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MARCH 1993 NUMBER 4

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PARAGON PUBLISHING LTD
DURHAM HOUSE
124 OLD CHRISTCHURCH RD
BOURNEMOUTH
DORSET
BH1 1NF

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No one. Not a sausage.

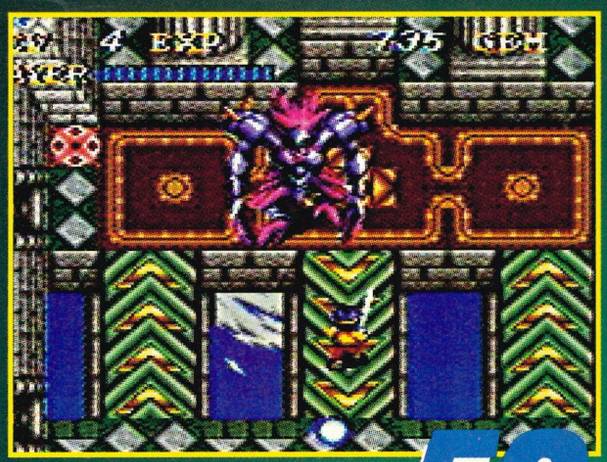
COVER
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PRINTED BY
BPCC Magazines (Milton Keynes) Ltd.

DISTRIBUTED BY
Seymour International Press Distributors, Windsor House, 1270 London Road, Norbury, London, SW16 4DH

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PLAYING TIPS 52

A massive 22-page Playing Tips Special boasting the final parts of solutions to *Mickey Mouse* and *Desert Strike*, *Sim City* busted open and the start of our *Soul Blazer* Quest.

ALIEN vs. PREDATOR





RACING RUNDOWN 42

The ultimate road-test for SNES speed freaks. Everything from *F-Zero* to *F1 Super Hero* is given a full test run, and there's even a look to the future with *F1 Exhaust Heat II*!



STARFOX! 40

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THE PROS



➤ **STUART WYNNE** – Editor

Our most illustrious editor is a marvel of the human spirit, not only is he a joy simply to know but also an understanding editor, one who changes a poor, humble staff writer's work in only the most subtle, nay imperceptible ways, fully preserving all their critical comments and humour. The most undertstanding and tolerant member of our happy team...

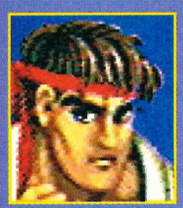
Fave Things: Cheeseburgers, New Books, *Star Fox.*



➤ **JAMES HICKS** – Designer

Extensive study has revealed that James has absolutely no talent in the gamesplaying field whatsoever. A complete incompetent then this antipodean nevertheless likes to play *Super Soccer*. Why we wonder? Perhaps it's because being Australian, and therefore upside down most of the time, he thinks that the aim of football is to collect as many footballs in his net as possible. The most Australian member of a very British team...

Fave Things: Vegemite, Money, *PGA Tour Golf* and *Super Soccer.*



➤ **MARK WYNNE** – Assistant designer

When he's not attempting to sneak through hospital corridors carrying a seven foot drip behind him just to get his nicotine intake, Mark likes playing sport games – *Super Soccer*, *Super Tennis*, etc. The probable though perverse cause of this predilection is the fact that his frail, tired little form couldn't do these things in real life. Mark will of course deny this, and probably beat his chest as a sign of virility and indignation. But should several hundred boxes of SuperPro need to be lugged up to the office he'll mysteriously disappear for the next few hours. Why we wonder? The most unlikely person to be compared to Rambo in a very unRamboesque team.

Fave Things: Chilli, essence of Paula, *Super Star Wars.*



➤ **RYAN BUTT** – staff writer

In my last profile I drew an analogy between Ryan and Winnie the Pooh. Winnie the Pooh for those of you ignorant with some of the best stories in the world said 'I am a bear of little brain and long words bother me.' Stuart cut it out finding it a little cruel, but Ryan's on my side! The public, he asserts, has a right to know. Good on you Ryan! Ryan plays any and every sort of game. And he's darned good too – just read our top tips! Certainly he's the most gifted gamesplaying gamester of a talented gamesplaying team (Phew!).

Fave Things: Spaghetti Bolognaise, incense, *Soul Blazer*



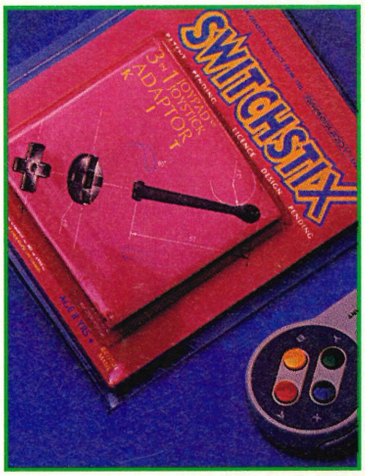
➤ **DAVE WESTLEY** – staff writer

Dave's profiles are loved by everyone here at Paragon, dear oh dear, the chuckles that are had by the rest of the team. Dave's fave program is *Morse* because he too is a supremely intelligent, kindly genius who drives an antique and is constantly having to struggle against the deadening forces of bureaucracy. Not for nothing is Dave affectionately known as 'that little git' by the rest of the team

Favourite Food, Smell and Game: Beefburger (though I'm never allowed one!), Kirsty's forehead, it's a secret!

SPECIAL THANKS...

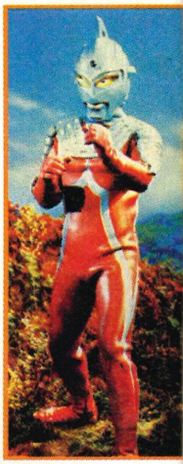
To AMS (081 2010535), Console Concepts (0782 712759), Console Plus (0532 500445), Game Zone (0908 226696), Video Games of America (0403 752156) and Video Games Box (0425 616705 & 0722 422522).



SUPERPRO'S ASTOUNDING SWITCHSTICK

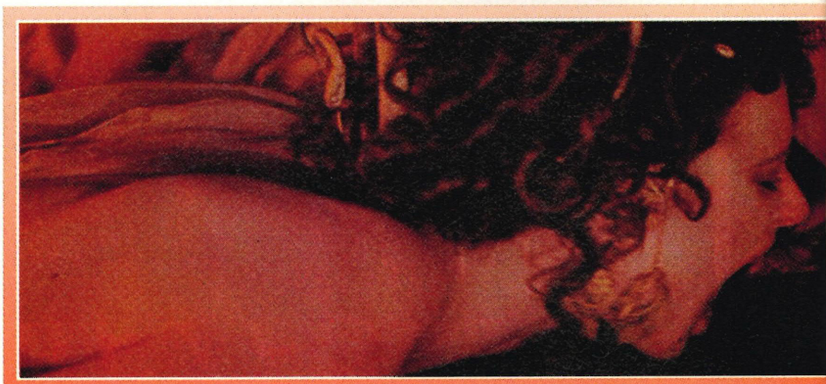
Next month SuperPro will come with an amazingly little doobrie which will turn your humble SNES joypad into a snazzy little joystick. Normally retailing at £4.99 the Switchstick will be taped to the next SuperPro for a few pence more on the cover price and will ensure your gamesplaying life will never be the same again!

ULTRAMAN RETURNS!



After creating one of the worst SNES beat-'em-ups yet Bandai have decided that, sadly, all us SNES owners have't been eating our veg and deserve yet more punishment. Like its predecessor, *Ultraman II* is based on the adventures of a hero of those dreadful Japanese monster movies where men in gorilla suits stumble around Lego toytowns pretending to be menacing monsters. The new game no doubt has more moves, and certainly better presentation, but to be honest *Street Fighter II* isn't likely tobe too worried.





PSYGNOSIS'S DRACULA

One of the year's most spectacular movies, *Bram Stoker's Dracula*, has just been licensed by the people behind some of video gaming's best graphics – Psygnosis. The Liverpool-based company aims to turn the movie into a real state-of-the-art game utilizing CD-ROM technology.

For several years Psygnosis' commitment to being on the leading edge of video gaming has meant pouring money into CD-ROM, even developing stunning cinematic-style demos too powerful to run on existing home CD formats. So the news that Psygnosis has finally committed itself to releasing two CD-ROM games this year has caused something of a stir. *Bram Stoker's Dracula* is Psygnosis' first movie licence and is in association with Imagesoft. The finished game will include 15 minutes of footage from the film, all of it interactive. The programmers are said to be using blueprints of the film's sets to prepare what's being promoted as 'A Masterpiece on an Innovative Medium'. Nevertheless how much of an 18-rated movie



BARCODE BRAWLING
NINTENDO STRIKES BACK

You'll have heard of the current crazy craze in Japan - Barcoding. But you probably won't have heard that nearly one million of Tomy's Barcode Battlers have been sold in just eighteen months, outstripping even the Game Boy in sales! Nintendo have of course been watching with great interest, and are now ready and willing to strike back...

The Tomy Barcode Battler allows players to scan in high serial numbers and so gain extra points in the special games they're playing. It sounds extremely dull but our Japanese brethren love it. Indeed certain very ordinary goods have rocketed in sales when their barcodes have been found to be worth valuable points.

Coin-op specialists Namco have now developed a Game Boy version which will retail at the equivalent of £45, but a UK release is undecided.

For us SNES owners Epoch have come up with an interface linking the original Barcode Battler to the SNES through joystick port 2. It certainly makes *Star Fox* suddenly seem very old hat doesn't it, scanning in barcodes just like a checkout girl at Tesco's. What next, an add-on that lets you play at being a streetcleaner?

BESTSELLING CART CHART

1. (-) SUPER STAR WARS
2. (-) TINY TOONS
3. (-) SOUL BLAZER
4. (3) SUPER MARIO KART
5. (10) STREET FIGHTER II
6. (-) ALIEN VS PREDATOR
7. (-) WING COMMANDER
8. (4) JOHN MADDEN '93
9. (-) JOE AND MAC 2
10. (-) NCAA BASKETBALL

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



featuring oceans of blood, numerous beheadings and stakings, not to mention a trio of semi-nude female vampires will make it onto Nintendo's Super 'Family Computer' remains to be seen.

The blood and guts theme carries over to Psygnosis's second CD-ROM title, *Microcosm*, which is set inside a human body! This one "will set new standards for on-screen entertainment worldwide." In the meantime IGS's imminent conversion of *Shadow of the Beast* is likely to be SNES owner's first chance to play a Psygnosis-designed game.

NES GAMES ON SNES!

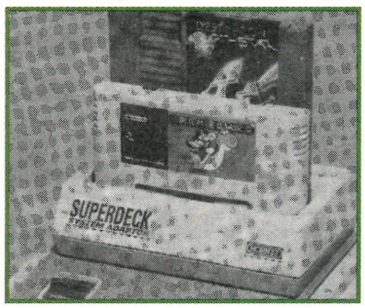
The SNES has long been thought capable of running NES software, but until now no-one has brought out an adaptor to make it happen. At the British Toy Fair this finally changed with Hornby showing the Superdeck System Adaptor. This plugs into the SNES's cart slot and lets it run standard NES games. Production versions of the adaptor will even allow you to utilize the SNES to customize the speed and colours of NES games!

The adaptor actually has four slots for you to plug in two SNES carts and two NES carts which you can switch between at will. As with normal universal adaptors you can play American and Japanese carts with a UK SNES, and you can also plug in Hornby's NES and SNES Game Genie cheat carts.

As we said in SUPERPRO 1's 'Naked SNES' feature the SNES has a weird, 8-bit 65816 CPU which seemed to have been picked for its ability to emulate the NES's CPU – even though the 65816's relative slowness led to some flicker on early SNES releases. The NES has an absolutely massive catalogue of games and for games fanatics this is great news. For other people the high price of NES carts makes it a bit less attractive, but still the ability to play old classics such as the early *Mario* games is brilliant!

The Superdeck is due out in June for £30-£35 and we'll bring you more news as we get it!

Hornby Toys Tel No: 0843 225555



Thanks to Steve at Console Concepts

NINTENDO INCREASES UK PRESENCE

The British Toy Fair was swept by rumours concerning Bandai's relationship with Nintendo, the latter apparently aiming to take more control of its UK distribution – currently handled by Bandai. The complex negotiations between Bandai and Nintendo have even led to speculation that the latter might take over Bandai, but at the time we went to press nothing could be confirmed.

Nintendo's increased interest in the UK is likely to be only good news for SNES owners. With Sega still outselling Nintendo over Xmas there must be some chance of software prices being lowered to be more competitive. In the short-term, however, it seems likely there might be even more confusion over UK releases.

PROBITS

▼ Nintendo aren't taking any chances with the success of their mega-hit *Star Fox*, in the US alone there'll be $5 million spent on advertising 'the first of a whole new line of games that will use [the Special FX chip] – later in 1993 and beyond.' This and the stunning Star Fox Dome at the CES suggest the game is being used as a standard bearer to utterly demolish the Mega Drive!

▼ First quarter business results aren't usually that interesting, but when the company's Acclaim and its turnover has increased a whopping 87% to $78 million – with profits of $6.3 million – it gives you some idea where your pocket money pennies are going. Future earnings prospects are enhanced by a 1993 SNES line-up which includes *Mortal Kombat*, *Crash Dummies*, *T2: The Coin-Up*, *Acclaim's World Cup Soccer*, *NFL Quarterback Club*, *Spiderman II* and *Simpsons' Itchy and Scratchy*.

▼ Continuing in this rather capitalistic vein we can report Nintendo have become Japan's third largest company with soaring profits of over 1.5 billion just between April and September. This is all the more startling when it's realised that many other companies in Japan are suffering from the country's first real recession since the Second World War. Rather less startling is the news that yes, British consumers not only pay more for carts and hardware than the Japanese and Americans, but also much of Europe! Let's hope the Government's investigation into video game pricing is more successful than those into car prices.

▼ Nintendo isn't exactly suffering in the more competitive US market however. The SNES has now taken a massive lead over the the Mega Drive. The Mega Drive was of course released approximately two years before the Super Nintendo giving it time to secure its market position. Even so the SNES has now sold over 4 million units, the Mega Drive but a paltry two...

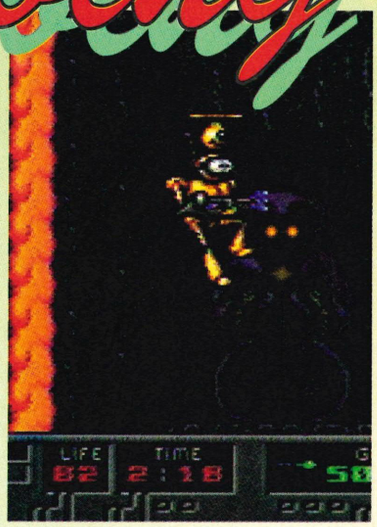
▼ More bizarre even than the Japanese craze for Barcodes is a new device being created by NEC Home Electronics, the *Virtual Cushion*. Filled with speakers, game interaction is said to be improved merely by sitting on it! It's retail price is however rather scary, over $100. Those bottom noises had better be good!

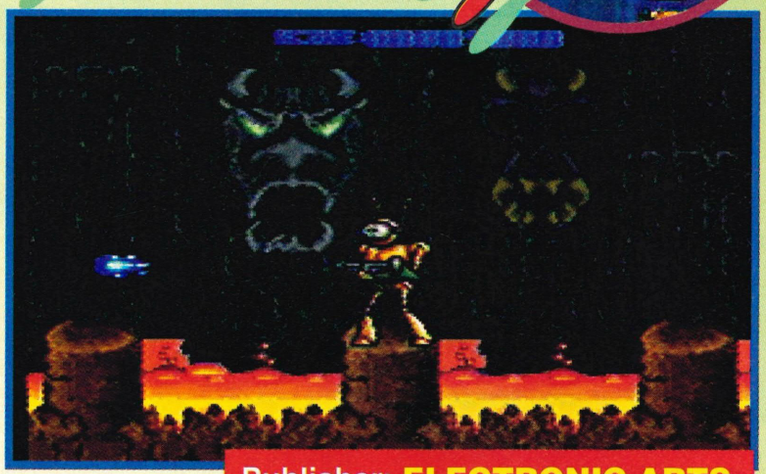
BITSPRO

Bobbing Along...



The hugely successful and simply huge Electronic Arts has finally seen the light and deigned to take on a game developed purely for the SNES. Designed by genius games programmer Chris Grey and co, *Adventures of Bob* is as wacky and wonderful as you'd expect from the creator of *Boulderdash*.







Publisher: **ELECTRONIC ARTS**
UK Release: **MAY**
Cart Size: **8MB**
Features: **Masses of power ups, sprites, animation sequences and excellent sonic FX.**



Our hero *B.O.B* has a blind date. Unfortunately he's crashed his car on the planet Goth so he needs some new wheels or he'll be late. The problem is that the inhabitants of Goth are not at all friendly and aren't just going to hand over another space age whizzer. So what's B.O.B going to do? Cause twubble by the looks of it. This space beastie will do anything to get to his destination – even if it means the slaughter of a few hundred angry aliens – and all because a certain blind lady likes punctuality. Kuh! Women.

B.O.B's about 90% finished and it's already a stunner. There's no option screen as yet so it's just straight into the adventure: the screen darkens, then electric blue coils appear in the centre of the screen, followed by the gradual appearance of a creature at their centre – it's B.O.B. materialising from a teleport – and what a sight he is!

He could be a space bug,.he could be a robot, he could be both. But whatever he is it's a good job his girly is blind – he's very, very ugly! But the way he moves is cool, how much control you have over him just groovy. Push down on the joypad and his legs seem to fold up so that he's half his original size. He's not crouching though – he can still walk, jump, shoot, etc – it's just now his legs are half their normal length. No less wacky are the power-ups littering the planet Goth. Once picked up they're stored on B.O.B.'s selection screen.

Umbrellas pop out of B.O.B.'s head allowing him to jump from high distances without hurting himself. The Helicopter hat allows him to fly around for a few second and there's also a flash to light up dark areas, protective shields, floating bombs and trampolines which allow him to reach otherwise inaccessible areas. We have, incidentally, still to mention the staggering array of different weapons B.O.B. can find and utilize in his lustful quest.

It's all these different power-ups that make *B.O.B.* a little different. It's not purely another stale platformer that will leave you jumping from platform to platform like an inane and slightly crazed Kangaroo, here you have to think about what you're doing.

This quality gameplay is matched by the graphics, the animation and the Sonic FX. Leave B.O.B. to stand alone for a moment and he'll wave, reminding you that he's there. Leave him for *too* long and he'll yawn whilst his big bug eyes will slowly close till he's asleep. If our hero falls from on high he'll splat onto the ground in a flat heap. Very slowly he'll raise himself up swaying from side to side, his bug eyes crossing and uncrossing. Go too near flames and he becomes a mere heap of ashes, the only part of him remaining his eyes sitting neatly on top of cremated pile...

The backdrops and enemies that B.O.B. will meet are also excellent, though at times very odd. There's a bit of *Alien* in it with huge pods opening up and releasing little marauding pods. There are also things not seen anywhere else before – just take a look at some of the screenshots!

Finally there's the sound FX which are perhaps the best part of this game. When he's hit, or just falls, he lets out the sweetest of noises; when he climbs across ropes it sounds like Jerry sneaking past Tom; when he falls there is of course a gorgeous splat... There is simply a whole cacophony of wonderful effects here – it's just brill!

B.O.B should be coming out in May so get excited! You can moreover expect a full review soonish...



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REVIEW

OFFICIAL & IMPORT

PROreviews

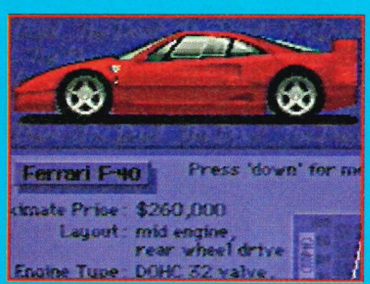
SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

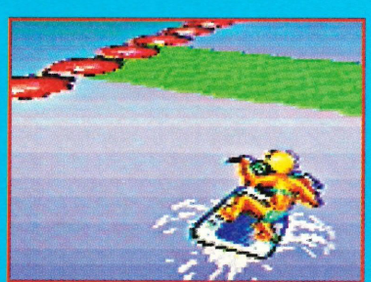
IMPORT REVIEWS cover the mass of SNES games released in America and Japan, the best of which will eventually make their way here. For gamesplayers without an adaptor we hope these will provide an interesting preview of thrills to come. Most gamesplayers however will have access to an adaptor which allows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

OFFICIAL REVIEWS cover games just about to be released in the UK. These are "PAL versions" which will work with any UK SNES without an adaptor. Quite often Official releases will follow Import reviews by a couple of weeks or months. However games are sometimes changed for the UK market and where this happens we'll tell you about it. '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 houses become more important we'll print their phone numbers to let you check release date changes.

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

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

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

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

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

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

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

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

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

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

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

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

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

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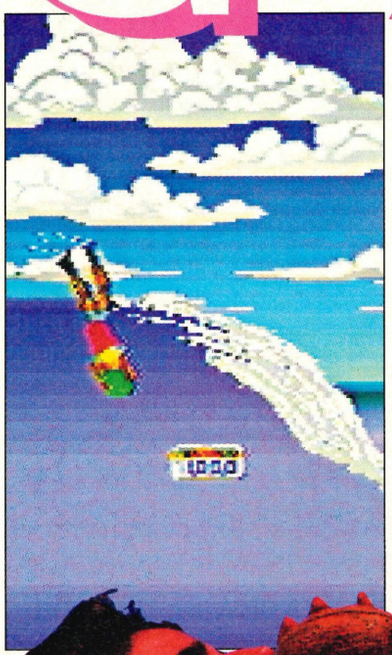
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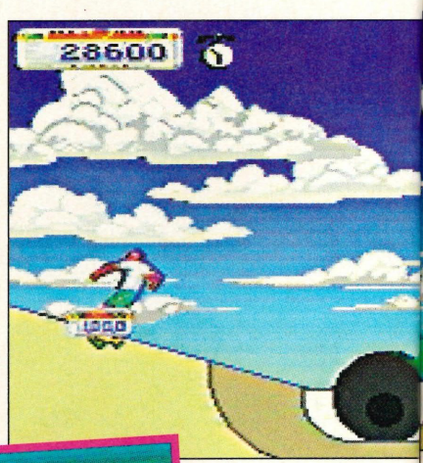
REVIEW

IMPORT

CALIFORNIA GAMES



Hot from the sun drenched shores of America comes the sequel to one of the best sports simulators ever to hit home computers. This is basically a continuation where the original left off, with more events, more atmosphere, and more G-string bikini's than ever before. Resident beach bum Ryan "Mambo" Butt didn't need to be asked twice before getting his teeth into this sizzling cart!







As soon as *California Games* cropped up in conversation, I instantly began to reminisce about those distant years spent perched in front of my C64. Those were the days when sports sims ruled the software market, and Epyx kept churning out unbelievably well presented sports games by the skip load. The original *California Games* was the cream of the crop, its slick graphics and great gameplay making it stand head and should-ers above the all the others.

The basic principle of the sequel is to compete against computer or friend in six different and varied events. These are Windsurfing, JetSurfing, SnowBoarding, BodyBoarding, Hang-gliding and SkateBoarding. Each events requires a great deal of accuracy, split-second timing and lightning-fast reflexes in order to accumulate a steady build-up of points. As with the original version, the points are awarded for how flash the contestant is on the event. What could be simpler? – the flasher you the better chance you have of winning. However the six events aren't as easy as one would imagine!

Basically, in *California Games 2* anything is possible. For example, you can cut air on the windsurfer, hand-plant on the skate tube, and ride the waves on the bodyboard, what more could any self proclaimed beach bum desire?

This can be answered in one word, depth! Although *California Games 2* is superbly presented (check out those scantily clad beach babes!), and instantly playable, there just doesn't seem to be enough here to justify the hole in your bank balance. Once the six events have been mastered and beaten, this cart is destined for the shelf of oblivion.

Well, maybe that's a bit harsh. As with the original the relative shortness and easy-to-get-into simplicity of events, plus a good system for multi-player competition, means that if you've

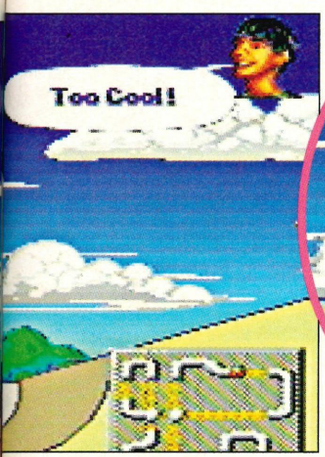


PRO TIP

Always vary your stunts as continual use of the same old tricks will result in low scoring.

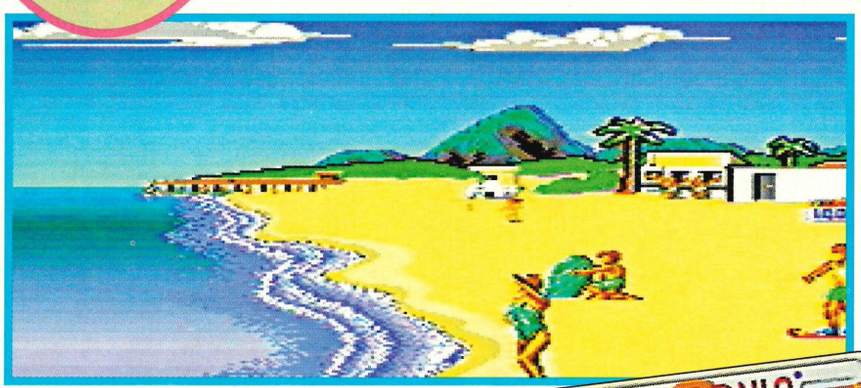
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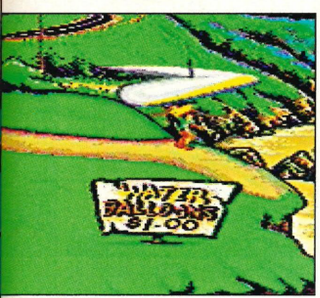




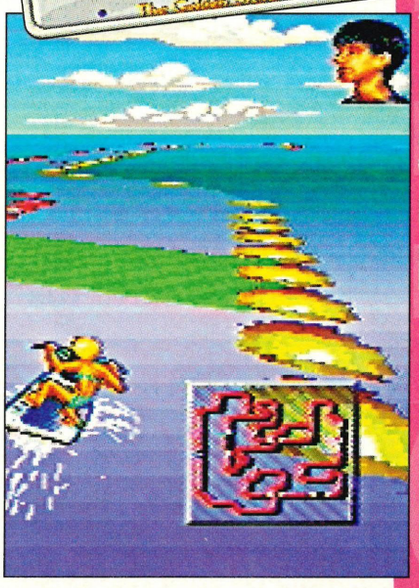












got a group of easily amused friends then you can have a good time messing about with it.

My favourite event is the snowboarding. This takes you soaring down a snowy slope perched on a monoski; you must jump the various obstacles before coming to a halt at the bottom. This is when you get to ride the slopes performing various flashy stunts ranging from handplants, to airs!

Graphically, *California Games 2* is pretty good, the attractive title screen sets the scene perfectly for the high powered action that lies ahead. Each event takes on a different perspective that is best suited for that particular sport. For example, whereas the skateboarding takes a head-on perspective, the jetsurfing uses a similar format to *F-Zero* and *Mario Kart*, making good if less than stunning use of the SNES's mode 7 scaling and rotating capabilities.

Unfortunately, the sound factor in *California Games 2* is a major let down, in fact the soundtrack on the C64 was more impressive. Although there are a vast multitude of jingles included, they all sound rather monotonous after a while. Which is a pity because they often spoil the atmosphere of the game. Thankfully the spot-on sound effects rescue the sonics from complete disgrace, the swirling waves being the most memorable.

California Games 2 will certainly appeal to alternative sports fans, and indeed followers of the classic original. It's certainly a breath of fresh air in a market crowded with endless rip-offs and clones. If only the money had been spent on polishing up the gameplay depth and graphics this could've been a real winner. Imagine a 16MBit cart with hang-gliding like *Pilot Wings*, jetskiing like *F-Zero* and so on!

As it is the limited memory has forced compromises in graphics and gameplay which seriously limit its appeal. A brave attempt to relive an old legend nevertheless.



Publisher: DTMC
Supplier: VIDEO GAMES BOX
Tel: 0425 616705
Price: £51.99



Players: 1-8
Skill Levels: 3
Cart Size: 8Mbit
Save Game: No
Features: Up to 8 contestants and six different events.

CONTROLS

- Up, forward.
- Down, back.
- Left.
- Right.
- X — Perform stunt.
- Y — Perform stunt.
- A — Perform stunt, jump.
- B — Perform stunt.
- L — No function.
- R — No function.

PROS: Good graphics, varied events, great fun for several hours, a more reasonable challenge with lots of friends to compete with.

CONS: Not enough detail and limited gameplay depth. A wide variety of tunes but sadly none of them are much cop!

GRAPHICS	78
SOUND	65
GAMEPLAY	74
LONGEVITY	72

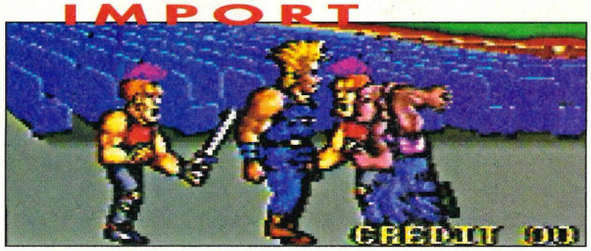
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I THINK I'LL STICK TO WATCHING BAYWATCH!



REVIEW

IMPORT



THE COMBATRIBES





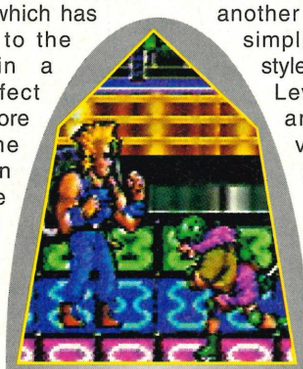


This is yet another obscure Japanese coin-op which has made it to the SNES in a virtually pixel-perfect conversion. What's more there's even some improvements thrown in too. But was the original game much cop anyway?

Combatribes does have some nice features. As with most beat-'em-ups there's a mode where you can have a one-on-one battle, either against a computer or player controlled character. Usually there's just a few characters to choose from, but in this game you can play the enemy characters too. Whenever you complete a level in the normal game you get a code. You can enter this code in the one-on-one option to access all the enemies on that level. There's also more moves and special weapons in the one-on-one mode, plus a choice of three backdrops.

Unfortunately the main game is another ultra-repetitive, ultra simplistic *Double Dragon*-style scrolling beat-'em-up. Levels are pretty short and end-level mega-villains are tough but graphically unimpressive. There's just two moves – punch and kick – and graphics may be coin-op perfect, but still look dire. The soundtrack features another bunch of dull electrobop tunes barely audible over the thwacks, crunches and so on.

There are some strange, perverse people who find these unimaginative, repetitive games playable (like SegaPro's Dino, for one!). Admittedly there's nothing particularly wrong with this game, no graphical slow-down or anything, it's just that there's not anything good either. It's dull and strangely small. But if you really like this sort of game – see a doctor!



PRO TIP

In two-player mode try and stay at the bottom of the screen and fight back-to-back. This is very useful against hit-and-run skaters!



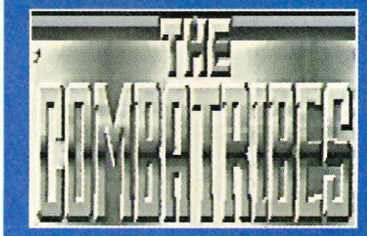








A young lady has gained control of all your town's young person clubs but is still ambitious for yet more influence. A bit ungraceful you might think, but this lady goes by the name of Splatterhead, the clubs are mostly hard core street gangs and Ground Zero, her new organization, aims to take the town over by extreme violence rather than glittering parties. Only Stuart "Tux" Wynne can stop her...



Publisher: AMERICAN TECHNOS
Supplier: CONSOLE CONCEPTS
Tel: 0782 712759
Price: £55.00



Players: 1-2
Skill Levels: 2
Cart Size: 12Mbit
Save Game: No
Features: Simultaneous two-player.

CONTROLS

- ▲ Move up.
- ▼ Move down.
- ◀ Move left.
- ▶ Move right.
- X Punch.
- Y Punch.
- A Kick.
- B Kick.
- L No function.
- R No function.

PROS: A wide range of characters to use in one-on-one mode. An extremely accurate recreation of the original coin-up.

CONS: Boring, repetitive, too easy and, well, we just don't like it, do we. A mere six levels, none of them all that long.

GRAPHICS	69
SOUND	70
GAMEPLAY	64
LONGEVITY	62

PROSCORE

63

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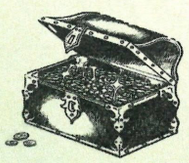


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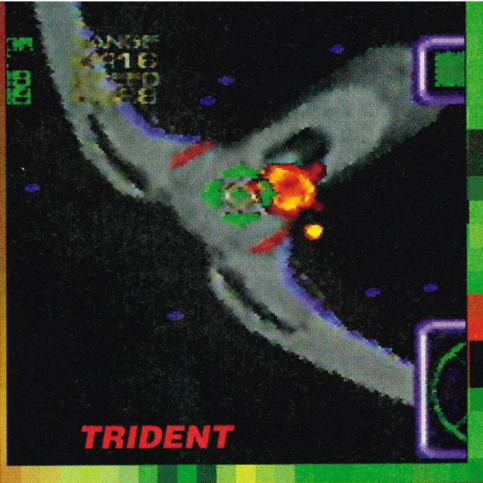
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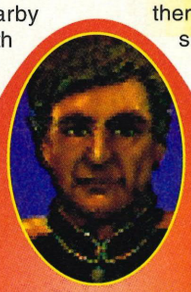
Old games never die, they just get renamed and reused. Atari's ancient *Star Raiders* coin-op has inspired legions of video games and the only surprise is that it's taken so long to arrive on the SNES. Once again only one Earth starship can prevent universal Armageddon... Captain Stuart Wynne goes back to the future one more time.



Unsurprisingly *WarpSpeed*'s scenario is your standard, off-the-peg space opera with alien invaders pouring out of nearby black holes, armed to the teeth and destroying everything in their way. Earth's response is "A single Star Fighter with enough firepower to tackle an armada of enemy ships." Ah, well.

The *Star Raiders* game structure has been faithfully reproduced with space represented by flat quadrants divided into 64 sections. You can move between sections either by using the compass to navigate there, or by using the Long Range Scanner screen and warping there.

Combat is a familiar remix of Earth-style dogfighting. Your task is to select which target to attack first, then to wear your thumb out on the control pad in a desperate effort to get the weapons cursor on target. Enemy ships move fast and aiming ahead is tough. As you progress you're awarded with new ships to pilot (yes, I thought there was only one too!) and smart missiles become available. The missiles aren't that smart though, and you'll still need to aim them to achieve success.



PRO TIP

When in a sector with an enemy carrier lock on it while travelling at max speed. Don't be distracted by fighters which will anyway try and block your shots, becoming easier targets.

If combat mechanics are little improved over *Star Raiders*, they at least look better. Mode 7 is used to scale and rotate some very nicely drawn ships from pinpricks to screen-filling monsters. It's a trick used in *Wing Commander*, but the ships are smoother animated here and the whole screen is used rather than just a narrow 'windscreen'. Unfortunately only one ship seems to attack at a time, and unlike *Wing Commander* there's no wing-men to co-operate with.

To add spice to an over-familiar recipe there are are seven scenarios, ranging from pirate busting to a space maze! There's also a good campaign option (which randomly selects four scenarios from a group of ten), although it's irksome passwords are only awarded when you complete often very long scenarios. Another disappointment is that exciting messages – hurry to sector x,y and collect drone – aren't backed up graphically. When you arrive in the sector the drone is collected automatically – the only way you know you've done it is by another radio message!



The game's principal competitor is, of course, *Wing Commander* which has a far more involving overall scenario, more varied missions and better tactical play. *WarpSpeed* looks better, albeit with far fewer ships, and the ability to choose which enemy group you attack next offers some minor strategic element. It's certainly fun for a while but the ultimate shallowness of the gameplay soon makes you long to eject!









The Long Range Scanner (above) is distinctly two-dimensional, but still vital. Black Holes are gateways to other quadrants. Some only work one way, others work randomly, and some are invisible! As with the bases (right) using a Black Hole is automatic whenever you enter the sector it's in.





Each box can contain four missiles. There are four increasingly powerful missile types available when you get the best fighter.

When not in combat this shows your course heading.

The Tracking Sight shows which enemy ship you've locked onto. Pressing Select allows you to choose between opposing ships.

Your location.

The Weapon Sight is fixed at the centre of the screen.

You've got two shields, left and right. If a shield bar diminishes to zero – the centre of the screen – then the next enemy shot is likely to be fatal.

An alien Raptor.

Your fuel is diminished by using weapons and engines, but can be topped up by going to a base.

Radar: This shows all objects in range of your ship.

WarpSpeed

Publisher: **BALLISTIC**
Supplier: **CONSOLE PLUS**
Tel: **0532 500445**
Price: **£39.99**

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

CONTROLS

- ▲ Dive.
- ▼ Climb.
- ◀ Move left.
- ▶ Move right.
- X Increase speed.
- Y Scanner/Radio on/Off
- A Decrease speed.
- B Smart missile rack.
- L Fire smart missile.
- R Fire energy weapon.

PROS: Fast, slick graphics make good use of Mode 7. Good, *Top Gun*-like soundtrack. Lots of bonus points, promotions and four ships to progress through, making for a rewarding high score game.

CONS: Although a big challenge, it's not that difficult, with familiar, over-simplistic and extremely repetitive gameplay.

GRAPHICS	84
SOUND	73
GAMEPLAY	71
LONGEVITY	68

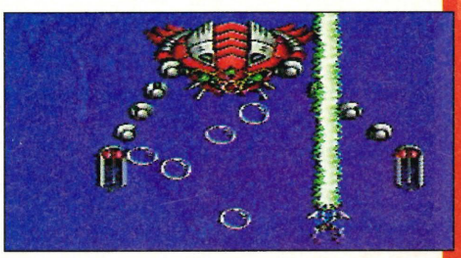
PROSCORE
69
SCOREPRO

FUTURISTIC GRAPHICS MARRED BY SADLY ANTIQUE GAMEPLAY.

IMPERIUM



Alien machines have launched yet another invasion of Earth and once again a vertically-scrolling shoot-'em-up is the main attack plan. Cap'n Stuart Wynne wonders whether with games like this Earth deserves to survive...









As the robot invaders appear and all seems lost a slender ray of hope appears. Apparently the alien warmongers have robot slaves that are plotting a revolution. The slaves' 'best minds' have 'developed a suit of body armour... however, only a *human* can wear it.' Huh? Seeing as the game's a vertical-scroller with no walking about why a suit, why not a fighter ship? And if humans have been extinct for a millenium, why develop something only a human could wear?

In truth *Imperium* really does seem the product of robot minds, mechanically churning out yet another clone of a decade-old game format. There are six big levels, mid-level mega-monsters, end-level mega-monsters, plenty of parallax scrolling and power-ups but few signs of any imagination.



PRO TIP
Whenever confronting a new mega-monster it's vital that you flip between weapons to see which is most effective.

The graphics are extraordinarily ordinary – except for the main sprite which must be one of the ugliest and most garish to appear on the SNES. Later levels have good-ish backdrops and end-level guardians, but nothing up to the standard of say *Axelay* or even *Super Aleste*. Sound consists of dire synthbop tunes sensibly mixed low under the good, percussive explosion FX.

Original touches come in the form of the ship's controls. The 'best minds' have decided that you have to earn special weapons by shooting lots of enemy ships. This is actually quite a nice touch, as is the way once you have special weapons you can earn up to three upgrades – cancelled when you get hit (although the weapon itself can't be lost).

You can also vary the speed of your ship at any time and the Power Star weapon adds some novelty, firing in the opposite direction to the direction you moved last.



Unfortunately all this adds up to far too little to make this dull vertical scroller in any way addictive. The first few levels are very poor – the next artist to do yet another dull jungle or water backdrop should be shot! It's visually better as you get into space but it also gets a heckuva a lot harder with bullets filling the screen with irksome regularity. In fact after a few long games I'd soon had my fill of this one. If you're a shoot-'em-up addict the challenge might be worth checking out but for most people this is just another sad waste of silicon. SP

Publisher: **VIC TOKAI**
Supplier: **VIDEO GAMES OF AMERICA**
Tel: **0403 752156**
Price: **£39.99**



Players: **1**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **No**
Features: **3 Continues**

CONTROLS

REDEFINABLE

- Move up.
- Move down.
- Move left.
- Move right.
- X – Increase speed.
- Y – Fire.
- A – Smart bomb.
- B – Change weapon.
- L – Fire smart bomb.
- R – Locks shooting stars direction.

PROS: A novel power-up system gives a good incentive for playing aggressively. The six levels are big and very tough....
CONS: but probably too tough, the enemy onslaught being irratatingly fierce. Backdrops are mostly dull, the sprites unremarkable - especially the main sprite - and those long levels soon become very tedious and repetitive. Only ardent shoot-'em-up fans will get much out of this.

GRAPHICS	61
SOUND	57
GAMEPLAY	58
LONGEVITY	62

PROSCORE
60
SCOREPRO

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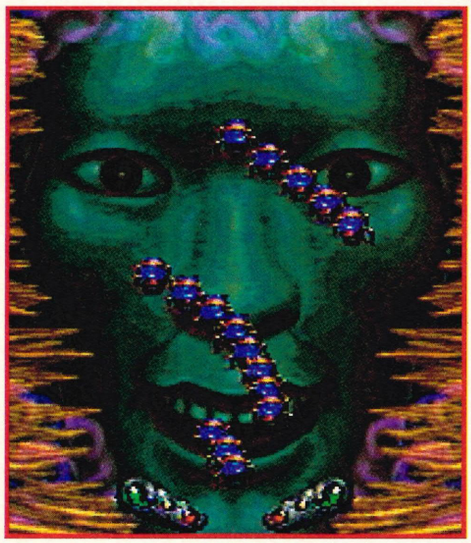
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JACKI CRUSH









Jaki Crush contains some trippy sub-levels, ranging from hideously mutated Space Invaders (top left), to an ancient Wheel of Fortune variant (right).

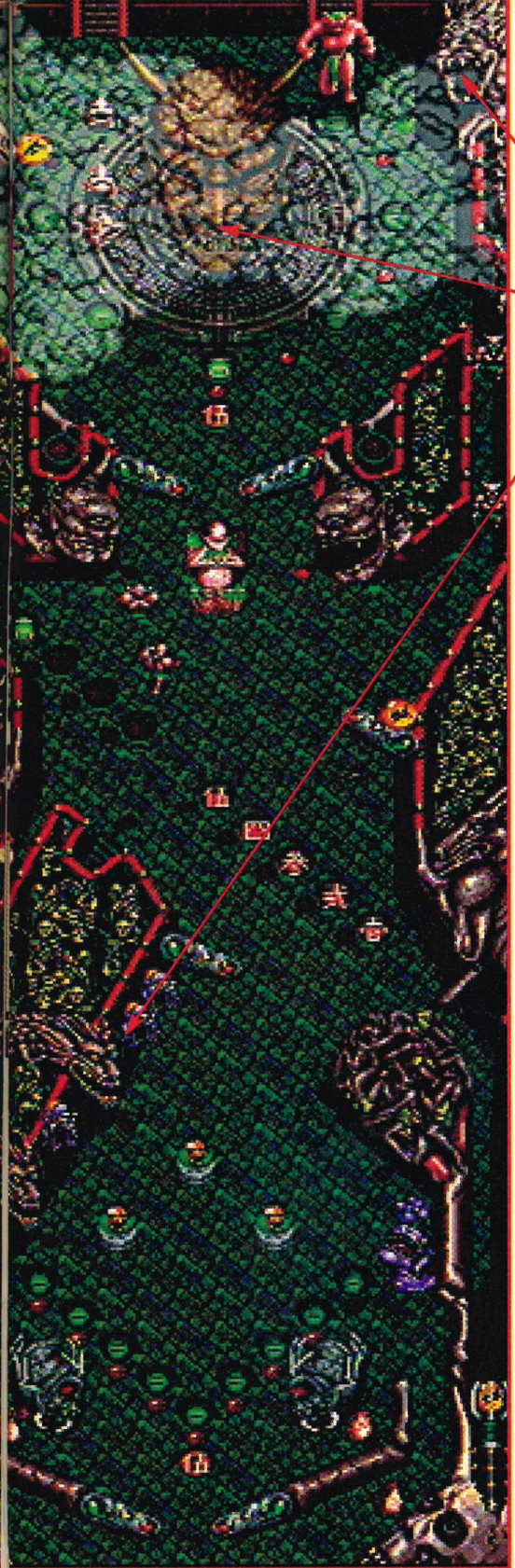






The advent of video games should've spelled the end for pinball tables. After all isn't their main function to provide beer-swigging louts with an expensive prop for obtaining a better view of the pool game? But in fact they're actually becoming more popular, many 'cheating' by having computers built-in to provide sampled sound FX. Now a pinball table has even snuck into a SNES cart! Ryan 'The Hustler' Butt discovers whether it's worth spilling his beer over.

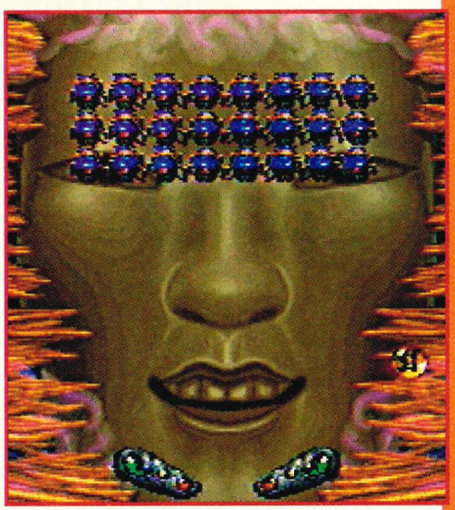
In the virtual world of video gaming where practically anything you can dream of can happen, the simplicity of pinball makes *Space Invaders* seem sophisticated. I mean all you've got to do is keep moving a set of flippers in the hope that when the steel ball finally finishes rattling between the various scoring pegs it'll hit a flipper and go back up. And that's it. Except when you cheat and tilt the table! Okay some pinball tables can have rather good pictures surrounding the high score, but even that's lost with a



This ugly mug will take your ball to the Space-Invaders!

Aim your ball at the centre of this symbol to warp to a secret bonus stage.

This dragon will warp your ball into the lair of two very hostile Fire Demons. You must destroy them to leave!





Publisher: **NAXAT SOFT**
Distributer: **CONSOLE CONCEPTS**
Tel: **0782 712759**
Price: **£55.00**

Players: **1-2**
Skill Levels: **Two ball speeds**
Cart Size: **8Mbit**
Save Game: **Password system**
Features: **Tilting the table**

CONTROLS

- No function.
- No function.
- Tilt left.
- Tilt right.
- X — No function.
- Y — No function.
- A — Pull spring.
- B — No function.
- L — Left flipper.
- R — Right flipper.

PROS: Imaginative graphics, fast-paced action. Nice sub-levels. Two-player mode allows players to take turns racking up the points.
CONS: Naff password system doesn't record score. Sonics are generally poor and gameplay is ultimately repetitive – just like real pinball really!

GRAPHICS	80
SOUND	71
GAMEPLAY	82
LONGEVITY	68

PROSCORE
76
SCOREPRO

A REFRESHING CHANGE TO SMOKEY PUBS!

video game where there's no room for it – except when you die.

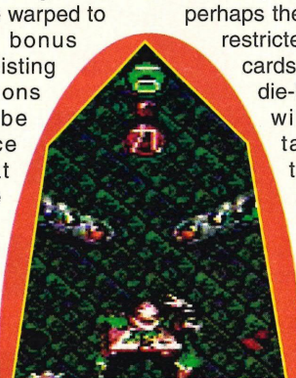
Jaki Crush is pretty faithful to the pinball basics – there's no vertically-scrolling shoot-'em-up sub-levels or anything, no you start the game with three balls, and extra chances are awarded depending on how much you score. The SNES's 'L' and 'R' buttons are perfect for flipper control, with the cursor pad handling 'tilt' on one of the control options. There are three sets of flippers under your control and in effect there's three mini-pinball tables welded together. As with most pinball machines the top 'mini-table' is the smallest, hardest and highest-scoring part. Trying to get the ball up the smoothly scrolling table is quite a tough challenge and there's plenty of scope for racking up scores.

The main difference between *Jaki Crush* and real pinball is that *Jaki* includes loads of spaced out sub-levels. These can be accessed by whacking your ball into the mouths of the many skulls and gargoyles that litter the side of the screen. By doing this, the ball will be warped to special bonus screens consisting of huge demons that must be killed, space invaders that must be destroyed, and general freaks that must be hit a certain amount of times with your ball before they spontaneously combust, giving you vast bonuses as a result.

In fact the whole atmosphere of the game is enjoyably grotesque, kicking off with a superb title screen which consists of screaming faces joined together to form a hideous wall. The play area itself is really brought alive by the various Demons and tiny monsters such as bats and trolls which wander around the place waiting to be hit. The most spectacular apparition is the creature standing in the black-magic style Pentagon at the top of the screen. If you manage to disable this mutated moron the ground gives way, causing your ball to drop down to a new bonus screens.

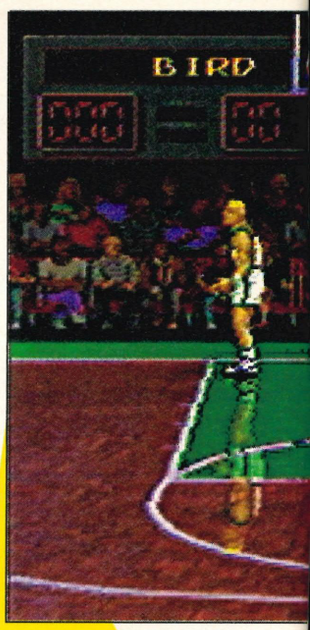
Jaki Crush certainly has plenty of highly imaginative and detailed graphics that really seduce the imagination, conjuring up images that one wouldn't normally associate with such an innocent pastime as pinball! It'd be great if sound was of a similar standard, unfortunately apart from the arcade-style speech on the title screen it's all fairly dull; tunes are extremely lame and hardly fitting in with the rest of the game.

The only other let down is perhaps the longevity of such a restricted game. It's on the cards that eventually even die-hard pinball fanatics will get tired of the table's layout and tiresome gameplay. Although *Jaki Crush* is immensely compelling and highly enjoyable for a period, tedium soon rears its ugly head, stripping this otherwise original game of most of its redeeming features, a shame because this is a worthwhile attempt at capturing the thrills and spills of pinball. Perhaps with the inclusion of other pinball layouts, *Jaki Crush* would have been the sort of winner to appeal to everyone, not just pinball freaks. As it stands, however, the hefty asking price and limited lastability will put off a lot of people.

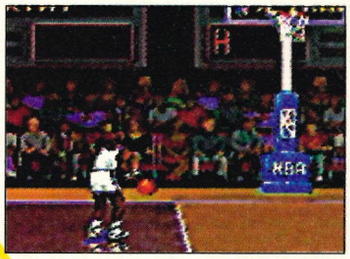


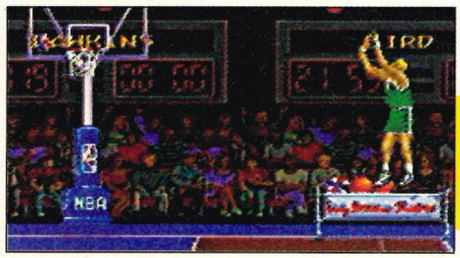
PRO TIP
Keep you finger on the L and R buttons to trap the ball. This will make controlling and positioning it a lot easier.

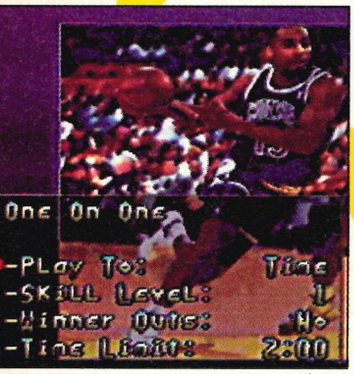




The pic above shows just two of the games that this cart offers you. There's the one on one round (right of pic) and the shoot out round (on the left). The Horse Play round is shown on the right of this box.





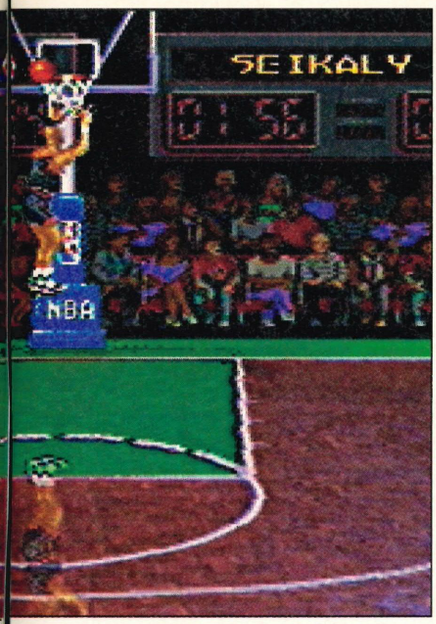


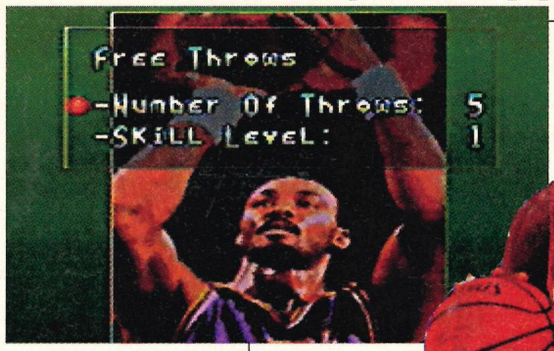
Dribbling around may be your idea of fun, but Duffer Dave has seen too many sodden grannys to find it remotely amusing. Still, he's heard that an awful lot of people do do it, interspersed, of course, with throwing big bouncy balls through nancy netted hoops. So who's he to stand aloof. Thus Dave "Big Bird" Westley bows to the masses, lowers his very high standards and joins the proles to salivate madly.

NBA ALL-STAR CHALLENGE

So you fancy a game of basketball – a high energy, high skill, low time out, adrenalin pumping super sport import from the USA; a chance for a lightening swerve, run, pass and dribble followed by an awesome slam dunk straight into your opponent's quivering net. You do? Well you're in for a BIG, BIG disappointment then. For there are two words for this cart, and they're 'rip off.'

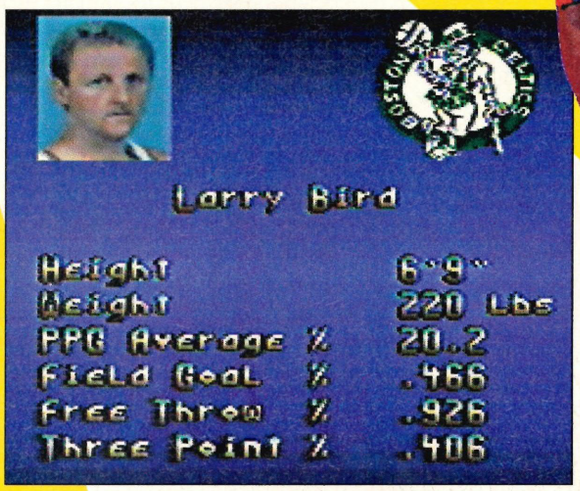
To begin with everything looks good. Well, actually everything looks stunning. The animation of the players is brilliant and the floor is extraordinary – not only does it look great with a superb patterned finish, it moves super-smoothly in brilliant perspective and contains gorgeous reflections. After a quick mess around however you may find yourself staring, perplexed, at the option screen, in a vain attempt to





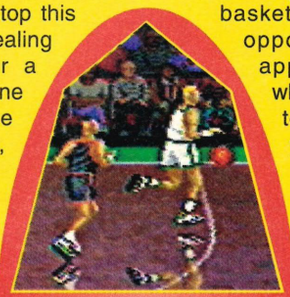


Masses of statistics are offered for your very own personal perusal. We know, for example, that Larry Bird's PPG average last season was a whopping 20.2%. Absolutely fascinating.



find the *real* game. The title suggests a straightforward basketball game, the back of the box has lots of small pics which seem to indicate one, and while the blurb describes the game as the 'ultimate test of b-ball skill: ONE-ON-ONE', something called the NBA All-Star Tournament surely implies regular teamplay. But in fact all you get is the half-court and no more than two-players on screen – often it's just one player.

One-on-one is the 'sport' they're always showing in the movies to show how sickeningly close people are, like *Father of the Bride* where Steve Martin and his daughter shoot hoops until it very artistically snows. One person starts off with the ball and must try to score. The other person tries to stop this by blocking and by stealing the ball away. After a basket is scored the one who scored starts the next round with the ball, or not – depending on the selected option. There are a few additional rules, like 'tending the goal' and a time limit, but it's a simple, repetitive game. Controls are easily mastered and the limited gameplay (no passing or tactical team play) and its stop/start nature inhibits excitement.



PRO TIP

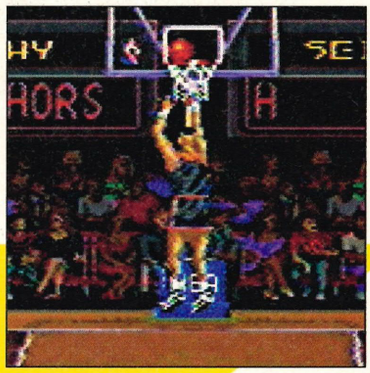
Success will depend on being able to steal the ball from your opposition. The best position to do so is a couple of feet away from the net don't chase him around the court.

The various special modes try to add some variety. In the **Tournament Mode** you're asked to select four players for your own team, and four for the opposing team. Four games are then played with each of your players facing off against an opposing player, determining who will go into the semi-finals. In the semi's there's just two games, and the final is just a single game! It'll take some practising even on the easiest level to get there!

Another mode is **Horse-play**. Here the basic aim is to score a basket from wherever your opponent does. A cross appears on the court where you have to stand to make your throw, if you fail a letter will appear on the score board. If there are five misses on either side then HORSE is spelt and that player loses. This is probably the most tactical arena of the five with each player having to determine his opponent's weaknesses in order to succeed. It can, rather surprisingly, be fun – especially in two player mode.

The **Free Throw Mode** is really just a waste of memory. A cursor floats above the basket, moving up and down, left and right. You have to press your buttons at exactly the right moment in order to score. It's mindless and very, very boring.

The final mode, the **3 point Shoot Out** , sees you attempt to score five baskets from five different locations around the three point rim. There is a time limit so you have to shoot quite quickly. The player with the most baskets at the end of the time limit wins. Fun, again, but only for the shortest time for you'll soon know how much power is required to shoot from this or that part of the court and once you know this (for the computer aims for you) any competitiveness (and fun) will dissipate.



In conclusion once you discover there's no proper basketball game you'll feel robbed, but after a bit of play you'll find there's a few amusing games in there actually. Unfortunately none of them have much in the way of variety and will soon become tiresome. In short your first reaction will ultimately prove to be the correct one. SP

NBA ALL-STAR CHALLENGE™

Publisher: LJN Ltd
Supplier: GAME ZONE, WOLVERTON
Tel: 0908 226696
Price: £47.99

Players: 1-2
Skill Levels: 3
Cart Size: 8Mbit
Save Game: No
Features: 27 different characters to choose from.

CONTROLS

- Move up court.
- Move down court.
- Move left.
- Move right.
- X — Slam dunk.
- Y — Steal.
- A — Jump.
- B — No function.
- L — No function.
- R — No function.

PROS: **Brilliant animation, a super-slick Mode 7 floor and digitized pics of all 27 players – one from each of the NBA teams.**
CONS: **Each game proves to be uninspired and uninteresting. Especially irritating when the visuals are such a treat.**

GRAPHICS	93
SOUND	80
GAMEPLAY	60
LONGEVITY	55

PROSCORE

55

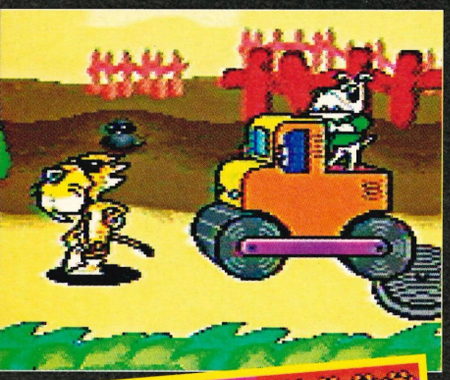
SCOREPRO

FOR VERY RICH BASKETBALL FANS WITH *EVERY* OTHER SIM, WANTING SOMETHING, ANYTHING DIFFERENT - I.E NO ONE.

CHESTER C

TOO COOL

You may remember this awesome dude from those sordid crisp adverts, an ill-fated campaign from the start because not even Chester's slickness could convince the public to purchase those ghastly, cheesy-flavoured Cheatos! This sly old puss now makes his debut in video game land, prowling around a spaced-out cartoon world in search of his beloved Harley, tailed closely by Ryan "Iceman" Butt!







Having just gained his faithful axe, our hero now proceeds to dish out a few chords House of the Rising Sun (above).

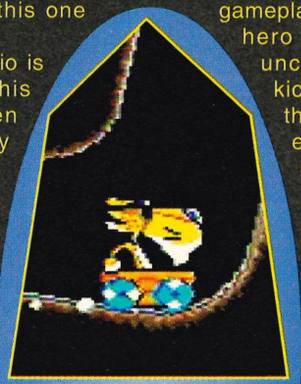


It was only a matter of time until cool-cat Chester made the transition from TV ad to video game, following in the footsteps of Clumsy Colin, and even that daft dog from the Quavers ads. Such games have never really worked before, but a humorously cool intro sequence suggests this one might be different.

The game's scenario is that not only has this trippy feline been confined to captivity by stinking punk Eugene, but also his beloved set of wheels has been dismantled and scattered all over the compound to prevent out radical hero from making tracks. Chester must now strut his stuff through five stages of Four Corners Zoo, searching for the missing parts of his thrusting motor.

The first stage has our cool cat wandering around the park, causing grief for the animals and occasionally diving into the sewers for extra bonuses. Successfully locate the first part of your bike and it's straight onto the Monkey Pits, in which you must do a spot of vine swinging in order to get through the maze-like terrain. The next part of your bike can be found in Gator Alley, and as the title would suggest, this stage is anything but a snap! Make it through in one piece and you'll be dropped into the Hidden Caves – they're dark so strike a match and strut on. Survive the mine cart at the end of the stage and only the Bird Houses stand between you and victory.

There are a multitude of handy objects available to assist you in your journey and spice up the gameplay. Guitars cause our hero to strum away uncontrollably whilst kicking every enemy in the area, trainers give extra speed, shades reveal hidden bonuses and skateboards enable you to enter a bonus stage once the level is completed. Best of all, badges can be collected to give you an extra paw! – or life, as they're usually called.



PRO TIP

On level 4, drop down the second hole to gain vast bonuses, trainers, a skate-board, and extra energy.

Undoubtedly the most fun part of the game is the visual style. The intro perfectly sets the scene for the cartoonesque, tongue-in-cheek game that follows. Standing proud, with a head twice as large as his body, Chester makes the ideal central character for a video game. I especially like the way he starts each level with a different series of actions, giving you the distinct impression that he's definitely too sexy for this game!

Each level is lavishly coloured and very attractive, making it a very interesting game to play. Indeed the visual aspect is an important one, mainly because it's one of the only long-term elements that this game has to offer. My main criticism is that although the levels are at first interesting and fairly gripping, they soon become second nature, thus enabling you to finish the game within a few hours. There are plenty of hidden caverns and passages for you to locate to keep you coming back for a while, but after Chester's irresistible charm wears off you're left with a fairly simple arcade action game. Having said that, each level combines different levels of gameplay to make an enjoyable adventure, the best being on level four when you must guide our hero through a dark mine-cart maze to complete to the level. Sound is good too with some nice, albeit fairly run-of-the-mill tunes and sound effects.

For veteran gamesplayers *Chester* won't provide much



REVIEW
IMPORT

CHEETAH TO FOOL

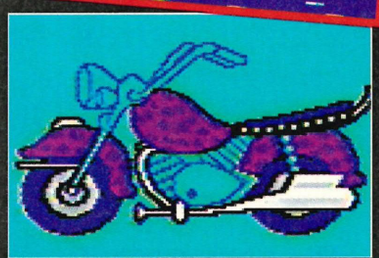
challenge, but the overall layout and appearance will anyway make it appeal more to a younger age range, which I'm sure it was originally aimed at. This is an enjoyable alternative to most of the other tripe that's on the market and infinitely better than *Home Alone*! SP







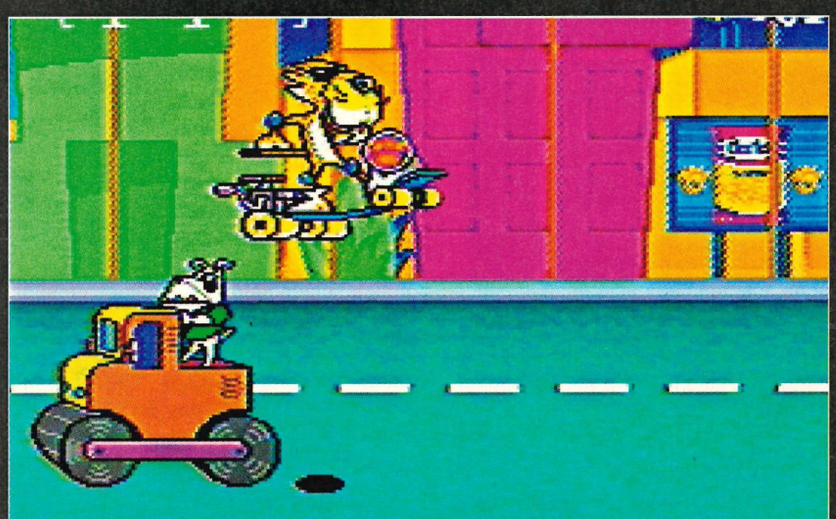


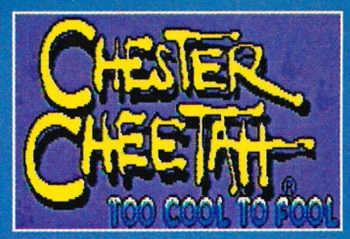




Our ultra cool hero makes a series of funky pelvis thrusts as he crawls along the bottom of the sewer (above).







Publisher: KANEKO
Supplier: CONSOLE PLUS
Tel: 0532 500445
0532 090099
Price: £52.99



Players: 1
Skill Levels: 1
Cart Size: 8Mbit
Save Game: Limited continues
Features: Chester!

CONTROLS

- △ Climb ropes.
- ▽ Duck, climb down.
- ◁ Strut left (man).
- ▷ Strut right.
- X No function.
- Y No function.
- A No function.
- B Jump.
- L Dash (with trainers).
- R Dash (with trainers).

PROS: Humorous cartoon-style graphics. Simple yet effective gameplay. Highly enjoyable.
CONS: Lack of levels makes it far to easy to complete. No serious challenge for hardened gamesplayers.

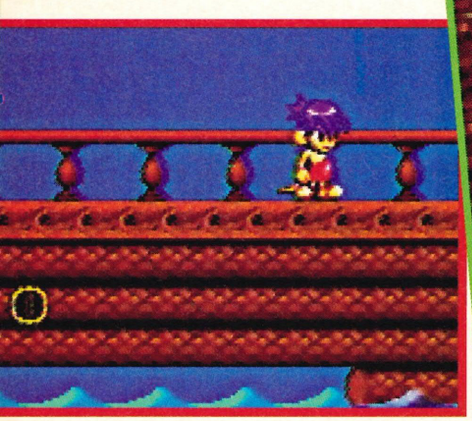
GRAPHICS	85
SOUND	81
GAMEPLAY	84
LONGEVITY	72

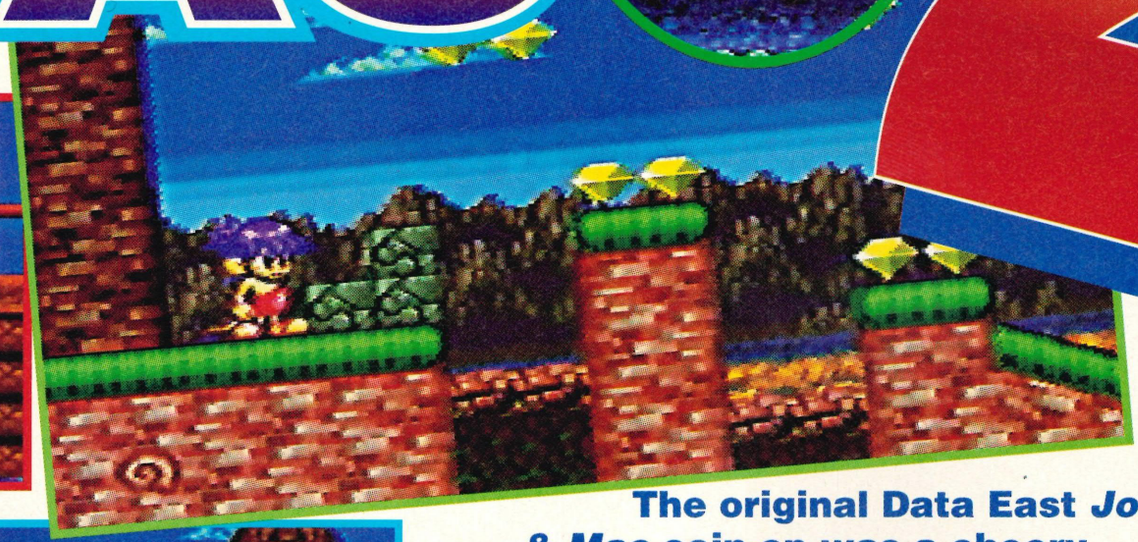
PROSCORE
79
SCOREPRO

A CHEESY-FLAVOURED WALK ON THE WILD SIDE!

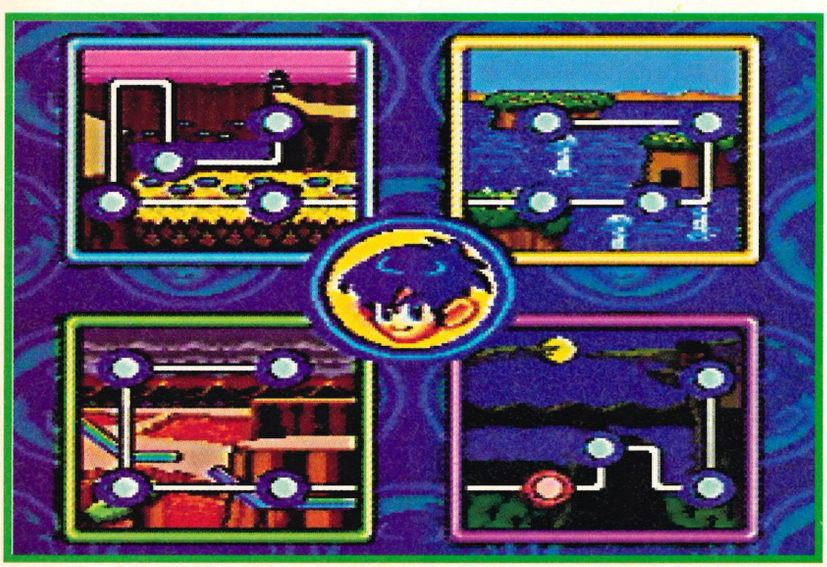
REVIEW
IMPORT

JOE & MAC 2









The original Data East *Joe & Mac* coin-op was a cheery prehistoric bash-'em-up perfectly SNES converted ages ago. Now here comes the sequel only instead of more of the same you get less: smaller sprites, no simultaneous two-player mode and less impressive mega-monsters. Dinosaur-lover Dave Westley investigates whether gameplay is similarly diminished...

About the only things which have carried over from the original game are sexist storyline – yep, Joe's girlfriend's been kidnapped again – and the prehistoric setting. Virtually everything else has changed. The big, cartoony graphics have gone, Mac's disappeared, and the game seems more inspired by *Sonic The Hedgehog* than *Joe and Mac 1*.

When Joe takes his first giant leap upwards he does a *Sonic*-style spin attack, his legs tucked up against his chest and head bent down to cover his knees. Thus transformed into a bouncy ball he whizzes high up into the sky taking strange delight in confusing ugly prehistoric birds. There's even an injection of the infamous Hedgehog's speed. Press the left or right buttons and he'll whizz through the level. Be careful though – go too fast and there may not be time to stop before a clash with some deadly foe...

Also new is Joe's clubbing (no, not the dancing sort, the violent biffing sort!). Now Joe can hit in four different directions: up, down and left and right. This means of course that foes will come at you from those directions which makes everything just a little bit more tense, a little bit more exciting. It's not simply rapid alternations of bashing, bashing, jumping and bashing. It's more of a moving, looking around to see which way to bash, moving, jumping and looking around... You get what I mean! (erh, sort of – Ed).





Below, a big dino that must be challenged before you can exit the first stage of the first level. Fortunately you don't have to kill him, just jump over the great beastie!



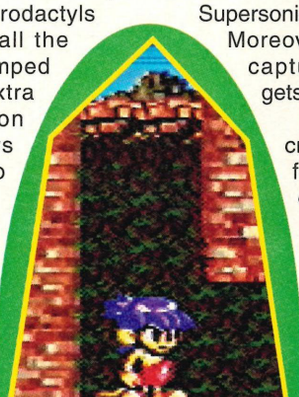


Below, the swimming scene. Make sure you don't hit the spikes or stay under for too long – you'll drown! If you reach the end you'll meet the first guardian!



There's also a bit more imagination in the nasties which you bash; occasional pterodactyls will lift you up and all the monsters can be jumped on to give you an extra bounce. Jumping on monsters also allows you to make them into bowling balls to fire at other opponents. This technique is vital if you're to beat end-level guardians.

The most novel ingredient concerns Joe's physical state. You see the weird and slightly suspect storyline has a monkey touching a red orb. This puts him through two thousand years of evolution to become the handsome and very jolly Joe. Unfortunately if he's hit, bit or beaten he reverts back into the monkey state. And should he be clubbed again, he'll die. On the other hand if he manages to get three of the red orbs littered about on the platforms he'll become a 'Super Joe', capable of Supersonic jumping and bashing. Moreover with every orb he captures in this state he gets another life!



PRO TIP

Always try to fall down through the first opening in the ground for a very handy, early red crystal!

In SUPERPRO 1 we criticized *Joe and Mac 1* for lacking gameplay depth, despite looking very pretty. Here we have the reverse: graphics are effective but not so pretty and the gameplay is rather more involved and generally very much improved. All in all it's a brave use of 4Mbits with a reasonable degree of challenge. Unfortunately while it's certainly fun to play, competition such as *Mickey Mouse*, *Tiny Toons* and a host of other platformers offer substantially more gameplay, graphics, sonics and so on. In short, another SNES game which should have a budget price.



Publisher: **DATA EAST**
Distributer: **CONSOLE CONCEPTS**
Tel: **0782 712759**
Price: **£59.00**
AKA: **Congo Caper (USA)**

Players: **1**
Skill Levels: **1**
Cart Size: **4Mbit**
Save Game: **Password**
Features: **Dinosaur bashing galore.**

CONTROLS

- Super Jump (with A/B).
- Crouch.
- Move left.
- Move right.
- X — Club.
- Y — Club.
- A — Jump.
- B — Jump.
- L — Speed up.
- R — Speed up.

PROS: Good clean fun that will keep you amused for hours; gameplay much improved from the original.
CONS: Dull graphics counteract the appeal of the few original gameplay elements.

GRAPHICS	75
SOUND	75
GAMEPLAY	79
LONGEVITY	74

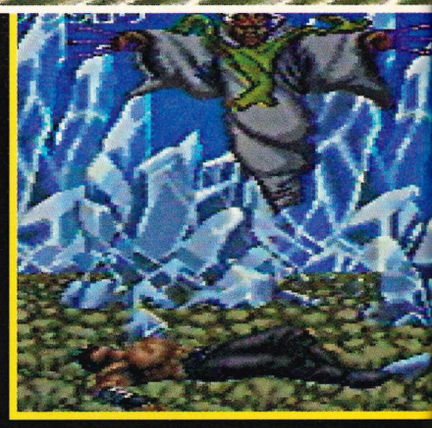
PROSCORE
75
SCOREPRO

OKAY-ISH MONKEY BUSINESS

REVIEW
IMPORT







The superlative gore-fest of the *Fist* movie, an 18-rated manga cartoon, certainly sets high expectations for this cart. Unfortunately rather than a fast-moving arcade-adventure, spiced up with people exploding all over the place, we've got yet another sickly *Street Fighter II* clone. Dave "purple prose" Westley investigates how it compares to all the others...



AAAaagh! Angst, pain, misery, depression and hopelessness all concentrated themselves into one vomitous emotion as Stuart "Lucifer" Wynne handed me yet another septic *Street Fighter II* clone to review. Could I cope? could I hell. Trembling, I placed the wretched cartridge in the SNES whilst vile emotions contorted and transformed my once lovely face into something nearly as hideous as saggy Mark's. Fortuitously it was just a momentary spasm - for *Fist of the North Star* proves to be not all that bad...

Indeed the detail that's been put into the main sprites makes up for the game's often jerky animation. The 'Fat Man' is tops with his hideous hugeness just astounding. His vast form obscures the sun – indeed everything is swallowed up in the vast shadow of his sweaty pink flesh! Then there's the Mark-like creature who's ugly and short with seemingly decrepit limbs and a haggard, furrowed face – watch out for his scissor claws.

Each of the eight different characters has, moreover, his own special move. I don't pretend to understand just what the Gnome/Gargoyle creature does, I

Fist Of The No











Producer: **TOEI ANIMATION**
Supplier: **GAME ZONE**
Tel: **0908 226696**
Price: **£44.95**
AKA: **North Star Ken 6**

Players: **1-2**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **No.**
Features: **Infinite continues.**

just know it's deadly. Spirit clones appear from nowhere, then diffuse into an already tense, electric atmosphere before returning to enter and crush your enemy's tortured soul... The giant is more 'conventional' – sending out a golden fist from the tips of his huge fingers. Any fool who isn't fast enough to get out of the way will soon see stars, buzzing like hornets around his aching head... Around a blond guy's arms come bright burning flames lifting him, phoenix-like, into the danger ridden sky. His enemy becomes but ashes in the white heat that radiates from the Viking's embattled body...

Each of the different characters has in fact more than one special move. For not only is there the standard life bar at the top of the screen, there is also a second bar which records how much 'spiritual energy' that player has. The spiritual energy varies with how successful he has been in battle. If the player is doing well then he has more energy. The more energy the more powerful the special move. It is tempting to wait until you have full force – but by that time your enemy may have been able to use a lesser special weapon which will have devastated your spiritual energy. A tactical mind is thus required (Duffer Mark's watch out!).

The structure of the game itself is copied from *Street Fighter II* and contains no hint of novelty. In one player mode you choose one of the eight characters. The other seven then take you on, one by one, each with their own location.

The two player mode allows each player to choose a character and then enter the *Street Fighter* arena to battle it out. The Face-Off mode is like the two player mode except that the computer takes over control of player 2. Very, very uninspired.

Fortunately there are at least more than two moves – six in fact. Thus though it may not be in the same league as CAPCOM's classic, it's still a lot better than most of its peers. With six moves you're not reduced to a zombie like state, an automaton whose sole reason in life consists in pressing button b as fast and as furiously as possible – there is just an incy wincy bit of skill involved. This, combined with the quality characters should mean that a fairly decent game has been born, surely?

Well no... For a start the game virtually commits suicide with an incredibly easy level – and infinite continues – which mean you can complete it within a half-hour of buying it. Once you've done that the game's appeal rapidly diminishes; the jerky animation and severe lack of originality lend little appeal to replaying it on a harder skill level. *Street Fighter II*'s incredible lastability comes not only from its toughness, but also the sheer playability, the huge number of moves, the speed and so on. *Fist* hasn't that many moves really, isn't that fast and the jerky animation reduces playability. Sadly it's another of those games that look good but soon fall apart in the game-play stakes. SP



PRO TIP

Try not to stay in one place to long when fighting jumping about a lot is the key to success.



CONTROLS

- Jump.
- Crouch.
- Move left, block.
- Move right, block.
- X: Punch.
- Y: Jumping kick.
- A: Back fist thump.
- B: Side kick.
- L: Special move.
- R: Special move.

PROS: Excellent characters; one-to-one arena is fun; hitting the fat man is even better. A reasonable number of moves.

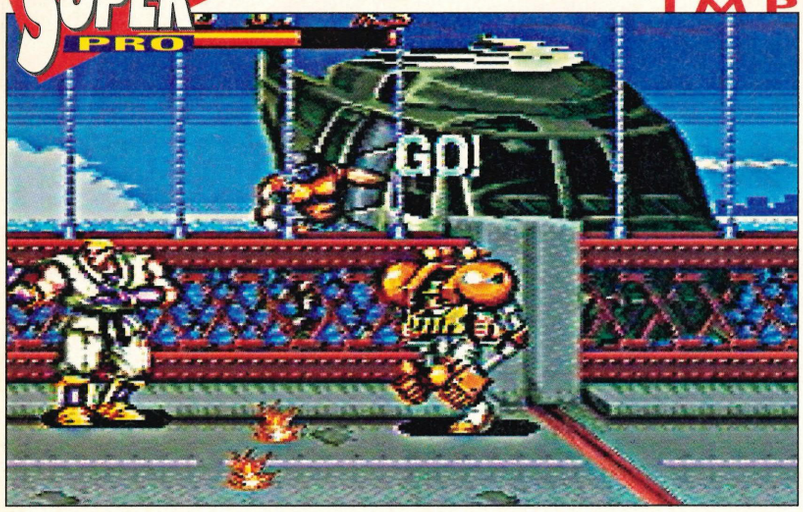
CONS: Jerky animation, poor sound, dreadful longevity, uninspired game structure and way too easy. Oh, and zero originality to boot.

GRAPHICS	70
SOUND	65
GAMEPLAY	75
LONGEVITY	50

PROSCORE **62** SCOREPRO

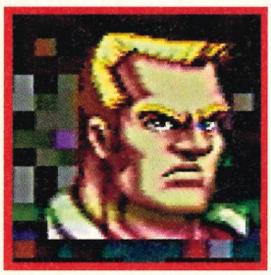
A SADLY HAM-FISTED *SF II* CLONE. SHAME!

rth Star









Watch out for the helicopter above. Bullets spray out of its doors with an annoying regularity. Fortunately they hit your opponents too!

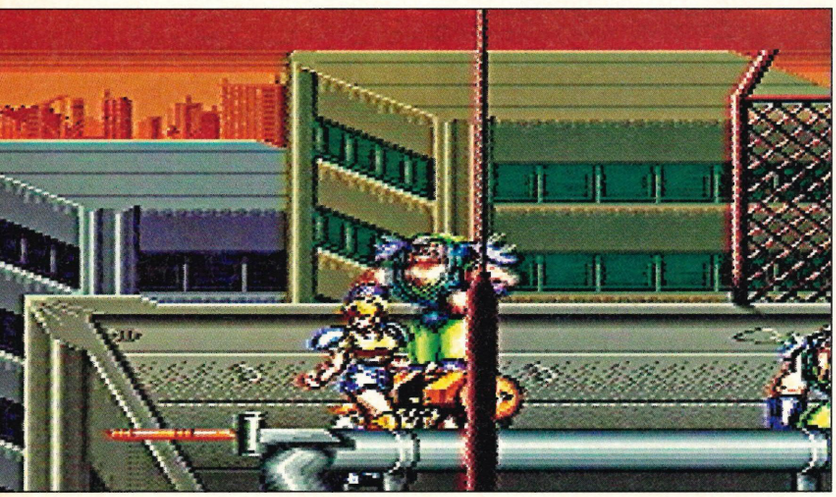


ival Turf, Jaleco's original offering and prequel to this cart scored a very unimpressive 51% in the first issue of SUPERPRO. Its main weakness was the limited number of moves: two – with one of them being a 'special' move. So are there any more moves here?



No... Aside from the new title, a glance at the option page reveals that little has changed: there's the same 'angry' facility; a simultaneous two-player mode; a one-on-one mode and the very same number of moves. There have some been very popular games with the same limitations, *Sonic Blast Man* comes to mind with its hilarious tongue-in-cheek approach, but Jaleco don't have that wit, a few 'thwack' captions appear but the basic approach is a straight-ahead, repetitive thumpin' game.

The scenario has you travelling from the bayside streets toward some sort of rendezvous with an airplane. Of course there's plenty of young punks only too ready to play footy with your head, backed up by ninjas and overalled guys with slick waldoes – robot fists which grab you by the scruff of your neck and shake your energy down! Fortunately there are some weapons for you to pick up baseball bats and pieces of lead-piping early on, later on pump-action shotguns!



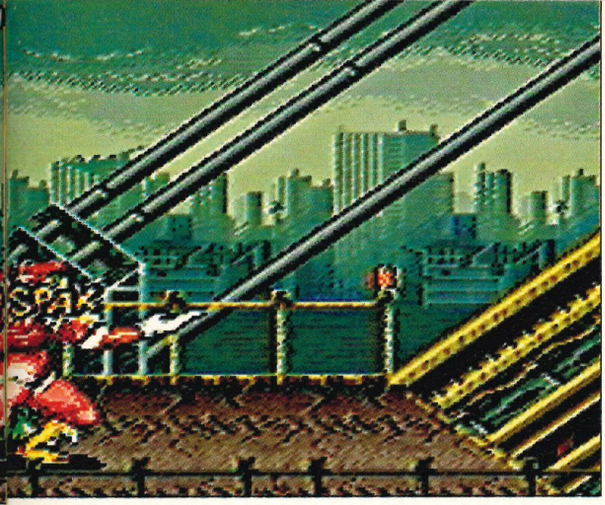




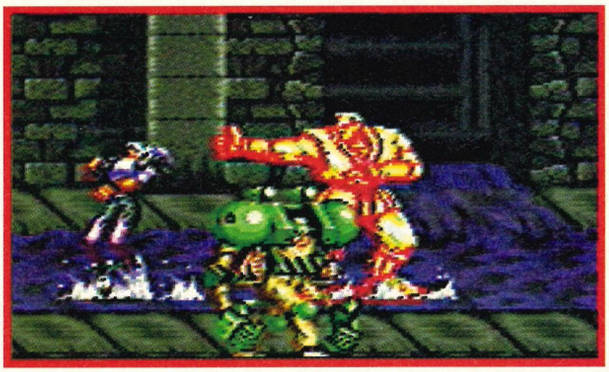
Skilled in all sorts of Martial arty things you enter into an arena fraught with peril: here men, women and things in between have but one purpose – to knock you into oblivion – Yawn! You've seen it before, done it before and been bored by it before – so do you really want to do it all over again? Coming from Jaleco, the team that brought us the unimaginative *Rival Turf*, Dippy Dave Westley has his doubts.



RUSHING



REVIEW
IMPORT





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

Players: 1-2
Skill Levels: 3
Cart Size: 12Mbit
Features: A one on one mode and five different characters to choose from.

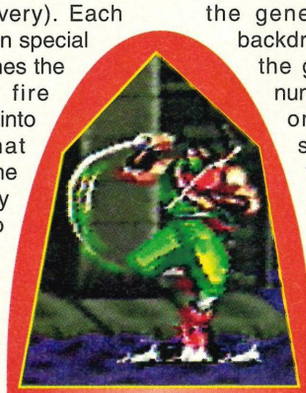
There are five brothers to choose from – including a girl! – providing the game with a little spice. Each character has a very different physique – the Lord is a HUGE man with muscles bulging and bursting out of his skimpy clothes, whilst Wendy fools you into thinking she's as wimpy as Mark (very). Each moreover has their own special move. The Lord punches the ground sending fire travelling along it and into any stray body that happens to get into the way; Kazan freakishly splits his body into two, slamming his victims into oblivion; Wendy does a back flip – nancy you might say – but not really as any foolish thing that happens to stray into her path crumples to dust; whilst the gift from RSH's meaty hands is a firebolt hotter than the sun – ouch!

One nice touch is how if you're playing solo you still pick two characters, you can only play with one – obviously – but when you die you can choose to come back as the second character if you want.

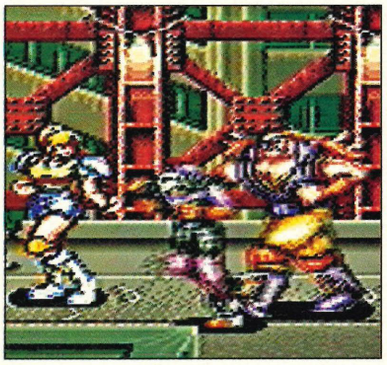
Backdrops range from the poor jungle to a fairly impressive bridge sequence featuring a helicopter gunship attack. There's also a construction site with a giant lift to fight atop of – and be thrown off! Rather less impressive is the dire sewer section which tries to introduce some originality with a maze element, unfortunately the graphics are dull so being sent back to the beginning – after taking a wrong turn – means most people will want to strangle the programmers rather than compliment them. However it's not the generally unimaginative backdrops which undermine the game. Rather it's the number of moves – two – one of them being a special move. To begin with this doesn't seem so bad, pressing the same button results in different moves depending on circumstances. And all the different characters lead to a false illusion of variety. But in truth whichever brother you choose, you're soon reduced to a mere automaton, madly, mindlessly pressing button B in an almost uncognitative state.

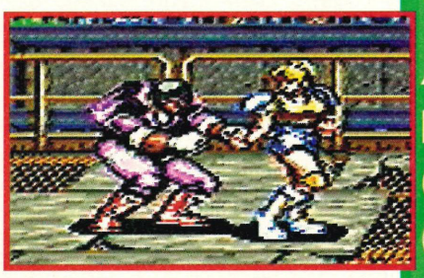
This flaw also undermines the one-on-one fight, rather modestly played behind a chain-link fence. It's fun for a while but soon gets boring especially with just one move as you can't use your special move!

Ultimately then the lack of moves removs any fun. An impressive scene or fancy move just become part of a mindless blur, a mind numbing process that the lack of gameplay (or any required skill) produces. A game to miss.

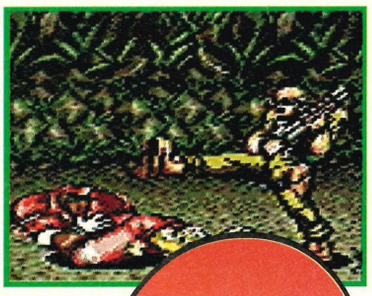


PRO TIP
Remember that every time you use your special weapon it costs you valuable energy. Ony use it when necessary.





Proving once and for all that girls are nances the one above attempts to hold hands with bully beef.



CONTROLS

- Move up screen.
- Move down screen.
- Move backwards.
- Move forwards.
- X – Punch.
- Y – No function.
- A – Special move.
- B – Jump.
- L – No function.
- R – No function.

PROS: Ummm, one on one mode can be fun, albeit briefly. Five characters to choose from I suppose.
CONS: But limited number of moves makes this one a yawn.

GRAPHICS	62
SOUND	60
GAMEPLAY	63
LONGEVITY	59

PROSCORE
62
SCOREPRO

RUN OF THE MILL STUFF

BEAT 2

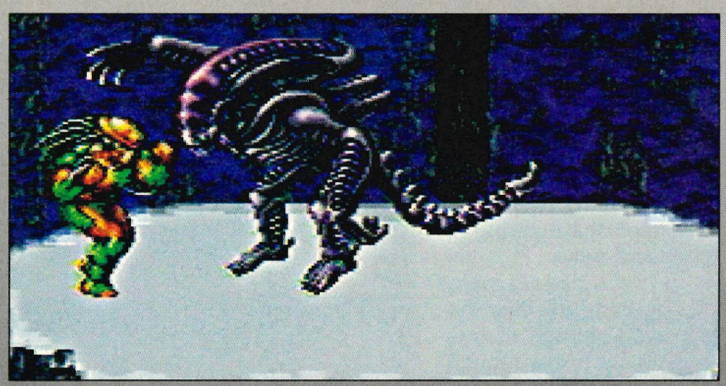


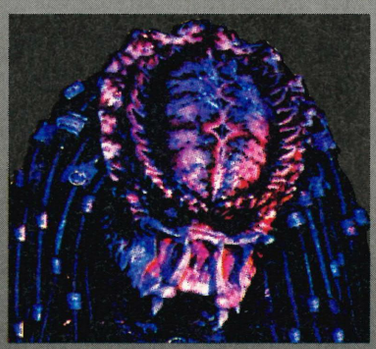
Allens vs Predator is literally packed with fierce looking guardians. They're all mutations of the familiar *Alien* character with enhanced features. But after a hard day's butchery, the dread-locked sports freak comes out on top and heads for home (top right).



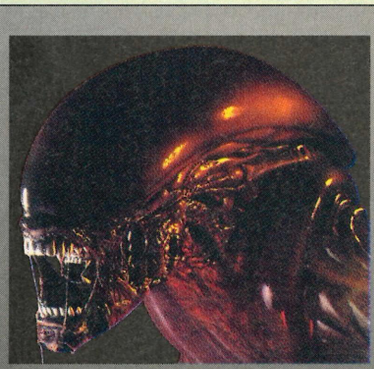




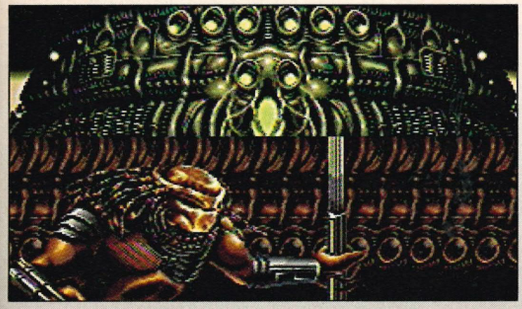




Brace yourselves, for two of cinema's most blood-thirsty and demonic creatures are about to invade your beloved console. That's right, the gruesome twosome have teamed up in possibly one of the most unlikely and novel carts of the year. Space Marine Ryan "eat this" Butt powers up for their arrival!



ALIENS vs. PREDATOR





ALIENS VS. PREDATOR

Publisher: **INFORMATION GLOBAL SERVICES**
Distributer: **CONSOLE CONCEPTS**
Tel: **0782 712759**
Price: **£55**

Players: **1-2**
Skill Levels: **4**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Two player vs mode**





"Get away from me you bitch!" – the Predator does battle with the Queen on the final level (above).



Scattered throughout the game are attractive static pics (far right) which add some depth to the '50s B-movie-type storyline.





CONTROLS

- △ Move up.
- ▽ Move down.
- ◁ Move left.
- ▷ Move right.
- X Special move.
- Y Attack.
- A No function.
- B Jump.
- L No function.
- R No function.

The whole concept of *Aliens vs Predator* started out in the Dark House comics and needless to say sold by the skip load. Now we've got the cart with some beautifully drawn intro pics perfectly setting the scene: as with *Aliens*' Lb426, a terraformed planet has been inhabited by humans unaware of the presence of another, even more lethal life from. The planet is Vega 4 and in short order the humans are slaughtered. An SOS message is sent but of course Ripley's not there to hear it. Instead another alien responds to this frantic cry of help.

The Predator may lack acid-blood, a skull-busting extendible jaw and a distinctly unorthodox reproductive system, but it's pleasure in hunting, killing and skinning a wide variety of creatures makes it a worthy opponent for a planet-full of Aliens.

Unfortunately the game itself makes little attempt to do its stars justice. The graphics are obviously gorgeous but gameplay is a tired rehash of that most tired of game formats, the scrolling beat-'em-up. You control the Predator as he thumps and kicks his way through the Alien hordes. As you'd expect there's a few power-ups to replenish energy, some weapons which you can throw, plus a neat trick which briefly turns you invisible. You also have a laser – hold down button X to try and set its power.



PRO TIP
The spinning kick jump (Y & B) is the best move to use against most guardians.

From the very moment you start the game the action is non-stop, you're instantly bombarded with hostile Aliens all keen to vanquish you from their planet. The levels are long and challenging, but offer little or no originality. The Aliens look fantastic and are reasonably well animated, but there's only a few different types. The game's challenge comes from simply throwing them at you again and again and again, until finally you reach the end-level where occasionally a bit of variety appears with an imaginative guardian. Each guardian is incredibly well drawn and fiendishly tough. These are in fact the only redeeming feature of this disappointing game, and provide a refreshing alternative to the simple, boring levels. Nevertheless with nine continues I completed the game on my second go. There are harder skill levels of course, but having played it through once I definitely don't want to do it again any time soon!

No less flawed is a one-on-one game, pitting the Predator against a single Alien which a second player can control. This interesting sub-game offers more moves per character, including the alien's extending jaw trick, but soon gets repetitive due to the lack of backgrounds and responsiveness.

Although the *Aliens vs Predator* concept allows some brilliant graphics, the gameplay format has been flogged beyond belief on the SNES, and apart from the interesting sprites, there's little to distinguish this from all the other games. It has to be said that when I first heard of a new game called *Aliens vs Predator* I thought it was some sort of joke, now that I know it exists, and have seen the final product, it turns out that I was right in the first place! SP

PROS: Excellent sprites and nice interlevel pics. Four levels of challenge and some imaginative attack moves. Interesting one-on-one sub-game.
CONS: Dull backgrounds, boring and inappropriate soundtrack, infuriatingly repetitive gameplay.

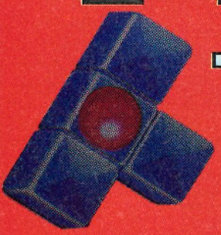
GRAPHICS	79
SOUND	68
GAMEPLAY	52
LONGEVITY	56

PROSCORE
54
SCOREPRO

SOON TO BE RE-NAMED
ALIENS AND PREDATOR VS RYAN!

REVIEW
IMPORT

SUPER TETRIS2 +BOMBLISS



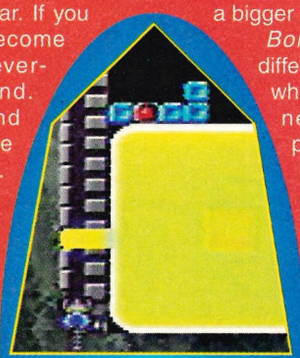
Lots and lots of very oddly shaped boxes falling anarchically from the skies; the frantic twists and turns of annoying L shapes; masses and masses of lines where you don't want them and hideous screams of "Aaaagh! It's not fair!" Yes, *Tetris* has finally fallen onto the SNES threatening to bring tears, anger and World War III in its wake. Dithering Dave Westley does cartwheels in his mind, goes through the foggy ruins of time to come out, gibbering, with yet another probing review...

The main game is of course the *Tetris* we've all heard of. Blocky things fall from on high and it's your job to fit them all together to get horizontal lines. If you do then those lines disappear. If you don't then they become part of an ever-heightening mound. Should that mound reach the top of the screen you lose. Ever so simple, ever so addictive.

What's new here then? Probably the best addition is the two-player mode. Here the screen is divided in two and the same pieces fall down for each player. The game plays as before but for the fact that whenever one player completes a line it appears on the other person's screen! This obviously adds whole new dimensions of cruelty and competitiveness – completing a line is very satisfying anyway, but when you hear your opponent gibber in agony as it appears on his screen it's sheer bliss...

You win a round when the other person's screen fills up. To win overall requires either three victories or, if your opponent has three victories also, to get two clear 'game' victories.

The other significant SNES addition is a remixed *Tetris* called *Bombliss*. In this game making a line doesn't mean it will disappear, rather it will merely light the fuse of any bombs that happen to be in that line. If there's no explosive then it'll stay. One bomb destroys four of the eight segments in a line, two bombs, if placed correct, destroy the whole thing. More bombs have a bigger impact...



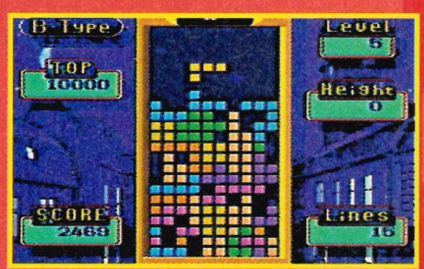
PRO TIP

Clump those big bombs together and watch that huge explosion! With luck, if you've been good, eaten all your tea, the whole screen will explode.

Bombliss thus requires a different strategy than *Tetris*. where your aim is to be as neat and orderly as possible, filling in the holes and making lines as soon as possible. In *Bombliss* it's best to start by clumping as many bombs together as possible. This results in a number of things: firstly a spiralling out of control mound; secondly bigger bombs – clump about five together and an absolute whopper is produced and, thirdly, chain reactions... It's quite likely that if you've placed all your bits and pieces intelligently you can explode the whole board in one go and win the round!

The *Bombliss* game also includes a puzzle option. This mode gives you a certain number of pieces (up to five usually) and with just that number you have to clear the screen. Given that they're usually chock a block with bricks you'll have your work cut out for you especially with a 150 puzzles!

This cart is then a fine extension of the *Tetris* game. The two player round is a killer, and *Bombliss* is just an excellent variation on the theme. The only shame is that so little use has been made of the SNES. The main graphics lack texture and depth, the scrolling backdrops are insipid and uninspired. Still if it's quality backgrounds you want then you probably wouldn't even have read this review – *Tetris* offers different delights Indeed there's only one major fault with this game - the price tag. This is a great game and the two-player mode in particular is brilliant. *SP*



1 Player *Tetris*



2 Player *Bombliss*



Above the truth. On the right the rantings of a sad, mad person.



Publisher: BPS
Supplier: CONSOLE CONCEPTS
Tel: 0782 712759
Price: £65.00

Players: 1-2
Skill Levels: 20
Cart Size: 4Mbit
Save Game: Yes
Features: Great Simultaneous two-player

CONTROLS

- No function.
- Move piece down faster.
- Move piece left.
- Move piece right.
- X: Rotate right.
- Y: Rotate left.
- A: No function.
- B: No function.
- L: No function.
- R: No function.

PROS: **Incredibly addictive, fun and challenging, especially in the two-player round. Saves high scores and progress in puzzle round. 20 different skill levels affecting the speed of falling pieces, their awkwardness and the height of the mound you start with. 14 skill levels in the puzzle round.**

CONS: **Simple looking - if that's a bad thing.**

GRAPHICS	69
SOUND	75
GAMEPLAY	89
LONGEVITY	85

PROSCORE
85
SCOREPRO

IT'S BRILL! I BEAT DAVE EVERY TIME !- ED

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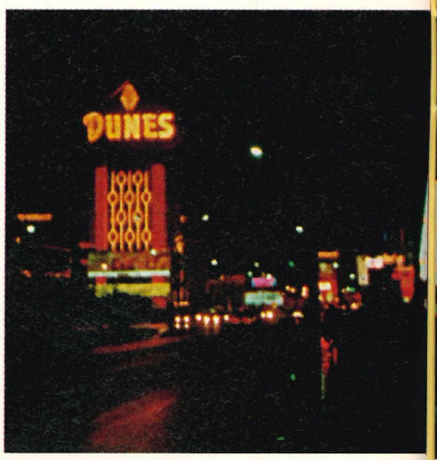
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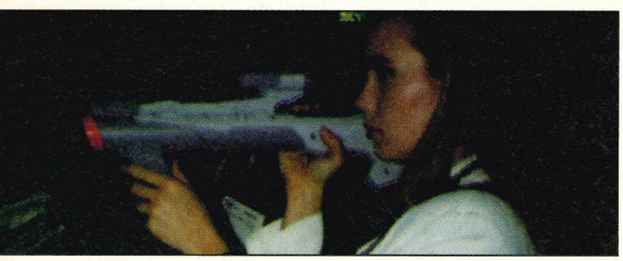
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STATESIDE SN

They say everything is bigger in the USA. But it's not until you visit Las Vegas that the magnitude of this claim is fully realised. Hotels, restaurants and of course the casinos are all massive. Tourist attractions like Caesar's Palace and the Mirage – with its half hourly volcanic eruption – take on a truly magical quality as day turns to dusk. Caesar's alone is over a mile square, with jackpots raking in over nine million dollars a night! This year the city that never sleeps played host to Damien Butt, and the Winter CES, the world's largest computer show...





At every CES I have ever attended (quite a few), Nintendo has always stolen the show with bigger stands, louder exhibitions and mind-boggling software. Nintendo had enough new games to fill their own building! There were also laser shows, extroverts in Donald Duck and Taz costumes, a massive *Street Fighter II* wall and of course the *Star Fox* Dome!

How could you fail to be impressed by a fifty-foot tall black dome with the characters from the game plastered all around the entrance and two gorgeous Star Foxettes greeting you as you entered the new dimension of Super NES software. If you haven't heard of *Star Fox* then you are either blind and deaf, stupid, or don't read SUPERPRO (shame on you). *Star Fox* is the first Super NES game to feature the Super FX chip which handles polygons and complex filled in shapes at blinding speed.

Inside the *Star Fox* dome was an impressive laser show, dry ice and four rigs set up to look like space ships, with a massive screen mounted in front of the pilot's chair for kids to try the new game. The space age effect was completed with loud briefings in a deep voice, and loads of monitors showing the Super FX's specifications. Nintendo are obviously dead chuffed with this technical one-upmanship on Sega and have scrapped their old, 16-bit design for their CD ROM Drive. Instead the Super FX will probably be built into a new, 32-Bit Drive "based around CD-ROM XA" (eXtended Architecture, the PC biz-computer format) and intended for release in 1994 – when the Super NES will need a re-vamp.



The *Star Fox* dome was undoubtedly the best thing at the show and it made Sega's slate grey CD and regimental stands look pathetic. This year, the CES was definitely Nintendo:1 Sega Ø.

Well, actually, it was more like Nintendo 100, Sega 10, as there really were so many good SNES games. Infiltrating the "no cameras" Capcom stand SUPERPRO and your intrepid reporter saw *Final fight II* in all it's glory (see preview panel) as well as gleaning all the information possible about Disney's *Goof Troop.* And if you looked hard enough around the maze of corridors and light shows you may have been fortunate to witness extensive footage of the new *Super Mario Bros* film due for release this year. On show were the Mario and Luigi costumes and some of the weapons and equipment. The special effects seem bound to set new standards with some scenes being nothing short of hair-raising. The Super Scope 6 was also very evident with massive sections set aside for *Bazooka Blitzkrieg* and *Battle Clash* challenges.



THINKING ABOUT THE FUTURE

SNES Stars to be? Here's a quick run-down on some of the games getting hyped at the show together with PROPLAY reports on games we actually got our hands on. Remember many of the games weren't finished so wait for the full reviews before placing your orders!

ABC MONDAY NIGHT FOOTBALL

DATA EAST

Yet another American footie game, this one apparently based on an American TV version of 'Match of the Day'.

AD&D: CURSE OF THE AZURE BONDS

FCI

A classic computer RPG gets remixed for SNES and 1993.

ADDAMS FAMILY: PUGSLEY'S SCAVENGER HUNT

OCEAN



The first Addams Family game was undoubtedly Ocean's best SNES game to date, so will this keep up the standard?

PROPLAY: Yes! The graphics are the same style and quality as the original and it plays very much the same as well. Secret rooms and traps help to spice up the dated platform genre and, as with its predecessor, the forgiving collision detection and easy to enter playability make for an excellent game. We really enjoyed playing this at the CES and hope to have a review of this in our next isssue so don't miss it!

ES SPECTACULAR



AERO THE ACROBAT
SUNSOFT



This circus-set, toon-styled show-stopper is the current headliner of the Sunsoft range and features some stunning graphics. Evil industrialist Edgar Ektor and his pal, Zero – the kamikaze squirrel – have placed bombs in the circus which Aero must defuse. This brave task is accomplished by performing a variety of super-dangerous stunts like walking the tightrope, being a human(ish) cannonball, swinging on a trapeze and loads more.

ALADDIN
CAPCOM

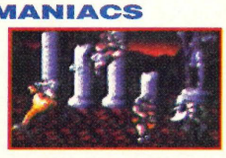
The Robin Williams-voiced Disney movie has been a big hit Stateside. Will this conversion better *The Magical Quest*?

BATMAN RETURNS
KONAMI

'92's most hyped movie has yet to produce a good game but with Konami on the case for the SNES version hopes were high...

PROPLAY: And more than fullfilled. The graphics are incredible! Massive sprites and complex swirly backgrounds make this a coin-op style stunner. The best thing is the fluid animation of Bats himself as he swings and shoots the Batarang. First class, one to look out for!

BATTLETOADS IN BATTLEMANIACS
TRADEWEST



If you've played NES or Game Boy *Battletoads* you will know how brilliantly playable this should be...

PROPLAY: And is. Add the slick graphics and sound of the Super NES and you get one of the best platformers ever seen. The levels are absolutely massive and Tradewest have increased the size of the Battletoad sprites and incorporated more moves. Simultaneous two-player action is particularly good and there's plenty of innovative sub-games!

BAZOOKA BLITZKRIEG
BANDAI



Another SuperScope game, but can it beat *X-Zone*?

PROPLAY: Although the metallic graphics and huge end-level guardians are impressive, it doesn't really improve on the original SuperScope games. Mega-baddies have weak spots and there are plenty of icons to blast in the nick of time but you quickly become tired of it.

BIOMETAL
ATHENA

Another horizontally-scrolling *R-Type* clone, but the graphics look okay and the upgrade system is novel with power-ups becoming more rare the better you do!

CLAYMATES
INTERPLAY

An intriguing puzzler where you're transformed into clay. So constituted you can mutate into a cat, mouse, fish, bird and chipmunk in your quest to rescue Professor Putty.

DAFFY DUCK AND MARVIN THE MARTIAN
SUNSOFT

Daffy takes on the guise of Duck Dodgers to liberate five planets from arch rival Marvin the Martian. Based on a hit US cartoon series set in the 24th century this features Porky the Pig and loads of weapons including a disintergrator ray, time warper, ice gun and more besides.

DEAD DANCE
JALECO

Another 16MBit *SFII* clone, but the graphics are unusually large and there's plenty of special moves too.

DEVIL COURSE
T&E SOFT

A sophisticated golf sim.

DOMINUS
ASCII



An intriguing war-game cum RPG with some great graphics.

DOOMSDAY WARRIOR
RENOVATION

Another *SFII* clone. One novel touch is how you can build up a fighter's strength and save with a password system.

DRAGON WARRIOR IV
ENIX

A dull looking RPG which is one of the hottest games in Japan. This 12MBit cart is about to be translated into English and should be huge!

DREAM PROBE
RENOVATION

An intriguing arcade adventure with mad scientists, a science fair gone crazy and a pretty girl to be rescued.

DREAM TV
TRIFFIX



A weird arcade-adventure with lots of weird dream-like levels.

EVO: STORIES FROM 46 MILLION YEARS AGO
ENIX

We looked at this in SUPERPRO 3, Big in Japan, and it just gets better –12MBits of fascinating evolutionary gameplay, each level covering the weird and wonderful evolution of a different animal.

FALCON
SPECTRUM HOLOBYTE

One of the most sophisticated flight sims gets converted from PC to SNES. Will Spectrum Holobyte do a radical remix like MicroProse's *F-15* , or will they wait for the Special FX?

FAMILY DOG
THQ

An American cartoon series gets the THQ treatment...

FINAL FIGHT II
CAPCOM

The original caused something of a sensation when it appeared, both for its great graphics and also the lack of the coin-op's two-player mode.

PROPLAY: Two players and some vertical scrolling as well the old horizontal add a little more variation to the beat-'em-up genre – could turn out to be the best *Double Dragon* clone yet!

FIRST SAMURAI
KEMCO

An enjoyable Amiga arcade-adventure by a top UK programming team. But at 4MBit has it got what it takes to compete in '93?

GREAT WALDO SEARCH
THQ

A real kids' game this is based on an American craze for buying garish wallpaper which you can spend hours staring at to find tiny Waldo pics. Should make for another 'interesting' THQ game...

HIT THE ICE
TAITO



A very nice looking Taito ice hockey coin-op game gets the SNES treatment...

PROPLAY: But isn't as playable as *NHLPA '93*. There are some redeeming features: the full screen fights are fun if you like violence, the graphics are big and colourful, and even with all the players on screen it never once slowed down. But I found scoring difficult especially on your blind side and the collisions with the goal were sometimes very dodgy.

HUMANS
GAMETEK



Another *Lemmings* clone.

ININDO
KOEI

The masters of Japanese strategy games diversify with this RPG where you play a ninja engaged in a wide-ranging medieval war. Uses the standard RPG approach with an overhead-view map and then close-up perspective for combat.

JAGUAR XJ220
JVC



One of the world's fastest and most expensive cars hits the SNES...

PROPLAY: And breaks down. Hopefully this was a very early demo. The car slid all over the place even on tight corners, and there was remarkably little sensation of speed.

JURASSIC PARK
OCEAN

The Summer blockbuster movie. Genetically reconstructed dinosaurs run wild in a hi-tech island zoo. Spielberg directs with state-of-the-art special FX. Ocean paid big money for the licence and hopefully the game will turn out to be something more than another bunch of tiny cutesy sprites jumping around some platforms!

KAWASAKI CARRIBEAN CHALLENGE
GAMETEK

Sponsored by the jetski makers for high speed thrills. Will GameTek deliver?

LAMBORGHINI AMERICAN CHALLENGE
TITUS



Yet another Diablo sim...

PROPLAY: And

FEATURE
STATESIDE SNES SPECTACULAR

let's hope this is another early demo otherwise Diablo could be seen as short for Diabolical Gameplay. The graphics are really slick until you actually use the accelerator. The moment you kick into fifth the screen becomes incredibly jerky and you begin to lose control, even on straight roads. Like *XJ220*, the handling of the car is rubbish but there is a good two player game and plenty of courses for a big challenge.

LOST MISSION
VIC TOKAI

An intriguing fantasy-styled arcade adventure game with big sprites and some good combat scenes.

MECHWARRIOR
ACTIVISION

The game of the boardgame taking a sim-style approach to controlling a massive robot engaged in fierce warfare.

MORTAL KOMBAT
ACCLAIM



According to company boss Rod Cousens this will be "the game of the year" and bound to outsell *Street Fighter II*...

PROPLAY: I had my doubts about this because the coin-op was so impressive. However Acclaim seem to have delivered, producing what seems like an excellent beat-'em-up with digitised fighters and plenty of moves. The combatants are a little jerky sometimes but as with the coin-op, the real fun is finding the super moves and spilling blood!

NOSFERATU
SETA

One of the great Dracula movies but will it make a good game?

NFL
KONAMI

An innovative American footy game using close-ups and long shots of the play to add extra atmosphere. Again looks pretty interesting with 150 plays, all 28 NFL teams and great camera angles!

OBITUS
BULLET PROOF SOFTWARE

A graphically very impressive Amiga adventure by Psygnosis gets SNESed by BPS. Graphics alternate between side-on view and first-person perspective across 12 levels of a medieval fantasy world.

POCKY AND ROCKY
NATSUME

A cutesy Japanese shoot-'em-up which looks like a dull RPG with its girl and racoon hero sprites.

PROPLAY: However if you actually play it you'll find this brilliant fun, a real arcade action hit! Repelling the invading goblins is a tough and involving challenge. A defensive move works well, adding something new to a well-worn genre.

POP 'N' TWINBEE
KONAMI

A vertically-scrolling shoot-'em-up with unique cutesy feel and a good two-player mode.

PRO SPORT HOCKEY
JALECO

This looks much like EA's ice hocky sim...

PROPLAY: And plays like it too. The perspective seems to be a little out, yet the players move well enough and it seems to be quite realistic.

RADIO FLYER
OCEAN

This much delayed movie which has still to open in the UK. The movie's child abuse theme has been toned down in favour of more emphasis on the kids building a plane out of a few planks of wood.

REN & STIMPY
THQ

A genuinely controversial American children's cartoon. But are THQ up to capturing its warped humour in a playable game?

ROCK 'N' ROLL RACING
INTERPLAY

So called because it features Henry Mancini's *Peter Gunn* as well as Steppenwolf's *Born To Be Wild*. It is in fact a sequel of sorts to *RPM* and is much faster, slicker and exciting. The futuristic flavour makes it something of a mix of *F-Zero* and *RPM*, combining the excitement of one with the depth of the other.

SHADOWRUN
DATA EAST



The coin-op makers try their hand at an interesting mix of RPG and arcade action.

PROPLAY: The complex plot and investigative nature of this game will instantly appeal to all RPG fans. The graphics and detail are amazing but the current sound is appalling and the perspective takes some getting used to.

SPECIAL TEE-SHOT
NINTENDO

Space age golfing and packed with innovative ideas...

STAR TREK: THE NEXT GENERATION
SPECTRUM HOLOBYTE

The series is a massive hit in America and the SNES version is supposed to boast stunning graphics. This one's going to be one to look out for!

STREET COMBAT
IREM

The most obvious *SFII* clone yet. Do you want to enter the Street Combat Championships with clowns, robots and ninjas?

SUPER AQUATIC GAMES:
SIEKA

The okay-ish James Pond wacky sports sim gets converted from Mega Drive to SNES.

SUPER BLACK BASS
HOT-B

Fishing comes to the SNES in this eagerly (?!) anticipated simulation.

SUPER CONFLICT
VIC TOKAI

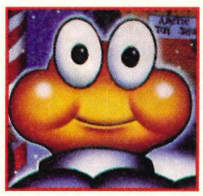
A strategy game with some cinematic combat sequences to spice up the brain action.

SUPER EMPIRE STRIKES BACK
JVC



A colossal 16MBit game which at twice size of the original *Star Wars* should be simply awesome. Can't wait to see the Snowspeeder vs AT-AT scenes!

SUPER JAMES POND
OCEAN



This isn't, as you might expect, a souped-up version of the original Amiga & Mega Drive *James Pond*. Nope, it is in fact a conversion of the sequel – *Robocod* – which is being programmed for Ocean by Millennium.

SUPERMAN
SUNSOFT

I thought he was dead! But no, once again the Earth needs saving – this time from Brainiac. A big, well drawn Super-sprite has heat vision, super strength and, erh, sonic spin! Alternates between flying and walking levels.

SUPER MEGA MAN
CAPCOM



The classic NES platform action hero is eagerly anticipated on SNES.

SUPER STRIKE EAGLE
MICROPROSE



Rather than wait for the Super FX chip, sim specialists MicroProse have taken their vector-3D sim to pieces. Air-to-air combat uses Mode 7 on sprites and backdrops like in *Wing Commander*, however for ground attack an overhead view shoot-'em-up style perspective has been adopted, while landing has a behind-the-plane view. Looks hot!

SUPER TURRICAN
ACCOLADE



A classic Amiga game, but will it work on the SNES?

PROPLAY: I could almost forgive a game that has graphics as good as this but, I'm sad to say, that I found the game extremely tiring to play. The challenge is very tough and the control system frustrating. *Universal Soldier* is a movie-based remix for America and doesn't look as good.

TAZMANIA
SUNSOFT



Completely different from the Mega Drive game this has Taz spinning through the outback, chasing kiwi birds and avoiding an amorous She-Devil! Animated sequences, a 3-D perspective and cartoon-style graphics are promised by the people who brought you *Road Runner*.f

THOMAS THE TANK ENGINE
THQ

Will Ringo's digitized voice accompany this conversion of the famous kids' programme?

TOM & JERRY
HI-TECH



The NES version was great but this one's had its release massively delayed, have the funsome duo had their day?

PROPLAY: No! This is nothing short of breath-taking. The graphics are so good, they could almost be from the cartoon itself. The game includes massive levels, slippy slidey animation and some of the best music on any console. It's a winner Tom!

TOXIC CRUSADER
BANDAI

The Troma movie hero hits the SNES in yet another beat-'em-up.

PROPLAY: Hardly original but some diverse platform action, special weapons and above all a sense of humour make this more memorable than most.

TOYS
ABSOLUTE



The game of the very weird Robin Williams movie. Defending a toy factory against a mad general sounds ideal for a game but will the isometric 3-D perspective work? With a design by computer games veteran David Crane it's certainly going to be worth a look.

TRODDLERS
SEIKA

Another *Lemmings*-inspired game and Amiga conversion but actually quite promising.

ULTIMA IV
FCI

Despite being only 8MBit this PC derived game is supposed to be one of the most complex RPGs to appear on the SNES.

UNTOUCHABLES
OCEAN

After scoring a hit with home computer versions of the Brian De Palma movie, Ocean are now hard at work on a SNES cart. The original game was composed of numerous sub-games involving lots of swift gunplay, including the famous pram in train station scene!

STATESIDE SNES SPECTACULAR

ULTRABOTS
DATA EAST
Control a mega-robot in another WWIII sim-style blast-'em-up.

UNCHARTED WATERS
KOEI
The Japanese masters of strategy finally translate their piracy RPG into English.

UTOPIA
JALECO
A novel Amiga strategy game gets converted. Not only must you defend your people from alien attack, you must also create a utopia for them on an initially extremely hostile and barren planet.

WAYNE'S WORLD
THQ

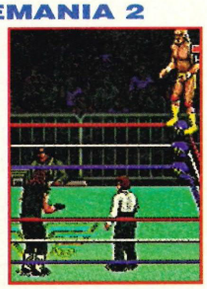


A mega-hit movie and now a mega-hit SNES game.
PROPLAY: Not! The way that Wayne's face is taken directly from the film is brilliant, unfortunately the rest of the game is less appealing. The graphics are colourful (if a bit garish) but the simple platform gameplay is tedious and the animation on the sprites is a joke.

WHERE IN TIME IS CARMEN SAN DIEGO
HI-TECH
A classic PC educational program which really is fun to play. Honest!

WIZARD OF OZ
SETA
One hates to think what this one's going to be like...

WWF SUPER WRESTLEMANIA 2
ACCLAIM



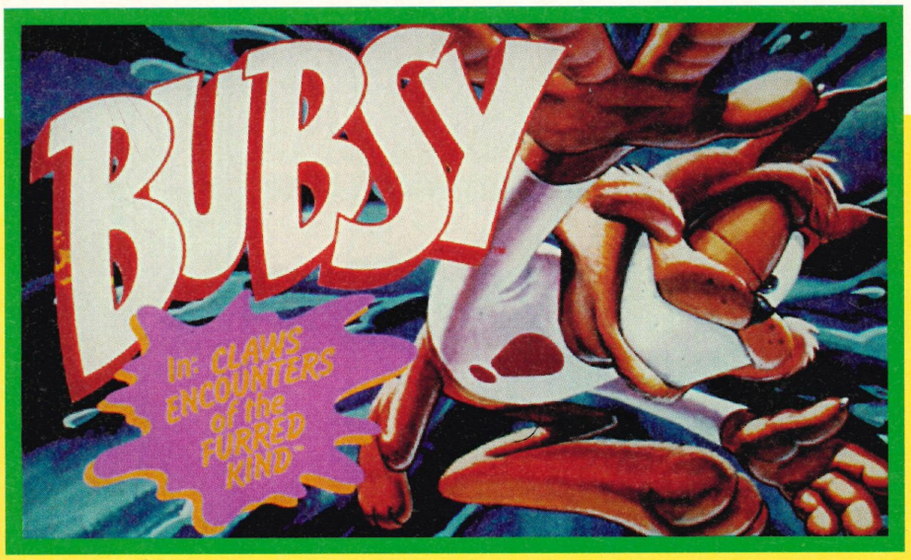
16 megs of high flying, bone-crunching action, complete with tournaments and up-to-date wrestlers make this a very promising sequel.
PROPLAY: At last, special moves for the wrestlers! But the highlight of the prototype game was when the hair and occasionally costumes disappeared during a flying kick.

YOSHI'S COOKIE
BULLET PROOF SOFTWARE



Puzzle-specialists BPS get their hands on Mario's dino for this *Tetris* variant.
ProPlay: Not a bad game actually, being as much about reflexes as tactics, but it's still no *Super Mario World*.



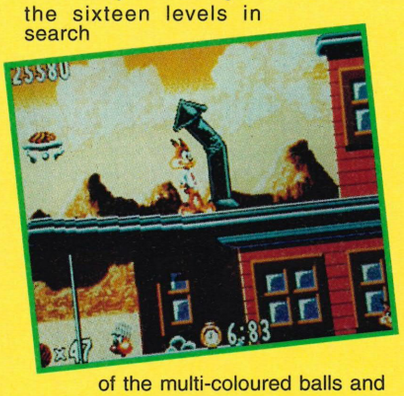


BUBSY THE BOBCAT

The world needs new heroes. Superman is no more, Sonic is a bit sad – obviously, Batman is close to retirement and Mario is faced with the Luigi scandal. Who can take their place? As I sit here in my Bubsy slippers with my Bubsy pencil case, Bubsy t-shirt, Bubsy mug and matching set of Bubsy table cloths it hits me. Bubsy the Bobcat is the Super NES hero for '93! Many games were being mentioned and hyped at the CES but one name kept cropping up over and over again. After playing the game, I now know why. SUPERPRO was there to witness the birth of what maybe the biggest ego ever to hit the Super NES. Ladies and gentlemen, I give you *Bubsy the Bobcat.*

Accolade have been working on *Bubsy the Bobcat* for some time, secretly shaping and perfecting him into what you see before you. So let's talk plot. Bubsy's idyllic lifstyle is being threatened by the dreaded Woolies, space monsters who want to swipe Bubsy's beloved supply of Yarnballs (don't ask us why!).

The object of the game is to scour the sixteen levels in search



of the multi-coloured balls and collect every single one before the timer runs out. Obstacles like cacti, banana skins and drawing pins will all stop our hero dead in his tracks, so although Bubsy has more speed than any hedgehog the emphasis is definitely not on zooming head-long into every danger.

The graphics are absolutely, mind-numbingly, eyeball-suckingly astounding, and with a 16Mbit cart there's plenty of them too. Each level is huge, crammed with secret rooms and sky high bonuses to test your dexterity. Bubsy will have to be a demented acrobat to accomplish his task – most of the game is spent exploring the levels and leaping into the unknown in the hope of finding and extra life. When the graphics are as good as this, who cares if you have to spend hours searching for them?

Levels include the green meadow, rocky mountain, locomotive and fairground. Each level is vividly coloured with interactive elements like Bubsy actually getting into the rollercoaster and other rides at the fair! The programmer refused to divulge how many secret rooms there were in the game but after watching him complete just one level and finding ten, well, I was impressed!

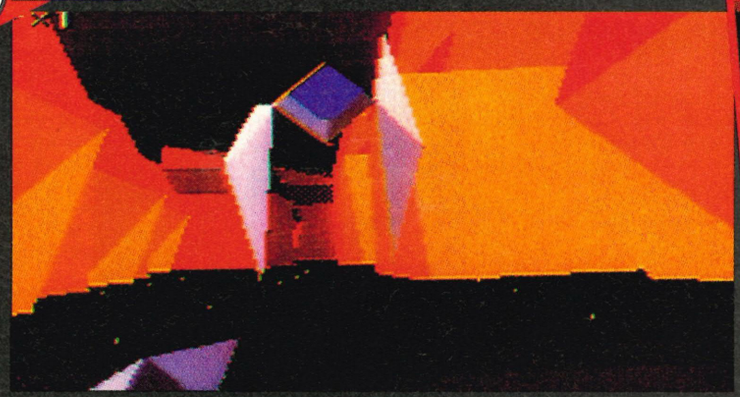
Other goodies include warp caves which rocket our furry hero to far flung areas of the level, rolling logs and a spectacular water slide sequence where Bubsy spins through the spray and the whole screen flips over to disorientate you!

Like Sonic, Bubsy is superbly animated with over forty frames of animations on him alone! In addition, Bubsy is no timid tabby, when he gets bored he lets you know; tapping his foot, snarling and even getting his pocket watch out. Although the CES version didn't have much sound the guy in charge of the programming team assured SUPERPRO that there will



be yelps, moaning and a plethora of wildlife noises to enhance the gameplay.

Bubsy the Bobcat will make its UK debut in May priced at £49.99. SUPERPRO has no doubt that this will be one of the games of the year so check out the full review next issue.











There are very few games nowadays that instantly grab your attention and keep you transfixed and completely dumbfounded for a full hour as you let the graphics and sound wash over you. *Star Fox* is such a game. But is the first game to utilize the 32-bit Super FX chip merely a graphical showcase or does it actually have some good gameplay? Damian Butt visited the Star Fox Dome in Vegas to find out.

Is this really the Super NES I'm playing? Are you sure Ryan hasn't hooked up a coin op instead and is playing some kind of cruel joke on me? No, it's true, the Super FX chip has created a game beyond comprehension. Purpose-built to provide the SNES with high-speed, 3-D polygon graphics the Super FX lifts the SNES into a whole new league, instantly making all those PC 3D games look old hat. Right from the electric title screen and plush mission outlines – featuring bucketloads of scaling and rotation – I was enthralled by the whole concept. It is obvious that Nintendo want to make Sega owners green with envy and have spent a great deal of time perfecting every aspect of this game. Look closely at the gorgeous fluffy clouds on the first level is you want to know what attention to detail is all about.



PRO TIP

On the first guardian shoot off the boosters by using lasers on where they join the main ship. Then finish it off by blasting the eye which is revealed.

As you ready to launch through the ejector tubes, the stereo sound kicks in and a thunderous roar brings the proceedings to life. You really are in the cockpit performing pre-flight checks! The engine whine turns to a deep growl as the g-forces press you into the seat. When you launch the game's perspective provides a stunning cinematic sequence, panning away from your Orneria base as you rocket into the bright sun. For a brief moment, the game's viewpoint is parallel to your sleek craft but seconds later you are a speck on the horizon.

In the game proper the game's perspective alternate's between a first person, pilot's eye view perspective and a behind-the-ship view. The latter is used for negotiating tight gaps such as between skyscrapers (on the first level) or when you enter the exhaust ports of the battleships in the Armada level. The left and right buttons can be used to perform a handy 90° manoeuvre for those pressure situations.

But whatever the perspective the game always looks dazzling. The action starts the moment you launch, throwing you straight into battle. Buildings and war machines flash by without flicker or slow-down. Complex geometrical shapes can be circled and never once lose their original form. Colour is vividly used and the shading on your ships and other objects remains consistent with the sun and the angle of your approach.

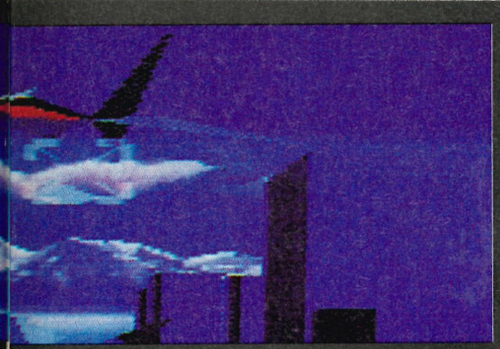
I couldn't believe what I was seeing! Bright explosions accompanied by an ear-splitting bang leave you stunned when you get hit , while enemies come apart in a bright crimson plume of flame and debris. Unleash a super bomb and you see it disappear before becoming a huge phoenix of energy that engulfs everything in its path.

Playing *Star Fox* is like being inside a George Lucas fantasy. I kept challenging the Super FX – flying close to building and swooping



STAR

© Nintendo



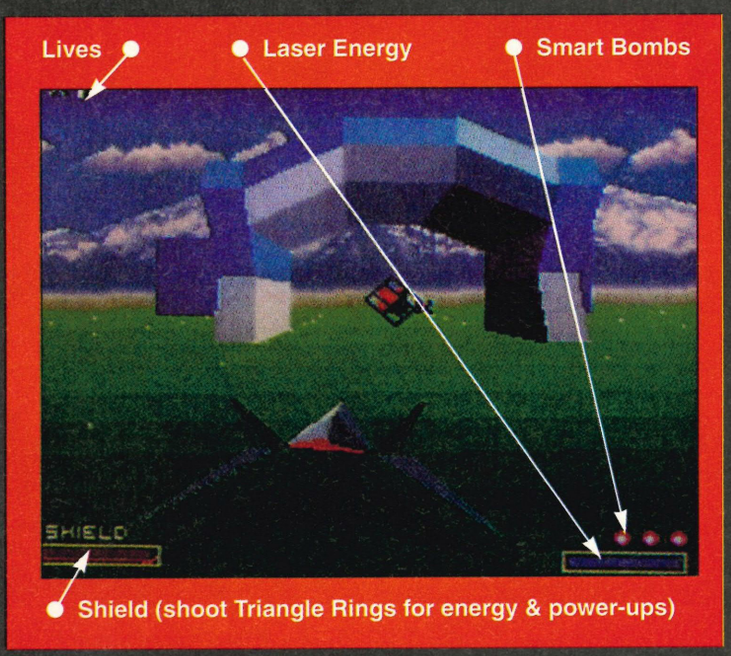




During the asteroid and armada (above right) levels you switch to a first person perspective. Pick off the armada's tankers before going after the big ships! Left is the massive mechanical crab which guards the planet Macbeth. On the opposite page you can see Macbeth's canyons, packed with walkers!
You can also see the obstacle-filled interior of an enemy battleship.









Publisher: **NINTENDO**
Price: **TBA**

Players: **1**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **256K battery back-up**
Features: **Super FX!!!!**

CONTROLS

- Dive.
- Climb.
- Bank left.
- Bank right.
- X — Brake.
- Y — Super bomb.
- A — Thruster.
- B — Shoot laser.
- L — Rotate 90° left.
- R — Rotate 90° right.

PROS: Fast moving, filled in graphics. Real voices, deafening explosions. Sleek enemy fighters, humongous techno guardians. No slow-down. Massive explosions and vast stereo sound. Quite possibly the best thing to happen to a console ever. I laugh in Sonic's face!
CONS: Not everyone's cup of tea. Can be very hard to target some ships due to 3-D nature of the game. Screen can become filled with missiles making it hard to judge distances.

through suspension bridges looking for a flaw in the programming. Nothing. Not even a missing pixel. Ok, so I was impressed!

The plot of this sci-fi classic is that you're Fox McLeod, commander of a supremely agile wing of fighters pitted against the dreaded Androv Emperor who plans to invade your galaxy. Your squadron consists of assorted furry animals but despite a docile appearance, you are all dedicated professionals. Your varied missions include piloting through asteroids, defending allied planets and taking on the emperor's armada in deep space.

As you press on through the missions, you have to be aware of all that is going on around. Occasionally, your wingman may get into difficulty and failure to nail his assailant will make the game tougher later on. R I P Kermit!

At the end of each section are guardians that, until now, could only have been dreamt about by console owners. The first leviathan roars across the screen only a few feet in front, then spins on its axis before unleashing its photon cannons at your shields. Concentrate fire on the ship's boosters and they will sever with a puff of flame, bounce twice and explode in a blinding flash. Similarly, the reactor of the base ship has to be cut in half with lasers and the view changes to the exterior as the iron-clad war machine disintegrates. Surely there can be no other game that can simulate 3-D space battles like this?

Speech is crystal clear but slightly distorted to sound like real-life combat chatter. Your Frog wingman will "gribbit" when he is anxious and other members will all shout out dangers and cheer as you beat the emperor back. This adds considerably to the atmosphere. I'm sure I wouldn't have taken on a mechanical spider on a later level if the bunny hadn't called me a coward!

Star Fox is certainly not an easy game. Over fourteen levels of pitched battle will test any pilot's nerve and because each level poses greater problems, more detailed plans are required. The first time I flew up the jets of the enemy flagship and pirouetted through a gap only just big enough for my ship, I gasped, then cheered when the danger was over. No other game to my knowledge has ever manage to detach me from reality in the way *Star Fox* did.

So what else does *Star Fox* have to offer? Well, you've got superb animation, speed, graphics and sound, what else is there? Come on, this is damn near perfect and I'm not afraid to admit it! Once you have played *Star Fox*, you'll never see *Mario World* in the same way again. Put simply and honestly, it *is* the new generation. Look out world! SP

FOX

PROGOLD ■ SUPER PRO ■ PROGOLD

GRAPHICS	94
SOUND	92
GAMEPLAY	95
LONGEVITY	91

PROSCORE **96** SCOREPRO

MAY THE FOX BE WITH YOU!

SUPER PRO

RACING RUN DOWN

SUPERPRO Guide to SUPER Race Games

Everyone feels the need for speed now and then, but rather than turning you and your car into a distinctly unglamorous heap of burning scrap it's far safer to go for these SNES speed carts. As soon as *F-zero* appeared it was obvious the SNES was the machine for speed and there's a host of games to test your reactions to the limit as Mark "No Brakes" Wynne found out!



BATTLE GRAND PRIX

NAXAT 8MBIT
IMPORT

***Battle Grand Prix* takes the same view point as *F1 Grand Prix*, but with a vertical split-screen so that two players can enter the races together.**

This has less 'thrills' than most – teams and drivers are totally fictional, the tracks deviate from actual counterparts and the car set up isn't technical by any stretch of the imagination – although it is at least easy, with the effects of your decision being graphically represented on screen.

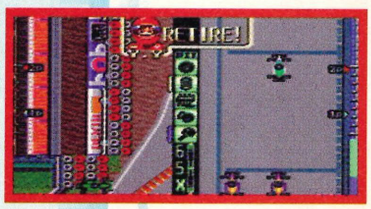
There are a wealth of options to choose from, including championship, versus and the very useless slot mode – a Scaletrix-like option where you only control speed. The game's emphasis is more on enjoying the excitement of F1 without necessarily needing to understand any technical stuff.

AUTHENTICITY

Despite what's said above this is one of those games that grow on you. It's far more realistic than *F1 Grand Prix* – you control the car rather than the road, hitting other cars results in a spin, crashing head on into a barrier results in a wrecked car and a retirement (something that is missing from other games) and the speed is set at a very goodgood pace. There are also sixteen independent cars, all facing the same hazards as you which adds to realism. There's even rain which can suddenly come down and send everybody into a spin! The only downer is the view, which is a bit restricted, especially on corners, and the warning for pits could have been better.

TRACKS

Battle Grand Prix championships take place on 24 tracks, including Birmingham, the Vatican and Los Angeles. These are all pretty testing, although some do seem



very similar to others. The races take place over five or so laps, so they are over pretty quickly which is fortunate as there's no save mode!

PLAYERS

Obviously with the split screen two players can compete simultaneously, be it in the championships or against each other.

CONCLUSION

If you are seriously after a overhead-view type game then *Battle Grand Prix* is probably your best bet.

PROSCORE : 73

BIG RUN

JALECO 8MBIT
IMPORT

If there were awards for inappropriate slogans, Gig Run would sweep the board. With the sub-heading of The Supreme 4WD Challenge, this game is as vain as it is unplayable!

Basically, you have to tour a large continent in your larger than life 4 wheel drive, dodging the 3-D obstacles that limply swim towards you and making it to the 'goal' within the time limit. In fact the graphics are so abysmal that few people will even bother getting past the first mile. Cities sink into the horizon when there should be hills, trees bob past at the side of the road and the animation on the car is appalling.

One of the few good things about *Big Run* is that you have to take a



sponsor and then buy a crew of mechanic, navigator and support. Shops and repair centres allow you to improve your vehicle should you make it sanely past the dreadful

realisation that you have just forked out forty quid or so for this game...

AUTHENTICITY
Let's face it, there is none. The side hazards are laughable, the car jerks along, other vehicles stagger towards you with about three frames of animation and the whole thing feels terrible. And so will you once you have played this.

TRACKS
All of the tracks look very similar give or take the odd side graphic. There is absolutely nothing of interest to keep you interested.

PLAYERS
A grand total of one and that is only if you have severe masochistic tendencies.

CONCLUSION
Absolutely, incontrovertibly awful. No saving graces and little to see, let alone do makes this by far the worst racing game on the market.

PROSCORE : 32



F1 EXHAUST HEAT

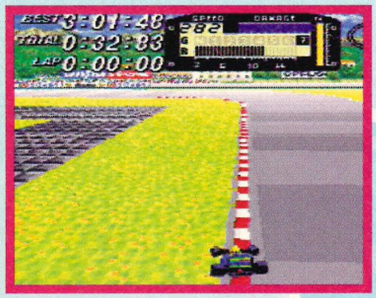
OCEAN 8 MBIT
OFFICIAL £39:99
AKA: F1 ROC (USA)

***Battle Grand Prix* takes the same view point as *F1 Grand Prix*, but with a vertical split-screen so that two players can enter the races together.**

The idea in this, as in most similar games, is to race through the sixteen circuits of the championship season, amassing points by finishing in the top six, and earning money so that you can increase the power of your machine. Seven other competitors line up on the starting grid, all threatening to steal your thunder.

The graphics are very fast and generally quite slick, yet the cars aren't very impressive, not really appearing to be in the same perspective as the road.

AUTHENTICITY
As with all such race games, the handling, cornering and speed all depend on the car set-up you choose. *F1 Exhaust Heat* does allow you to get into the game quite easily, perhaps too much so because the other cars don't provide much challenge, ruining a great game. Uprating the car is a good idea, well implemented too with plenty of engines, tyres and so on to save up for.



TRACKS
There's a full complement of world circuits, sixteen in total, all of which you need to race on to finish a season. Occasionally the 3-D track differs somewhat from the map displayed.

PLAYERS
F1 Exhaust Heat is a one player game only although here are four save settings so that more than one season can be in progress at one time.

CONCLUSION
Sadly this seriously lacks long term appeal due to the lack of challenge.

PROSCORE : 69

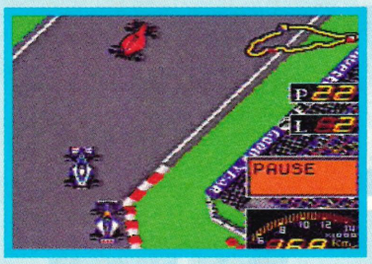
F1 GRAND PRIX

FOCA 8MBIT
IMPORT

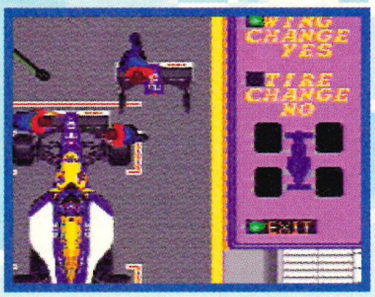
This was one of the first F1 Circus clones to appear on the SNES and although it's not a terribly poor effort, it doesn't do much justice to the arcade original.

With 89-90's roster of drivers and a full complement of fairly well designed grand prix tracks this sounds comprehensive but there are some design faults. The movement of the car is very poor and the signposts indicating corners appear far too late – a very frustrating glitch since the overhead view seriously limits your view.

Pit stops are a dull affair with just tyres and wings in the offing, which, incidentally, are the only parts that can be damaged. Still, at least the damaged wings and tyres do have a direct bearing on the car's performance.



AUTHENTICITY
This works fairly well within its top-view limitations, yet the control isn't so much on the car as the track. It's also much easier to skid sharply around corners than actually turn properly. The damage on the car is quite realistic if a little frustrating at times, but, despite the poor handling, once you get used to it, the more novel and enjoyable it becomes (honest!)



TRACKS
There are a full sixteen tracks, all of which you have to qualify for before actually racing. Being able to decide on the number of qualifying and race laps helps to prevent boredom.

PLAYERS
Only one but there are four 'save' positions so at least more than one season can be in progress at a time.

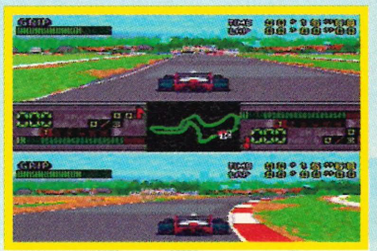
CONCLUSION
A competent race game but far from perfect. Those who enjoy using actual teams, drivers and tracks may be able to persevere.

PROSCORE : 62

F1 SUZUKI

LOZG: 8MBIT
OFFICIAL: TBA

On first impressions, this tyre-screeching test of road-handling is not as impressive as other F1 games. However, this is very thorough in it's approach with a wide array of different options.



You have a choice of either racing against Aguri or a friend in a one-on-one race, or you can enter a championship. Much of the emphasis in this is on vehicle improvements and fine tuning - you really have to be able to understand the functions of each different area of the car before you can start to win races as they have a very direct effect on the controls. If the steering is too slick then you will spin on every corner --if the wings are incorrectly set or do not balance then you will meet a similar fate every time that you even touch the wheel!

This is definitely one of the better games in terms of presentation – it looks very realistic with authentic cars, fast tracks and decent option screens. Even the weather needs to be considered if you are to reach that winner's podium!

AUTHENTICITY
This is one game that initially suffers from very over-responsive controls – you will either need to alter the settings or be prepared to stagger around every corner! Some of the signs appear a little too late for you to react too so, as with *F1 Exhaust Heat*, a practice run is recommended. Other than that though, this is a very extensive



game, with great pitstops, realistic and challenging competitors and comprehensive settings.

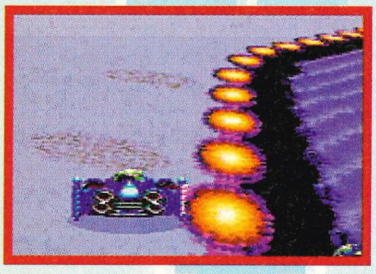
TRACKS
Again, all of the normal F1 tracks are on offer, all pretty faithfully recreated for the small screen. Aguri offers some helpful (not!) advice on each course, while a battery back-up keeps you going through the long season.

PLAYERS
Surprisingly, this also includes a split-screen two-player mode which works very well. The best example of how to get the best of both worlds!

CONCLUSION
If you are serious about your F1 racing then this is still the reigning F1 champ.

PROSCORE : 85

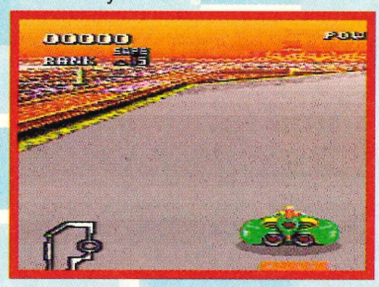
F-ZERO
NINTENDO 4MBIT
OFFICIAL £39:99
This was the race first game to hit the UK market and also one of the best, Nintendo ensuring the gameplay matched the game's stunning use of Mode 7.



Of all the race games yet released this one gives probably the best impression of high speed racing with Mode 7 exploited to the full. The futuristic theme allows for numerous departures from normal racing – electronic ramps, speed-up arrows and mines! Most of the tracks hover miles above futuristic cities, so one badly timed jump and your hoverjet will be fit for only the great scrapheap in the sky!

There are in fact four different vehicles for you to trash, each with dramatically different performance stats which call for different tactics. There's no two-player mode and the leagues lack the points system of most F1 games; if you make it into the top three you go onto the next race. However with four skill settings, one only accessible when the others are completed, there's plenty of challenge and best times are battery saved.

AUTHENTICITY
The futuristic setting, on-the-move pitstops and a hover system rather than wheels make for quite a difference from any real racing game that I know of. However the way the cars accelerate, lose speed on rough edges off the track and so on create a very believable simulation of an imagined sport. In short it feels more real than many of the dreary F1 sims.



TRACKS
Fifteen circuits, spread over three leagues, and while some are variations of earlier tracks, all offer interesting challenges. PLAYERS.
A real shame this is one player only.

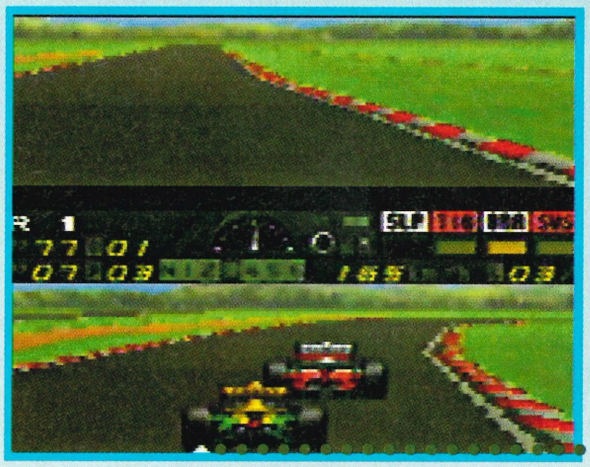
CONCLUSION
A genuine SNES classic as yet untouched for high-speed challenge. However *Super Mario Kart* has more variety of gameplay and a two-player mode. Real race fans should have both though!

PROSCORE : 91

HUMAN GRAND PRIX
HUMAN 8MBIT
IMPORT
It was Human who produced SuperPro's favourite football game - Super Soccer - so have they produced something of the same calibre here? Are we blessed with yet another game that causes war, hate and resentment in our humble little office?

This one looks good with fast, realistic movement of the cars, hills (albeit rather small) and well graduated turns. Racing is tough and competitive, but if you want a smaller challenge than the World Championship you can go into Battle Mode and just pick one of the other racers to judge your performance against.

So far so good but there's one irksome flaw. No doubt intended to enhance realism you control a white arrow at the bottom of the screen, moving it left/right allows for very fine control of direction. Unfortunately the car is never shown to turn, it's a fixed sprite, the only way to see if you're making a slight turn is by watching the arrow not the car – this takes time getting used to.



AUTHENTICITY
There are 15 cars to choose from and masses of adjustments to make. You can change the amount of downforce the front spoiler produces; how hard the suspension is; whether to have manual or automatic transmission and how effective your brakes are.

Actually racing the scaling of everything is superb, the car seems just the right size and if you go off track grass and mud realistically slow you down.

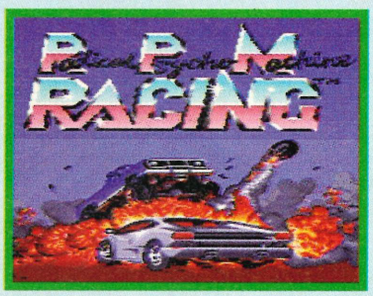


TRACKS
There are 16 real life tracks ranging from South Africa's Kyalami International Circuit to Silverstone. In Battle Mode you can choose which one of these you want to race on. In the World Grand Prix you'll have to race in a pre-set order. Your performance is battery saved.

PLAYERS
1-2. Permanently split-screens. In one player the second screen acts as a rear view mirror. When in combat it gives the perspective of a challenger.

CONCLUSION
Good, but could have been excellent. The poor controlling system undermines the great graphics, powerful sound and excellent detail. It's still worth considering however if you've got a friend to battle with...

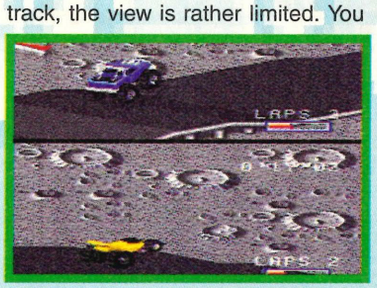
PROSCORE : 70



RPM RACING
INTERPLAY 4MBIT
IMPORT
Yet another split screen effort, RPM is much like a mixture of Super Off Road (albeit a close-up version) and R.C. Rro-Am on the NES.

Initially with just a basic off-road vehicle, you have to buy your way into races, finishing in top position to earn enough bucks to purchase new weapons and service your car before moving up to higher levels. All of the tracks are quite different and have many obstacles and hazards which you need to overcome.

The 3-D view employed is quite impressive, although because of the split-screen and the fact that your car sits in the middle of the track, the view is rather limited. You



can use a number of bombs, missiles and even oil slicks to throw your opponents off track which can be very useful when nearing the finish line – coming first can mean the difference of a few hundred thousand dollars! The programmers have also tried to use as many

different ideas as possible – one track sees two vehicles going clockwise and the other two anti-clockwise (making for some great head-on collisions!).

AUTHENTICITY
There's no doubt about this – *RPM* is SLOW!! Even with the better engines this simply crawls along, rarely causing the pulse to creep above 'rested'! Also, because of the restrictive view, cornering can be very frustrating.



TRACKS
There are many different levels, containing between two and six tracks, the higher the circuit in the list then the better the prize money. However, since the fee for entering each race can be very expensive, one bad race and you may have to repeat a number of races to be able to return to your original position.

PLAYERS
This game has it all – six save game positions and a great two–player mode! What more could you ask for (except a bit of speed)?

CONCLUSION
Oh, if only this played a little faster and the controls were a little more responsive! As it stands it's OK, but not exactly high tension, pulse-racing stuff. Its speedier sequel, *Rock 'n' Roll Racing*, looks much better.

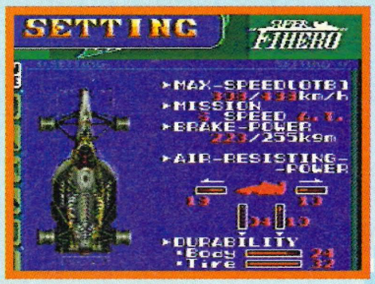
PROSCORE : 67

SUPER F1 HERO

IVARIE CORPERATION 8MBIT IMPORT

Sitting behind a big blue beastie it's time to for yet another Silverstone circuit. Accelerating past 250mph things are beginning to get scary. Corners are coming at you much to fast, the opposition much too close...

The Varie Corporation obviously opted for an arcade rather than simulator type feel with *Super F1 Hero*. Nothing looks particularly real, indeed it all looks rather rough. The lack of any hills moreover makes the play at times rather



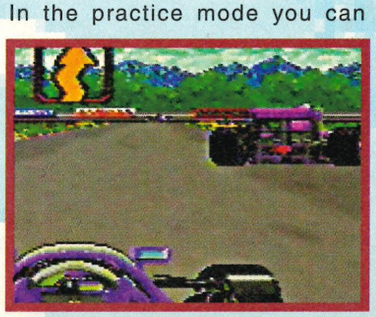
uninteresting. The car sprites are large, though not particularly well detailed, and all seem to have one overly bright colour. There is however a good sensation of speed, aided and abetted by the skid and oil marked road, and of course the other cars. As with *Human Grand Prix* there's a Battle Mode.

AUTHENTICITY
In the mechanics' shop there's a huge range of things to alter your car with, besides a choice of five pre-set cars you can fiddle about endlessly with spoilers, tires, engines and so on. When racing you only actually see that part of the car in front of you as you drive, i.e. the steering wheel and bonnet. From this perspective it has to be said that the car looks like more of go-kart than a Formula 1 car! And sounds like it too – rather than a powerful drone there's a sort of whining whine. Pit-stops are also disappointing, there's no one to do anything to your car. You just watch



a red line representing damage move down slowly.

TRACKS
There are 16 tracks to choose from. In the practice mode you can



choose which one to race on. In the Championship mode you'll have to battle in a certain preset order.

PLAYERS
Just one, I don't think the programmers could handle more!

CONCLUSION
A bit disappointing really. The only plus point is the crash and even that is not that spectacular.

PROSCORE : 65



SUPER MARIO KART

NINTENDO 8MBIT OFFICIAL £39:99

Super Mario Kart is in a class of it's own in more ways than one. For a start, it features motor karts, something of a departure from the race scene. And whilst it's no alone in having a split-screen, it's two player games have ruined many a SuperPro deadline!

There are eight different Mario linked characters, all slightly different without one having a real advantage over the other. A nice touch is the way that many of the *Super Mario World* themes have been incorporated without ruining gameplay. Silly seeming ideas like power-ups such as turtle shell weapons, mushroom speed-ups and magic spells shrinking your competitors actually work very well.

The hazards and settings of the tracks are impressively varied,

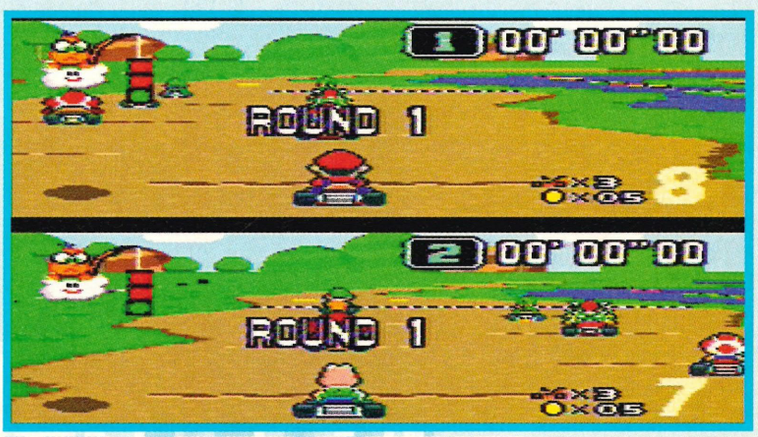


shifting from sand to mud to ice.

AUTHENTICITY
There are two further classes, 100 and 150 cc, which go faster still. There is a good feel about all of the karts, with added realism generated by graphical effects such as the bobbing up and down over gravel and sliding when a corner is badly handled.

TRACKS
There are three original championships plus a special cup if all three are won. These cover a total of twenty circuits, most of which are different from one another. The different hazards and clever layouts of the tracks really add to the lastability and there is always that one track that you will find really frustrating! Best times are battery saved, as are cups.

PLAYERS
The shortness of the tracks mean *Mario Kart* hasn't the same long-

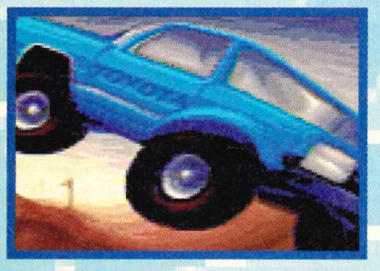


term solo-player appeal as *F-Zero*, buy where it compensates for this in the two-player mode – possibly the best on an any game. You can play against another player in a series on whichever tracks you want, you can play with another player and all the computer controlled players. You can even go head-to-head in a battle mode, shooting turtle shells



at each other! In one player mode there's no battle option, but you play against the clock or computer controlled players. The screen stays split, but now the lower half swaps between an animated map and rear-view.

CONCLUSION
Probably the best racing game available. Only those who like their racing to be about revs, real tracks and hard and soft suspension should not apply for a place on the starting line up of *Super Mario Kart*



PROSCORE : 97

SUPER OFF ROAD

TRADEWEST 4MBIT
OFFICIAL £39:99

Super Off Road is a conversion of the Super Sprint clone in which you race around pot-holed dirt tracks in your miniature off road racer.

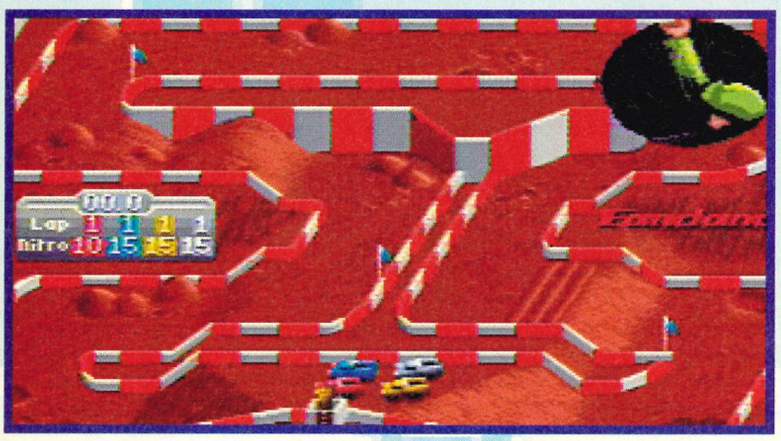
around sixteen different tracks, finishing in the top three to remain in the competition, and generally have a rockin' good time!

There is a great feature which allows you to buy goods with the money you may have accumulated. Nitros give you that quick burst of speed, top speed and acceleration can be improved and even the tyres can be altered.

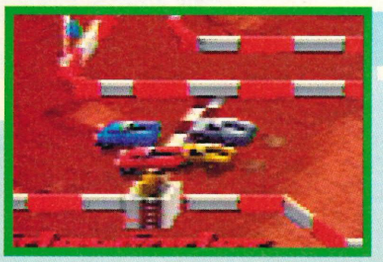


AUTHENTICITY
While this may be very small, the many bumps, leaps and bends all look and feel realistic. It can take a while to get used to the 'rotating' steering controls, but it's only be a matter of time before you'll be winning races. The difficulty level is well set too – after a few races the grey car really starts going hell for leather and will give even old Ironman Stewart (remember him?) a run for his money!

TRACKS
There are sixteen tracks in total – once you have completed all of these they start returning only this time they have been flipped around or rotated so that it doesn't become too repetitive.



From the rocking intro to the deafening starting pistol, this most definitely captures the spirit and the excitement of the real thing. The aim is pure and simple – race



PLAYERS
Because the screen is actually stationary – you can view all of the action – having two players on screen works very well.

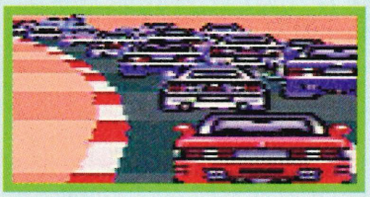
CONCLUSION
Currently, *Super Off Road* is the only game of its type available for the SNES which is a bit of a shame since this seems to work really well, although it's a bit easy.

PROSCORE : 81

TOP GEAR

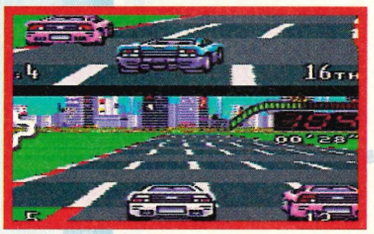
KEMCO 4MBIT
OFFICIAL £44:99
AKA: TOP RACER

Top Gear isn't so much of a simulation, taking more of an arcade stance than most of the other race games. However, it does go some way to making up for this with speedy gameplay and split-screen two-player-action.



32 circuits across the world are included, most with numerous obstacles such as road blocks, and also some of the meanest hills this side of the Alps! Nitros and fuel are the only thing that you need to worry about with the former being limited to three and the latter needing to be replenished with the odd pitstop.

The 32 tracks are spread across eight countries and a password system allows you to return to the



various places, although only after you have completed all four races. There are four different cars to select from, although there isn't really a great deal to choose from in terms of performance – success is nearly all down to the player rather than the machine. With no way to improve your vehicle this means that the game can become a little repetitive.

AUTHENTICITY
Although the speed and the climbing and dipping of the hills does go some way to making the game feel 'realistic', the movement of the car, especially when cornering, doesn't really compete with games such as *F-Zero*.

TRACKS
32 tracks but since you have to finish in the top five, there can be a lot of repetition in races before you reach the higher levels. You won't receive a password until you have completed all four, and there isn't an ongoing championship between the countries disapointingly.



PLAYERS
Top Gear really comes into its own with the two-player mode, which is fast and frenetic, everything a race game should be! The split screen view isn't too limited and it can be very satisfying just cruising past your opponent!

CONCLUSION
Despite the two-player mode, *Top Gear* is somewhat shallow. It doesn't have the same lasting appeal as *F-Zero*, and even some of the better tracks, such as the night-time ones, won't hold your interest for very long.

PROSCORE : 69

Thanks to Console Concepts (0782 712759) for supplying many of the carts used in this review.

ALSO RANS

THQ'S *Race Drivin'* would be a race game if only its solid 3-D polygons moved faster than a snail. Sadly they don't and it isn't, but at least it's better than *Road Riot 4WD*, also by THQ, which looks great static with its buggy theme and split-screen. Unfortunately the graphics are dreadful and make the game virtually unplayable.

THE RACE CONTINUES...

...over the next five pages with snazzy previews, opposite, and full reviews of *Test Drive II* and *King of the Rally*.

ROCing Racer Returns!

The original *F-1 Exhaust Heat* was a pretty decent F1 racer but with competition like *Mario Kart* and *F-Zero* being super-powered by Nintendo's DSP chip Seta decided to techno-turbocharge their sequel. A new chip was specifically developed by Seta, offering bags of speed for the ultimate racer. Already heavily delayed in Japan this cart is finally nearing completion with a price tag rumoured to be in the *Street Fighter II* range!





The turbocharged sequel opens with some slick *F-Zero* style track rotation, panning around an F1 racer as it speeds about a race track. Similarly when you complete a race the game gives you a victory lap, the game's perspective whizzing about your car in impressive style. But what of gameplay?

Of course, *F1 Exhaust Heat* was a pretty enjoyable game but ultimately failed because it was so easy to complete, due in part to the fact that there were only eight competitors. The sequel at least offers many more different drivers

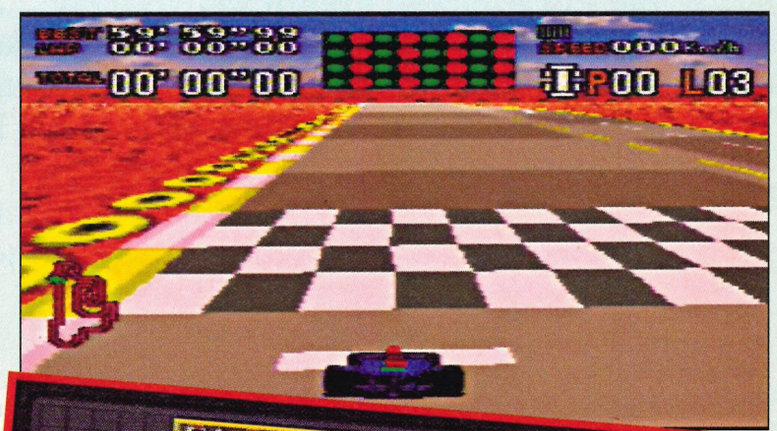
The main feature which gives slight variety is the inclusion of two new classes in which you can compete. You can still race in Formula One; but you also have the option of competing in the classes of Group C and CF 3000. Each class has its own series of courses and so gives you an alternative to just another world championship.

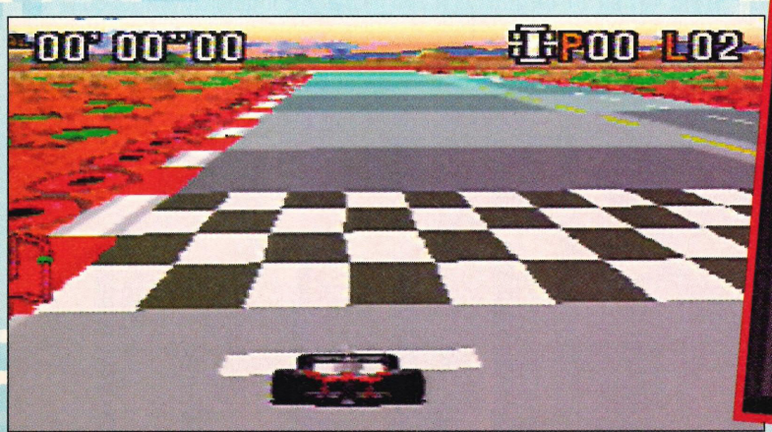
As you storm around the courses in the various classes, you must set your sights on sixth place or higher. This way you will be rewarded with lovely lolly! When each race is over, you can invest your cash with the engineer you have waiting in the laboratory. This guy will develop the components of your car to increase your competitive edge, but only for a price!

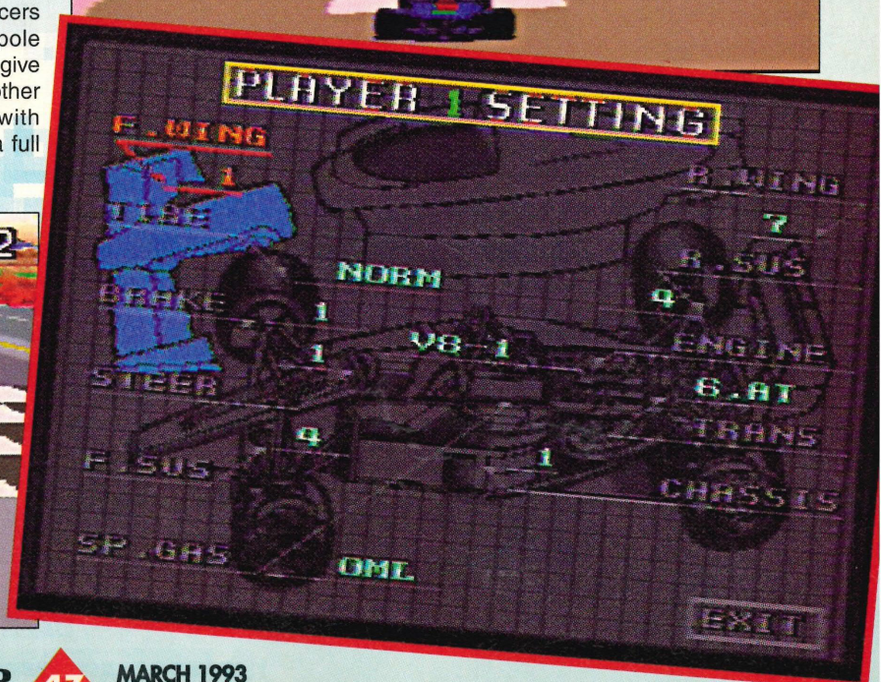
The graphics are certainly very slick, with lots of swish looking intro-screens and highly detailed backgrounds. The car seemed to be a little on the small side and lacking in frames of animation, yet the effect of speed created during races is really convincing.

There was much room for improvement over the original, and *F-1 Exhaust Heat II* looks to have addressed the worst parts. There is even a lab option where you can pay scientists to develop entirely new tyres, engines and so on! It is definitely comprehensive – all of last season's drivers and some of the teams are included, helping to create a very realistic atmosphere.

In the world of realistic F1 racers this one seems set to leap to pole position. Whether gameplay will give it the edge over *Mario Kart* is another question however, especially with such a high price. Stand by for a full review next ish!









Which of the options you choose will depend very much on a balance of personal preference and the conditions of the next stage. For example, will you want a steering mechanism that's very sharp, or one that's very graduated? If it's sharp you'll be able to turn bends at the last moment, but, on the other hand, you're more likely to turn too sharply, too early. The three different types of engine moreover balance top speed with acceleration. If the road is very jagged and you're likely to crash quite often you'll probably want the engine with the acceleration. If the road is relatively straight however you'll want the one with the top speed...





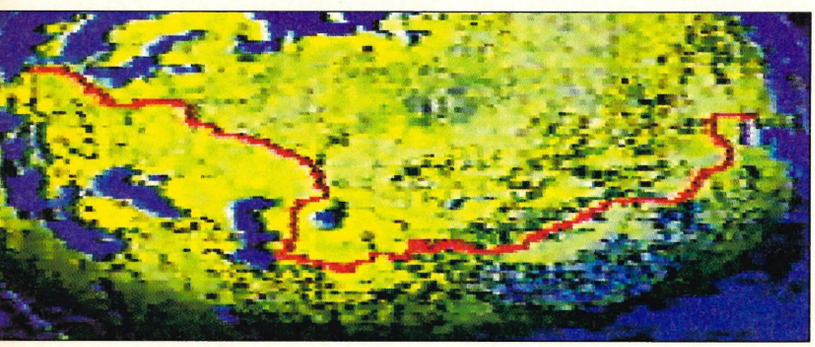








A dusty old sepia photo and a crumpled 1907 newspaper set the scene in the evocative game intro. The photo shows an ancient Fiat, ground to a halt; a man is racing toward the car with a can of petrol whilst the driver looks on, desperate to hit the road once more. This is the Paris-Moscow-Beijing rally, the longest, toughiest, most dangerous race there'll ever be. Are you up to it? Is anyone? Dave "dust, dirt and thirst" Westley gets ready to find out...

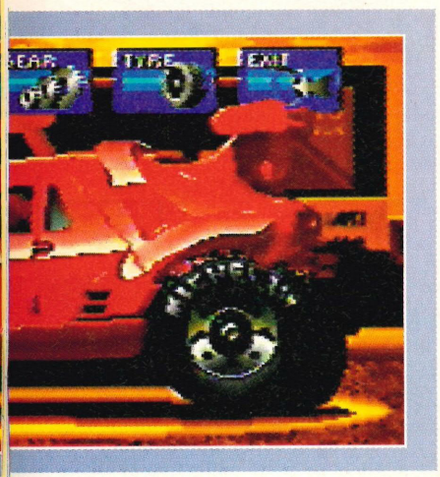


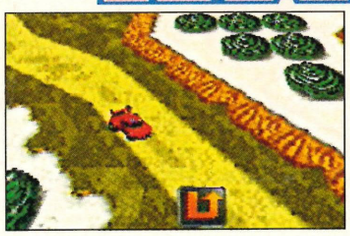
Fortunately you're not driving a worn out, wind-up clockwork toy like the man in the photo. Oh no, for you it's a shiny red bubble of a space age beastie. Take it into the mechanics' shop and the whole car flies apart whenever you want to change anything. On offer are three different types of engine; three different types of steering mechanism; two different types of gear and four different types of tyre (see box). There are moreover four different characters to choose from as your alter ego in the race. Each of these has his or her own special attributes but in truth they don't feel dramatically different.

Anyway, what you want to know is how the actual race feels - what's it like to travel at over 100mph on pot-holed roads that shimmer in the desert heat, or go slip-sliding across the tundra with the Russian winter shrieking through your soul...

This race certainly looks different, it begins with the game's perspective spinning around the car, a *Mario Kart*-like demonstration of Mode 7. The perspective ends up behind the car, as you'd expect, but when the race starts and the car begins turning the perspective stays fixed. Turn 180° and you're racing out of the screen! It's a gimmicky idea but it actually works quite well and whichever direction you're heading in you don't feel unfairly handicapped. There's enough time

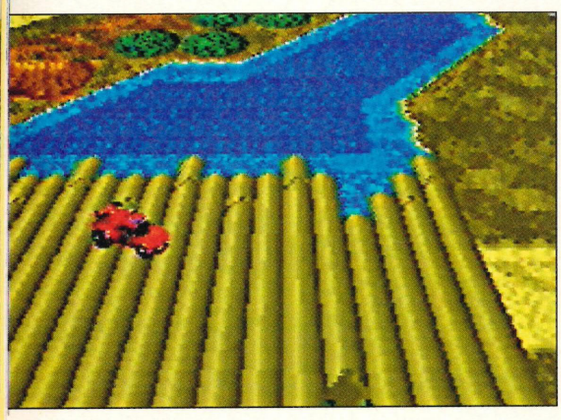
The King



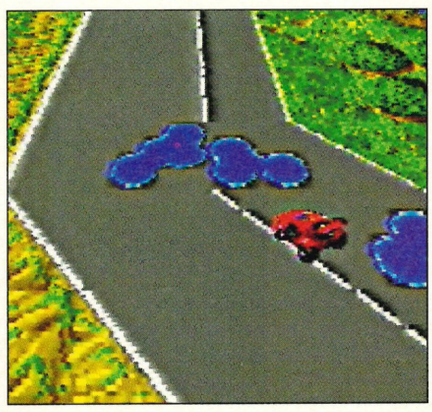






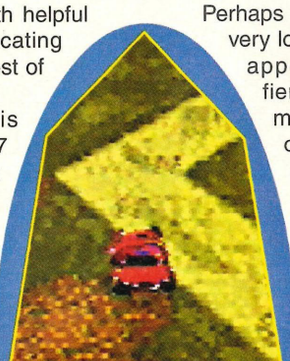


Despite trying desperately to get screenshots with cars in, in the end I only managed two... The challenge here is not then the racing of other cars, rather it's avoiding the sides of the roads. A real thrill – not!



to dodge obstacles with helpful on-screen arrows indicating turns and it's a good test of reactions.

For a while this whizzy Mode 7 perspective makes it all good fun, however after a while you begin to wonder where all the other cars are. When a competitor car does turn up there's no warning and you often collide. It's here that the perspective's limitations turn up – with moving obstacles such as cars you need to be able to see further ahead, so as to plan your taking over manoeuvre. When a car is constantly slipping in and out of view it's a bit tricky.

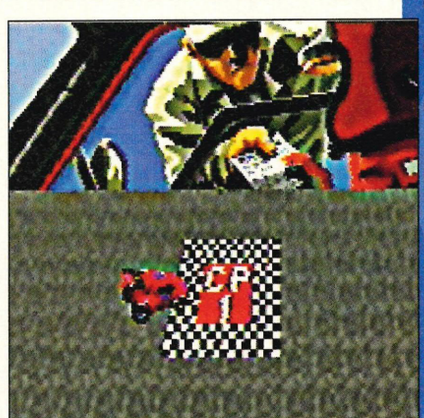


PRO TIP

Use the slowest engine when starting. It gives you the greatest acceleration to compensate for the inevitable crashes.

Perhaps for this reason this is a very lonely race with few cars appearing. The lack of fierce competitive racing might well have been okay in *The Duel* where continuous obstacles – cars, lorries and police were permanently coming at you. But here there's nothing – just an increasingly tiresome and empty road.

This generally empty road changes terrain for each of the ten courses - perhaps twice in one course – but it's not enough. Keeping the car within well defined guide lines merely requires a quick tap of the controls. Okay, some roads may well have water on them making the car skid; some roads are covered in sand making the car slide, but this isn't enough. The game certainly has plenty of challenge, and it is good fun to play, but after a while simply racing against time and slippery roads becomes a little monotonous. Nothing gets the adrenalin pumping in the way a very near miss with a lorry does in *The Duel*.





Publisher: MELDAC
Distributer: CONSULE CONCEPTS
Tel: 0782 712759
Price: £55

Players: 1
Skill Levels: N/A
Cart Size: 8Mbit
Save Game: No
Features: Stunning use of mode 7

CONTROLS

- No function.
- No function.
- Left.
- Right.
- X: 1st Gear/Acceleration in automatic.
- Y: Second Gear.
- A: Break/Reverse.
- B: Third Gear.
- L: No function.
- R: No function.

PROS: Stunning use is made of mode 7 resulting in a silky smooth look which is both imaginative and reasonably effective. Red broom-broom car is both spacey and racy!

CONS: Lack of anyone to race against make it all ultimately rather boring. This one's certainly different, and maybe worth a try for that, but in truth there are loads of better racers.

GRAPHICS	80
SOUND	75
GAMEPLAY	69
LONGEVITY	68

PROSCORE **69** SCOREPRO

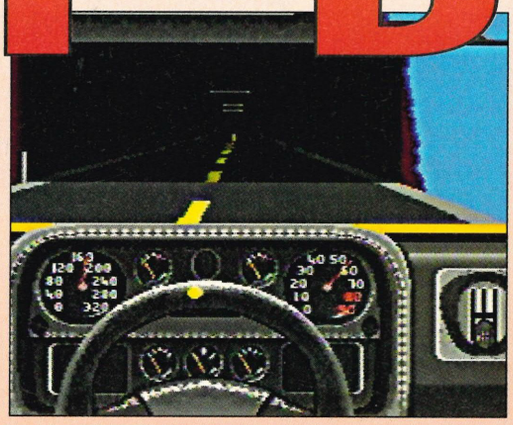
AN INTERESTING PRINCELING

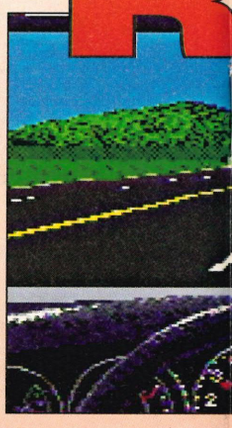
Of Rally

The Duel

TEST DRIVE

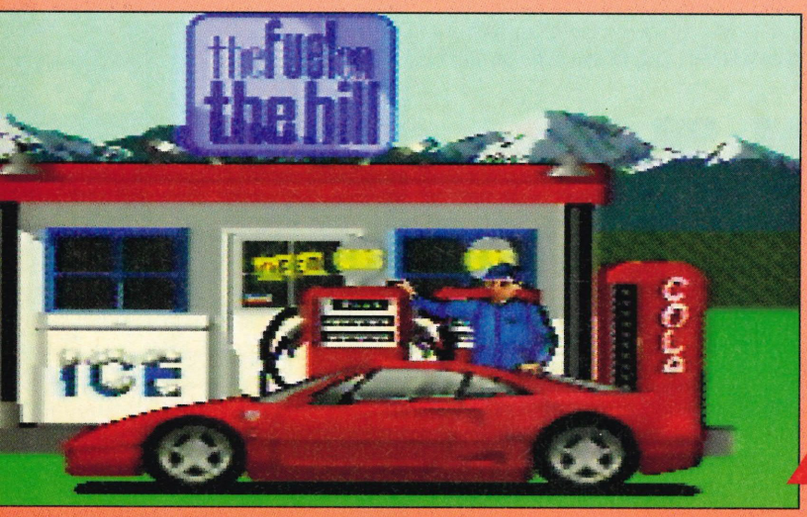








Those of you not content with risking your lives on supersonic F1 race circuits should perhaps turn your suicidal glance in this direction. Here you get to race at speeds over 200mph in supercars such as the Ferrari F40, Lamborghini Diablo and the 959 Porsche – but not on any nancy race track! In this game you're on real roads, chock-a-block with cars, lorries, motorbikes, and, of course, the police... Dave "Broom broom" Westley finds out whether an F40 really is better than his Panda.

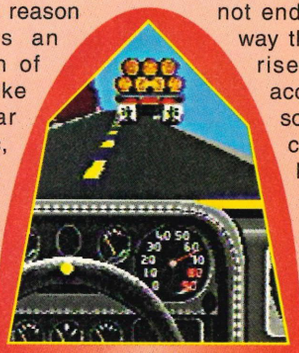


The Amiga version of *The Duel* was a strange sort of game. The graphics were hardly stunning, there was just one car to race against, and yet it was a huge hit. The reason for its success was an inspired combination of dream cars, sim-like realism in the car handling and realistic, everyday roads to race on. *Mansell* might well have 24 F1 cars to compete with, but *The Duel* has police, clifftop tracks and on-coming traffic – pulll out at the wrong time and an on-coming truck will really ruin your day!

The SNES version is naturally tops; the graphics look better, move a lot fast and are accompanied by some great sonics. Although the visuals still don't look stunning as static screenshots, the way the game moves combined with the realism of the situation makes for an extremely involving ride. Indeed at times you'll completely lose yourself, only remembering it's a game after a hideous crash threatens apoplexy. Twists and turns won't only feature on the narrow roads that you race through then, they'll also manifest themselves on your seat as you lean violently left and right, shoving the remote control forward as if it were some sort of steering wheel!

The successful simulation does not end there however. The way the road twists, turns, rises and falls, is accompanied by superb sonic FX. You hear your car revving at its upper limit, threatening to blow the engine; you hear the other cars whizz by much too close, much too fast, and you hear the police sirens coming closer, or fading into the distance as you up gear and let your lead foot fall on the accelerator. Moreover each of the three different cars that you can choose from has its own sound: the Ferrari purrs, the Porsche screams whilst the Lamborghini snarls. It's this kind of detail that makes *The Duel* so very, very impressive.

Of most import in terms of the realism however is the way the car swerves and screeches and slows as you turn a corner or try to slide past a car. You can almost feel and smell the rubber coming off the frayed tires, can almost feel the



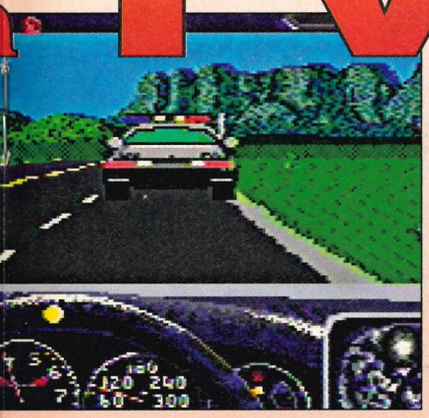
PRO TIP

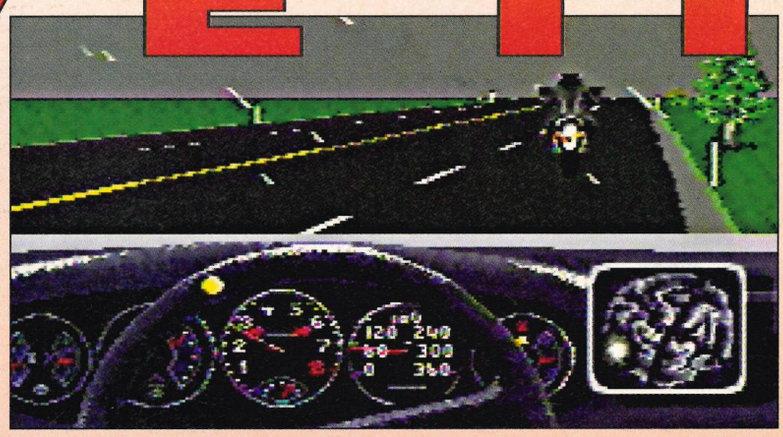
It's best to tap the directional controls gently but regularly. That way you don't actually lose any speed turning corners, over-taking etc.

RACING FEATURE

The Duel

TEST DRIVE II







Rainy days on the hardest track (above). On the left you've just been pulled over by the police costing you precious time.

titanic clash of friction, weight, speed and force as you slide momentarily across the road.

These physical forces can be changed via a special menu. Various 'coefficients' can be varied to alter the acceleration and braking; the traction of tyres; how much speed you lose while skidding; the car's wind resistance; even the car's height – slightly altering your perspective on the road.

The only real problem is that though ostensibly a racing game, it's *really* more a battle for survival. You can ignore the fact that you have an opponent and just concentrate on getting round the track as fast as is possible. This makes earlier circuits a bit of a bore with little to avoid, but later tracks with their narrow bends, rain, snow, darkness and masses of cars, lorries and bikes to avoid are incredibly hair-raising, sending adrenalin levels to the skies.

Also, on higher skill levels manual gears, sensitive engines which blow up when over-revved, tougher opponents and meaner cops make any track a challenge!

Mario Kart may offer more tracks, battery saved times and a two-player game, it may in short be technically superior, but for an authentic setting and feel there's nothing to touch this. So anyone looking for an adrenalin pumping, highly realistic racer that just couldn't be called cute shouldn't miss this... SP





Publisher: **BALLISTIC**
Tel: **081 8770880**
Price: **£44.99**
Out: **March**

Players: **1**
Skill Levels: **4**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Choice of 3 Supercars.**

CONTROLS

REDEFINABLE

- ▲ No function.
- ▼ No function.
- ◀ Left.
- ▶ Right.
- X Horn.
- Y No function.
- A Throttle.
- B Break.
- L Downshift.
- R Upshift.

PROS: Stunning realism; smooth animation, screamingly fast. Brilliant sound. Four big tracks and three supercars to choose from, each with their own instrument panel.

CONS: A bit boring on the earlier levels; not much feeling of racing anyone. Could have been more courses and the option to save best times would have been nice.

GRAPHICS	82
SOUND	90
GAMEPLAY	88
LONGEVITY	90

PROSCORE

89

SCOREPRO

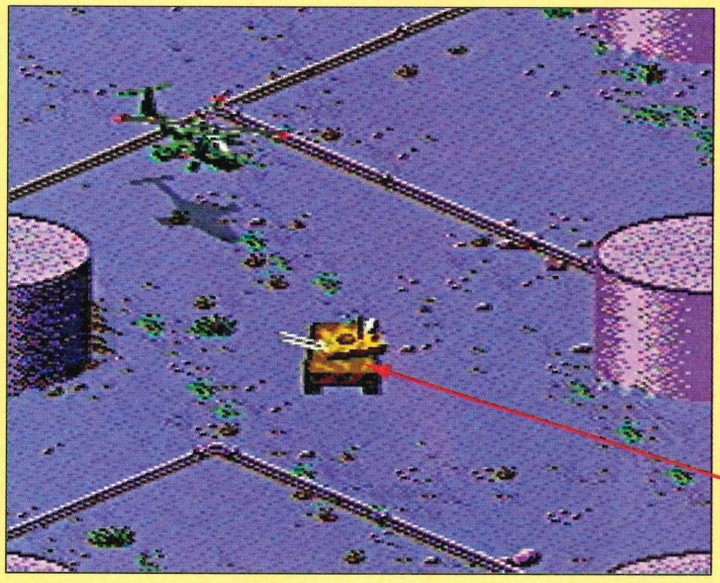
SUPER-FAST, SUPER-SMOOTH RACING ACTION!

Thanks to CONSOLE PLUS (0532 500445)

DESERT STRIKE

THE SOLUTION, PART 2

Welcome once again to the extra special SuperPro tips section, brought to you by ex-Console XS'er and games playing genius, Ryan Butt. And what a line-up we've got for you this month, first up we print the second part of Ian Lyden's explosive Desert Strike solution, plus we have mind-blowing tactics for Sim City, and the final part of my excellent trip through Mickey's Magical Quest. So for the ultimate rundown on how to bust the latest games, read on dudes!



Save the oil fields by wasting all of the patrolling tanks in the area. But be quick otherwise you won't have any oil fields to protect.

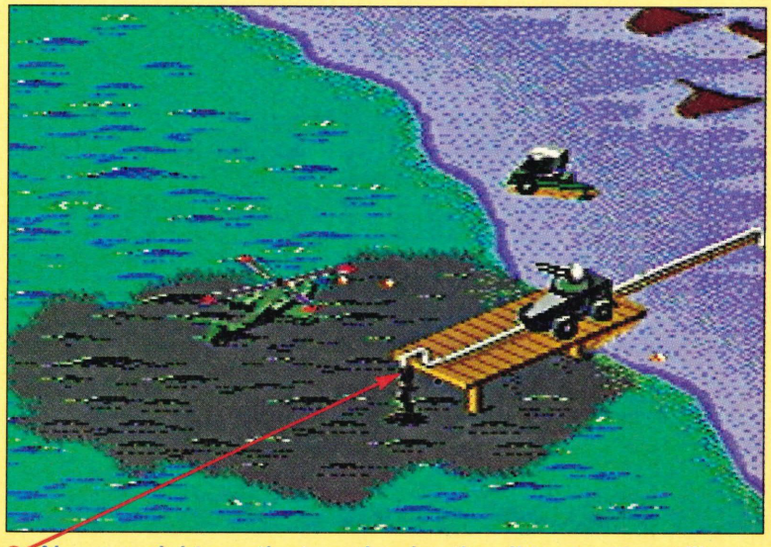
CAMPAIGN 4
NUCLEAR STORM
9R894JH

MISSION 1:
PROTECT THE OIL FIELDS

Destroy the ZSU attacking the oil fields, make sure you destroy them on your first pass using a missiles and some hydras. Pick up commandos from bunker in the sand dunes south of the northern most oil spill. The quick ladder is in northern part of field. Return the commandos to the 'X' in the middle of the oil fields.

MISSION 2:
STOP THE OIL SPILLS

Destroy the enemy guarding the spill and then shoot the tip of the pipe with your cannon. Make sure you travel over sea as much as possible so that you use no fuel. ZSU and APHID are your main problem although there is a gun boat at the one in the north.



Aim your sights on the tap releasing the oil to stop the spillage.

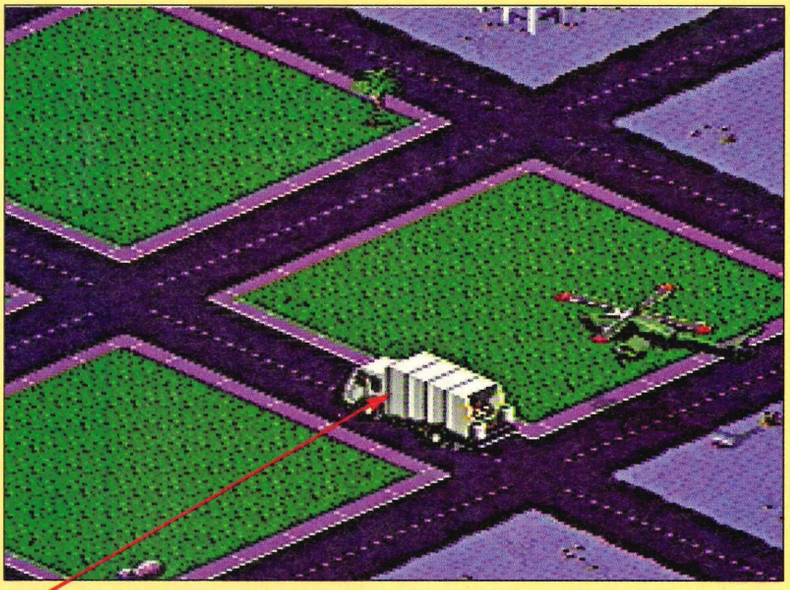


MISSION 3:
DESTROY BUNKERS

There's an M48 and ZSU here, so go in fast and use cannon to destroy the sand embank-ments around the tanks. Use missiles and Hydras to destroy the tanks. Shoot the

MISSION 4: DESTROY BOMB PARTS

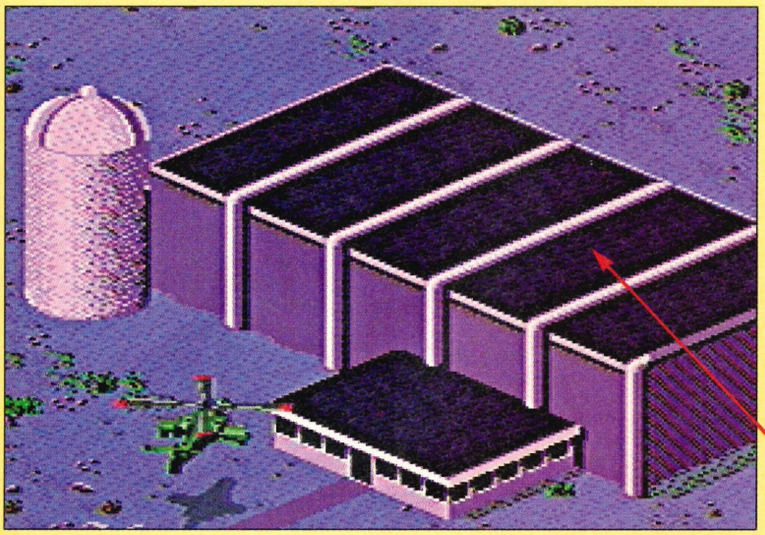
The eastern complex of cities contain white dump trucks. You can tell which are the correct trucks to destroy because when they turn with their back to you, the contents is visible. There are two types of lorries, one has refugees, the others have bombs. The targets look like they have loads of large bullets inside so don't try ripping everything to shreds or the mission will be called off. You only need five bomb trucks to complete the mission and points are deducted for refugees killed. The bottom two cities have extra lives in the buildings so it is worth pillaging every low-level structure for supplies.



Tag along behind the trash vans, as they drive up, check out the back for concealed bomb parts, this one's clean.

MISSION 5: DESTROY NUCLEAR BOMB FACTORY

Destroy two radars to the west and south of the plant then destroy the M48s outside the complex. To complete the mission you have to destroy the three cooling towers, reveal the reactor core (chernobyl) and flatten the research lab to the side (this is where the scientist is hiding, pick him up for information).



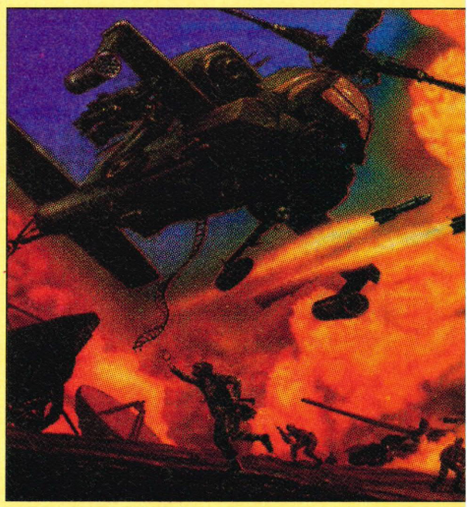
Let loose a couple of missiles into the bomb factory.

MISSION 6: DESTROY POWER STATION

The power station is the same as all the others apart from being heavily defended by M48s. Use the circling technique to gradually reduce the numbers and then bombs the main building and any pylons. This station provides the electricity for the palace and the capital city. Destroying this, means you can enter the palace and not get your ass shot off.

MISSION 8: DESTROY NUCLEAR BOMBER

Replenish your fuel, weapons and armour from the stocks right next to the airfield. Destroy the APC near the plane and it will begin to take off. Shoot the bomber so that a hole appears , retrieve your co-pilot off the wing, then empty your pay-load on the bomber. Use the weapons further up the runway if you run out and repeat. You need two full supplies of weapons to destroy the bomber.



END SEQUENCE K9NP4TR

WEAPONS GUIDE

TARGET	ORDINANCE
AK-47	CANNON X 4
APHID	*HYDRA X 1*
AAA	HYDRA X 2
RAPIER	*MISSILE X 1*
VDA	HYDRA X 4
ZSU	*MISSILE X 1*
	HYDRA X 2
BOAT	MISSILE X 1
	HYDRA X 2
CHOPPER	*MISSILE X 2*
M48	MISSILE X 2
CROTALE	*MISSILE X 2*
	HYDRA X 2

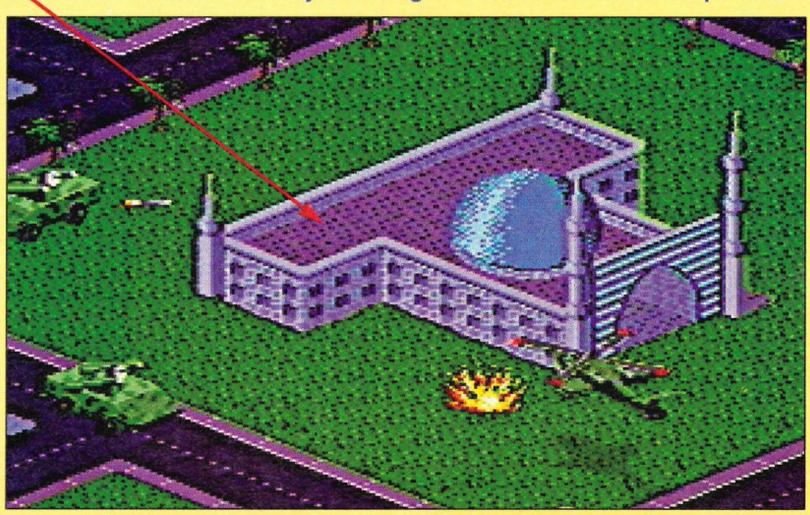
EFFECTIVE DAMAGE

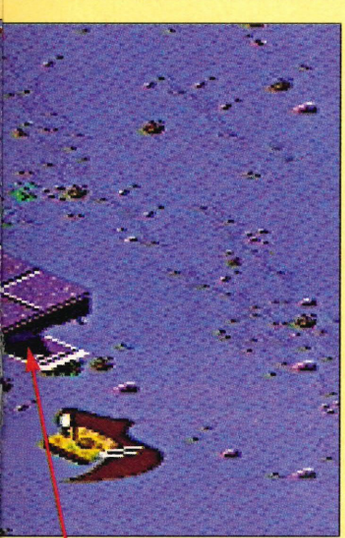
CANNON	=	3
HYDRA	=	25
MISSILE	=	100

MISSION 7: DESTROY PALACE

The presidential palace is heavily defended by crowtails and M48s but they are severely impaired by the loss of power. Use the many buildings for cover and take out any low houses for supplies. There are at least two extra lives in the immediate area. Land on 'X' after destroying palace. Do not bother to try to destroy APC as it is indestructible.

Give the madman hell by shooting seven shades out of his palace.





Destroy the hidden tanks, then shoot the entrance to the bunker.

bunker's door to free the hostages and pick them up in safety.

THE MAG starring

THE SOLUTION: PART TWO

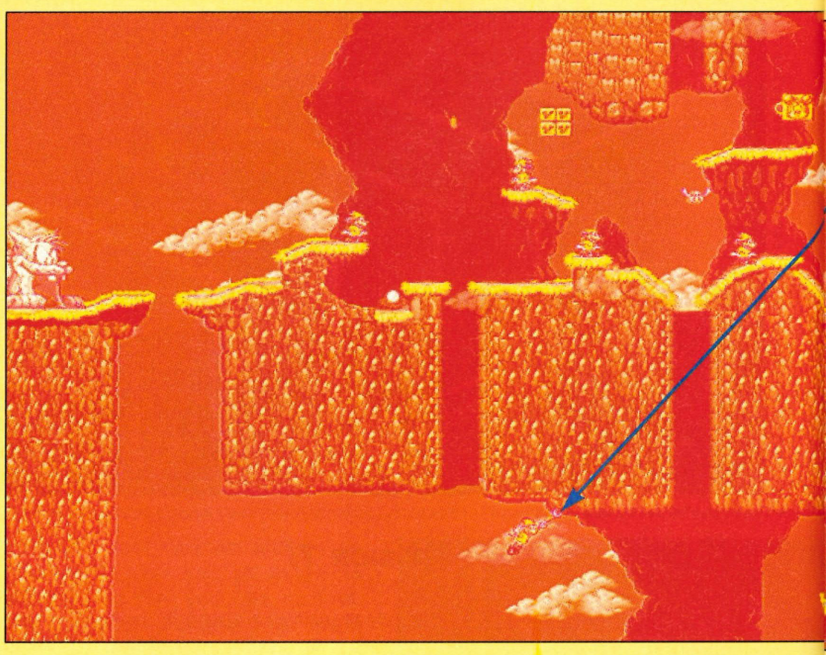
Following on from last month's explosive first installment of Mickey's *Magical Quest* comes the final mind-blowing chapter. The following pages are your very own key for unlocking all of the game's secrets. So slam in the cart, sit comfortably, and read on!

LEVEL 4-1

In this section of the game we see Mickey take on the role as an intrepid explorer about to brave the hazards of Peter's Peak. This first section gives you a taster of how to use your trusty grappling hook on the treacherous terrain. To scale this simple section simply make your way right across the the grass slope, then when you come to the first guard use your hook to steal his shield, then continuously bounce on his head to knock him out. Use the flying platforms to the far right of the level to climb further up the summit. When you reach the ledge with the large rock, wait until you see another flying platform come into view from the left. Use your hook to grab it, then swing across to the hidden ledge, break the bonus block and you'll be awarded with an extra life.

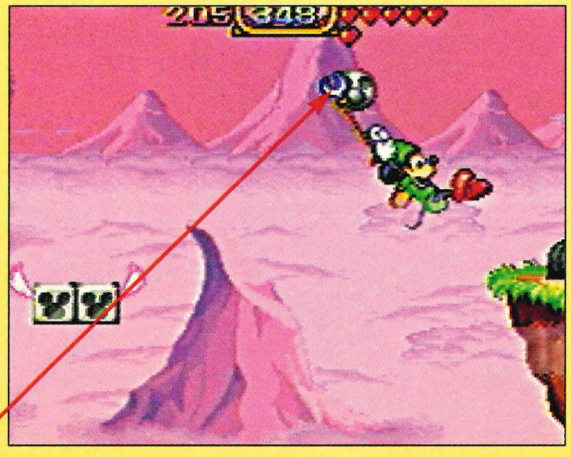
Now walk off the left hand side of the ledge and you'll fall onto another hidden ledge with a door on top, this will lead you to the general store once again so be sure to stock up on all those bare necessities!

As you emerge from the shop, jump off the ledge to the right and continue the same path as before to reach the peak's summit. Once at the top, kill the guard and latch onto the flying platform to the right. Practice will be needed to successfully carry out the next task, so don't give up. As you swing from the first platform, jump over to the next and land on top, then jump over and latch onto the stone-face. Now simply swing over to the exit.





Drop down onto this secret platform to gain access to the shop. Once inside, stock up with whatever you need.



This final swing to the exit takes quite a bit of practice before you get it right. You must jump over from the floating platform, then latch onto the stone face using your hook.

LEVEL 4-3

Mickey has now reached the fourth guardian, and this one takes on the form of a giant Eagle. As we all know, the Eagle is a bird of prey, and guess who this particular bird has on the menu for today! As soon as Mickey appears on the level, walk right and latch onto one of the stone faces – the Eagle flying overhead causes an almighty vacuum with its wings and if Mickey isn't safely hang by his hook, he'll be sucked off the mountain top.

As the bird passes by, hop down from the face and wait on one of the small platforms, the Eagle will now swoop down holding an egg in its talons. You must grab the egg using your hook and then quickly hurl it back at the bird inflicting vast amounts of damage as you do so.

You must be quick in grabbing the egg, otherwise the Eagle will crack it open emptying all sorts of vile substances in your direction!

After the Eagle has swooped down twice, get ready to latch onto one of the faces once again, for after every two or three swoops, the Eagle will retreat and fly overhead once again in another attempt to vanquish you from the predator's nest. Six hits will kill off this feathered pest.

When the bird swoops down with an egg, quickly grab it with your hook and hurl it back at the feathered pest.

Be sure to cling to one of the stone faces as the Eagle swoops by, otherwise you'll be stripped from the mountain top.

ICAL QUEST
Mickey Mouse

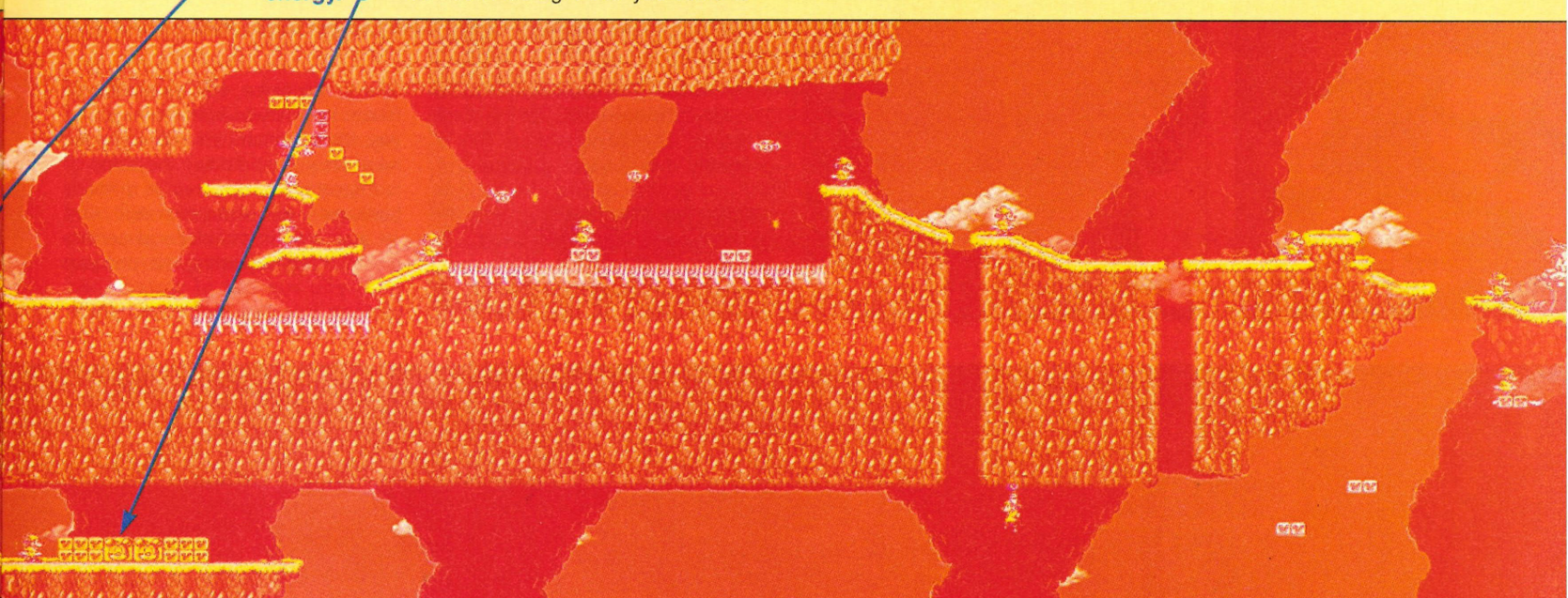


LEVEL 4-2

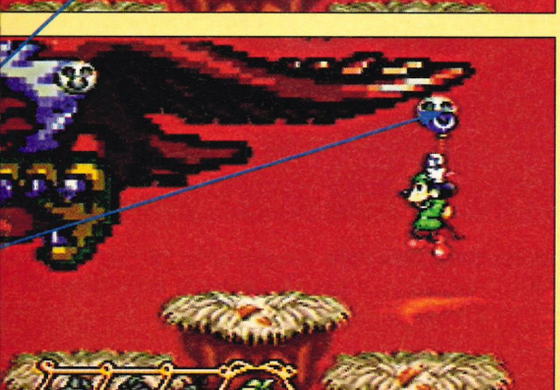
Having mastered the fine art of the grappling hook, Mickey is now ready to embark on the most perilous part of the exploration; great bonuses await Mickey if he can successfully scale the underside to the cliff-face. Confused? Simply follow this step-by-step guide to realise what we're on about. Go right until you come to the second ravine, then just after the wind has whistled by, drop through and latch onto the underside of the the rock. Swing along until you reach a hidden platform to the right. Break open the bonus blocks to reveal extra coins, bonuses and an extra heart of energy. Now you must continue swinging along the cliff until you reach a series of flying platforms. Swing onto the first one, then as the second one lowers, jump across and latch onto it. As the second platform rises up again, jump over and latch onto the third as it floats over to the left. Climb up on top and then jump up and latch onto the underside of the cliff once again,

Drop through the holes and swing along the underside of the cliff. You'll soon encounter vast

This little horde contains extra coins, extra points and an extra heart of energy.







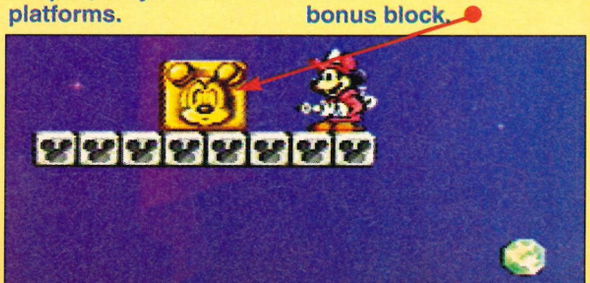
LEVEL 5-1

This section is more of a doss than anything else! Change into the fireman and go right, when you come to a couple of floating octagonal white shapes, use your hose to spray them until they produce a couple of handy platforms. Now simply jump on them, but be quick as they don't last long. Once on the higher ledge, change into the explorer and break open the bonus block to reveal some extra coins. Change back to the fireman and continue going right, you should come to anther set of floating shapes, repeat the same process as before and make you way up to the hidden ledge. Now simply destroy the bonus block to reveal an extra life. Drop back down and go right. When you come to the top of the next platform, hose the floating shape to the right, then jump over and break open the bonus block to reveal some extra bonuses. Now simply dash right until you reach the exit.



Use your hose to douse the floating shapes, they're form ice platforms.

The ice platforms will lead you to hidden treasures such as this bonus block.



TIPS
THE MAGICAL QUEST

LEVEL 5-2

This level is a must for all you speed freaks out there! Go right and jump over the first ravine, you should land on an Ice Chariot. This will send you tearing along at breakneck speed, so look out for oncoming obstacles. Now simply keep going right, jumping on the various chariots as they crop up. You should be able to complete this level in record speed.





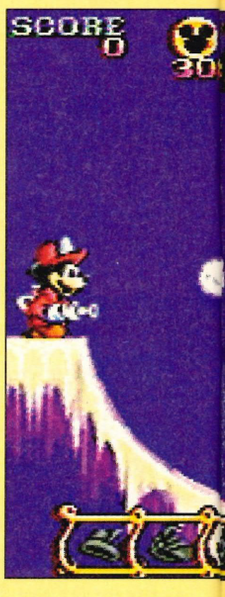
As this level is just a quick dash to the exit, Pete's figurehead is a welcome sign.



Take a trip on one of these ice chariots to whizz through the level.



Be sure to take advantage of the situation when old fang features does a fancy bit of figure-skating, it makes an ideal opportunity to get in vital hits.



LEVEL 5-3

The fifth guardian takes on the form of a giant ice-skating Walrus. This is probably the hardest guardian to kill, so practice and timing are critical. The Walrus will appear on the right-hand side of the slope and will then skate towards to and land on your side, jump over him as he does so. Once on the right hand side of the slope, use your hose to freeze the snowballs that he spits at you, then drench him with water as he skates up and down the slope. It is important to observe its pattern because it will skate over and land on your side of the slope at certain points. Keep repeating the process until you run out of water, then change into the magician. When

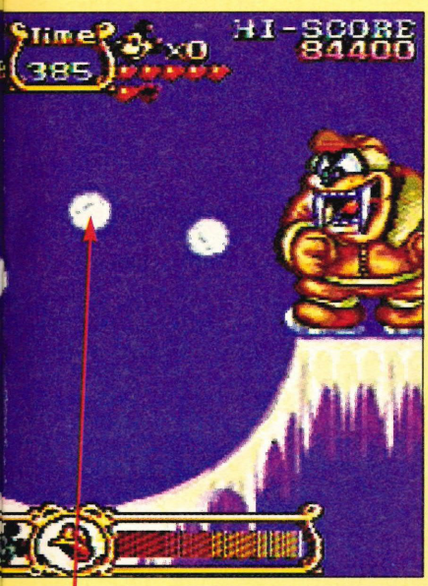


This bonus block contains an extra life. With the dreaded confrontation with Emperer Pete just round the corner, you're sure gonna need it!

Rise to the higher platforms to uncover further bonuses, at this point in the game you'll need all the help you can get.

Drop into the water to gain an extra heart of energy from this bonus block.

THE MAGICAL QUEST

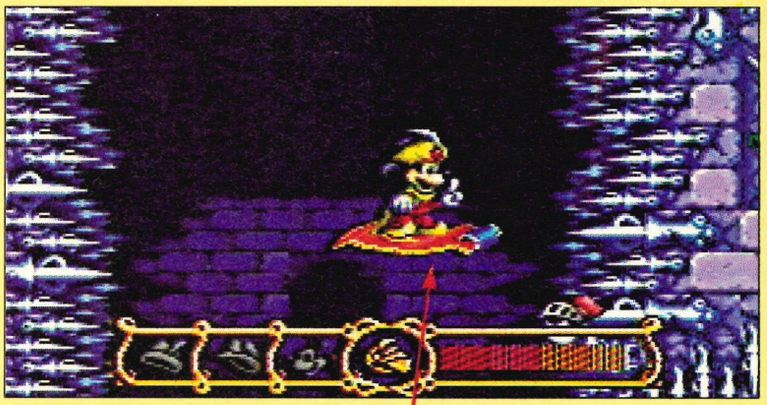


Use a small jet of water to freeze the snowballs, this will stop them dead in their tracks.

fang-features spits snowballs, jump up to avoid them, then keep your finger on the fire button to charge up a super bolt of energy. Either shoot it when he skates past or when he's settled on the other side of the slope. Repeat the process a couple of times to finish him off.

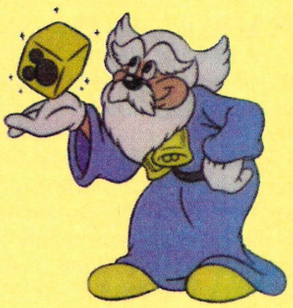
LEVEL 6-2

Shoot the scroll and hop onto the magic carpet. You must now guide yourself down through a series of spiky mazes. As you get on the carpet, drift straight down avoiding the blocks and through the gap. Then drift down to the right, as you reach the wall turn and start drifting down to the left, you should pass through a small passageway in the corner. As you emerge from the passage, drift down to the right, keep going down and you'll come to the exit.



Push left and right to guide Mickey through the narraw passages of spikes that grace the walls on this level.





Shoot the scroll and it will unfold into a glorious flying carpet. This is your getaway transport on this level.



Sink into the depths and uncover a secret door leading to the general store.

LEVEL 6-1

This level requires you to switch from costume to costume at regular intervals to tackle the different terrains. Go right until you come to the guard, then change into the explorer, grab his shield and then jump up to break open the bonus block to reveal fruity points. Keep going right along the bottom of the level until you come to a fish-infested lake, jump in and change in to the magician. Sink down to the bottom and go into the secret door. This will lead you to the shop. By now you should have over two hundred coins, so buy an extra heart of energy. Float up to the top of the water and change back into the explorer, this will enable you to jump out of the water and grab onto the ledge. Keep going right until you come to a hovering trampoline, jump up and on to the next, then jump over to the left on the ledge. Then simply jump up onto the higher ledge, and kill the archer. You must now turn into the magician, then shoot the scroll and as if by magic, it will turn into a magic carpet. Hop on and float across to the right and into the exit.

TIPS
THE MAGICAL QUEST





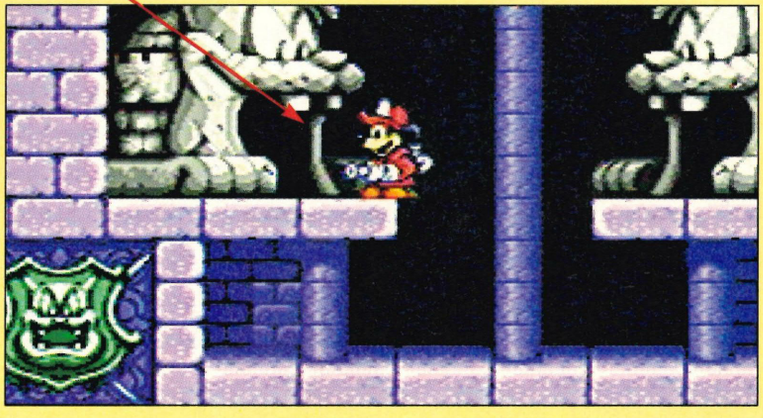
Push the stone blocks to rise to higher levels.

Dodge the deadly cannon balls.



Be on the look out for prowling guards.

Go into the head on the left, this will lead you to Pete.



LEVEL 6-3

Change into the fireman and go right, use your jet of water against the fiery pots. When you reach the cannons, make your way up using the blocks. Some will have to be moved into position using your hose. Once at the top, go right and push the moving block along into the gap. As it rises, jump on and then jump off to the left onto the next ledge. Use the same technique to push the second moving block along to the left, position it so that it's flush with the wall, then hop on. As it rises, you will observe an exit to the left, don't bother entering as you will only encounter one of those annoying Demons that you came across earlier on in the game. Just above the exit is a bonus block, jump over and break it open to reveal an extra heart of energy. Jump back onto the moving platform and then jump over to the right onto the highest platform, kill the guard and then once again use your hose to push to moving platform into the wall. Then jump over on top of the exit (don't worry, it's just another Demon!), as the platform comes down, hop on. When it gets to the top, jump over to the left, then go into the exit on the left to confront Emperor Pete!

This spell will cause either the walls or the pots to come alive, dodge each one accordingly.



This spell will cause blue flames to shoot up from the ground, simply jump over them when they get close to you.



This spell will cause a bolt of electricity to home in on you, simply stand well back and then jump over it.



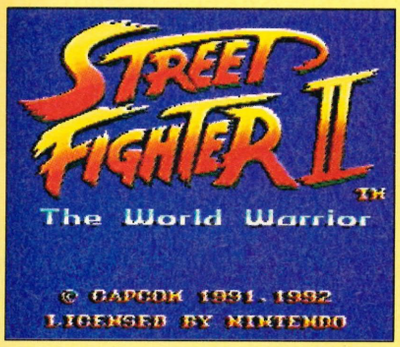
DEFEATING EMPEROR PETE

Pete is the biggest, baddest and toughest guardian of the game. This larger than life tyrant is all that stands between you and your beloved pooch Pluto. The best guise to use is the magician, simply keep a constant flow of super fireballs coming. Pete will attack in a multitude of different ways, firstly he will make sections of the wall come alive and home in on you, simply shoot them to stop them dead in their tracks. He will then bring the pots to life, these can also be shot and when smashed turn into extra magic. After these Pete will summon blue flames to shoot up from the ground, but Mickey can easily dodge these by jumping over them.

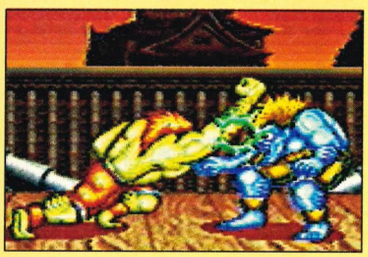
In a final attempt to vanquish you, Pete will then conjure up a huge fireball and launch it in your direction. To dodge it, simply retreat to the back of the screen and then jump over it as it passes by. Every time Pete attacks you, be sure to retaliate by shooting a fireball into his face – this is the most effective way of defeating him. SP

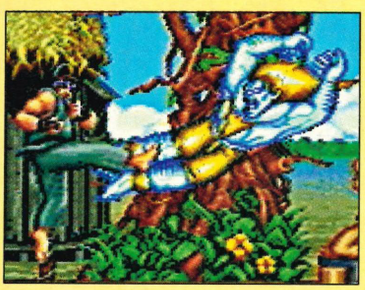
STREET FIGHTER II

THE COMPLETE SOLUTION



Having received literally hundreds of letters still pleading for the various cheats and tactics involved in *Streetfighter II*, I've decided that enough is enough! So for anyone who's still in the dark as to how to spice up those one on one grudge matches, here's the run-down with cheat checked and double-checked to ensure it definitely works!





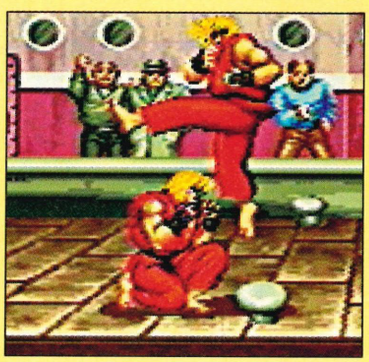
SAME CHARACTER (DIFFERENT COLOUR)

As the Capcom logo is displayed before the title screen appears, quickly tap in the following sequence on the joypad: DOWN, R, UP, L, Y, B, X, A. If the code has been inputted correctly you'll hear the same chime as you would when you select your character. Now, when the title screen is displayed, it will be blue as opposed to black. This cheat allows you and your partner to play as the same character, only one will be a different colour. Also, if you wish to play a one player game, press START to select your character. This will select the different coloured character for a refreshing change (this is especially handy if Ken's rather loud tracksuit begins to strain your eyes!).

Playing in this mode will also alter the clothes worn by the final four fighters.

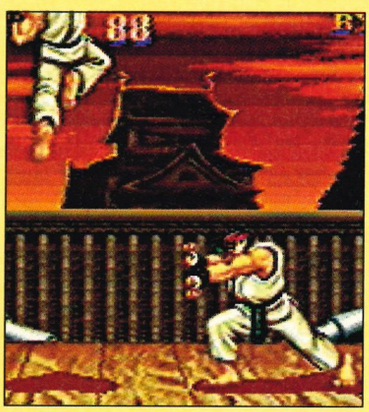
KEN VS KEN (SAME COLOUR)

Go to the character selection screen and place the cursor over Ryu, then wait for the computer to choose Ken as your opponent, you'll then go directly to Ken's stage. Now press START on controller two and then select Ken as the second player, then when you go back to the stage, let the timer count down on all four rounds (ending each one with a draw) until Ryu will eventually lose the final one. Now press START on controller two before the continue timer counts down, you will now be able to fight Ken vs the same coloured Ken. Totally irrelevant but true!









RYU VS RYU (SAME COLOUR)

Choose a one-player game and position the cursor over Dhalsim, now wait for the computer to select him and take you to Ryu's stage (this may involve constant restarting until it occurs). Once at Ryu's stage, press START on the second controller and select Blanka. Let all four rounds count down, eventually Dhalsim will lose. Press start on controller one before the continue timer runs out, then simply select Ryu and hey presto, you will now fight the same coloured computer controlled Ryu!

ALL CHARACTERS VS SAME COLOURED CHARACTERS

Start a one player game and select any character. Once you've flown to your opponent's stage, let your fighter lose both rounds. During the continue screen press START on the first controller and you'll go back to the player selection screen (you'll notice that the fighter you had previously chosen will now be grey). Now nominate the character you'd like to feature and play against and press START once again. You'll now be flown back to the stage you previously fought on. Once again let your fighter lose both rounds, then on the continue screen press START once again. You'll now be taken back to the player selection screen, choose another different character (you'll notice that the fighter you just used is still in colour). Fly to the stage and then press START on controller two. Don't pick the fighter you had previously nominated to fight. Let player two lose both rounds. Player two will then be asked to continue. Wait until the computer chooses a stage and then press START on



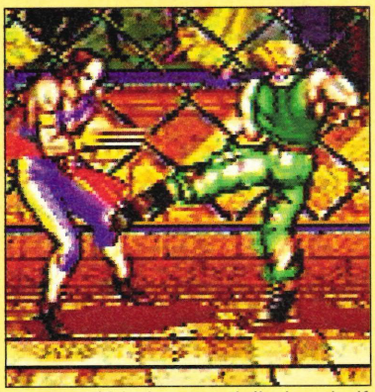


TIPS

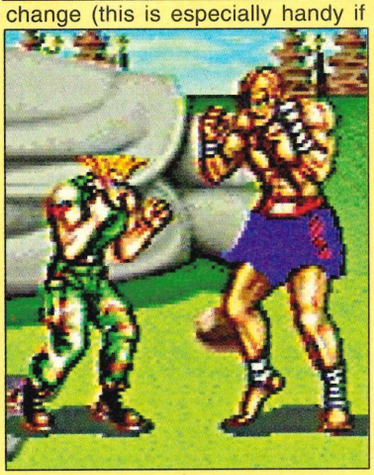
STREET FIGHTER II

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REACH BOSSES QUICKER

To get to the final bosses quicker, start a one player game and then press START on controller two. Now simply select the character from the same stage. Quickly polish off the second character and progress to the next fighter. Repeat the process until you reach the last four mean machines! However, by doing this, your ending sequence will be reduced to a simple congratulations massege.



CONFIG SCREEN

Lose a one or two player fight and hold down SELECT as you enter the player selection screen. Once you press start you'll be taken to configuration screen to alter the control settings to a more personalised arrangement. To get back to the game, press Start.



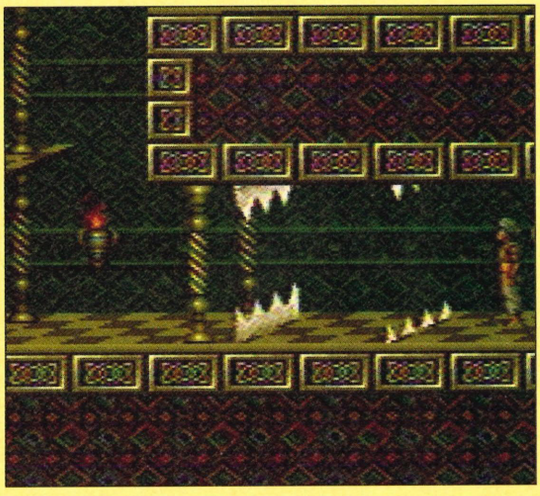
RYAN'S SNAPPY SHORTS

Here we go again, a veritable compendium of vital SNES info, all those small but perfectly formed and extremely useful tips sent in by our readers and collected here for your enjoyment.

SUPER MARIO KART

Thanks to Dave Robson from Poole for this radical tip for everyone's favourite racing game. Select a time trial race and try to complete it without crashing. Then afterwards when the five options appear (Course change, re-entry etc), Press L, R, Y, and X together and you'll hear a chime. Now switch your machine off, then turn it on and select the time trial mode once again. You'll notice that during the track selection, there'll be a yellow one, pick this track, then when the option Yes or No comes up, press and hold down L, R, Y, then press B and you'll be taken to your practice lap. You'll notice that an additional ghost racer is stored in the battery back-up memory has been brought up.

Another neat kartin' trick is the **rotational view.** Choose a one player time trial, then pick the character and course of your choice. As you race, try not to bump into anything and get a good time. Then after the race, select the replay mode and use the L and R buttons to alter the view in which you view the course.



PRINCE OF PERSIA

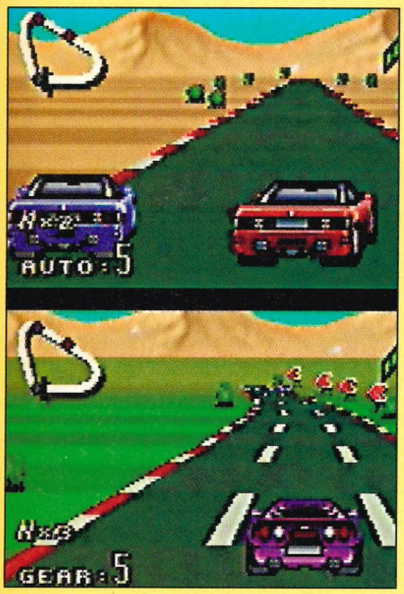
A thousand apologies to all of you nice people out there who have written and rang in concerning the level codes printed in SUPERPRO 2. Needless to say these codes were for the Jap version of the cart and didn't work on US copies. Fear not, for N. Hawes from Herts has sent in the much requested American codes for all you desperados out there!

Level 2: 9317BGX
Level 3: B4DWDLN
Level 4: 9ZLQ379
Level 5: 358B+T4
Level 6: CQ8RWSR
Level 7: TKZ3B3R
Level 8: MHXL3MN
Level 9: T71VT89
Level 10: VQ72T2V
Level 11: 3HQ2R4!
Level 12: VKSVWD!
Level 13: BG4PDJD
Level 14: HTFVWTV
Level 15: QC2CBH7
Level 16: HSC6WQZ
Level 17: Q+3Y29T
Level 18: Z33GM95
Level 19: Y!QL!VS
Level 20: 4SNNMSY

TIPS
RYAN'S SNAPPY SHORTS

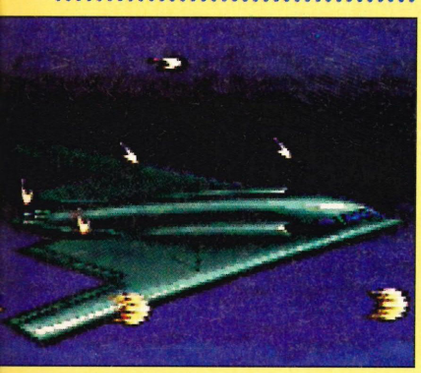
SPANKY'S QUEST

Here are a few nifty level codes for this incredibly strange puzzle game sent in by Philip Andrews from Abington:
Level 2: 732
Level 3: 354
Level 4: 116
Level 5: 988
Level 6: 470



TOP GEAR

Thanks to John Young from Coatbridge for this excellent tip for *Top Gear*. When approaching the finishing line ahead of the pack, drive straight into the metal frame at the side. Not only will you clinch first place, you'll also bounce back and get bonus points for coming second.



UN SQUADRON

Dave Gomes of Stoke has a rather neat trick for increasing this game's difficulty and thus lastability. According to Dave all you need to do is go to the option screen, highlight the game level and on controller two hold down A and X, and press down. Now while still holding the buttons down go through the difficulty options using controller one to find a new, mega-tough level!

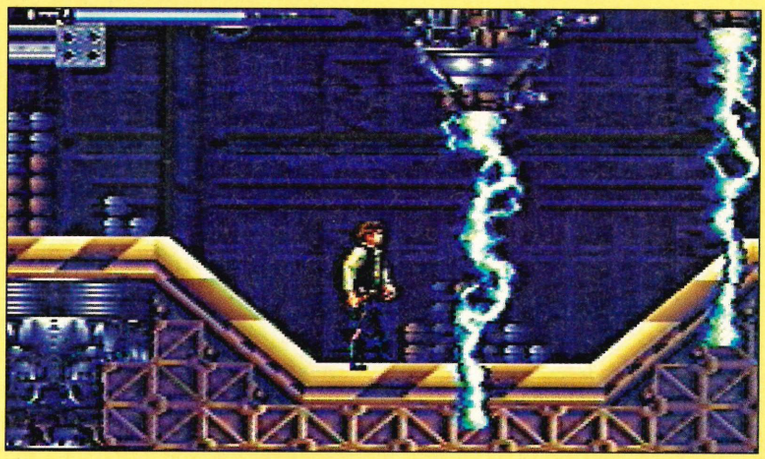


KRUSTY'S SUPER FUNHOUSE

Here are the official level codes courtesy of David Saunders of Middlesex:
Level 2: SKINNER
Level 3: SCRATCHY
Level 4: BART DUDE
Level 5: BOUVIER

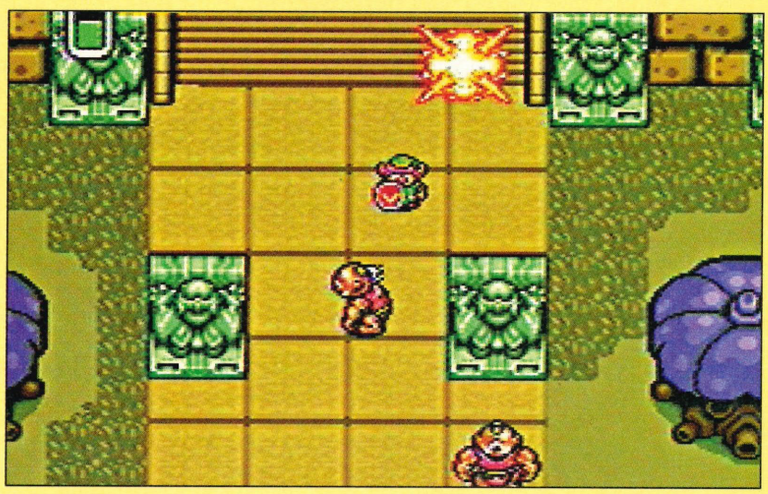
SUPER STAR WARS

This quickie was faxed to me from David Scott, cheers matey!
On the first level, collect the gun on the rock and stay where you are, keep shooting the small green dragons for a couple of minutes. After a while a new gun will appear with guided bullets and some extra energy.
However the best cheat is on level five where you can get 99 lives. Find the part where you come to the second section of platforms that you must jump on leading out from the cliff-face. Instead of jumping onto the first platform, drop off of the cliff and push left, you will land on a ledge leading into a secret cavern. Use your gun to shoot inside walls, revealing several extra lives, then walk back out and kill yourself. Repeat the process until you reach the required amount of lives (a maximum of 99).



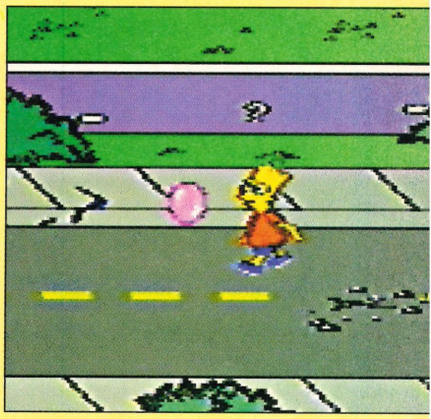
MAGIC SWORD

This little cheat with provide you with extra health plus a handy level select. Simply highlight Exit on the options screen, then hold down L, R, and START on controller two. Whilst keeping those buttons pressed, hit START on controller one. You will now be able to select your starting level and vitality.



ZELDA 3

Here's a humorous and totally pointless tip for this classic RPG to satisfy your sadistic tendencies. If you hit the chickens, they let out an almighty squawk, but be careful, they have friends in high places and if you hit them too much, you'll end up being flogged yourself.



BART'S NIGHTMARE

Here are some incredibly helpful hints for the wacky sub-games on Acclaim's comical smash hit sent in by Sam Joyce from Chorleywood. Ta Sam!

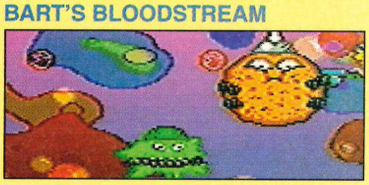
TEMPLE OF MAGGIE

Use the R button to scroll the screen forward, thus making flying dummies a doddle to dodge.

ITCHY AND SCRATCHY

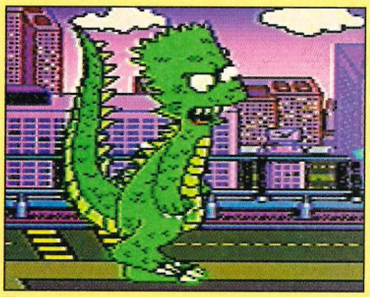
Jump on the furniture to avoid being splatted by the cartoon tearaways. After equipping yourself with the mallet, jump on a chair and simply hammer them as they run in front of you.

BART'S BLOODSTREAM



This level is a doddle if you stay well clear of the grenade-throwing gems. The safest method is to attack them from below.

BARTZILLA



The sequence for successfully completing the first part of this level is as follows: Fire across, lazer across and down. The second part is fairly straightforward, simply conserve your electricity for the end, and dodge the giant Madge-flys that swoop down at you.

EASE 1-UPS

Enter the Itchy and Scratchy level (yellow door), and go to the level where the lamp is shooting out light bulbs. Grab the weapon nearby and start blowing away the light bulbs, the first few should give you extra lives.

SOUL BLAZ

Enix's classic RPG *Soul Blazer* has caused no end of hassle for our devoted readers, the buttster's hotline has been inundated with frustrated callers pleading for help. The main problem seems to be killing the first guardian and finding a special sword. Being a generous sort of tipster, I've decided to put these sad cases out of their misery and a complete solution is in the works with this being just part one!



1 When you return with the Zantetsu Sword, kill the metal monsters in the painting and return to this ledge. Some ivy will have appeared enabling you to climb up and get one of the emblems.

2 This is the Mill Keeper's house, help him turn the wheel to operate the underground lift.

3 This is the goat house. Chat to the animals to obtain info on the town's history. There is a Medical Herb hidden in the corner.

4 This cave is where you'll find your first set of armor. This will increase your strength and defence when equipped.

5 This is the chief's house, return here and speak to his wife. She will replenish your energy bar when it's low.

6 This is the tool shop, the owner will provide you with infinite Medical Herbs, so keep returning when you need one.

7 Push this tulip to one side to obtain the pass. Then take this to the boy guarding the cave to be granted access.

8 This is Lisa's house, place the Dream Rod on her head and enter her mind. Go back to the place you saw in her dream and get Leo's brush.

9 Take :eo's Brush to the painting in this house, you'll then be sucked in and taken to another series of action levels, with the guardian at the top.

ZER

UNCOVERING GRASS VALLEY

This first town belonging to the Friel Empire is home to Dr Leo, the great inventor who King Magridd commanded to build a machine for summoning the King of Evil. Having just descended from the heavens you now face the task of re-building this ruined site.

The first thing you must do is equip yourself with the sword located in a room to the left of the starting chamber. Now you have to enter the action stage and free the town's inhabitants from the clutches of evil.

SOLUTION

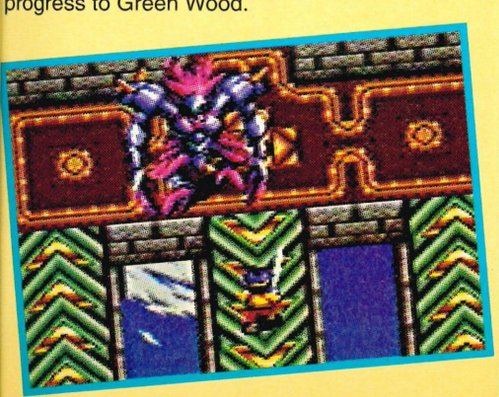
Use the Dream Rod to look into the dreams of Lisa and the tulip next to the boy's hut. By doing this you'll gain vital information and if you return to the place you saw in Lisa's dream, you"ll find Leo's brush. Equip this next to the painting in the house on the hill, and you'll be transported to another level. This mainly consists of squid-like creatures that cannot be killed with your normal sword. To kill them, you must return later on in the game when you have the Zantetsu Sword.

It's always a good idea to talk to the jewellery, although doing this has evidently caused mass confusion amongst you RPG players. One of the jewellery Fairies says that you need a special sword in order to kill certain monsters on the level. Indeed you do, but the sword she was refering to was in fact to kill the squid creatures and not the end of level guardian as assumed by most people!

VANQUISHING THE GAURDIAN

Simply stand at the bottom of the screen, just to one side of the middle bridge. Wait for the creature to stand opposite you and then quickly dash over the bridge and hit him when he moves over to you. After you've hit him once, dash back over the bridge before his fireballs hit you. Now simply repeat the process alternating between which side of the bridge you wait on. Be patient and eventually you should be able to defeat the Demon.

When you've slain this vile beast, make you way back to the Chief's house and he'll award you with a Brown Stone. You must collect six of these before you fight Deathtoll. You can now progress to Green Wood.



LEVEL 1 - *People...*

There are certain bits of information you'll need to obtain from the inhabitants to help you get further in the action level, so here's a brief rundown of the towns folk and the part they play in your quest:



Architect
This is Gaudi, the talented chap responsible for constructing all of the houses in the village.



First Boy
This stuck up little brat guards the entrance to a secret cave, only a pass will get you in.



Second Boy
This second delinquent lives in a small hut next to a tulip. The tiny terror has hidden the pass that will get you into the cave.



Bridge Keeper
This bloke does little more than just let you pass over his lovely stone bridge.



Goat
These highly intelligent creatures tell you useful information, and show you items and buildings of interest.



Lisa
Use the Dream Rod to lock into her dreams, then return to the action level and find the area pictured within.



Mill Owner
If you help him turn turn the wheel, the underground lift will spring into action.



Old Man 1
This sad old pensioner will teach you how to crab-walk.



Old Man 2
This second gibbering idiot will sprout some tale about seeing a ghost!



Old Man 3
This third geriatric lives in a small house surrounded by a goat enclosure. He is of no importance.



Old Woman
If you visit her, she will adopt you as one of her children. Drop by every time your energy is low and she'll replenish it.



Tool shop Owner
This nice lady will give you a Medical Herb every time you pass by.



...& Her Son
This cheeky little scamp will provide you with goat food in order to sweet-talk out four legged friends.



Tulips
There's more to these colourful blooms than just leafs, by talking to them, you'll gain vital bits of information.

....& Objects



The Dream Rod
Equip the rod and enter a new dimension.



Iron Armour
This increases your defense power slightly.



Pass
Entry to the secret cave, next to the boy's hut,



Flame Ball
Shoots a fireball in one direction.



Paint Brush
Used to enter the painting in the big house on the hill.



Storage Bottle
Don't lose your gems when you die.



Goat Food
Use to bribe the goat.



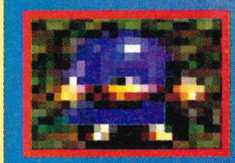
Medical Herb
This weed will refill your energy bar.



Sword Of life
Only useful for killing the normal monsters.

LEVEL 2 - People...

The first level was just a taster of what's to come. Having freed the captured souls of Grass Valley, you must now rescue the animal inhabitants of Green Wood. Make sure that you speak to every rescued creature!



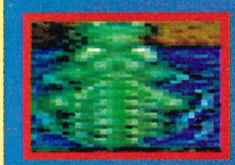
Moles

One of the moles will provide you with the leaves you need to use the raft. The stray mole is called Monmo, if you lead her to the hole next to the stone, you'll receive a ribbon. Take the ribbon to the mole guarding the underground cavern, then speak to the other one. You'll then receive the Shield Bracelet.



Dog

These friendly canines will give you a guided tour of the village.



Crocodiles

These provide useful bridges for crossing the waters.



Squirrels

The first squirrel you release owns a small shop. Collect the seeds from the action stage and exchange them for the Psycho Sword. The second squirrel in the shop will give you one of the master's emblems.



Trees

The tree situated on the island at the bottom of the village is sleeping, however, if you equip the Dream Rod, you will be taken to the very top of the village. Go right and stand on the tile to open a clearing to the chest.



Deer

This is a member of the famous Woodstin-Trio, if you watch them perform, you could win a Medical Herb. The deer that is stranded on the island will ram the tree at the top of the village to reveal a jewel.



Birds

These feathered things keep the trees informed of the goings on in the town.

....& Objects



Psycho Sword
Increases attack power, will also temporarily freeze the metal monsters.



Leaves
These are Turbo's symbol, show them to the raft to hitch a lift.



Dream Rod
Use it to look into creature's dreams.



Emblem C
One of the eight emblems needed to become an expert of magic.



Mole Ribbon
Show this to the mole guard to get past.



Light Arrow
This shoots arrows in all directions.



Shield Bracelet
This will reduce the amount of damage received.



Ice Armour
This will enable you to cross the fiery paths without being harmed.

UNCOVERING GREEN WOOD

This is the second village that you must save from the forces of evil. This village was developed by Turbo the dog, who once belonged to Dr. Leo. The village was built to offer protection for the rest of the animals. As with the previous level, the first thing you must do is venture into the action level and free the town's inhabitants. There are some creatures such as the Tin Scorpions and the Flying Flame Creatures that can only be killed with a special sword. Return when you have found the Zantetsu Sword to kill the metal creatures, and use the Spirit sword to kill the Flame Creatures.

VANQUISHING THE GUARDIAN

You must defeat three powerful statues if you are to progress. When you enter the room, check to make sure that you have equipped the Shield Bracelet. The first one to attack will be the one in the top left corner, it will fire out a T-shaped jet of flames. The best way to avoid it is to get close to the statue in the centre of the room, then position yourself in a place where its flames cannot harm you. The second statue will attack from the top right hand corner, it will shoot lasers so stay nimble. Once again get close to the centre statue and then attack it as it passes by. Keep moving around the centre statue, slashing at the attacking one as it gets near. The third and final statue will attack from the centre, this is the toughest to kill. It will shoot streams of fire at you, so be prepared to move out of its path. To kill it, move into one of the corners, then hide behind the blocks, then when it follows you, nip round the corner, then turn to slash it. Repeat this process several times until the victory is yours and peace is restored to Green Wood.

NEXT MONTH

The final part of our splendiferous solution!



TIPS
SOUL BLAZER

1 Use the Dream Rod to enter the mind of the tree on this island. You'll then appear at the very top of the village. Stand on the tile to clear a pathway to the chest.

2 Guide Monmo the Mole to this hole, then go in and get the Mole Ribbon from the chest.

3 Take the Ribbon into this hole and give it to the mole guard. Then the other mole will give you the Shield Bracelet.

4 Watch the animals perform at this theatre, and try top win a Medical Herb. The squirrel will always be the one on the right.

5 Once the guardian has been defeated, return and speak to the Tree Spirit, he'll give you the second stone.

6 Enter the mole tunnels under Turbo's grave, you'll find the leaves needed to operate the rafts under his bones.

7 Get the Ice Armor from this chest. This will enable you to walk on fire in the action level.

8 Obtain one of the Masters Emblems from the second squirrel in this shop.

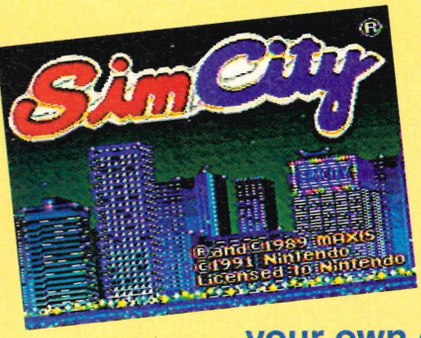
9 This Deer will help you by ramming the Ikarge tree at the top of the village, causing a jewel to fall from above.



Thanks to **Consule Plus (0532 500445)**

SIM C

THE COMPLETE SOLUTION



Simplistic graphics, basic sound effects and the tedious subject of urban planning should make this is a game to avoid. The truth is that this is an incredibly playable game which has spawned two big sequels, besides scoring a whopping 85% in SUPERPRO 1. It's no push over though, besides 1000 landforms to build your own cities on there are eight urban disasters to fix. Thankfully we here at SUPERPRO believe in setting the world to rights, cutting through the red tape and laughing in the face of bureaucracy to bring you the definitive guide to running your own towns and cities.

POWERING YOUR CITY

A rather important detail, don't you think? Once you have decided on your intial area, position a Power Station near it. Don't spend too much money now since you will need to add another one later. You don't need to do this until absolutely necessary – ie, when one won't do the job – then place the second as far away as possible from the first. By doing this you will save money on powerlines and also you won't make one area completely polluted. When placing powerlines, you don't need to have one continuous line. Instead, linking a powerline from one house to another that is already plugged in will suffice.



TRANSPORT

Try to keep roads to a minimum – link all of your industrial areas by rail, using one large loop then a smaller one inside. This way, you won't have a strange shape to work around and, while expensive, the traffic and pollution will be kept under control. You will need to build a fair amount of cheaper roads between residential and commercial areas but try to keep the railways prominent on your screen.

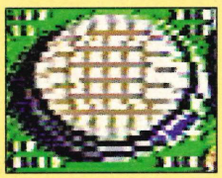
SERVICES

The Police and Fire Stations are all-important, although the cops play a bigger role in *Sim City* than the water spouting fire crew. There has to be a police station with every group of 4x4 residential zones – more if possible – and about one fire department for every two police departments. Obviously this is expensive, so, begin with, share one fire station between two 4x4 'areas' and two police stations between three 'areas'.

TAXES

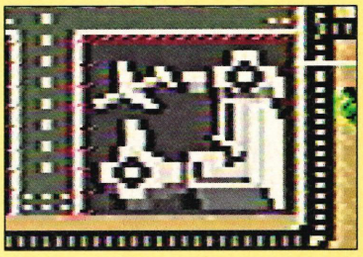
If you're playing the game normally, then setting the tax at 8% will mean that the population won't be affected and you will have a few extra bob in your pocket. If you really are running short then you could up the taxes for half a year but the financial gain – if any – may not warrant the dip in population.

PARKS AND STADIUMS



Parks should be used to fill small gaps sometimes left between zones. Don't make any Central Park size areas because you will probably need the space later on. And although it's nice to have a stadium or two, build up the zones and transport first then, when finances permit, splash out a little.

SEAPORTS AND AIRPORTS



Obviously, put seaports near to water, but don't develop any until the townspeople begin to ask for one. They do add a certain amount to your city but it's not worth building up your future capital around them. With the Airport especially, watch out for the pollution and place it well out of the way of the houses.

TROUBLE SHOOTING

If you follow the basic outline, you should have quite a healthy city. If it all starts going wrong, though, try the following.

1. Lower the taxes to 6%, just for a short time, so that the population rises. Steady it at 7% before putting it back to 8.

2. If traffic density is your problem, build more systematic roads – base it on roundabouts or American-style blocks.

3. If pollution is restricting you, knock down an industrial zone from a few areas then rebuild them further apart, making them the central point for new areas.

PRESENTS

There's nothing like a good present to keep the spirits high! You need to do certain things to earn yourself a pressie, though, and even then it may take a few months before you see the fruits of your labours.

MAYOR'S HOUSE When 2000 people reside in your haven, you are awarded with a rather cool house.



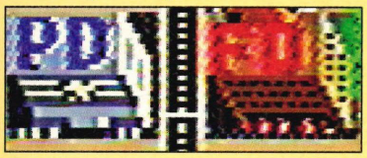
BANK – $10,000 can be yours in the form of a loan but only after the bank decides it's worth setting up a branch in your town, the requisite of which is just 10,000 people.



TIPS CITY

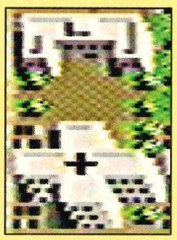
ZOO – 10,000 people AND a stadium are needed before they give you a zoo. Look out for our very own Stuart Wynne if you visit...





SERVICE HQ – When you have built six police stations you will gain a bigger, better and more effective HQ. The same goes for for fire stations.

SCHOOLS AND HOSPITALS



These aren't a present as such, they are just automatic, popping up when the population density reaches a certain amount. The tidier and more compact the zones, the more chance of seeing a school or hospital. When desperate for tax income and space you can always demolish these and hope the new residential zone will attract yuppies rather than teachers and nurses!

LIBRARY



When you have three schools you can have a library.

WINDMILL



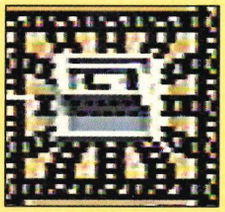
When 150 and 500 zones are at least partially developed, some Dutch dodos will send you a windmill. A few Dutch au pairs would have been preferable...

LARGE PARKS



These are a rarity – you need to have 300 other park areas first!

RAILWAY STATION



With 50 and then 200 sections of track you will be awarded a railway station.

FOUNTAIN – After fifty years as mayor, you will be given a fountain.



SCALE MAP – With 50,000 people you will have a 3-D scale map which looks good but doesn't do much!

EXPO – Once your capital has 50,000 people, a Seaport and an airport, you will be given an expo centre.

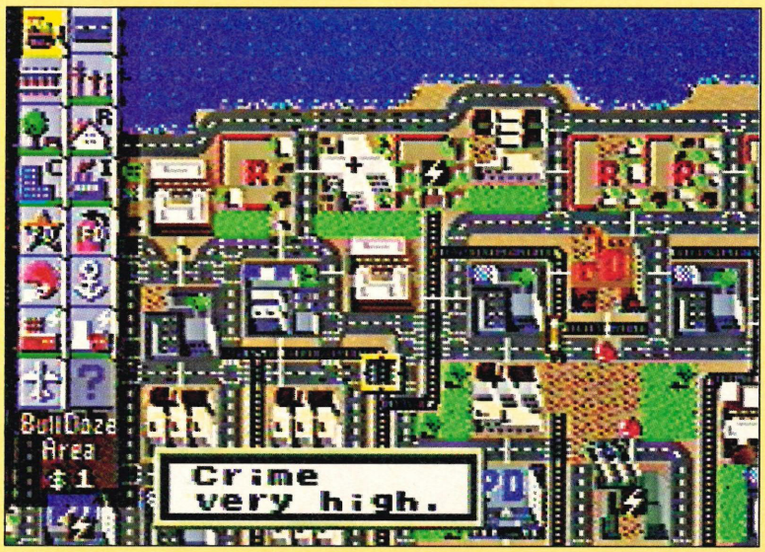
AVOID PAYING FOR SERVICES

After funding the services on the fiscal budget, save the game then immediately reload it. Because the services reset their funding level to 0 on loading, you will save the money without losing the 100% service.

EARN A MILLION

Spend every last cent so that the money status is zero then hold L when the tax screen appears and 'go with the figures',. While still holding L, go to the tax screen and increase the levels to 100%. Exit again and release L, then watch that money rise!

THE SCENARIOS



SAN FRANCISCO 1906

PROBLEM: Major Earthquake.
TIME ALLOWED: Five years



Dr Wright Says
Expand fire cover.
Restore power.
Repair damage.
Consolidate southern zones.
Build an airport.

SOLUTION:

You will run into a series of problems with this one, but if you keep calm and handle them in the following order you should be successful.

1. Before the quake hits, build fire departments everywhere. Use your map to check the whole city has adequate fire coverage.

2. The next problem you will run into will be a a major crime surge. To combat this, repeat step number one, using the police department. It will probably mean building some departments in very close proximity to each other.

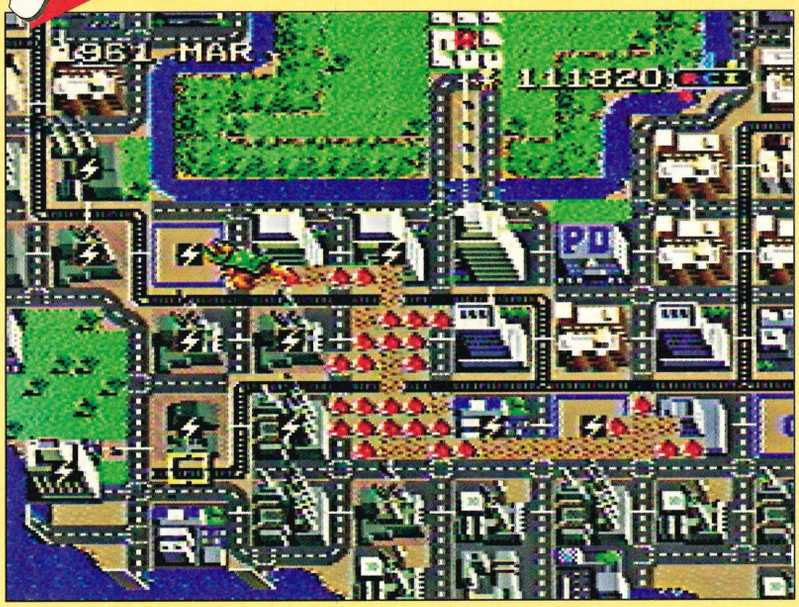
3. There are the usual transit and pollution problems which can be solved in the usual ways.

4. After the quake has struck, the clean-up procedure is exactly the same as after the Bowser Attack in Tokyo.

5. Before the quake remember to build a batch of nuclear stations ready to run fresh power lines into your city after the disaster. When the quake is over, destroy your old power stations.

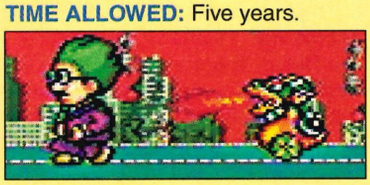
Thanks to Video Games Box (0425 616705 or 0722 422522) for supplying *SimCity*.

TIPS
SIM CITY



TOKYO 1961

PROBLEMS: Bowser attack.
Pollution.
Inefficient road system.
TIME ALLOWED: Five years.



Dr Wright Says
Contain fires and repair damage.

SOLUTIONS:

1. Before Bowser attacks, check fire station map for coverage. Build fire stations on any green places on the map until most of the map is either red or orange.

2. When Bowser attacks, follow his path and repair any roads, rails and powerlines he breaks.

3. If he destroys or half damages any area, bulldoze them and rebuild when the fires die down.

4. Always make sure that power lines are reconnected quickly or you will lose already successful units.

POLLUTION:

1. Remove as many coal power plants as possible and replace with nuclear plants.

2. If you have high pollution on your map, go to that area and put in as much park land as possible.

3. Check your industrial zones, if they are pumping out too much pollution, remove some of the units and replace with park land.

4. As in the manual, the main causes of pollution are as follows and should be replaced wherever possible.

Coal Plant replace with Nuclear.

Airport surround with park and remove surrounding industrial units.

Roads surround with park or replace with rail.

Industrial Units replace with park where necessary.

INEFFICIENT ROAD SYSTEM:

1. Remember that units only need a road on one side to service them, so any unnecessary sections can be removed.

2. Try to replace most of your roads with rail.

3. Most units can be serviced by either road or rail only. The only exceptions to this rule are the airport and the seaport. These must be fed by both to succeed.



BERN 1965

PROBLEM: Traffic at a standstill.
TIME ALLOWED: Ten years



Dr Wright Says
Decrease traffic density and replace with alternative transportation

SOLUTION:
This is one of the easiest scenarios in the game if you follow a few simple rules.

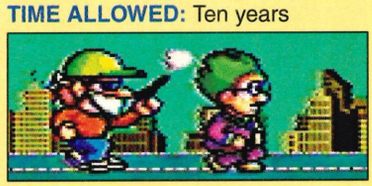
1. Replace any traffic problems on the roads with railways.

2. The traffic problems throughout the city can be solved in much the same way as with Tokyo.



DETROIT 1972

PROBLEM: Crime wave.
TIME ALLOWED: Ten years



Dr Wright Says
Expand police cover and build park land to encourage industrial growth.

SOLUTION:
The items you will be using most throughout this scenario will be the bulldozer, park land and police stations. That said, the biggest problem you are going to have will be money, as in lack of it.

1. Use your map to expand police cover. You should be aiming for a map that is mostly red or orange.

2. The golden rule here is if it's empty, fill the space with park to help reduce both crime and pollution at the same time.

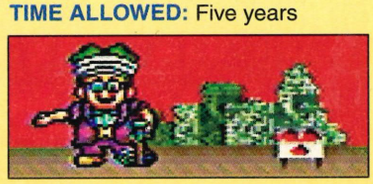
3. To save yourself some money and time, go to the bottom left of the map and remove the power line that runs through the water, then re-direct it so it crosses the water just a little further up. This stops the ship continually crashing into it and breaking it.

4. The best area for industrial growth is the lower right of the map. Try to build commercial areas instead of industrial as they grow larger and quicker and cause less pollution.

5. As far as money goes, there is one thing that you should remember for this and all of the scenarios: that is – one year of high taxes and low popularity is better than five of low taxes and it brings in a lot more cash.

BOSTON 2010

PROBLEM: Nuclear meltdown.
TIME ALLOWED: Five years

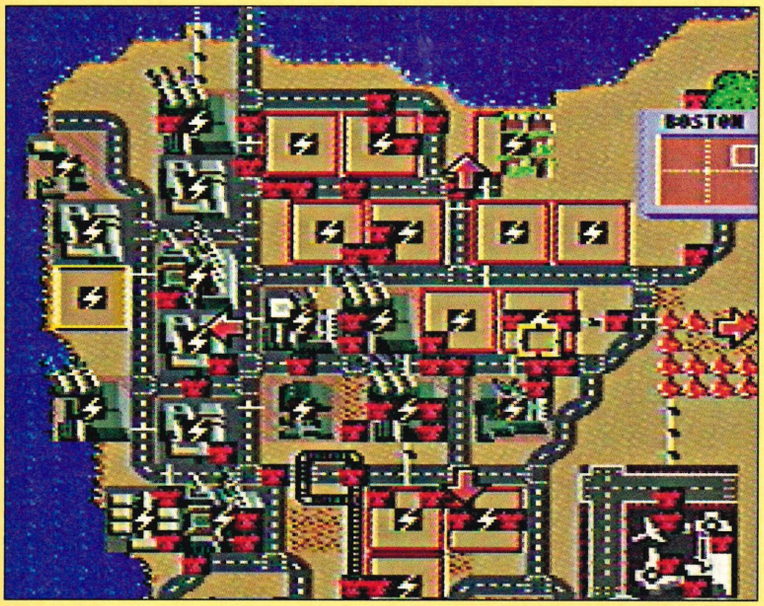


Dr Wright Says
Isolate contaminated areas and rebuild the city.

SOLUTION:
This scenario is also pretty easy if you follow rules that you have learnt from the other games.

1. After the meltdown, use your bulldozer to completely clear the area of all structures, roads, etc. Then re-cover it with park as this

TIPS
SIM CITY

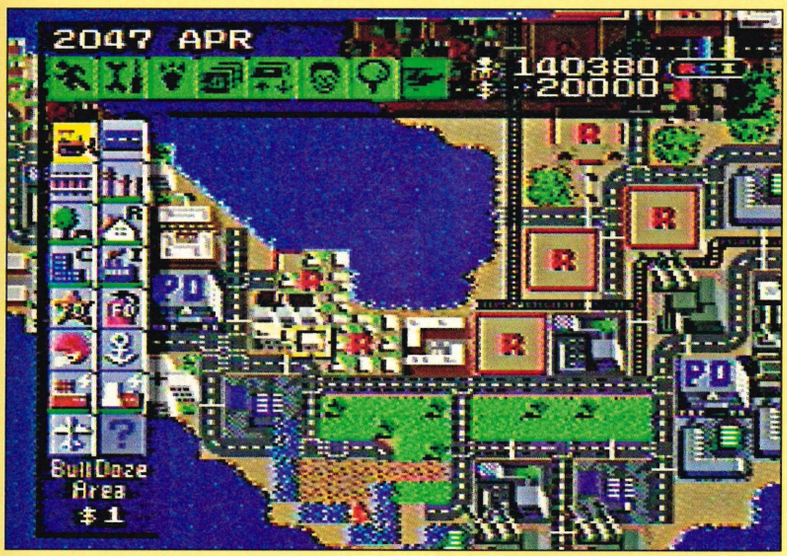


will cut down on the pollution.

2. You should remove all power, roads and rail links to the island. This will stop the whole city being contaminated.

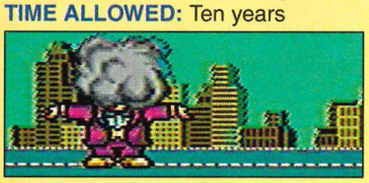
3. You will then run into all the usual problems of traffic, crime, pollution, etc. You should then play the scenario like a normal city.

4. Remember all the rules that have featured in the other scenarios to solve your problems. You should find that this scenario will not give you too much trouble.



RIO DE JANERO 2047

PROBLEM: Coastal flooding
TIME ALLOWED: Ten years



Dr Wright Says
Develop the waterfront.
Combat crime.
Cut down pollution and stop brownouts (insufficient power).

SOLUTION:
The most irritating part of this scenario is that for the first few years floods continue to occur no matter what you do! The best thing is to ignore them until fire becomes a major problem on your 'Voice' screen.

1. The first thing is to check your map and enlarge your fire coverage to help you when the flood strikes.

2. You should also consider bulldozing the shoreline/beach areas to strengthen them against flooding.

3. After the flood, you will face a major crime wave so you will need to enlarge your police department and build some park land. In fact, it is best to fill almost every available area with park.

4. To stop pollution, go to the main industrial areas and remove some units and replace them with either commercial units or park land.

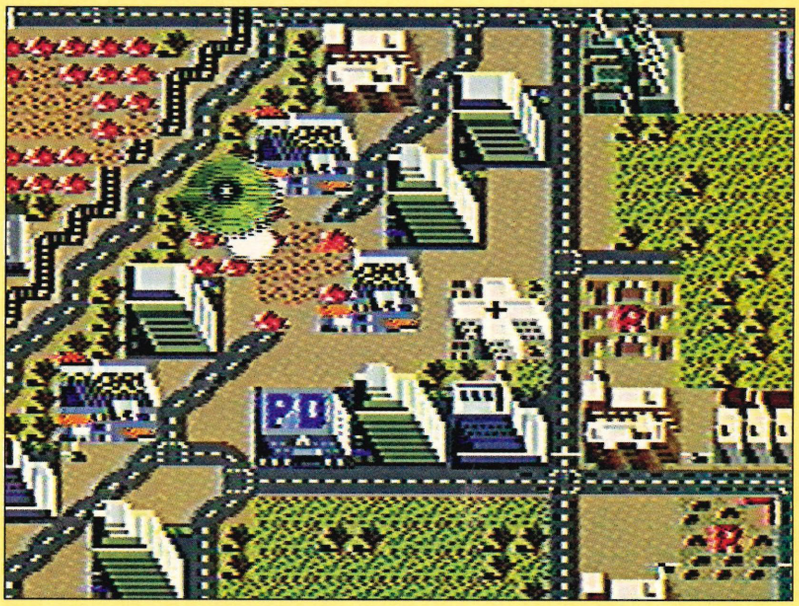
5. When the floods hit, there is not a problem. much you can do other than bulldoze damaged units and wait for them to subside.

6. To cut down on the floods, go along the waterfront and you will find a lot of residential units built on top of each other. The best thing to do is to bulldoze these and straighten the roads and rebuild. The new units will increase in value and hold back a lot of the flooding.

7. And always remember the rules of cutting down on roads and replacing with rail. This will cut pollution and traffic. The city centre and industrial zone are the worst.

8. To stop brownouts, do the usual and replace coal with nuclear.

BONUS SCENARIO



LAS VEGAS 2096

PROBLEM: UFO attack
TIME ALLOWED: Ten years.



Dr Wright Says
Control fires and rebuild a metropolis.
You have no power to stop the attack. But if you follow the tips as laid out below, you should have no real major problems. There is no immediate danger as the UFOs doesn't usually attack until September of your first year.

SOLUTION:

1. One of the first things you must do is to use your map to increase both police and fire cover.

2. You should build plenty of fire and police departments even if it means building two or three near to each other as this will give you even greater coverage.

3. When your police and fire expansions are complete, your map should be mostly orange or red.

4. The UFOs will attack at the same time every year throughout the scenario. The times they attack are the months of January, May and September.

5. After the attacks there is not much you can do except repair and replace any damaged areas.

6. The best way to make the city continue to grow is to build large areas of residential and commercial units in the empty areas surrounding the city.

FREE CITY 1991

PROBLEM: Create a megalopolis
TIME ALLOWED: No limit.

SOLUTION:
There is no solution as such to this scenario, the only thing you can do is follow the guide-lines and hope for the best.



1. Do not use any roads. You will do better by using all your transit funds to build a rail system.

2. Remember to complete the scenario, you must make a megalopolis of 500, 000 people.



SUPER PRO

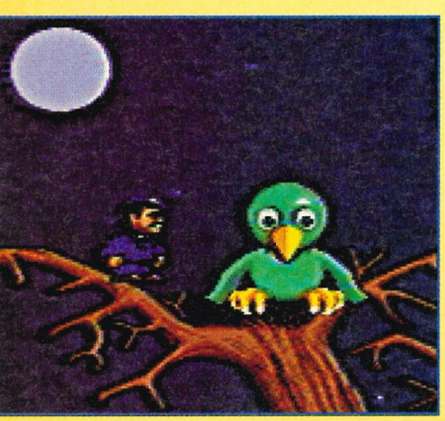
GAME BUSTERS A-Z

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 further any other way.

THE ADDAMS FAMILY

HANDY PASSWORD

Good ol' **Nathan Bridgeman** from Essex sent in this super password for Ocean's 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.



ACTRAISER

SPECIAL MODE

When you finish the game in regular mode, it is possible to select a special mode. On the title screen, move the icon below " New Game". The word "Special" appears. This will enable you to play through the game without going into the creation mode.

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.

FINAL FIGHT

HIDDEN OPTIONS MENU

Hold the L and 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

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



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.

LEMMINGS

OPTIONS

On the title screen, press and hold SELECT and press START. This will take you to a hidden options screen that allows you to adjust the controls.

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!

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.

PRINCE OF PERSIA

LEVEL SELECT

Go to the password screen and enter SPECIAL, when the game rejects it, cancel and start a game. Now pause and press B, Y, UP, DOWN, LEFT, RIGHT, L, and R. If this has been tapped in correctly, you'll hear a noise, now simply hold down START and press SELECT, to enter a level select mode.

RIVAL TURF

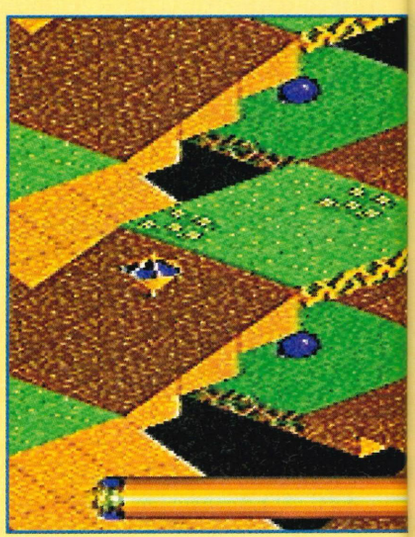
CHARACTER CONFIGURATION

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 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.



SPINDIZZY WORLDS

HIDDEN OPTIONS

By entering the password MIMICHAN, you'll access a special test mode allowing you to select which level you start on.

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 your partner in two player mode.

TIPS



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

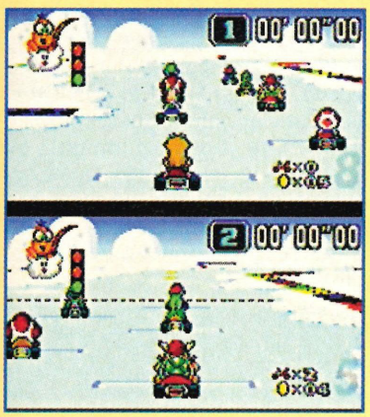
ALTER BACKDROP

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 KART

WARP ZONE

This handy button sequence transports you straight to the Special Cup Race without having to win gold on the others. Select a Time Trial race, highlight the Mushroom Cup and press L, R, L, R, L, L, R, R, and A in sequence on the joypad.

EXTRA ENERGY

When the policeman drops his gum as he enters the screen, pick it up and chew it. This will replenish your energy bar.

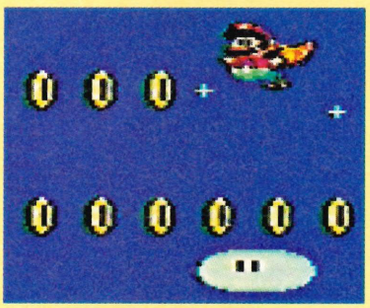
GHOST RACER

Ever fancied some harmless competition on those lonely time trial runs? Well now you can, go to the player selection screen and you'll see Mario highlighted. Press start on controller 2, and the letters "COM" will appear above the princess' head. Select the character you want to race as using controller 1, and the "COM" driver using the second controller. When you start your time trial, you'll see that the "COM" driver is a ghostly image controlled by the computer.



TURBO START

As you begin a race, wait until the first light flashes and beeps, then hold the B button, when all of the lights have gone, you'll shoot forward ahead of the pack. This tactic takes split second timing, so practice getting it right.



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.

UNLIMITED LIVES

Select a two-player game and station one of the brothers in the secret area in the Donut Plains. Get the Yoshi inside the stage and a 1-up will appear in his place from then on. Now simply use the other brother to play on through the game, and whenever he runs low on lives, have the brother stationed at the secret area send him more.

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 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 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, 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.

EXTRA CONTINUES

A handy method to obtain extra lives and continues in one player mode on Konami's classic beat-'em-up is to press START on controller 2, when you're close to dying. You can now continue as the second playing, increasing your chances of completing the game.

ULTRAMAN

HIDDEN OPTIONS SCREEN

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



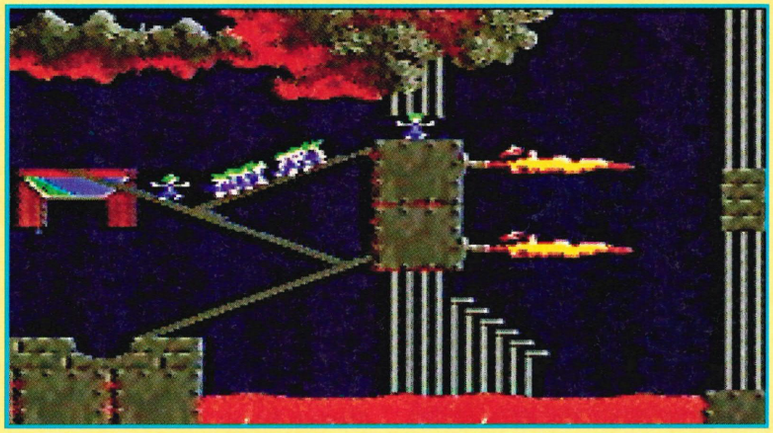
ZELDA 3

EXTRA LIVES

When you find a fairy, capture her and put her into a jar. Now when you lose all of your life, she'll rejuvenate you. You can use each fairy only once, but fear not as there are loads of them scattered throughout the game.

RYAN'S PRO TIPS HELP!

Welcome once again to my very own questions and answers section, brought to you every month with more scorching gossip than an intimate phone call with Prince Charles. Joking aside, life in SuperPro can get very lonely at times, especially those cold winter evenings spent in the office with only my trusty Apple Macintosh and a handful of RoboCop samples to keep me company, so be sure to brighten my day by ensuring that those letters keep flooding in. After all, the thought that many of our readers may benefit from my game-busting experience gives me an incentive to go on in life!



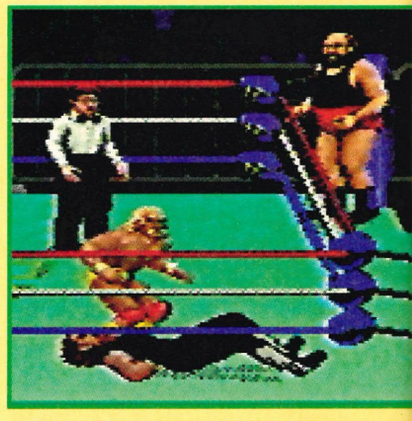
Kicking off this month is a plea from Rajesh Pabbi from Glasgow who wants to know how to get past level five on Sunsoft's cracking puzzler, *Lemmings*. Simple, all you have to do is bash your way through the pole and the rock to the right. When you come to the network structure, keep busting a path straight through it. A few Lemmings will probably stray over to the right. Rajesh also wants to know tricks for *Streetfighter 2*, and *Rival Turf*, well your luck's in, simply refer to the *Streetfighter 2* tips special printed in this issue.



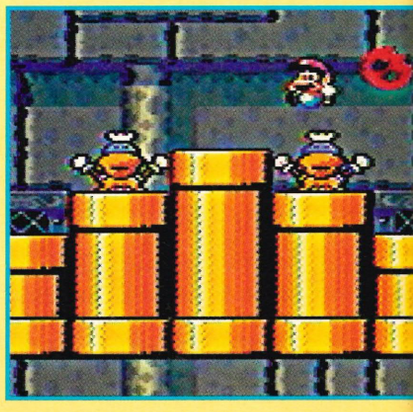
A. Kindred from Bedford wants to know how to defeat the flying vampire Pete on the final level of *Magical Quest*. Well, the easiest way to kill him is by changing into the magician and blasting him with super fireballs. Failing that, simply don't bother entering the cavern in which he dwells, simply make your way to the very top of the level, then when you come to two exits facing each other, go into the one on the left. This will take you straight to your confrontation with Emperor Pete.

Scott Renfield of Prestatyn is finding *Super Buster Bros* a little tricky. It's just as well then that's there's a secret level select technique. On the Select Game screen press L, R, R, L, up, down. A number will then appear which you can change to whichever stage you want!

The next tear-jerking plea comes from a chap called Leon who wants to know if there are any special moves in *Super Wrestlemania* such as piledrivers or tombstones. Well Leon, I'm afraid I couldn't get my grubby mits on a copy of the game to find out. As far as we know there aren't. But if anyone else knows different send in any info to the usual address, in the mean-time turn to our CES report for news on *Wrestlemania 2*!



This distant cry comes from Martyn Ransford from Kent who is desperately searching for the elusive 97th level on *Super Mario World*. I'm ashamed to admit that the Buttster cannot help, many a night I've burnt midnight oil searching in vain for this legendary stinker, so if anyone out there has even the remotest idea of where this stage is situated, don't hesitate to drop me a line.



ACTION REPLAY CODES



John Fiske from Wiltshire has just purchased a copy of the radical beat-'em-up *Fatal Fury*, and wants to know how to access some special moves. Clever John has found out how to fight as the bad guys, but doesn't know how to waste his brother using the impressive attack moves. As John's favourite character is Michael Max, here are a couple of useful combinations. To perform a charging uppercut, push left, then rotate the joypad anti-clockwise 180 degrees to the right whilst pushing the Y button. Hit left twice to evade the enemies attack, then to perform a tornado uppercut, push down, then rotate the cursor 180 degrees anti-clockwise upwards whilst pressing Y .



Mike Dawson from Hull has been having some problems with *Super Double Dragon*. Worry no more Mike. In the two-player game try and work it so that both players have just one credit, then when asked to continue press START on both controllers simultaneously. The game will go on as before, however when you lose all your lives again you'll be glad to notice that your continues have increased to 7!

And finally, *Arcana*, also known as *Card Master*, is keeping Les Green awake at night and he's asked for my help. Well Les, try this. On the good title screen press Down, Select, Select, X, Y, Select, Select, L, R, Select, Select, Left, Right, Up. Now press A (for Chapter 2), B (Chapter 3), X (Chapter 4) and Y (Chapter 5). Get some rest Les! SP

Datel's Action Replay cart proves yet again that's it's the most invaluable add-on for gamesbusting on your SNES. To use any of the codes below you obviously need to use the Action Replay cart – which of course also allows you to find codes for yourself and send them into us for a Datel T-shirt, if it's good enough! You can also phone Datel themselves on 0782 745990 (9:30am-5pm weekdays, 9:30am-1:30pm Saturday), but don't try cheating as any codes they find for phone-ins they also send to us.

AXELAY

(1) 7E005E03: Infinite Lives. Change the last digit to change the amount of lives when enabled.
(2) 7E1E620X: Start from any level, change X, i.e to start at level four enter '3', etc...
(3) 7E033002: Keeps Weapon selected even when hit by enemy bullet, change the last digit to change weapon.

BART'S NIGHTMARE

(1) 7E013D02: Unlimited bubblegum.

GRADIUS III

(1) 7E00B40D: Will give 2-way missiles at any time the Action Replay is enabled.
(2) 7E00B006: If the switch is enabled, will keep the option select over the shield ready for a new one.
(3) 7E007C03: Unlimited lives.

BEST OF THE BEST

(1) 7E0221FF: Unlimited energy. Cheers! Kevin Brackston of Andover.

JAKI CRUSH

(1) 7E1C62XX: Replace XX for the number of lives that you want. Cheers! Justin Charles.

JOE AND MAC 2

(1) 7E004202: Infinite Lives.

LEMMINGS

(1) 7E0095XX: Replace X with a number to start a level with this number of climbers.
(2) 7E00960X: As above, but for floaters.
(3) 7E00970X: As above but for exploding lemmings.
(4) 7E00980X: As above but for blockers.
(5) 7E00990X: As above but for builders.
(6) 7E009A0X: Replace X with a number to start a level with this number of tunnelers.
(7) 7E009B0X: As above but for Miners.
(8) 7E009C0X: As above but for diggers.



PARODIUS

(1) 7E00980X: X is the Number of lives required. Leave Action Replay enabled for Infinite Lives.
(2) 7E1C680X: For Extra Options. Use '3' for 3 Options, etc...
(3) 7E1DB201: Together with the below code, will give you unlimited missiles.
(4) 7E1C6602: Together with the above code, will give you unlimited missiles
(5) 7E1C6C07: When selected the next option to be selected is always shield.

ROAD RUNNER

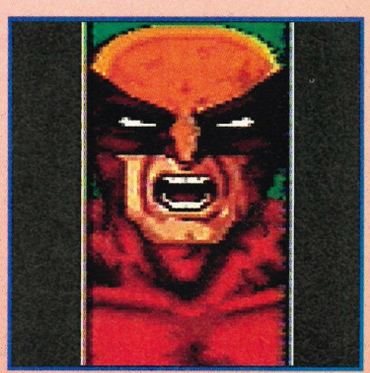
(1) 7E1F1E06: Unlimited Energy.
(2) 7E1F1D20: Unlimited Lives.
(3) 7E1F1D20: Unlimited Turbo Speed (Bird Seed).
(4) 7E1F1B7F: Invulnerable (even when Action Replay is turned off again).
(5) 7E1F1A00: Can always take damage (Harder).
(6) 7E1F1A02: Invulnerable.
(7) 7E1F8459: Unlimited Time (switch Action Replay off at the end of each level to continue).
(8) 7E1FA601: First Flag is automatically raised.

SKULLJAGGER

(1) 7E17C305: Unlimited Lives.
(2) 7E0AE50X: Replace X with a number to give you red crystals galore.
(3) 7E17C20X: Replace X with a number to give green crystals.

SPACE MEGAFORCE

(1) 7E015202: Unlimited bombs.
(2) 7E015702: Infinite Lives.



SPIDERMAN AND THE X-MEN

(1) 7E10F880: Infinite Energy.
(2) 7E010003: Infinite Lives.

SUPER STAR WARS

(1) 7E08FB03: Unlimited Lives.
(2) 7E0A7920: Unlimited Energy.
(3) 7E086E00: Need no Jawa's – just head for the sand crawler.
(4) 7E087224: Always have use of jets.
(5) 7EO11COX: This parameter is used for varying the difficulty – try loots of values (3 Easy, 6 Hard).

THE MAGICAL QUEST STARRING MICKEY MOUSE

(1) 7E02B104: Unlimited Energy.
(2) 7E037202: Unlimited Lives.

TINY TOONS

(1) 7E009E03: Unlimited Lives (energy really).
(2) 7E00B6A0: Super Dash.
(3) 7E008E04: Unlimited Lives Proper. SP

Super £

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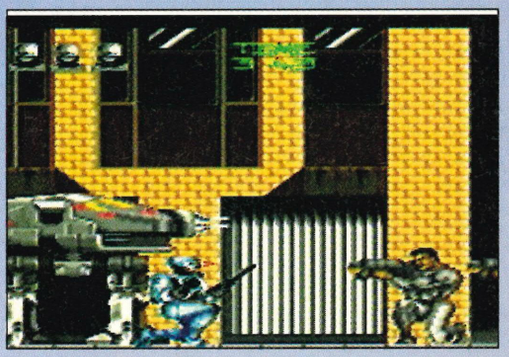


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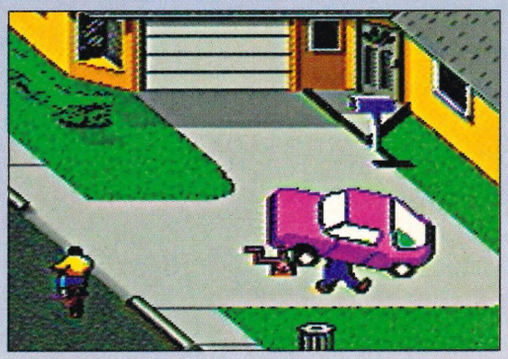


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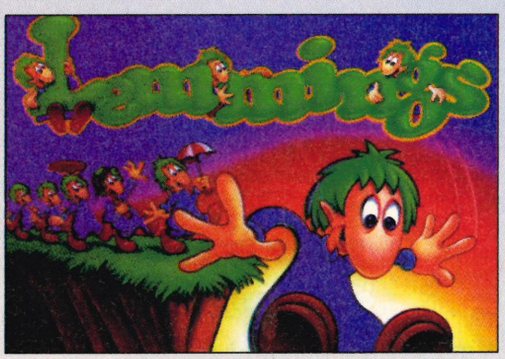


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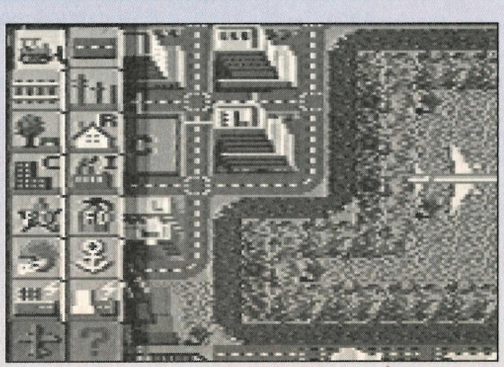
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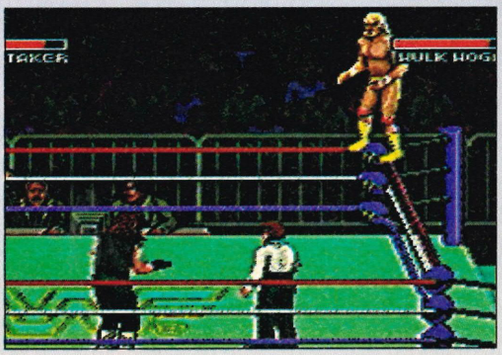
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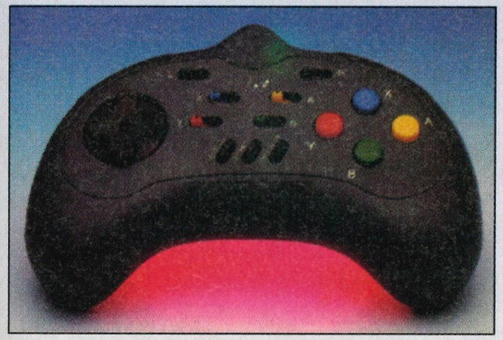


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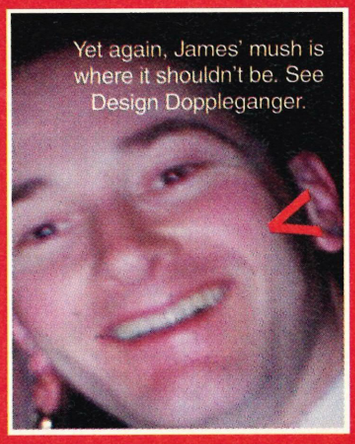
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It's been a funny old month here at the SUPERPRO offices in sunny Bournemouth. It's only my second issue as fully fledged assistant designer, yet already there's a creative tension the size of Dominic's wage slip between me and my immediate boss, dear old James. I don't know why really. True, I've been sticking a lot of backgrounds here, there and everywhere. True, my colour co-ordinations have caused controversy, but I can't see why cheerful chipper James has taken such a dislike to me. Take this spread – it's taken nearly two days, it's bright, it's in your face so to speak, but it's not bad, is it? Maybe the problem is my snipey bit of investigation on the following page about James' many appearances at the office Christmas do. Who knows though?

Meanwhile, the tension between Stu and Dave is even worse. Dave has developed a quite enormous paranoia complex; he's so fearful of big Ed's ruthless review chopping that he's hardly done anything this month (apart from moaning about his Blackadder haircut, well done Kirsty!). And as for Ryan. Well he's still recovering from his Christmas alcohol intake. Oh, and here's a quick apology to the hotel that held our bash. Soz! See you next year. No? Oh well.



Yet again, James' mush is where it shouldn't be. See Design Doppleganger.

JELLY HEAD

Dear SUPERPRO,
After reading your review of *NCAA Basketball* I decided against buying it, so I went for something else only to discover that in another SNES magazine, the same game did very well indeed scoring an amazing 90% as opposed to your negative 75%. Who am I to trust? Why is there such a big margin in scores? And it would appear that this is not the only game that appears to have been run down (*Blazing Skies* to name but a few). what is going on?
Andy Jelley, Somewhere

First off if you feel some weird need to read other mags you should bear in mind the differing review styles, some mark rather low, others – naming no names – seem to give everything a good mark! Our 75% rating for* NCAA Basketball *doesn't mean it's not worth getting, just that as the review text made clear it worked well as a sim but was a bit complex to succeed with non-basketball fans. For sheer playability* NBA Basketball *(90%, SUPERPRO 3) is much better. As for* Blazing Skies*, however generous the reviewing policy we don't see how this duffer could get a positive review. I think anyone who's bought it will know which mag to trust!





WHY, OH WHY, OH...

Dear SUPERPRO,
Firstly, congratulations on an absolutely brilliant mag . It's one of the first SNES mags I've ever seen that devotes the majority of pages to reviews. If only all magazines would do that!

I have only one small gripe though ***(Oh dear, picture this letter being slowly crumpled up, readers)***,that is the use of black and white screenshots on some reviews ***(Bugger)***. It's almost impossible to judge how good the graphics are, mainly because of the SNES's amazing use of colour!

Anyway, the main point I'm writing to complain about is the way software companies try to copy successful games . For example – *Final Fight* and *Rival Turf*. *Rival Turf* is a blatant copy of *Final Fight*, even the characters names are the same! I could just imagine a beat-'em-up fan who owns *Final Fight* going to a shop and buying *Rival Turf* thinking it was a great new beat-'em-up, only to get home and find they are playing a cheap, bad quality version of *Final Fight!* ***(This sounds like one of those, "it wasn't me, it was a close friend" agony column letters. V. Sad).*** I understand that with every successful game there's bound to be a few spin-offs. But what I don't understand is why they have to copy. OK, I agree with trying to rival a good game with something better, but what I don't agree with is making a similar, lower quality game and hoping that unsuspecting gamesplayers buy them because of fancy packaging or good advertising.

Unfortunately, no matter how much people complain, this sad situation will continue to happen, with software companies not worried about their reputation, but more about the thickness of their wallets.

If any software companies are reading, come on, give us a game which is new, exciting and perhaps... just for once... original?
Eddie Wollocks, illegibility (UK)

Dear Eddie boy, it's a sad fact of life that while some things are produced due to sheer inspiration, most are made to pay the rent. Originality is risky and few companies can afford it. Besides* SFII*'s success rests not only with a few original ideas – developed for the coin-op, after all – but with CAPCOM having the resources to pay for lots of programmers, graphic artists, musicians and a 16Mbit cart to ensure a great conversion.

Smaller companies can only afford limited development time and if the game's not that good they're still going to release it because people will buy it. The more money than sense syn-



WHY, OH WHY... Beat 'em ups anonymous - can you spot the difference? Mr Eddie Wollacks certainly can't.





drome – and maybe the company's next game will be better. It's also worth remembering that in truth few original games sell that well when compared to even a banal beat-'em-up.

In a perfect world perhaps no bad games would be released, but when Nintendo was stricter about which games appeared fewer companies wanted to risk writing games for them. Nowadays there's a lot more rubbish about, but there's also a lot more originality – sadly I don't think you can have one without the other. And at least it keeps us in work, trawling through the dross of hurried, under-developed and misconceived games in search of those that by virtue of development money spent, and/or inspired originality, deserve your money.

FE-MAIL!

Dear SUPERPRO,
I would like to congratulate you on a sensible mag for Super NES owners. But I would like to reply to letters in the Xmas edition.

1- Game Boy owners shouldn't be included in this mag because as it says on the cover, THE ESSENTIAL GUIDE FOR ALL SUPER NES OWNERS. Not Game Boy. I will personally stop buying the mag if it is to be multi-format.

2- Employ females. Whatever happened to equal opportunities? Is there a vacancy as I am a female.

3- A game is only as good as the person playing it. I have several games, including *Final Fight, SFII* (which I found foul, not my cup of tea at all), *Top Gear* and *Mario Kart*. All had brill reviews but they are really quite feeble. Are they using the SNES to it's best? I don't think so.

4- Are the readers of SUPERPRO in it for laughs or for some serious advice? A joke page? Now that's a joke.

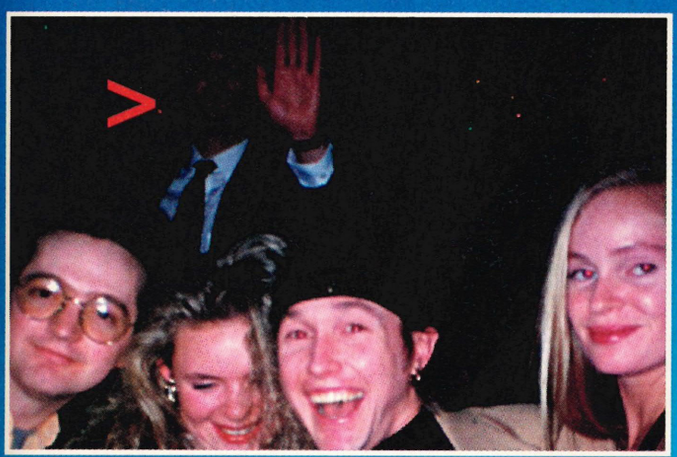
5- Why don't you give carts away to star letters? Or vouchers, say a fiver at Woollies or Currys so that writers can get carts cheaper? For all that effort we put into letters we deserve something. Let's face it, without readers you're done for.

6- As to Mr. Greedy in the Xmas ish, my brother is a Sega owner and he loves it and thinks that my SNES is slow with icky graphics, so it just goes to show, each to their own.

7- Why do you put temptation onto people to call those ridiculous phone lines? Parents everywhere must be wild when they find out their kids are making calls charged at extortionate prices. Let's face it, what sensible parents would waste money on 0891 numbers with the slim chance of winning? Kids don't ask, they just do it.
Ms T Cadle, Somerton

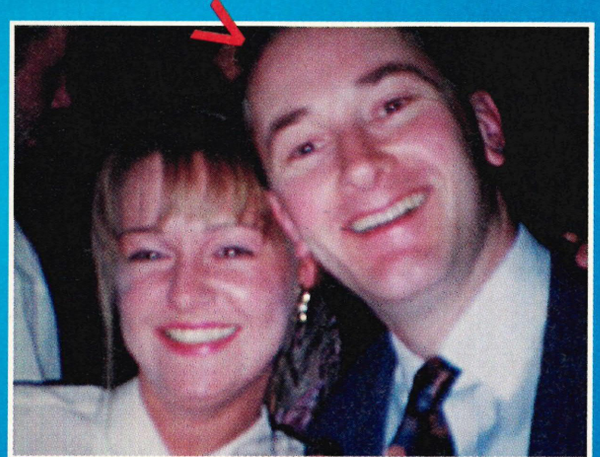
Dear Ms T, thank you for writing, but please, work on the handwriting. OK ?

1- The jury's still out on the Game Boy section. But for the record we're not suggesting becoming a multi-format mag









Paragon's Christmas do had a tinge of the paranormal to it, as several eyewitnesses later reported bizarre sightings of a smartly dressed, effervescently cheerful and thoroughly inebriated James Hicks lookalike appearing at times it seems, *in two places at the same time*. This doppelganger was, miraculously, captured by Karen's dextrous index finger (and her camera), allowing you, the reader, to marvel at this faintly Australian freak of nature, appearing in *every single photograph taken...*

DESIGN DOPPELGANGER HAUNTS PARAGON PARTY



with full Game Boy reviews alongside SNES ones. Rather we thought brief news about the latest releases might be of interest if enough of you lot had Game Boys.

***2- There aren't any vacancies here at present, but we're certainly not sexist. In fact if you send in a glossy 10" by 4" of yourself (preferably scantily clad) we'll pin you on our wall and intelligently assess your possible assets.* (He doesn't mean that, he's just had a warped childhood, honest – Ed).**

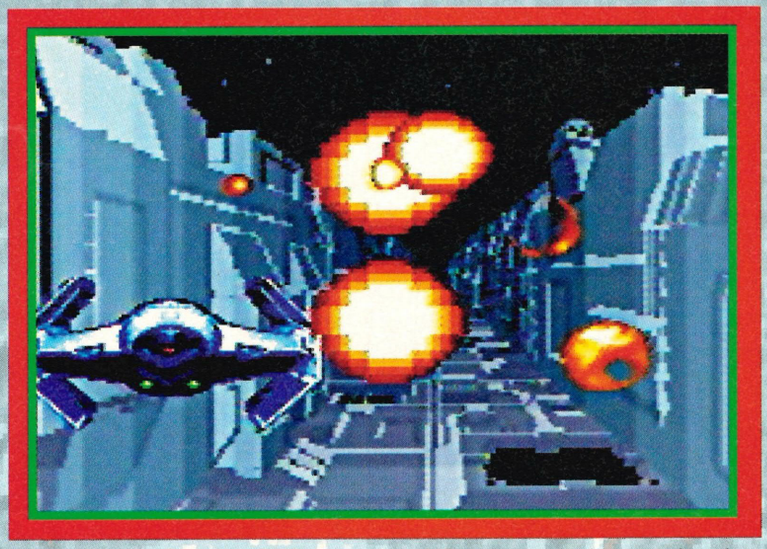
3- "A game is only as good as the person playing it" ???? I don't quite understand your point here, but I'm sure it's very interesting. As for* Top Gear *and* Final Fight, *neither got rave reviews with us!* Mario Kart *and* SFII *are perhaps only as good as the two people playing them – even people bored by fight games usually like* SFII *as two-player fights are so good!

4- I find a bit of a giggle along with the seriously useful information is highly desirable. The joke page won't materialise until somebody sends us one though.

5- This very month sees someone winning an expensive cart as reward for their fascinating scribblings. Slightly better than a fiver voucher for Woolworths I think. Unfortunately, it's not you.

6- Hit your brother. For me.

7- Phone lines are pricey, but there are some good prizes too, in all cases though people should check with phone's owner before using it. And now our next letter...



SNES THERAPY

Dear Crew,
Congrats on a superb read but as from Jan I shall be going into hospital for a detoxification programme. It's nothing to do with heroin, it's five years of amphetamine abuse. After the detox I'll have to go through psychological evaluation because I now suffer from paranoid psychosis. As I have damaged my central nervous system that is where the SNES has come in handy, as I'm scared to go outside. At the moment, the G.P. is giving me 80mls of Methadone a day and twenty 10ml valium (Diazepam). Luckily the hospital said I can take my computer and a portable TV into the ward as I could be in up to a year.

Just about a year ago, when I knew there was a problem, I took a psychology course and came top of the class as I have always been interested in the mind. I even had a three year course starting in September '92 but my psychiatrist stopped it and said that it would make it worse.

Over this Christmas I met some boy called Sean who was buying a six-track mixing system I had advertised. As we were talking he started boasting about how he was going to take speed and ectasy this Christmas so I sat him down for two and a half hours and told him my story. He now comes around regularly to play the computer with me. He has now promised not to touch anything drugs wise.

When I saw my drugs worker she said my SNES would be ideal when I get out of hospital to take my mind off things and stop temptations coming back. The hospital is called The Maudsley Hospital in London. It's patron is Princess Anne and someone else famous. I don't even know why I'm writing you this letter, but the one good thing is that the SNES has done it's job and cheered me up.
One more thing – if you get a copy of *Super Star Wars* please send it to me and I promise to send you the money. Scout's honour.

All the best and be lucky.
Steve, Sussex
PS A SNES beats speed raves and ectasy hands down.

This is getting to be like Radio One's Our Cart! – but congratulations Steve. Drop us a line so we know where you are and we'll see what software we can get you.

Mind you, you were lucky to be awarded Star Letter, as the following slice of astute observation and intellectual enlargement has been warming my breast pocket all week...

MORE MARK ...PLEASE?

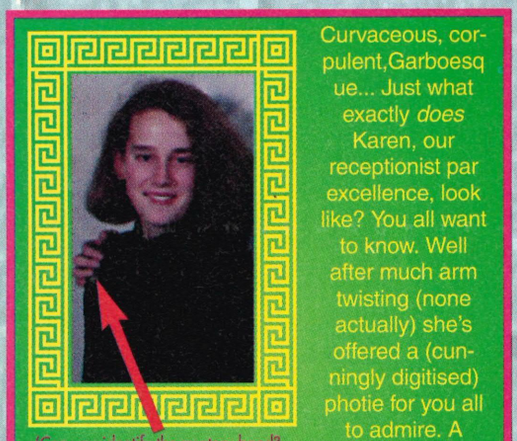
Hello SUPERPRO,
Why don't you just stop taking the constant mickey out of each other. It's not funny or hard and it really gets on my nerves. You seem to have Mark (seems like a nice bloke to me) Wynne as your main target with comments in the last issue including "the dreaded fang dog is almost as ugly as Mark and a billion times stronger" and "Watch out for those, they're a real pain in the back. I call them 'Marks'. Avoid at all costs". and "Isn't Wolfie the saddest creature you ever met, apart from Mark" and ***(etc, etc, all these quotes are from just one article, Dave's* Road Runner *(splutter, cough, ahem) tips (see euphemism, see useless))***. You also said that Mark is as graceful as Bernard Manning and that he liked to dress up as the fat tart at the end of the game. Now I could go on writing from the rest of the mag but I won't. I will say however that I think Mark does the best reviews and I also noticed he does the most.

Please don't get me wrong, I think the mag is the best one available for Nintendo (or even consoles in general). Instead of slagging off Mark Wynne, slag off the Sega.
Tom Winder, W Yorkshire.

DAVE'S RESPONSE
Dear Mark, um, err... I mean Tom. Thank you ever so much for your mature, enlightened and much too sensible letter. But to be honest if you read the whole mag you'll find that it's not really about computer games at all. Rather it's a clever interplay of hidden sub texts cleverly interwoven to form one huge lexical battle between Daft Mark and I. Indeed the quips to which you refer must be taken as a reply to letter the writer extraordinaire's remarks on pages 44-46 SUPERPRO 2. (And thank you questionnaire responder FEE FEE THE MOO (who thinks I'm 'topps'!).

Has he finished? "FEE FEE THE MOO"? What? I liked your letter, Tom boy. You're a top person (as Dave would say). As you may have noticed, I'm no longer doing much writing for the mag, as I'm busy making James cups of tea, but if enough people wrote in to praise my laconic wit and sophisticated word-play, I could return.

Sorry there weren't many T-shirts given away this month, but the letters just aren't up to scratch as yet. What I want is more pictures, more thoughtfullness and more piccies of yourselves. Let's get some interaction here readers. So get your ugly mugshots and scribblings sent in to me, dashing Mark, sharpish, at *SUPERPRO*, Mark's Letters, Paragon Publishing, 5th Floor, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. See you next month! SP



(Can you identify the mystery hand? Offers on a postie card please).

Curvaceous, corpulent, Garboesque... Just what exactly *does* Karen, our receptionist par excellence, look like? You all want to know. Well after much arm twisting (none actually) she's offered a (cunningly digitised) photie for you all to admire. A more revealing photo next month, perhaps?

KEEN ON KAREN

WIN THE FUTURE... NOW!

A SONY MINI-DISC MAN AND 5 EA GAMES!

Electronic's Arts domination of the Mega Drive seems set to extend SNESward with a host of releases lined up. The Las Vegas CES saw its allocation of SNES titles doubled and there are even plans for the company to import other firms' games to the UK.

Already in development, EA has a conversion of the hugely successful Mega Drive racing-cum-beat-'em-up *Road Rash*. *Super Road Rash* will feature all *Road Rash 2*'s improvements – like a split-screen simultaneous two-player mode – and yes it will use Mode 7!

Other EA titles to come include *Adventures of B.O.B.* (see page 8), a sequel to *Desert Strike*, and at last the UK releases of Stateside hits like *PGA Tour Golf* (see page 87), Pro-Golder *Desert Strike* (March/April), *NHLPA Hockey* (March/April), *John Madden Football '93* (March/April) and *Bulls vs Lakers* (see page 84).

Just in case you'd somehow failed to take notice of this formidable product line-up EA have splashed out on a snazzy competition prize, nothing less than a portable Sony MiniDisc player. This stunningly hi-tech piece of machinery crams near CD-quality sound into a 3" MiniDisc using more sophisticated electronics than you could swing a stick at. MiniDisc is Sony's attempt to replace boring old cassettes with a new recordable digital format.

To win yourself one of these revolutionary machines – or maybe one of five runner-up prizes of an EA cart of your choice – all you have to do is answer three easy-peasy questions.

THE QUESTIONS

1. What helicopter stars in *Desert Strike: Return to the Gulf*?
A. A Sikorsky Blackhawk.
B. A Westley SuperPanda.
C. A Hughes AH-64 Apache.

2. Who won last year's NBA Basketball Finals?
A. LA Lakers
B. Chicago Bulls
C. Bournemouth Beer Bellys

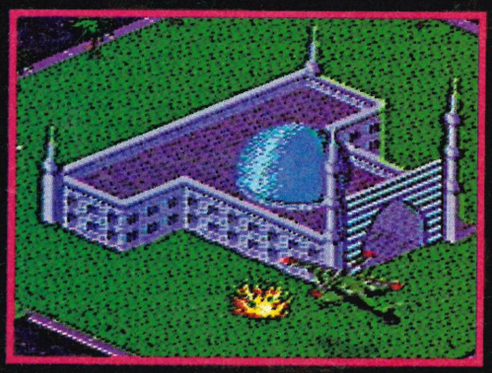
3. If you set fire to B.O.B. what's the only bits not incinerated?
A. His false teeth.
B. His eyes.
C. His T-shirt.

Now just scribble the answers – neatly please – on the back of a postcard or sealed envelope and send them to the EA Future Comp, SUPERPRO, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF. The competition closes on the 28th of April so make sure they get here before then! And remember, the editor's decision is final.









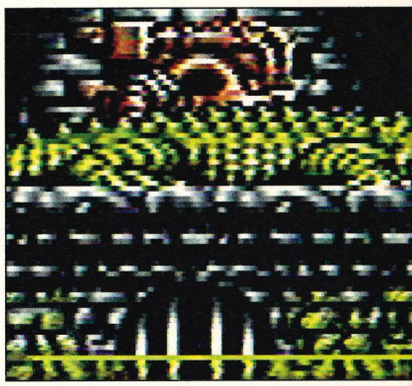
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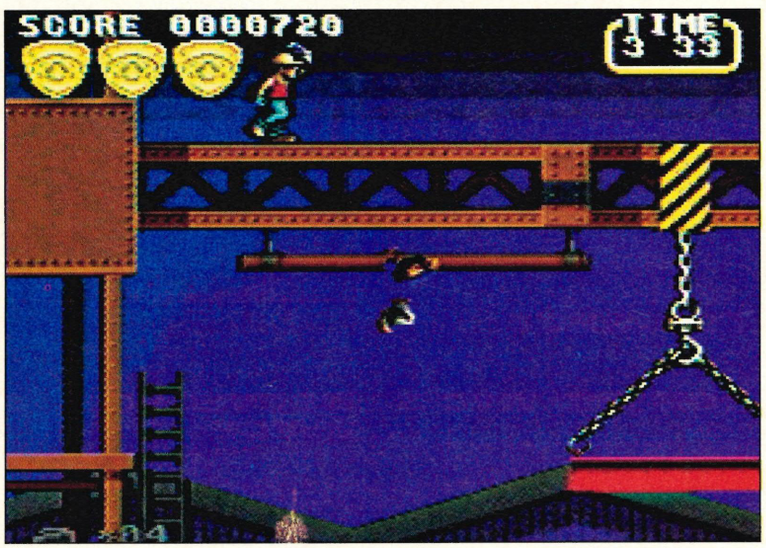
REVIEW

OFFICIAL

LETHAL W

It's a well known fact that previous film tie-in games have always fallen considerably short of the mark on the SNES. *Hunt for Red October* failed to make a splash, *RoboCop 3* was a complete cop-out, and the less said about the *Home Alone* games the better! So, bearing in mind the previous run of cinematic disappointments, it would seem that the odds were stacked against Ocean's attempt to convert one of last year's hottest films So we sent our very own Ryan "Coke and a smile" Butt deep undercover to track down the game's pros and cons.





Following up a tip off at the local docks, Riggs attempts to infiltrate the criminals hide-out as they prepare to smuggle their illegal consignment of drugs ashore (above). Riggs attempts to keep a cool head whilst swimming alongside several sharks (below).



Lethal Weapon the game is based upon the trilogy of big screen films of the same name. They feature two of the craziest and mismatched cops ever to hit the streets since Morse and Lewis! Riggs and Murtaugh are out to clean up the streets of Los Angeles, disposing of drug smugglers, terrorists, criminal organizations and bomb scares by not always entirely legal means.

The action in *Lethal Weapon* is stretched across four different missions that can be tackled in any order before you progress to a special fifth mission. The first mission has our two courageous cops snooping around the docks in search of international drug smugglers who're unloading a large consignment of illegal goods as we speak. You must fight your way through their snipers and eventually seize the goods and dispose of the gang accordingly. In the second mission, you must locate a series of bombs planted in the city sewers, however time is against you.

Mission three has the dynamic duo dealing out justice in a shopping mall, where you must successfully deal with terrorists and diffuse a bomb. In the fourth mission, you must rescue Leo Getz who is being held hostage at a nearby office complex. If you manage to carry out all four missions successfully, then you'll be granted the go ahead to proceed with a special undercover mission, to track down a corrupt ex-police officer.

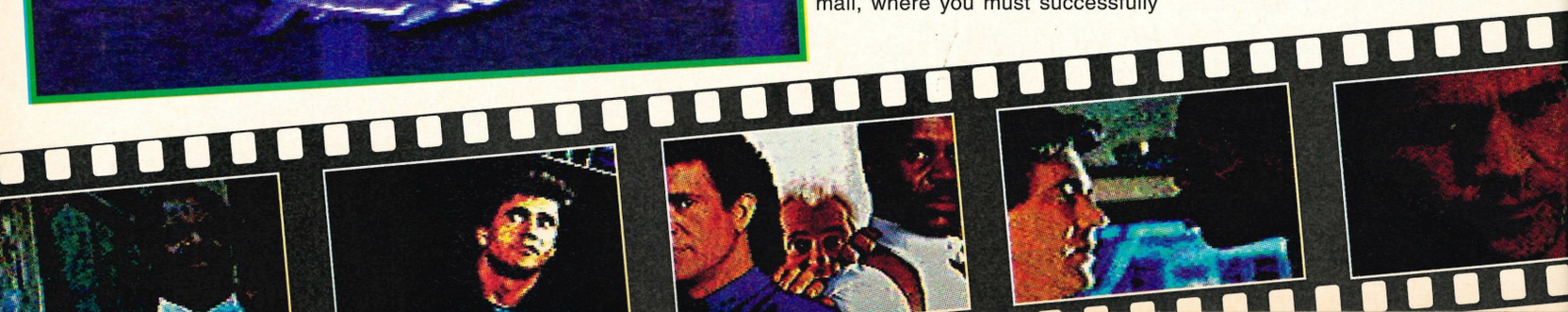


PRO TIP

Enter this code in your action replay cart for infinite bullets: 7E021E66.

You can take control of either Riggs or Murtaugh when attempting each mission. Both cops are equipped with pistols which have only a limited amount of ammo, so use it wisely. If you run out of bullets, you'll have to rely on karate kicks to protect yourself against the villains until you can collect more bullets.

The game's format is a rather strange mix of platform action and fierce gunplay. The sprites are tiny but mean-looking in a way you don't expect of this game format. To be honest their size, and lack of quality animation, is disappointing – especially after the slick movie pics which open the game. However the movies were themselves an odd mix of violence and humour, and the



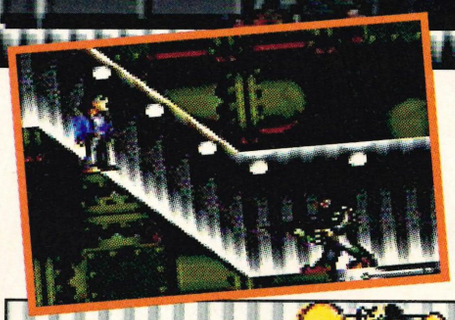
REVIEW

OFFICIAL

WEAPON



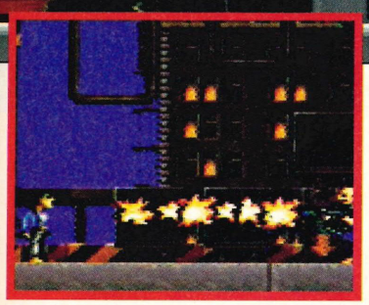




It's amazing what some people flush down the toilet (above left)! Deep within the tube station, Riggs must overcome the heavily armed Libyan (below).







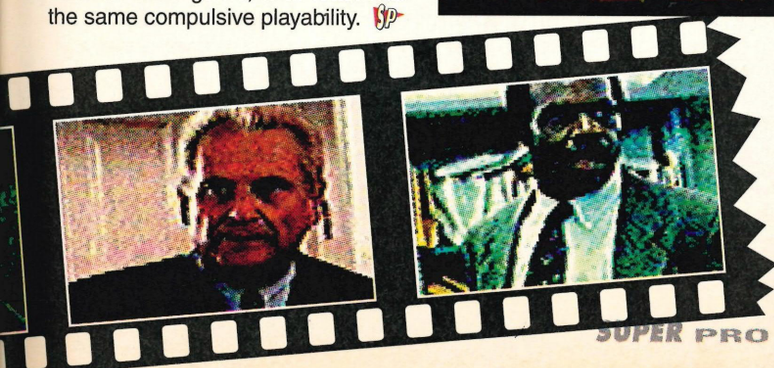


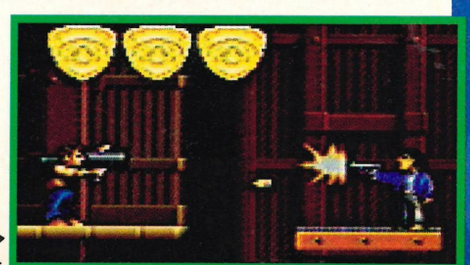
Murtaugh dons his trendy tracksuit to fight crime in the city's shopping malls, what a rogue (above)! Below, the fourth level.

game's soundtrack is quite good with some digitized speech from the movie – albeit very quiet!

Lethal Weapon is basically one of those hideously challenging platform games that while offering little new provide tons of gameplay. The ability to choose which order you try to complete the four missions in is a good idea, which helps cut down the irritation of retrying some very tough levels, and the backdrops are both varied and generally quite good. For fans of the movie it isn't a bad buy and while it doesn't look much better than an NES game, it at least has the same compulsive playability.







LETHAL WEAPON™

Publisher: **OCEAN**
Tel: **061 832 6633**
Price: **TBA**
Out: **MARCH**

Players: **1**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Five (count 'em) levels brimming with non-stop action.**

CONTROLS

- ▲ Climb up.
- ▼ Climb down.
- ◀ Walk or run left.
- ▶ Walk or run right.
- X No function.
- Y Shoot or roll.
- A Kick.
- B Jump.
- L No function.
- R No function.

PROS: Nicely detailed graphics and sampled speech. Excellent tunes. Challenging levels, even on easy mode.

CONS: Fairly repetitive gameplay, no two-player game. The intros are also far too long.

GRAPHICS	74
SOUND	85
GAMEPLAY	70
LONGEVITY	78

PROSCORE **76** SCOREPRO

PRETTY GOOD BUT NOT EXACTLY LETHAL!

Thanks to VIDEO GAMES BOX (0425 616705)

REVIEW

OFFICIAL

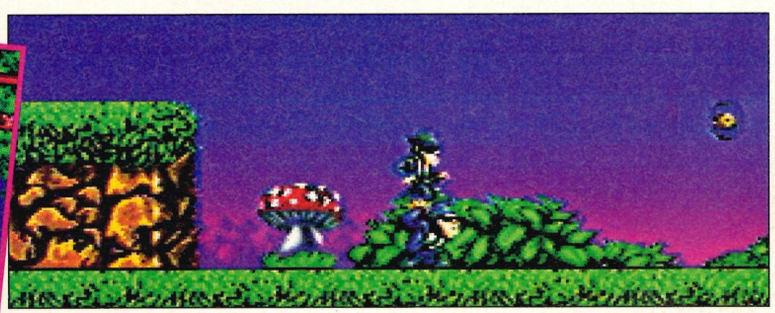
BLUES BRO



As cult movies go, *The Blues Brothers* was one of the all time classics. The combination of Akroyd and Belushi's talents provided an unbeatable mixture of comedy and action that, even to this day, has yet to be matched. For these legendary characters to be immortalised on the SNES might seem like sacrilege to some people, so Ryan "Rawhide" Butt checks out this continental release.

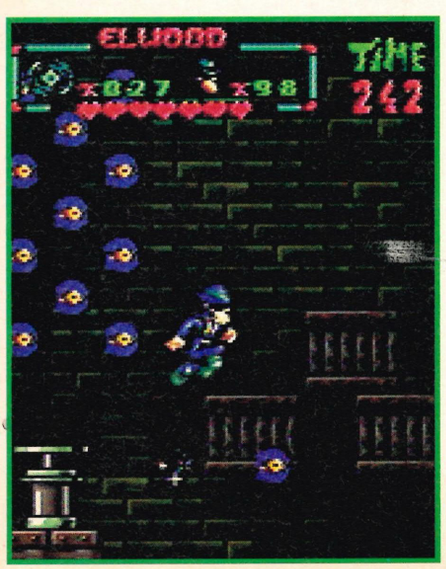








The two-player mode (above right) easily provides the most fun, as you piggy-back each other out of (or into) danger. All the sprites are impressively animated, and those tunes!



The movie had Jake and Elwood Blues (those lovable Hoodlum twins searching for redemption), setting out to locate and re-enlist the members of their defunct rhythm and blues band in order to fulfil a " a mission from God". With their childhood orphanage facing closure, the dynamic duo set about raising funds to save this vital piece of sentimental architecture. Thus was created the plot for a film with some of the best one liners and car chases ever witnessed on the big screen.

The game takes rather a sharp diversion from the film's story line, the action begins in a rather hostile landscape but not the local prison, it's actually a field! In this case, the hostility doesn't come from the law, but from strange creatures not like anything seen on Earth. You must fight through these characters to get to various gigs – represented by jukeboxes.

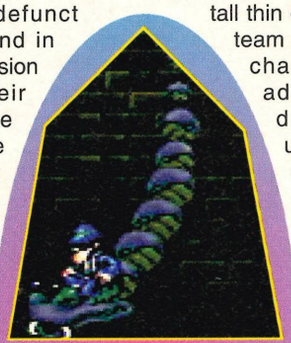
You can choose to be either Jake (the short fat one), or Elwood (the tall thin one), or use both if you team up with a friend. Each character has his own advantages and disadvantages; unsurprisingly Elwood can jump higher.

You must guide your chosen crusader through various levels of platform action ranging from warehouses to sinister-looking lock-ups. Hidden on each level are useful objects such as extra lifes, extra energy, records (that can be thrown at the enemy), and best of all musical notes. Collect one of these and you will restart at that particular point on the level if you die.

Being a huge fan of the film, my jaw certainly dropped when I saw what Titus had done to one of the most promising film licenses ever. The prospect of a *Blues Brothers* game caused my mind to buzz with all the possible sections of the film that could be included, such as the spectacular car chases to name but one. Instead the programmers have opted for a fairly simple platform style game with no real originality. Having said that, this game boasts some nice cartoon style graphics. Each character has been beautifully portrayed in true comic style, with the emphasis on each of their most striking features. Each brother glides or waddles along exactly as you would imagine them to. There are plenty of humorous touches included to add spice to the game, such as food that transforms you (Incredible Hulk-style) into a super muscle-man. When armed with such strength, you can run, jump, and climb better than ever before.

Blues Brothers makes good use of the SNES's colour palette, with strikingly attractive landscapes and scenarios, however, the colour scheme can be a little harsh on the eyes after several hours' play.

Undoubtedly the best feature about *Blues Brothers* is the music. From the moment you switch on your pride and joy, your ears are



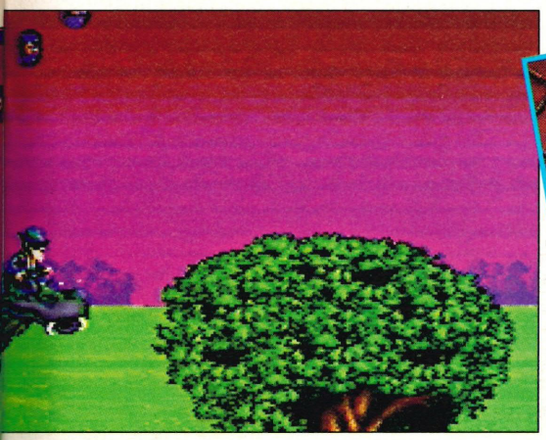
PRO TIP

At the Denver concert collect the eleven extra lives, then kill yourself to go back to the start of the level and collect them again. 99 lives are yours!

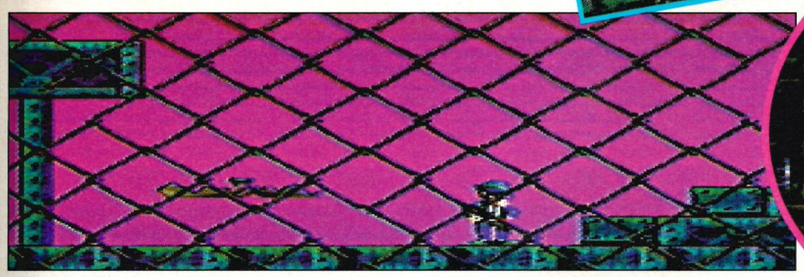
REVIEW

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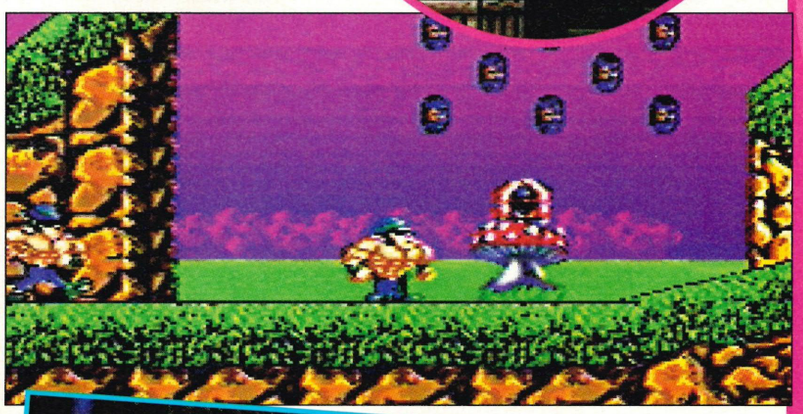
OTHERS









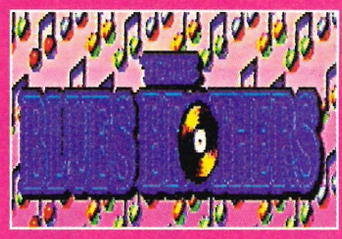




greeted with probably the best soundtrack ever to accompany a SNES game. With the funky rendition of the Peter Gunn Theme blasting out of the speakers, the scene is set perfectly for the game that awaits you. Don't think that the audio treat ends there, as there are also excellent in-game tunes and sampled speech to really keep you on the boil!

At first, *Blues Brothers* seems great, with so many good points going for it how could there be room for slip-ups? This question is answered after a few games, when the ever menacing tedium monster rears its ugly head. It's not that *Blues Brothers* isn't playable, but after a while the immense difficulty, dodgy collision detection and frustrating levels becomes a little too much. And two-player mode is even worse with players bumping and scrolling each other off-screen time after time. It's very little consolation that an easy level usually follows a hair-tearingly difficult one.

This is an unimaginative attempt to capture the movie's atmosphere with repetitive levels, and immense difficulty. A classic example of try before you buy! SP



Publisher: TITUS
Distributor: BANDAI
Tel: 0329 822565
Price: £44.99
Out: NOW

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

CONTROLS

- Climb.
- Climb down, duck.
- Walk left.
- Walk right.
- X — Throw record.
- Y — Walk faster.
- A — Throw record.
- B — Jump.
- L — No function.
- R — No function.

PROS: Mind-blowing sound, humorous graphics and highly challenging.
CONS: Frustrating gameplay, repetitive levels and no password system. Simultaneous two-player mode is even more frustrating with players getting in each other's way rather than helping each other out.

GRAPHICS	79
SOUND	90
GAMEPLAY	70
LONGEVITY	75

PROSCORE

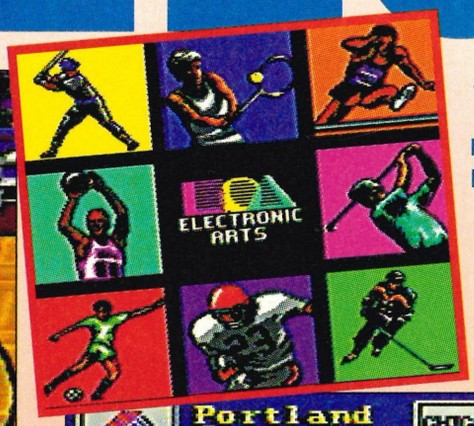
71

SCOREPRO

A MUSICALLY EXCELLENT GAME WHICH IS GUARANTEED TO GIVE YOU THE BLUES!

BULLS VS



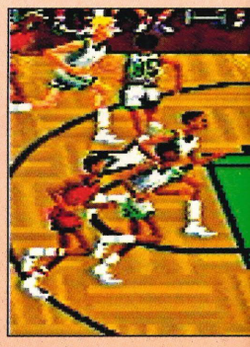


The teams line up for the opening knock-on (right).A player lines up for a free shot (far left). The attractive team selection screen (below)."Air Jordan" (below right).









Don't you just hate it when you've stolen the ball from you opposition, you dribbled it past every possible defender, you line up your shot, and then the ref blows the whistle and charges you for some violation you've never even heard of? If the answer is yes, read on for Ryan's complete rundown of the do's and don'ts of basketball.

Fouls. your team will be awarded will free throws if: Your player's fouled whilst shooting, and the shot misses (2 throws): He's fouled whilst shooting and the shot goes in (1 throw): On the 5th team foul he's fouled when the defensive player reaches in (2 throws).

When your controlled player wants to pass, fake a shot or shoot the ball and he stops dribbling – basically once he is stationary – he cannot start dribbling agin otherwise he gets called for traveling.

Whilst running with the ball towards your opponent's basket, avoid barging into a defensive player, otherwise this will result in a charging offence. When the player or the ball leaves the court then the ref will instantly call an "Out of Bounds" and possession will go to the other team.

Try to avoid passing back over the halfway line whilst making a dash for your opponent's basket, otherwise you'll be charged with a backcourt violation.



REVIEW

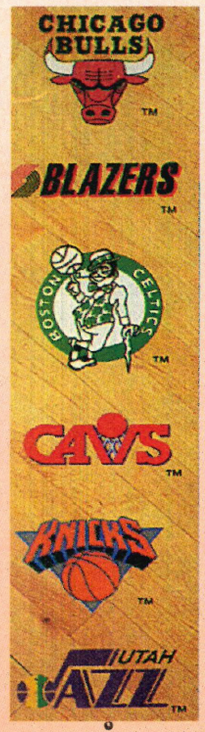
OFFICIAL

BLAZERS





EA's reputation for producing accurate and playable sports sims just seems to grow ever stronger. With *Bulls vs Blazers* being the latest addition to the EA Sports Network, it would seem that these software giants can do little to tarnish their reputation for producing winners. Ryan "Magic Man" Butt dons his Reeboks to see just how realistic EA's rough and tumble look at basketball really is.



There have been a fair few basketball simulators on the SNES in recent months, so EA would have to come up with something pretty special to make *Bulls vs Blazers* stand out from the competition. However with EA's unique dedication to incorporating vast elements of realism into their games, the prospect of whether or not this game would live up to their previous standards was never in much doubt.

Bulls vs Blazers is based on last year's NBA finals in which the Chicago Bulls emerged as victorious defenders of the NBA crown against the Portland Trailblazers. The NBA finals consist of the top two teams of the season battling it out on court to become overall champions.

Bulls vs Blazers not only gives you the opportunity to re-live that intense meeting, but it also allows you to take control of the the other big teams in last year's season. And all the big name players are here too, ranging from up-coming superstars to the legendary veterans each with their own unique stats.

The rules of basketball are relatively simple, a team of five players must pass or dribble the ball into their opponents half of the court. They must then attempt to score points by shooting the ball into the basket situated ten foot from the ground. The points awarded for a 'basket' range from two to three depending on how far away you shoot. The game is split into four periods consisting of a certain time limit. Thankfully, *Bulls vs Blazers* comes complete with an extensive instruction booklet explaining in detail the origins of the sport, and everything else a newcomer would need to know in order to get in to the game. If your knowledge of basketball is limited to a brief glimpse of the Americans thrashing all opposition at the Olympics, then this booklet is a definite must.

Like other games in the Electronic Arts Sports Network, *Bulls vs Blazers* has pre-game,

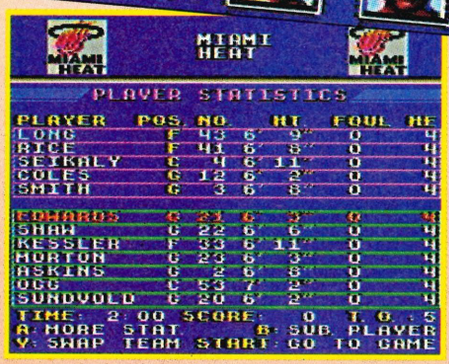
Try not to stay in your own half for more than 10 seconds, otherwise it's an instant 10 second backcourt violation for you sunny Jim!

At the start of a new period, or when the other team has scored, you have 5 seconds to pass the ball from your baseline. Fail to do this and it's a 5 second inbound violation. From the moment you inbound the ball you have 24 seconds to get off a shot. If this is done you reset the 24 second shot clock (situated in the centre at the foot of the screen).

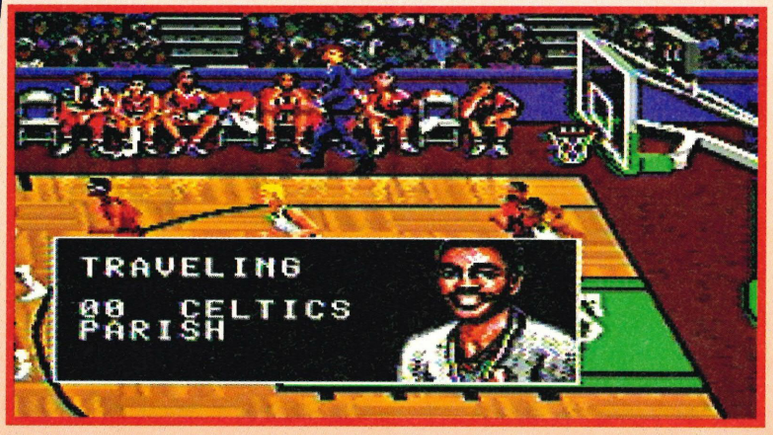












Above we see some of the eye-catching pre-game player stats screens. A lanky Celtic slams the ball into the net using some of the ol' Jordan magic (below).



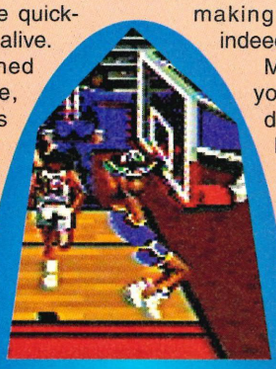
post-game and end of period commentary by a typically yanky sports correspondent. There is also a great action replay mode, so that you can re-see those slams frame-by-frame, if you want.

Bulls vs Blazers is indeed a highly polished and exceedingly well presented game, there's even a stressed-out manager nervously pacing the sidelines, and ecstatically jumping in the air when his team scores!

The graphics are generally good, nicely drawn with well-detailed backdrops and smart intro screens. However the players are a little hard to tell apart and animation isn't as smooth as Tecmo's *NBA Basketball*.

More impressive is the thumping Rob Hubbard soundtrack which really helps to bring the quick-fire action of the sport alive. The music can be turned off during the game, which is an added bonus because it gives you an opportunity to listen to truly outstanding sound effects. To say that the sound effects were realistic would be a gross understatement, the atmospheric crowd noises, squeaking trainers and the pounding of balls rebounding off the backboard are perfect in every respect. Honestly, if you close your eyes your could actually be there!

Sadly gameplay doesn't quite match the sonics. For some reason the action plods along at a very slow pace, far from being the fast non-stop action we all know and love. The severe slowness combined with the difficult control method make *Bulls vs Blazers* a very difficult game to get into. The prospect of running straight up to the basket and slamming the ball home is made overly difficult by the fact that you can only pull-off the complicated moves depending on where you're positioned in relation to the opposition. Also the chances of you ever reaching your opponent's basket un-marked is very remote, making scoring very difficult indeed.



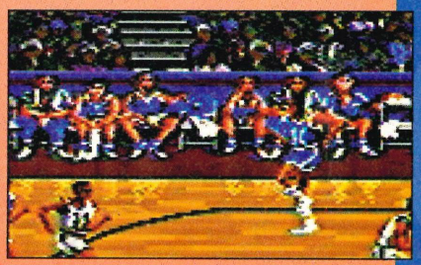
PRO TIP

Practice makes perfect – get the hang off using the marquee shots before you enter the tournament.

Moving the ball around your team-mates can be done with relative ease, however trying to steal the ball from the opposition is a tiresome task that often ends in failure and the other team scoring.

The wide range of options and modes of play make *Bulls vs Blazers* a very involving game to play, which will undoubtedly keep die-hard fans of the sport going for months on end. However, for a newcomer, this version may be a trifle complicated and not as playable as *NBA Basketball*.

The two-player mode offers some enjoyment, but on the whole, *Bulls vs Blazers* is a game with great potential that is sadly let down by too much attention to detail and not enough gameplay. SP



ELECTRONIC ARTS® PRESENTS
BULLS VS BLAZERS
AND THE NBA PLAYOFFS™
NBA ©

Publisher: EA
Distributer: EA
Tel: 0753 549443
Price: £44.99
Out: MID-APRIL

Players: 1-2
Skill Levels: 3
Cart Size: 8Mbit
Save Game: Password.
Features: Unique star player moves.

CONTROLS

- ▲ Move up.
- ▼ Move down.
- ◀ Move left.
- ▶ Move right.
- X No function.
- Y Marquee shot, block.
- A Jump shot, steal.
- B Pass, switch control.
- L No function.
- R No function.

PROS: Excellent sound and presentation, plenty of options available. Star players have their own animated style for scoring which adds to the realism.
CONS: Repetitive gameplay, dodgy control method, too slow, difficult to get into.

GRAPHICS	82
SOUND	90
GAMEPLAY	78
LONGEVITY	80

PROSCORE
79
SCOREPRO

NOT UP TO THE COMPETITION!

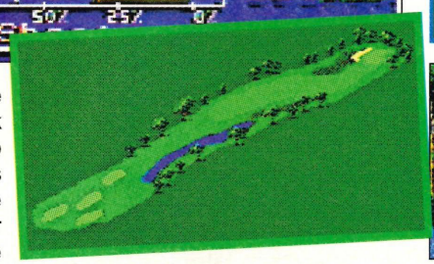
REVIEW

OFFICIAL

PGA TOUR GOLF

This is a real veteran of the golf tour, first appearing on a host of home computers before being converted to the SNES in '91, and only now making its belated UK appearance. Ryan "Bogey" Butt dons his Rupert the Bear trousers to see how well it's stood the test of time.





PGA Tour Golf opens in the familiar EA Sports Network style, the screen lighting up like an American sports show. At this point, I would advise golfing freaks to go and lie down for five minutes, as it's going to take more than a shot of valium to calm your nerves when you catch a glimpse of this gem a of game.

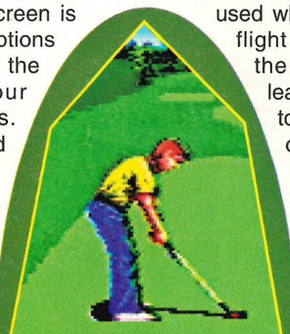
The game set-up screen is simply bursting with options in which to customise the game to suit your personal preferences. When you've selected your mode of play (practice, one hole, one round, demo, or tournament play) it's straight into the game.

In tournament mode, the whole course is displayed before you begin a hole, with the area you're currently on highlighted to show the layout. Further progression leads to a commentary screen, the pros giving you sound advice on how to tackle the forthcoming hole.

The graphics in the main game are strikingly effective and, although not quite on par with *Irem Skins Game*, serve their purpose well nevertheless. The only drawback is the strange perspective used when displaying the ball's flight through the air. When the ball is hit, the ground leaves the ball as opposed to vice versa, creating the overall illusion that the ball stays stationary while the ground sinks, spins and rises beneath it. This unique approach takes some getting used to, but due to the depth of the gameplay soon seems irrelevant.

As with all of the other EASN games, *PGA Tour Golf* is simply bursting with stats and menus so as to allow you to keep regular track of your progress which, after the first nine holes, is even criticised by the commentators, who'll tell you to shape up or keep up the good work depending on your form.

As far as SNES golfing sims go, *PGA Tour Golf* is definitely one of the best. You must overcome not only the world's top golfing pro's, but also hazardous bunkers, streams, lakes, woods, and not to mention your actual technique – as with the real thing, this is very difficult to master! The graphics may not cause any jaws to drop, but the sophisticated program underneath is a classic of its kind, overflowing with detail, playability and challenge. If you're serious about golf, this is the one to get! SP

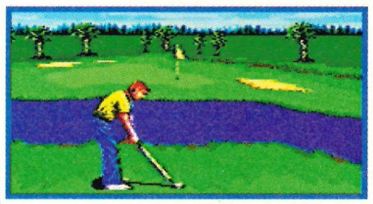


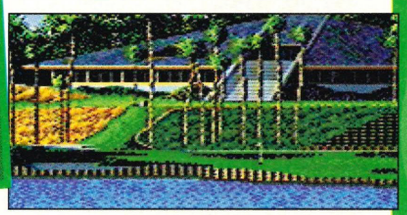
PRO TIP

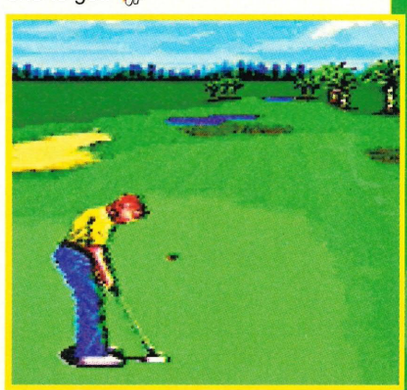
Always take note on the green conditions, even the slightest hill could throw the ball off course when attempting to putt it.



With four courses to choose from, this is just one of them!









Publisher: E.A.
Supplier: E.A.
Tel: 0753 549442
Price: £39.99
Out: NOW

Players: 1-4
Skill Levels: 4 courses
Cart Size: 4Mbit
Save Game: Battery backup
Features: Great scaling and rotating. Actual courses. TV style coverage.

CONTROLS

- Change clubs.
- Change clubs.
- Move aiming cursor.
- Move aiming cursor.
- X: Shot select.
- Y: Show grid view.
- A: Strike ball.
- B: Overhead view.
- L: No function.
- R: No function.

PROS: Fantastic realism, nicley drawn and detailed graphics. Atmospheric sound and appropriate tunes. 4 courses. 60 pro golfers. 3 tournaments. Instant replay mode.

CONS: Slightly strange view of travelling ball. Possibly a little too complicated for newcomers to the sport.

GRAPHICS	75
SOUND	83
GAMEPLAY	86
LONGEVITY	88

PROSCORE

85

SCOREPRO

AN EAGLE NOT A BOGEY!

Subscribe and bec a PRO!

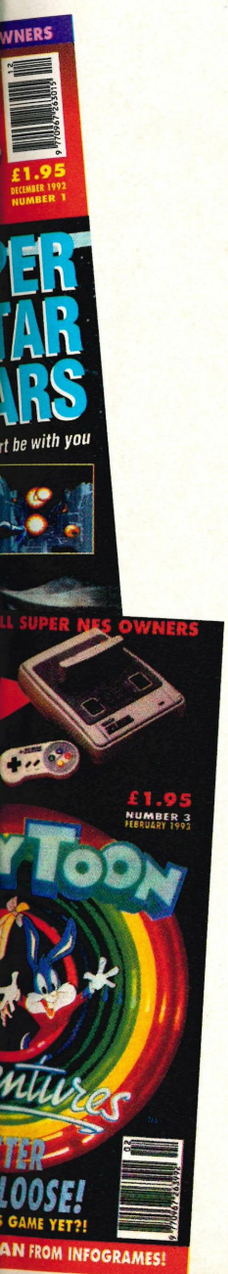


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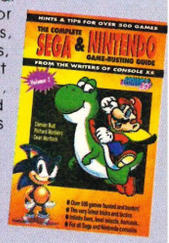
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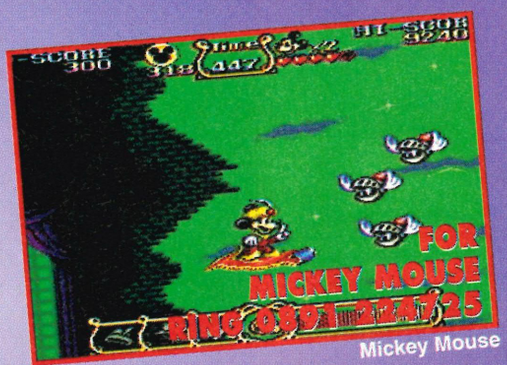
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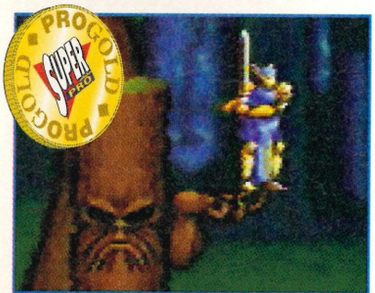
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A - Z OF GAMES

Game Guide

The multi-billion dollar industry that is Nintendo is certainly ensuring a constant supply of SNES games, most appearing in Japan or America before being adapted for UK SNES machines. Below is the SUPERPRO guide to available carts, each with a mini-review, overall percentage and if it's had a big review, the number of the issue where it appeared. Games which include a lot 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, this a shoot-'em-up 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)

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. It's presented in the style of a movie with close-ups, cinematic pans and stunning backdrops. Highly addictive with plenty of puzzles to solve although it's no *Zelda* for longevity. AKA: *Out Of This World.*
PROSCORE 86% (ISSUE 1)

ARCANA (HAL)
This 3-D adventure suffers from poor graphics with the play screen being far too small. Patience, as they say, is a virtue, and it will certainly help here if you are to enjoy this. (Also known as*: Card Master.)*
PROSCORE 55%

ASSAULT SUIT VALKEN (MCS)
You're in a giant armoured suit stompin' and shootin' and flyin' through seven tough levels. Great graphics, good gameplay and brilliant atmosphere. AKA: *Cybernator* (US).
PROSCORE: 86% (ISSUE 3)

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%

COLOUR KEY

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.

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.

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.

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

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.

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

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.

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 is a good test of your SuperScoping skills.
ProScore 67%

BASEBALL SIM 1000 (CULTURE BRAIN)
More time should have been spent on the in-game graphics and less on the ubiquitous Mode 7 graphics. AKA: *Ultra Baseball.*
ProScore 51%

BATTLE BLAZE (SAMMY CORP)
This slash 'n' stab fight game is similar to *Street Fighter II* with the added bonus of weapons! Its only problem is a serious lack of moves leading to boredom.
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 quite playable.
ProScore 63%

BEST OF THE BEST (LORICIEL)
A huge number of moves, a big championship and a good practice mode make this a serious karate sim, as well as a great beat-'em-up.
ProScore: 87% **(Issue 3)**

BIG RUN (JALECO)
Like *Race Drivin', Big Run* shows up one of the SNES hardware faults. The driving action is simple, graphically glitchy but 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.
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
See *ka-Blooey.*

CACOMA KNIGHT (DATAM)
A cutesy Japanese update of ancient coin-op classic *Qix*. Simplistic, repetitive and plagued by slow-down.
ProScore: 41% **(Issue 3)**

CAMELTRY
See *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.*

CHUCK ROCK (IMAGESOFT)
This hilarious prehistoric platformer features the big-bellied Chuck, gorgeous backdrops and plenty of challenge. The only problem is the lack of continues!
ProScore: 89% **(Issue 3)**

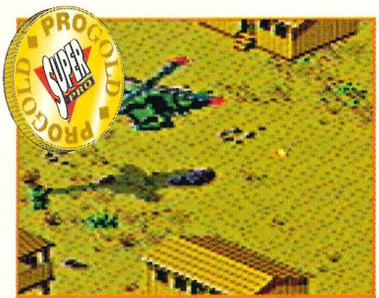
CLUE (PARKER BROS)
A revamped version of *Cluedo* which though initially quite playable, is ultimately repetitive. For three or more players it's okay but why not buy the boardgame?
ProScore 69%

CONTRA (3/CONTRA SPIRITS)
US and Japanese versions respectively of *Super Probotector.*

COSMO GANG: THE VIDEO (NAMCOT)
Space Invaders gets souped up for the '90s in this cutesy Japanese game. Fun for a while, especially in two-player mode, but soon gets *very* repetitive.
ProScore 55% **(Issue 2)**

D FORCE (ASMIK)
When somebody gets hold of Mode7 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)
This one doesn't really differ from the other shoot-'em-ups available but it does have pretty good graphics and solid gameplay.
ProScore 68%



DESERT STRIKE *(EA)*
In this slick Mega Drive conversion you pilot a gunship helicopter through five very tough campaigns. 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. Packed with slick graphics and plenty of gameplay but too 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 (KEMCO)
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)**

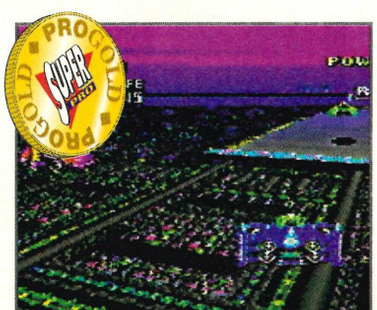
EARTHLIGHT (HUDSONSOFT)
This cart is so full of Jap text, it's hard to say what's going on. The play area seems to be in space, and some sort of strategy is involved.

EXTRA INNINGS (SONY)
Another baseball sim with small graphics and slow gameplay. Batting is easy, fielding is not, so it can be frustrating. AKA: *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. AKA: *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 3D maze shoot-'em-up has been totally up-rated for the SNES. Great head-to-head two-player mode.
ProScore 88% **(Issue 1)**

FATAL FURY (TAKARA)
A graphically impressive 12Mbit clone of *SFII* which sadly falls short in playability with too few combat moves.
ProScore: 70% **(Issue 3)**

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%

FIREPOWER 2000
US version of *Super Swiv.*

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)*
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)**

GODS *(MINDSCAPE)*
An old Amiga classic with no Jap cutesy sprites, just lots of lever pulling puzzles, masses of enemy sprites and a tough challenge. Worth a look but can be frustrating.
ProScore: 82% **(Issue 3)**

GOLDEN FIGHTER (CULTURE BRAIN)
Heralded as a challenger to the great *Street Fighter II*, this doesn't come close. The enemies are challenging, but 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

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT

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 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 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% (Issue 2)

JACK NICKLAUS GOLF (KONAMI)
A very, very sad golf game. After you've sat through half an hour's worth of screen updates and swung your club twice you'll be wondering just why 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 be called *Jelly* Boy instead. There's far too much going on onscreen for you to work out what you're doing. Extremely frustrating. AKA:*Smartball.*
ProScore 43%

JIMMY CONNORS PRO TENNIS TOUR (UBISOFT)
The most realistic tennis sim yet with masses of shots, a huge tournament mode (and passwords), lots of options and five tennis coaches!
ProScore: 86% (Issue 3)

JOE & MAC *(ELITE)*
This 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!). 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. AKA: *Bombuzal.*
ProScore 58%

KING ARTHUR'S WORLD *(JALECO)*
Another *Lemmings* variant, this time set in medieval England with you in charge of troops whose various skills you must exploit to complete 30 levels. Troops include archers, magicians, knights and engineers who can construct everything from ladders to catapults to battering rams. 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.
ProScore 46%

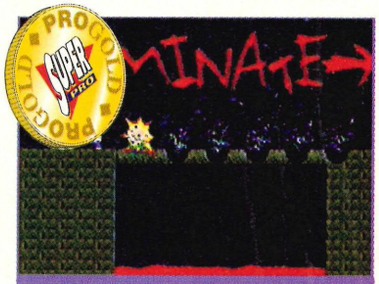
KING'S QUEST V (BRONSON)
A super translation of an original computer development, but fails in one area – there is no English version available at present.

KRUSTY'S SUPER FUN HOUSE *(ACCLAIM)*
It's got a *Simpsons* licence but there's not much of Bart here. It is in fact a *Lemmings* variant where you must lead rats into a rat-mincing machine! 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)

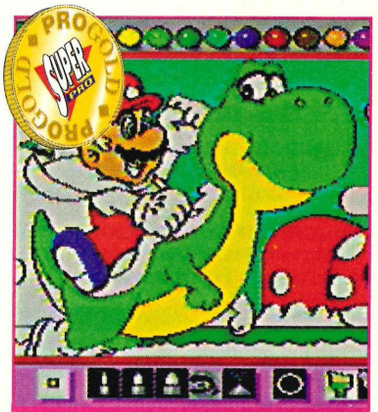
LAST FIGHTER TWIN (BANPRESTO)
Toymaker, Banpresto, turns its succesful Super Deformer robot into a console game. Basically it's a side-on beat-'em-up, but two players can take part and the action can get quite fun.
ProScore 70%

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 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. Dull.
ProScore 75%

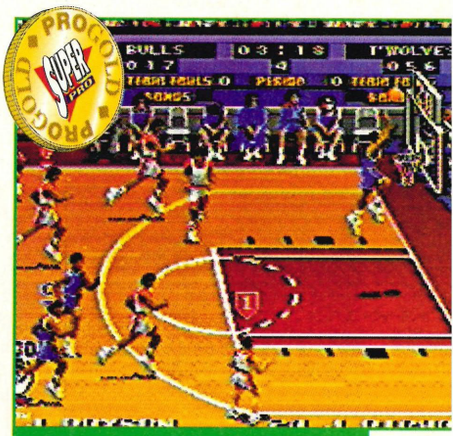


MARIO PAINT *(NINTENDO)*
A fairly serious art package with a great intro to composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work. It's great fun for a while, and is ideal for young kids, but for anyone older is enjoyable 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)
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%



NBA BASKETBALL (TECMO)
A stunning sim with slick, fast animation, good sound and great playability. All the real players are in there, plus a battery save tournament. Brilliant.
ProScore: 90% (Issue 3)

NCAA BASKETBALL (NINTENDO)
A stunningdemonstration of Mode 7. All of the characters are digitised and the extensive movements are super smooth.
ProScore 83%

NFL MVP FOOTBALL (CAPCOM)
The best American footie game yet with effective graphics, plenty of plays, options and real teams. The best feature is MVP Mode with 20 different end-game scenarios to beat.
ProScore: 89% (Issue 3)

NHLPA HOCKEY *(ELECTRONIC ARTS)*
Another comprehensive EA sim with masses of stats, rules and atmosphere. It's very playable, but the scrolling is a little sluggish.
ProScore: 78% (Issue 3)

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)
Yyou 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)
Although 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.
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 extensive options.
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 and graphics are poor but 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. But 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 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, etc. It's initially very addictive although over the longer term can become repetitive, and the control system is rather sluggish.
ProScore: 79% (Issue 2)

POWER ATHLETE (KANECO)
A truly dire attempt at cloning *SFII*.
ProScore: 45% (Issue 3)

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 severely lacking.
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.

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 good, and is worth trying 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...
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 (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 *Jerry Boy*.

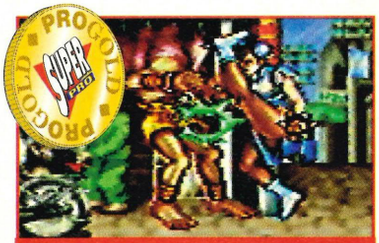
SOUL BLAZER (ENIX)
This is the sequel to the outstanding *Actraiser*. It's more like *Zelda* than its predecessor and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable.
ProScore 85% (Issue 1)

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 but easy.
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.
ProScore 44%

SPIDERMAN AND THE X-MEN *(ACCLAIM)*
A whole host of superheroes make this a must-have for any comics fan. It gets off to a poor start with Spidey leaping about a dull city. 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)



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)

SPINDIZZY WORLDS *(ASCII)*
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)

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)

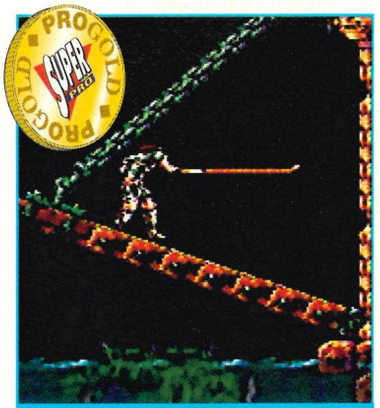
SUPER BASES LOADED I & II
See *Super Pro Baseball I & II*.

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 gameplay.
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)

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT

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
See *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)

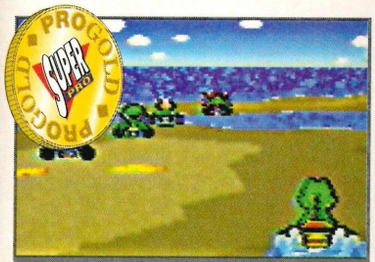
SUPER GOAL (JALECO)
A side-on view footie game which plays well and has battery back-up for saving your progress in the tournament. On the minus side there's no bookings, switching players is awkward. Still a pretty good game due to get better with a harder, improved UK version due soon.
ProScore 84% (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%

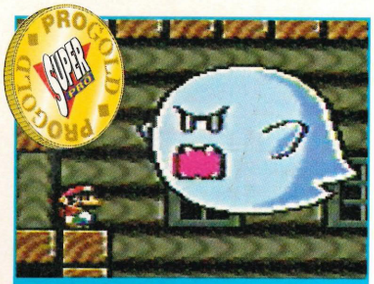
SUPER FIRE PRO WRESTLING (HUMAN)
Unfortunately there's no (printable) word in the English Language that can describe this dreadful game.
ProScore 12%

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)

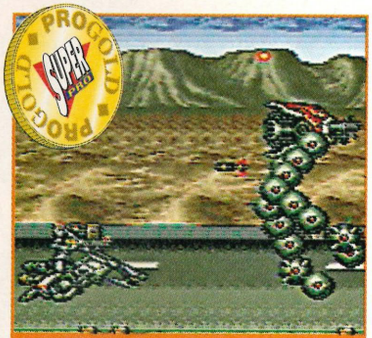


SUPER MARIO KART *(NINTENDO)*
This superb split-screen racer features all your favourite *Mario* characters as go-karting fiends who you and a friend can control. You can race each other, race against the pack of *Mario* characters or enter a battle game and shoot at each other! There's also four leagues, 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)



SUPER MARIO WORLD *(NINTENDO)*
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 PIPEDREAM (BPS)
A novel and imaginative puzzle-game which isn't bad, just over-priced considering the graphical dullness and repetitiveness. Fun two-player mode.
ProScore: 60% (Issue 3)



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. AKA: *Contra Spirits* (Japan) and *Contra III* (US).
ProScore: 90% (Issue 1)

SUPER NINJA (KOEI)
Koei are back with yet another probably brilliant but essentially unintelligible Japanese wargame RPG thing.

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)

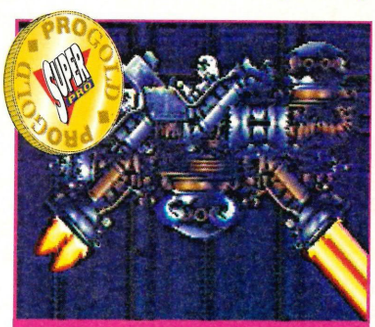
SUPER R-TYPE *(IREM)*
It looks brilliant and plays well but while graphical slowdown isn't that bad, going back to the start of a level whenever you die soon becomes tedious.
ProScore: 78% (Issue 1)

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%

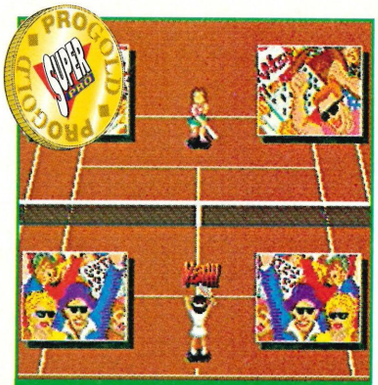
SUPER SMASH TV *(ACCLAIM)*
The game that was originally a super-smash coin-op with unbelievable numbers of on-screen sprites and ear-damaging sound-effects, is now available on the SNES. There's plenty of power-ups, prizes and fearsome end-level guardians. As a test of shoot-'em-up skills little comes 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. 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. AKA: *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 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 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!. Okay-ish.
ProScore 64% (Issue 2)

SUPER SWIV (BANANA)
Another overhead view vertical scroller with the welcome addition of simultaneous two-player action. Sadly graphics and gameplay are rather dull and unoriginal. Both this and the US version (*Firepower 2000*) give trouble with most converters.
ProScore: 70% (Issue 3)

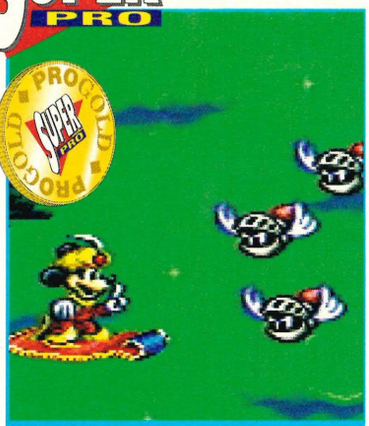
SUPER VALIS (TELENET)
A conversion of the mega popular *Valis* series seen on nearly every console in Japan. The cute female character is the only draw of the game, which is essentially a repetitive *Rastan* clone.
ProScore 55%

SUPER WAGAN ISLAND (NAMCOT)
An English version would be great to attract inexperienced RPGers to the genre.

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)

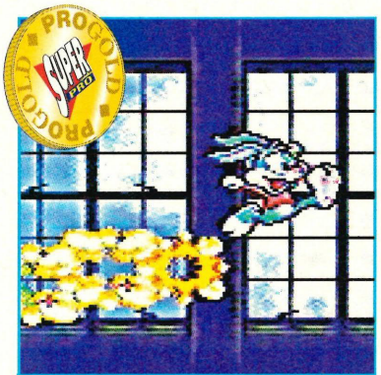
THE HUNT FOR RED OCTOBER *(HI-TECH)*
This bizarre movie licence turns the *Red October* into a nippy little sprite blasting it's way through an underwater shoot-'em-up with a wide range of firepower. It looks like an 8-bit game but plays reasonably well. SuperScope owners should enjoy the sub-game where 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%

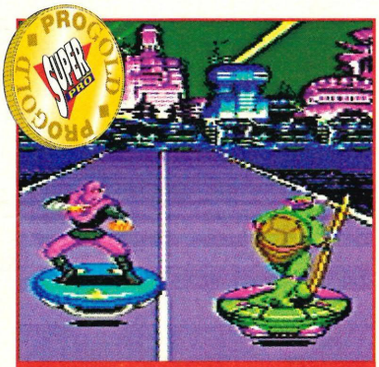
THUNDER SPIRITS (SEIKA)
Another shoot-'em-up, *Thunder Spirits* doesn't really go much further than any of the others. It looks pretty good but *Gradius III* should still be your first choice.
ProScore 70%



TINY TOONS (KONAMI)
A masterpiece with cutesy sprites and great gameplay which besides brilliantly varied platform levels packs in a fun American Football game! There's also a password system and a cut-down game for kids.
ProScore: 95% (Issue 3)

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. AKA: *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 – there's even a *F-Zero* style one.
ProScore: 90% (Issue 1)

ULTIMATE FOOTBALL (SAMMY)
This American footy sim doesn't quite pull it off in accuracy or gameplay.
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. Hiighly recommended for 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.
ProScore 70%



WING COMMANDER (MINDSCAPE)
Classic space opera with over 30 missions packed with asteroids, enemy fighters, freighters and huge battleships. Excellent atmosphere and good gameplay. Graphics are a little jerky at times, but overall it's great!
ProScore 90% (Issue 3)

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%

WORDTRIS (SPECTRUM HOLOBYTE)
As the name suggests it's *Tetris*, only now you have to form words with falling letters. Why?
ProScore 39% (Issue 3)

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)*
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%

X-ZONE (KEMCO) **SS**
SUPER SCOPE ONLY
The best SuperScope game yet, with lots of action as you try and penetrate the defences of a mad computer. The action is frantic, with a reasonable amount of variety – it's almost worth buying a SuperScope just to play this!
ProScore: 79% (Issue 3)

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.

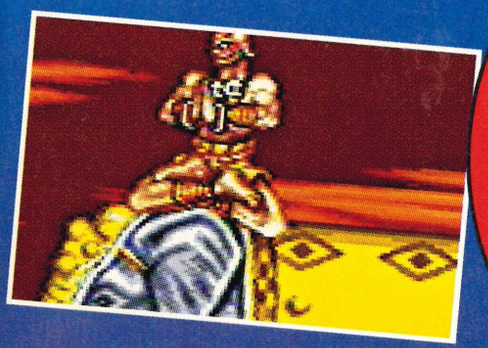


ZELDA III: A LINK TO THE PAST *(NINTENDO)*
The land ahead is enormous and includes locations of numerous description.As soon as you enter this magical atmosphere your journey will take you on various mini-quests. You just can't go wrong.
ProScore: 92% (Issue 1)

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT ODDBALL PUZZLERS BEAT-EM-UPS PLATFORMERS ***OFFICIAL***

GAME OVER

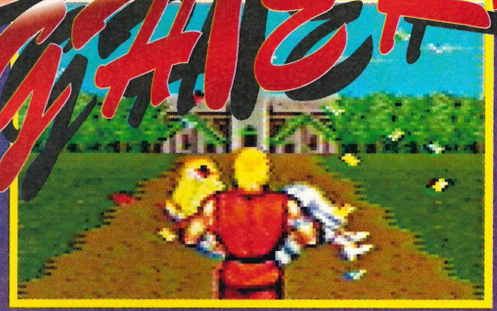
STREET FIGHTER II



















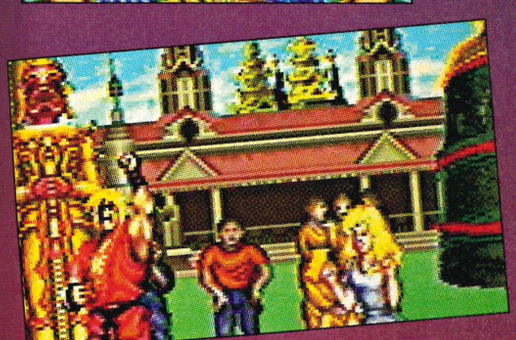


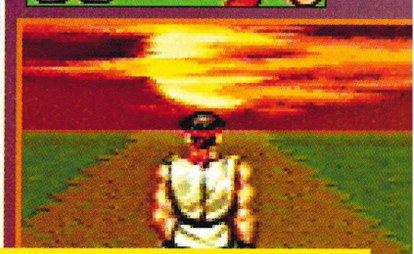




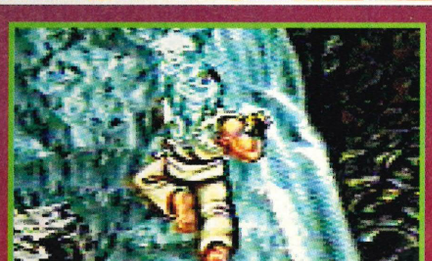












This month's final screen shots come from none other than the ultimate SNES beat-'em -up, Street Fighter II. The immense challenge of play has left most gamesplayers reeling in agony after hours of joypad abuse took its toll on their delicate fingers. But our Ryan was different, not only did he complete the game eight times in succession on level 7, but he still came back for more. However, after being sadly beaten by Dom in a 'First-to-Twenty' bout, his enthusiasm soon died a horrible death! SP

WORLDWIDE SNES RELEASE DATES

The deluge of SNES releases continues – hopefully! The release dates below are as accurate as release dates get, which means not very. Many of the games mentioned are covered in our CES report so check out that for more details. US and Japanese releases without a particular date must be regarded as particularly speculative, whilst vague monthly UK ones are just sadly typical of Bandai's efficiency.

GAME	PUBLISHER	JAPAN	USA	UK
AEROBIZ	Koei	out	12 Feb	-
HARLEY'S	EA	-	15 Feb	-
WHERE IN TIME	Hi-Tech	-	15 Feb	-
STEEL KNIGHT	-	19 Feb	-	-
STAR FOX	Nintendo	21 Feb	22 March	-
POPULOUS 2	Imagineer	22 Feb	-	-
SIMEARTH	FCI	out	22 Feb	-
SUPER VALIS IV	Atlus	out	24 Feb	-
BATMAN RETURNS	Konami	26 Feb	-	-
BATTLETECH	Victor	26 Feb	-	-
COOL WORLD	Ocean	-	26 Feb	-
COSMO GANG 2	Namcot	26 Feb	-	-
PUGSLEY ADVENTURE	Ocean	-	26 Feb	-
ANOTHER WORLD	Interplay	out	out	Feb
BATTLECLASH	Nintendo	out	out	Feb
BAZOOKA BLITZKRIEG	Bandai	-	Feb	-
COMBATRIBES	Am. Technos	out	Feb	-
CYBERNATOR	Konami	out	Feb	-
F1 GP II	FOCA	Feb	-	-
FOOTBALL FURY	Sammy	-	Feb	-
PRINCE OF PERSIA	Konami	out	out	Feb
ROAD RUNNER	Sunsoft	out	out	Feb
SD GREAT BATTLE	Bandai	out	Feb	-
SHANGHAI 2	Activision	-	Feb	-
SIM ANT	Imagineer	Feb	-	-
STREET COMBAT	Irem	-	Feb	-
SUPER OFF-ROAD	Tradewest	out	out	Feb
SUPER TOM & JERRY	Hi-Tech	-	Feb	-
SUZUKI F1	LOZC	out	out	Feb
TINY TOONS	Konami	out	Feb	-
BLUES BROTHERS	Titus	-	March	-
BUBSY THE BOBCAT	Accolade	-	March	May
EVO	Enix	out	March	-
FATAL FURY	Takara	out	March	-
GEORGE FOREMAN	ACCLAIM	out	out	March
ININDO	Koei	out	March	-
SUPER CONFLICT	Vic Tokai	-	March	-
DOUBLE DRAGON	Tradewest	out	out	March
THE MAGICAL QUEST	CAPCOM	out	out	March



COMING SOON

Batman Returns ● Nigel Mansell F-1 Challenge ● Pugsley's Adventure ● American Gladiators ● Pro Quarterback ● Ranma 1/2 Claymates ● Cool World ● Battle Tech ● Populous 2 ● SimEarth ● Super Full Metal Planet ● Hit The Ice ● The Lost Vikings Super Tom and Jerry ● Super Shadow Of The Beast ● Evo ● Bazooka Blitz ● Harley's Humongous Adventure

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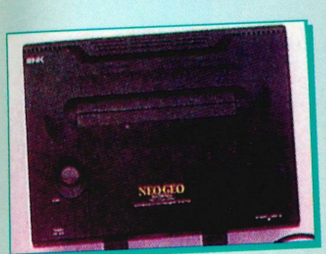
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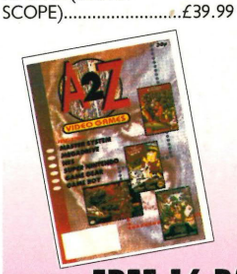
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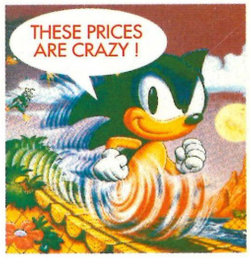
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