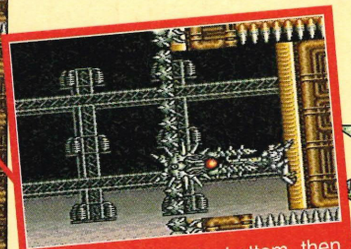
On reaching the top of this structure you're rewarded with another flying weapon power–up. Shoot up and to the right from this edge or the booty will plummet downwards.

Dare–devil bike riding skills are needed to survive the completely tooled-up Anti–Probotector alien aircraft. The map shows its weapons in reverse order as the aircraft moves from right to left during this level, ending in a nightmare flight between missiles launched by a friendly helicopter. Umm, wonder if you'll see him again?

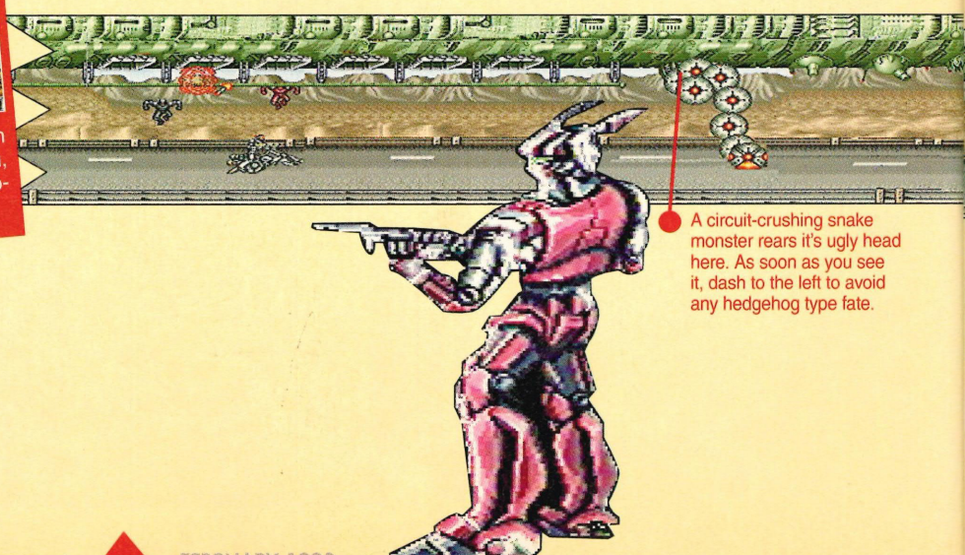
Level 4



Hellriders are hard to bring down due to their speed, but as they drop a bomb, speed forward and they'll explode harmlessly behind.



Lure the head to the bottom, then as it starts to move towards you, quickly scarper up and fire diagonally into the red eye.

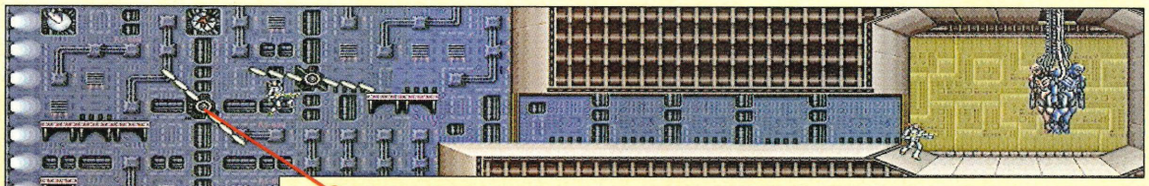


A circuit-crushing snake monster rears it's ugly head here. As soon as you see it, dash to the left to avoid any hedgehog type fate.

Oh lordy, it's a *Tri–transforming Wall Walker*! This enormous beast cannot be destroyed until it has metamorphosed. Simply move along with it; keeping just below the top foot, constantly shooting left to take care of the incoming missiles.

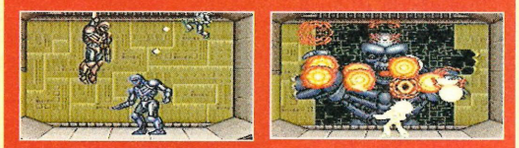
SUPER PROBOTECTOR

Strange and wonderful creatures appear as you relentlessly wipe out the alien scourge. This level definitely has its ups and downs, leaving you to take on the alien might while clinging onto walls by your finger-tips in some parts. Pass the oil can, It's gonna be a tough one!

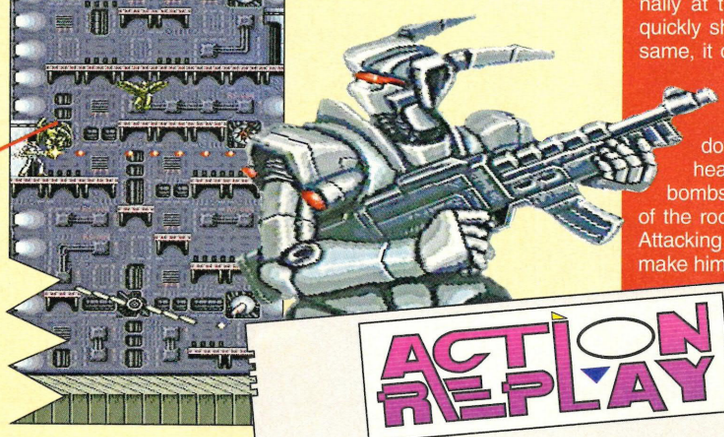


Huge turning wheels are the only method of traversing this gap. Drop from the first wheel when an arm on the second is underneath or you'll fall to your doom!

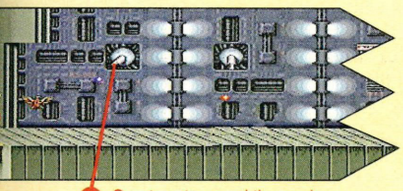
THIRD GUARDIAN



Jump up to the top left ceiling area and shoot diagonally at the brown robot. As it starts to walk near, quickly shimmy across to the other side and do the same, it only jumps up when it's nearly underneath. *Big Fuzz* shoots flames clockwise which can be avoided by running in front of them until you're above the head, then dropping down. Continue this process and shoot the head when the flames stop. When the timed bombs are planted, flee to the direct opposite side of the room; the flames won't be able to reach you. Attacking the head as *Fuzz* looks around will soon make him lose it.



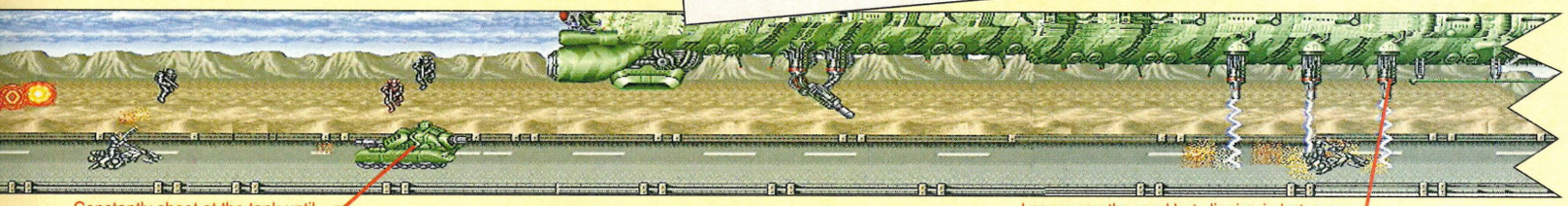
Shoot right from this position to be sure of killing plenty of Birdmen and remaining untouched. When a gap in their flight path ensues, dash up to the next ledge.



Gun turrets reveal themselves from the wall. They slowly turn until they've tracked down your position so it's a shoot or be shot situation.

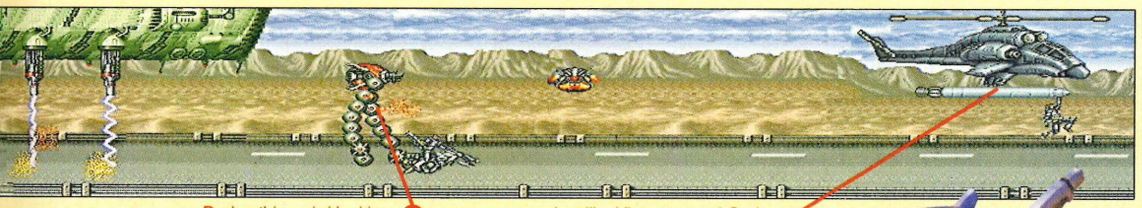
ACTION REPLAY

7E1F84ØX Max weapons for P1
7E1F86ØX Max for weapon 2 P1
7E1F8AØ3 Infinite lives



Constantly shoot at the tank until you see its gun recoil then jump up from the bike to avoid its shot.

Lasers zap the road but slipping in between them while they're inactive will save you from a shocking experience. (Sad joke dept.)

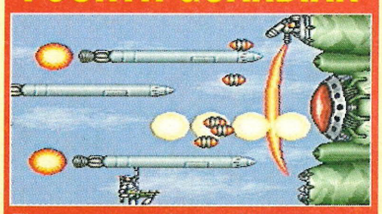


Dodge this weird looking *Tetrandakker* by zooming underneath when it lifts up it's legs. It's safer to attack from behind (ooer).

Just like Vietnam man! Grab hold of the missile while a Rambo type character whisks you off to finish the job.



FOURTH GUARDIAN



The secret to defeating this seemingly indestructible guardian lies with the lowest missiles. Ride these and shoot the bottom gun, paying attention to the aircraft movement back and forth (the missiles explode as they hit the force field). When done stay low and fire upwards to knock out the top gun. Now it's a matter of flitting between the centre missiles while blasting the red target area!

SUPER PROBOTECTOR

Level 5

Whilst defying certain death as you charge around knife-edge cliffs, your mission now is to knock out the strongholdings and secure this cliff top. The alien forces have devised traps for our great hero, sending him into a spin but with the area mapped out, life is slightly easier. Don't let the conveyor belts throw you off the edge.

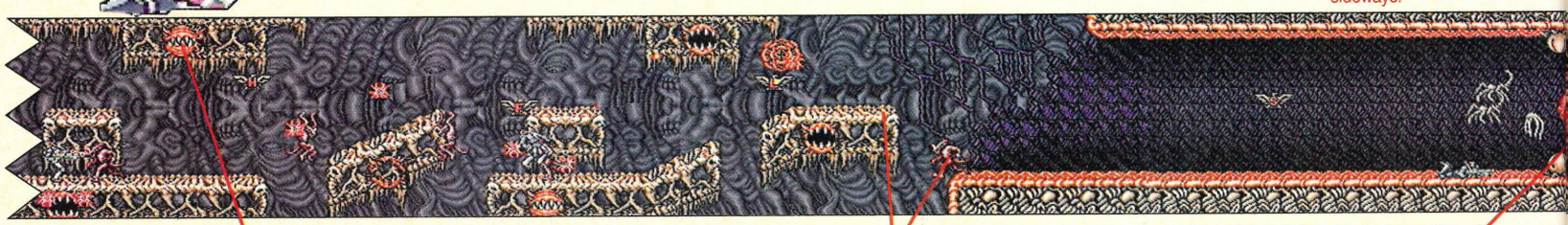
Start the mission here and wipe out the first stronghold by rotating so that you're lined up with it as soon as you appear on screen. A homing missile power–up reveals itself underneath, which is by far the best weapon on this level.

This bridge breaks away as you cross it. After taking out the stronghold below, access the right area of the cliff via the lower bridge.



The conveyor belt traps send you plummeting downwards. So avoid straying into areas like this.

Although this bridge is safe, you have to guide the Probotector across, or you'll fall straight off the side. Take it slowly and rotate so that you walk sideways.



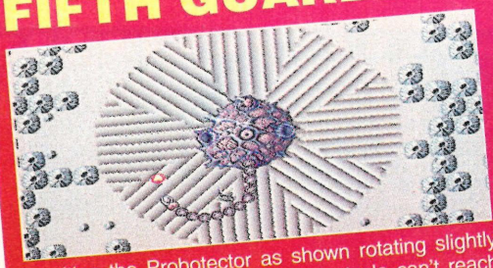
Wadder beasts are a real pain and are best taken care of with a smart bomb. If you feel courageous, shoot the high ones as soon as you see them, then lie flat to take care of the lower beasties.

These ugly bugs can't reach you from here so fire behind you and jump over as soon as one has leaped to its doom.

Drop flat and shoot the sacks on the ground before the scorpions know what hit them. With these gone, stand back and fire at the heart while killing the scorpions dropping down and hitting the heart simultaneously!

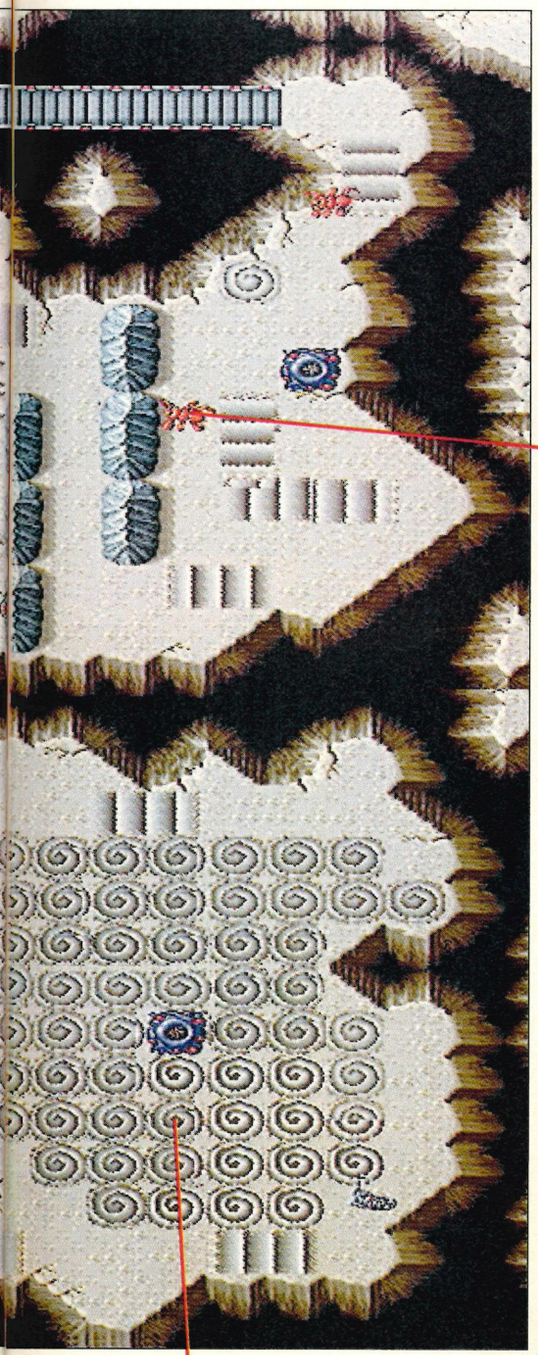
SUPER PROBOTECTOR

FIFTH GUARDIAN



Position the Probotector as shown rotating slightly to be in line with the eye, the tentacle can't reach you here! Keep firing until the ground starts to rotate, then rotate in the opposite direction so that you still hit the eye. The tentacles can be avoided by moving towards the end of them, as the head can't reach the tail.

tips

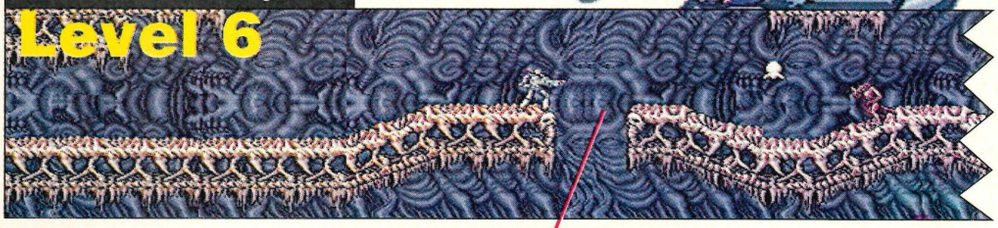


Each of these guards come from the strongholds themselves. They can be destroyed with a few hits but be prepared to dodge a ball of fire emitted as they explode.

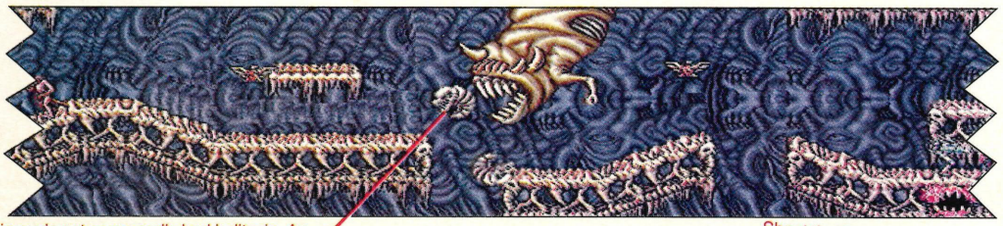


Level six is set in biomechanical mesh with aliens "coming outta the goddam walls". The fight is frequently punctuated by slavering alien guardians and deadly insects but you are nearing the end of the battle and the mother brain is in sight!

Level 6



Jump this gap and fire upwards to shoot down much needed power–ups.



This guy's got some really bad halitosis. As soon as your up against it, shoot at its mouth before too many of the nasties get out. As long as only one at a time keep coming at you, he'll be history in no time.

Shoot the Devil's eyes first, then concentrate on the right face, running left and right as the arms move in that order. Creatures jump out of the dismembered arms so stay right and fire diagonally up to protect yourself, while hitting the head at the same time.



These whirls will send you spinning. When you step on them, rotate in the opposite direction to maintain your sense of direction.

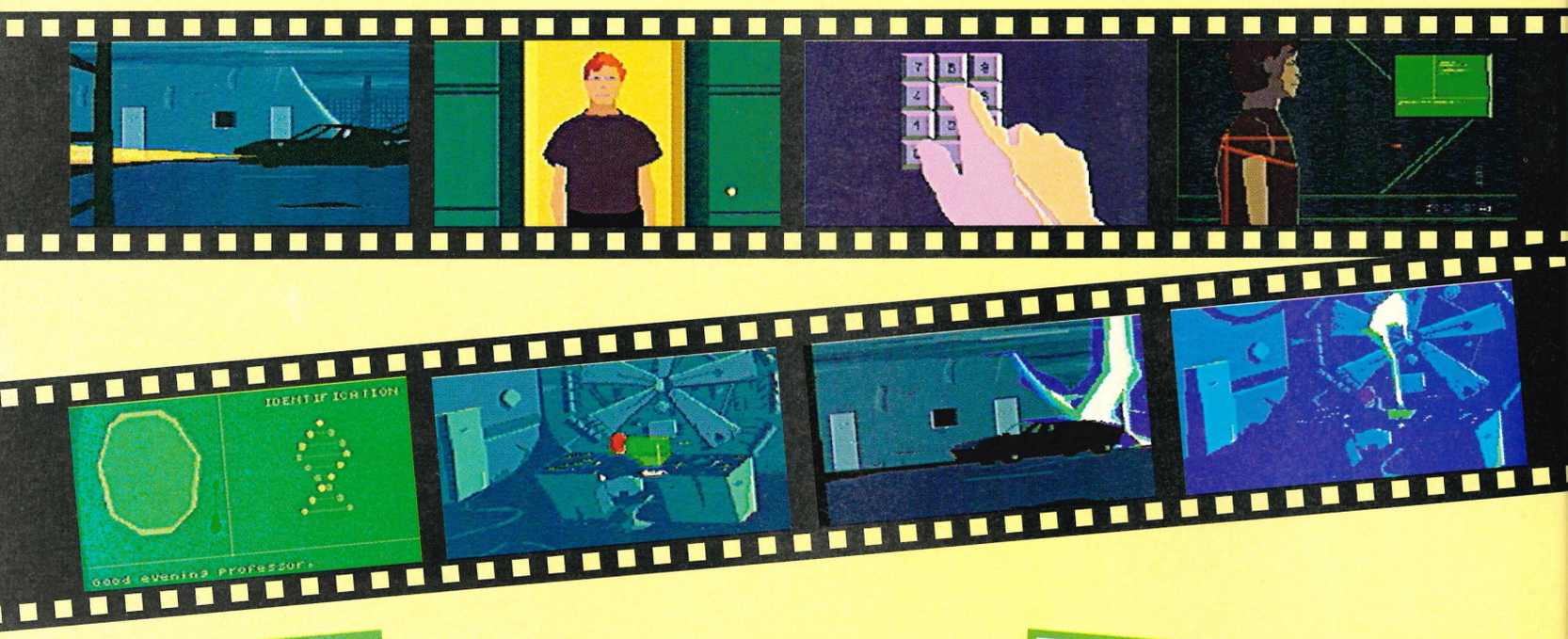
The Metal Alien is destroyed by shooting at its head. As it moves in, slip below and fire upwards, following it as it backs away. It'll drop down to attack now, so move up, firing diagonally downwards to continue the fight. Use this method as it starts to teleport, but shorten the distance between moves.



FINAL GUARDIAN

The final conflict uses no less than eight different attack methods. Stay to the far left and jump whilst shooting to kill the bouncing attacks. Then wait for the slug to walk as close to you as possible before leaping over it. Attack the heart whenever possible using the smart bombs

Kimkoh has to be killed with skillful timing. Stand on its knee and fire diagonally downwards into the armour. As the last of the firepower falls past its head, jump onto the ceiling to dodge the flame from its eye. Jump down, pushing right to avoid being crushed. Repeating this method will bring it to its knees.

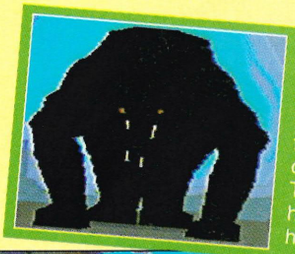




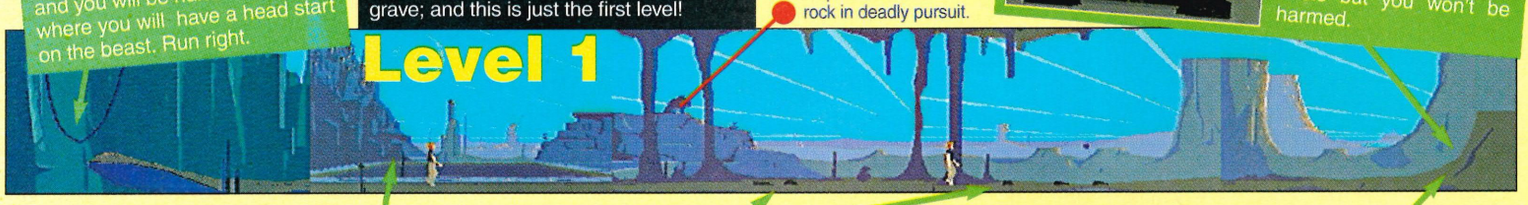
Run to the very edge of the chasm and leap to the left. You will grab the vine which will snap and you will be hurled to the right where you will have a head start on the beast. Run right.

Talk about a rude awakening! Lester is transported straight into a deep pool where he must first get free from the section of desk that was trapped in the particle field. A frantic swim to the surface is needed to avoid the tendrils of killer octopus that threaten to drag him to a watery grave; and this is just the first level!

A menacing silhouette moves as you approach. If Lester heads to the right, this demonic form leaps from rock to rock in deadly pursuit.



Run to this screen and the shadow beast leaps down and roars at you. Turn immediately and run full pelt to the left and the cliff on the other side. The beast will nip your heels but you won't be harmed.



Stand for too long in front of the lake and Lester will be strangled and drowned in the water by the octopuses tentacles.





Use the A button to kick these saber slugs into a mush. Miss just one, and it hacks a chunk out of your leg causing you to fall unconscious.



Return here after the cliff and a stranger will blast the shadow beast. You barely have time to say "Me earthling, peace man" before he stuns you and drags you to prison. Charming!

This classic arcade adventure racked up an impressive 86% in SUPERPRO 1 and no-one claimed it was too easy. Many of the truly cinematic scenes require absolute pinpoint accuracy and there's a fair few puzzles to worry over as well. Thankfully then we have "Dr" Damien Butt to bring this fantastic scientific experiment in other worldly adventures to a successful conclusion.

tips ANOTHER WORLD



Press left and right to swing the cage from side to side. The rope will eventually snap; crushing the guard and allowing you to escape.

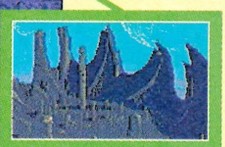


Press down near the gun that the guard dropped to pick it up.

On the second screen, you will need to quickly press the fire button as soon as you enter to kill a guard who is trying to fry you and your

Here you face an impassable door. Let your ally work on the controls while you set up force fields to protect you both from enemy fire. Press the fire button for a short time and a small ball of plasma energy will form. Let go and a thin beam will appear that

Level 2



Take the time to enjoy the scenery by walking up to the window and you get a panoramic view of the city below.



Lester wakes with a sore head in a swinging cage with an alien who seems friendly (don't bend over for the soap). The objective for this level is to escape from the cage, find a weapon and disable enemy communications so that you can escape into the city.

This is your escape hatch that your alien ally throws you through.

As soon as you enter this room, fire very quickly and you should take out this sharp shooter. Hit the flashing line to cut the communications.

After you have taken out the communications (left), get to this point and destroy the security door. The guard below will not be alerted, so press down when standing in the gap to transport, and then run left to escape.

In your hurried escape from jail you didn't question your alien allies methods. But you now find yourself fumbling in the pitch blackness with scolding steam gushing from cracks in the pipes and deceptive passages dropping away to nothing. Follow the route on the map to safety.

Level 3

Don't head left here or you will fall to a grisly neck-breaking death.

Boiling gas will kill you instantly if you roll too far so stay right on the edge then rapidly get past as soon as it stops.

This is the last danger but there are two pulsing gas leaks on either side of this passage. Head right for the exit.

Power up the gun so that there is a large ball of energy before unleashing the power on this fragile section of wall. If all goes to plan. This should be your exit.





Keep the fire button pressed and a ball of plasma will build up. Use it to blast through these three doors.

Get back to the door and take a running jump. Leap right from this ledge and you should clear the spikes and land on the plateau.

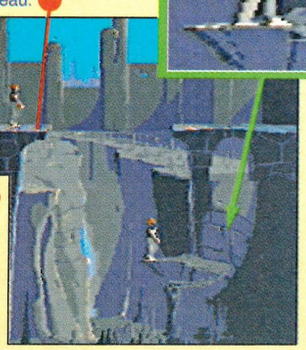
Level 4



Go through the first door and stand in the chamber to recharge your laser gun.

Having escaped from the prison, Lester has a weapon and an ally. This relatively short level tests your dexterity with a herculanian jump across spikes. But the main purpose is to recharge your gun and learn how to use it in combat. The revolution in this alien world is unfolding and you can see the war raging as you venture into the sunlight.

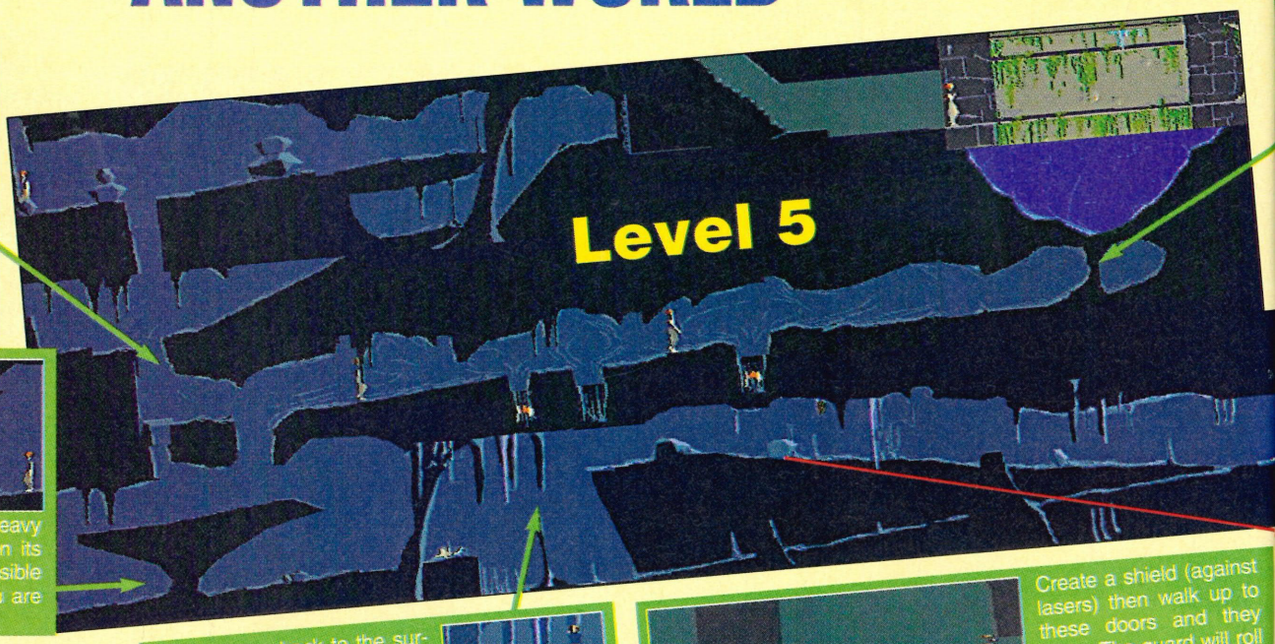
Duck as soon as you as you appear and blast this unsuspecting minion. The internal revolution is all around you as guards are hit by unseen snipers.



TIPS
ANOTHER WORLD



If you manage to jump past the spike pits on this level after you have unleashed the water, you will be shot to safety by this water-propelled ledge.

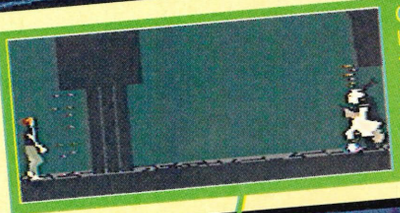




Blast the base of this heavy pinnacle and it falls on its side. Not a very sensible move, especially if you are on the wrong side.

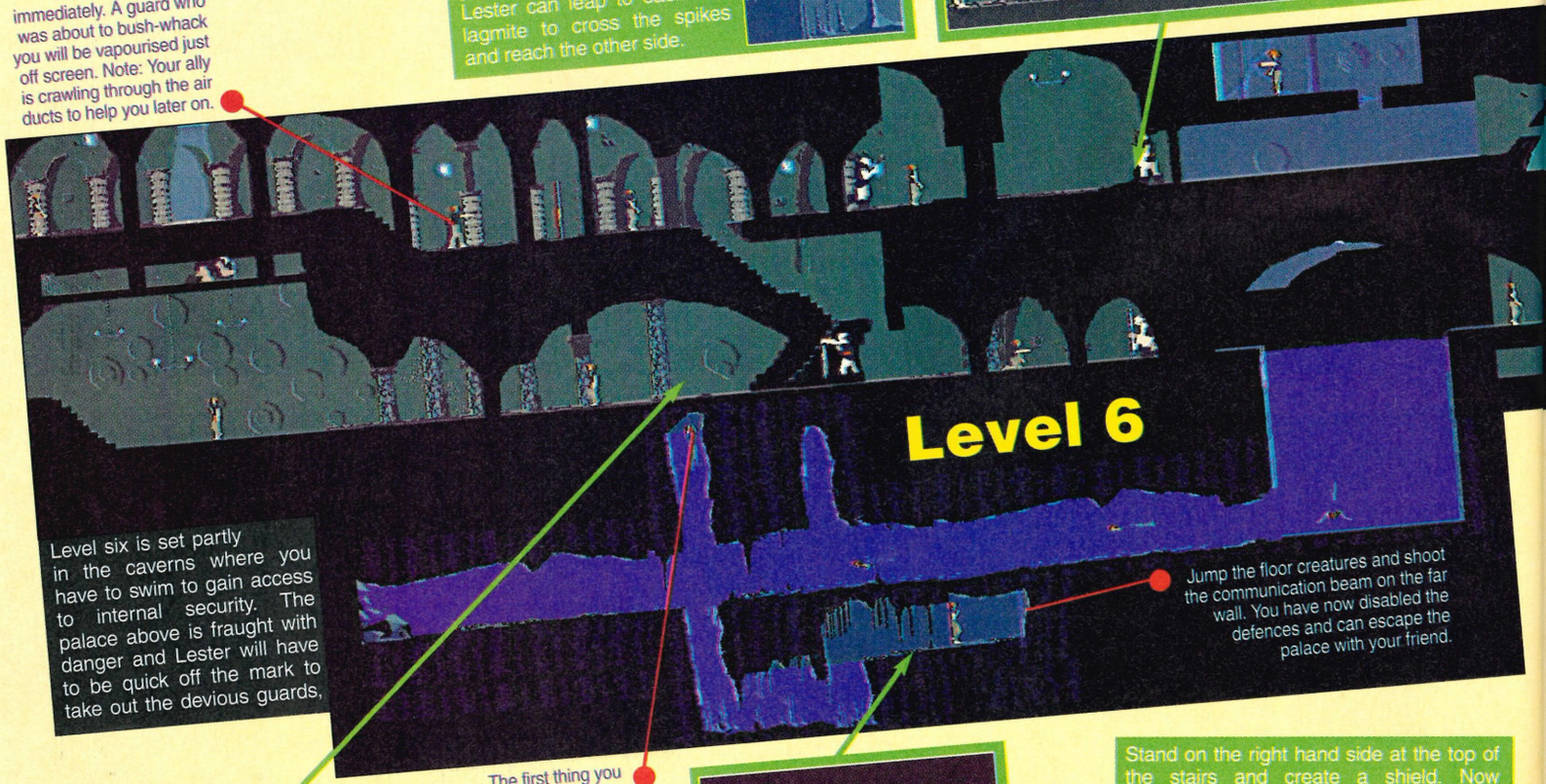


On your way back to the surface, the ceiling monster will be preoccupied with the bat you scared in its direction. Lester can leap to each stalagmite to cross the spikes and reach the other side.



Create a shield (against lasers) then walk up to these doors and they open. The guard will roll grenades towards you so step back, the doors close and destroy him.

Leap from the stairs to here and shoot right immediately. A guard who was about to bush-whack you will be vapourised just off screen. Note: Your ally is crawling through the air ducts to help you later on.



Level six is set partly in the caverns where you have to swim to gain access to internal security. The palace above is fraught with danger and Lester will have to be quick off the mark to take out the devious guards.

Jump the floor creatures and shoot the communication beam on the far wall. You have now disabled the defences and can escape the palace with your friend.

Walk off the screen to the right and this guard will grab hold of you. Kick the luckless minion in the groin then run over to where your gun lies as he fires his laser at you. When you reach the gun, press down. Lester spins and points his gun at the guard. Blow the sick mother away!

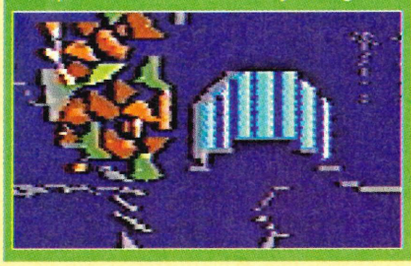


The first thing you have to do once you are submerged is get some air and this handy cave is just the place. If you make one deviation, you will drown. The passage to the left is blocked so don't waste valuable time. Head straight down.



Touch these dark pools and set after set of razor sharp teeth will swiftly end Dr Chaykin's quest for freedom. Use small jumps to leap them or swim over them.

Stand on the right hand side at the top of the stairs and create a shield. Now destroy the door between you and the guard and he will very kindly throw loads of grenades down the steps to form this escape hatch. Three is usually enough.



TIPS
ANOTHER WORLD

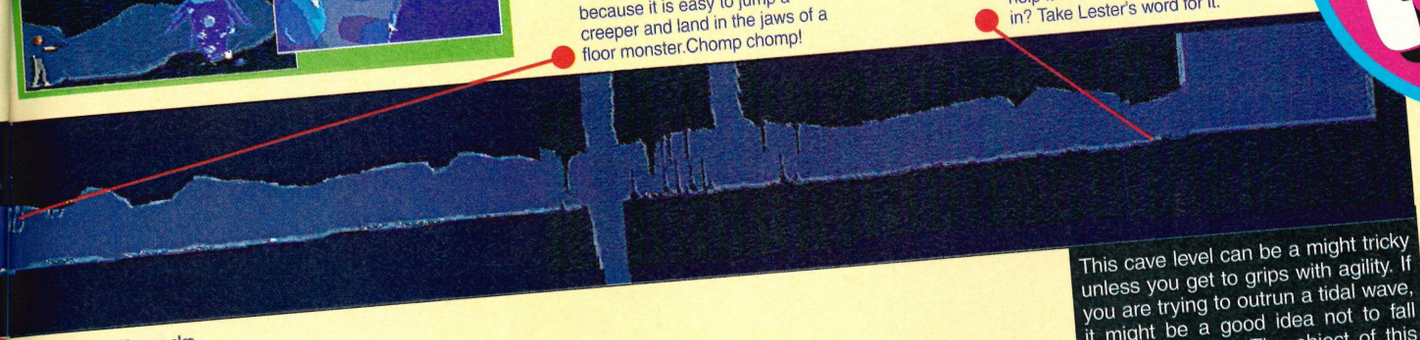
tips

Now you have to flood the entire cave system so that on a later level you can disable the defences. Charge up a large beam of energy and fire at the thin support below the lake. The water erupts down the narrow corridor so run back and on the second screen, press jump quickly to avoid the two pits.



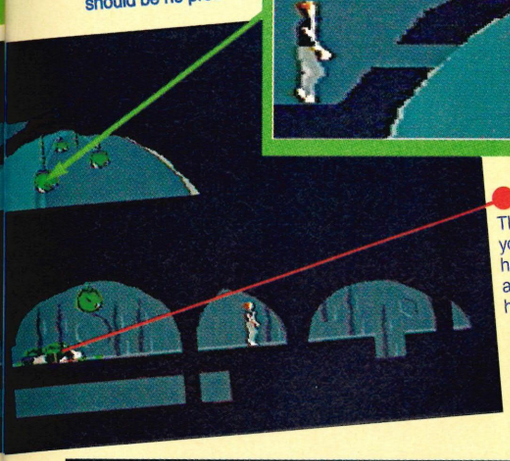
A sharp blast with the laser will cause these creepers to retreat. If you cannot reach them, then jump through them and they don't have time to catch you. Take care here because it is easy to jump a creeper and land in the jaws of a floor monster.Chomp chomp!

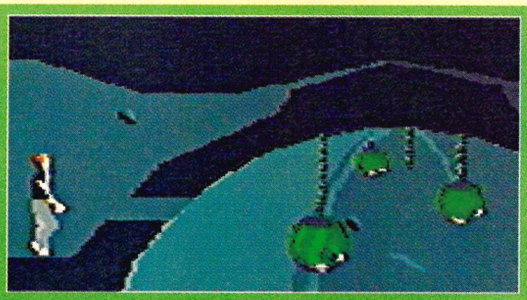
This security door is the first object of this level. Destroy it and you can swim through here later. OK so there is no door on the map. Can I help it if some dweeb forgot to put it in? Take Lester's word for it.



This cave level can be a might tricky unless you get to grips with agility. If you are trying to outrun a tidal wave, it might be a good idea not to fall down any holes. The object of this level is to get to the security door at the end and destroy it for later. Once you have done this, return to the top and flood the whole place before entering the palace.

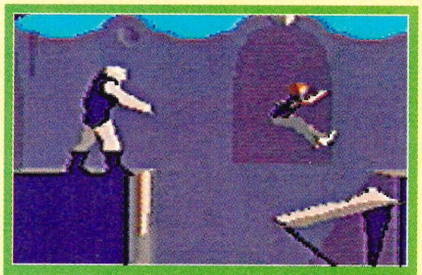
The falling rocks here are at timed intervals. Wait right near the impact zone and as they smash, leg it past to the next safe spot. It takes practice but should be no prob-





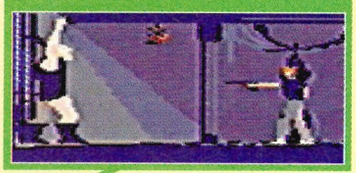
Another World is full of clever puzzles that require more than a shoot-'em-up mentality. This room is positioned above an impassable guard so you must wait until the reflection is in the central position (left). Shoot the nearest light and if you hear a groan, you will have knocked out the guard.

This guard is a right hard nut unless you visit the room above and clobber him with the light fixture. If he retaliates with laser fire then you know you have missed.



Let your ally walk to the edge and he will beckon you. Now run towards him and like a true hero he will fling you across the gap. When he tries himself unfortunately he smashes the canopy and hangs in mid air. You must complete the level to free him.

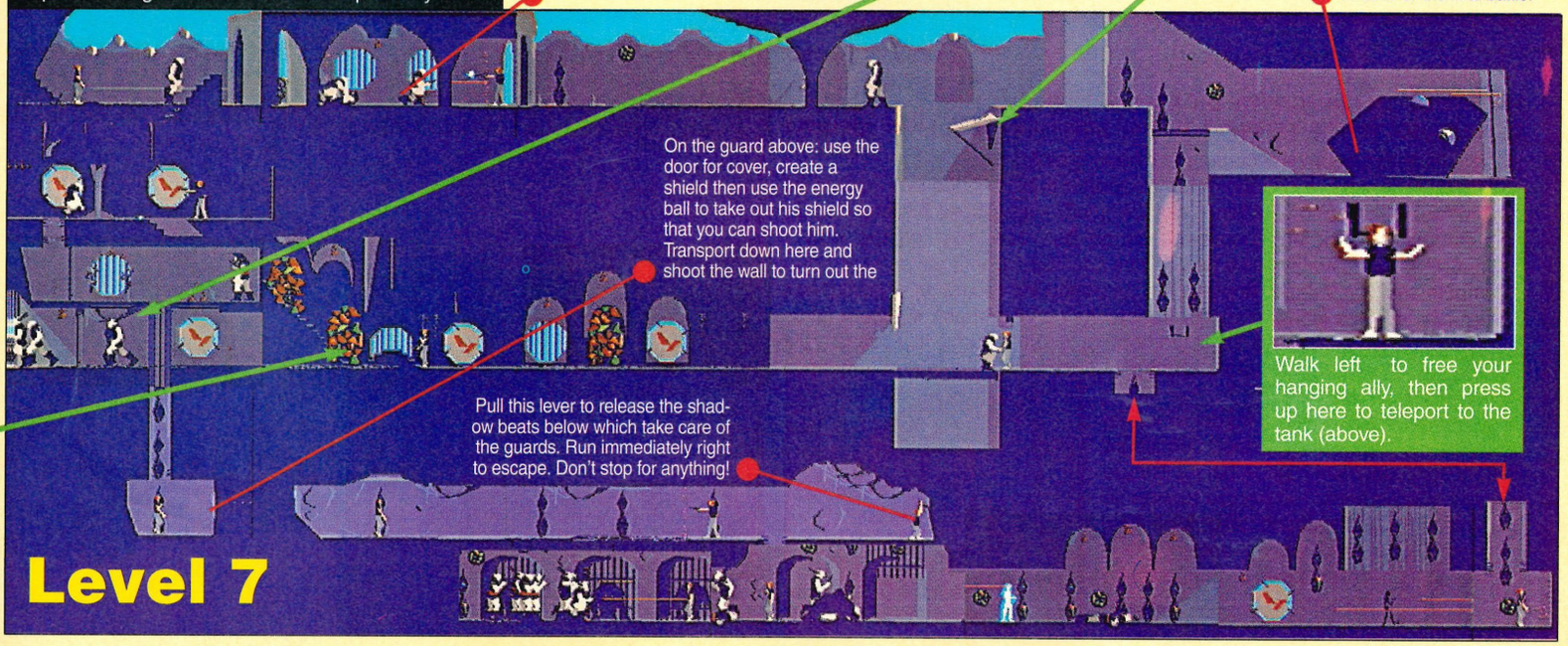
The way to avoid being burnt to a crisp by the guard on the second level is to chase this guy to the bars. Point your gun at him but don't shoot and the coward will seal all the doors with the switch.



From the hole, run left and press up to run behind the room where your ally is being searched by the enemy. Surprise them from behind by creating a shield and then using a large energy blast to disintegrate the guard before your friend is overpowered.

This level is so cunning you could sellotape a tail to it and call it a weasel. Apart from being crammed with detail, there are an inordinate amount of clever tasks to perform to escape the city. Hidden switches, laser traps and a a good old fashioned scrap await you.

For the end of the level, run into the tank and climb aboard for the final battle!



On the guard above: use the door for cover, create a shield then use the energy ball to take out his shield so that you can shoot him. Transport down here and shoot the wall to turn out the

Walk left to free your hanging ally, then press up here to teleport to the tank (above).

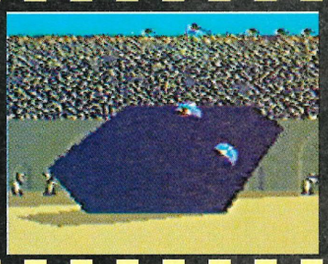
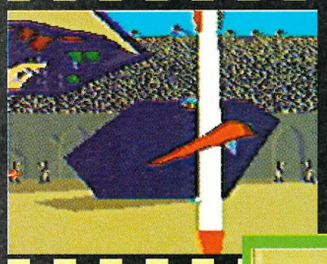
Pull this lever to release the shadow beats below which take care of the guards. Run immediately right to escape. Don't stop for anything!

Level 7

TIPS

ANOTHER WORLD

Now that Chaykin has some serious firepower with the tank, you have to drive it through the battle-torn arena. Find the right combination of buttons to launch all the missiles and activate the escape pods for the ascent to the next level. Exciting stuff!


tips

PASSWORDS

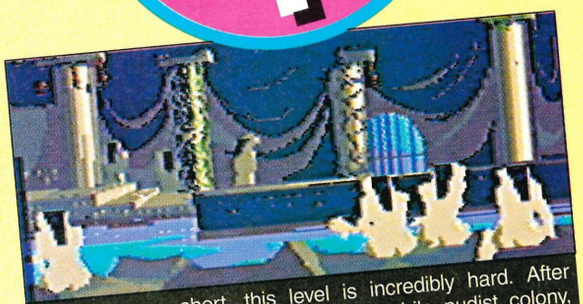
Level 1	–	LBKG
Level 2	–	FXLC
Level 3	–	TBHK
Level 4	–	HBHK
Level 5	–	BRTD
Level 6	–	TXHF
Level 7	–	CKJL
Level 8	–	LFCK



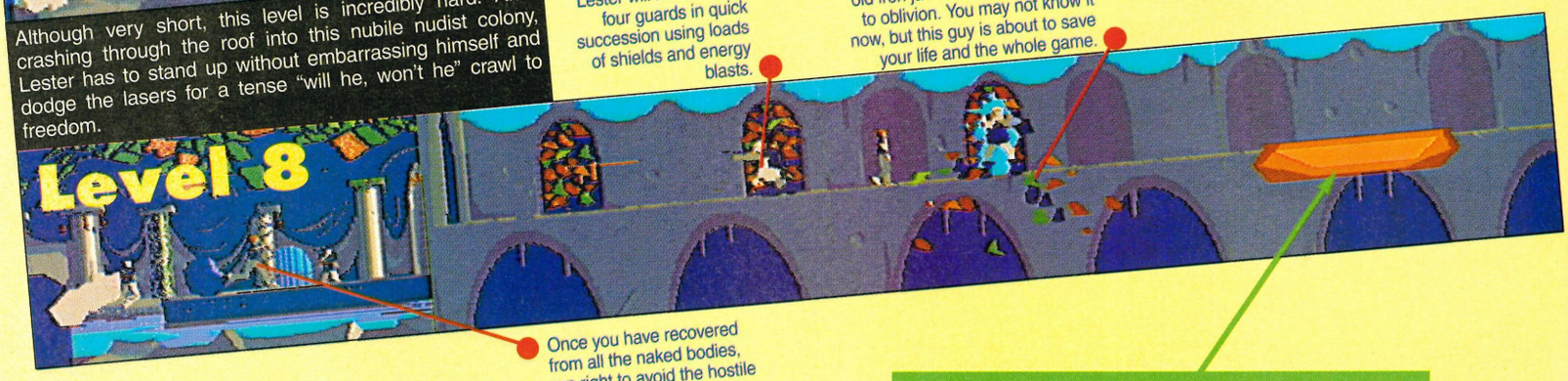
First of all press the buttons in the central console and some will appear on the left and right. The ones on the right are the defence systems including the missiles.



If you press the small cluster of six buttons on the left then a single white light will flash. Press this and you will be shot out in the escape pods to level eight.



Although very short, this level is incredibly hard. After crashing through the roof into this nubile nudist colony, Lester has to stand up without embarrassing himself and dodge the lasers for a tense "will he, won't he" crawl to freedom.

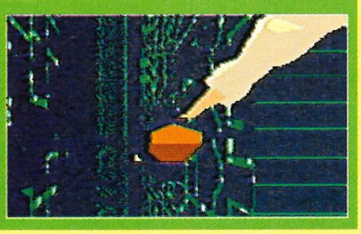


Lester will have to fight four guards in quick succession using loads of shields and energy blasts.

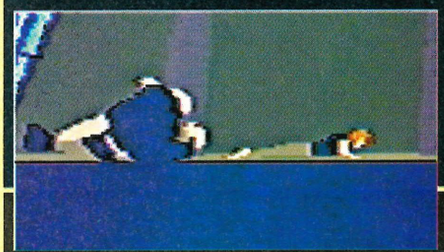
Look who it is; and you thought old iron jaw had been catapulted to oblivion. You may not know it now, but this guy is about to save your life and the whole game.

Once you have recovered from all the naked bodies, run right to avoid the hostile laser fire.

As Lester falls to his doom, a hand reaches out to pull him to safety. Is this the hand of friendship or are you out of the frying pan and into the fire?



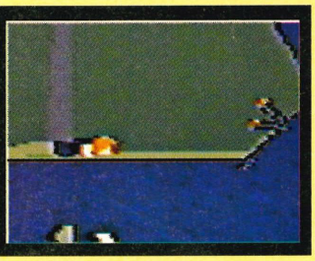
Final Level



The final showdown takes place in a small observatory room with your ally fighting for both your lives in a pitched fight with the enemy commander. By repeatedly pressing the directions, Lester Knight Chaykin will torturously crawl towards the levers in the corner. Will they save the day or just be red herrings?



Here we see the last push to the end of the game, but we at SUPERPRO wouldn't deny you the final solution. Crawl to the levers and wait for the two guards to finish the fight. You pal will fall off and the enemy approaches you. When he is in the middle, pull the first lever and he will be instantly vapourised (left). Now pull the second lever and the roof will open. Tap left and crawl back to the centre of the room. If you have timed it right, laser beams will miss you and you will be teleported home. Congratulations!



BLOW YOUR HEAD OFF!

WIN A SONY CD WALKMAN AND FIVE CDS

One of the most atmospheric and enjoyable RPGs to hit the UK SNES scene is Infograme's official UK release, *Drakkhen*. Giant dog's heads, spooky castles and inns packed with free-talking drunks, the world of Drakkhen is a strange and very wonderful place. A formidable 88% was awarded in SuperPro 2 and to celebrate that fact Infogrames have arranged a rather brilliant competition.

As it happens the people who distribute Infograme games in the UK are Pinnacle and they also handle a rather impressive list of Indie bands. In a spontaneous burst of multi-media spontaneity Pinnicle are offering the lucky winner of this competition five brilliant Pinnacle CDs, together with a brilliant Sony Discman to ensure you're never without an indie soundtrack to accompany life in motion.



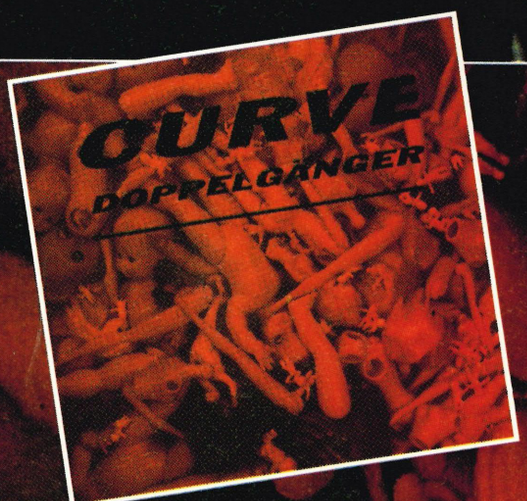


THE PINNACLE CDs

Doppelgänger by Curve
Electronic by Electronic
Brotherhood by New Order
BossDrum by The Shamen
Screamadelica by Primal Scream

THE QUESTIONS

1. *What animal features in the Infogrames logo?*
2. *How many characters can are under your control in Drakkhen?*
3. *Who are the best band in the entire world? (clue, my brother, the big ed wrote this comp!)*



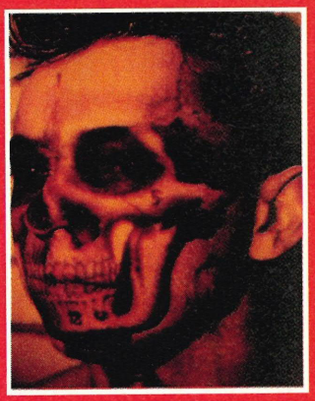


Now send your answers – on the back of a postcard or a sealed envelope – together with your choice of the 5 Pinnicle CDs to BLOW YOUR HEAD OFF, SuperPro, PARAGON PUBLISHING, DURHAM HOUSE, 124 OLD CHRISTCHURCH RD, BOURNEMOUTH BH1 1NF.

All entries must be received by 21 February 1993 and the editor's decision is final.

INFOGRAMES

Hello, there dear readers. This month we've got an absolute wodge of letters for you to read, and an even bigger wodge of my replies. I must say, there's something deeply satisfying about writing responses to letters. Is it the satisfaction of answering your questions fully? Mmm, possibly. Is it the joy of communicating with you loyal readers who've taken the trouble to write in and air your opinions? Perhaps. Or is it the exquisite joy of being patronising and flip for a whole day? – like wriiting letters to lots of junior Daves.



The letters have been, without exception, marvellous this month, each a shining pearl of literarcy and incisiveness. This month's winner of a fabulous cart is industrious David Gabbay, who was good enough to send us a rather good review. Although we can't print it, David, you may have a cart of your choice as soon as you write in and tell us which one you want. Dilligence and perseverence do pay, you see. By the way, I designed the backdrop (the blue, stampy thing) - it's flippin' brilliant isn't it? And that piccy to the left is one of my student, arty pics. Good eh? They're all for sale (limited edition, first come, first serve). Enjoy!

SUPERPRO, Mark's Letters, Paragon Publishing, 5th Floor, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

▼ Mark C. Wynne

A QUICKIE FIRST

Dear SUPERPRO,

I had to write a quick note to say your mag is excellent! It's so nice to find a mag just for the SNES and also to find a mag whose writers don't prattle on with flippin' stupid "jokes" and "dead funny" captions under screenshots when they should just lay it on the line like you do!

All the reviews were good and screenshots clear.

KEEP UP THE GOOD WORK!

Mark, Merseyside

P.S. I own a Mega Drive but I still managed to see the SNES light!

▼ You've got a good name, Mark, but you've obviously not endowed with a sense of humour. No jokes? No funny captions? What are you talking about? The mag's littered with both! If only you knew how long we spend carefully constructing superior witticisms and layering our post-modernist reviews with subtle yet tangible subtextual slices of humour. I, for one, am offended. Lay it on the line we do though. Although Dave does tend to be seduced by cutsey, obscure games. It comes from his feelings of inscecurity you see. He feels an affinity with anything that most people wouldn't like.

SCOTTISH PSYCHO

Dear Editor/Reviewer/Poor sod who has to read through all these 'yawn a minute letters'

Well, what can I say? not bad, je suis dead impressed an' all that Jimmy! First SUPERPRO? ...Great (you'll understand why I'm being so nice later on in the letter when I get to the grovel!).

Who am I? ...I'm 22, Scottish (and proud), long-time Amiga addict, and a hard core *Red Dwarf* fan.

Where am I?...With the king of the potato people. (Boys from the *Dwarf* will understand.)

Why am I? ...God knows.

Anyway, now that I have proved my complete sanity... to business. Just treated myself to a USA SNES and a *Pilot Wings* cart.

Having been (and I still am) a long-time Amiga fan, I have read through many Amiga mags, of which *CU Amiga* is my fave. Never before have I written in to a computer mag, but I felt stirred to do so once I had read SUPERPRO. No tiny screenshots here Matey! no sirree, just poster size piccies, wads of colour and loads of variety, just like the machine you rave on about. So good in fact that within two days of reading the great reviews of *Axelay* and *Super Star Wars* I have ordered them up! The reviews are not too short or too dragged out, the tone is not patronising (even to old grey-haired zimmer-owners like me!) and all in all it's streets ahead of its long established competitors.

Reader's Review:

Layout and presentation	**100%**
Coverage of official & imports	**100%**
Price	**100%**
OVERALL	**95%**

Loses 5% because:

'Controls' panel. What a waste of space – give us more 'Pros & Cons' for lazy people who only read the overall comments panel.

'Super Savers' Reader offer – give us some of the older, cheaper import titles ie *Populous* which your advertisers are flogging at ten quid a go.

Well that's about it apart from one major point. Obviously you will have a readers' letters page with a star letter, the winner of which will not receive some poxy T-shirt like the other naff mags, but a current SNES title of their choice. Now I'm not one to try and sway your opinion on this matter, but **HELLO! LOOK AT ME! WHAT A FAB LETTER!** Oh, in case you were wondering, I really wish I had *Streetfighter 2*, *Magical Quest* or *Super Mario World* for my American SNES (told you there was going to be some grovelling!).

Well, parting is such sweet sorrow... there's an old android saying which is appropriate here, in binary it goes - 101010101110010 10110101011111.

Mike Scott, Aberdeen

PS Duane Dibbly?

PPS Hattie Hayridge (Holly). Signed my T-shirt in 'The Lemon Tree', Aberdeen, and She's Mega-Cute NA NA NA-NA NA!!!



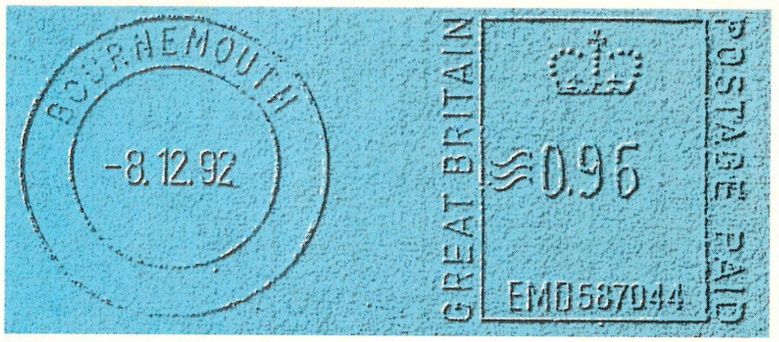
▼ Well there you have it readers. What a complete nutter. Mike? You're off your tiny trolly, much like most* Red Dwarf *fans (neurotic, on the slide downhill prog) but to address your points. We like the control panels so we're keeping it. Good enough? No? Well, the SNES has an extremely sophisticated control pad, and it's important that we show how well the games reviewed utilise the control pad. If you're a thicko, you might blacklist any games that had more than one button (say, fire?). Fair enough?

As for our T-shirt being naff? Oh woe, you've won nothing today you tactless, Scottish fool (cook a haggis as a consolation). James, top designer and my boss has spent ages designing a top Pro T-shirt, which any tasteful person would be pleased to possess. And just listing the games you want can't really be qualified as grovelling anyway, slappo.

PPS You're obsession with that ugly Holly person is very sad. She's a bit of a man isn't she? Still, that's the Scotts for you. Personally, I'm a bit of a Kylie fan at the moment, now she's a slinky sex kitten. Mind you, her sisters pretty gooey too. Sister fantasies - I recccomend them. Get a Kylie calender, it'll put lead in your pencil, Mikey boyoo!



LETTERS



UPSTART

Dear SuperPro
In last months editorial column, I noticed you mentioned about reader's reviews. I enjoy writing my own reviews and in my spare time I make my own, small magazine with my own reviews in it. I've written a review of *Mario Kart* for you. I have recently subscribed to SuperPro and I hope to see my review printed.

Thanks very much
Yours sincerely

David Gabby

▼ ***Cheers for the review Davey, but unbeknownst to you (at the time of your letter) we'd reviewed* Mario Kart *in ish two, and since your (admirable) review is so similar to my (marvellous) one, we can't really print it. However, we'd love to see your mag, maybe to print an extract, so pop it in the post.***

I've also got a few tips and hints as to how you can improve your reviewing technique, based on hours of Duffer Dave watching. Follow these few, simple steps to get that Dave feeling to your writing -

1- Pick the most obscure and cute of titles available.

2- Sit in corner and play madly for one hour, without allowing anyone else to see.

3- Pop down to reception (if you've got one) and slurp coffee for half an hour.

4- Go back to your word processor and stare blackly at it for half an hour, waiting for inspiration.

5- Repeat 3.

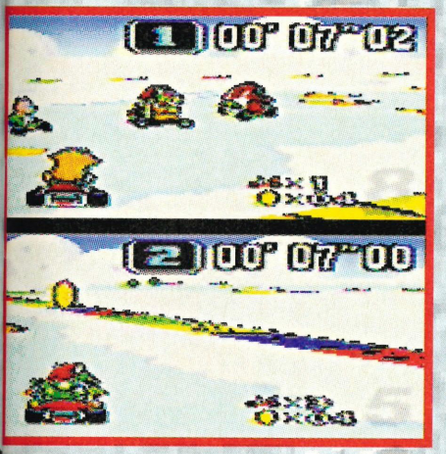
6- Cobble out a university thesis length discourse on said game for the next four days.

7- Hand review to Editor and demand that nothing is changed.

8- Repeat step 3.

9- Reread edited review, cry, sulk, grumble etc.

10- Repeat step 3 ad infinitum.



WAFFLE GALORE

Dear Somebody,
I recently purchased your mag and am impressed, especially with the amount of good, genuine, seemingly biased ***(eh? What's this fool on?)*** reviews of games. The mag is unbelievably massive and packed with information ***(that's more like it)*** on games rather than advertisements. Right, I think that's enough sucking up! ***(oh I don't know - you can never get too much sucking)***

Seriously, the reason I'm writing to you is because like all successful mags, you will need constructive criticism. Firstly, I was quite amazed or dumbfounded by the different characteristics shown by your reviewers writings. Some were serious, some were funny, and some were attempting hilarity but horribly failed *(oh dear, no pressy to this writer).*

Content: The layout is nicely presented but they do create a kind of glare (no, I'm not on drugs) especially the 'SUPER WELCOME'. The index being on the left hand side...***(from here on the letter waffles at extreme length, about every single design element of the magazine.Blah, blah, blah.)***

This mag is definitely amongst the top five computer mags I've read (of a total twelve in the last twelve months) in terms of quality. You lot only have a few nags *(thanks very much)* which I'm sure will improve in issues to come. Congrats on the best SNES mag to date.

Waiting for next mag,

Junaid Khalid

P.S. Some of the screenshots are not in colour. People ask me why this is so and I (not knowing why) just say that sometimes it's easier to determine the excellent graphics without colour. What is the real reason?

P.P.S. Even though this letter is too long to be printed, I would like to ask that you write a little note somewhere saying that you received my letter and giving me a hint as to should I write in again?

Well, Junaidy babe, the 'SUPER WELCOME' page was done by a* SegaPro *designer, which obviously explains the druggy effect experienced when reading said page. As to all your other little 'snipes', thanks for the constructive criticism. I think.

P.S. Sometimes it is easier to determine the excellent graphics without colour.

P.P.S. Hint - not really.

CRY BABY

Dear SuperPro
I have connected my UK SNES to a video recorder! At first, I thought such an operation would be a bit tricky, but no! All I did was plug the SNES aerial lead directly into the aerial socket on my video, adjusted the video tuning until I got a picture and hey presto! I can record myself getting killed on *Super Mario World*!!

Also, if my TV isn't SCART, can I still connect my UK SNES to my stereo?

Please print this letter as I reckon there's several million others out there with similar problems! (I don't doubt.)

Oh yeah, and if you don't print this then (a) I'll never buy your mag again (even though it is excellent) and (b) I'll cry!

James Padmore, Southwell

▼ ***To answer your question in the style of a famous advertisment - probably. Okay kay?***

HARD UP

Dear New Magazine.
Oh dear oh dear. I'm oh so very sad. Glum. Deflated. Limp. Why you cry? WHERE'S SUPERPRO GIRL? WHERE!? SegaPro, your illustrious sister mag has got a delicious, yummy, squishy, tasty birdy thing, scimping about in T-shirts and little else, so where's yours? It's almost worth downgrading back to my old Sega if it means I can legitimately buy SegaPro. What a corker of a magazine! Tasteful and seductive in every sense of the word. Truly, a magazine of taste. But especially on the pages with that scrummy girly creature. So what's the problem SuperPro? Don't any girlies want to pose for you? Or are you just too hard up to hire a model? Tell the truth.

Yours,Perturbed Fan of Female Flesh.

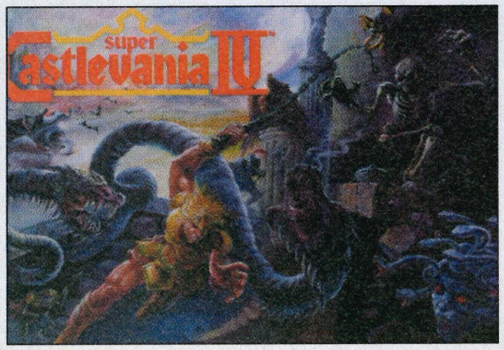
▼ ***Hello Perturbed. Oh dear, oh dear. I fear that it's you who sounds hard up, not ourselves. I mean really, you sound like the sort of over excited pervy who'd get outrageously titilated by the lingerie section of a catalogue (like Kays or those other big fat one's that take ages to get through). Sad. Here at* SuperPro *we're rather concerned that dotting our pages with pictures of scantily clad femmes might be considered both irrelevent and irreverent. I mean, is it neccesary? Well take a look at SegaPro girl below and jot down what you think, sending your notes to me,***

Marky Mark



SUPER

SUPER NES CARTS



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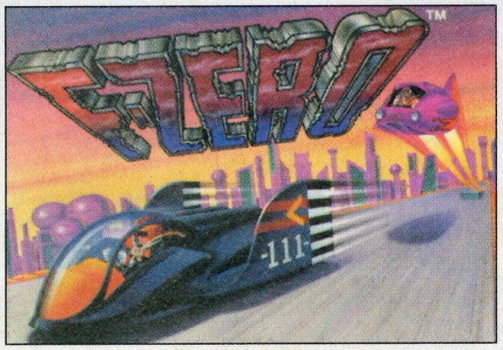

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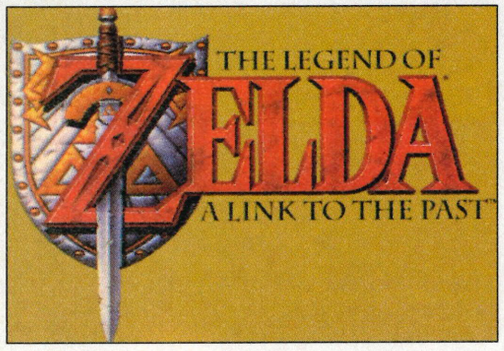

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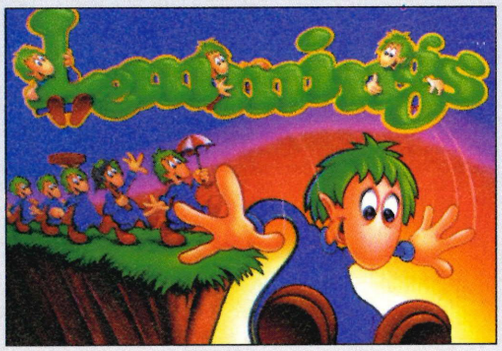

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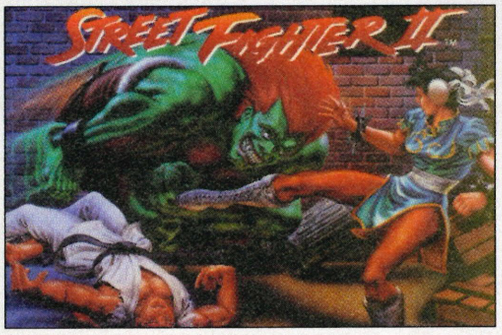

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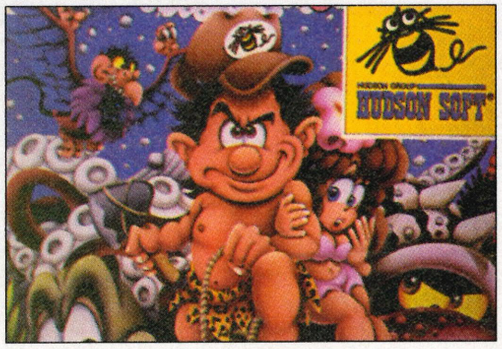

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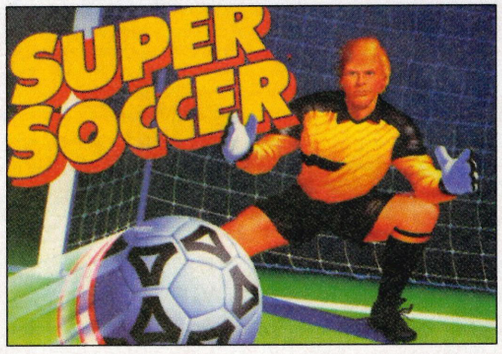

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SUPER PRO

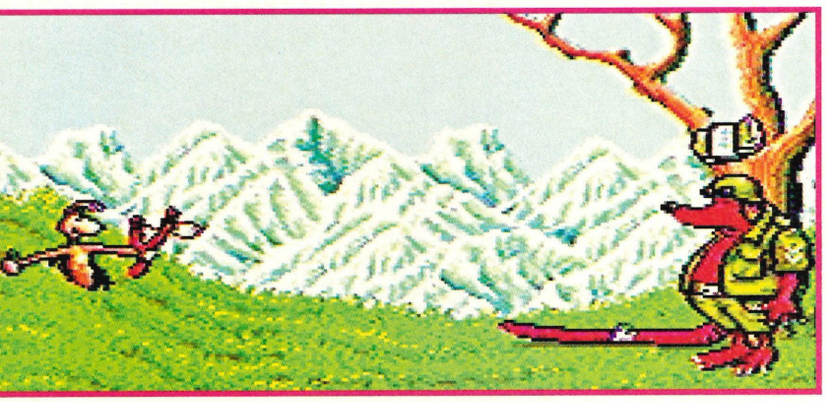
PUSH-O



Our microscopic hero salutes you just before he dashes through the doorway to the next level (right). Having just found one of Captain Rat's huge wads, out hero then proceeds to wack the hairy critter over the head with it using a slingshot (below).



Ants have always been recognised as a highly intelligent species, with more architectural knowledge than Prince Charles! However, they aren't exactly renowned for their Domino playing abilities, so Ryan "Prince Charming" Butt takes a trip underground to check out the strange concept of Ocean's latest offering.

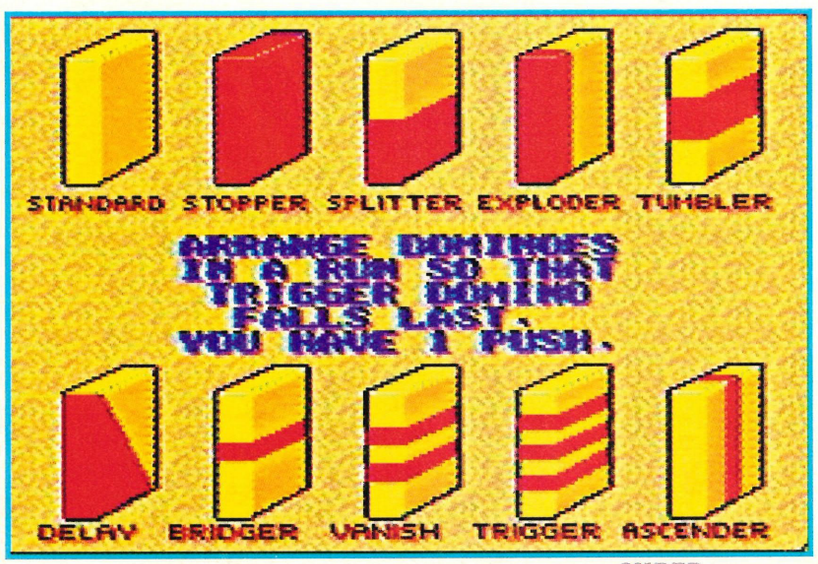


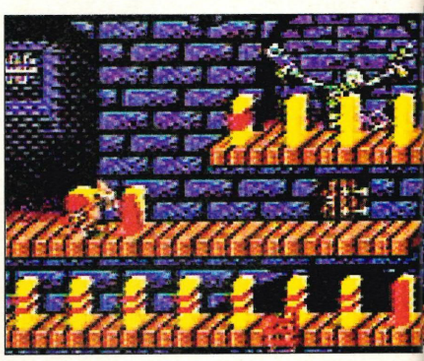
When the subject of dominos crops up, very few people think of the game where you try to out-score an opponent by forming lines. Instead people go all gooey-eyed when they reminisce about their childhood, and the endless hours of fun spent lining the small rectagonal pieces of wood up in rows, and then knocking them down with a quick flick of the finger. *Push-Over* is based solely on that side of the game. You control G.I.Ant, an extremely clever soldier ant, who's highly trained in tactical maneuvers. What's more, he is extraordinarily strong.

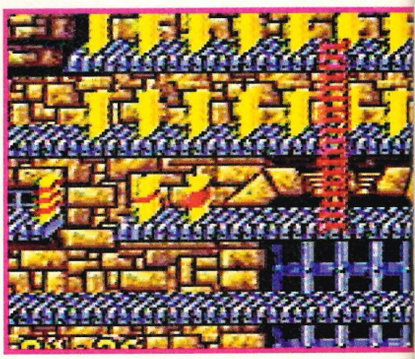
G.I.Ant's mission is to infiltrate the caves of Captain Rat and repossess the vast amounts of treasure that the crafty rodent has stashed there over the years. This may sound easy in principle, but the various stages can only be completed by successfully triggering off the rows of dominos that open the doors.

However, these are no ordinary dominos, they possess certain properties that enable them to do extraordinary things when triggered off. As well as the normal dominos that just fall down, there are also ones that take off, roll, vanish, repair gaps, and even explode when hit.

You must manipulate these blocks into a certain order and trigger them off to open the exit. This mammoth task isn't helped by the fact that you only get one push per level, and that every domino must be toppled before the trigger. The trigger

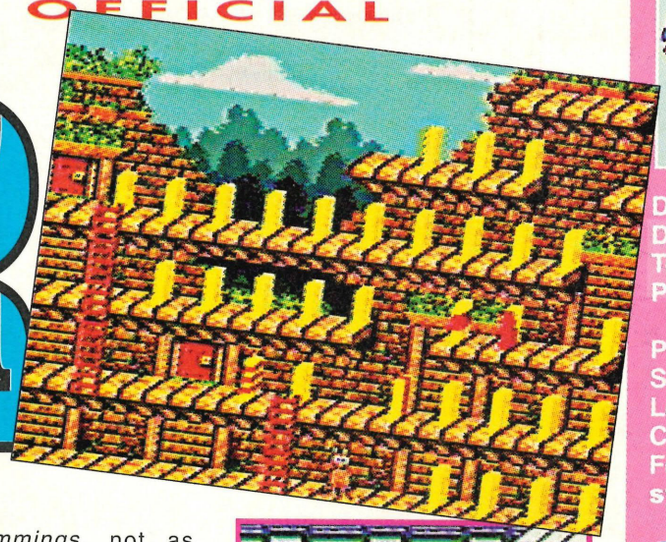








PUSH-OVER



Developer: **OCEAN**
Distributer: **CENTRESOFT**
Tel: **021 625 3388**
Price: **£44.99**

Players: **1**
Skill Levels: **1**
Levels: **100**
Cart Size: **4Mbit**
Features: **Password system**

CONTROLS

- ▲ Climb ladders, move into pushing position.
- ▼ Descend ladders.
- ◀ Walk left.
- ▶ Walk right.
- X Pick up domino.
- Y Push domino left.
- A Push domino right.
- B Pick up domino.
- L No function.
- R No function.

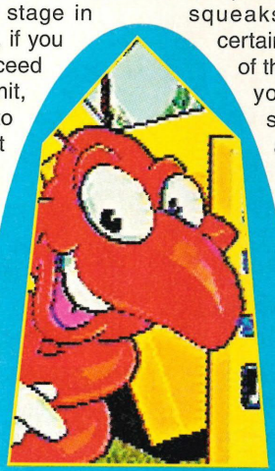
incidently, is the domino that opens the exit when toppled. This must always be the last block to fall at the end of the sequence if you are to progress.

If you complete a level within the time limit, you'll be rewarded with a token, which can be used in desperation at a later stage in the game. For example, if you complete a level but exceed the rather tight time limit, the token can be used to progress to the next stage without having to repeat the present one. And there are a hundred stages in total.

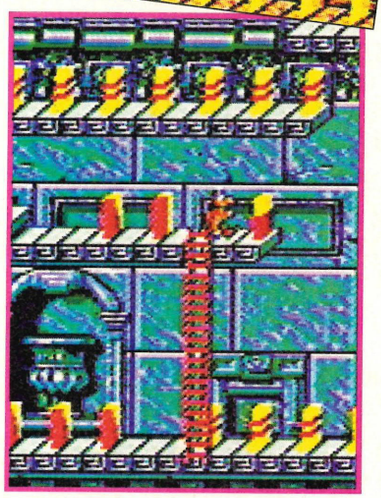
The difficulty of the game starts at a fairly moderate level to get you used to the controls and how each domino works, but gets progressively harder. *Push Over* not only requires lightning fast reactions, but also a logical mind that can fathom out the tricky puzzles faster than a Cheetah on steroids! Puzzle fans will love it but I'm unsure whether it's got that magical, cutesy *Lemmings* magic which can pull in even shoot-'em-up fans.

The graphics are along the same lines as *Lemmings*, not as breathtakingly exuberant, but serving their purpose nevertheless. Indeed the central character is certainly the subject of someone's warped imagination, G.I. Ant is just so painfully cute. His witty actions and expressions, not to mention squeaks and shouts will certainly increase the appeal of the game, especially to a younger audience. The sound effects and tunes are great and highly appropriate for this style of the game. These combined with the colourful graphics make this an extremely well presented and polished game.

Push-Over is certainly one of the best and most novel puzzle games around, and will certainly appeal to fans of *Lemmings*. The only drawbacks being the high level of difficulty (which you cannot alter unfortunately), and its long term appeal especially after you've beaten all of the levels. Despite these reservations, *Push Over* is a high quality game well worth a look.



PRO TIP
Save your shots for the later levels - you'll need them!





As G.I.Ant progresses through the levels, they develop various individual themes, such as the Aztec temples, below.

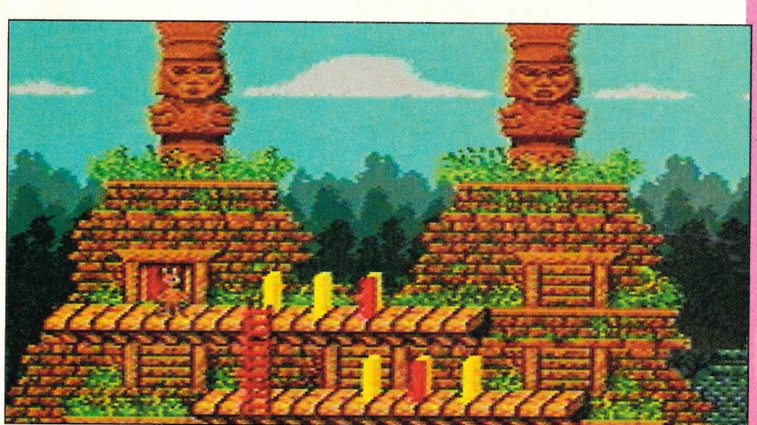
PROS: Humorous graphics and sound, highly challenging. Imaginative concept which puzzle addicts won't be able to resist.
CONS: Could gather dust when all the levels have been beaten.

GRAPHICS	80
SOUND	86
GAMEPLAY	79
LONGEVITY	84

PROSCORE
82
SCOREPRO

CERTAINLY AIN'T A PUSH-OVER!

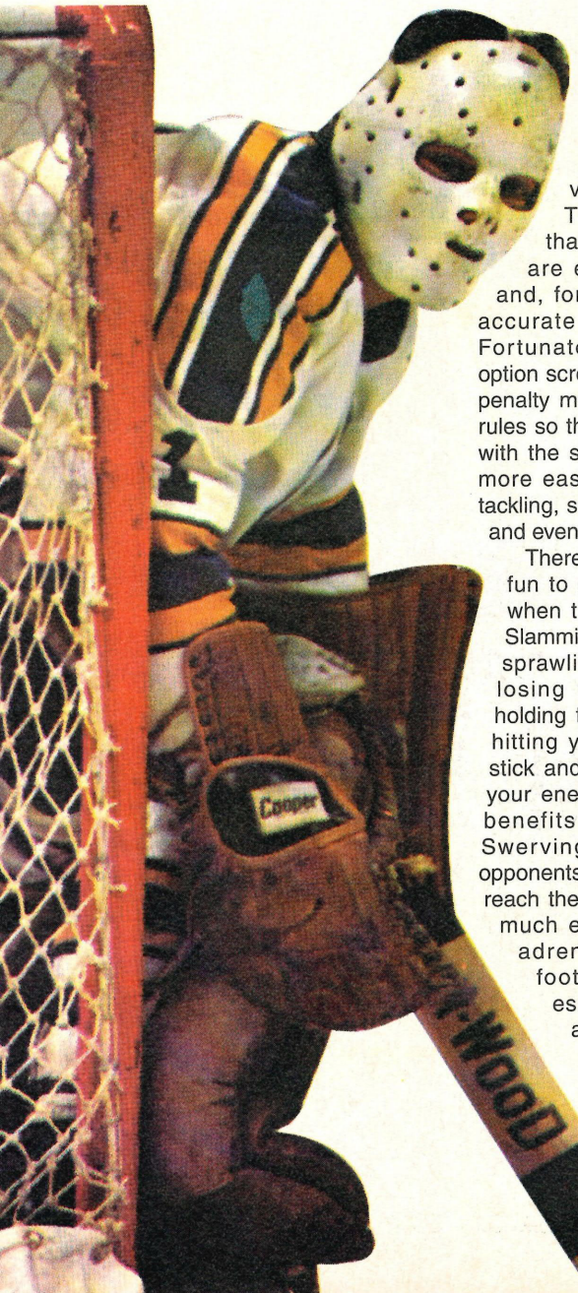




NHLPA HOCKEY



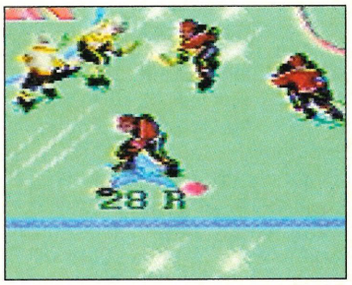
You'd better prepare yourself for one heckuva battle. NHLPA Hockey, the toughest sport there is, is about to get a lot rougher: body slamming, roughing, slashing and just plain old fashioned scrapping are just run of the mill stuff here. So if anyone out there likes to kick dirt (well, ice) in the face of authority (the referee) and likes his play psychotically hard, get ready to invest in one very gruesome cart. Dave "I don't actually agree with violence" Westley gets ready to smash, trash and bash his way to a vicious victory.

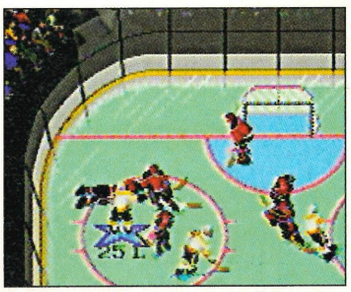


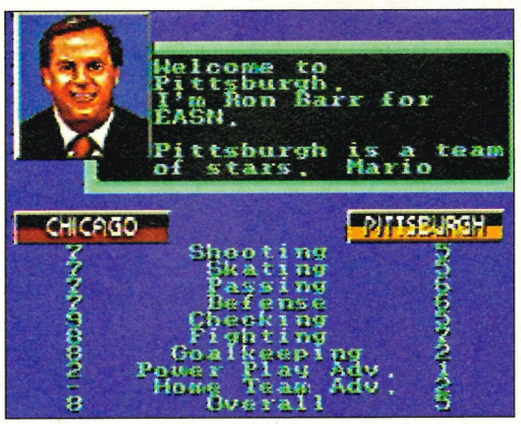
NHLPA Hockey comes with a booklet that's as thick as a very thick thing indeed. This is made necessary in that the rules of Ice Hocey are extremely complicated, and, for once, we have a very accurate conversion before us. Fortunately enough though the option screen allows you to turn the penalty mode off, eliminating some rules so those of us not acquainted with the sport's intricacies can get more easily used to the skating, tackling, shooting, the face off, icing and even fist fights! .

There's no doubt that *NHLPA* is fun to play (even for beginners when the penalty mode is off!). Slamming into players so they go sprawling across the ice (thus losing vital energy), illegally holding them so they can't move, hitting your opponent with your stick and viciously body checking your enemies are only the illegal benefits of realistic gameplay. Swerving and siding past your opponents in a desperate attempt to reach the goal mouth gives just as much enjoyment: providing an adrenalin burst as big as a football league goal, especially if you're playing against someone as obnoxious, smelly and grumpy as Grumpy Editor Stuart (a man who wouldn't tell me the controls just so he'd win!).

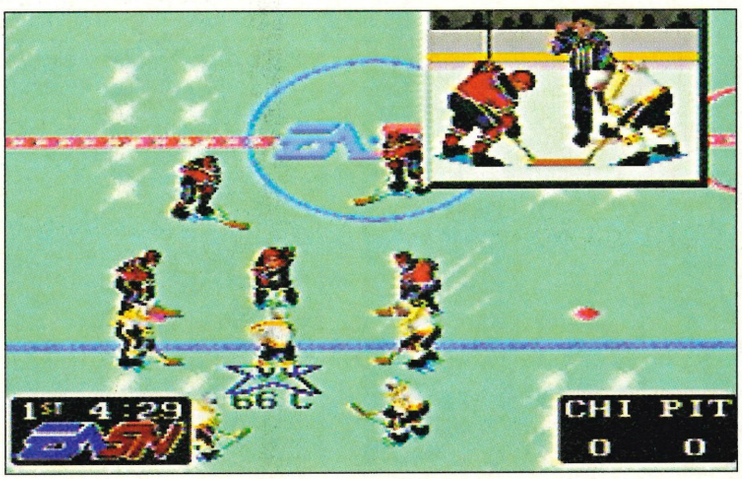
Mastering these controls will take time though. Just to be able to shoot at goal effectively requires a great deal of familiarity with the buttons. There are, for example, two different shooting shots: the wrist







To the left is the team comparison screen. Use it to compare your strengths and weaknesses with that of the opposition. In this way you'll be able to form a comprehensive strategy. Below is the face off. Victory depends on fast reflexes!





WHITE'S ATTACKING ZONE

The ATTACKING ZONE is entered when you pass the blue line. Your attacking zone is your opponent's defensive zone.

ICING is called when a player passes or shoots a puck all the way across the red centre line, the opponent's blue line *and* the red goal line. Icing is *not* called if a member of the offensive team touches the puck before a member of the defensive team does (even though it's still icing!)

BLUE LINE

An OFFSIDE will be called if any player on the offensive team enters the attacking zone before the puck does. The puck cannot therefore be passed across the blue line to a player waiting in the attacking zone.

CENTRE LINE

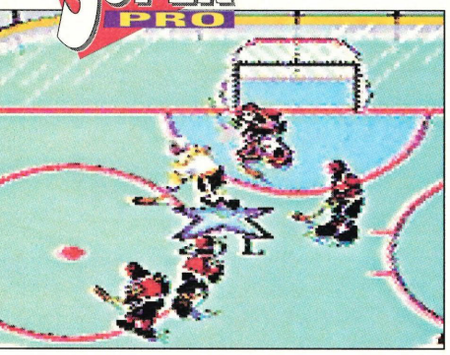
Once in the attacking zone, if the puck crosses the blue line and out of the attacking zone, all of the offensive players must leave the attacking zone before the puck can be brought back in.

BLUE LINE

Other penalties will be called for more obvious reasons. Holding, roughing, slashing, tripping, hooking, charging, inteference, fight instigation and just plain old fighting will result in a trip to the penalty box. A five minute stay will be imposed for fighting, two minutes for everything else. So watch out!

RED'S ATTACKING ZONE

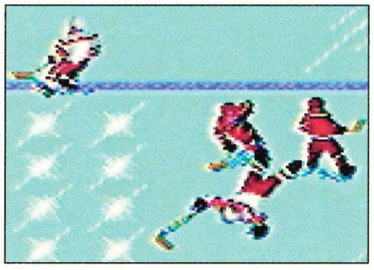


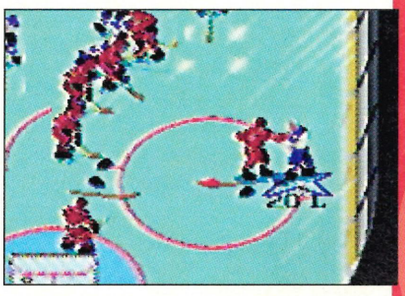




There won't be many better opportunities to score a goal - there's just the goal keeper to beat (above.) Aiming to the top right or left hand corner of the goal mouth usually works.





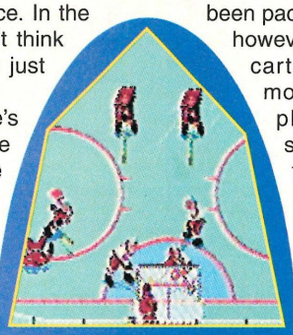


shot and the puck shot. The puck shot being harder and faster than the wrist shot, but less accurate. You can also set the height of these shots via the joypad, sending them either arcing through the air or skimming across the ice. In the midst of play you can't think about all of this - you just have to act.

On top of this there's that comprehensive rule system. The penalty option will force you to keep an ever watchful eye on your tackles, your passes (be careful not to ice the ball!), and whether you're onside or not. Then there's the power play lines and the penalty killing lines which you'll have to learn about. eventually if you're to srand a hope in hells chance of winning the play offs.

Even more impressive however is the fact that over 500 players have been crammed into this cart – the complete 1992 NHPLA Roster! – each player rated in over 14 categories. There's a team comparison screen which let's you check out opposing team's strengths and weaknesses in: shooting, skating, passing defense, checking, fighting, goal keeping, power play advantage and even home team advantage!

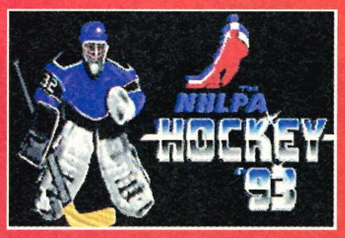
Just to underline how much has been packed into *NHLA Hockey* however is the fact that this cart provides three play modes: regular season, playoffs and best of seven. The first of these, the regular season game, represents rather unsurprisingly just a regular game. Within this mode however there are a further number of options. In the "one-home" mode you control Team One against a computer controlled Team Two. In the One - Visitor mode this is reversed and the computer controls Team One and you control Team Two. The two teammates mode sees you and another person play as Team One whilst the computer plays as Team Two. In the final mode, the head-to-head, you play against another person. In the play off/best of seven round there is no two-player mode. Rather the one player will keep on playing, with each victory earning a password, until the final game. Reaching that final game is going to take a long, long time believe me.



PRO TIP

If every member of your team is an all-rounder you won't be very successful. Some players will therefore need to be specialised if you're to succeed.

This game has, of course, just received a rapturous welcome on the Mega Drive where it's claimed to be even better than *EA Hockey*, one of those rare Sega games that's supposed to very good. Unfortunately EA's mastery of the simplistic Mega Drive has yet to extend to the far more sophisticated SNES. The result being that the animation of players, and the scrolling of the ice rink, are both a little jerky. If you haven't played the Mega Drive game it's not that apparent but it makes control a little frustrating and sluggish. According to EA they're working to change this for the UK, especially as UK machines run even slower. We'll bring you more news on this when EA gets it to us. But in any case this is still an enjoyable and fiercely competitive game, especially good in two-player mode. The comprehensive rules, leagues and teams are great, while gameplay is nicely worked out to appeal even to non-fans. Great fun!



Publisher: ELECTRONIC ARTS
Distributor: EA
Tel: 0753 549442
Price: £39.99
Out: MARCH/APRIL

Players: 1-2
Skill Levels: N/A
Cart Size: 8Mbit
Save Game: Password
Features: Two-player

CONTROLS

- Move up rink, lift puck.
- Move down rink, keep puck on the ground.
- Move left/Aim puck left.
- Move right/Aim puck right.
- X: No function.
- Y: Capture puck; change lines; hold or hook; hold opponent.
- A: Speed burst (body check); wrist shot; slap shot; head punch.
- B: Pass puck; poke check/trip puck carrier; body punch.

PROS: This cart contains more information than the heaviest of tomes. It includes amongst other things 500 NHLPA players - each having their own skills and disabilities, and the complete rules of ice hockey. Amazing!

CONS: Poor scrolling. A great shame since this is the very thing that the SNES is usually so good at.

GRAPHICS	70
SOUND	75
GAMEPLAY	77
LONGEVITY	84

PROSCORE **78** SCOREPRO

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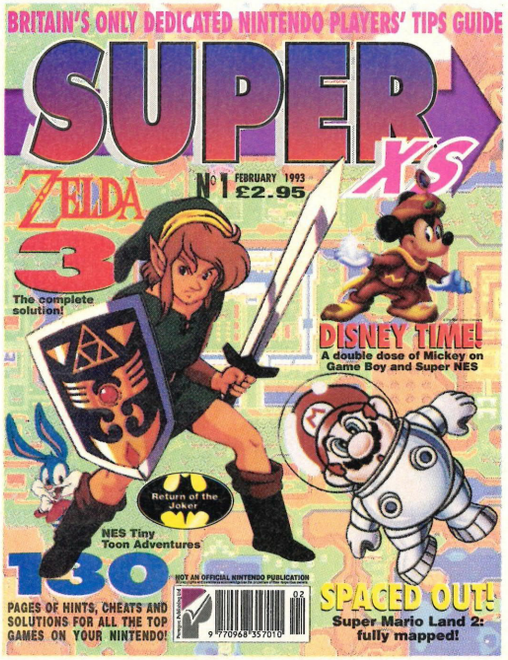

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FEB 25TH SUPER XS

GOD







Religion is a funny old thing - just one word out of turn can cause an uproar, or, in Salmon Rushdie's case, a few hundred thousand words. Gods actually has nothing at all to do with religon but is instead a mythologically inspired computer game. The question is does it still seem all that inspired on the SNES? Ryan "almost a demi-god" Butt investigates.



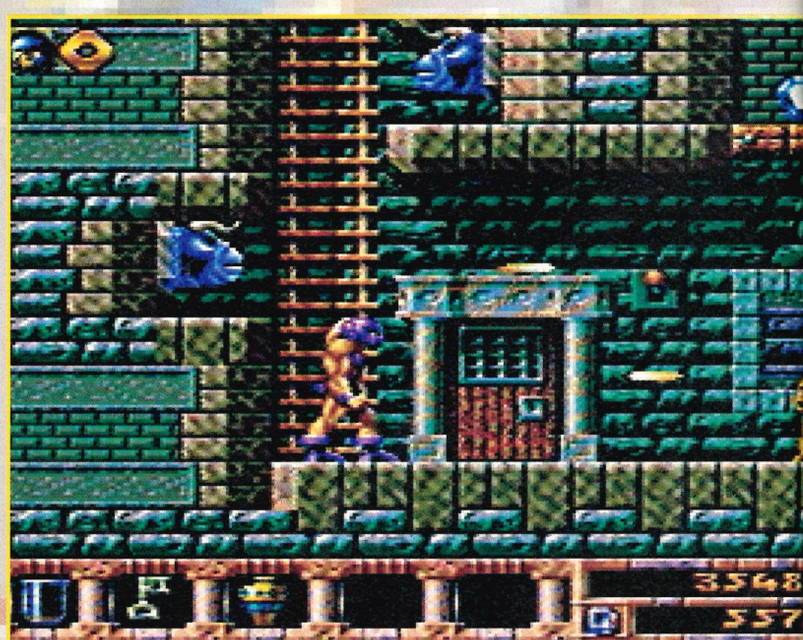


The sprites and backgrounds in *Gods* make the game look like something out of Greek Mythology (above). I suppose.

Gods is yet another classic Amiga game which has belatedly gone through the SNES conversion process. The original programming team were the Bitmap Bros, known for a distinctive bas-metal graphic style and innovative ideas. *Gods* is certainly no cutesy *Mario* rip-off, this arcade adventure looks and plays mean with a novel combination of fierce arcade action and some quite complex puzzles. Of course there's plenty of power-up weapons, treasure and all sorts of evil monsters but perhaps the most noticeable element is all the levers which you must pull to reveal extra areas. This may go down well with the barman at the local but in my opinion it's not really the stuff that great games are made of.

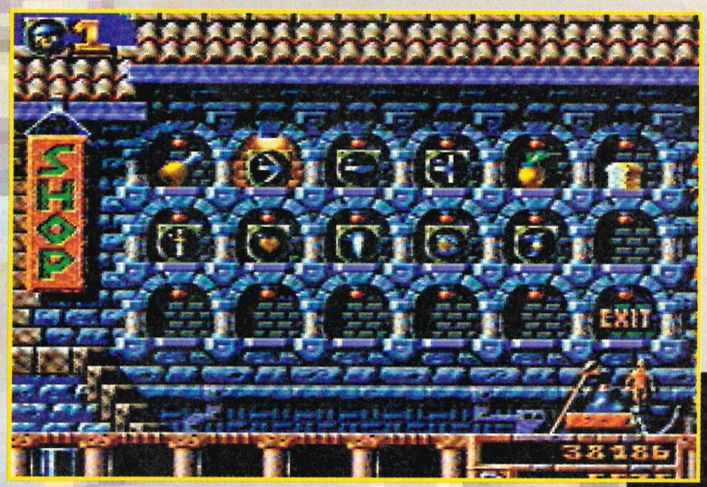
The four levels of *Gods* each contain three worlds and - yes! - there is a guardian to be found at















The brilliant intro and game-over screens in *Gods* are really just the icing on the cake (above). Having just stumbled on a hoard of items, out hero must now put them to good use (below).





the end of each one. These are hardly the type to get *Super Probotector* worried, but if you like the graphic style of the screenshots you'll love these gothic monsters.

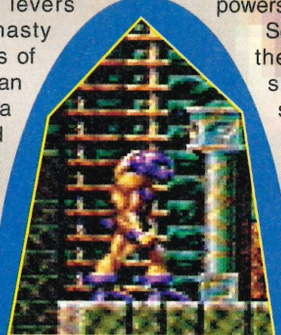
But to get to them lots of keys need to be collected, levers pulled, various very nasty traps avoided and loads of creatures consigned to an early grave. It's quite a complex game and thankfully there's a help function with running commentary at the bottom of the page to keep you informed of what's happening early on.

Besides the daggers, shurikens and fireballs you can collect from murdered monsters you can visit shops. Here you can buy smart bombs and also pick up the odd defensive item such as shields and 'freeze' potions. At least these arcade adventure elements off-set the disappointment of what is actually a rather weak platform game. Particularly irritating are the awkward pick-up system and how you can't crouch and attack.

The main character and most of his fellow sprites move quite convincingly and at quite a pace while the backgrounds are suitably dank and gloomy. The sound is quite admirable too, right from the atmospheric opening music to the fanfares that accompany the receipt of the different weapons and powers.

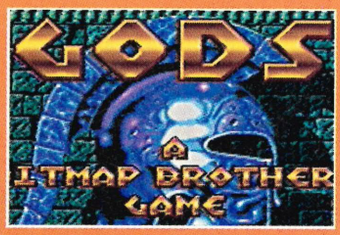
So what's the conclusion then? Well it looks and sounds good without showing any distinct improvements over the Amiga original. If you like the European style then you won't mind that, and gameplay is certainly demanding. If you can get in the mood the fact that one wrong lever pull means you have to restart a level might be bearable, the complex puzzles an enjoyable challenge rather than a hair-tearingly frustrating blight on a nice looking arcade game.

I personally got hooked and expect to spend a great many weeks working my way through this formidable challenge. The controls are irritating, and the Mega Drive game had more improvements, but it's still very enjoyable all the same and is well worth buying as something different.



PRO TIP

The top weapon to save up for is a metal falcon (called a *Familiar*) which whips about bopping your enemies for you.



Publisher: **MINDSCAPE**
Distributor: **BANDAI**
Tel: **0329 822565**
Price: **TBA**
Out: **NOW**

Players: **1**
Skill Levels: **1**
Cart Size: **4Mbit**
Save Game: **Password**
Features: **Shops**

CONTROLS

- Up.
- Down/Crouch.
- Left.
- Right.
- X — No function.
- Y — No function.
- A — Jump.
- B — Fire weapon.
- L — No function.
- R — No function.

PROS: Looks good, sounds like a dream and offers a sophisticated puzzle and arcade action challenge. Stylish looks create an involving atmosphere. Impressive end-level guardians.
CONS: Awkward control system and occasionally frustrating puzzles.

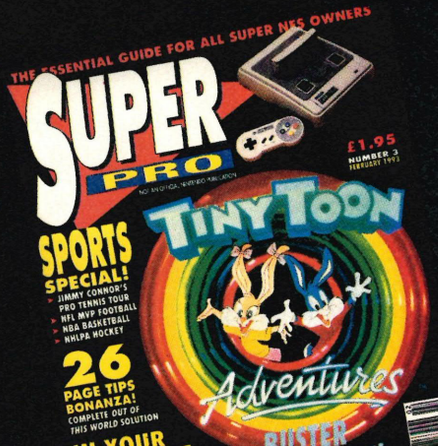
GRAPHICS	81
SOUND	78
GAMEPLAY	78
LONGEVITY	85

PROSCORE
82
SCOREPRO

PLAYS LIKE A DEMON!



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



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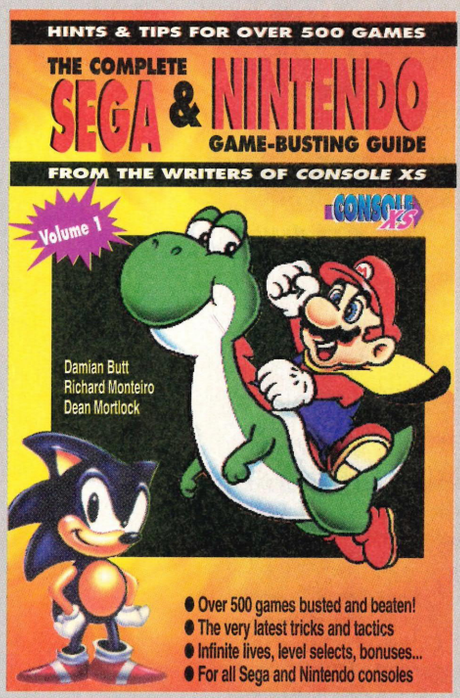

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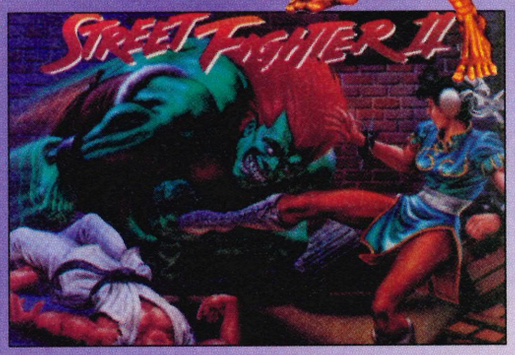

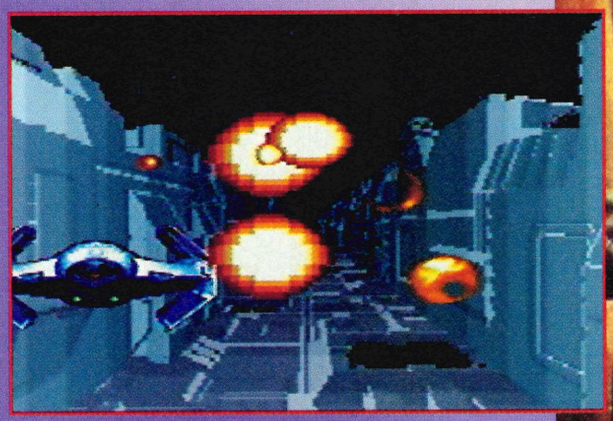

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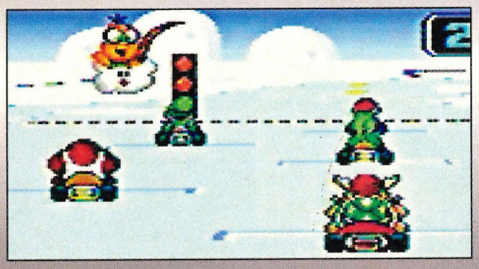

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A-Z OF GAMES

Game Guide

The multi-billion dollar industry that is Nintendo is certainly ensuring a constant supply of SNES games, almost all appearing in either Japan or America before being adapted to play on UK SNES machines. Below is the SUPERPRO guide to available carts, each with a mini-review, overall percentage and if they've been given a big review which issue it appears in. Games which include a large amount of Japanese text and are unplayable for non-Japanese players are merely mentioned, with percentage marks omitted. To help you pick your way through so many releases we've added colour-coding to identify game-types.

ACROBAT MISSION (TEICHIKU)
With just five levels, *Acrobat Mission* isn't the sort of shoot-'em-up that's going to have you addicted for months, but the initial appeal is successfully simple.
PROSCORE 46%



ACTRAISER *(ENIX)*
A brilliant mix of a strategic gods game and a great looking platforming slash-'em-up. The Japanese version is murder without English text and the American version is too easy. Go official with this one!
PROSCORE 91% **(ISSUE 2)**

GOLD

AGURI SUZUKI F1
Now an official release. cf *F1 Suzuki*.

AIR MANAGER (KOEI)
Koei are living legends in Japan, with brilliant games constantly topping the war game/RPG charts. Trouble is, it's full of Jap text – ho hum.

AMAZING TENNIS (ABSOLUTE)
This game looks absolutely fantastic and sounds pretty good, too. It's great for one player but when you have to play at the top of the court, it gets a bit difficult. Not quite "Super" but nearly "Amazing".
PROSCORE 81% **(ISSUE 2)**

ANOTHER WORLD *(INTERPLAY)*
This the closest you're going to get to CD-ROM game without the hardware. The SNES is used to produce a game presented in the style of movie with close-ups, cinematic pans and stunning backdrops. It plays a lot better than you'd think, highly addictive with plenty of puzzles to solve although it's no *Zelda* for longevity.
PROSCORE 86% **(ISSUE 1)**

ARCANA (HAL)
This 3-D adventure is a bit on the slow side and suffers from poor graphics with the play screen being far too small.

PUZZLERS: Stop! Where are you going? They're not all boring variations on obscure oriental boardgames. You even get some arcade action in games like *Lemmings*. But the main thing is the emphasis on brainpower.

SHOOT-'EM-UPS: Vertically scrolling, side-scrolling, omni-scrolling games where the main objective is not to peacefully resolve problems through macro-economic decisionmaking. Nope, in these games if it moves you shoot it.

BEAT-'EM-UPS: As above only you use your fists, feet and occasionally a broken bottle instead of hi-tech military hardware.

RPG/STRATEGY: Role-playing and strategy games emphasise the planning side of things. *Zelda III* and *Sim City* are games in this category which match any no-brainer shoot-'em-up for addictivity and have a much longer term challenge.

SPORT: Everything from golf to soccer to bowling, even a few made-up future sports feature in this category.

RACERS: Yes, we know Formula One is a sport, but there are so many racing games that it seemed obvious to give them their own category.

ODDBALLS: Awkward so-and-so's which don't fit into any conventional game-type. A bit irritating for our system, but often the most innovative and interesting games break conventional norms so well worth checking out.

PLATFORMERS: The main part of the game here involves leaping from platform to platform (cor!). Sounds a bit dull but fiendishly clever programmers have made this one of the most popular and addictive game types.

OFFICIAL: **This shows if the game has been released in the PAL-format UK machines require.**

COMPATIBILITY: **SNES games come in three different carts; boxy American carts, curved front Japanese carts and curved front UK ones. Japanese and American carts are identical except for their shape and all that prevents them being used in each other's machines is their shape, adaptors are thus very simple. UK carts and machines have special chips which prevent the use of foreign equipment. These require more complex 'univeral' adaptors which use a second cart to fool the host machine with its security chips while loading in the cart you want to play. Universal adaptors allow you to use UK carts with any foreign machines, and any foreign carts with UK machines. Standard American and Japanese machines run faster and fill the screen with the picture, but won't work with UK TVs unless they're connected via a SCART socket – or are modified to be as slow as UK SNESs.**

Patience, as they say, is a virtue, and it will certainly help here if you are to enjoy this. *(Also known as: Card Master.)*
ProScore 55%

ASTRAL BOUT (A-WAVE)
With beat-'em-ups on the SNES not exactly scarce it's gonna take something pretty smart to impress us. This doesn't.
ProScore 33%

AUGUSTA MASTERS 3-D GOLF (T&E SOFT)
This was this first of a deluge of golf games to appear, yet still looks and plays great compared to the likes of *Pebble* and *PGA*. The battery back-up is a big bonus.
ProScore 83%

BART'S NIGHTMARE *(ACCLAIM)*
Bart is plunged into a nightmare wherein he must recover eight pages of his school essay from eight superbly drawn sub-games. It looks as good as the real cartoon, but sadly playability is irritatingly tough and nowhere near as imaginative as the graphics.
ProScore: 80% **(Issue 1)**

BATTLECLASH *(NINTENDO)* **SS**
SUPERSCOPE ONLY
A '50s B-movie is turned into a nice-looking if ultimately shallow shoot-'em-up. Marching through ruined cities and battlling bizarre mutants is a good test of your SuperScoping skills.
ProScore 67%

BASEBALL SIM 1000 (CULTURE BRAIN)
Baseball is essentially a very boring game, and not even this tarted up version can disguise that. More time should have been spent on the in-game graphics and less on the ubiquitous Mode 7 graphics. Also known as *Ultra Baseball*.
ProScore 51%

BATTLE BLAZE (SAMMY CORP)
This slash 'n' stab fight game is obviously similar to *Street Fighter II* with the added bonus of weapons! Its only problem is a serious lack of moves, which soon makes play very boring.
ProScore 64%

BATTLE GRAND PRIX (NAXAT)
An overhead view game, although this time there's a split screen. It's tough to get to grips with, but with its two player mode and realism, it's an altogether more playable game.
ProScore 63%

BIG RUN (JALECO)
The SNES seems to have a real problem with driving games from this viewing angle, and like *Race Drivin', Big Run* shows up one of the hardware faults. The driving action is simple, with a dose of occasional strategy.
ProScore 48%

BILL LAMBIER'S COMBAT BASKETBALL (HUDSON SOFT):
Based on the computer game, *Future Basketball*, this is a rather boring and unexciting attempt at a violent version of basketball. It's got nothing on *NCAA Basketball*!
ProScore 55%

BLAZEON (ATLUS)
Terrible scrolling backgrounds and poor gameplay ensure unhappiness.
ProScore 31%

BLAZING SKIES *(NAMCOT)*
This WWI sim shows what's possible graphically with Mode 7 made good use of for some good flying sequences, particularly dog-fighting. Unfortunately gameplay is lacking with a frustrating control system.
ProScore: 67% **(Issue 1)**

BOMBUZAL
Another name for *ka-Blooey.*

CAMELTRY
Another name for *On The Ball.*

CAPTAIN TSUBASU SOCCER 3 (KOEI)
This football management game verges in the ridiculous as you try to battle through the tiresome Jap text to decent match sequences.

CARDMASTER
See Import *Arcana.*

CLUE (PARKER BROS)
This is, in fact, a revamped version of *Cluedo* which though initially quite playable, is ultimately repetitive. For three or more players, however, it's okay. But why not buy the boardgame?
ProScore 69%

COSMO GANG: THE VIDEO (NAMCOT)
Space Invaders gets souped up for the '90s in this cutesy Japanese game. It's good fun for a while, especially in simultaneous two-player mode, but after two or three goes you never really want to see it again. Too easy and too shallow.
ProScore 55% **(Issue 2)**

D FORCE (ASMIK)
Mode 7 is all very well and good in the hands of a decent programmer, but when somebody gets hold of it without the manual, this is what happens. Overly chunky graphics make this look like a very dated shoot-'em-up.
ProScore 23%

DARIUS TWIN (TAITO)
Double the thrills of a shoot-'em-up, perhaps? This one doesn't really differ from the others available but it does have pretty good graphics and solid gameplay. There are much better, though.
ProScore 68%



DESERT STRIKE *(EA)*
In this slick Mega Drive conversion you pilot a gunship helicopter through five very tough campaigns. The perspective is from above with an acute angle. It isn't that realistic really, but a wealth of detail give an irresistably authentic feel and most military buffs will be delighted, as will players wanting a novel shoot-'em-up.
ProScore: 90% **(Issue 2)**

DINOSAURS/DINO CITY (IREM CORP)
Dino land is jam-packed with platforms and problems, and monsters who want to make your cute little dinosaur extinct. The 8Mbits of cart is filled to the brim with slick graphics and plenty of gameplay. Great fun but easy.
ProScore 86%

DRAGON BALL Z (BANDAI)
It's a decision run RPG game in which you select options to dictate your actions (like fly, fight, run, etc), but since it's all in Japanese it's utterly useless.

DRAGON'S LAIR *(ELITE)*
One of the best looking and worst playing coin-ops gets the Elite treatment and emerges still looking good, but playing like a pretty darn good platform action game. The only drawback is that levels aren't massively varied graphically and the password system is a bit frustrating.
ProScore: 80% **(Issue 1)**

DRAKKHEN (INFOGRAMES)
An RPG with not too much text so Japanese version isn't too bad, but official is best. The perspective is unusual for an RPG, a fast-scrolling 3-D landscape heavily populated with well-drawn monsters. Imaginative and unusual this is a great introduction to RPGs.
ProScore: 88% **(Issue 2)**

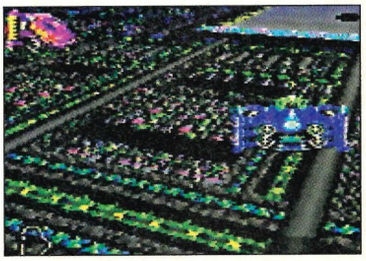
EARTHLIGHT (HUDSONSOFT)
This cart is so full of Jap text, it's hard to say what's going on. The play area seems to be in space, and some sort of strategy is involved. Needless to say, you'd be advised to avoid it.

EXTRA INNINGS (SONY)
Another baseball sim with small graphics and slow gameplay. Batting is easy, fielding is not, so it can be frustrating. Baseball fans should look elsewhere. *(Also known as: Ganba League.)*
ProScore 61%

F1 EXHAUST HEAT *(OCEAN)*
A cart-saved grand prix to compete in and plenty of tracks make for an engrossing game. Unfortunately it's a bit easy while both graphics and sonics are rather bland. Okay-ish. Also known as *F1-ROC.*
ProScore: 69% **(Issue 1)**

F1 ROC
Japanese version of *F1 Exhaust Heat.*

F1 SUZUKI *(LOZC)*
This very playable F1 racer has masses of tracks and loads of options, including a great simultaneous two player mode. The UK version has been a bit easier and more playable than import versions. Good fun.
ProScore: 85% **(Issue 2)**



F-ZERO *(NINTENDO)*
One of the first SNES games and still one of the best, arguably the best single-player racer. The sensation of speed is unrivalled, while competition is tough with fifteen tracks and four skill levels. Best times are recorded on the cart.
ProScore: 92% **(Issue 1)**

FACEBALL 2000 (TEICHIKU)
Ultra successful on the little Game Boy, this is certainly a creditable conversion. Although it's been totally up-rated for the SNES, it still manages to retain the original's cute attraction.
ProScore 88% **(Issue 1)**

FINAL FANTASY II (NINTENDO)
A palpable, ponderous and laboured epic. The world is huge, encompassing dozens of villages, castles and so forth plus many different magic spells, items, weapons and characters.
ProScore 82% **(Issue 2)**

FINAL FIGHT (CAPCOM)
Final Fight was the first real beat-'em-up to emerge on the SNES, impressive for its huge sprites, less so for the loss of the coin-op's two player mode.
ProScore: 77% **(Issue 1)**

FINAL FIGHT GUY (CAPCOM)
Weird! You'd have thought an upgrade of the original *Final Fight* would contain useful additions like two-player gameplay, but no, this one just gives you another character to choose from and makes the game easier. What a con!
ProScore 70%

FIRE DODGEBALL (SUNSOFT)
The *Dodgeball* series continues with the odd bods venturing onto the basketball court. But as these sorts of games are aimed at youngsters, the rules have been simplified. Don't bother.
ProScore 45%

A - Z OF GAMES

GANBA LEAGUE
See Import *Extra Innings.*

GEORGE FORMAN'S KO BOXING (ACCLAIM)
George certainly looks the business in this ring-restrained beat-'em-up, but sadly he doesn't have the stamina to last long. There aren't enough moves and what's there isn't very satisfying.
ProScore 46%

GEOMAN WARRIOR
See *Legend of the Mystical Ninja.*

GHOULS 'N' GHOSTS (CAPCOM)
SNES *Ghouls'N Ghosts* is CAPCOM's own amazing rewrite of their hugely impressive coin-op.enlarging and improving the game into one massive challenge. An armour clad knight is charged with saving a princess, a task which demands lots of platform leaping and rapid-fire shooting. There's a multitude of power-up weapons, hideously imaginative monsters and fantastic settings, including a beautifully drawn sunken ship. Okay it's very hard, and there is some slowdown and flicker, but overall it's brill!
ProScore: 85% (Issue 1)

GOLDEN FIGHTER (CULTURE BRAIN)
Heralded as a challenger to the great *Street Fighter II*, this one just doesn't come up to scratch. The enemies are challenging, but – unlike *Street Fighter* – they don't have any character, so getting beaten by them doesn't bother you much.
ProScore 65%

GRADIUS III (KONAMI)
Based on Konami's classic blast-'em-ups, *Gradius III* incorporates all of the features that make for a great arcade game! A great weapon selection system, loads of aliens and levels and arcade quality graphics and sound.
ProScore 86%

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

HAT TRICK HERO
See *Super Soccer Champ.*

HOLE IN ONE (HAL)
There's only one course and it uses a cumbersome password system instead of a battery to record your progress. The controls, the most important part of any golf game, are okay, while there are a few special effects.
ProScore 55%

HOME ALONE (THQ)
Simplistic arcade adventurer which makes very little use of the SNES and soon gets irritatingly repetitive.Very easy but could appeal to very young kids.
ProScore 49% (Issue 2)

HOME ALONE 2: LOST IN NEW YORK (THQ)
Simplistic arcade adventurer which makes very little use of the SNES and soon gets irritatingly repetitive. If only it were lost in New York!
ProScore 51% (Issue 2)

HOOK (SONY)
Looks pretty good and is incredibly big but it lacks depth, is too easy and the controls are terrible.
ProScore 67%

HYPERZONE (HAL)
This looks like *F-Zero* yet is essentially a blast-'em-up and not a very good one at that.
ProScore 38%

IREM SKINS GAME (IREM)
An extremely slick and professional attempt at replicating the perhaps dubious appeal of golf. The graphics are good, the control system realistic and complex. But there's only one course and one skill level.
ProScore 70%

JACK NICKLAUS GOLF (KONAMI): SPORT
A very, very sad golf game. After you've sat through half an hour's worth of screen updates and swung your club twice you'll be wondering just why you and Konami bothered.
ProScore 41%

JAMES BOND JNR (THQ)
A cartoon series inspired mix of platforming action and air/sea shoot-'em-up blasting is ruined by dreadful graphics, awful gameplay and weak sound. Avoid.
ProScore 36% (Issue 2)

JERRY BOY (SONY IMAGESOFT)
Wobbly blobs a-plenty in this odd game that should probably be called *Jelly* Boy instead. But that's half the problem: there's far too much going on onscreen for you to work out what you're doing. Extremely frustrating. *(Also known as: Smartball.)*
ProScore 43%

JOE & MAC (ELITE)
This prehistoric and very accurate coin-op conversion offers a simultaneous two-player mode with a pair of cavemen jumpin' and boppin' their way across various platforms to rescue cavewomen. The cartoon-style graphics are good, sound effects great and gameplay... okayish. It's a bit too easy.
ProScore: 69% (Issue 1)

JOHN MADDEN FOOTBALL (ELECTRONIC ARTS)
A case of unfulfilled potential here – this isn't as good as the Mega Drive version (a real rarity!). So if you want an American football game, take a look at *Super Play Action* instead. Or *John Madden Football '93.*
ProScore 56%

JOHN MADDEN FOOTBALL '93 (EA)
A massively improved version of the original featuring an amazingly easily grasped control system, plenty of plays, teams and options. It still lacks the graphical pizzazz to be the ultimate SNES footie sim, but for anyone interested in American football this is an excellent introduction.
ProScore: 83% (Issue 2)

KABLOOEY (KEMCO)
What a strange game. You simply have to go around the different levels exploding bombs and avoiding falling off the platforms. Hardly stimulating stuff. Strictly for puzzle fans. *(Also known as: Bombuzal.)*
ProScore 58%

KING ARTHUR'S WORLD (JALECO)
Another *Lemmings* variant, this time set in medieval England with you in charge of a varied bunch of troops whose various skills you must exploit to complete 30 increasingly difficult levels. Troops include archers, magicians, knights and engineers who can construct everything from ladders to catapults to battering rams. It's a more sophisticated game than *Lemmings* and harder to get into – which means arcade-puzzle fanatics will love it!
ProScore: 85% (Issue 2)

KING OF THE MONSTERS (TAKARA)
The beat-'em-up action takes place on a 3-D battlefield but it's all very slow and dull. It doesn't offer anything new at all and is only marginally better than *Ultraman*!
ProScore 46%

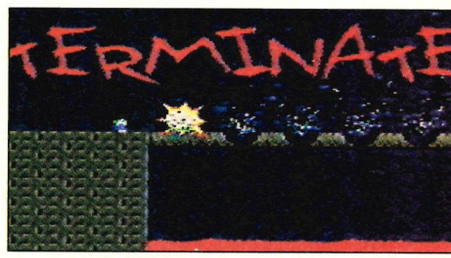
KING'S QUEST V (BRONSON)
A super translation of an original computer development, but fails in one area – there is no English version available at present, and with Jap text it is totally impossible to get anywhere.

KRUSTY'S SUPER FUN HOUSE (ACCLAIM)
It's got a *Simpsons* licence but there's not much of Bart in this one. It is in fact a *Lemmings* variant where you must lead rats into a rat-mincing machine! It's reasonable fun but the graphics and sonics are both poor while gameplay fails to equal the game which inspired it.
ProScore: 68% (Issue 1)

LAGOON (KEMCO)
Lagoon is similar to the *Zelda* games, being an adventure full of searching, finding, fighting and, inevitably, dying! It's pretty good, but a little on the slow side.
ProScore 83% (Issue 2)

LAST FIGHTER TWIN (BANPRESTO)
Toymaker, Banpresto, turns its succesful Super Deformer robot into a console game. Basically it's a side-on beat-'em-up, but two players can take part and the action can get quite fun.
ProScore 70%

LEGEND OF THE MYSTICAL NINJA (KONAMI)
Based on an old Japanese computer game, this adventure/action game is okay but certainly not earth shattering. Some of the graphics are dodgy and the action's a little bit repetitive. *(Also known as Geoman Warrior.)*
ProScore 61%



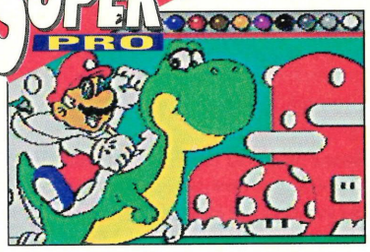
LEMMINGS (SUNSOFT)
One of the best and most imaginative games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete, thoughtfully split up into groups so if you run into a dead end on one level you can try another group. The SNES version has a little slowdown but remains unmissable.
ProScore: 90% (Issue 1)

MAGIC SWORD (CAPCOM)
Involves much hackin' and slashin' but not too much of the old grey matter. You are basically required to storm a fortress or two, using magical items and recruiting other characters to help you overcome the rampaging hordes.
ProScore 75%



MARIO KART (NINTENDO)
This superb split-screen racer features all your favourite *Mario* characters – even Bowser! – as go-karting fiends who you and a friend can control. You can race each other, race against the pack of *Mario* characters or enter a battle game and shoot at each other! There's also four leagues, each with five tracks, and if the challenge isn't massive playability is. Good in one-player mode, unmissable in two-player mode.
ProScore: 90% (Issue 2)

MARIO PAINT (NINTENDO)
This is a fairly serious art package with a great intro to animation and composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work



– such as a zoom-in feature. It's great fun for a while, and is ideal for young kids, but for anyone older is enjoyable only briefly and is much too expensive due to the inclusion of a vital mouse controller.
ProScore: 90% (Issue 2)

METAL JACKET (ATLUS)
There aren't that many truly dreadful platform games on the SNES, but this is certainly a member of that group.
ProScore 05%

MONOPOLY (PARKER BRO)
The classic boardgame makes a surprisingly good SNES game. Quiteplayable with plenty of options and a number of graphical sequences.
ProScore 78%

MUSYA (DATAM)
A dark mysterious mission awaits you, dear ninja. Unfortunately, the great build up is let down by a distinct lack of gameplay as you plod through simple surroundings, with poor animation.
ProScore 45%

NCAA BASKETBALL (NINTENDO)
Not only does this include the best graphics of any simulation but it's also the best basketball game around! All of the characters are digitised and the extensive movements are super smooth.
ProScore 83%

NOLAN RYAN'S BASEBALL (ROMSTAR)
The sport is fairly accuartely translated, but due to its nature fails to keep addicted in one-player mode.
ProScore 65%

ON THE BALL/CAMELTRY (TAITO)
A bit like the sub-game in *Sonic* you must guide a marble through various mazes by revolving the *maze* around the ball and letting gravity pull it down. Great fun but far too easy.
ProScore 69% (Issue 2)

OTHELLO WORLD (TSUKUDA)
Yep, the SNES has something for everyone – even fans of othello. Trouble is, even though the computer does have a very good range of difficulty, you could buy a dedicated computer othello for a lot less.
ProScore 66%

PAPERBOY 2 *(MINDSCAPE)*
Gameplay is simplistic and repetitive, graphics which were once impressive have become terribly banal. Dire.
ProScore: 34% (Issue 1)

PARODIUS *(KONAMI)*
A brilliant shoot-'em-up which just happens to have some of the funniest graphics ever seen. There's eleven big levels, a choice of four different fighters to control and great power-ups. The only flaw is that infinite continues mean it won't take long to complete it the first time – but you will keep coming back!
ProScore: 88% (Issue 2)

PEBBLE BEACH GOLF LINKS (T&E SOFT)
While it still only has one course, it's a pretty amazing one. There are many neat touches too, including caddies, digitised graphics and a complex yet realistic control system and the options are quite extensive.
ProScore 88%

PGA TOUR GOLF (ELECTRONICS ARTS)
By far the best golf game, *PGA Tour Golf* incorporates a number of courses, options and computer players. Going through four rounds to complete a championship can be a little laborious but it's still great fun.
ProScore 86%

PHALANX (KEMCO)
Another blasting game which, along with *Darius Twin* and *Super EDF*, offers just a mediocre shoot-'em-up.
ProScore 67%

PILOTWINGS *(NINTENDO)*
Attending flight school with the intention of learning to master parachuting and flying light planes, jetpacks, hang-gliders and helicopters may sound 'interesting' but less than compulsive. In fact this is another of those early SNES releases which just get better and better by comparison with later competition. Mode 7 is used brilliantly, and gameplay is totally addictive.
ProScore: 83% (Issue 1)

PIT-FIGHTER *(THQ)*
This was one of the greatest beat-'em-ups around and has been well and truly slaughtered on the SNES.
ProScore 23%

POPULOUS *(ANCO/IMAGINEER)*
A massive game with almost a thousand levels, ten different worlds and a formidable computer opponent. You must flatten land to make life easier for your followers, as well as smiting the opposing lot with floods, earthquakes, swampland and creating ruthless knights. It's initially very addictive although over the longer term can become repetitive, and the control system is rather sluggish.
ProScore: 79% (Issue 2)

PRINCE OF PERSIA *(KONAMI)*
A classic game boasting superlative animation on an arabian knight who can swordfight, walk, run, inch forward, jump, hang by the tips of his fingertips etc. 20 big levels need to be completed, with a tight overall time limit and plenty of puzzles to test both arcade reflexes and brain cells. Brilliant.
ProScore: 88% (Issue 2)

PRO SOCCER (IMAGINEER)
The concept of overhead footy games like *Kick Off* is all very well if they have a gameplay hook like Kick Off, but *Pro Soccer* has failed to transfer that to console – mostly due to poor controls.
ProScore 53%

Q*BERT 3 (NTVIC)
An ancient classic arcade game is expanded into a massive challenge, but sadly playability is lacking and even the most nostalgic player is likely to regret any money spent on this duffer
ProScore 65% (Issue 2)

RACE DRIVIN' *(THQ)*
Slow, jerky and no feeling of speed. Very grim.
ProScore 51% (Issue 1)

RAIDEN TRAD (ELECTRO BRAIN)
This is a straightforward blast-'em-up that features a two-player simultaneous mode but little else.
ProScore 61%

RAMPART (EA)
An extremely playable version of the Atari coin-op with some neat use of Mode 7 in one-player mode. Two-player mode doesn't look as good, but playability is excellent. A combination of *Tetris* and *Missile Command*, utterly unique!
ProScore 85% (Issue 1)

RIVAL TURF *(JALECO)*
Once more you must go down the mean streets with only your fists and feet to defend you. It's a tired scenario and poorly used here with too few combat moves, jerky graphics and not enough challenge. The only good point is the simultaneous two-player mode.
ProScore: 51% (Issue 1)

ROAD RUNNER *(SUNSOFT)*
Road Runner and Wily Coyote are both brilliantly drawn, the latter appearing in ever more bizarre and funny Roadie killing guises. The speed of the game knocks *Sonic* into a cocked hat, but perhaps it's a little too fast and later levels are incredibly hard. One for pros only.
ProScore: 82% (Issue 1)

ROBOCOP 3 *(OCEAN)*
Levels are too short and the difficulty setting ridiculously high. New elements such as the overhead view flying sequences are dire to play and the whole project is thorougly misconceived. Avoid.
ProScore: 46% (Issue 1)

ROGER CLEMENS' MVP BASEBALL (LJN/ACCLAIM)
There's loads of good things about this, like all the different TV angles to view the action, but there's also plenty of duff points with the control system being one (fatal) example.
ProScore 41% (Issue 2)

ROMANCE OF THE THREE KINGDOMS (KOEI)
This is a multi-player game that is part roleplaying and part strategy but it's all very boring. Even dedicated RPG fanatics will find this very tedious. And being strongly Japanese based, playing it isn't easy.
ProScore 49%

RPM RACING (INTERPLAY)
Like *Super Off Road* except that there's more of everything – more tracks, more parts and more cars. There's also a split screen for two player action. It's pretty darn good, and is well worth searching out despite dodgy graphics.
ProScore 80%

SD DODGEBALL (SUNSOFT)
The other *Dodgeball* games were stretching it a bit, but this one is taking the proverbial. All these cute Jap folks have to bash the hell out of each other by throwing a ball around... Yeah, sounds great...
ProScore 32%

SIM CITY (NINTENDO)
City planning must be one of the most boring subjects on Earth; all those tedious details such as locating roads, railways, airports, stadiums, fire stations, police stations, not to mention avoiding traffic congestion, pollution, high crime... It should be a yawn. It is in fact frighteningly compulsive, the underlying principles are complex, but initially it all seems very simple. Brilliant.
ProScore: 85% (Issue 1)

SIM EARTH (IMAGINEER)
If *Sim City* had you building cities till the sun went down, then *Sim Earth* will have you cultivating civilisations till breakfast. Sadly, this little gem is full of Jap text, so unless you've played the English version you won't get anywhere.

SKULLJAGGER: REVOLT OF THE WESTICANS (AMERICAN SOFTWORKS)
A reasonably enjoyable platformer with plenty of pirates, ninjas and mutant aliens to hack 'n' slash. It's a big game with plenty of challenge, secret rooms and warps. It also has a great soundtrack. Unfortunately it looks poor with naff sprites and animation, besides lacking originality. Worth a look though.
ProScore 68% (Issue 2)

SMARTBALL
See Import *Jerry Boy*.

SOUL BLAZER (ENIX)
This is the sequel to the outstanding *Actraiser*. It's more like *Zelda* than its predecessor and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable to play.
ProScore 85% (Issue 1)

SONIC BLAST MAN (BANDAI)
Taito did a great job of the coin-op, and

this is just as good. Stunning graphics combine with an excellent soundtrack to make hitting everyone you see extremely fun. A very, very funny game.
ProScore 87% (Issue 1)

SPACE FOOTBALL (TRIFFIX)
This is a futuristic American footy game in which you have to guide an android around a pitch trying to reach the end zone with a flying sphere. It's as boring as it sounds!
ProScore 59%

SPANKY'S QUEST (NATSUME)
Nice title, shame about the game. This puzzling puzzler has nothing on *Lemmings* or *Krusty* and should be avoided by all but masochists – but apparently there are some around!
ProScore 44%

SPIDERMAN AND THE X-MEN *(ACCLAIM)*
A whole host of superheroes make this a must-have purchase for any comics fan. It gets off to a poor start with Spidey leaping about a dull city, searching for bombs. Once this is completed though you're given the option of attempting various sub-games, two for each character. Gameplay is varied and tough, graphics impressive and sound brilliant.
ProScore: 85% (Issue 1)

SPINDIZZY WORLDS *(ASCII)*
This is an updated version of an old computer game, a variant on *Marble Madness* where you must guide a spinning top through 3-D mazes avoiding the villains, collecting the gems and pressing switches. It's a massive and very tough test of both joypad reactions and brains which you'll either love or hate.
ProScore: 89% (Issue 1)

STREET FIGHTER II *(CAPCOM)*
What can we say? Eight different fighters to choose from, each with brilliant animation and an incredible wealth of moves fully utilizing every button the joypad – and then some! It's an excellent and very tough one-player game, an utterly brilliant two-player game. The only flaw is the price: £65. Import versions are available cheaper though so shop around.
ProScore: 93% (Issue 1)

SUPER ADVENTURE ISLAND *(HUDSONSOFT)*
This sounds great and doesn't look too bad, but gameplay is irksome with your large sprite coming a cropper all too often and being forced back to the start of unimaginative levels. Ugh!
ProScore: 42% (Issue 1)

SUPER ALESTE *(TOHO)*
A genuinely spectacular shoot-'em-up – perhaps too spectacular with some distracting backdrops – and plenty of incredible power-ups. It looks a bit dated now after *Axelay* and lots of invulnerability pods make gameplay a bit flukey..
ProScore: 81% (Issue 2)

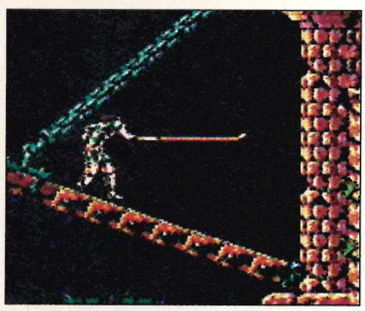
SUPER BASES LOADED I & II
See *Super Pro Baseball I & II.*

SUPER BATTER UP (NAMCO)
This doesn't really look like a good SNES game, but it is probably the best baseball game available. Despite being heavy on statistics and such things, the gameplay itself is fast and accurate.
ProScore 83%

SUPER BATTLETANK (ABSOLUTE)
Interesting graphics, various missions and a slight strategic angle are featured but don't really redeem the game.
ProScore 45%

SUPER BOWLING (TECHNOS)
Bowling is a strange theme for a game yet this one works pretty well. There are a few different characters and playing modes, and the graphics make it all the more enjoyable. Playing alone is a bit boring, though!
ProScore 72%

SUPER BUSTER BROS (CAPCOM)
Super Buster Bros is actually arcade classic *Pang*. Bursting balloons may not sound like much fun but this is fiendishly addictive, containing good graphics and fast action. No two-player mode, though.
ProScore 72%



SUPER CASTLEVANIA IV *(KONAMI)*
Super Castlevania IV, is a great update of the NES series with Simon Belmont running, jumping and whipping his way through huge levels to confront various end-level guardians. A bit repetitive in places but still excellent.
ProScore: 92% (Issue 1)

SUPER CHINESE WORLD (CULTURE BRAIN)
An RPG game based very much in the Japanese realms, resplendent in Japanese text. Wandering around having the occasional fight is no problem, but anything else will have you struggling. Reviewed in Issue 2 with our Japanese translator and found to be pretty mediocre.

SUPER CUP SOCCER
Japanese version of Import *Super Goal.*

SUPER DOUBLE DRAGON (TRADEWEST)
All the backgrounds are simple 8-bit jobs and it's way too easy and repetitive. The only good point is the simultaneous two-player mode.
ProScore 61% (Issue 1)

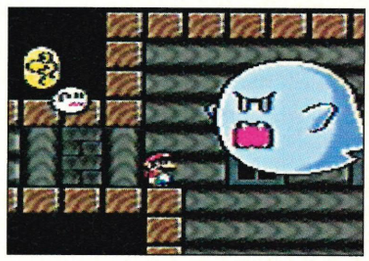
SUPER GOAL (JALECO)
A side-on view footie game which plays really rather well and has battery back-up for saving your progress in the super cup tournament. On the minus side there's no bookings, switching players is awkward . Still a pretty good game due to get better with a harder, improved UK version due soon.
ProScore 84% (Issue 1)

SUPER F1 GRAND PRIX (VIDEO SYSTEM)
While *Super F1* looks pretty good and plays fine, its inaccuracy and frustrating controls mean that Formula One buffs will be a little disappointed. Overhead views never seem to work anyway.
ProScore 59%

SUPER FIRE PRO WRESTLING (HUMAN)
Unfortunately there's no (printable) word in the English Language that can describe this dreadful game.
ProScore 12%

SUPER FORMATION SOCCER
Japanese name for *Super Soccer.*

SUPER KICK OFF *(IMAGINEER/ANCO)*
Kick Off provided Amiga enthusiasts (myself included) with endless hours of football fun, now it's come to the SNES with the same overhead perspective, a whole host of options, leagues, cups and some slick scrolling. Control is a little awkward on joypad but this is still one of the best footie games around.
ProScore: 81% (Issue 1)



SUPER MARIO WORLD *(NINTENDO)*
At first glance the graphics are disappointing, but in fact there's plenty of detail, cuteness and imagination with 96 levels to find and complete. The best thing is how you can choose your own way through the game. The perhaps too friendly save game option means it won't take too long to complete but it's an excellent introduction to video gaming, and finding all the levels will test any pro!
ProScore: 92% (Issue 1)

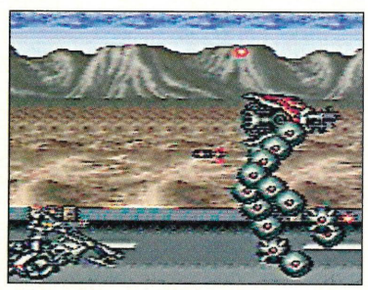
SUPER NINJA (KOEI)
Koei are back with yet another probably brilliant but essentially unintelligible wargame RPG thing. Not much here for anyone.

SUPER OFF ROAD (TRADEWEST)
Originally a super coin-op racing game, the whole track is on screen, at an angle, with four cars bumping around the tracks. There's plenty of power-ups to collect and it's good fun, especially in two-player mode, with a fantastic soundtrack. Ultimately a bit repetitive though.
ProScore: 81% (Issue 1)

SUPER PRO BASEBALL (JALECO)
It's strange with so many baseball sims on the SNES that no-one has yet captured the atmosphere of the American sport – probably because all the games are programmed by Japanese people. *(Also known as: Super Bases Loaded.)*
ProScore 36%

SUPER PRO BASEBALL II (JALECO)
No improvements here, just new players with up-to-date stats. Not worth bothering with either game. *(Also known as: Super Bases Loaded II – surprisingly enough.)*
ProScore 40%

SUPER PLAY ACTION FOOTBALL (NINTENDO)
This looks good, plays well and is great for two players. Its options are comprehensive, with 28 NFC teams, loads of high school and college teams, different NFC players and loads of moves.
ProScore 70% (Issue 2)



SUPER PROBOTECTOR *(KONAMI)*
This is a super shoot-'em-up conversion, and is possibly the best ever for the SNES. Each of the thrilling levels hold different surprises; platform side on shoot-ups, a *Return of the Jedi* style biking adventure, and an overhead view Mode 7 zapping sensation all feature to make this a truly classic game. Amazingly there's even a simultaneous two-player mode. Buy it! Also known as *Contra Spirits* (Japan) and *Contra III* (US).
ProScore: 90% (Issue 1)

SUPER R-TYPE *(IREM)*
It looks brilliant and plays well but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon becomes tedious.
ProScore: 78% (Issue 1)

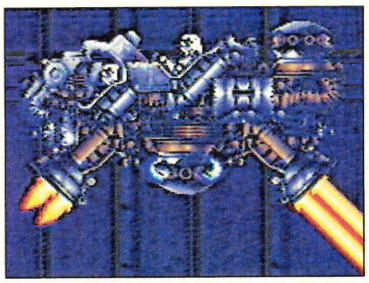
SUPER SHANGHAI (HOT B)
Shanghai is one of those weird games that you either love or hate. Admittedly it's a great game, but you'd have to be a pretty sad sap to play the game by yourself over and over again.
ProScore 65%

SUPER SMASH TV *(ACCLAIM)*
The game that was originally a super-smash coin-op with unbelievable

numbers of on-screen sprites and ear-damaging sound-effects, is now available on the SNES. There's plenty of power-ups, prizes and fearsome end-level guardians. As a test of shoot-'em-up skills little comes close, but it can get repetitive.
ProScore: 75% (Issue 1)

SUPER SOCCER (NINTENDO)
An impressive 3D view made possible by the clever use of Mode 7 will entice any football simulation fan to this top quality cart. Minor details such as fouls always leading to a booking or at worst -the dreaded red card - don't impair the gameplay to a large extent. Overall, *Super Soccer* is one of the best football games available on the SNES.
ProScore: 80% (Issue 1)

SUPER SOCCER CHAMP (TAITO)
A fast but inaccurate soccer game that many real fans will find terribly easy, terribly boring and, well, terrible. Go for the official stuff instead, like *Super Soccer* or *Kick Off. (Also known as: Hat-Trick Hero.)*
ProScore 48% (Issue 1)



SUPER STAR WARS (JVC)
Probably the finest game to appear on the SNES in the past few months. The soundtrack is probably the best ever and the attention to detail generally is astounding. Long platform shoot-'em-up sections are thus great fun, while Mode 7 is dazzling in two stunning flight sequence. Trench scene is brilliant too!
ProScore 95% (Issue 1)

SUPER STRIKE GUNNER (NTVIC)
A remarkably banal and really rather easy vertically-scrolling shoot-'em-up. Simultaneous two-player action is fun for a while, as are a huge range of power-ups which you can choose from before each level. Okay-ish.
ProScore 64% (Issue 2)

SUPER TENNIS (NINTENDO)
This cart has got to be the best simulator available. Slices, top spins, lobs, volleys and smashes are all in there, perfectly implemented. You can choose from 20 players, evenly divided between the sexes, enter a world circuit (with massive passcodes) and even play doubles with or against a friend!
ProScore: 91% (Issue 1)

SUPER VALIS (TELENET)
A conversion of the mega popular *Valis* series seen on nearly every other console format in Japan. The cute female character is the only draw of the game, which is essentially a repetitive *Rastan* clone.
ProScore 55%

SUPER WAGAN ISLAND (NAMCOT)
With a title like that, it's got to be aimed at the younger market. An English version would be great to attract inexperienced RPGers to the genre, but this version isn't going to appeal to anyone.

SYLVALION (TOSHIBA)
Don't be put of by the cheap appearance, if you dig deep enough you'll find quite a playable little arcade shoot-'em-up.- albeit too easy.
ProScore 72%

THE ADDAMS FAMILY (OCEAN)
A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master. Thankfully there's a password system, although in truth the game's not that difficult. Still a worthy runner-up to *Mario.*
ProScore: 84% (Issue 1)

THE HUNT FOR RED OCTOBER (HI-TECH)
This bizarre movie licence turns the *Red October* into a nippy little sprite blasting it's way through an underwater shoot-'em-up with a wide range of firepower. It looks like an 8-bit game but plays reasonably well. SuperScope owners should enjoy the sub-game where you can use the lightgun instead of a joypad to blast crudely animated ships, planes and helicopters.
ProScore: 48% (Issue 2)



THE MAGICAL QUEST (CAPCOM):
Starring the inimitable Mickey Mouse, this is a whooping hit on the SNES. Brilliant cartoony graphics, imaginative and massively varied. Three skill levels and lots of rooms ensure long-term appeal.
ProScore 94% (Issue 1)

THE ROCKETEER (IGS)
Compared to something like the Amiga's *Rocket Ranger*, this is pure dross. Exploitation game.
ProScore 20%

THUNDER SPIRITS (SEIKA)
Another shoot-'em-up, *Thunder Spirits* doesn't really go much further than any of the others. It looks pretty good but *Gradius III* should still be your first choice.
ProScore 70%

TKO SUPER CHAMPIONSHIP BOXING (SOFTEL)
A very bad boxing game. Inept graphics and laudable controls ruin the whole thing from the outset. Two-player mode might provide some entertainment, but not much. Also known as *World Championship Boxing.*
ProScore 47%

TOP GEAR (KEMCO)
This is an easy to get into racer with a permanently split-screen which emphasises its main appeal as a two-player game. It's good fun and some people love it, although we found its 'feel' a little unrealistic. A big challenge though with plenty of levels and a password system. Worth trying.
ProScore: 69% (Issue 1)



TURTLES IV: TURTLES IN TIME (KONAMI)
This is an excellent game, a beat- them-till-they-bleed all action thriller with superb graphics and impressive audio. Nine large stages will keep you going for quite a while, although it's not that difficult. Each stage follows a different theme and there's even a *F-Zero* style battle.
ProScore: 90% (Issue 1)

ULTIMATE FOOTBALL (SAMMY)
Good old Sammy, they know what the punters want – unfortunately they can't give it in this American footy sim that doesn't quite pull it off in accuracy or gameplay. Go for *Madden 93.*
ProScore 33%

ULTRA BASEBALL
Jap version of *Baseball Simulator 1000.*

ULTRA BASEBALL II (CULTURE BRAIN)
The sequel to *Ultra Baseball/Baseball Simulator 1000* which doesn't actually improve on the original that much. Banal.
ProScore 57%

ULTRAMAN (BANDAI)
Ultraman is a below average one on one beat-'em-up. Graphics are mediocre and although *Ultraman* himself is well drawn, the backdrops are plainer than plain and the enemy reptiles hold no surprises.
ProScore: 31% (Issue 1)

U.N. SQUADRON (CAPCOM)
Take control of your chosen aircraft and off you go, battling your way to the final attack at the end of each varied level. Graphically impressive with very atmospheric sound qualities. *UN Squadron* is highly recommended for all you shoot-'em-up fans.
ProScore: 89% (Issue 1)

WAIALAE COUNTRY CLUB (T+E SOFT)
Digitised graphics and authentic play don't really make up for the slow pace of this game. Look at *PGA Tour Golf* as well as this and you could find a more fulfilling game in EA's attempt.
ProScore 70%

WHEEL OF FORTUNE (GAMETEK)
Wheel Of Fortune is nothing without Nicky Campbell! Also, this game features a lot of American phrases and spellings.
ProScore 64%

WORLD CHAMPIONSHIP BOXING (SOFTEL)
Slick presentation can hide a lot of things, but gameplay isn't one of them. WCB holds very little appeal, even for boxing fans.
ProScore 20%

WORLD LEAGUE SOCCER (MINDSCAPE)
An overhead-view footie game in the style of *Kick Off* but sadly lack its smart control system, instead the ball's stuck to your feet and gameplay is consequently very dull.
ProScore 56% (Issue 1)

WWF SUPER WRESTLE MANIA (ACCLAIM)
Super Wrestlemania is impressive from the start. The characters have been digitally recreated for some clever stills, and inside the ring it's all very bright and energetic. All WWF fans who own a SNES are going to want this cart, despite the lack of special moves for competitors.
ProScore: 76% (Issue 1)

XARDIAN (ASMIK)
Xardian is similar to *Super Probotector* in a way, but the graphics are even more impressive! Although it's not quite as smooth or frantic, it's still worth a gander!
ProScore 76%

Y'S III (TONKIN)
This RPG adventure brings quite a friendly side-on view to the format. Difficult to get hold of at present but well worth searching out.
ProScore 83%

ZAN II (IMAGINEER)
Strategy wargame with impressive credentials. Packed with Jap text though.

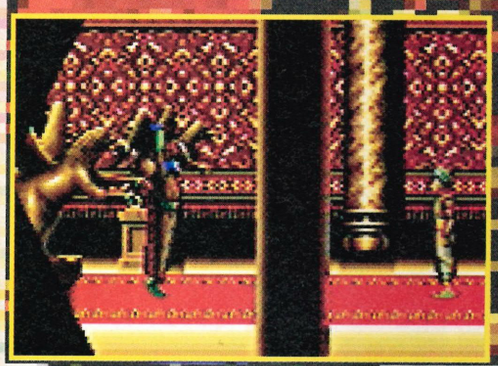
ZELDA III: A LINK TO THE PAST (NINTENDO)
The land ahead is enormous and includes locations of numerous description.As soon as you enter this magical atmosphere your journey will take you on various mini-quests. You just can't go wrong.
ProScore: 92% (Issue 1)

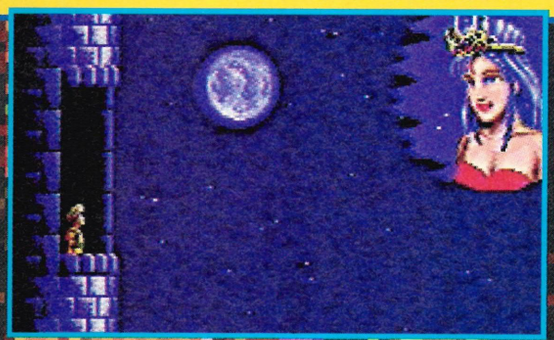
GAME OVER

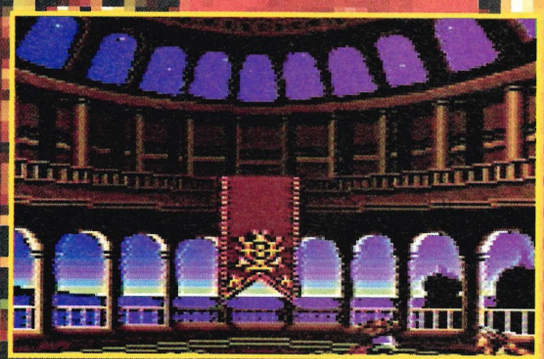
PRINCE of PERSIA

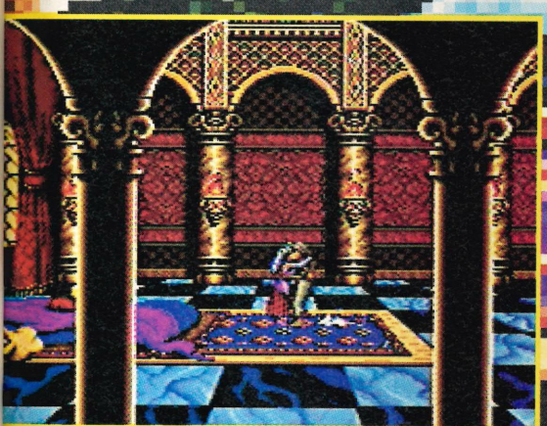
WELCOME TO GAME OVER

the page where we reveal the climactic scenes to the top games. If you've finished a mega hard game, get the event saved onto video (or photoshop if you've got it) and send it in. To get you in the mood, this month Ryan Butt talks us through the end sequence of Konam's excellent *Prince Of Persia*. Check out those screenshots and remember, this could be YOUR page next month. Send your success stories to Game Over at the usual address.....

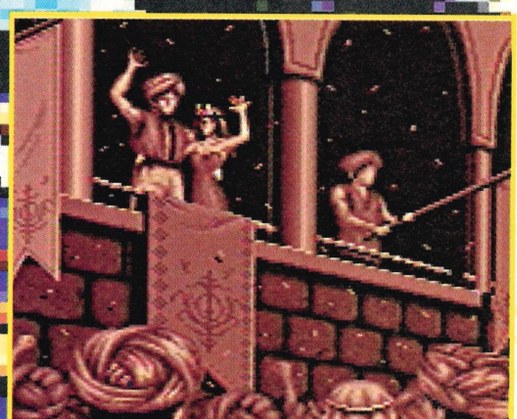














"I see you've bought Mad Lizzie's latest workout tape!" *(TOP LEFT)*
"Hi honey, what're you doing up there?, gee I gotta stop sniffing this Ajax!" *(TOP)*
"Hello your majesty, I can see your pants from here!" *(CENTRE)*
"Ahh, Brixton 8000 miles, we should get home before the next issue of SUPERPRO comes out!" *(RIGHT)*

(DESIGNER MARK INTERRUPTS) - By the way, you can include your own witticisms to complement your top photies (like Ryan's, above I suppose, only - funny, preferably!).



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SUPER PRO

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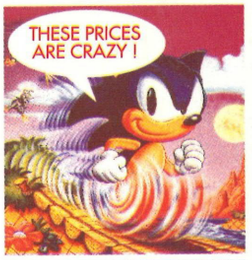

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