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APRIL 1993
NUMBER 5



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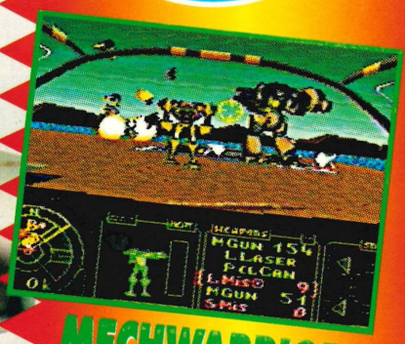
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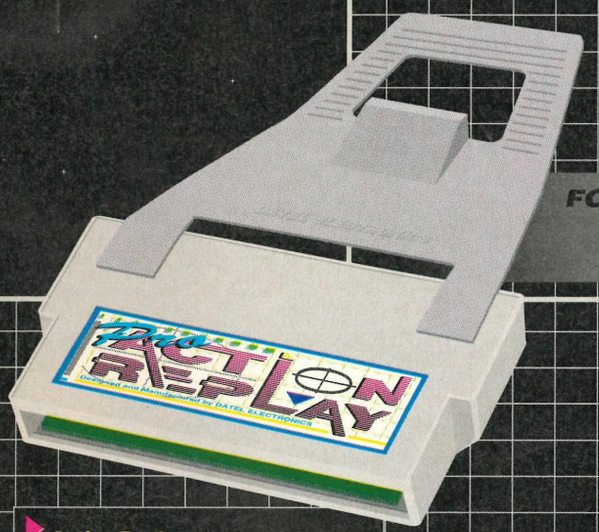
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BH1 1NF

PHONE: (0202) 299900
FAX: (0202) 299955

MANAGING EDITOR
Dominic "propertied" Handy

EDITOR
Stuart "chaos" Wynne

STAFF WRITERS
Ryan "*Soul* free" Butt
David "mapped out" Westley

DESIGNER
James "unlucky" Hicks

ASSISTANT DESIGNER
Mark "fribbet" Wynne

ADVERTISING & SALES
(Sales Manager)
Andrew "elusive" Smales
Alan "Mad Dog" Walton
Diana "100 sit-ups" Monteiro
(Design)
Kym "Yes, I'm here!" Andrews

OUTPUTTING GENIUS
Mark "Mad Strangler" Monteiro

PRODUCTION MANAGER
Di Tavener

PUBLISHER
Richard Monteiro

SUBS/MAIL ORDER
Karen "fit" Sharrock on
✆ (0202) 299900

RECEPTIONIST
Paula "Hellraising" Wood

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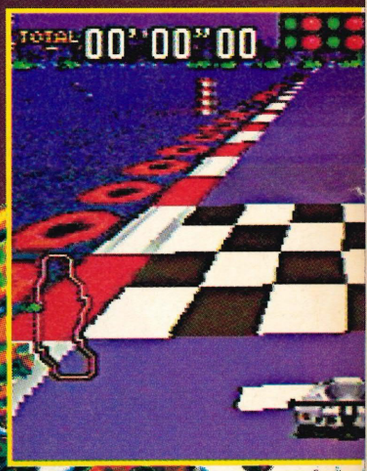
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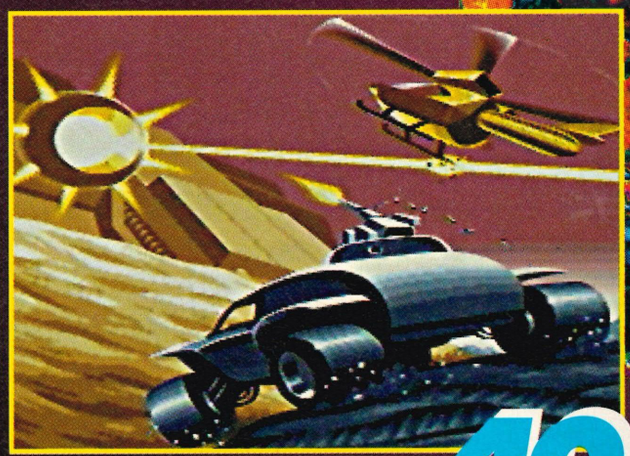
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50 PLAYING TIPS

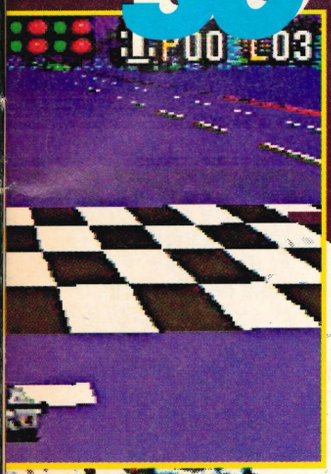
An incredible 24 pages of gamebusting information from Ryan this month, featuring a guide to the astonishing *Star Fox*, as well as the second part of our huge *Soulblazer* tips and a wodge of tips for *Spiderman*.
And there's more!



40 SHOOTING STARS

A huge 8-page special devoted to one of the most popular of gaming genres - shoot-'em-ups. The Pros give you the lowdown on what's hot and what's not in this explosive special. Including several games previously not reviewed!

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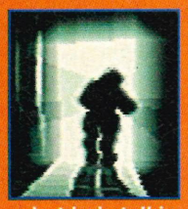
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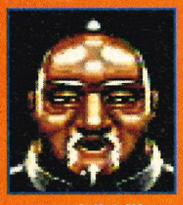
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THE PROS



➤ STUART WYNNE – Editor
The Platonic legend has it that there is a world of 'forms.' These forms are the original items from which everything in the world is a copy. They are perfection - the essence of our perceptible objects. It's our Editor's only crime to live in this world. Seeing perfection he demands perfection, failing completely to realise that no one else knows quite what he's talking about. Thus is he doomed to cause tears (Dave) and frustration (James) , anger (Ryan) and outrage (Mark) without ever realising quite why. The most tragic member of the SUPERPRO team.
Fave Things: GPO, Camille Paglia and *Star Fox.*



➤ JAMES HICKS – Designer
SUPERPRO 1 and James was probably the most important man in the office. Highly skilled and seemingly highly intelligent he'd succeeded in cornering the design market – everyone had to practise deference to this god of knowledge and technical wisdom. But then calamity struck. Stuart stopped accepting James' technical jargon and started fiddling with his completed design bits, hitherto a tendency practised on the writers only, and Mark started to look as if he were almost proficient at design. James, indeed, is a confused man.
Fave Things: Stuart Wynne, Bill Shankley and *Star Fox.*



➤ MARK WYNNE – Assistant Designer
Mark was a chipper chappy this month. Not only was he getting the hang of design but he'd also worked how to distract Stuart just when he pages were nearing completion – thus preventing the dreaded "I'll just have a look" hour long fiddle from our irksome Editor. There was now time in the day to go downstairs and lech at Karen and Diana, even persuading shy, retiring Karen to cavort around the office in little more than a SUPERPRO T-shirt for, erh, well, no good reason at all. But then Karen was promoted to Mail Order Supremo and Mark's beloved wench-beast, Paula, got a job downstairs. Now when the eyeballs go swivelling he gets a good clip round the earhole!
Fave Things: Dave Westley, Colin Wilson and *Star Fox.*



➤ RYAN BUTT – Staff Writer
Ryan's a robot, a state of the art piece of hardware that has one function only – play and defeat all games. Thus is he confined to his little hole, a hole that's filled with loads of EMF pictures and all sorts of computer things that go whizz. Unfortunately after a long day on *Soulblazer* he challenged everyone to a go of *SFII* and didn't win once, not even against Dave. Possibly this had something to do with him muttering *Soulblazer* spells rather than making his usual thumb-blistering moves, but only when he gets back from the factory will we know for sure about our most literal-minded staffer.
Fave Things: *Soulblazer, The Sun* and *Star Fox.*



➤ DAVE WESTLEY – Staff Writer
SuperPro's own Philosopher King has not had a good month. After labouring for weeks on the complete solution to *Xandra's Big Adventure*, a task testing not only joypad acumen but a grasp of the Japanese language it took Dave many sleepless nights to obtain, after all this our Editor decided "Cor, why not splash *Star Fox* tips over five pages" since he'd just managed to complete the first level! And why not test out our scrummy new picture grabber for bigger, brighter and, yes, even bigger pics? Dave was so sickened by this he had to take a day off and is even now prone to mumble odd Japanese phrases which end with the word 'editor'. The saddest creature inhabiting the office woodwork.
Fave Things: Neck strain, Kant and *Kikikaika.*

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).

STICK TO IT!

FOLLOW THE INSTRUCTIONS!

This month's SUPERPRO comes with the fabulous Switchstix, a neat little plastic doobrie which gives joystick precision for £4.99 usually, but to you, sir, just an extra pound on the cover price!

The Switchstix isn't that difficult to apply but the instructions below must be followed carefully. It's particularly important that your joypad be cleaned properly and the Switchstix left to set properly.

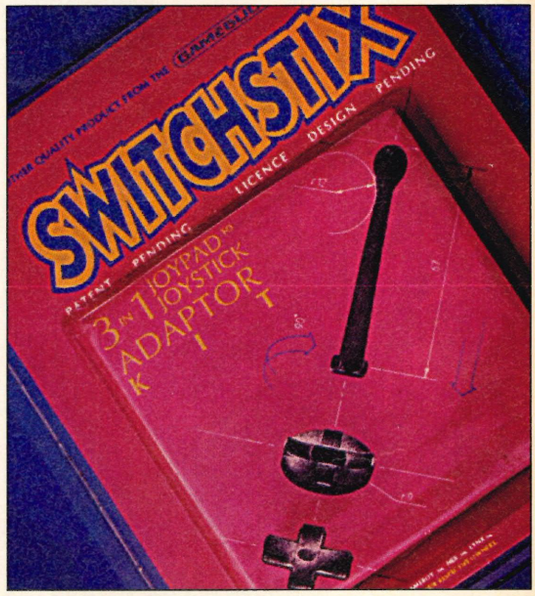
If the sticky pad doesn't hold first time, you may have to send away for another sticky pad to: PA Promotions, 52 Claremont Road, Westcliff-on-Sea, Essex.

THOSE INSTRUCTIONS AGAIN:

1 To obtain optimum adhesion, the joystick and joypad must be clean, dry and grease free. Wipe both surfaces with a clean cloth dampened with water with a little washing up liquid. Wipe again with a clean cloth dampened with warm water only. Allow to dry.
2 Select the base diameter that fits your joypad most snugly. Position adhesive disc onto joystick base and apply pressure all over. Remove backing from adhesive disc and carefully place into correct position on joypad and apply pressure to locate adhesive. Allow one hour to set before attaching shaft.
3 After one hour, to use the joystick control, insert the shaft into base and turn clockwise through 90°.
4 To revert back to joypad control, turn joystick anti-clockwise back through 90°.

IMPORTANT NOTES

I Bond strength is very dependent upon the amount of adhesive-to-surface contact developed. Firm application pressure develops better adhesive contact and thus improves bond strength.
I Ideal adhesive disc application temperature range is 21°C to 38°C. Initial adhesive disc application to surfaces at temperatures below 10°C is not recommended because the adhesive becomes too firm and won't hold satisfactory.



SUPERING NES GAMES

After last month's "stop-press!" coverage of the Hornby's whizzo SuperDeck Adaptor we're pleased to bring you some more details on this exciting new product. The SuperDeck plugs into UK SNESs and allows you to play NES games. In fact there are four slots: slot 1 is for UK SNES carts, slot 2 takes import SNES carts, slot 3 takes UK NES carts and slot 4 takes American NES carts. The system is still in development with options to change NES game's colour pallette, sonics and speed all currently being worked out.

According to Andy Hiseman the SuperDeck is a pretty complex piece of kit. Despite the fact the SNES seems designed from the start to run NES titles Andy claims it's not simply a case of a few switches to get NES carts running on it. Apparently six people at a still un-named technical company have been working for almost a year on the product which, if we're lucky, should appear at the end of June at £29.99. Its appearance coincides with something of a price crash in



PRICE WARS LOOM!

Last issue's report about Nintendo increasing its presence in the UK have been confirmed: from April 1st the much criticized Bandai will no longer be the exclusive distributor for Nintendo in the UK, France and the Benelux countries. Instead Nintendo will handle its own distribution, obviously intent on increasing its market share. Sega UK's boss Nick Alexander described himself as "very worried" that Nintendo "may come in with some destabilisingly aggressive price points... that could mean a very damaging price war."

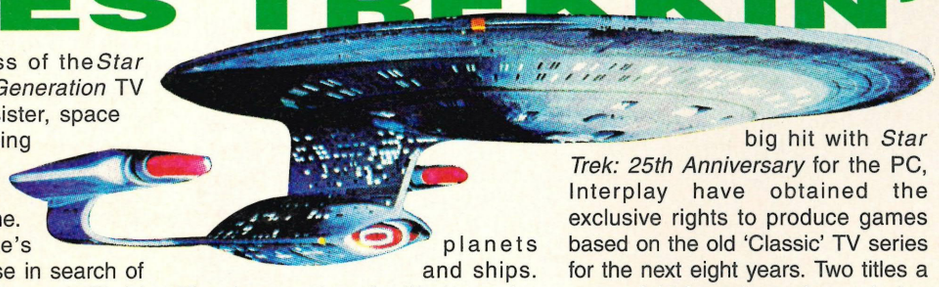
Obviously for us consumers it's very hard to find any sympathy at all for a business pushing carts at twice the price of the American and Japanese versions. Unfortunately for existing SNESers the price cuts seem likely to fall heaviest on the consoles themselves – already Toys R Us are selling SNES consoles at £79.94, about £100 less than what it came out at last year!

Game carts are the main complaint however, and Sega at least aren't talking cuts. The collapse of the pound against other currencies makes buying imports more expensive and Sega carts could go up from £40 to £50 in 1993. What'll happen with Nintendo is anyone's guess.

Still with January's sales figures showing Mega Drive software gulping up 36% of sales to 14% for SNES we can expect SNES cart prices won't be going up, even if they're not set to plunge either.

One thing that does seem fairly certain is that *Star Fox* will be used to mark Nintendo's April debut in UK distribution with a bang, probably at £65. And, like *Mario Kart*, it could be sped up for PAL machines although import versions already run pretty fast!

SNES TREKKIN'

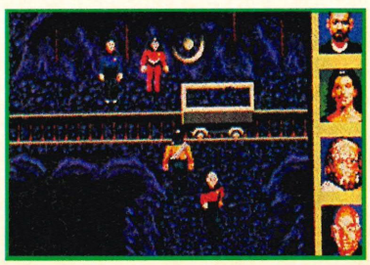


The huge success of the *Star Trek: The Next Generation* TV series has led to a sister, space station-set series being launched, namely *Deep Space Nine*, and now a SNES game. Spectrum HoloByte's cart has the Enterprise in search of the legendary Universal Field Derandomizer (UFD), a huge quest which will incorporate eight big missions. All of the main characters are there, although sadly not the late Tasha Yarr, and the programmers are consulting with Paramount to make every detail as accurate as possible. Each character will have at least 35 frames of animation and must get the actor's approval!

The game will have three main perspectives: overhead view space battles, first-person perspective bridge views with close-ups of control panels, and an angled overhead view when exploring alien planets and ships. The latter view is likely to be dominant in a game which puts all the resources of the Enterprise at your fingertips. The game should be out in September (in the States) and already there are plans for at least two sequels!

And if that still isn't enough *Trek* stuff for you (it isn't! – Ed), then read on because Interplay have just paid out for the longest-running games licensing deal ever. After scoring a big hit with *Star Trek: 25th Anniversary* for the PC, Interplay have obtained the exclusive rights to produce games based on the old 'Classic' TV series for the next eight years. Two titles a year might be released, one being action based and the other following the adventure format used in their first release. Unfortunately SNES versions won't appear until 1994 with Interplay's Alison Beasley saying they might do totally different games for the console market. In a similarly vague vein Alison exclusively revealed... erh, nothing, but she did enjoy teasing your humble reporter with hints about two new SNES titles for '93. One game is based on 'possibly the biggest licence of the year' and the other's a totally original 16MBit action game. We'll bring you news on them as soon as we get it, in the meantime why not check out our Interplay feature on page 80.





NES titles with Toys R Us, Argus and Virgin among others offering games at £15-20. When we get our hands on one we'll give a full run down on what NES titles might be worth a try.



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 Zam!).

PROBITS

▼ This month's "game of the year" claim goes to Psygnosis with their Mark Lewis confidently proclaiming the Amiga release *Lemmings 2* to be obviously the "release of the year". Thankfully the game will be improved and SNESified with a cart due out for Xmas. In the meantime we'll have to content ourselves with the *Lemmings Rave* record by Digital Reality. Released in April by Food records, Mark describes it as sounding like a cross between the KLF and The Shamen.

▼ In the US Sega and Nintendo continue to throw money into the battle for video game domination. For the first half of '93 Nintendo will spend $27 million on advertising against $25 million from Sega. It makes sense when you realise the US market has risen 30% to $5.3 billion!

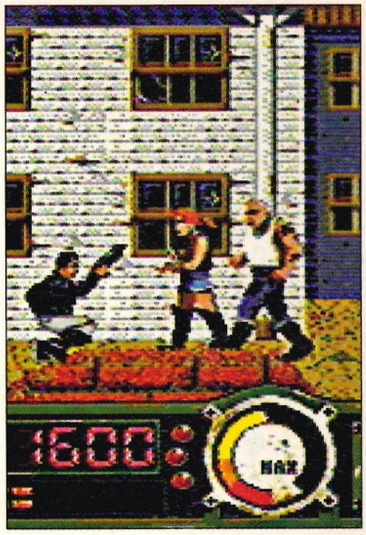
▼ Despite not being due for UK release until May *Star Fox* is already being advertised all over the place. Nintendo's house magazine *NMS* predictably claims it won't work with any adaptors... well, lets be generous and say they haven't tested the Games Master adaptor which works perfectly well with it! I suppose it makes a change from claiming adaptors blow up your SNES.

▼ Entertainment International are set to make their SNES debut with three intriguing titles. *Space Ace* will be their conversion of Don Bluth's CD-ROM arcade machine and no, they're not waiting for Nintendo's CD-ROM Drive. SNES *Space Ace* will instead be an action game 'inspired' by the coin-op, in much the same way as Elite's *Dragon's Lair* was an original game using sprites and settings drawn from that Don Bluth coin-op. Even more cute should be a game based on the Yogi Bear cartoon, but as yet this is just a licence. More advanced is *Pacific Ocean*, a development of their classic Amiga *Team Yankee* tank sim. A split four screen display can be consulted to show the progress of your various mechanized units. The original game was a great mix of tactical and arcade play, albeit a bit too easy, so hopes are high for this one.

▼ Konami's Wild West coin-op *Sunset Riders* is currently being converted for your SNES. The game is a side-scrolling shoot-'em-up with you playing a six-shooter toting cowboy. The game should be out officially in September, a month after *Cybernator* (86%, SUPERPRO 3) finally arrives.

BITSPRO





ELSPA FLEXES MUSCLES

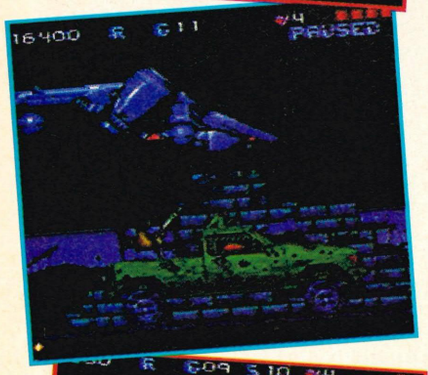
Elspa? Who she? Try European Leisure Software Publishers Association. Unsurprising these guys haven't been in the forefront of calls for cart prices to be dropped. What they are useful for is countering sensationalistic tabloid attacks on video gaming, particularly as regards *The Daily Star*'s coverage of the tragic murder of James Bulger: "Video games are entertainment. No research has ever been shown to prove that they cause violent behaviour in children or adults... it is ludicrous to try and link, in any whatsoever, this horrific death to the rise in popularity of video games."

Coincidentally ELSPA is launching a Players Charter for us, the consumers, and a Code of Conduct for its own members. The Charter seeks "to promote sensible games playing... with common sense tips such as not playing in a darkened room, not playing when tired and sitting away from the screen."

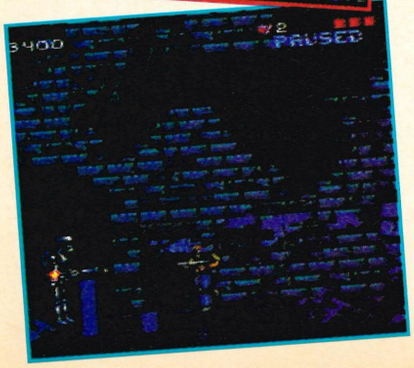
The Charter is basically to address the controversy over video games and epilepsy, which also got the tabloid treatment a few months ago. Video games can trigger fits for a small minority of epileptics, as can TV programs, but the probability is extremely low. If you're worried you can contact the British Epilepsy Association on 0532 439393.

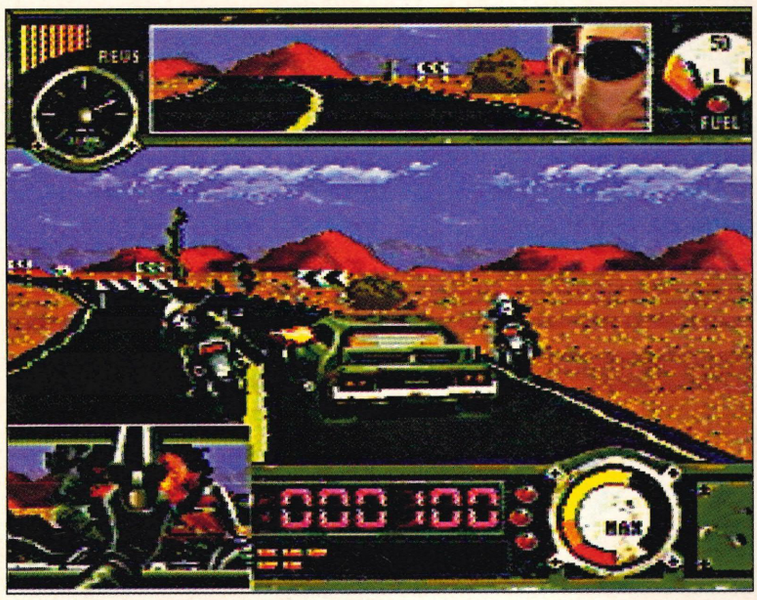
For manufacturers the Code of Conduct is "an attempt to clearly define the parameters of good taste and decency within the world of interactive entertainment." This seems unlikely to affect the SNES where Nintendo usually ensures mega-death shoot-'em-ups and beat-'em-ups are all done in the best possible taste. SP

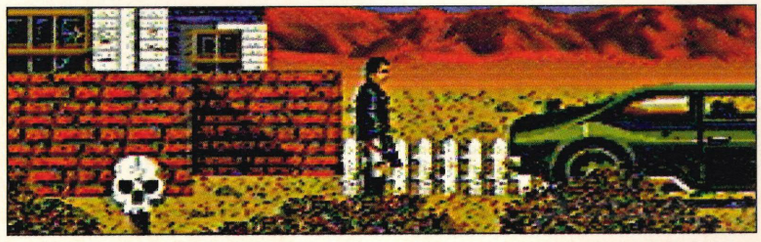








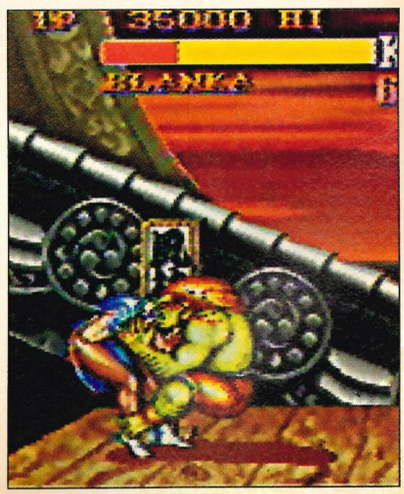




MINDSCAPE MAYHEM

Mindscape are currently going through a rather retro phase with two carts imminent that both draw on early Eighties sci-fi movies. *Outlander* is obviously inspired by the Mad Max movies with the eponymous hero driving through post-apocalyptic wastelands and shooting it out with mad bikers, various cars and a gyrocopter. At first glance it looks like another *Roadblasters* variant, but it has some novel touches like windows opening all over the place to show close-up views of people being blasted. There's also side-scrolling blast-'em-up action when our hero stops to refuel.

The other game is just as violent being a conversion of the original *Terminator* movie. The game has a neat, movie-like opening sequence and two high-speed car chases, but mostly consists of side-scrolling shooting action with you playing Kyle, the man sent to protect John Connor from Arnie's eponymous Terminator.



CONSOLE CONCEPTS

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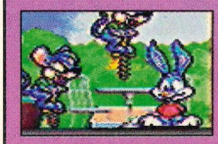
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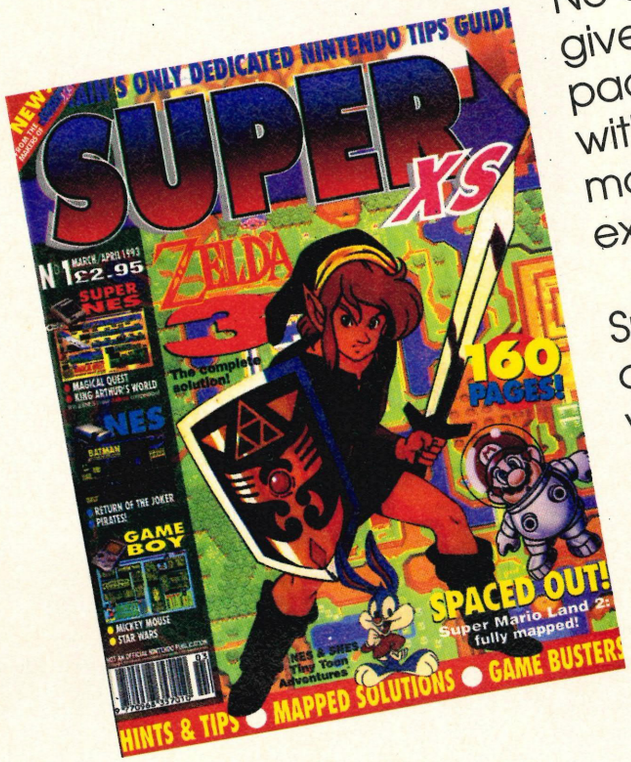
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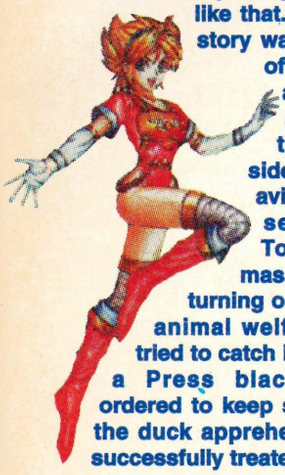
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BIG IN JAPAN

The biggest news in Japan last month wasn't Nintendo's mega-profits or anything sensible like that. No, the big story was the plight of a duck with a five-inch arrow through its side. This poor avian caused a sensation in Tokyo, with massive crowds turning out whenever animal welfare people tried to catch it. In the end a Press black-out was ordered to keep secrecy and the duck apprehended to be successfully treated. Ahh!



FIGHTING BACK

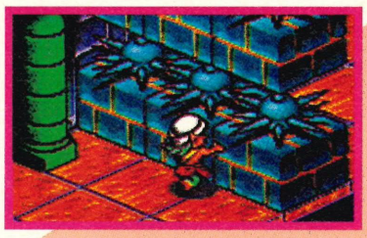
Coming to a SNES near you soon is Capcom's eagerly awaited *Final Fight II*. This is basically a souped-up version of the original with more characters, more moves, and more non-stop action. The first version caused a real stir as one of the first SNES releases to demonstrate the machine's capability to produce coin-op quality graphics, the only flaw being the lack of a second-player. This has been fixed now and graphics, as you can see, are excellent. There's even some *Street Fighter II* sprites in the game, Chun Li appearing in one backdrop!



ISOMETRIC EXERCISES

Soon to make an appearance in the import scene is *Solstice 2*. NES veterans will remember the *Solstice* concept when it first made an appearance on their 8-bit machines a few years ago. The format is similar to that of the classic game *Knight Lore*, where an isometric perspective made for some classic 3-D puzzles. The new SNES gamewill be much bigger





with over 100 rooms and, thankfully, a save game option. In the game you play Glendaal, son of the hero of the first game – namely, Shadax the Wizard – who's now been imprisoned by evil witch Sonia. The UK/American version will be called *Equinox* and should be out summer time.

FATAL ATTRACTION

Neo Geo giants Takara have announced autumn plans to release sequels to *Fatal Fury* and *King of the Monsters*. Already hits on the Geo, the programmers are currently in two minds as to whether the carts will be 12 meg or a whopping 16 meg, however one thing is certain, both games are definite improvements over the originals. The sequels imaginatively titled *Fatal Fury II*, and *King of the Monsters II* are to be crammed with exciting new moves, new villains and more stunning backdrops.

The original SNES *King of the Monsters* failed to make any sort of impact due to the jerky animation and dodgy collision detection, however the sequel looks set to



rectify these faults and should definitely be on par with the Neo Geo version. *Fatal Fury* was a stunning SNES beat-'em-up, and as the sequel looks set to be a whopping 16 megs, who knows what the future will bring!

BOMB ALERT!

One of the most addictive games is about to make a stunning debut on the SNES. Since appearing on the Amiga and PC Engine several years ago, *Bomber Man* has rapidly built up a huge following. Although not much to look at, the visual elements were never the issue as it was the unbeatable addictiveness that made *Bomber Man* an instant hit. In the game you're armed with infinite bombs and must explore an overhead-view



map. There's loads of blocks all over the place, and the aim of the game is to use bombs to send them flying into your enemies, while dodging the shrapnel.

Developed by HudsonSoft (*Super Adventure Island*), *Super Bomber Man* is to be released any day now packaged with the company's own special adaptor. This plugs into the second joypad port and allows you to plug four joypads into it, giving you five players with port one! There will be plenty of other enhancements to gameplay and as long as you're not expecting stunning graphics this will surely win you over with its brilliant gameplay. Other four-player games include the already released *Jimmy Connor's Pro Tour Tennis* and a rumoured conversion of *Gauntlet*!

DRAGON BREATH

No-one, not even their closest friends, seem to have got round to suggesting to Capcom that



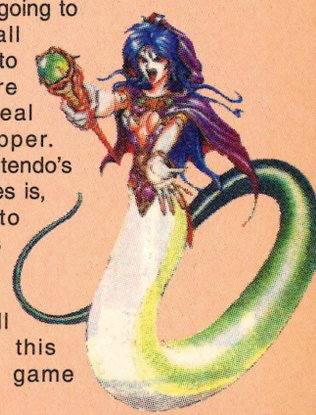
Breath of Fire might suggest a bad case of halitosis rather a splendiferous RPG game. Will the title change for the US? Who knows, but one thing's for sure and that's mega-success. The game is a whopping 12MBits with 64K memory back-up and in Japan the game is getting almost as much coverage as *Star Fox*!

There's a huge cast of characters including an angel, a snake-woman, a wolverine and many, many more. We can tell you the animation looks gorgeous, combat intense with hideous opponents and dramatic magic, the landscapes varied and attractive. There's ruined cities, beautiful forestland, gloomy fortresses, brilliantly detailed interiors and, uhm, some boring mazes – of course. You can also form large parties of weird and wonderful characters to go adventuring with. The only serious flaw is the inevitable Japanese text.



However the English title certainly suggests an eye to the American market so let's hope it gets converted soon.

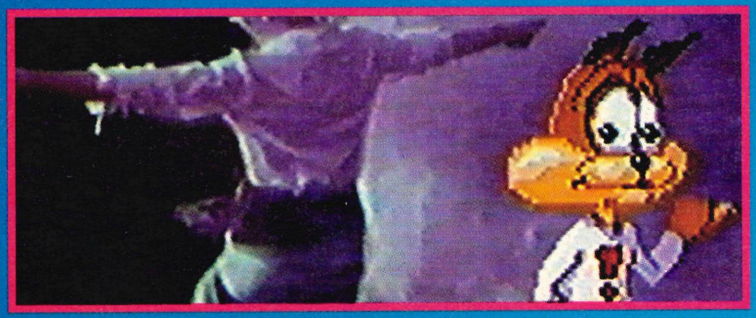
This will be Capcom's first SNES RPG, maybe their first RPG ever!, so they're going to pull out all the stops to make sure it's a real show-stopper. Maybe Nintendo's *Zelda* series is, at last, to meet its match. We'll bring you a full report on this exciting game soon! SP



FEISTY FURBALL FUN



After last month's sadly abbreviated mini-preview Accolade's Alan Welsman popped down with an *almost* finished cart to give us the full presentation. Stuart Wynne watched the video, played the game and nearly blagged some *Bubsy* slippers!







Everyone wants to be a video star but few succeed as well as this critter. For a mere $50,000 (!) Accolade have produced a classic promo with a Disney-style wildlife show being interrupted by a big Bubsy sprite popping up to argue the toss with a stuffy narrator. There's also fast cuts of applauding crowds and even 50's dances at the end where Bubsy shows off his moves!

Bubsy certainly needs to be a determined feline: he began life on the Mega Drive but Sega's legal action against Accolade (over the latter's refusal to pay for a licence to produce carts), halted Mega Drive development for five months. It's ironic then, that Bubsy is a blood-relative of Sega's own flagship character, Sonic, both being speed-demons with masses of character starring in big platform games. Like Sonic, Bubsy waggles his arms to keep them from falling off platforms and comically messes around if left alone for too long. However Bubsy has no less than twelve death sequences and his digitized Yankee tones intro each level with some smart alec comment. You'll soon find yourself snarling back at the bobcat after dying for the umpteenth time!



And yes, you will die. Often. In such a short space of time it's hard to judge any game but *Bubsy* does seem a tough challenge. Levels are certainly big, and with the emphasis on speed you'll soon find yourself in trouble. There aren't actually that many baddies, and the woolies (whose theft of Bubsy's yarnballs begin the game), mostly just stand around waggling their ears – but this is lethal enough when you're going so fast. And of course later on they get guns!

After all they hype I found myself a little surprised gameplay wasn't more original; *Sonic* veterans will find little new and miss the nicely worked out sub-games and overall quest. *Bubsy* is bigger though, 16MBits of challenge after all, and speed freaks wanting just that – rather than *Tiny Toon*'s variety – will take to it like a bobcat to cat-nip. There's also quite a neat touch with Bubsy being able to stretch out his arms and glide for some very tough leaps!

Without doubt this is the best SNES *Sonic* clone yet; funny, huge and very playable. However in one way it's too close since this is a straight Mega Drive port with little effort to exploit the SNES's superior pallette. In truth the graphics are actually pretty good, Bubsy is a great sprite and as you can see the backdrops look smart. However for the SNES you'd expect smoother colour blends and the first end-level opponents are disappointing.

Bubsy is due out here in May and is bound to be a big hit. The price isn't too bad either, £49.99 for 16MBits, but on the other hand the Mega Drive version is identical and ten pounds cheaper! Could it be due to Nintendo taking a licensing cut while Sega hasn't? Andy refused to comment, and sadly Accolade have no plans to take on Nintendo as they have Sega... SP









The spider's web provides the mouthy bobcat with added spring for his mega-leaps. Below, a sand shark (!) neatlly slices Bubsy in two!

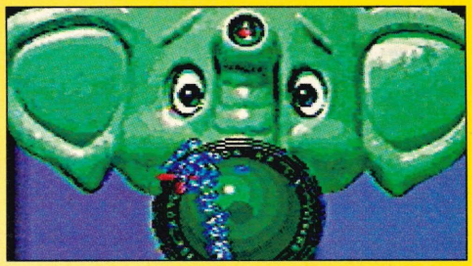






TOY CRANE'S

Despite the disappointing track record of SNES film tie–ins, Absolute Entertainment have leapt at the chance to cash in on the new Robin Williams film *Toys*. Video games genius David Crane has contributed to the design of this intriguing project, so how is it shaping up so far? Ryan "Toyboy" Butt checks it out.



A stunning visual extravaganza, the movie *Toys* stars Robin Williams as namby pamby Leslie, son of eccentric toymaking millionaire Kenneth Zevo. It's Kenneth's dying wish that Zevo Toys are handed over to his other son, the war-crazed Leland. Apparently Kenneth believes this will cause Leslie to finally grow up as it's inevitable that Leland will use the company to manufacture nasty warlike toys!

This is where the game begins. Leslie, with the help of Leland's son, Patric, must infiltrate the toy factory and destroy all of the bad toys that Leland has assembled. To do this, Leslie must make use of the various good toys that are scattered around the canteens and production lines which make up three big levels. Once the bad toys have been disposed of, the path is then clear to shut down the many security cameras that Leland uses to trace your every movement.

Dealing with the bad toys takes the form of a strange isometric shoot-'em-up. Armed initially only with a peanut gun Leslie must wander about blasting the bad toys. Power-ups come in the form of gift-wrapped presents! Each package contains a limited supply of good toys that can be used to shoot, ram, or crush the bad toys!

When the three danger areas have been secured, Leslie will then take to the skies, cruising over the city skyline avoiding the onslaught of enemy fighters. If Leslie successfully survives this final perilous mission, the path will be clear for him to step into the hot-seat and take over the business. The frantic non-top action of the massive levels is enough to age anybody a fair few years, so by the time Leslie completes it he must be more than capable of handling the adult responsibilities ahead of him. Who said growing up was easy!

● ***Toys* will be available from all good importers from April.** SP



Above we see the interesting sub-game where you have to shoot a jet of water at an elephant camera!







PREVIEW

IMPORT

PLAY THE GAME!



Bubblegum cards, a possible TV show and even a brand -new coin-op show just how big *Battletoads* are in the States. A new NES game even has them them teaming up with the *Double Dragon* guys for *The Ultimate Team*. But what are Battletoads? And who are the programming heroes behind these mean green, Turtle-bashers wonders Stuart Wynne.













Thousands of pounds are spent by companies on logos suggesting mystery and magic but few live up to their hype. Rare is an exception. It began life as Ultimate: Play The Game – quite simply the most exciting thing that ever happen to the Spectrum computer. Miraculously, Ultimate transformed the Speccy's beeping sonics and flickering graphics into evocative tunes, stunning sprites and out of this world gameplay. Ultimate never gave interviews, rarely previewed their stuff and kept churning out hit after hit until, toward the end, quality slipped and the magic faded before the company itself seemingly vanished...

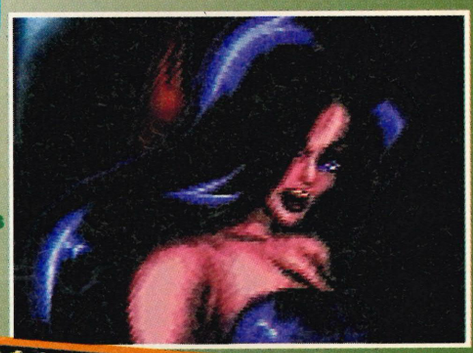


At about this time a new company was earning rave reviews in Japan. It later turned out that as Ultimate's last few Spectrum games were appearing the leading lights of Ultimate were already hard at work on new projects for a strange, box-shaped console racking in masses of cash for games programmers. Rare: Coin-It was soon *very* big in Japan with NES hits such as *Wizards and Warriors*, *RC Pro Am Racing* and *Solar Jetman*.

Battletoads is their biggest hit though and with a coin-op in development expectations are extremely high for *Battlemaniacs*, the SNES version. There are seven totally different game-styles packed into its 8MBits. Firstly there's a scrolling beat-'em-up heavily influenced by Sega's *Golden Axe*. You have only one combat move but the bone-crunching sonics and fantastic animation create a great feel. After that you get a vertically-scrolling variation, the Toads on hoverpads! You also have side-scrolling car racing and fairground rides, three levels where you must clamber up massive snakes, a very tough rat race and bonus levels where you collect dominoes or skittles for extra lives. *Battlemaniacs* is a big, big game and likely to provide plenty of challenge. Its two-player mode also offers plenty of extra laughs as you decide whether or not to co-operate with your partner! Tradewest are publishing it in the States soon and we hope to have a full review next month. Until then, feast your eyes! SP



Above, a Toad delivers a killer blow with his fist mutating, toon-style, into a hammer.



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REVIEW

OFFICIAL & IMPORT

PROreviews

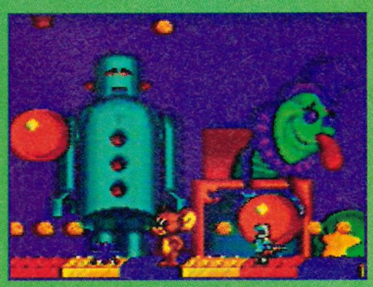
SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

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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REVIEW INDEX

MECH W

Massive, war-like robots are the dinosaurs of the future, hugely menacing monsters lumbering across desolate wastelands, crushing everything in their way. FASA's Battletech RPG board-game was a huge hit and now comes the official video game, a stunningly atmospheric mix of arcade action and involved adventuring, with plenty of Japanese text. But with a translator at his side, Mark "Jetfire" Wynne has no fear.





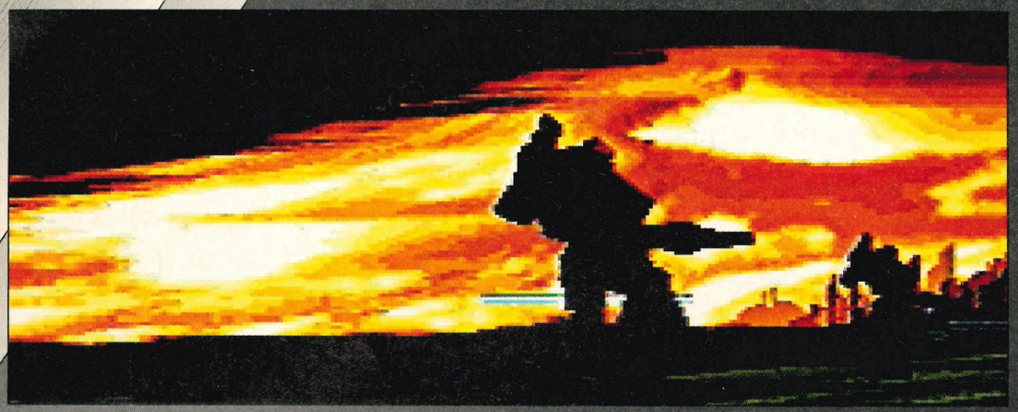


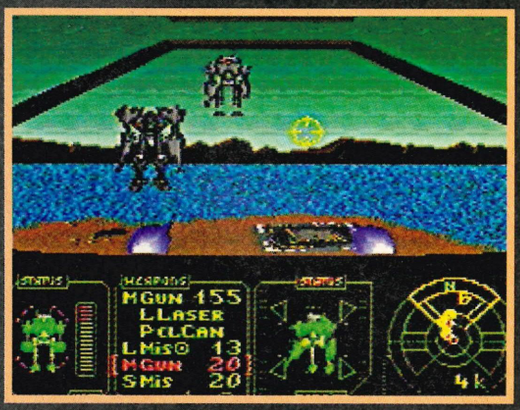
Above, the excellent intro and icon screens help set the scene in this epic game. On the left, one of the dregs of humanity found in the canteen.

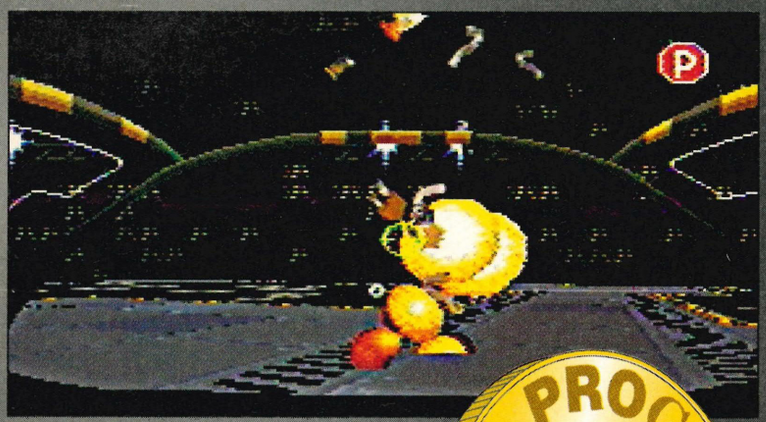


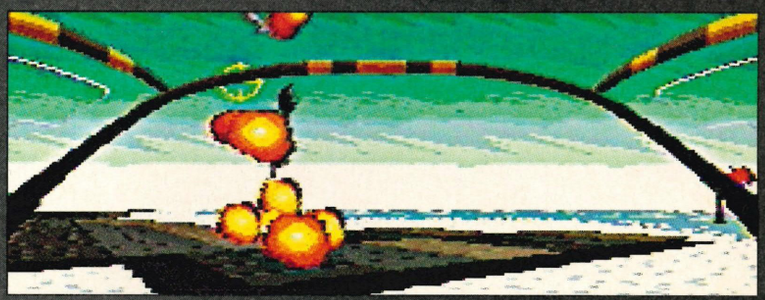


MECHWARRIOR

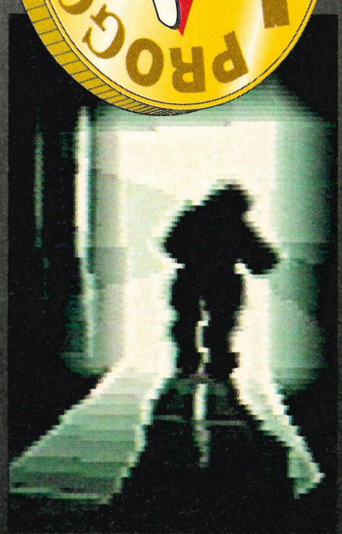












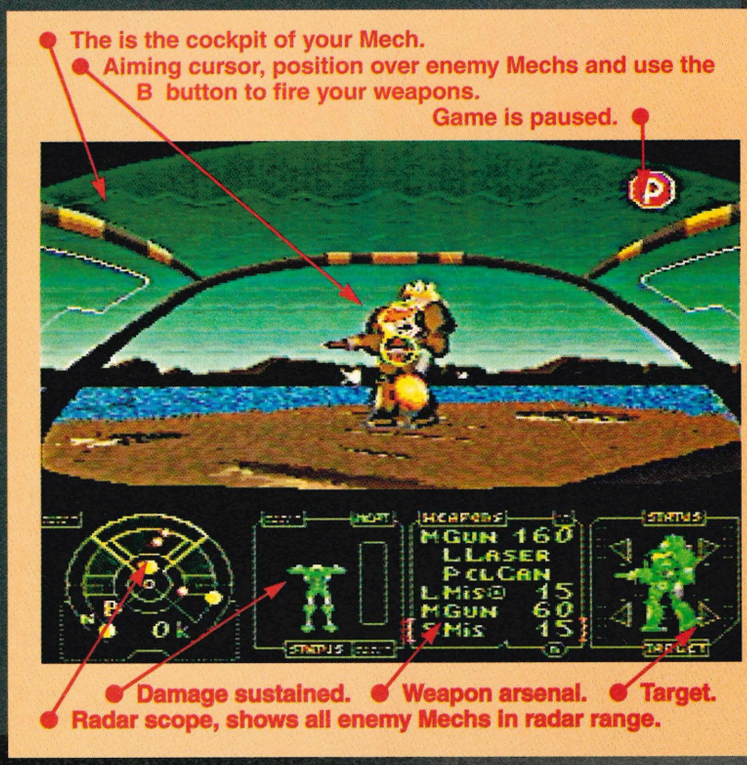
First impressions of *MechWarrior* are pretty good. The year is 3027, the place an outpost in Galatea in the Inner Sphere. The man is Herras Regan, his quest to hunt down the Dark Wing Lance, a mercenary gang which wiped out his family. You are, of course, Herras Regan and your plan is to follow in your father's footsteps and become a free-lance MechWarrior: a member of an elite group who pilot huge robotic machines. MechWarriors live by following lucrative contracts to protect the lands from renegade warriors and robots. For you this work is merely a mask, a means by which you can vigorously track down the Dark Wing Lance and carry out your revenge.



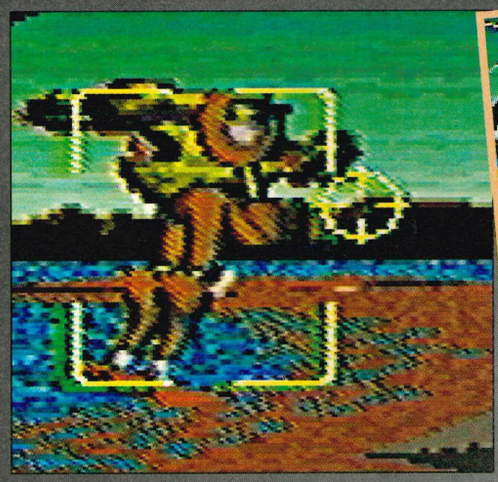
It's one heck of a story line but does *MechWarrior* warrant what almost amounts to a mini-novel? It starts off well. In the outpost an atmospheric menu system gives you the opportunity to visit the local club, take a trip to GHQ to see what contracts are up for grabs, and also check out your MechWarrior robot so that it can repaired, its firepower upgraded or even traded in for a new model.

The club, although slightly unoriginal – all such space-adventure type games seem to have one (maybe we'll all be alcoholics in 3027!) – is actually very useful. Early on in the game you'll run into an interesting ally, Caerle, who can feed you with information regarding other clientele, as well as missions to undertake and planets to visit. This club is also a good place to meet up with other people who may just have a worthwhile mission for you and also gives you the opportunity to catch up with the news.

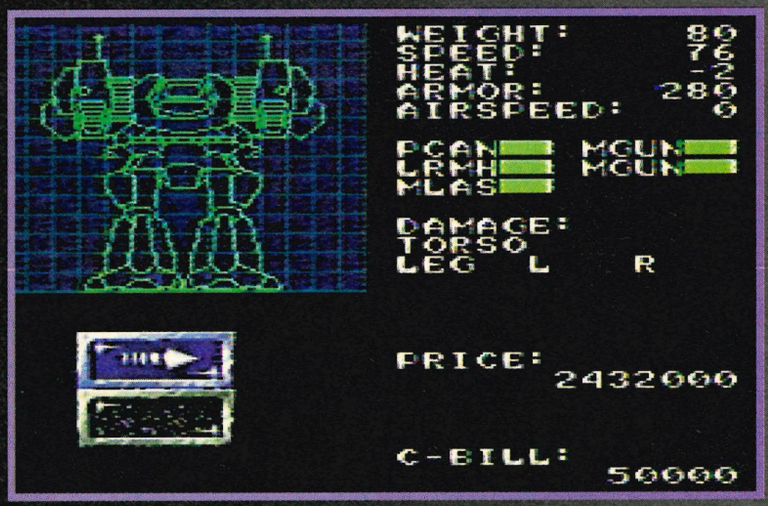
The GHQ details all of the current missions, including the reward on offer and the type of mission. This may be protecting a base or simply taking out a number of other Mechs; whatever it is you can be sure of a



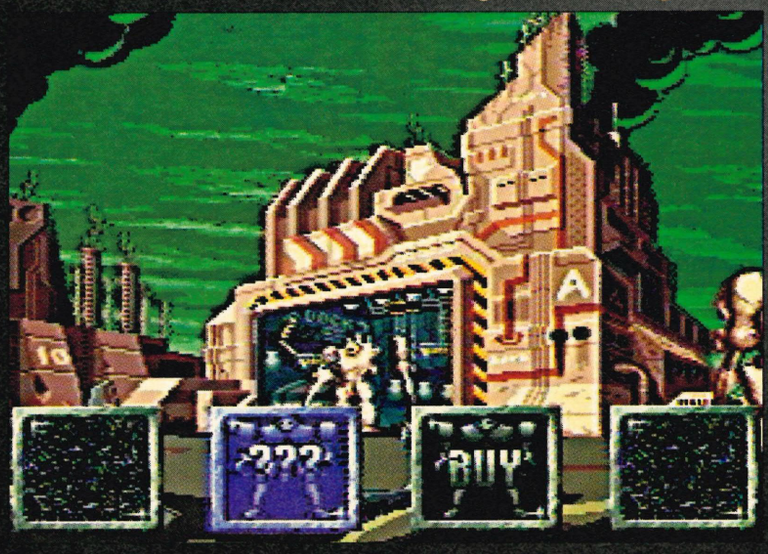








Above, the Mech repair workshop is always a busy place after a hard day's fight. Below, the outpost you're contracted to defend against marauding Mechs.



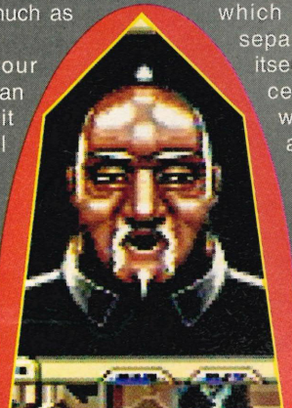
few battles! The fact that the missions are varied in theme (if not in execution), maintains a certain amount of interest; the remainder of the appeal tends to lie with the ever-unfolding story line, which you can only follow and proceed with if you listen to the people at the bar and stick to your goal as much as possible.

Building up your *MechWarrior* is no mean feat if only because it can take a great deal of money to increase armour shields, weaponry, heat resistance and so on. The only way to earn money is to undertake dangerous assignments – since you are almost bound to sustain some damage and use up a certain amount of ammo on each one, you will find that the bounty isn't always there to be spent on upgrading your machine!

This is all very well, but what about the real gameplay, the actual combat? Well, in true *Wing Commander*-style you view the action from your cockpit in the Mech and it is from there that you must target and destroy the oncoming Mechs. The cockpit is well drawn and one of the nice touches is the way that you have a small view of the action from the side panels of your warrior.

Your machine is capable of carrying a number of weapons, and it also has boosters so that it can shoot off into the air for a bit of aerial combat. A targetting cursor, which you can move separately from the robot itself, is positioned in the centre of the cockpit – with this you can opt for automatic firing, which goes through all of your weapons, taking one shot at a time, or you can blast at the oncoming Mechs with a particular weapon of your choice.

Although the missions all have a certain aim, the initial tasks mostly involve blasting every Mech in sight. Just when this starts getting a little tedious, the action begins to alter and becomes very closely linked with the story. You may come across a mercenary who wants you to undertake a security job, which, incidentally, has a hefty reward, or you may discover an ammo storage on one of the planets, which will really dent the short term ability of

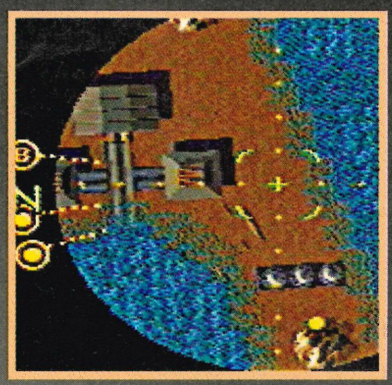


PRO TIP

Always purchase homing missiles, as they're cheap, easy to use and stunningly effective.



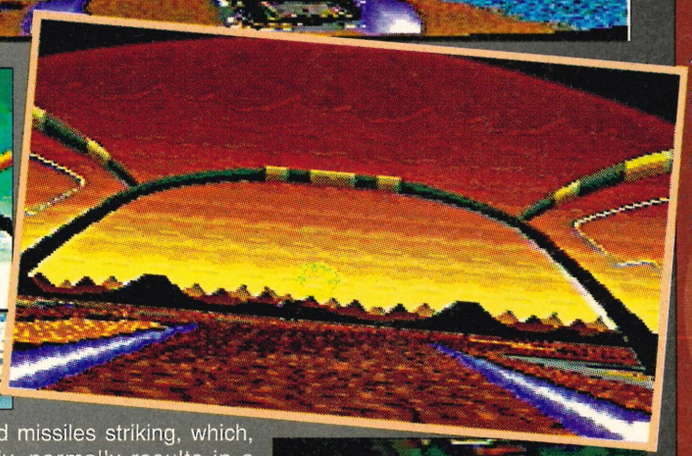
The aerial map (right) shows the location of the enemy Mechs. Below, two Mechs ascend from the waves to wreak havoc. On the left, a blinding flash of gunfire.











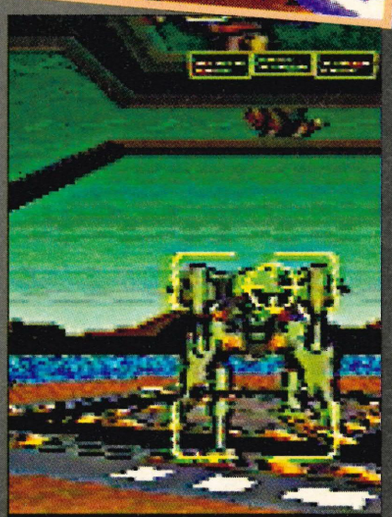
the Dark Wing Lance if you find and retrieve it.

You don't necessarily have to follow the suggestions or clues given to you at various intervals in the game. Instead, you can take on easier or more suitable missions so that you can build up your resources and finances, purchasing real heavy duty Mechs before going for the more demanding missions.

From a graphical point of view, *MechWarrior* is not so much innovative as practical, opting for speed and playability rather than trying to change the face of video games as we know it. During battle, good use is made of the rotation and scaling capabilities of the SNES, and there is little – if any – slowdown when things get a little hectic. The graphics may appear a little rough initially, but the number of them and the way they move is great; I love it when a lumbering monster slowly lifts off into the air. The Mechs may not quite match *WarpSpeed*'s close-up masterpieces, but here you can have three or four Mechs close-up, guns a-blazing and missiles striking, which, incidentally, normally results in a very loud and graphic explosion and one less Mech!

The adventuring side of things is no less impressive, the outpost screens and icons really drawing you into the game. Atmosphere seems to be a key word with *MechWarrior* and this is reflected in the sound where loud explosions meet with thudding footsteps and hi-tech beeps and jingles are in abundance. Even when it's silent, this game still manages to exude an eery, other worldly ambience.

In conclusion, *MechWarrior* is a fine piece of software, offering a massive and highly involving challenge, a whole other world really. Although brain-dead shoot-'em-up fans might get irritated by all the realistic plot-line details, action is frantic and addictive. When an English language version appears – a US version is planned for April – this will be an unmissable treat for all those who want to get lost in space, time and their SNES for an hour or ten! SP







Producer: JVC/ACTIVISION
Supplier: CONSOLE CONCEPTS
Tel: 0782 712759
Price: £65.00

Players: 1
Skill Levels: 1
Cart Size: 8Mbit
Save Game: Battery backup

CONTROLS

- Mech/Cursor up.
- Mech/Cursor down.
- Mech/Cursor left.
- Mech/Cursor right.
- X – Exit/Use Jets.
- Y – Select/Fire.
- A – Select/Move Target.
- B – Exit/Radar.
- L – No function.
- R – No function.

PROS: A lengthy and very playable arcade cum strategy game which, with its on-going scenario, is one of the best of its type on the market.

CONS: A bit repetitive at times, and, if you are the Ryan 'blast, maim, kill, ask-questions-later' type, then you might not appreciate the adventure overtones.

GRAPHICS	87
SOUND	82
GAMEPLAY	94
LONGEVITY	92

PROSCORE
90
SCOREPRO

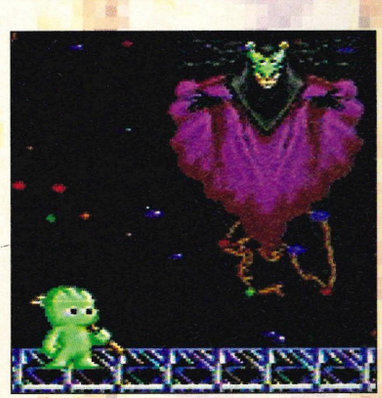
MAGICAL MECHANIZED MAYHEM!

XANDR

Big Adve

Xandra's Big Adventure has been around for a few months now and still only a handful of hardened gameplayers have finished it. The pin-point accuracy and mental dexterity that's required, combined with incomprehensible Japanese text have all conspired to make the completion of this cart about as likely as a Benn-led socialist government. Do not fret however – the SUPERPRO crew are here to help you on your difficult quest. Next month we'll have a complete solution but before we do so Dave "wandering star" Westley is going to tell you a little bit about this very odd game...











Namco, *Xandra's* producers, have been around for quite some time producing quality games for the PC Engine. This is their first jaunt into the Super Nintendo market however and yet it's still quite some jaunt: long, incredibly infuriating, and above all else, astonishingly addictive and rewarding.

What kind of game is it though? Well it's *not* a platformer despite the many platforms; and it's *not* really an adventure game despite the adventure. It *is* in fact is a mixture of these two, a sort of arcade adventure. Taking control of your digitized doppelganger, a blobby green jelly baby with a large array of special moves and jumps, you must travel through inhospitable climes, battling alone against Alsandra, a vile, powerful and very wicked witch. Moreover her minions are everywhere, setting all sorts of obstacles and traps in your way. Beating Alsandra will require much mental exertion, as well as very nimble and dextrous fingers. Later on, you'll even find a set of multiple choice questions - written in Japanese! How's that for difficult!

The feel of the game is 'enchanting' – the game oozes a weird Japanese mysticism. Childish bells in the background play a spooky, eerie tune reminding you that Xandra is quite alone in his quest. Then the eeriness will give way to something loud, vibrant and triumphant – usually as you're just about to pitch fork something nasty!

The fantastic lives on in the graphics. The second level is set in swampland with crocodiles lurking in the water. In the background silvery wild horses shimmer, and magical dust twinkles as it passes by. Reach the end and a huge tree blocks your path. Using a special move you fly at the tree at supersonic speed, pitch fork in front of you. The collision causes a downfall of snow, and, most importantly, a rope to appear! Here, however, your real difficulties will begin. For at the top of the tree are

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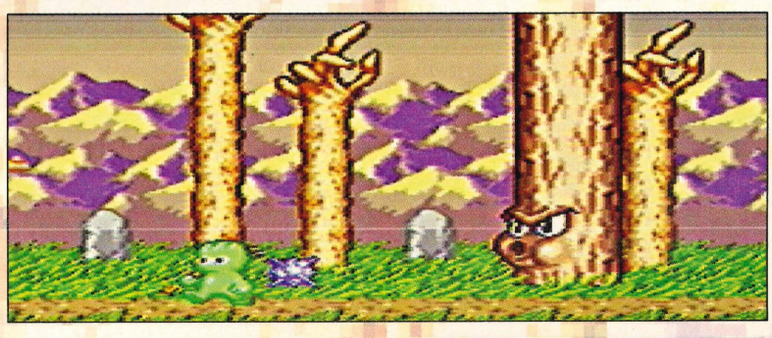
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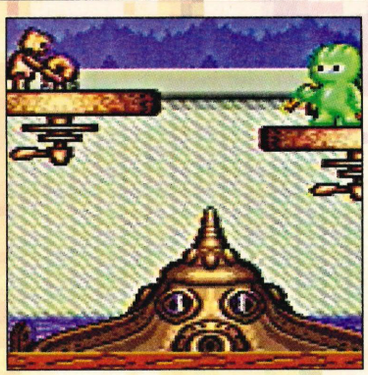
platforms you'll need to jump across. Unfortunately you can only stand on them for a few seconds and reaching the next one will require you to leap at the very tip of the platform you're on. It's tough, so very tough!

It's worth it though. The next level you're waist high in snow and alive and creepy snowballs bound towards you – touch them and that's one of your six lives gone. Later on you'll have to release a huge snowball and run desperately towards a hole to get out of its way. If you make it, the collision of the snowball with a bare outcrop of rock will bring an underground stream into the open. This waters a plant, bringing it to life. The plant then releases strange bubbles - get into one and you'll be carried upward, out of the cavern, and into the next level!!!



PRO TIP
Buy our next issue with the complete solution!

At first glance the graphics do seem a little banal, but the imaginative way you interact with them makes it all very involving. Xandra himself might look a dire sprite, however watch him when he gets his pitch fork stuck in the ground; when he falls too far; when he bangs his head; when he gets exhausted and when he dies. It may be sad, you may pity the poor jelly baby, but you'll giggle anyway... And while it can be irritating when Xandra falls too far and sits shaking his head, rather than instantly springing up and defending himself, this realism further increases the great atmosphere and ultimately adds to gameplay.



All this on top of eerie, magical story sequences; some very puzzling puzzles and some of the weirdest characters you'll ever meet, and perhaps fall in love with...

This a tip-top game and one that's most definitely worth perseverance. So if you want to travel into the weird and wonderful land of the Japanese psyche, to become enchanted by magical sonics and magical creatures, well get ready to play.



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

Players: 1
Skill Levels: 1
Cart Size: 8Mbit
Save Game: Password
Features: Infinite continues.

CONTROLS

- ▲ No function.
- ▼ Pitch fork down.
- ◀ Left.
- ▶ Right.
- X — Jump.
- Y — Special jump.
- A — Flying fork attack.
- B — Fork attack.
- L — No function.
- R — No function.

PROS: Different, challenging, addictive and great fun.
CONS: Sprites vary greatly in quality of design and appeal. Japanese text is a bit annoying and the high level of difficulty does make progress slow .

GRAPHICS	80
SOUND	88
GAMEPLAY	85
LONGEVITY	82

PROSCORE
82
SCOREPRO

A VERY BIG ADVENTURE INDEED!

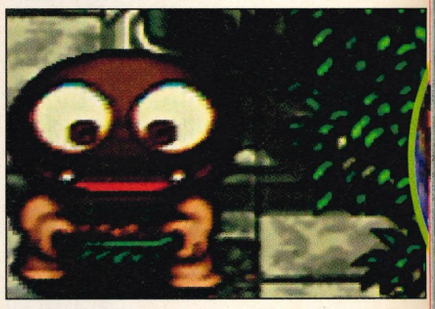
REVIEW
IMPORT

Kiki Kiki

Although *Kikikaika* looks like yet another cutesy RPG adventure, it's really an incredibly fierce shoot-'em-up with the weirdest graphics since *Parodius*. Barmy, bizarre, more insane than Nurse Cratchitt or Mr Magoo on speed, *Kikikaika's* programmers are undoubtedly the new Kings of Krazy – not even William "Naked Lunch" Burroughs has this warped an imagination. Dave "two holes" Westley gets ready to play.



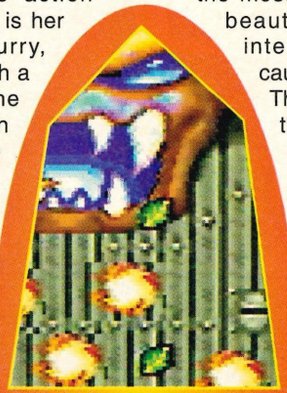




Kikikaika's stars may be small but they're perfectly formed and very different. One's your typical Japanese girl (as seen by programmers anyway); unbearably cute with impossibly big eyes, she's definitely not your usual Schwarzenegger-like action hero. But then neither is her side-kick; a fluffy, furry, plumply fat raccoon with a swishy tail. One of the many visual treats in this brill game is the animation on these sprites, I especially like how the podgy racoon does a dust-raising slide – useful for getting past tough opponents.

These impossible creatures provide a slip-slidin' tangent away from the typical shoot-'em-up , it's an an irresistible campaign to loosen your grip on reality. And don't try to hold on – your comrade-in-arms, erh legs, the furry raccoon, is probably the sanest creature that you'll find here. *Bill and Ted's Adventure* will seem positively prosaic after this surreal escapade.

Just take a look at the first level. Umbrellas leap out of the jungle, poking their tongues out at you, statues spring to life if shot at and a big-eyed, big-headed, fang-toothed mega-monster guards the level's end by throwing nuts at you! So you see what I mean about those programmers. Weird's not the word, but talented definitely is, with even the most gigglesome creature beautifully detailed and intelligently deployed to cause maximum damage. The first level also has a thunderstorm, a woman spirit who gives you a Chinese dragon to ride on, aggressive jelly babies and kamikaze fish!



PRO TIP
Get close to your enemies and you can return their missiles to them with your tail or sword.

It all looks very odd and, thankfully, it also plays a bit odd. Not too odd, just odd enough that you're always a little surprised by the game. You certainly never get the feeling you've seen it all before. This mix of imaginative graphics and gameplay means that the lack of Mode 7 trickery or brain-burning puzzles doesn't matter. It's good fun, and Mode 7 addicts will be reassured to know it does actually make an appearance in a sub-level sequence!

The plot, which provides a stab at justifying all this madness is that it's your mission in life to guard and protect a Shinto shrine. For the longest time this has all been rather dull, the only threat of desecration being acid rain, declining religious belief and the bubble gum little kiddies have left behind on the seats. Fortunately all this changes with the invasion of the Mad Things and getting to the bottom of it won't be easy.

The first level we've covered but unlike some games, *Kikikaika* doesn't tail off in quality as you progress,on the contrary, it just keeps getting better and weirder. There's a a giant flying pirate ship, a vast dungeon, earthquake-prone canyons and so much more, all linked by neat cinematic sequences.

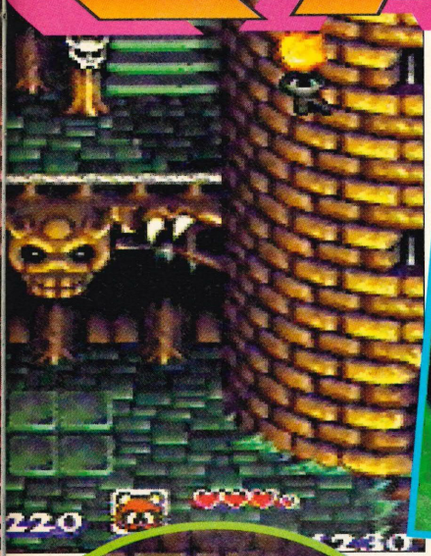
The music and sound FX help the graphics by providing a stabilizing counterbalance to the visual madness. It's a folksy, traditional Japanese sound, full of lilting pipes. Shut your eyes and you probably wouldn't associate it with this game, yet it works nevertheless.

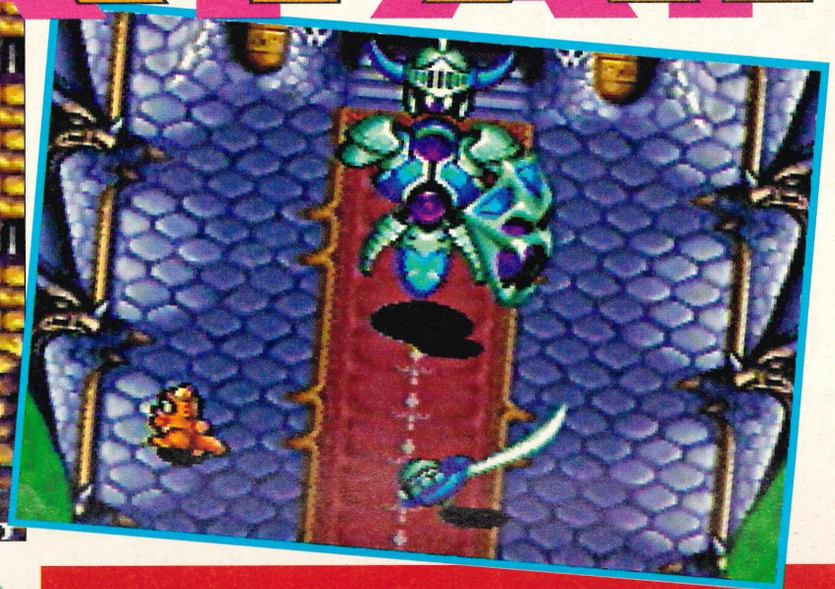
All in all then this game is very impressive – it's beautifully animated with superb sonics; it's not too easy and not too hard. Most importantly however this game is more balanced than Ying and Yang. The result is that everything in this game feels just right A brilliant shoot-'em-up and a great two-player game this sort of weirdness just isn't available on other machines!

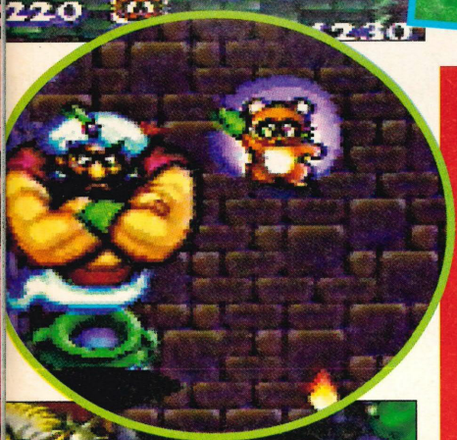


REVIEW
IMPORT

KIKIKAIKA











POWER-UPS

Like all such games *Kikikaika* is absolutely full of power ups. These may be found either in the hampers that you'll find littered about, or by shooting seemingly innocent creatures such as a frog or even an eagle - creatures that don't get involved in the battle.



This marble powers up your fire weapon.



These berries restore all your energy.



These smart bombs are very rare.



Become invincible as you ride this dog.



This Magic Shield keeps you safe.



Restores two of your energy points.





Publisher: **NATSUME**
Supplier: **CONSOLE CONCEPTS**
Tel: **0782 712759**
Price: **£65.00**

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

CONTROLS

- ▲ Walk forwards.
- ▼ Walk backwards.
- ◀ Walk left.
- ▶ Walk right.
- X Slide.
- Y Fire.
- A Swish tail.
- B Fire.
- L Special weapon.
- R Special weapon.

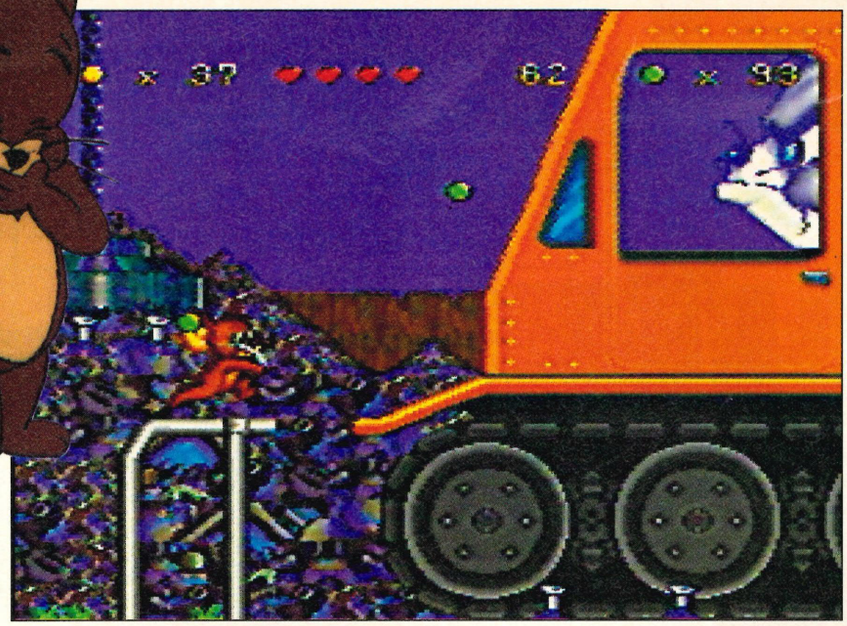
PROS: Excellent, utterly weird graphics and animation; fun and imaginative gameplay.
CONS: Could have had a password system – this one's going to take forever to complete.

GRAPHICS	91
SOUND	88
GAMEPLAY	91
LONGEVITY	90

PROSCORE
90
SCOREPRO

WEIRDER THAN DALI'S MAD UNCLE!

TOM & JERRY









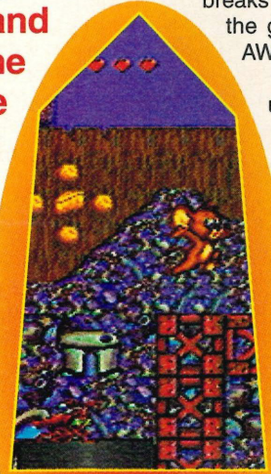
On the left one of the few imaginative end-level sequences. Here you flip the purple block between the gaps to ensure bombs falling from the top move toward Tom, and don't drop on you! Below Tom tries to sandbag you in the first end-level challenge.



Unarguably the best releases during the past few months have been 'toon conversions. First there was *Bart*, then *Road Runner*, then *Mickey Mouse* and finally *Tiny Toons.* The latest one instantly became the best game available - toppling even *Mickey Mouse* with a massive 95%. So it became quite obvious that the much hyped Tom and Jerry had a lot to prove. Dave "storeman" Westley finds out if the goods have been delivered...

Hi-Tech Expressions, publishers of *Tom and Jerry*, promised something radically different from the NES game of the same name. Have they succeeded? No, not really; in fact no, not at all. With the very first images beginning to warm on your television screen, you know that this cart is going to be something of a disappointment. As yet you don't know quite how much of one.

Level one begins... There's a momentary pause before Jerry drops (from nowhere!) onto the ledge of a building on the left hand side of the screen. Walking forward he encounters a HUGE bug, probably a cockroach. Whatever it is, it's disgusting. *Not* because it's a black slimy thing with whiskers and long hairy legs but because it's at this moment that the thought that's been growing in your subconsciousness breaks through to the surface: the graphics are absolutely AWFUL.

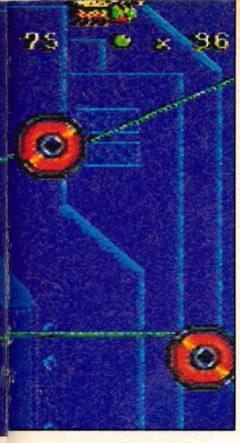


PRO TIP

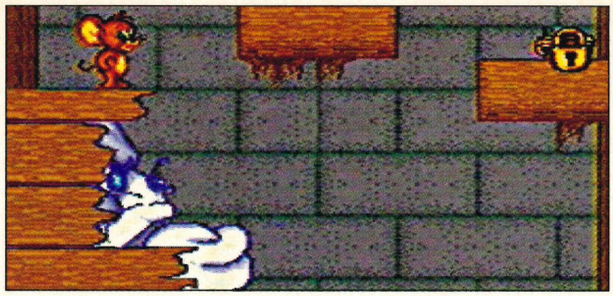
Look out for the big cheesy bits. They give you extra life!

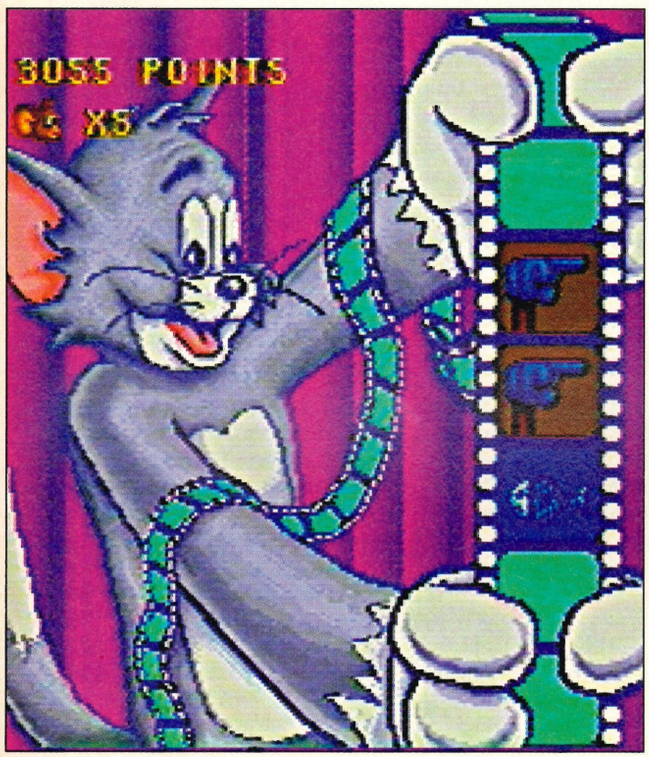
Perhaps awful is a little unfair. It's just that they belong to the NES, and not to the SNES. So, dazed, you venture a little further, hoping to see something amazing – if only to counterbalance the extremely two-dimensional backdrops, the blocky blobs that claim to be spritely sprites, and the awful animation. And do you find anything remotely of interest? No. Only more blocky blobs, more two-dimensional backgrounds and more dire animation.

Indeed there's but one round where Jerry's surroundings could be considered worthy of the SNES: the toyshop





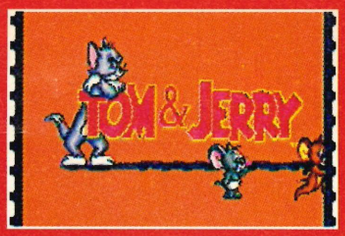




Above is the final test. If you bombard Tom with apples he releases keys. These unlock variou segments of a rocket. Piece them together, inch the constructed rocket towards Tom's hand and he'll whizz into the night sky (left & down).







Publisher: **HI TECH EXPRESSIONS**
Supplier: **VIDEO GAMES OF AMERICA**
Tel: **0403 752156**
Price:**£49.99**

Players: **1-2**
Skill Levels: **N/A**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Tom and Jerry.**

CONTROLS

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

PROS: Nice tune.
CONS: Unimaginative graphics and uninspired gameplay make this one to avoid.

GRAPHICS	55
SOUND	70
GAMEPLAY	59
LONGEVITY	56

PROSCORE 58 SCOREPRO

A GAME WITH AS MANY FLAWS AS JERRY'S SWISS CHEESE HAS HOLES!

round. But even here there's nothing original. It's just a variation of something you'd expect to find in *James Pond* (soon to be released for the SNES). And the only large sprites you'll see are those of Tom in his various guises – and that size is more often than not counterbalanced by a lack of detail...

Does the gameplay make up for the graphics? The game is divided up into a number of levels, each taking on a certain theme – toyshop, city dump, kitchen, etc. Each level is further composed of three acts which act as variations on the level theme.

Whatever the theme however every level is essentially a platform adventure so the game consists of jump, jump and, umm, jump again. Oh no! Occasionally there's a chance to fire big green round things (apples?) at other things (cockroaches, rats, flys, etc), or jump on their heads, or just avoid them. Original isn't it.

But lack of originality doesn't mean it can't be fun, or does it? Unfortunately the lack of appealing graphics combined with repetitive gameplay kills this game's appeal. *Tiny Toons* wisely added loads of extra bits to make constantly varying gameplay... *Chuck Rock* had a rather bizarre tum basher, catapulting dinos and an awful lot of puzzles; *Mickey Mouse* featured fancy dress costume changes and, again, lots of puzzles; *Bart* had loads of sub games, all very different. *Tom and Jerry* has... jumps, jumps and more jumps and it's not enough. Not enough for me anyway.

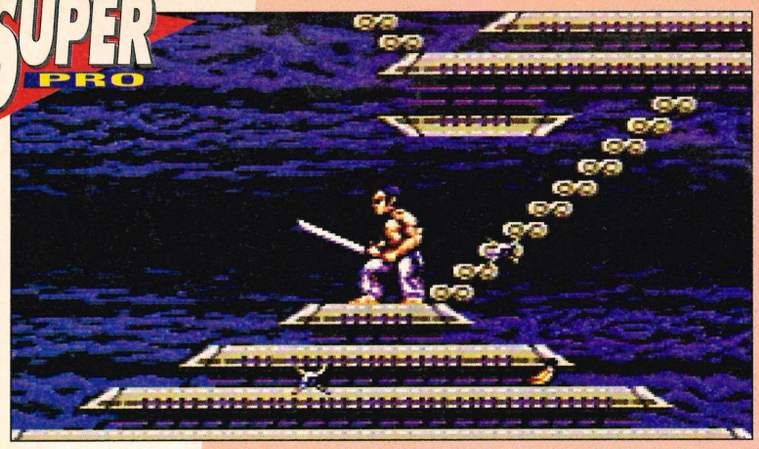
We can't even say that the two player round makes it fun because it doesn't. It's not simultaneous, it's alternating. And this just means that you're more likely to fall asleep waiting for your turn.

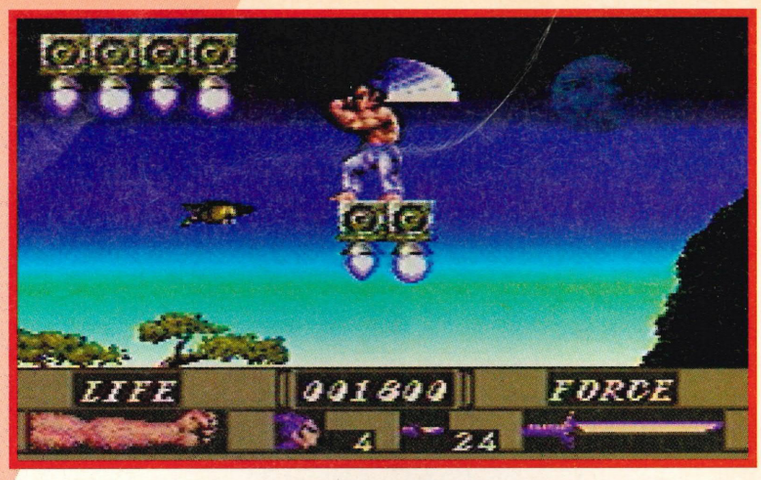
Occasionally, very occasionally a 'nice touch' will rear up to try to prevent, or at least postpone, the slip into unconsciousness. The end game sequence for example could have been taken from one of the cartoons. But even here it's been done before – *Road Runner* featured such sequences (better sequences in fact) *at the end of every level.*

There is however one good thing about *Tom and Jerry*, and that's the music. But this is not because it's been digitised or even because it's a particularly good piece of programming. Rather it's because it's a damn fine tune and only a complete incompetent could have messed it up...

So to conclude this is the worst of the new specie of game, the interactive cartoon. Fortunately the others are just so good that this one failure doesn't really matter – it's just a shame that *Tom and Jerry* had to let the side down.















First Samu

Despite the oriental theme and classic arcade adventure format, this is yet another British Amiga game that's been upgraded for the SNES. Quite a hit in its original incarnation, David Westley wonders whether it's as impressive second time around.

At first you might mistake this for yet another leap 'n' hack 'em arcade adventure, albeit with neat graphics and sonics. However as you play on you'll discover it's actually quite original. For a start, getting the five Mystical Runes you need to collect before challenging the end-level guardian involves a bit more than well-timed, super-long jumps. Flickering flames, for example, are best overcome by getting a bell by which you can summon the Mystical Mage. This useful chappy can not only provide a superbly atmospheric rain storm, in other circumstances he'll magic into being platforms where before there were none, remove doors, turn fire to ice and more besides. You'll also be able to transport yourself back to the last Mystical pot that you found. Needless to say there's only a limited number of these so using them well is vital.

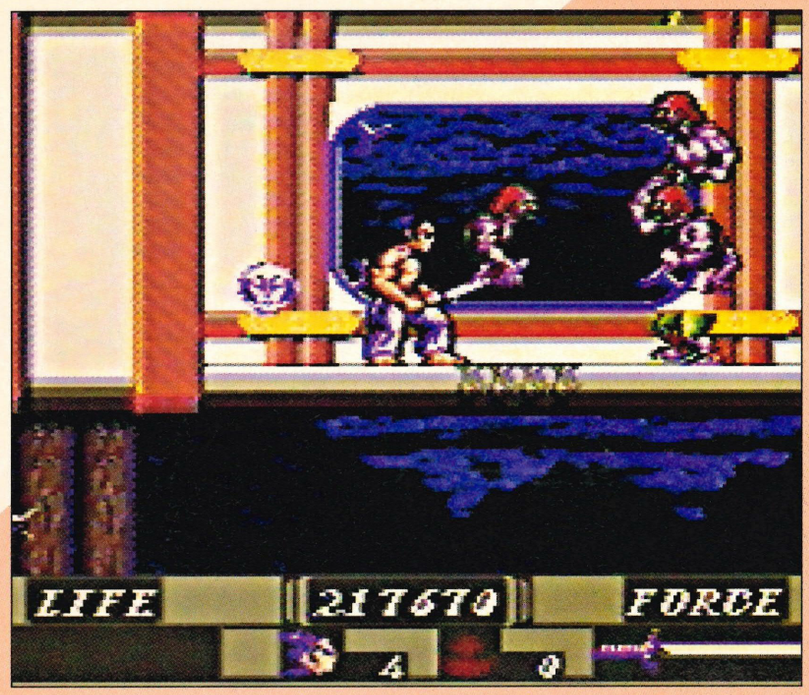
Another neat idea is the relationship between your sword and your life force: if you lose all your life energy it gets replaced by how much sword energy you have. This is both good and bad. It's good because you're not dead. It's bad because you now no longer have a sword! To regain it you'll have to punch and kick to death a vast quantity of nasties.

The graphics continue the slightly off beat nature of the gameplay. The sprites are somewhat blocky yet the sprites work somehow, if only because they're set against absolutely stunning backdrops. In the first one, a beautifully detailed pale moon sits against the luscious purple sky.



PRO TIP

To kill the guardians at the end of the first level, stay fairly still and swipe upwards, blocking the dragon's fire with your sword.





Below, the Mystic Mage turns fire to ice. The icon of him on the left blows up everything on screen when touched.



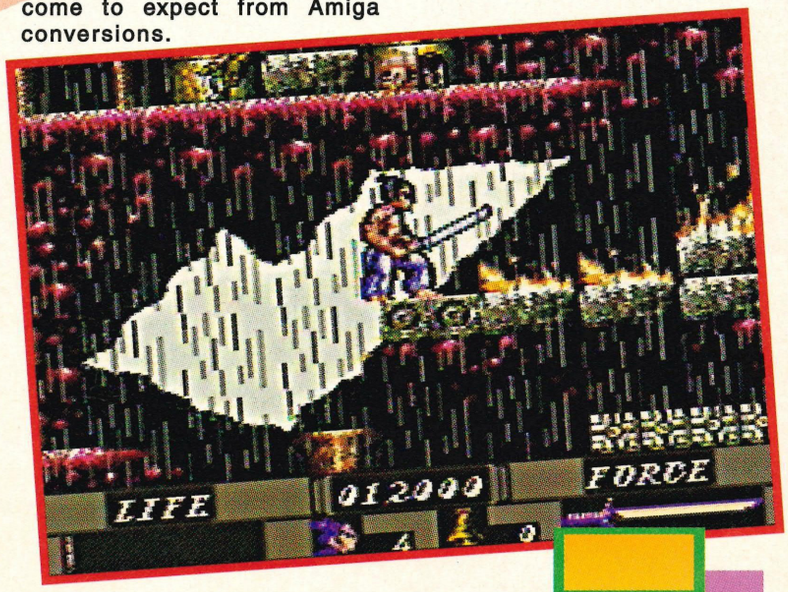
Later on that sky darkens. Ruddy browns, the darkest purples and greys intermingle. Then lightning flashes – brightening the whole screen for just an instant. It's a stunning effect and one that raises your hopes for things to come.

Unfortunately the further you go the more these hopes are dashed. Though the backdrops remain superb throughout, the clarity and detail of the individual sprites slowly diminishes. On the first level pale green demons brood underground, their tails swishing back and forth; birds grow from green gunge that drips from the cavern walls, and Gigeresque creatures roam the cavern floors. But by the fifth level the creatures just seem to be blobs more concerned with finding their own identity than hindering your journey. Even the end of level guardians are disappointing...

The first set of guardians *are* good however, being two huge Chinese dragons who breath fire. The second guardian, a sword wielding skeleton is a sprite the size of your own. The third is a slithering thing growing green blobs for disposable heads which he uses to throw at you. The fourth is a computer that sits lamely in the corner, throwing grenades.

Making up at least in part for these sprites are the sound FX. Collect either food or treasure and 'hallelujah' plays in the background. Destroy enemies and atmospheric chimes will reverberate throughout the cavern. Swipe your sword and you'll here the rush of the wind and if you hurt someone you'll hear digitized moans and shrieks! The accompanying music is very good too. Ironically, considering its British origins, the oriental music is perhaps the best we've heard using lots of traditional instruments rather than banal synthbop stuff.

All this adds up to what we've come to expect from Amiga conversions. The gameplay has plenty of good ideas, while graphics and sonics are adequately uprated for the SNES. However the tailing off of the game's graphic quality reveals the lack of a Japanese-style mega-budget to make it fully live up to early expectations. Nevertheless this is an original and very playable little game with plenty to keep you occupied. Even as a simple platformer it's fun, with the main character capable of huge leaps making for an all-round good feel. SP



First Samurai

Publisher: **KEMCO**
Supplier: **VIDEO GAMES OF AMERICA**
Tel: **0403 752156**
Price: **£49.00**

Players: **1**
Skill Levels: **1**
Cart Size: **8MBit**
Save Game: **No**
Features: **Excellent sonics.**

CONTROLS

- No function.
- Crouch.
- Walk left.
- Walk right.
- X — Magic.
- Y — Jump.
- A — Punch; sword.
- B — Kick; sword.
- L — Select magic item.
- R — Select magic item.

PROS: Great tunes and FX. Original gameplay is extremely addictive to begin with, largely due to a neat main character who whizzes about with great zest.

CONS: Graphics deteriorate with progression and gameplay doesn't develop well enough to compensate. Finding the Mystic Runes becomes harder mainly because maps become bigger and tougher rather than due to any neat new puzzles.

GRAPHICS	69
SOUND	80
GAMEPLAY	75
LONGEVITY	60

PROSCORE
70
SCOREPRO

MORE FUN THAN A POT NOODLE

REVIEW
IMPORT

EXHAUST HEAT II

As last month's racing feature made clear if you want racing action, the SNES is well catered for. So to give it an edge against the competition Seta have developed their very own custom chip to make *Exhaust Heat II* a real brain-burning speed demon. Ryan "Road Hog" Butt finds out whether human reactions can cope!



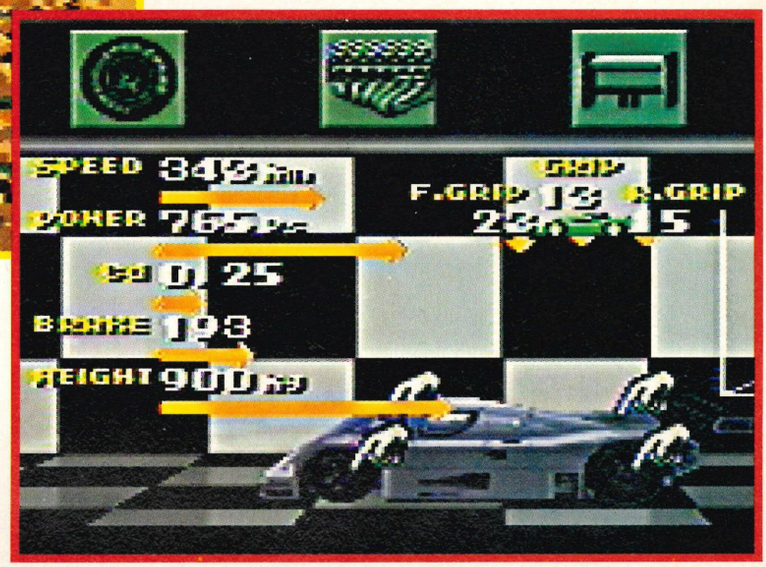




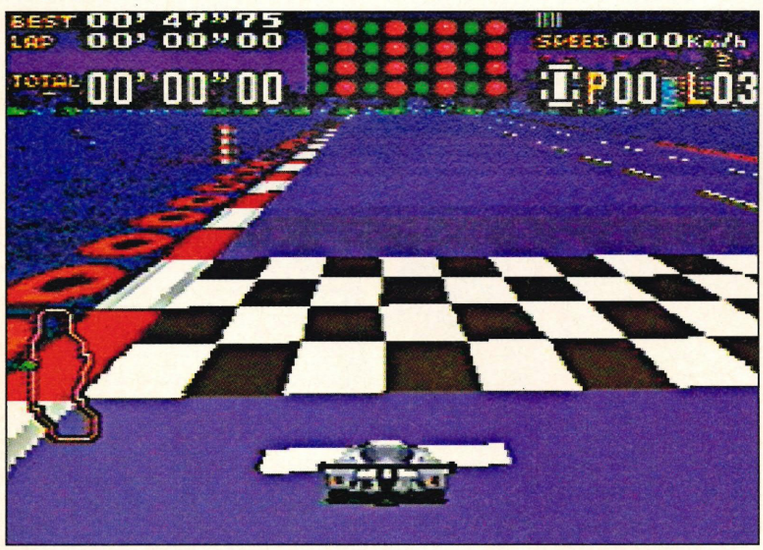


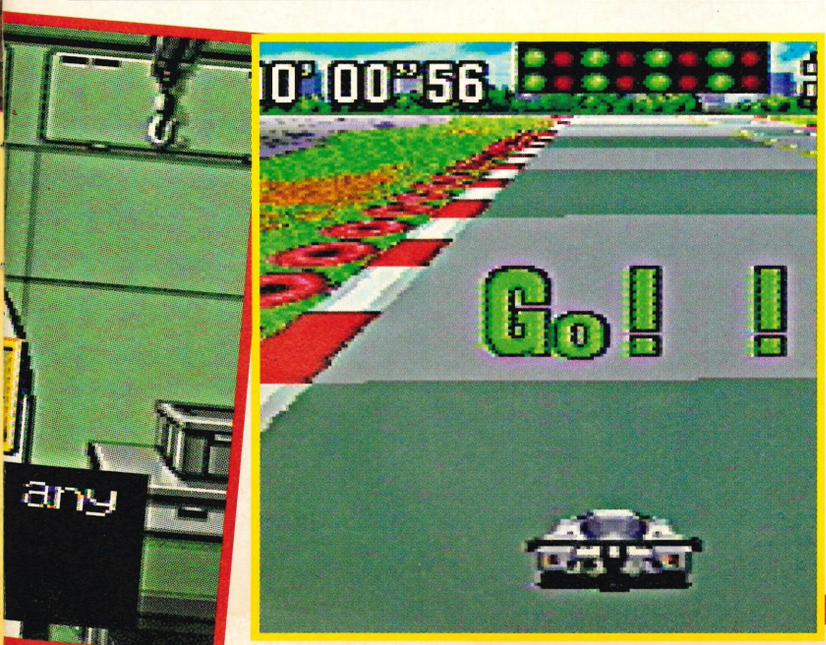






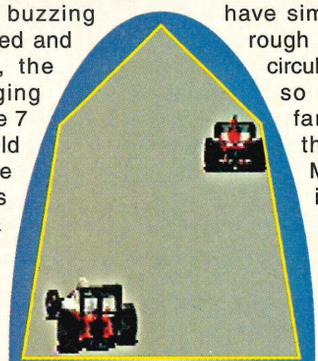
Above, vital time is lost as the white prototype car takes a corner too wide and slides into the gravel that lines the side of the track Below, a spot of night-racing gets underway. Once again, the prototype car prepares to qualify.





Exhaust Heat II opens with a brief yet stunning intro: a series of racing cars all buzzing round a highly detailed and nicely drawn track, the perspective swinging around in typical Mode 7 fashion. Instinct would suggest that the picturesque graphics used here would be a close indication of those used in the actual game, but you'd be wrong! In-game car graphics are more limited but speed, at least, is in no shortage when the the green light flashes up.

Once you've toggled through the various practice, course select, and record menus it's straight onto the qualifying circuit. It's at this moment that the incredible familiarity of the in-game graphics hits you. "Oh my god, it's *F–Zero*!" was the general response throughout the office. Indeed the graphics do immediately strike you as being similar to that classic, pioneering racer. The cars are obviously different but the tracks have similar, subtly shaded rough areas, while the big circular track markers and so on all seem very familiar. But if you thought the use of Mode 7 in *F-Zero* was impressive, then you ain't seen nothing yet!



PRO TIP

The best way to take corners is not brake, but simply take your finger off the accelerator until you're back on the straight and narrow!

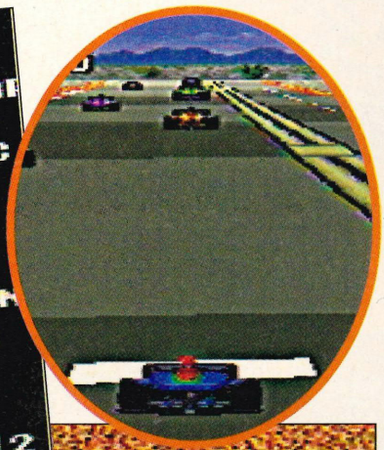
As with most other racing games, the aim of *Exhaust Heat II* is to compete against 25 other professional racing drivers, including famous names such as Mansell, Suzuki, and Senna. You start off by choosing which car you would like to race in; there's a special prototype, a Venturi and a McLaren. Each has their own specific advantages and disadvantages ranging from maximum speed, to overall road handling. Once you've chosen your wheels, it's straight onto the qualifying course in which you must





Look out for the other cars, one careless turn could send you whizzing into them (left)! A staggering sixth position puts you in the running for a whopping cash bonus (above).







complete two laps of the circuit in as little time as possible to determine your position on the starting grid. The length of the actual race can be altered to your own requirements ranging from five laps to 77 – for true enthusiasts only!

One of the main faults of the original *Exhaust Heat* was that there just weren't enough tracks to keep a player hooked for any great amount of time. Thankfully the programmers have picked up on this point and rectified it for the sequel. Not only that, but they've also included several other spanking-new features to spice up the atmosphere. Particularly interesting is the laboratory in which a skilled developer works day and night to come up with new ways in which to spice up your car to give you that critical winning edge. At a small cost of course!

Kitting your vehicle out with the appropriate equipment adds a novel element of strategy to the game and your finishing position depends on whether you upgrade you car enough to outrun the pro's. And if you don't do well you don't earn enough cash to research new equipment!

Exhaust Heat II certainly features the fastest use of scaling and rotation ever seen in a SNES game, your car speeds round the course so fast that your eyes can hardly keep up with it! Although at first the graphics do seem to owe more than a lot to *F-Zero*, they're faster and the overall scenario is a lot more involved. There's also plenty of challenge. Qualifying, let alone winning, is a humongous task in itself.

The funky sound score fits in well with the fast-paced action of the game, albeit without being at all memorable. I'm also sorry to report that the programmers still couldn't come up with a realistic engine noise even after all this time. Instead they've opted to use the old annoying drone in the hope that the fantastic visuals will sway the player's attention away from such trivialities.

Unfortunately sound isn't the least of the game's faults. For one thing the feel is a little unbelievable, the cars don't slow down that much on rough areas and accelerate back up to speed rather quickly. It's good fun but lacks *Mario Kart*'s believability, strangely enough. Another drawback is that there's no two-player game. Still, if it's speed you want this more than delivers and there's a lot to it making you very glad of the battery back-up to save your progression.



Publisher: SETA Co.
Supplier: CONSOLE CONCEPTS
Tel: 0782 712759
Price: £65.00

Players: 1
Skill Levels: 1
Cart Size: 8Mbit
Save Game: 3 Saves
Features: Custom Chip.

CONTROLS

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

PROS: Lightning fast visuals, loads and loads of tracks, plus three different cars to master. A massive Grand prix to compete in with a challenge tactical game concerning R&D of new car parts.

CONS: No head-to-head option is a shame. Not too demanding – just keep your finger down and go for it!

GRAPHICS	80
SOUND	73
GAMEPLAY	75
LONGEVITY	78

PROSCORE
74
SCOREPRO

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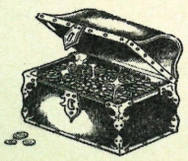
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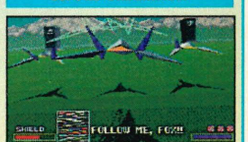
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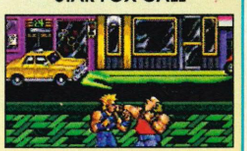
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NORTHERN

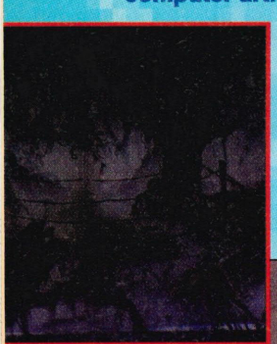
Wheel of Fortune may have had little other than Vanna White's digitized smile (and even that was rather plasticky), but Imagitec aren't worried. Their second generation of SNES games is well under way, and a hugely ambitious CD-ROM Mega-Game keeps plenty of people hard at work. Imagitec plan to be known a long ways outside Yorkshire, so Stuart Wynne paid them a visit.

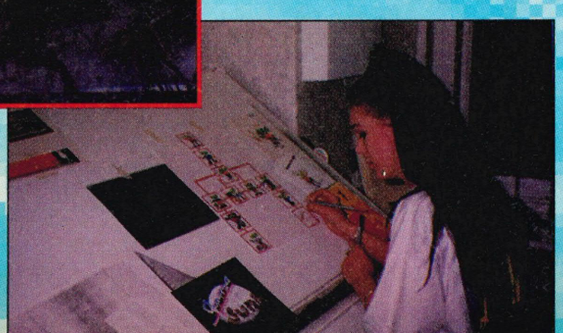






Bob Mallinson (above) poses with the mask for _Space Junk_'s hero. Bob does injection moulding for masks sculpted by Don Whitehead-Binns. _Space Junk_ is a side-view adventure like Lucasfilm's _Indiana Jones_ and _Monkey Island_ games. The Sega version is shown above and PC screens are even more impressive! Backdrops begin as paintings by Marie Fox (below) and Sharon Dunford. These are then digitized and retouched by computer artists. Below you can see one woodland scene with gameplay details shown on a tracing paper overlay.





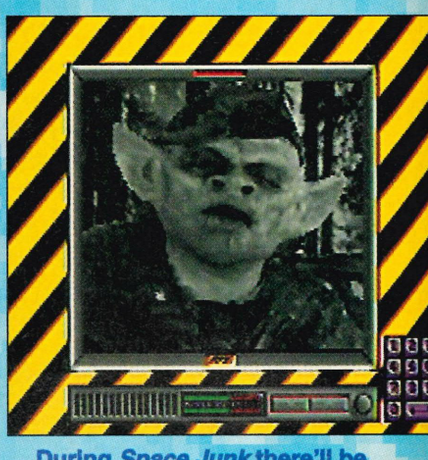
Dewsbury, North Yorkshire is a strange sort of a place for a software house. In the local pub one native makes a loving spiel on Yorkshire tripe which seems like an outtake from a Monty Python sketch! The company itself is hidden in a strange old office building, and when you finally find them, through a series of doors and deserted corridors, it's like stumbling on a secret lab in a _Man From Uncle_ episode. At last; faxes, computers, fake plants and even a tiny, doll-like receptionist who looks like an extra from _Dynasty_ – Melanie Oldham's tan suspiciously unYorkshire-like. The offices at first seem small, but turn out to be a massive rabbit's warren with new gadget-packed rooms turning up every time you blink.

Imagitec is certainly an odd company; in one small room a man slaves over hideous latex masks while outside white-faced goth-styled women work at a pair of drawing boards, one rotating steel balls in her left hand as programmers ramble on in usual sexist fashion. Of course the programmers conform to the professional dress standard: Nirvana-style grunge, ponytails and rock T-shirts. Even company boss Martin Hooley shares the look; unshaven, pony-tailed and wearing sweatshirt and trainers.

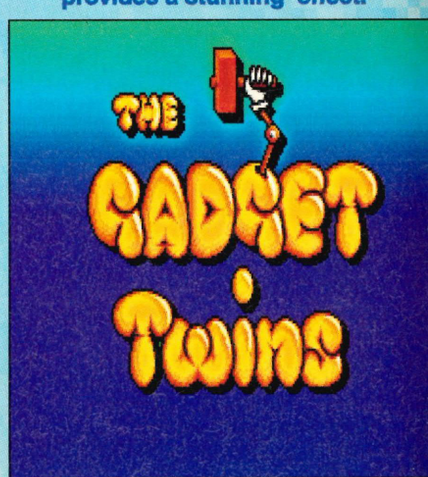
But then despite the Yorkshire accents the company does love to describe itself as following Japanese ideals, community effort as a means to individual success. It's a good way to work, but the factory ethos carries over to the programming too, harking back to the bad old days of multi-format development, every game concept intended to work on every format under the sun. _Wheel of Fortune_ perfectly demonstrates the limitations of this approach with simplistic gameplay and graphics.

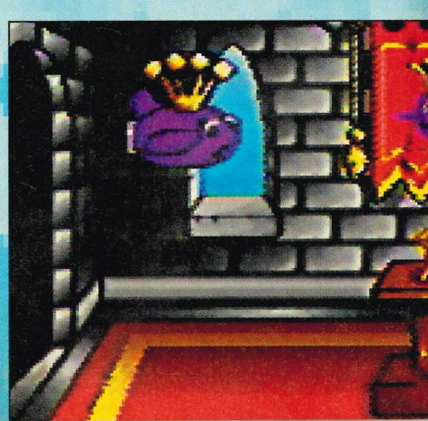
Yet from the moment you walk through the door the talk isn't of minimizing development costs – no you're instantly bombarded with facts about a hugely expensive, CD-ROM only mega-project. _Space Junk_ is a walking about, talkin' 'n' fighting adventure with the former represented by digitized video footage of various masks. Martin admits he bought seven of the state-of-the-art masks (made by the people behind _Spitting Image_) without testing them as video game material until months later. Thankfully they did work and the program is largely what the goth artists work on, as well as any number of freelancers and the mask man!

During the day video after video is played showing test footage of the masks in action. They look well up to TV series quality, but you wonder how the game will use them without becoming repetitive. Thankfully the game's main graphics are, if anything, even more impressive. Fleetingly glimpsed IBM PC screens show beautifully detailed woodland scenes, created by digitizing the goth women's artwork and then reworking it as computer graphics. _Space Junk_ is a huge project and if the numerous mask scenes are just the icing on the cake of a big adventure it will be brilliant fun. Unfortunately with the SNES CD-ROM not due to until late '93 it's a long time before a Nintendo version will appear. However at least it should be in full colour, unlike the Mega CD game where the mask scenes are all monochromatic due to hardware limitations!



During _Space Junk_ there'll be frequent 'conversations' with characters like the one above. Digitized video footage provides a stunning effect.





100 TON

DREAMS





PUNCHING YOUR WEIGHT

A similarly frenzied ambition marks the attitude of the programming teams working on SNES conversions of two Mega Drive games. Rather than an "if it worked on Mega Drive why change it?" attitude, there's a real gung-ho "we're going to blow the Mega Drive away" ethos.

The first project is *Gadget Twins*, a genuinely weird and wacky sort of shoot-'em-up. A shoot-'em-up so wacky there are no bullets, just mechanical arms which reach out to punch, or depending on the power-up, pinch, hammer and even hoover up enemy sprites! You can punch up, down, left and right – which took some tricky joypad work on the Mega Drive but should be perfect for the SNES.

The backgrounds, sprites and especially the brilliant end-level creatures are all perfectly comical, extending the toon-like intro sequence wherein we see the Gadget Kingdom thrown into confusion by theft of the crown jewels by evil gadget Thump. Bop and Bump set out in pursuit across six varied levels, including underwater scenes, frosty snowscapes and more besides. The game scrolls in all directions, periodically giving you a choice at decision points.

It's a brilliantly cute game and great fun to play, especially in two player mode where players compete to grab the coins spilt when sprites are destroyed. Yet despite racking up 90% in SegaPro it doesn't get much respect from Steve Oldacre, who's currently doing most of the SNES programming.

Steve looks like a Heavy Metal axe hero, despite having an MSc from Sheffield poly where he did course work for ICI and local hospitals. In fact Steve jokingly cites his hair length as the main reason he went into video game programming which has a "more relaxed atmosphere, it's a lot better." Most of his programming is done on a 386 PC linked to a SNES simulator from Hal of America. It cost a lot of money and is supposed to be perfect, but in reality products still need bug-testing on real SNESes.

Jamie Irvine started the conversion programming and is mainly watching over the project now. As soon as he walks in the jargon starts flying. Most of the game apparently uses the SNES's Mode 1. This gives you two planes of graphics, each with 128 colours drawn from a 256 colour pallette, plus a third background plane – the colour split which gives that beautifully graduated blue sky. The graphics are being handled by Peter Goldsmith, who also worked on the Mega Drive version. His character blocks are used by Louise Herd to construct the actual levels your ships will move around.

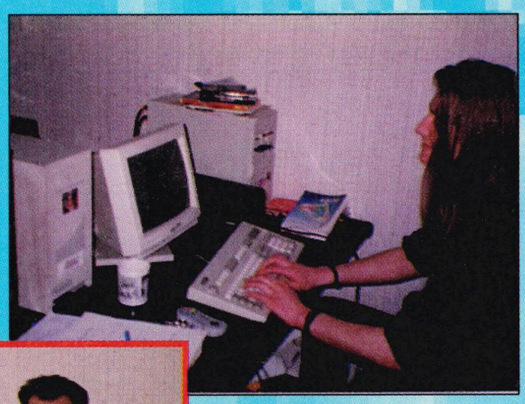
Another change is to the shop screen, a bland set of boxes are now being redone with a brilliant drawing of a Gadget-styled shop-machine all ready to be turned into a computer graphic. Even details like the speed of the Gadget's boxing gloves is lambasted and a more realistic motion planned for the SNES.

Eager questions about whether there'll be more enemy sprites are turned back with an insistence that the emphasis be on playability, on what the game needs. They've played the game for ages and for Jamie, who suffered with *American Gladiators*, it seems almost like a dream taking a good game and being able to absolutely blitz on snazzing it up for the SNES.

At present anything seems possible with Konami-style sophisticated difficulty settings being considered. The main thing though is gameplay and Jamie's determined to get a more involved, more responsive feel.



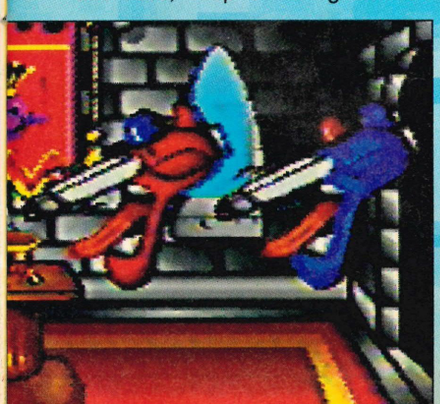




Above is just a taster of the weird and wonderful Gadget Kingdom, a place where every living thing is a gadget.
On the left Steve Oldacre is hard at work on his 386 PC and SNES emulator – the boring towerblock just to the left of his monitor.



On the left and from the left we have Steve Oldacre, Jamie Irvine, Louise Herd and musical maestro Ian Howe. Graphics genius and Curve fan Peter Goldsmith has sadly just popped out the door!





FEATURE

NORTHERN DREAMS







Hilarious toon-like sequences mark each new discovery. Needless to say these are being completely redone for the SNES with superb digitized backdrops. Above a friendly dino, below right the wheel is invented! Actual gameplay is inventive and varied. Below an unfriendly dino is one hazard on a Summer Level. Maybe fire will it frighten it away? Note the stone icons offering various options.

Above one of the gorgeous new SNES scenes, fire being one crucial 'Discovery'. Below is a Winter Level, note the nicely blended sky and shimmery waterfall. As you can see from the stone options the selected human can only walk or hold his hands up – the latter useful for the human ladders needed to rescue one staked out member of our heroic tribe.







MORE HUMAN THAN SEGA

Jamie's main project now is *Humans*, a *Lemmings*-clone with a difference. For one thing these eponymous stars don't rush around in a mad frenzy, nope they just stand there waiting for you to tell them what to do. Like staff writers really! Anyway to begin with they can only walk or hold their hands up, the latter allowing another human to climb up and then hold his hands up... you get the idea and the resulting human ladders are both useful and funny. The game's sophistication increases with 'discoveries' – like a spear lying in the middle of nowhere. Get a human to grab this new discovery and the level ends with a hilarious animated sequence.

The next level then lets you fool around with said discovery. When a human picks up a spear he gets some new options; throwing a spear is an obvious one, less so is using the spear as a kind of pogo stick so you can make big leaps! Later on there's fire, and the wheel – which a human can unicycle on!

There's over 80 levels and both Amiga and Mega Drive versions have been big hits. Needless to say Jamie is dismissive of both, the SNES cart will be "the flagship for *Humans*". So we retreat to his Nirvana adorned office where another PC/emulator set up brings on some early levels. The maps, again by Louise, are much more detailed but the real scenestealers are the backdrops which include gorgeous digitized backdrops and special effects like a waterfall where 'you'll even see splashes where the humans' feet go' and a shimmering heat wave.

When asked how he's going to cram all this in to a cart exactly the same size as the Mega Drive's Jamie simply replies "Me – I'm brilliant!" Jamie's 25 and has been in the business for ten years working on all sorts of stuff. Programming a new version of *Double Dragon* for C64 cart being one claim to fame. Nowadays he's even heavily involved in game design, *Humans 2* (working title) being a particularly ambitous project which will be developed on both SNES and Mega Drive.

Like Imagitec itself Jamie seems incredibly enthusiastic about the new projects. When huge American companies are content simply to port their Mega Drive games across, Imagitec's impressive ambitions looks set to make them a name to look for, early disappointments long forgotten.

● ***Gadget Twins*** **and** ***Humans*** **should be finished by the middle of the year, however as yet UK release dates are undecided. More news as we get it!** SP




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After a year or more of being buried under cutesy platformers and simplistic beat-'em-ups the SNES is finally broadening its horizons with games such as Mindscape's first classic conversion of the PC epic, *Wing Commander*. This puts you aboard the Tiger Claw, a veteran starship engaged in the galaxy-spanning war between the Terran Confederation and the evil Kilrathi (overgrown tabbys!). The Tiger Claw has a full complement of fighters and, as a rookie, you begin with the lowest type but upon successfully completing mission can upgrade to three other ships. The game includes a huge plot embellished with long scene-setting sequences, aggressive enemy fighters, asteroids, massive capital ships and lots, lots more. After scoring 90% in SuperPro 3 the game is finally due for an official UK appearance in May. Also imminent are *Terminator* and *Gods* (see news), but we're here to celebrate *Wing Commander* with yet another crazy competition. On offer are 5 copies of the fabulous *Wing Commander* cart, and 20 Mindscape T-Shirts. And all you have to do is answer a couple of questions. It never gets any easier.

So here are THE QUESTIONS:-

1 - *Which of the following sets of craft feature in* Wing Commander?
a- Salthi, Krant and Dralthi
b- Banti, Khristen and Shinto
c- Panda, VW Beetle and Lada

2 - *What do you have to do a lot of in* Gods?
a- Pull switches
b- Ring bells
c- Move populations around

3 - *Who played the Terminator?*
a- Schwarzenegger
b- Lungren
c- Desmond Ambrose

Now that you've answered these exceedingly easy questions send those answers in this direction, preferably on the back of an envelope. The address is Ye Gods! *SuperPro, Durham House, 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF.*

The closing date of this competition is the 28th May so make sure they're here by then. And remember, never count your chickens until you actually have some.

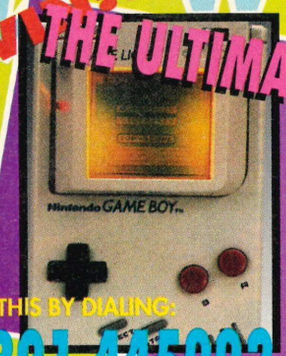




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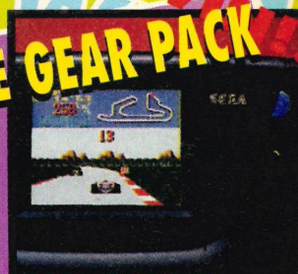
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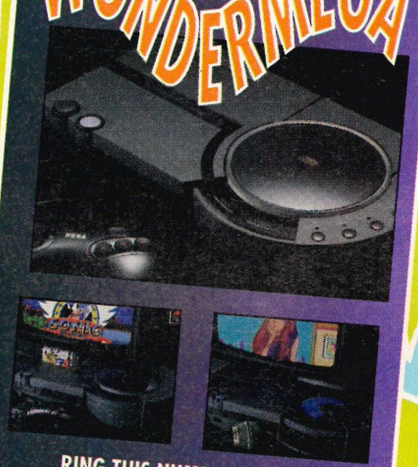
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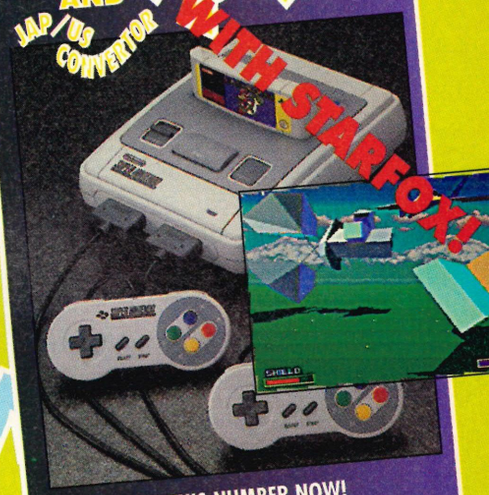


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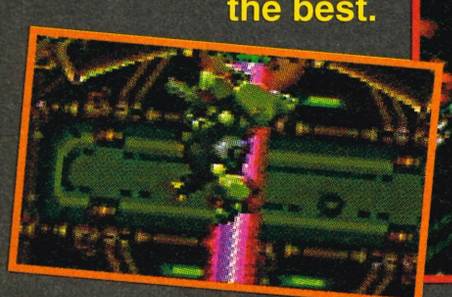
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SUPER PRO

SHOOTING STARS

SUPERPRO Guide to EXPLOSIVE Blasters!

Shoot-'em-ups are without doubt the most intense and frenetic game genre. A SNES can handle 128 sprites on screen at any one time and games like *Smash TV* exploit this to the max. Endless legions of kamikaze enemies, mega-spectacular power-ups and absolutely enormous end-level guardians – that's what shoot-'em-ups are about. Mark "lazer" Wynne tests himself to destruction to find the best.

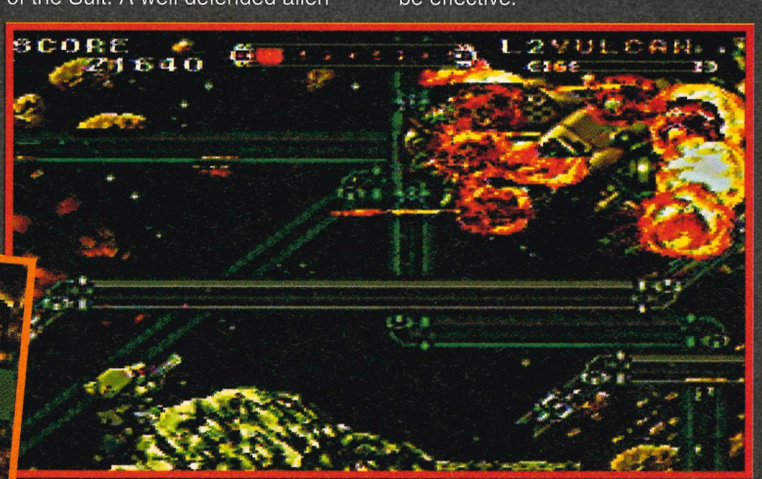


ASSAULT SUIT VALKEN

AKA CYBERNATOR (USA/UK)
MCS 8MBIT
UNOFFICIAL

***Assault Suit Valken* caused a bit of a stir when it first came into the office and it's easy to sea why. It's got a very Japanese feel about it, with story line scenes interspersed between the action in that unmistakable Oriental style. But this isn't all about pretty scenes – this is also one mean shoot-'em-up!**

In *Assault Suit Valken* you're in exactly that – an Assault Suit capable of blasting away everything from the largest spaceships to the rocks surrounding you. But at the same time the levels are cram-packed with target material and will certainly call on all the capabilities of the Suit. A well defended alien ship makes up level one, the second level is a conventional side-scrolling shoot-'em-up for most of its length and the third is a battle aboard a battleship orbiting Earth. There's six big levels here, all wrapped up in the sort of imaginative storyline to keep you utterly addicted. Nor is it an easy game where you simply blast everything in sight. No, this is a game that will keep you on your feet if you are to keep the Suit afloat!

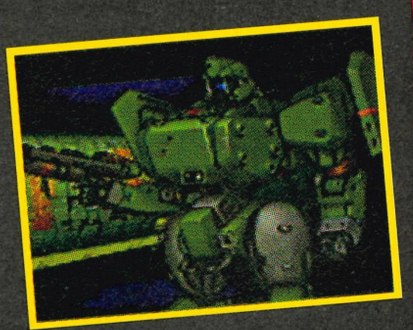


PLAYERS

One robot-pilot only!

POWER-UPS

You are initially armed with your Vulcan, a simple yet effective machine gun, and also a 'punch' which is a powerful way of greeting an oncoming attack! Later on there's limited ammo power-ups such as homing missiles which must be used at just the right time against the appropriate opponent to be effective.



BOSSES

These are mainly large, metallic and extremely difficult robots. Level one sees you avoiding two large guns that protect the energy cell of the ship, so your troubles are literally doubled. Level two is bigger and badder, yet again, it's not a matter of finding a routine and sticking to it – these cyborgs have a strong dislike for Assault Suit clad humanoids!

CONCLUSION

Assault Suit Valken is a very playable shoot-'em-up, in fact to be honest it's also a bit of a platformer, especially on the first level. However shooting is definitely the name of the game, the graphics are large, the blasting relentless and the whole game is geared to bringing the best out of you. OK, the suit trundles along at a slow speed on the ground, it's not a huge challenge and the (currently Japanese) storyline can be a mite irritating when it interrupts play for the umpteenth time, yet, generally, this imaginative shooter is a definite hit.

PROSCORE : 86

AXELAY

IREM 8MBIT
MCS 8MBIT
OFFICIAL £49:99

Just when shoot-'em-ups were in dire need of an injection of fresh ideas, along came *Axelay* and basically blew away nearly everything that was around before. Unlike *Super Aleste*, Mode 7 is fully integrated into gameplay, allowing the game to alternate between side-on and a weird, but extremely impressive into-the-screen vertically-scrolling perspective.

Level One's into-the-screen action gets this game off to a really impressive start, Mode 7 warps a beautifully planet graphic into a stunningly realistic backdrop while rock bridges make the sky a maze which you must blast through. Even when the next level flicks to the horizontal scrolling, *Axelay* will keep you totally enthralled, throwing all manner of hazards and, more importantly, non-stop aliens, your way.

PLAYERS

Two-player yes, but only taking turns.



POWER-UPS

You select your weapons at the beginning of the stage. Initially you only have a choice of three – one for primary guns and two for the missile slots on your ship. Even then, they are pretty useful, ranging from straight forward missiles to a burning fire beam and also a useful 360° shot. Should you be shot during combat then you may well lose the use one of the weapons – if it's your primary gun then you're in real trouble. Other weapons become available as you go through the game.

BOSSES

No single game can hold a candle to this stunning array of graphical delights, starting with the metallic arachnoid, moving through the ED209-type walker, onto the fire monsters and moving into further unknown visual territories. Thankfully (for the sake of longevity anyway), they are all quite testing, calling on all of your reflexes and rapid fire techniques.



CONCLUSION

Everybody is in agreement on this one – not only is it a real technical achievement that makes the plethora of Mega Drive shoot-'em-ups look quite pathetic, it's also the most frenetic and gripping shoot-'em-up on the market. Need we say more?

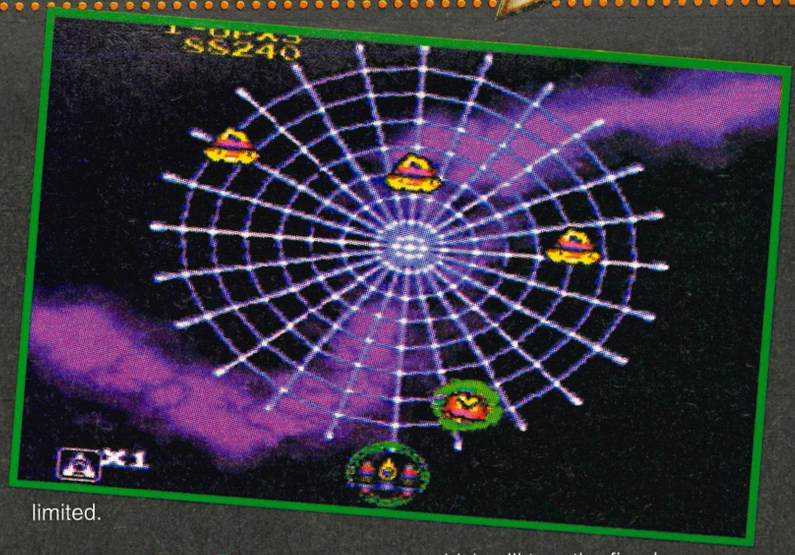
PROSCORE : 91

COSMO GANG: THE VIDEO GAME

NAMCO: 4 MBIT
MCS 8MBIIT

If you were Japanese the words *Cosmo Gang* would get you all aquiver and start an irresistable urge to splash out some dosh on a game which, let's face it, isn't much cop. This is basically a *Space Invaders/Galaga* rewrite, while in the latest game based on the Japanese cartoon characters it's *Tetris* that gets done over.

Cosmo Gang features hordes of garish cartoon characters dressed up as blood thirsty aliens, which is kind of funny but not funny enough for you to forgive a complete lack of gameplay depth. You are limited to just left/right movements at the bottom of the screen with the real trick being to catch the power-ups while avoiding aliens. While it is fast and frenetic to begin with, interest soon wanes and long-term challenge is severely limited.



PLAYERS

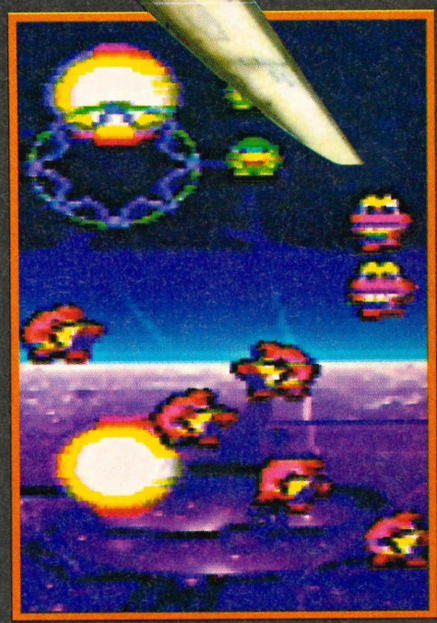
Simultaneous two-player mode is the best way to play the game with the novel touch that one power-up flips players' positions and firepower!

POWER-UPS

There are none of your usual mega-blasters here – power-ups in *Cosmo Gang* consist of shields and double shots as well as some really weird stuff such as a jack-in-the-box to scare the aliens stiff and a vortex which will trap the fiends.

BOSSES

There's some (dull) mega-guardians at the end of the game but otherwise you have to make do with the bonus stages. At the end of every fifth level you must shoot the little aliens as they stroll down screen to try and grab the various items. Prevent them from returning any to their boss and you will be in line for some bonus points. It's fairly tedious stuff really.



CONCLUSION

Cosmo Gang doesn't really take the concept of *Galaga* anywhere – it has some colourful graphics and language (!) but it really doesn't stand up to today's offerings.

PROSCORE : 55

E.D.F.

JALECO: 8MBIT
UNOFFICIAL

Well it seems that Earth is under attack yet again from yet another evil alien conquest force. The only group strong enough to stop their heinous plans are the ultra powerful and highly trained Earth Defence Force, a squad of the best fighter pilots around (NOT!). All I can say that if the E.D.F. is Earth's only saviour you had better board the next shuttle as soon as possible and escape while you still can.





POWER-UPS

There are no in-game power-ups as such, it is more a case of select a weapon at the beginning of the game and then you're stuck with it. Although each of the weapons have very violent sounding names such as Vulcan and Atomic most are similar in effect – the only really useful one is the homing missile which attacks the closest thing. You also have two 'multiples' which help when there's a lot on screen. You can actually make them dormant if you don't need them, which basically means that they shoot in a straight line rather than having the multiples firing in all directions.

BOSSES

In keeping with the rest of the game, the craft that attempt to pass themselves off a bosses are just terrible. All are highly predictable, mainly comprising poorly drawn robotic foes who pose very little challenge at all.

CONCLUSION

A useless attempt at a shoot-'em-up that should never have seen the light of day. Pathetic gameplay and terrible controls make this title an experience that makes a migraine headache seem like fun.

This game sums up plagiarism in video games. The speed options are right out of *Phalanx*; the fire power accumulator comes from *U.N. Squadron*. Even the clouds in the first level look like they were taken from countless other games. Suffice to say that this offers nothing new and is one of the worst examples of the side-scrolling shooters.

PLAYERS

One pilot only for this adventure.

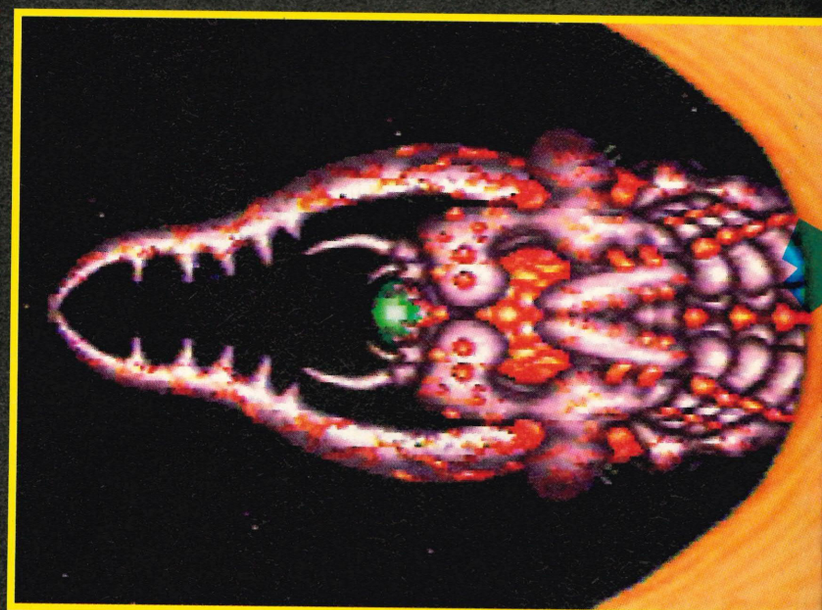
PROSCORE : 43



GRADIUS III

KONAMI: 8MBIT
OFFICIAL: .

***Gradius III* is the latest in a long line of classic Konami shoot-'em-ups setting the standard over the last decade.*Nemesis, Salamander, Vulcan Venture* - – there's a bit of all of them in this, plus a sprinkling of fresh ideas to make it one of the better conventional shoot em ups.**



The action takes place across a side-scrolling background, the first fight whizzing over a desert area, complete with huge dunes and sand dragons. You then move on to a jelly world infested by large, floating bubbles that split into four when shot. Suffice to say, this calls for some very quick moves on your part!

Thereafter it just gets tougher with ten levels of quite varied action. Our favourite is the seventh, which will suddenly speed up and take you on a real rollercoaster ride through the narrow corridors of a huge complex. The aliens all attack in formation and do become a little predictable at times yet, generally, they remain a force to be reckoned with throughout the game.

PLAYERS

The two-player mode has players taking turns.

POWER-UPS

Gradius III takes the classic collect-power-pods, select-power routine of determining weapons. What this basically means is that you have to collect one power-pod for speed, two for missiles, four for lasers and so on. This allows you to choose exactly which weapons you want, most of which are pretty effective, such as the Lasers which cut through everything, and the Options which basically give you an extra gun head. At the start of the game you have four sets of weapons to choose from, option and speed-up being common to all. Alternatively, you can custom build a ship from a wealth of weaponry. It's also worth noting that, each time that you select a weapon, the game announces it for all to hear!

BOSSES

Most of the guardians take the form of a large, gruesome alien creature, each with a vulnerable nucleus of some sort. You simply have to bombard this nucleus with enough laser to turn it into space dust – not an easy thing to do later on!



CONCLUSION

Gradius III isn't too bad a game and, if you are a big fan of the original coin-op, then you will probably enjoy this updated version. There are a few problems though, terrible slow down being one of them , especially on the second stage when there are too many bubbles on screen. However, it's a well put together conversion with arcade quality graphics and sound.

PROSCORE : 84

SHOOTING FEATURE

HYPERZONE

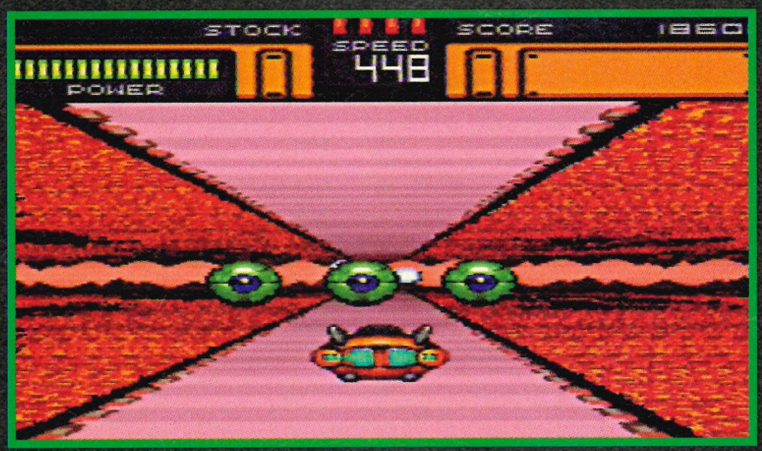
HAL: 8MBIT
UNOFFICIAL

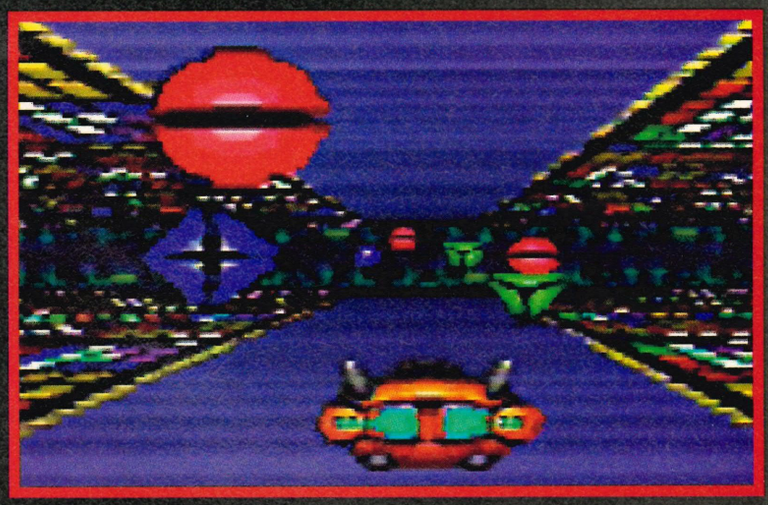
***Hyperzone* must be one of the strangest shoot-'em-ups ever made. You basically find yourself flying along a continually scrolling roadway in your little bubble ship, much like *F-Zero*, except that you are here to blast the aliens rather than race them. Well, it's a nice idea...**

Eight levels, all straight 3-D affairs with slightly different backgrounds, put up a small challenge, with various space fiends flying towards the screen and at you. The problem lies with the repetition – you can only move left and right so the scrolling is pretty redundant, gameplay being reduced to little more than a 3-D version of *Space Invaders*.

PLAYERS

One player only and who would want to share the boredom anyway!





POWER-UPS

These are very limited since the game doesn't really feature power-ups in the traditional sense. Instead, you have to collect enough points to earn extra ships which have slightly superior weaponry.

BOSSES

As with the rest of the game the bosses are a real let down ranging from chunky robotic looking creatures through to the obligatory dragon-made-of-fireballs. All in all very uninteresting and for too easy to beat.

CONCLUSION

This early SNES release never played well and while it once looked interesting, after *Axelay* it's completely obsolete.

PROSCORE : 51

PARODIUS

KONAMI: 8MBIT
OFFICIAL: ?

This brilliant game takes the classic *Gradius* format and sends it up somewhat rotten. Yetot only does it possess a great sense of humour, it is also one of the slickest and best looking shoot-'em-ups on the market!

You can choose from four very weird characters – the normal space ship, an octopus, penguin or even the Twin Bee ship – and then you set off on a wonderful journey through surreal, fun-packed levels. The enemies, ranging from flying whales to belly dancers, aren't your normal everyday type of alien, and the levels, which depict sea backgrounds and deepest space where clowns merrily play, could hardly be accused of unoriginality!

PLAYERS

Two-player mode has players taking turns.

POWER-UPS

Beside the usual *Nemesis*-style power-ups, such as 3-way shots, lasers and force fields, each individually styled for the different characters, there are also bells that give you a variety of different powers depending on the colour of the bell. The bonuses range from one thousand bonus points through to a megaphone fitted to the front of your ship so it can shout mathematical equations at your enemies. There is also a roulette option so you can stop the marker and gamble for your power-ups.





BOSSES

As you've probably figured out from the rest of the game these are not going to be your usual alien beastie type guardians. Instead you must face a cat-faced pirate ship, a fifty foot belly dancer and, just when you thought it couldn't get any sillier, you come face to spine with a continually expanding puffer fish!

CONCLUSION

Parodius is one of the most enjoyable and fun shoot-'em-ups, with wonderfully drawn graphics, bouncy tunes and the most wicked sense of humour in any game – ever!

PROSCORE : 91

PHALANX

KEMCO: 8MBIT
UNOFFICIAL

This certainly doesn't push back the boundaries of your SNES, opting for an ultra conventional side-scrolling perspective. However, first appearances can be a little deceptive, and there is certainly a very playable game hidden under the slightly dull exterior.

The missions begin with a flight up amongst the clouds, with the number and varied attacks of the different aliens impressing the most. It's not just a matter of wading in there and blowing every thing away – you have to consider the abilities rather than just the attack patterns of each style of alien. Another of the surprising elements of *Phalanx* is the variety – the second stage comprises a long stretch of water, the flow of which pushes you towards the back of the screen, making swift manoeuvres a little tricky!



PLAYERS

One player only.

POWER-UPS

Lots but since you earn them by collecting the relevant icons, actually planning your attack can be difficult. You do hold a 'stock' of weapons, which range from lasers and remote control missiles to triple lasers and energy bolts, that can be selected at will. You have total control over your speed which has three different settings – obviously it's best to get used to the fastest!

BOSSES

The guardians are as innovative as the rest of the game. The first, a large ED-209 type robot with a skull for a head, flaps around uncontrollably once his skull has been destroyed before trying to pierce you with its flailing arms. There are also good, smaller intermediate guardians.

CONCLUSION

Despite being little more than average in appearance and having a very conventional concept, *Phalanx* is a very playable and utterly compelling game. The difficulty setting is also well set so that you are eased relatively gently into the game yet will find it progressively more difficult. It's a shame that there is no allowance for two players or different views and concepts – it would certainly have scored higher if there were.

PROSCORE : 67



STRIKE GUNNER

NTVIC: 8MBIT
OFFICIAL: £45

Earth's devastation opens this game with a limited but stylish intro. The game is a quest for revenge against alien invaders with a pair of extremely heavily rebuilt Gruman F-14 Tomcats forming Earth's last hope...

This is yet another of those semi-realistic shoot-'em-ups drawing inspiration from current military hardware, there's even Russian and American shuttles in the final space levels. There's also some authentic looking sand, water, jungle and space – which is to say yet more dull, unimaginative landscapes to roll before your eyes while you struggle against the enemy onslaught. As a matter of fact though the onslaught is, on easy level, a bit of a wimp-out and we completed the game in a few hours.

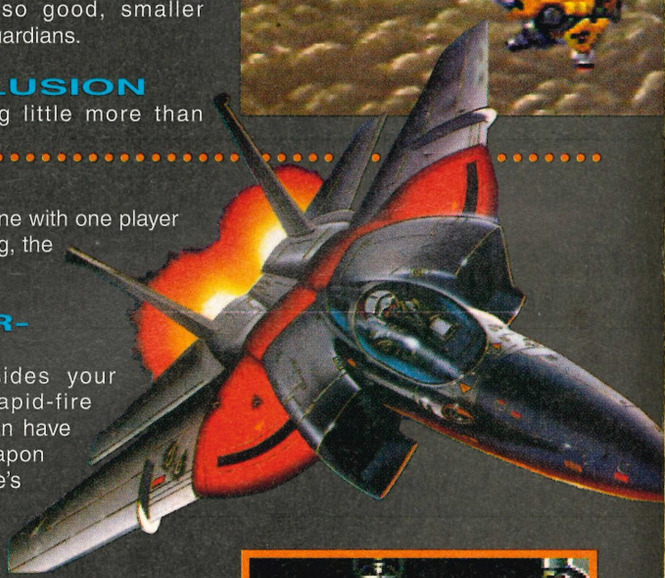


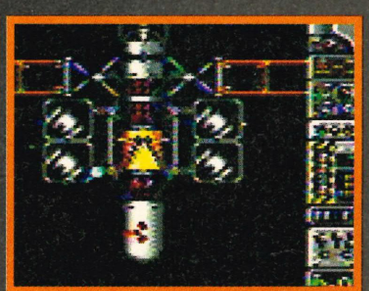
PLAYERS

An excellent simultaneous two-player mode which, for novelty, allows you to merge both aircraft into a superplane with one player controlling flying, the other shooting.

POWER-UPS

Sort of. Besides your standard rapid-fire cannon you can have one super-weapon per level. There's 15 to choose from, ranging from the truly wonder to the utterly silly adhesive bombs, and these can only be used on one level – adding some strategic element. There's no additional power-ups during the level, just ammo packs to replenish the secondary weapon.







BOSSES

They're big and tough, but mega-tanks, helicopters and satellites all seem a little dated these days. Still pretty impressive though.

CONCLUSION

A reasonable game with a great two-player mode. Unfortunately there's very little originality, the graphics are dull and it's all too easy to polish off those seven levels.

PROSCORE : 64

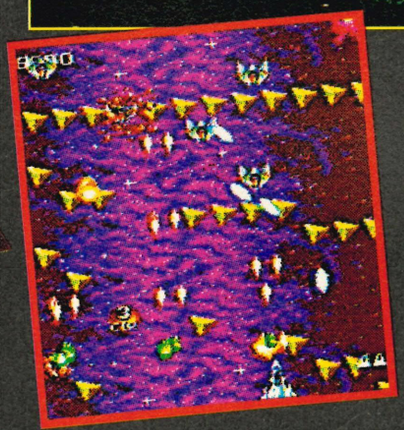
SHOOTING FEATURE

SUPER ALESTE

TOHO CO. LTD: 4MBIT
UNOFFICIAL

The concept of *Super Aleste* dates back to the dark ages when the NES first hit the scene, being released on certain computers as simply 'Aleste'. Since then, it's undergone something of a face-life though with its *Super* incarnation featuring some very impressive use of Mode 7...





In your compact spaceship, you must charge through countless stages, picking off countless aliens and collecting countless power-ups. Everything in this shoot-em-up seems to want to be bigger and better than everything that has gone before, from the sheer volume of power-ups to the immense size of each level. This first level alone is an epic – you have to blast your way past a very large structure which has gun turrets posted on every corner, aliens spewing from every nook and cranny, some very large pods that detach themselves and attack relentlessly and a very large and swift mother ship to deal with at the end.

PLAYERS
One player only.

POWER-UPS
These range from missiles to lasers to triple, even quadruple shots and much, much more. Even when you have one of the weapons you can then change its style – for example, the missiles can become homing missiles and the rotating shields fixed in front of you. As with other recent games, you also have four settings which control your speed. Suffice to say, *Super Aleste* is very well catered for in this department!!

BOSSES
The end level bosses are enormous if a little predictable in structure. When battling them, though, they do hold a few surprises – the first will attack with guns, then saw-like arms then with its very nucleus, so you will have to put your speed up and constantly circle it to be able to blow it away.

CONCLUSION
Super Aleste is the fastest, most alien-infested game currently available and is probably the toughest too. It doesn't have the same compulsive addictiveness as *Assault Suit Valken* or the user friendliness of *Parodius*, but if you are serious about your shoot-'em-ups then you can sure get serious with this!

PROSCORE : 81



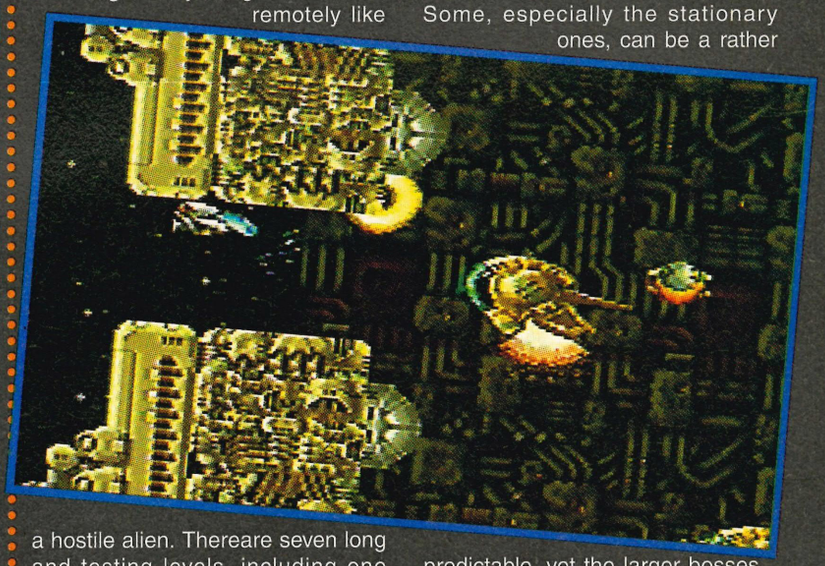
SUPER R-TYPE

IREM: 8MBIT
OFFICIAL: £39:99

When Irem's *R-Type* coin-op was first launched it caused an immediate sensation, not only were the graphics out of this world but there was also a brilliant and original game in there. *Super R-Type*, with its huge and detailed graphics, caused a similar commotion on the SNES but unlike *UN Squadron* hasn't survived the test of time too well...



In your R-Type space ship you must face the might of the Bydo empire, which basically means blasting everything that looks remotely like a hostile alien. Thereare seven long and testing levels, including one which is entirely taken up by a large space ship, and the graphics throughout are utterly gorgeous with the most horrific guardians this side of Aliens. It's also pretty tough too, if only because of the fact that, even if you reach a guardian, should you perish then you will be sent back to the very start of the level. Sure, a challenging game is exactly what we all want, but *Super R-Type* can get a touch *too* frustrating!



PLAYERS
Your basic two-players taking turns

POWER-UPS
One of the most innovative power-up alternatives to the *Gradius* style was *R-Type*'s. One of the first power-ups gives you an R-Type pod which gives you an extra set of guns. You can dock it to the rear or front of your ship, or send it out to float free, loosely following the movement of your ship and firing as you fire. The pod is great fun to use and there's also a mega-laser – if you hold down fire you store up energy for a huge blast! And if this wasn't enough then yes, there's plenty of conventional power-ups such as homing missiles, rebounding lasers and so on. Some of the power-ups, such as homing missiles, can be used together with other power-ups. In fact the amount of firepower you can build up is awesome, and it's a real graphical treat to see it blasting away.

BOSSES
As we've already pointed out, the aliens in *Super R-Type* are a sight to behold. From the gruesome, flailing guardian of the Level One to Level Two's classic Alien-style monster, these are big and beautiful not to mention a little difficult. Some, especially the stationary ones, can be a rather predictable, yet the larger bosses could keep you tearing your hair out for weeks!

CONCLUSION
There are so many strong points to *Super R-Type* that it's a real pity gameplay is marred by the 'going-back-to-the-start-death' thing and a fair bit of graphical slow down. Still, it ranks up there with the better arcade.

PROSCORE : 78

SHOOTING FEATURE

SUPER SWIV

AKA: FIEPOWER 2000
SALES CURVE: 8MBIT
OFFICIAL: TBA

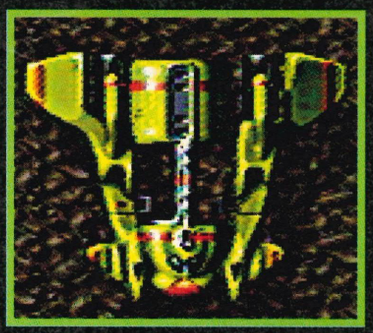
This coin-op inspired simultaneous two-player shoot-'em-up was a reasonable hit on the Amiga. Now after a short run on import (confusing everyone by refusing to work with most adaptors) it's finally hitting the official market.



Super SWIV is a fairly conventional vertically-scrolling shooter. It's few original elements consist of some minimal side-scrolling, which gives more of a sense of freedom than most of this genre, and the fact that the simultaneous two-player mode has a jeep and copter, each with different abilities. The jeep can fire in all directions, but obviously can't fly over obstacles as the copter can – which for its part can only fire forward. This adds a fair bit of gameplay to a tired format but sadly it's all a bit let down by rather banal graphics. There's plenty of challenge, and lots of enemy sprites whizzing about, but it all looks a bit tired with its uninspired backdrops and sprites.

PLAYERS

The simultaneous two-player mode is one of the best in a shoot-'em-up.



POWER-UPS

There's plenty of collectibles here, some setting off some spectacular explosions. You also have a choice between three primary weapons but there's nothing to knock your socks off.

BOSSES

Yawn! Yes they're tough and nasty and all that, but after *Super R-Type*, *UN Squadron* and *Axelay* this lot look as exciting as a Morris Minor!

CONCLUSION

A good solid shoot-'em-up with decent gameplay, plenty of challenge and an above-average two-player mode. Apart from a neat intro it all looks a bit dated though.

PROSCORE : 70



THE HUNT FOR RED OCTOBER

HI TECH: 8MBIT
UNOFFICIAL

***The Hunt For Red October* is proof that you don't need a far-fetched sci-fi story and weird aliens to make a shoot-'em up – a far fetched and weird movie, set in the murky depths of the Atlantic, was good enough for Hi-Tech. It follows the exploits of a renegade Russian sub, heading for freedom and a new life in the West.**



Probably the most attractive point about the *Hunt For Red October* is that you periodically get the *Op Wolf*-style sub-games where you get the to use a SuperScope, unfortunately as throughout the game the graphics look more appropriate to the NES than the SNES. This is a dismal attempt at a conversion of a relatively successful 8-bit computer game. It's slow, lifeless, and, dare I say it, shallow. Mini-subs, small warships and aircraft carriers are pretty much your only opponents, so it can become very repetitive.

PLAYERS

One submarine captain only!

POWER-UPS

None really, although your various missiles and torpedos do need reloading with pick-up ammo.

BOSSES

As such there are no guardians, only a whole host of tricky subs, boats and planes to make your journey as difficult as possible!





CONCLUSION

It really does seem that there's very little going for *HFRO*, even with its slightly different theme and use of the SuperScope, any interest is very short lived and this will soon be relegated to the back of the cupboard.

PROSCORE : 52

SYVALION

IVC: 8MBIT
OFFICIAL: £44:99

Ever fancied whizzing about a maze as a twisty dragon? Syvalion gives you this unique opportunity being a conversion of an obscure coin-op in which you control a leg-less, snake-like flying dragon breathing fire at your enemies as you explore maze-like levels in search of the exit.



Although Syvalion immediately looks dated and cheaply produced, a few minutes play reveals that at least the main sprite is slickly programmed. Your dragon swishes about the simple mazes very smoothly, its tail whipping about enthusiastically. However, the time limit is an artificial attempt to inject excitement into uninvolving gameplay. Arrows point you in the right direction at every junction and the game soon becomes nothing more than a test of reflexes. The lack of interesting graphics or more sophisticated gameplay devices means that the game soon becomes tiresome.

PLAYERS

One snake per sliding session only. Boo! Hiss!

POWER-UPS

Extra weapons may be picked up but you probably won't notice.

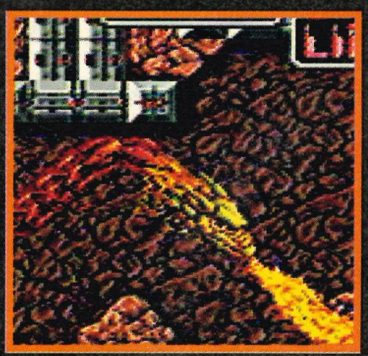
BOSSES

Namby-pamby, shoot them quick affairs that float about aimlessly. Not exactly graphical treats.

CONCLUSION

Lack-lustre effort that wearily translates a dated coin-op with no attempt at improvement.

PROSCORE : 38

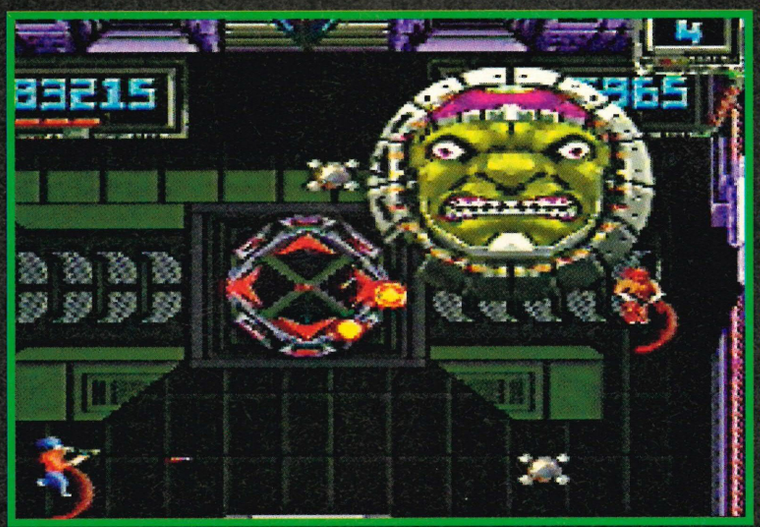


SHOOTING FEATURE

SUPER SMASH TV

ACCLAIM: 8MBIT
OFFICIAL: £44:99

That ancient, but extremely playable *Robotron* coin-op gets a fresh lick of paint and emerges as one of the most overwhelming shoot-'em-ups ever. The SNES conversion is, of course, virtually perfect with the screen seething with enemy sprites determined to rend you asunder!



You are the contestant on a hugely popular future game show, one where winners collect an amazing amount of cash (millions of dollars!) and prizes (dozens of limos)... and losers lose everything, including their lives! The basic game structure consists of three massive studios packed with rooms. You have some degree of choice of which rooms you go through to reach the end-level guardian, but once you enter a room there's no exit until you've slaughtered the opposition: cyborgs, flying saucers and lizards all make an appearance.



The sprites are all fairly small – except for guardians – however here it's numbers not size that counts. Has there ever been a game with more sprites on screen!? You're brain will go into overload trying to cope! Thankfully the coin-op's brill fire control system has been replicated, you can use the four fire buttons to fire in eight directions (pressing two gives a diagonal shot), and it all works very well.

PLAYERS

The simultaneous two-player option is excellent, inspiring much good humoured competition to grab all the power-ups and dosh before that git – erhm, I mean your friend – gets them. Continues are shared.

POWER-UPS

Yeah! Loads. Lives and smart bombs, of course, but mega-weapons such as grenades, bazookas, three-way fire, mortars and so on are a big part of the game's appeal. Mega-weapons have limited ammo though and this adds to gameplay, forcing you to be a little careful with your pyscho gunplay!

BOSSES

Very big and very tough. They take ages to kill and tactics as well as fast reactions are vital.

CONCLUSION

A simply brilliant shoot-'em-up which will test anyone's reactions to the limit. The simultaneous two-player mode is one of the best around, however in solo mode particularly all those rooms with fierce, relentless attack waves can become repetitive.

PROSCORE : 81

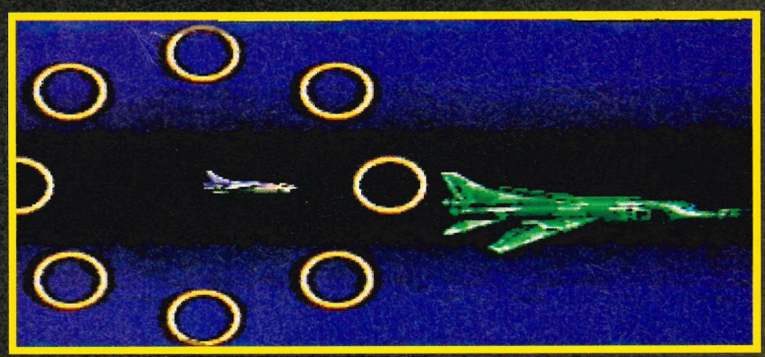
U.N. SQUADRON

CAPCOM: 8MBIT
OFFICIAL: £44:99

The original coin-op and Japanese SNES version were known as *Area 88* after a Japanese comic strip, but whatever the name this now fairly old SNES shooter still sets a standard by which others are judged.

As one of three pilots, you have to pilot your fighter through air, land and sea assaults, taking out the enemy positions and destroying their armaments so that your forces can continue their attack from new strategic positions. There are simply loads of different enemy planes and ships, each one with a different style of attacks, and onslaught is literally non-stop. The formations are quite clever – fighters first circle you before dropping out of position and then regrouping for a direct attack.

Another great idea is how you get the chance to choose which level or mission you attempt next.



This allows you to either strategically pick off the toughest or best placed levels first, or accumulate cash and lives by tackling the easiest stages. Cash plays a big part in the game as you can use it to purchase new aircraft and weapons, increasing your chances of success.

The controls aren't the slickest around though, and the size and shape of your aircraft can make it awkward to avoid the fire of opposing craft.

PLAYERS

The original coin-op had a great simultaneous two-player. This doesn't. Shame.

POWER-UPS

In *UN Squadron* your choice of power-ups depends on the plane you have and the money you've accumulated. Buying a new plane means that you can purchase better weapons, although for certain missions it's best to opt for a smaller plane just so that you can carry specific weaponry. You also have limited ammo for some weapons, especially mass destruction ones such as the megacrush which affects everything on screen.

BOSSES

The arms dealers of Project 4 have done themselves proud, with some admirable guardians! You'll come across Stealth fighters (the result of a dodgy deal with the Americans no doubt!), huge tanks and large warships to name but a few, all of which you need to deal with in a different way. No repetition here!

CONCLUSION

There are so many extras in *UN Squadron*, which is a quality blasting game anyway, that it is hard to see where they could have really improved it. OK, it can be a little difficult at times and there's no simultaneous two-player mode, but this veteran still takes some beating!

PROSCORE : 89

CLOSE COMETS

Asmik's *D-Force* mixes chunky graphics and unusual Mode 7 gimmickery to produce a right dog's dinner and *Blazeon* isn't much better with dreadful scrolling. *Raiden Trad/Raiden Densetsu* is slow but has at least a decent two-player mode, while *Thunder Spirits* and *Xardian* are worth a look. However the only really noteable shoot-'em-up not mentioned above has to be *Kikikaika* – reviewed on page 24.

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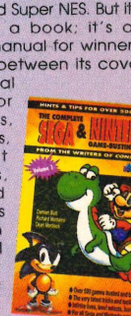
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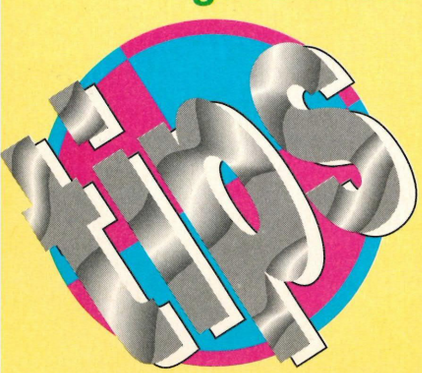
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SPIDER-MAN ARCADE

TIPS INDEX

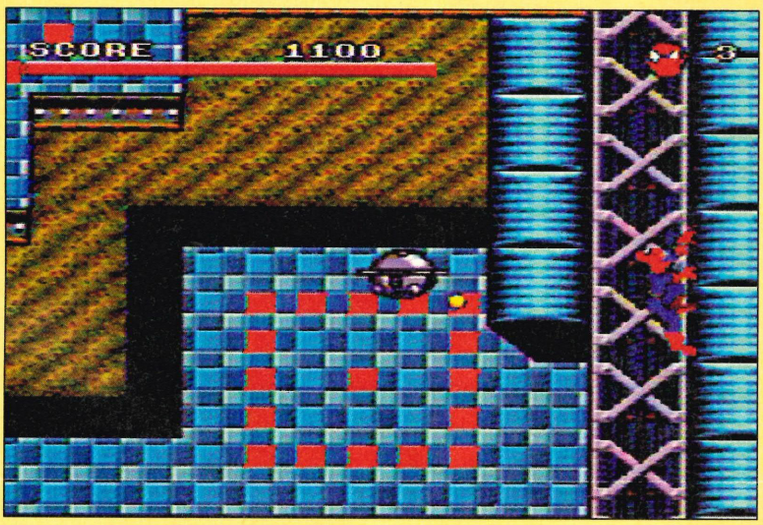
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Hi folks and welcome to this month's round up of solutions, busters and general hints on how to beat the best SNES games. This month sees the introduction of a new and exciting Game Genie section, with all of the latest codes to boot, including the one *SFII* code everybody has been waiting for! A special thanks to everybody who's sent me their latest cheats. Keep up the good work!



This Marvel Comics extravaganza has been out a while as an official UK release so we thought now was the time for our definitive solution. Superheroes angst-ridden due to forever being crushed under the Wheel of Death should read on to ensure Arcade's complete defeat.





OPENING LEVEL: SPIDERMAN

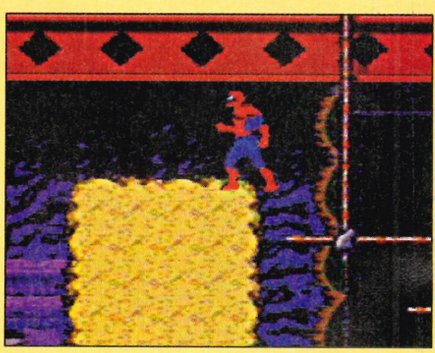
As Spidey you must de-activate all of the switches to open the underground gateway to Arcade's Lair. Your Spider-Sense will be vital here to guide you to the next switch, as you can only de-activate them when they are flashing.

When you start you must jump up to the first large window ledge where you will find the first switch. From here you must go back to the ground, kill the wall-crawling robot by jumping and shooting the web, and you will then be able to collect the second switch. To find the next switch you will have to climb the left-hand building then swing across to the other side, then drop down to the ledge and finally enter the tunnel and collect the switch. Fall down the passage-way and move right, then climb up the passage to collect the next switch. You will have passed another switch on the way to the previous one – go back down and collect this one then climb back up. Climb up the wall with the metal ledge at the top, then jump right, and walk up the blue wall to find the next object. Go back to the metal ledge, walk outside and climb the wall to gain yet another.

Now if you are in the right place you should be able to see a flag pole – drop to the metal beam and fire a web to swing across onto one of the window ledges. Climb to the top of the building and swing across, then release your web to collect the switch and land on the top ledge. Stand on the edge of the ledge and you should be able to leap out, grab the heart and turn back in mid-air to land on the ledge again!

Enter the tunnel and fall down the shaft, collecting a few more switches on the way down. You must enter the top passage-way on your left, kill the crawler and collect the two switches, then go back into the shaft and fall to the bottom. Enter this cavern, jump across to the middle grey ledge after killing the crawler and grab the switch. Kill the droid and jump up onto the grey ledge to grab yet another of the flashing icons. Now head back left to grab the heart and switch that you passed earlier.

Climb back up the shaft to the room with the two ledges and the switch, get the switch and climb back up to the girder. Head right and drop down the shaft, then go left into the room to get the switch. You must go back to the room with the two ledges and drop down the shaft yet again. Head right, climb onto the grey ledge then jump up onto the ledge and go right. You should see a switch and some grey blocks – grab the switch and (cue drum roll!) the door will open. Enter this and you will be in Arcade's Lair. Go back into the shaft and climb to the middle passage, kill the droid and continue left. Climb up the shaft, go over the girder and drop down, you should find yourself in a room with two grey ledges and a switch. Drop down the shaft and head right. You will also notice your Spider-Sense tingling like mad (oo-er!). Drop down the shaft to collect the next one, then you must climb back into the room with the three ledges, and head right.



STAGE 1: SPIDER-MAN

Your friendly neighbourhood Spider-Man must now battle his way through a treacherous building site populated by Arcade's many psychotic

AND THE X-MEN

S REVENGE

minions, including bomb throwing robots and the crawler droids from the earlier level.

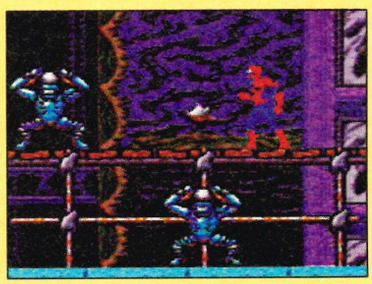
Move right and climb the wall to destroy the first robot then continue up, switching sides to avoid the concrete blocks. When you reach the top of the left hand girder, jump across and drop down to collect the golden spiders, destroy the crawler and collect the silver spider at the bottom. Now jump up to the level above and across onto the concrete. You will now have to dash right through the cables that are pointing up and jump onto the platform. Jump up and down to shoot the robot, then drop down to grab the energy heart. Stand on the edge of the platform and use your web to swing across to another silver spider. Climb the girder and shoot the robot at the top then continue right. Drop down, walk right and blast the robot then jump onto the platform and, if you jump up and fire, you can hit the robot that is just off screen.

Drop off and run past the green mesh, jump onto the platform and climb onto the concrete. Jump up to shoot out the satellite then continue right and shoot the crawler and climb the girder. Jump to the left and walk to the edge of the concrete fire to destroy the robot. Sling your web towards the wires hanging down to swing to the next platform. Repeat the process and run left to the concrete while dodging the robot above. If your web hits the edge at the top of the concrete you swing across to grab some silver spiders and land on a girder the other side. Climb up and blast the robot on the right then climb so you are just short of the top and web sling right onto the platform. Run right and drop down the gap, then walk right and web sling over the gap to grab a gold spider and a heart. Return left across the gap, continue left and drop down and repeat the process to get back to the place where you destroyed the last robot. Run right and swing the gap, destroy the robot and then web sling from the edge of the girder so it hits the wires. You should land on a platform and gain a silver spider (if you drop down from here you will enter a network of platforms that are full of bonus items).

Web sling right across the platforms and you will find a gap in the girder at the end. Climb up to find an extra life, a bonus heart and some golden spiders. Now drop down to the floor level as far as possible then run right under the girders, climb to the top of the next girder then work your way left. Web swing across to the girder and climb up to the top. Jump right onto the platforms, then up to the top platform and web sling right onto the girder. Climb up again then jump left and then jump from the edge of the platform onto the concrete. When you go left your Spider-Sense will go crazy – the reason for this is that there is a villain firing electric bolts here. Leap over his bolts and blast him a few times to receive five bonus hearts. Phew!

Climb back onto the wooden platform and web sling left to the end platform, then sling off the end and push up so that your web shortens, allowing you to get onto the platform. Drop off the concrete to the left to land on another platform, then web sling to either gain two hearts or drop to the level below. Web sling left to another platform then jump to the next one after destroying the satellite. Swing left and work your way down through the maze of girders until you reach the green mesh. Destroy the robot and swing and push up to get onto the level with two silver spiders. Jump onto the concrete and destroy the crawler then jump up and right to the platform and climb the girder. Sling across to the silver spider and continue left, climb to a small girder, kill the satellite and move up and left to get the bonus heart. Run right to get two golden hearts and destroy another electrical dude. Web sling and climb up then go right and destroy the red crawler, climb a little way up that girder and sling right onto a platform with three hearts, destroy the satellite and continue right. Drop down and destroy the crawler then drop to the bottom to get a heart and a gold spider. Go right, destroy the robot and then web sling onto the edge of the girder to reach the next platforms. Jump left onto the girder and web sling to the right to get onto the platform, then work your way right to face the Gargoyle!

To beat Gargoyle just stay on the move while trying to get your shot in wherever possible. The one bonus here is that, whenever you hit him, a diamond worth 100 points will appear.



STAGE 2: SPIDER-MAN

It's more of the same for poor old Spidey only this time the weather has taken a turn for the worse.

At the start run left and web sling up to the girder and use the earlier technique to climb up on to the blue stones, then jump up and blast the robot and collect the spiders. Jump onto the right hand girder, climb up and web sling left to get a heart. Now go onto the left girder and climb up, shoot the robot, go right and drop to get the spiders. Next head right and swing up past the flag pole to land on the top platform. Wait until the rain starts to blow to the right then leap off the edge to the right to gain an extra heart. Continue right until you reach the girder and climb up until you can see the roof of the building. Swing across and climb the next girder, shoot the robot and travel right, dropping off to get the spiders. Climb to the top blue platform and swing right to get more spiders. After you have destroyed the droid go right, climb the girder, destroy the robot and get the spiders. Continue to move right and destroy the satellite, then web sling off the end of the girder to land on the wall. Climb to the top then jump up onto the blue floor and get the gold spiders. Wait on the edge and use the wind to carry your jump onto the next wall, then web sling right from here to get spiders and land on another wall. You can get the bonuses but there is a robot at the bottom so you are better off leaving them and dropping off the right hand wall to land on a lower platform. When the wind blows right jump right to the next platform then web sling right from here twice, climb the girder and jump left after a bomb has dropped then shoot the droid. Then jump onto the left hand wall and web right. After you have shot the two beasties continue on and you should come up against Carnage.

To beat Carnage, lead him to the left then jump across to the right wall (make sure you keep holding right so Rhino doesn't shake you loose) then let Carnage have it whenever he appears. If you beat Carnage you will have to face Rhino.

Rhino can be beaten by pressing up and using the web so you hit him as you swing. Repeat this until he bites the dust.



STAGE 1: WOLVERINE

Wolverine is trapped in a psychotic toy box that is populated by killer clowns, toy soldiers and murderous jack-in-the-boxes all of which Wolverine must combat with his adamantium claws.

The first obstacle that you will come across as you move right will be a jack-in-the-box. There are two ways to kill these – if you use your claws they will explode; if you use your fists it will take longer but you will be rewarded with an energy heart. The basic technique for both is jump the bullet and wack him!

Continue right over the block and carry on right, either dodging or battling the clown, then climb the stack of blocks at the end. Jump up onto the right hand side then jump

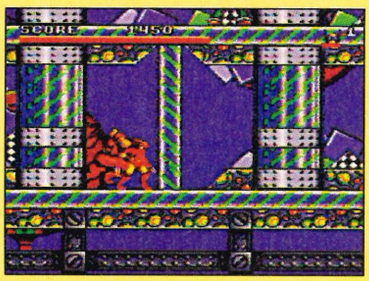
SPIDER-MAN AND THE X-MEN

across onto the other ledge. Attack the soldiers and continue left – you will now come up against a jack-in-the-box that can be beaten in the normal way.

Walk up to the wall on the left that has a slight crack in it, use your uppercut with your claw to rip through the wall then travel left. You will need to time your jumps well at the next area or you will fall and be sent back to the start of the level! If you are successful you will face another jack-in-the-box – blitz him then jump up to the next platform, head right, kill the soldier and rip through the wall. Climb up again and rip through the next wall. Travel right, jumping the gaps, until you reach another wall. Rip through this, then jump the gap. Continue right, jump onto the A building block and then up onto the next level. Repeat the process, then jump left onto the ledge where just one soldier waits. Kill him, move left and rip through the two walls, but watch out for the two buzz-blades after the second wall. Run left and jump from the very edge of the platform up to the next level. Rip through the wall and jump across to the blocks where you can then claim your free bonus life (quick fanfare).

Climb up to the next level and fight the jack-in-the-box then continue onwards and upwards, smack the jack and the soldiers and continue right. Rip through the wall and you will come to a jack with two boxes in front of him – do not touch the box with the X on it as it will explode on contact. If you manage to survive this, continue right and jump the gap, then travel up and left past the clown with the water gun, watching out for the one behind him with the pies. After the giant clown, smack the jack and rip through the wall to face yet another jack, defeat him and proceed left, negotiating your way up the ledges. Jump onto the platform with the soldiers, then, after beating these three and getting past the jacks, you must watch out for another buzz blade as it drops. Leap across to the next level but beware of the projectiles falling from above. Jump across to the ledge with the clown in a teacup, kill him, jump the gap and repeat.

The next ledge is slightly further away and you will have to leap from the very edge. If you make the jump then run to the edge and climb up to the ledge with the soldiers on it, blitz them, then move onto another clown in a teacup. Rip through the following wall, continue right, then climb up and backtrack left until you reach the jack. Carve him up (a bit violent, this Wolverine!) and then continue left until you've blitzed the clown in a teacup. Work your way up and then right. After the final jack you will come up against Apocalypse. To destroy him you must keep moving away and slash him whenever possible.



STAGE 2: WOLVERINE

Wolverine must now race against that hard headed psychopath Juggernaut.

There is no actual route through this level – instead, you need to defeat Juggernaut by dropping heavy weights on his head. The basic solution is to keep running ahead and slash at the ropes holding the weights so that they drop onto Juggernaut's head. If you stand right next to the weight as it hits him you can slash at him with your claws and do him even more damage. Above all you must attempt to stay ahead of him. It will take quite a few hits but, as long as you use most of the weights, you should not have too many problems.

STAGE 1: STORM

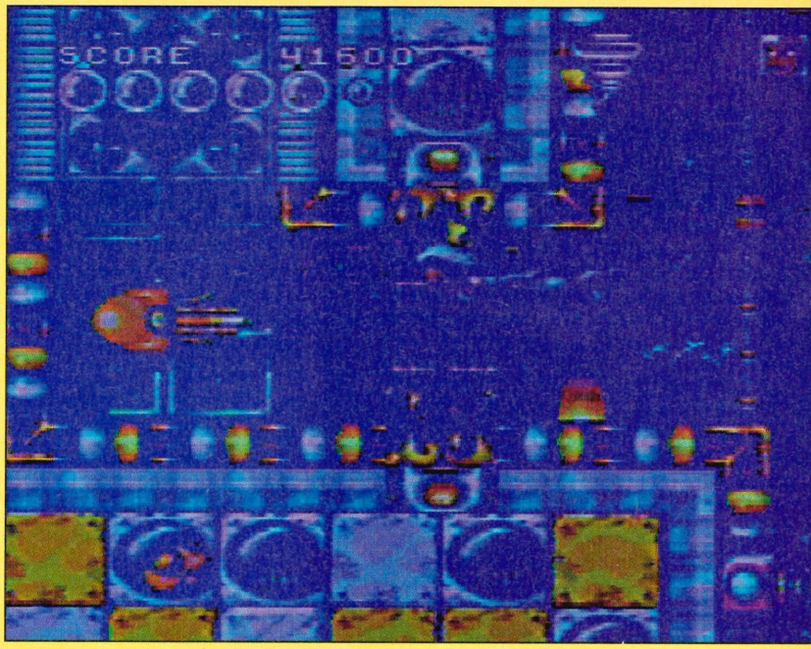
Storm's first stage is an underwater level where you must destroy the pressure switches to make the water rise which you do by shooting them with your thunder bolts. Along the way you will encounter many piranhas which can be destroyed in the same way.

When you start, destroy the switch next to you then wait for the electric gates to switch off. Head right and shoot the clown to gain two more bonus points, then go left, travel down and shoot the door out – watch out for the shrapnel that flies off them. Go through the broken door and shoot the clam to gain a whirlwind weapon. After the clam you will find another door to shoot out – be careful as behind this door is another enemy which must be killed. Shoot the two switches then head up the left passage-way. At the top you will find a lightning star, collect this, then travel down and float up the right hand passage to find a clam that contains two pearls. You will also discover that you can stick your head out of the water and recharge your energy. When the meter is full, shoot the switch to raise the water so you can shoot the door out. (if you need an energy recharge return to this point and swim through the bubbles you find rising there).

When you have shot the door, head right, shoot the switch then the door and continue right. You will now enter an upward shaft that has electricity crossing it - you must wait for them to switch off before floating up. Head right, shoot the clam for more pearls, then destroy the switch to raise the water. You must now travel back to the clam with the energy boost and head up the shafts and shoot out the switch. Travel back up the electricity shaft and shoot out the door on the left and travel up that shaft.

At the top, head right and shoot out the door at the end to enter a room with a bunch of piranhas and a clam, after you've shot these out, you can stick your head out of the water to recharge you breath. Now head back left and shoot the switch, then travel right past the clam to destroy another switch and grab another lightning star. You will now find the water has risen in the piranha room to allow you to float up and past another electrical gate to yet another switch (and guess what you do to it). When that switch is blown, head left and kill the electricity squid. Float up the shaft to gain another surface re-charge then back down and left, shoot the switch and then its back-up the shaft again (deja vu?).

Head right through the electricity gates for another switch and an extra life. When you have blown the switch head left, destroy the squid and float up the shaft for another surface charge. Swim right, destroy the frogmen and mines. Floating up to the next shaft you'll find three squids, fight these, float down and kill the clam for two more pearls. Annihilate the door then travel right into a room full of eels, piranhas and a spinning bolt firer. Blast this with all of your weapons and travel through the passage at the top right to escape and complete the level (Hooray).





STAGE 2: STORM

More underwater japery for this righteous babe with much the same objectives as the first level, only now she must also smash the glass spheres to destroy Arcade's hydro-electric plant.

Go left from the start and shoot the piranhas, then float down

TIPS

SPIDER-MAN AND THE X-MEN

and destroy the water valve, then swim right, destroy the clam for some pearls and then blow away the green beastie to give you access to the door. After you have blown the door away go right and destroy the frogman, pass through the electricity gate, and, oh no, a ton of piranhas! If you survive them you can get some pearls from the clam. When you have blown the valve, head up to the right hand passage for a breath recharge, then swim back to the left and blow the valve. Swim to the left through the doors and gate, shoot the valve and continue swimming to the end. You will find a squid to blow away, then float up here to yet another energy charge. When you have full energy shoot the valve out and swim right, destroy the frogman and another green beastie. Shoot the valve at the end of the passage then swim back to the left and you will see a passage in the middle leading up. Enter this and get past the electrical gate (if you are quick enough you can gain an energy re-charge at the top of this passage). Shoot out the door in the right hand wall and head through it. Continue right through the next door and blast the clam for even more pearls then float up above the pearls to pick up a lightning bolt. Now swim left then float up the passage past the electrical gates to a room that has glass balls all over the walls. If you dodge the electricity bolts you can get another surface re-charge. Swim right and float down the next passage to come to a room with two clams and a valve (watch out for the piranhas).

After you have collected the pearls blast the valve and head back up to the ball room. Blow up the balls nearest the bottom then blow the nearby valve and destroy the rest, – you can only damage them when they have an electrical charge inside them. If you manage to blast them all then it's on to the next level for you.

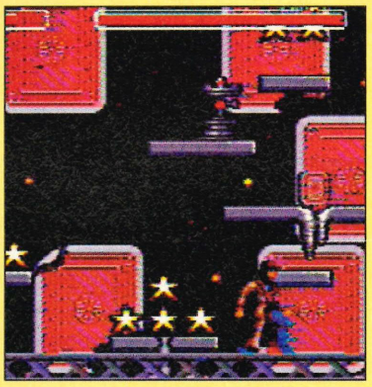


STAGE 1: GAMBIT

As Gambit you must escape a huge doomball rolling after you (telephone call for Mr Indiana Jones!). As if that wasn't bad enough there are even rocket chess pieces whizzing around all over the place.

There is no real set route through this level – instead, it is more a case of just running as fast as you can and blasting anything that gets in your way. It will probably take you one or two goes to learn the quickest route for you. The main points to remember are that you do have a very small amount of time to backtrack if you go down a dead end before you are crushed by the ball. You will find it very foolhardy to attempt to collect everything on screen, the only things you should try your best to get hold of are the green ball bonuses that will slow the ball. Above all, save your jokers to get you through the orange barriers blocks as the time you save may well prove to be of vital importance.

When you finally reach the end you will come up against the King of the Pack –the only way to harm him is to stand underneath and fire your cards up at him.



STAGE 2: GAMBIT

Now you are trapped in a collapsing building and you must make your way up instead of across while trying not to get our Cajun buddy squashed flatter than a playing card.

As with the previous level you must find the best route for yourself. The only major tips are, when it comes to the choice between the two upward passages always choose the left, because although the right is packed with goodies it ultimately leads to doom. Try to save your jokers in the early stages as you will need them later to defeat the Queen later. The main thing you will have to practice is your card throwing to get rid of the many orange blocks and enemies. To defeat the Queen, shoot out each of her arms and then her head; if you stand beneath them and keep firing she will not be able to fire back at you.





STAGE1: CYCLOPS

Cyclops must face a deadly underground mine cart ride with its own deadly foes such as land mines and the evil Genoshan Magistrates.

To start with, move right, drop down the platform and wipe out the magistrate with an optic blast. Move to your left and jump in the mine cart. Travel along and grab the energy icon, then jump out of the cart and continue right and wipe out the two magistrates there. Continue right, climb up the platform then head left where you will find three magistrates guarding a power blast icon. Deal with them and travel back down to the platform with the rails underneath. When the cart passes, jump into it and travel along the rails using downward blasts to wipe out the mines on the rails. Continue to the left, wiping out the magistrates in the carts and on the ledges with optic blasts until you reach the end of the rails, then jump down to the left. Wipe out the magistrate and continue right across the gap until you come to a bunch of platforms with magistrates. Wipe them out then continue right until you come to a huge chasm – drop down onto the ledges below , then, when you reach a ledge above the rails, wait for your next cart to arrive and continue left on the cart until the end of the rails, then drop off the ledge at the bottom. You will meet a yellow subterraneans in a very attractive red loin cloth (NOT!) – you can only beat these with punches as they are invulnerable to optic blasts. After defeating him, continue right. Blast the first gem cart to receive a health bonus then jump in the cart and travel right to the end of the rails. You can now climb up to get an optic boost or drop down to continue your travels. At the end of the rail continue left and drop down onto the ledge below. Drop again and step off the large cliff to land on another small ledge then jump onto the cart and travel right until you come up against Master Mold.

To defeat the Master, you must travel to the end and get on the first platform and let him have it with the optic blast then jump to avoid his lasers.

STAGE 2: CYCLOPS

This time around Cyclops is pitted against the fearsome sounding Master Mold!



From the start, move right and shoot the magistrate, then continue right and jump down to the next level. Destroy the magistrate and subterranean, continue right and climb the platforms. At the top go left for an extra life and then continue right and jump to the lowest of the next set of platforms – keep moving right, destroying anything that gets in your way (watch out for the troop carrier). Keep moving until you come up against Master Mold.

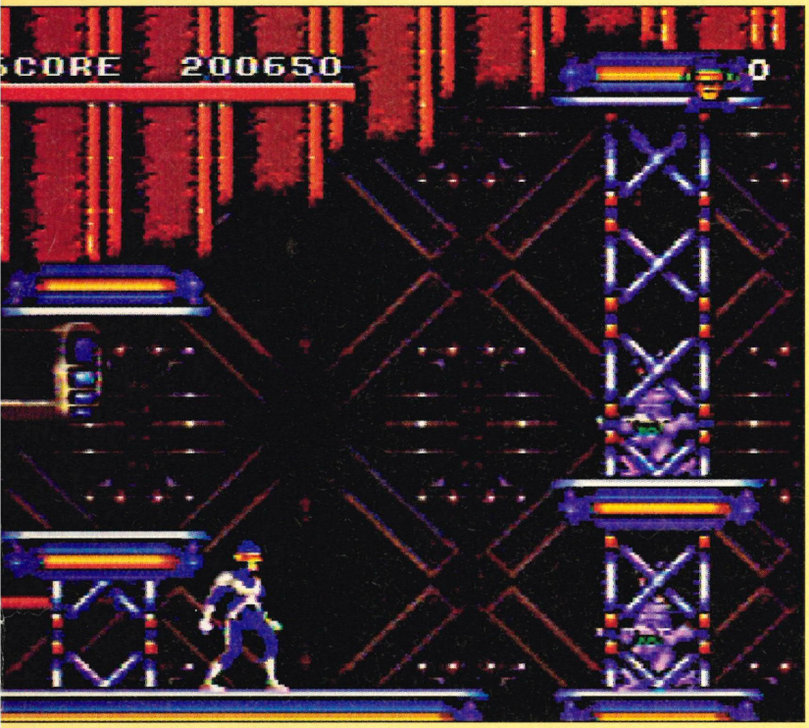
To beat Master Mold, keep hitting him with an optic blast, but don't forget to duck to miss his lasers. If you beat old Moldy, continue right remembering never to touch the rails. If you arrive somewhere with no apparent escape, it usually pays to launch from the very edge of the platform you are on. Continue right until you come up against a huge re-incarnation of Master Mold.

The only tips to beat big old Mold are keep moving, keep firing and watch out when he raises his hand as he launches fireballs. When you have kicked his rather oversized butt, you will be transported to what we shall call the first of the special levels. ➤

TIPS

SPIDER-MAN AND THE X-MEN

SPECIAL LEVELS



SPECIAL LEVEL: CYCLOPS

As with most of the special levels, this is thankfully not as difficult as the normal ones. Just keep moving right, blasting the magistrates and subterraneans that get in your way then, when you get to the end, enter the green beam to finish the level.

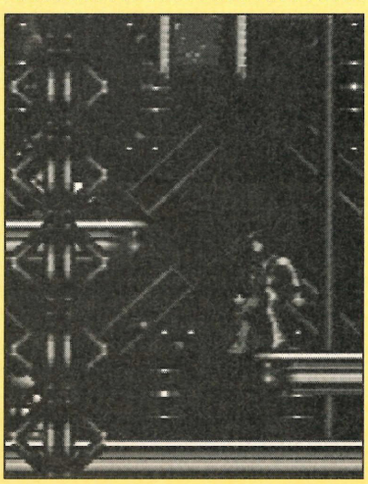


SPECIAL LEVEL: WOLVERINE

Wolverine's level is the same as the previous one – just keep moving right and time your jumps correctly. Before you know it you'll be under that lovely green light and all ready to go one-on-one with the very nasty Mr Arcade.

SPECIAL LEVEL: GAMBIT

Same again, I'm afraid, although this time you are moving left. The only worrying bit is the first jump – it is possible to make it, just jump from the edge of the platform.



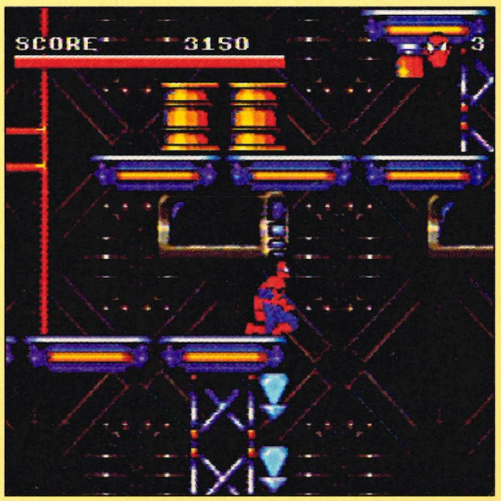
SPECIAL LEVEL: STORM

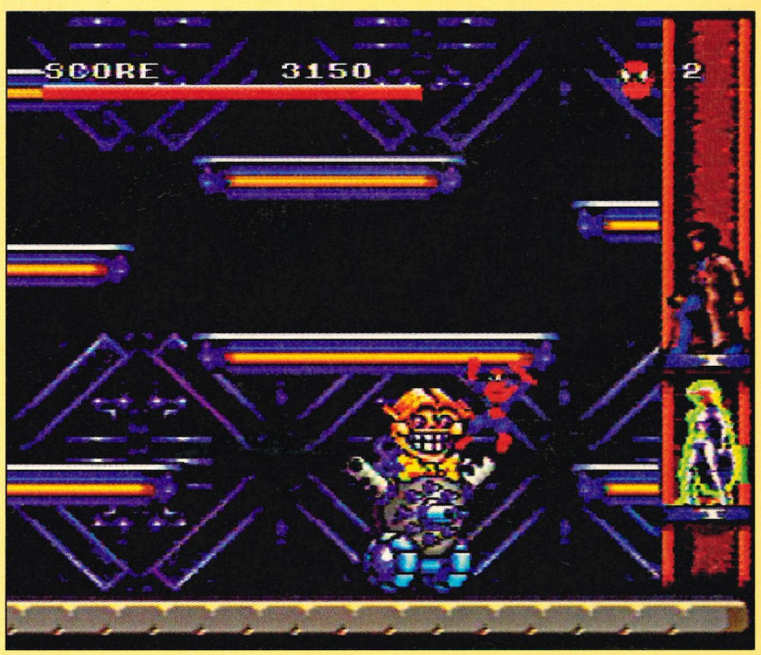
As before just continue moving left shooting any magistrates that may get in your way and it's green lights ahoy.



SPECIAL LEVEL: SPIDER-MAN

Spidey's level is a downward level of death and destruction! Just keep on moving until you reach a hole with blue arrows down both sides. Drop into here and it's on to fame, glory, wealth and willing women – OK, it's actually time to kick Arcade's butt which isn't half as satisfying but it's all that you're going to get from this game.





DEFEATING ARCADE

To defeat Arcade, you will have to keep dodging his fire, moving back and forth across the screen while trying to shoot him in the head When you hit him enough times he will turn into a pogoing robot – to defeat this just repeat the previous advice. He will then shrink into a little robot on wheels – to destroy this one, crouch on the lowest right platform and shoot him in the head. After this, a load of white suited Arcades will appear, just keep blasting them until they've all blown up. The major tip is don't rely on your friends since they are all pretty useless. If you survive this onslaught, give yourself a large pat on the back and boogie to the funky end music.

STARFOX

SUPERPRO Player's Guide

PART ONE

The awesome 32-bit Super FX chip finally made its debut last month and, as you'd expect of Nintendo, gameplay is just as impressive as the gobsmacking, super-fast, super-smooth 3-D graphics. The game has three difficulty levels, each offering a different route to the showdown with the Evil Emperor on the planet Venom. Each route has six stages, each with an end-level guardian, and this month we take you all the way through Level One, as well as showing a few pics from the practice mode.

PRACTICE MODE



Here's where you can get the hang of your Arwing Defence Fighter AD74. A burst of laser fire will send big grey cones skittering across the ground like beer cans. There's also a series of rings to fly through and, most testing of all, formation flying where you must try to keep inside a wireframe outline showing where you should be. It's fun and also very useful, flying along at 90° to the ground and pin-point speed control are both vital should you arrive on Venom!





TIPS STARFOX

CORNERIA

Pass through the four archways to make a twin blaster bonus appear in the big blue archway.

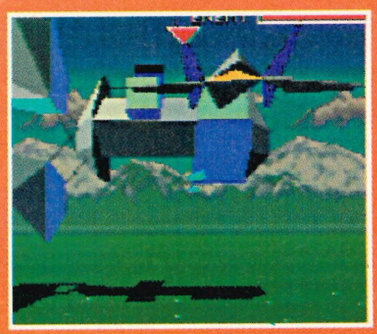
Fly down the right hand side of the red building after the tower in the city to get a Nova Bomb.

Shoot the tank on the floor just before you enter the city streets to gain a Nova Bomb.





THE BATTLE CARRIER





The block on the right spins round to open and reveal an orange launch hanger which you should shoot out. Then the two power pylons on the left spin to expose red/yellow ends which should be obliterated until they fall off; the main hover ship will then attack so let rip with lasers and bombs anywhere on the ship to destroy it.

ASTEROID FIELD

This section is one of those which begins with a cockpit view, rather than a behind your ship view (which you can get by pressing Select). The cockpit view is probably best as then your ship doesn't obscure your view of the enemy, although it does make dodging asteroids a bit harder to judge.

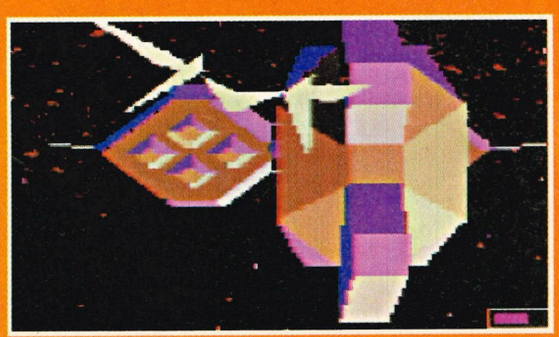
Only the brown asteroids can be destroyed, avoid the grey ones at all costs.

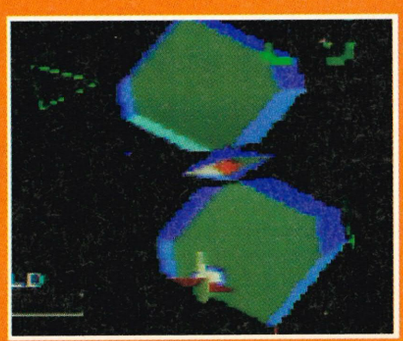
When you come to the lines of grey asteroids with the brown in the centre, make sure you destroy the brown one early or you will find yourself hitting asteroids as they spin off.





ROCKCRUSHER





The rock crusher has two flat panels that slide up and down, each with four gun parts that have to be destroyed separately. They can only be shot when red (one Nova Bomb will destroy a whole panel). Be careful, when the last gun has been shot a massive part of the ship will fly straight at you. Slow down and veer away. Now you go head-to-head with the main fuselage, an hour-glass shaped craft that fires homing missiles and fireballs; keep on the move and shoot the centre out with your blasters and bombs.

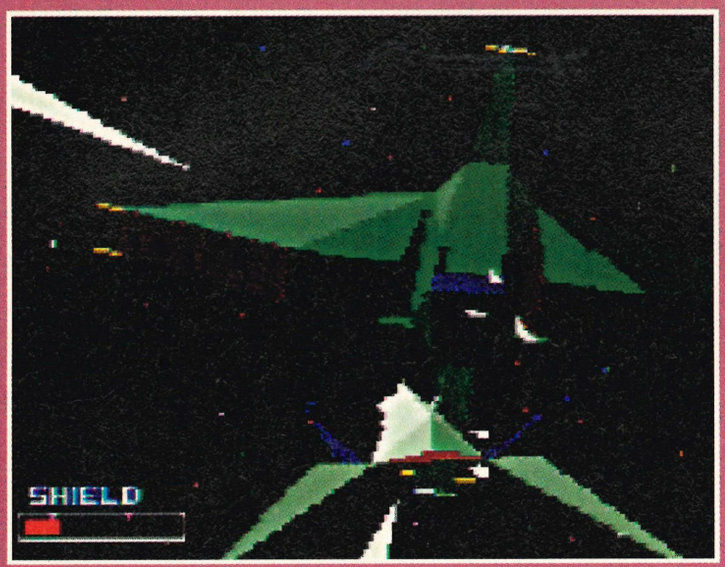
STARFOX

SPACE ARMADA

Just before the first cruiser you will see three spikes in a circle – shoot one of them and they will rotate; shoot all three so they each 'ping'. You will then see a ship appear in the centre, collect this for an extra life.

You will also meet a ship that spins in as three triangles that shoot fireballs. This must be shot in the centre three times to destroy it.

There are three cruisers in all to enter, including the end-level boss. When approaching a cruiser try to keep flying fairly level – extreme movements will abort your entry and you'll have to go round again.



DIAL-A-TIP

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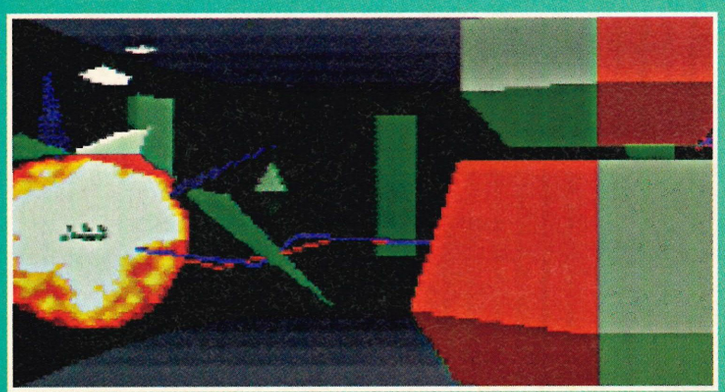
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ATOMIC BASE



You will face a variety of obstacles inside the main command battlecruiser and here's a brief summary of what to watch out for. First you will confront a door with arrows on it pointing either up or down – you will encounter a lot of these and the way the arrows are pointing is the direction the door will travel, so you must do the opposite. For example, if points up, you fly down and vice-versa; you can change the direction of the door by shooting the arrows although it is not advisable! Next you will face the pylons which you must fly over or under as you did in the other cruisers. After these you will face more up/down and side-sliding doors before you enter a tube to the final zone.

In the final zone you will see three triangular blocks; shoot these out before they launch their beams because if the beams start you will have to fly over and under them while taking shots (whatever you do don't fly through them). When all of the beamers have been destroyed, turn and destroy the centre console while dodging its fireballs.

METEOR PLANET

When you come to the towers at the start, you can either fly straight over the top or keep to the right and collect your twin blaster power-up.

When the three tanks come out of the hanger to your left, shoot the last tank to get a shield boost.

The two hangers with the red doors should be shot to open them, the left one contains a Nova Bomb, the right, I'm afraid, contains nothing.

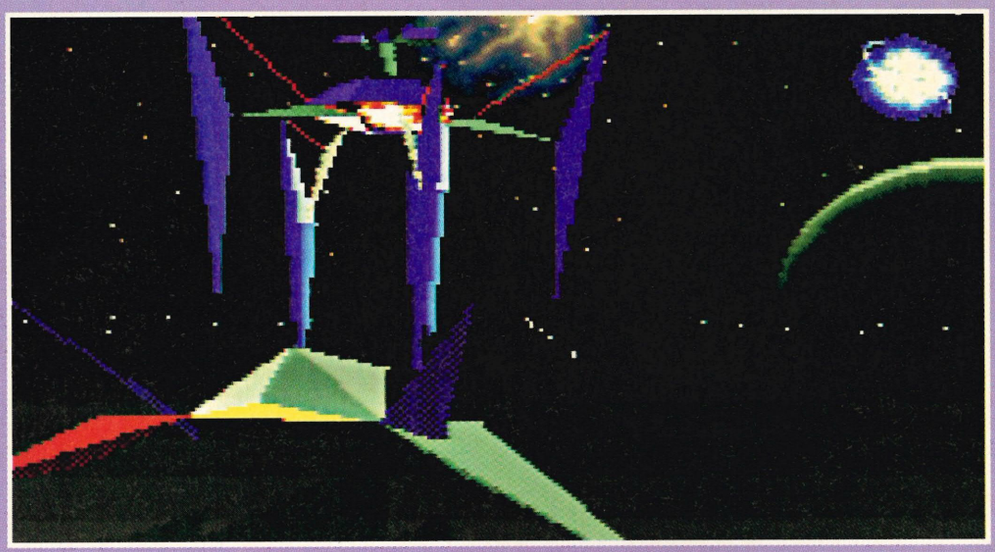


TIPS

STARFOX

DANCING INSPECTOR





When the dancing spider comes on, shoot at his legs with your blasters and it will eventually splay out its legs and come flying towards you; drop down to the ground level so the ship flies right over him. When he backs off, keep firing at him until his legs turn red; you can now shoot his legs off. The ship will fire a jet of flame into the ground which will bounce towards you at an angle, dodge it while still firing at him. When all his legs have been shot off aim at his main body until you've wiped him out.

ABOVE VENOM





This takes place above the planet and is really a case of constantly blasting and moving to avoid/destroy the missiles being launched at you from the planet surface.

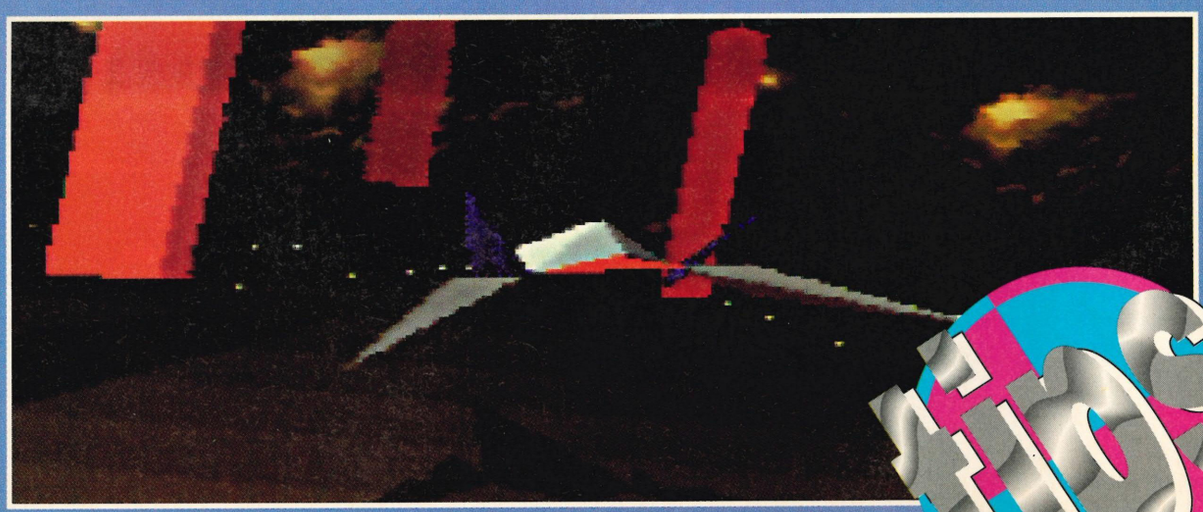
The boss takes the form of an insect-like ship – the phantron – shoot its head and it will split into three. Generally, you should go for the one at the bottom right as it is the only one that can take any damage. This is the easiest of all the guardians but you must be fast otherwise it'll launch a ship segment at you!

VENOM'S SURFACE

To begin with you will have to fly between the bars that come in from the sides. Turn side on between the pylons that come up from the floor.

Large arrow emblazoned brown blocks will spin sideways in the direction of the arrow – shoot this to change its direction, therefore avoiding it.

The red pylons that can be shot at are easier to avoid than trying to destroy them.

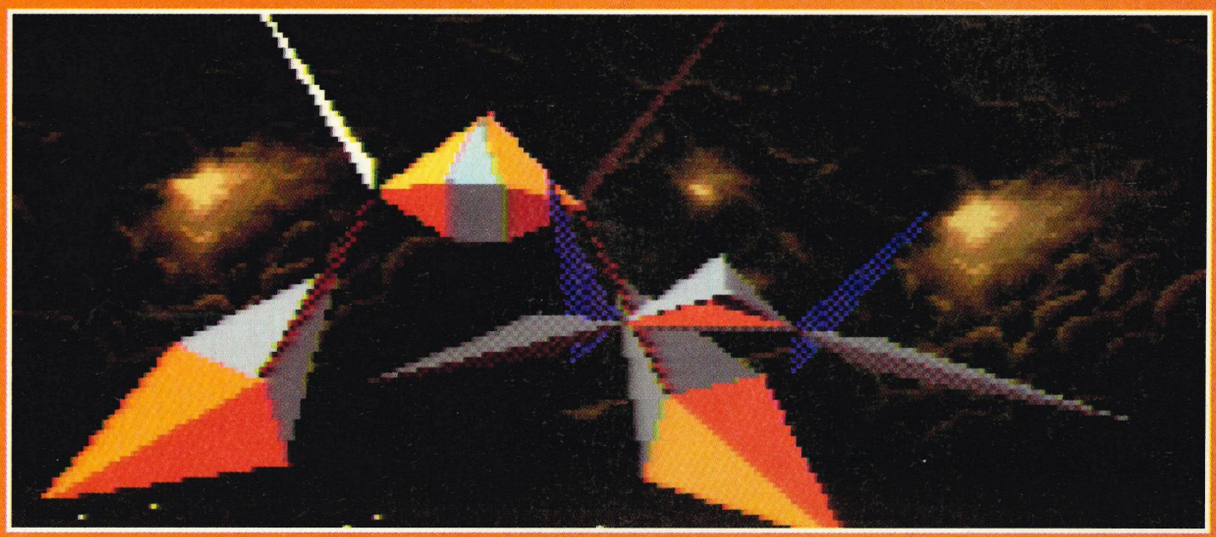


TIPS

STARFOX

VENOM SUPER-PHANTRON

The boss starts off the same as the previous level, except that it is the bottom left of the three that can be damaged followed by the centre one and the right hand one. Then he will sprout legs and repeat his attack. He can only be damaged by shooting the small patch on top of his head. Be careful when firing Nova Bombs as he has a nasty habit of turning away at the last minute.

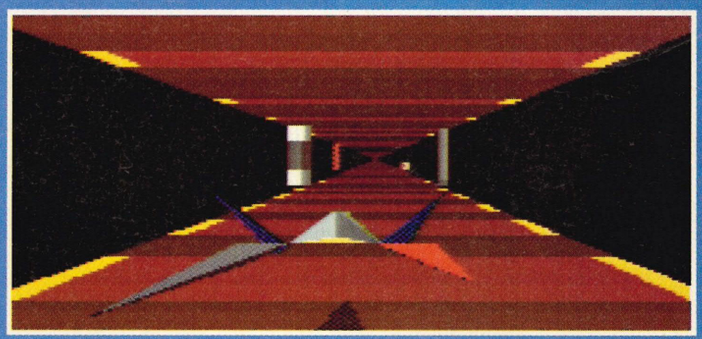


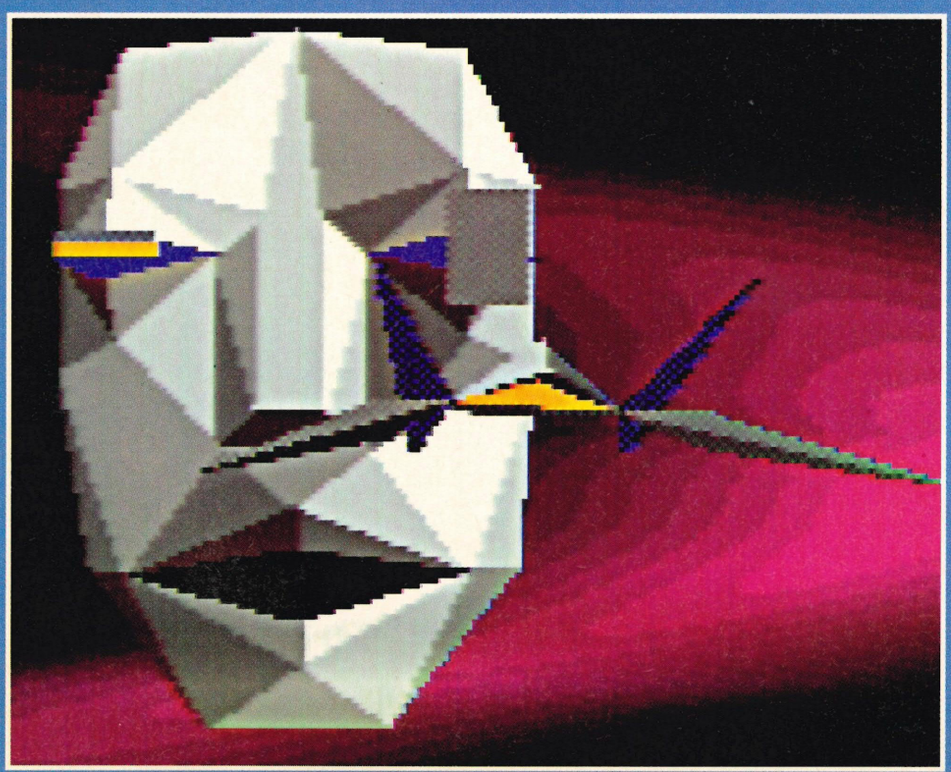
ANDROSS

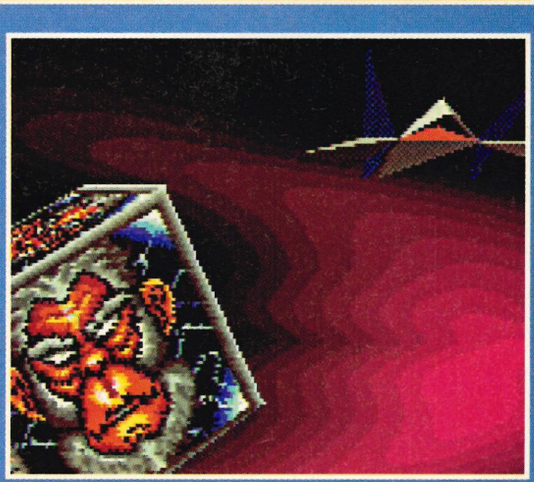
Once the previous boss has been destroyed you will flying into a big fortress, soaring upwards before zooming down into it. You'll then appear in a corridor with some extra energy – at last! – but blocks move in from the sides, testing your speed control and right angle banks to the limit!

Andross appears as a panel of blocks that turn into a huge face. The face will fire blocks from its eyes that can be destroyed. Shoot out the eyes but be careful when the face tilts away from you, its cheeks pulling in as it attempts to suck everything in. Pull against the flow and you should be all right, but be wary as the blocks coming back cannot be destroyed.

When both eyes are destroyed a cube will appear and it will take around six shots to blow the cube. You will have to repeat the process a couple of times before succeeding. A full end-game sequence will reward you with pics of the guardians before showing you soaring above the planet. SP







BONUS TIPS

If you can hang onto your twin blaster for a level and pick up another on the next level, you will receive a powerful fireball blaster.

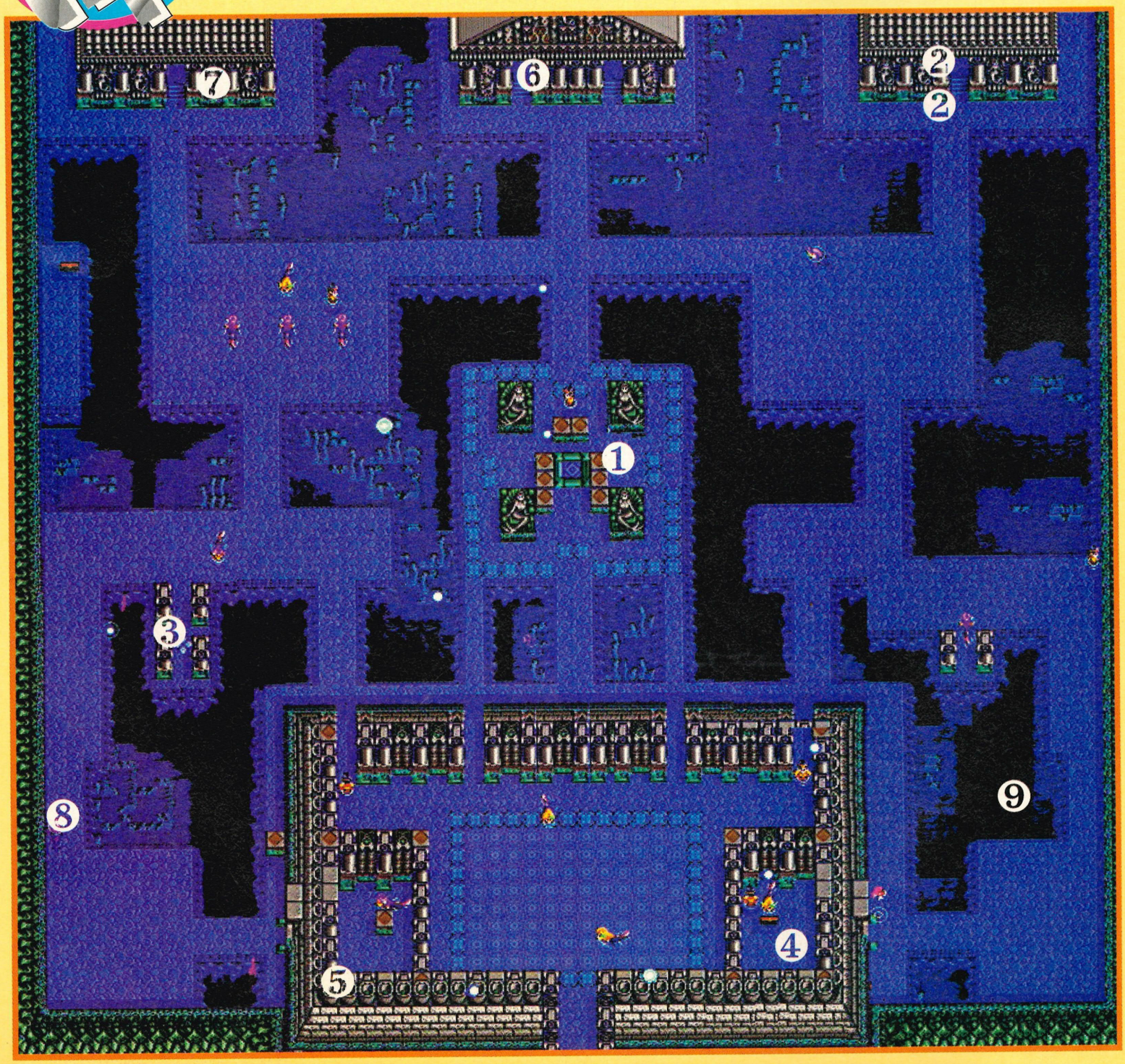
On most levels there'll be one enemy type that'll tend to give you shield boosts if shot. On Venom it's yellow birds, above Venom red-tipped missiles usually give you energy.

MORE NEXT MONTH!

TIPS

SOUL BLAZER

Having had a taster of Enix's classic RPG Soul Blazer in the last issue, this month we take you right on through to the end of the game with a complete rundown on the next five levels. So for all you helpless cases who've been sitting on the edge of your seats waiting for the final installment in this gripping saga, the time has arrived. Read on for more demon-slaying tactics.



PART II

UNCOVERING ST. ELLES

Firstly, go and speak to the statue, she will open one of the doors in the throne room. Obtain the Bubble Armour from the mermaid in the big temple at the foot of the the town, you must equip this before you enter the the Seabed of St. Elles. Each time a mermaid statue is restored to the town speak to it and a passage way in the Seabed of St. Elles will be opened. Go to the far right of the seabed and enter the passage leading to the Shore Reef of Rockbird. When the mermaids have been released, visit the one on the right hand side of the big temple at the foot of St. Elles, open the chest to receive the Mermaid Tears. Take the tears to the volcanic island of Durean and use them at the top. They will instantly freeze the lava allowing you to walk across without sustaining any damage.

When the sleeping dolphin is freed, use the Dream Rod to see into his dreams. Present him with the Pearl and stand on the tile that he uncovers. Now return to the point shown in his dream to uncover the Master's Emblem D.

VANQUISHING THE GUARDIAN

Lurking in the bowels of the ghost ship is a mysterious entity resembling a huge skull, this can easily be defeated using the power bracelet. Stand just to the side of him and keep swinging your blade. You'll be able to get in several hits before it charges at you, so simply dodge to one side to avoid its attack.

1 After restoring the statues, return to wherever they are positioned and speak to them. In return for their safe return, they will reward you by opening a secret passage.

2 The friendly mermaid in this temple will give you a constant supply of medical herbs.

3 Enter this room to gain access to the dolphin santuary. Inside you can talk to Lue and his aquatic friends.

4 This mermaid will give you the Tears needed to freeze the volcano. Simply look in her chest (and I'm not talking about the one covered by her Shell-like bra!).

5 If you enter this mermaid's dark chamber, she'll give you some extra magic (I'll bet).

6 This is the Queen's chamber, if you return after you've defeated the guardian, she will give you one of the stones.

7 This is where Servas the Dolphin lives. Use the Dream Rod to look into his dreams.

8 Stand on this dolphin's nose, and it'll carry you across to the chest that is otherwise out of reach.

9 Talk to this angel fish and it will give its soul to assist you in your quest.

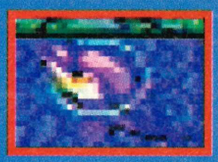
LEVEL 3 – People...



Mermaid Statues
If you restore these to their rightful place in the town, they'll reward you by opening passageways to hidden levels. All you have to do is return to the point that was opened, and you'll have access to another section of the level.



Queen's Maids
This pair of aquatic lovelies tell you of their concern for the Queen's saftey. Watch them fall over themselves with glee when their majesty is brought back from the World of Evil.



Servas The Dolphin
Enter his dream and learn of his sad and distant past, for Servas existed as a small boy in a previous life. His whole family perished on the ship that lies wrecked on the sea bed.



Angel Fish
These provide our hero with useful (and sometimes irrelevant) information. The fish in the bottom right hand corner of the town come from the sky like you and will protect you against the volcano's showers.



Mermaids
These are the town's main inhabitants. Be sure to talk to each one to gain useful information, handy objects and even some snazzy dance routines!



Lue The Dolphin
Lue was once a pet of Dr. Leo's. He will give you the Thunder Ring. This ring will protect you on the rainy island, but only if you equip it in the right place.



Dolphins *(general)*
The dolphins will help you to gain objects, tell you important information and give you piggy backs! What an incredibly strange game this is!

...& Objects



The Dream Rod
See into dolphin dreams to see where objects are.



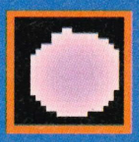
Power Bracelet
Doubles your attack power.



Bubble Armour
Let's you walk on the seabed.



Thunder Ring
From Lue the Dolphin. Use on the rainy island to kill enemies.



Pearl
Present to sleeping dolphin to gain access to hidden area.



Magic Flair
Keep button pressed down to cause major damage.



Medical Herb
All you want from the mermaid in the top right corner of town.



Mermaids Tears
Use at top of volcano to freeze the lava.



Emblem D
Next to Lue in prison is a sleeping dolphin. Go to the location from his dream to get emblem. Get 8 and you're a Master Of Magic (and can operate magic without gems). When you've got all 8 go to the jewel at Green Wood.



Strange Bottle
From the volcano – stops you losing jewels when you die.

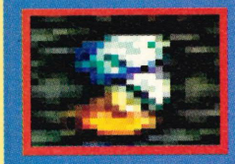


Critical Sword
Defeats monsters easily.

LEVEL 4 – People...



The Girl
This little, and dare I say unbelievably ugly girl with tell you everything you need to know about the mountain and its inhabitants. It appears that these little creatures only live for one year, but in their short life-span, enjoy a prosperous life.



Grandpa
This geriatric welcomes you into his home to answer his questions, despite all the warnings on telly not to let strangers into your home. However, he never gets around to asking the questions for which he invited you into his home in the first place!



Grandpa And Grandma
This helpful couple transport you temporarily into a hidden room where you get a chance to speak to a mushroom (hurrah!).





Boy
This kid very generously gives you a pair of mushroom shoes to enable you to walk on ice. He will then proceed to climb onto a nearby snail and attempt to humour it by travelling around on its back. This mountain spawns very odd creatures indeed!



Mushroom And Snail Racers
Mushroom the Fungus tells you about the inhabitants of the town and their short life spans, whilst Snail racers do absolutely nothing and are of no use.





Nome The Snail
Nome used to belong to Dr. Leo and he will give you one of the six jewels needed to progress to the next level. However, approach with caution because this oversized garden creature is in the lock-up!



The King
After rescuing the King, the small pointy-eared little fellow will tell you how to obtain the Phoenix magic. Simply search the entire game for three items required to summon the mighty bird, then return to him. What could be easier!



Old Man by the Lake
Use the Dream Rod to see into his dreams. By doing so, extra bonuses in the mountain will be revealed. However, by the time you get round to doing so, you'd have most likely found the items anyway

...& Objects



Dream Rod
These enable you to walk on ice.



Emblem F
Collect all 8 to become a Master Of Magic.



Emblem E
Collect all 8 to become a Master Of Magic



Lucky Blade
Increases your chances of getting bigger gems.



Magic Armour
Cuts the necessary gems in half.



Rotator
This magic will cause a ring of light to encircle you.



Mushroom Shoes
These enable you to walk on ice.

UNCOVERING HOME OF THE MOUNTAIN SPIRIT

This is the most straight forward level, your requirements are limited to rescuing the townsfolk and killing the guardian. On the action level, the snowballs can be smashed by colliding them with rocks. When you come to the Ice Field of Laynole, look out for the invisible bridges that are occasionally visibly when they catch the light. These bridges will lead you to the Lucky Blade which is concealed in a hidden chest, as well as extra monster lairs and the Rotator magic.

Use the Dream Rod to enter the dream of the mushroom in the prison, then return to the place you saw in his dream to reveal the Master's Emblem F. In the town, just south of the snail race, is a secret passage leading to a liberated snail. It will give you the Master's Emblem E.

VANQUISHING THE GUARDIAN

Poseidon can easily be defeated providing you don't rush yourself. Equip the Power Bracelet, then when the creature emerges in front of you dodge his shots and then jab at his stomach. He will now fire two fireballs at you, so run along to the left or right and duck into one of the alcoves. Poseidon will now move to one of the side platforms, so repeat the process. If you possess a medical Herb use it if your energy gets low, but remember to re-equip yourself with the Power Bracelet. Killing this guardian is more a matter of personal technique rather than a set routine, so observe Poseidon's attack pattern and then plot your moves carefully. Once a set strategy is worked out, the mighty creature from the depths is easily turned into canned dog food!

1. Walk into the wall at this point. You will enter a secret passage that will take you through to the snail.
2. The grandma sat at this table will magically transport you to a secret room in which you can talk to a mushroom.
3. Use the Dream Rod to look into this old man's dreams. Then return to the same area in the action level to reveal extra bonuses.
4. The King will give you the location of thefourth stone needed to enter the World of Evil. He will also summon the Phoenix when you have collected the three symbols.
5. This is Nome, he will give you the fourth stone, allowing you tp progress to the next level.
6. Use the Dream Rod to look into the dreams of this mushroom. Then return to the location pictured within to find one of the masters Emblems.
7. This little boy will give you the mushroom shoes needed to walk on ice in the action level.
8. This mushroom will give you the life story of the towns inhabitants.
9. This passage will lead you through to the underground lake. Beware as more creatures lurk there!

TIPS

SOUL BLAZER



TIPS
SOUL BLAZER

1 This chest is indeed a treasured find. In the drawer lies a suit of armour. If you push the cabinet, you'll find one of the emblems.

2 This chest contains the vital Zantetsu sword. Once equipped, this can cut through even the strongest of metals.

3 Use the scented leaves to lure the cats out of this door. Now you can speak to the mice.

4 The key to this door will be given to you by the sleeping cat. Use the Dream Rod to look into his dreams.

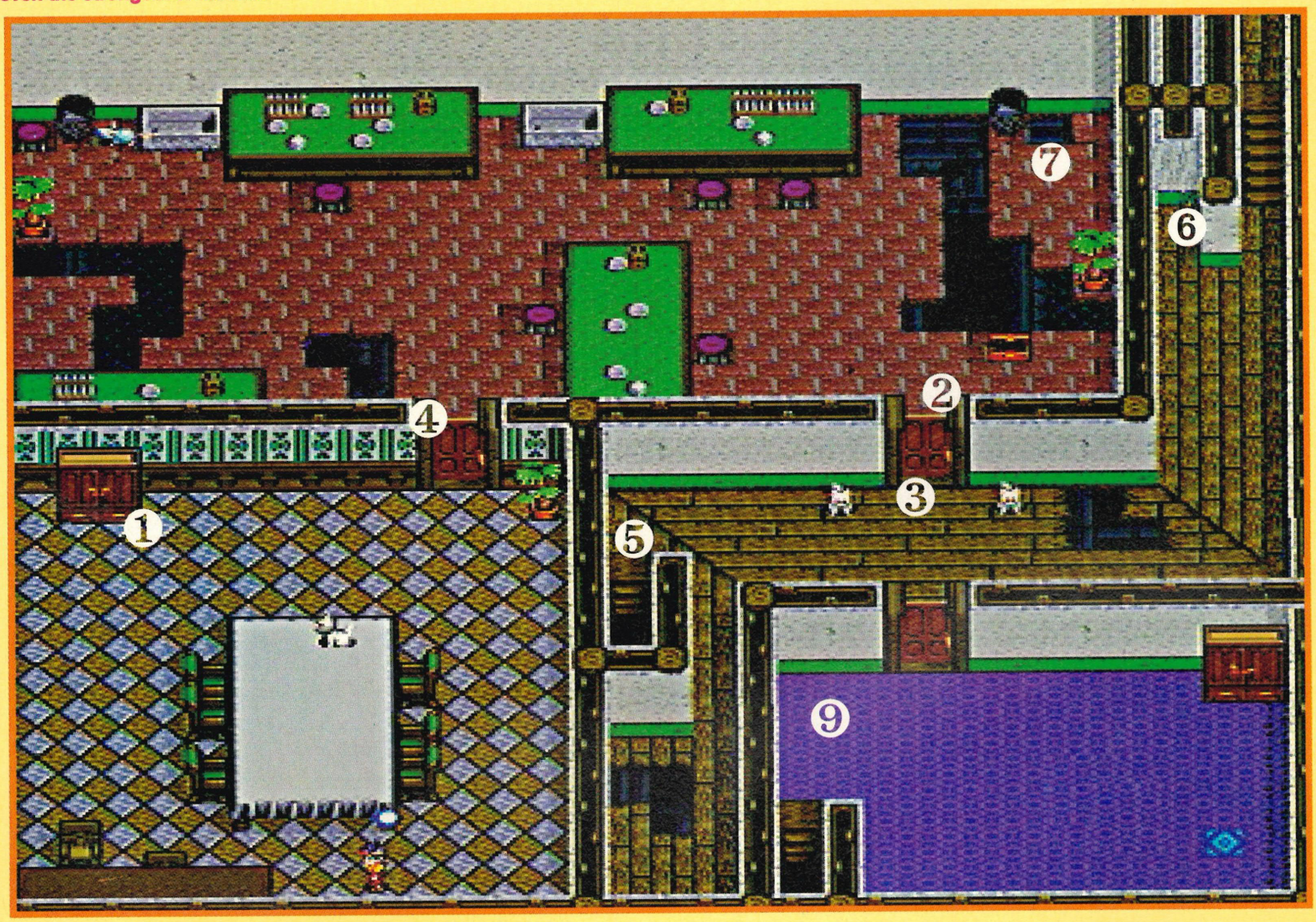
5 These stairs lead to the first action level.

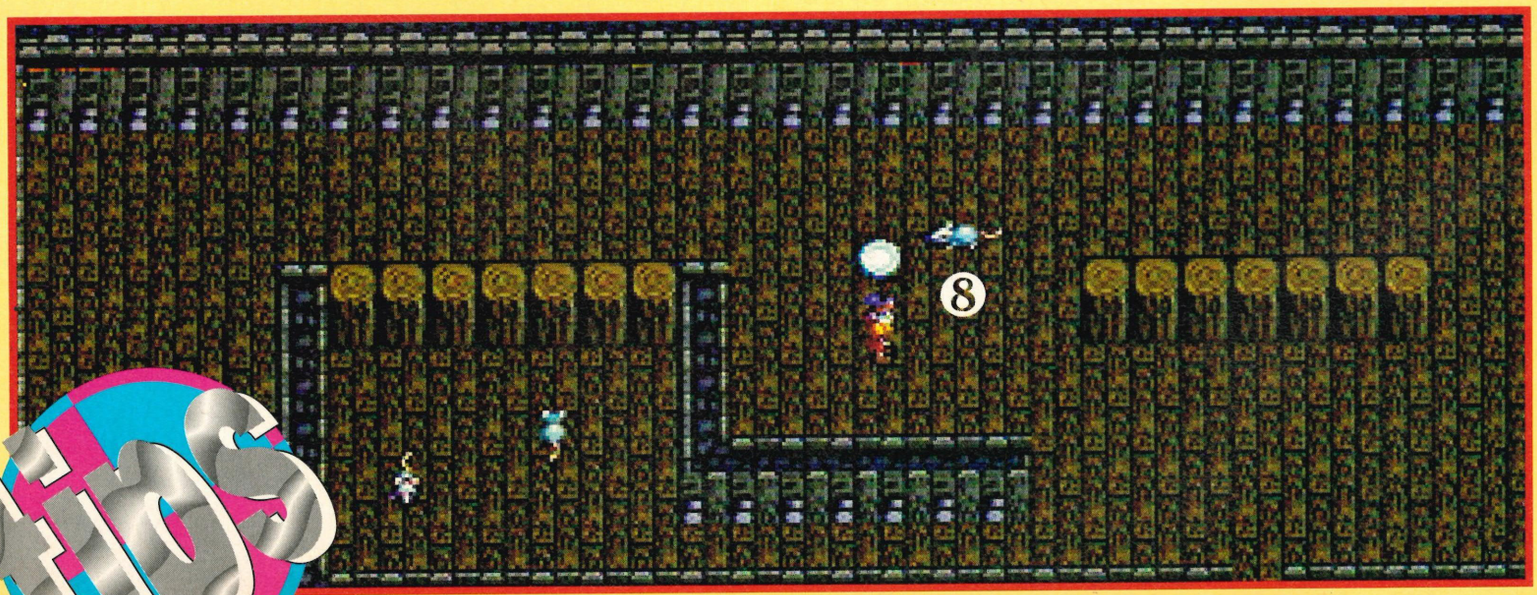
6 These stairs lead to the top half of the house.

7 Use the mouse hole to get to this platform. The plant will supply you with Medical Herbs should you need them.

8 As a reward for getting rid of the cats, this mouse will give you some extra magic.

9 These stairs will take you through to the dreaded Tin Doll, the fifth guardian.





UNCOVERING DR. LEO'S LABORATORY

Although you might not have thought it, this is actually quite an action packed level with five separate action levels to overcome. You first task is to locate the Zantetsu Sword that is hidden in a chest in the lab. Once this has been found, you can take on the metal monsters in the action level. Go into the first two action levels and dispose of all of the Monster Lairs to restore most of the house. Use the Dream Rod to look into the dream of the sleeping cat and you'll see the conversation between Dr Leo and a guard just before he was abducted. When the cat awakens, it will give you a key to open the door to the room in the bottom left hand corner of the house. In this room is a chest of drawers. Open the drawer to receive the Mystic Armour then push the chest aside to get the Master's Emblem G.

Now go into the model in the upstairs room to free more creatures. The plant that appears in the upstairs room will give you leaves that attract cats. Use these to lure the two cats in the downstairs room out of the right-hand door, then go and talk to the mouse by the hole. Go inside its den and take the Spark Bomb magic from the mouse. Walk out of the far hole and talk to the plant to receive a Medical Herb.

Go into the Power Plant action level and find the Light Armour that is hidden in a chest. Go into the second model and restore the great door that opens the upstairs room. Stand by the door and talk to it. Its spirit will join you enabling you to see the invisible monsters inside the models.

VANQUISHING THE GUARDIAN

The Tin Doll is actually very easy to defeat, although you may disagree. I found that the best technique was to stay behind the metal tubes in the bottom corners, then slash the doll when it came towards me. When it stops to fire missiles, get close and get in a few more hits before diving for cover behind the tubes to avoid the shower of missiles.

If you possess a Medical Herb, make sure to use it if your energy gets low. One vital thing to remember is that you definitely equip the Power Bracelet when confronting this mechanical monster.

LEVEL 5 – People...



Cats
These cute little felines will kindly give you useful information, and items that will assist you in your quest. And what's more, they don't ask for so much as a tin of Whiskers in return!



Plants
These spooky shrubs will quiver when they give you information, shriek when they give you parts of their body, and shrivel-up if the cats do their business in their pretty little clay pots!



Doors
These great oak structures will communicate with you offering useful bits of information, one will even join you in your quest. Fortunately there' s no irritating organ solos or shaggy-haired vocalists in sight!



Chest Of Drawers
When these ornamental cabinets shake and drop their drawers, don't look away in embarrassment, for useful objects are often stored within. The set in the bottom left hand room can even be shoved aside to reveal an Emblem.



Mice
If you go into their hidey-hole these minute creatures will assist you by giving you information and magic. Just get those damn cats out of the room first!



Doll
The doll in the chapel will tell you a story of how the mechanical monsters came to be. Very knowledgeable for a bit of stuffed fabric!



Marie The Doll
This tatty rag doll once belonged to Lisa during her childhood days in this pretty, but quaint little house. When the Tin Doll is defeated return to her and get the stone to progress.

...& Objects



Door Key
Get from sleeping cat and use to open door to bottom left room.



Emblem G
Under the chest of drawers. Collect all 8.



Zantetsu Sword
Cuts through monsters with special armour.



Leaves
Use to lure cast out of downstairs room so you can talk to mice.



Strange Bottle
Prevents you from losing gems upon death.



Mystic Armour
Makes you invincible for longer.



Light Armour
Prevents damage from weaker monsters.



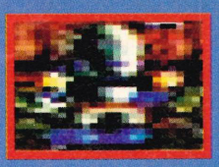
Spark Bomb
Lays a series of mines for you that will explode.

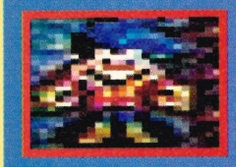
LEVEL 6 – People...



Soldiers & Soldier In Tavern

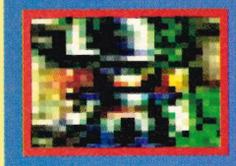
Soldiers aren't very useful generally, giving out useless pieces of information, but the one in the Tavern must be moved so that the platinum card beneath his feet can be taken.





Singer

This chap once fell for the affections of our dear Lisa. Give him the harp string so that he can perform his melody written in her honour. After all, it's the least you can do after nicking his bird!



Sleeping Soldier & Architect Soldier

Look in the sleeping soldier's dreams and he'll give you the Elemental Mail. The Architect will rapidly build a wall around the castle.





Maid

Quietly sneak into the dorm and have a quick chuckle at her attempts to cover up her affair with one of the soldiers.



Mind Reading Maid And The Singer

The tasty maid behind the bar is a mind reader and will give you a constant chain of medical herbs. The Singer outside is completely useless – ignore him.





Queen

The Queen is probably the oddest person in the game. When you first rescue her, she'll reward you by giving you the VIP card . However don't be fooled by her charming personality. Her greed for wealth sends her over the edge into a web of treachery. A devious lady with a split personality (Womankind really).



Lisa

You last encountered the lovely Lisa way back on level one. Since then she has dreamt of you every night, and pined for your victorious return. Be sure to check out the tearful reunion at the end of the game.



Soldier In The Domitory

His soul will join you in your quest, revealing all the hidden passages and chests in the castle.

...& Objects



Mobile Key
Starts the airship.



VIP Card
Into the right hand tower.



Medical Herb
Restores your energy bar.



Super Bracelet
Increases sword & armour strength by 2.



Emblem B
Found in the chest under the castle.



Dream Rod
Look into people's dreams.



Platinum Card
Entrance to left hand tower.



Emblem H
Found next to the 3 columns right of throne room.

UNCOVERING MAGRIDD CASTLE

As your quest nears its end, the odds are really piling up against you. The first thing to do is to get the Spirit sword from the action level, this will enable you to defeat the ghostly monsters that attack you. When you first enter the action level, go to the pile of bones in the top right corner and pick up the harp string. Use the Dream Rod on the sleeping soldier to observe a conversation with Dr Leo. When he wakes up he will give you the Elemental Mail armour which will protect you from the spikes in the dungeons.

Give the harp string to the singer in the tavern and he will start to play. When the guard at the back moves to the front, go to where he was standing and pick up the Platinum Card. Take this to the tower in the top left corner and you'll be granted admittance.

After you free the soldier in the dormitory that knows about the castle, leave the action level and go back to the castle. Find the soldier and his soul will join you. Return to the dungeons and all of the hidden rooms and chests will be revealed.

When the Queen has been released, she will give you a gold VIP card. Take this to the tower in the top right corner. This will lead you to the airship.

At the docking port, you finally meet up with Dr Leo and the two guards that joined him in his escape. However, the Queen has learned of your whereabouts and followed you. In one final show-down, Dr Leo sacrifices his life to save you and Lisa by destroying the Queen and her guards along with himself. Dr Leo passed you the key to start the airship and escape to confront the Deathtoll in his evil domain. As he lies dying, Dr Leo tells of his regret at causing so much distress with his machine.

You leave Lisa weeping by his side and start the airship. Return to the hut in which you first met up with the Queen. You will find an invulnerable Bracelet where she was standing. Take the key to the steering wheel and use it. The ship will sail through the clouds to the guardian of the level.

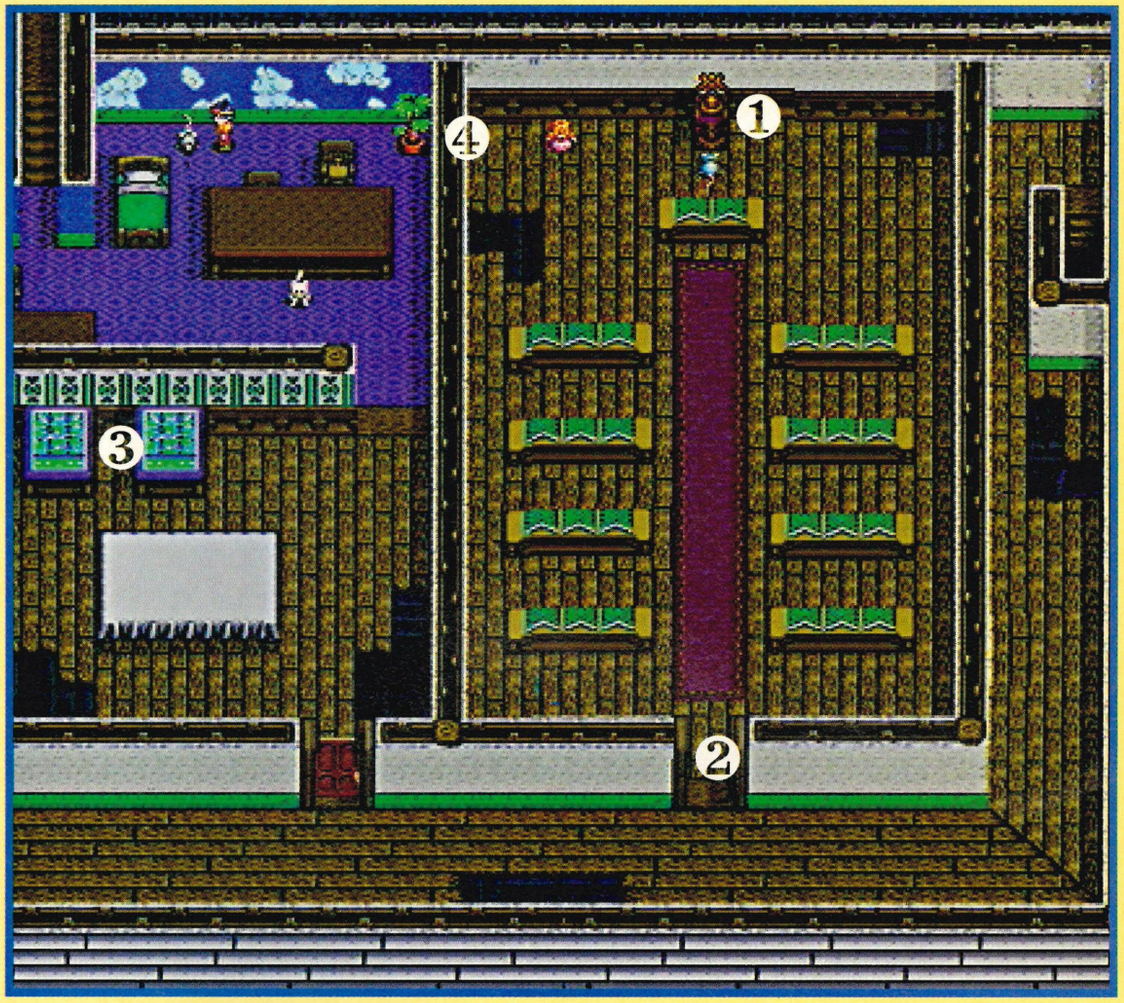
VANQUISHING THE GUARDIAN

Equip yourself with the invulnerable bracelet, then stand in front of the cabin in the centre of the ship. When the guardian fires at you, simply dodge it by walking across in the opposite direction. The guardian will then dive at you diagonally from the top of the screen. As it does slash it as it passes by. Use a Medical Herb if you get low on energy, but be sure to equip yourself with the bracelet again afterwards. Although you'll lose energy each time the guardian swoops by, you should defeat it first by following my attack pattern.

When the monster is defeated, stand on the tile to free King Morgridd.

TIPS
SOUL BLAZER

1 This religious mouse will refill your energy should it get low.
2 Talk to this door and its spirit will join you. You will now be able to see the invisible monsters inside the models.
3 Press B whilst near these models and you will be dragged in. Inside you will have to tackle various microscopic soldiers in order to restore further parts to the house.
4 The doll and this plant will give you useful bits of information on how to complete the level.
5 This is Marie the doll, who used to belong to Lisa. When the guardian is destroyed, return to her and she will give you the stone.
6 Use this chest to store unwanted Medical Herbs.

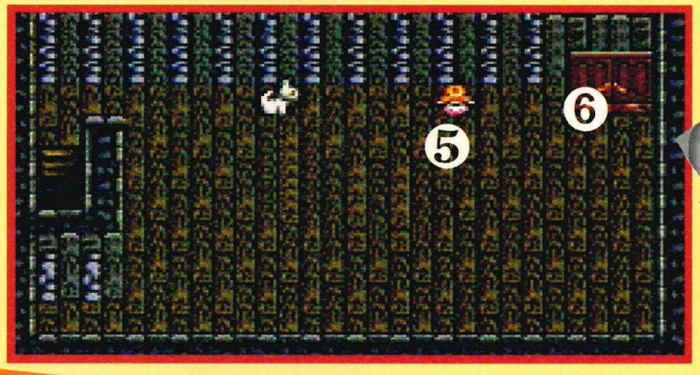


So now that all six stones have been collected, the gate to the world of evil can now be opened. However, to confront Deathtoll, you must first collect the three symbols needed to summon the mighty Phoenix.

You must return to the early levels and kill the monsters that could not be defeated with previous swords. Inside the world of evil you must locate the Red-Hot Ball, the last symbol needed to summon the Phoenix. When you've collected it, return to the king in the mountain and he will summon the bird. Return to the World of Evil and collect the Soul Blade and the Soul Armour from the chests. You are now ready to take on Deathtoll himself. Go to Deathtoll's Shrine, at the front will be a ghostly image, this is relatively easy to defeat, simply use your Phoenix magic to continually shoot it. When the spook is beaten into submission, it will shift its shape into the mighty Deathtoll.

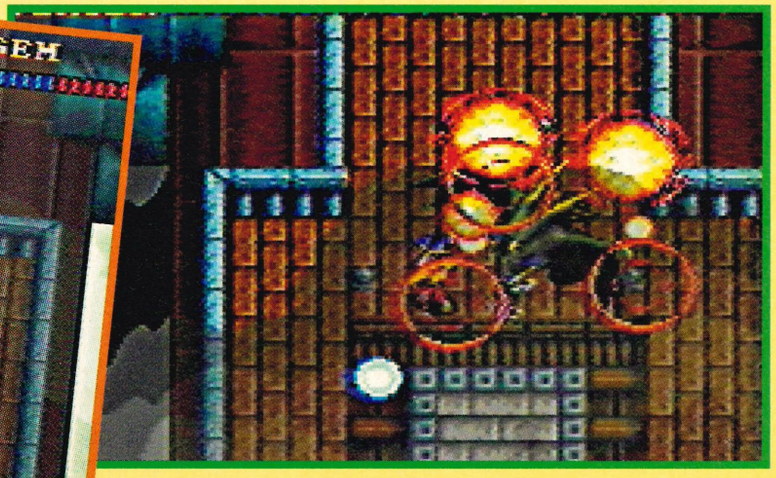
The Master of Evil can be beaten within seconds by following this pattern. As Deathtoll shoots at you, four pillars of blue flames will form on the stone platform, shoot these, then turn to shoot Deathtoll in the face. You should be able to get in several hits before he retaliates by shooting fireballs at you. Keep a Medical Herb handy for when you get low on energy. By repeating the process above, you should be able to defeat Deathtoll without too much trouble.

The day has been won. Well done! SP









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

RYAN'S SNAPPY SHORTS

***Sunday Sport* Road Show Celebrity and all-round games playing genius Ryan Butt here makes way for you, the readers, to send in all your invaluable pearls of wisdom petite enough to fit into this mini but perfectly formed section.**



SUPER STAR WARS

Marvin Young of Shrewsbury found this ingenious trick to use during the game. Go to level one, then press and hold Y, B, X, A simultaneously. Whilst keeping these buttons held down, press START. You will now go to a sound test level. After flicking through the various sounds, press START to go back to level one (note the message under the words SOUND TEST). Repeat the process several times, you will notice that the message changes each time. After a while the message will give you two codes by which to gain five continues and a light sabre.



ON THE BALL

Justine Dennett of Poole sent in this very useful tip. On the password screen, enter the code MHWYR. When you return to the title screen, you'll notice that the round number has appeared in the centre. Press UP or DOWN to alter the starting level (from 1 to 99).

SUPER SOCCER

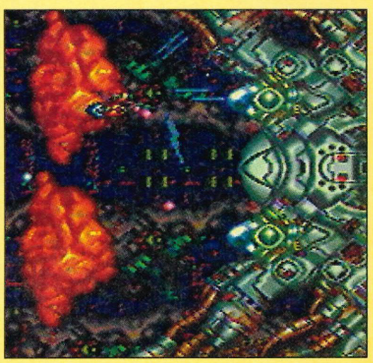
For a special game against the SNES enter this code: UP, DOWN/LEFT diagonal, RIGHT, RIGHT, RIGHT, UP/RIGHT diagonal, DOWN and UP. If you can beat Argentina in this final match you'll get your secret game against the computer. Thanks to "Nipper" Hayes of Falmouth for that.



UN SQUADRON

To gain a shield before fighting the end of level guardian on the second level (the forest), shoot all of the destroyable trees as you go along. Pat Holmes of Prestatyn found that one out!





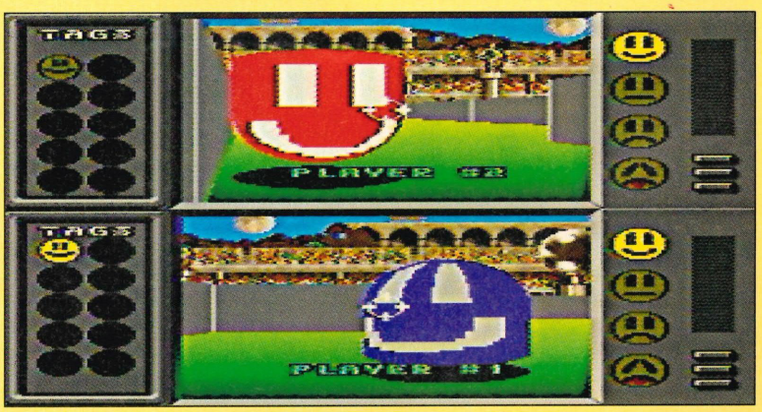
AXELAY

During the game, press START twice, wait for a second, then press START, SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X, then unpause. If the cheat has worked, your lives are replaced by the word "MUTEK". You will now have infinite lives to complete the game. Thanks to Mac Crosby of Portsmouth.

SUPER BATTLETANK

Military expert John Staines of London has this invaluable advice. To conserve ammo and destroy enemy tanks quicker, pause the game at the exact moment in which you hit the enemy. While the game is paused, the target will continue to flash. Now simply unpause and watch the tank blow up before your very eyes!





FACEBALL 2000

What a chipper game this gem is. Oh yes, while in Cyberzone press both L, R and START simultaneously. When you release L and R you'll get an Option screen where you can alter your level, armour, shoots, speed, lives and more! Thanks Sean Barr of Devizes.

GENIE IN YOUR SNES

The original and, in some ways, most sophisticated SNES cheat cart has for a long time only been available as a grey-import, distinctively box-shaped for American SNESes. Finally the official UK version is almost finished though, and Mr Ryan Butt can't wait to examine its prospects.

So what is it that makes the SNES Game Genie so appealing as a cheat cartridge? Well it's certainly slick with an appealing front end, a nice green LED which glows when a cheat is active and a whopping big code book. You can enter up to five codes at a time, and there should be a pretty good number of them if the American book is anything to go by. Codes not only beef-up the controlled sprite (infinite lives, power-ups etc), but can also alter the overall difficulty and layout of the game, making it increasingly more challenging or easier depending on your individual preferences.



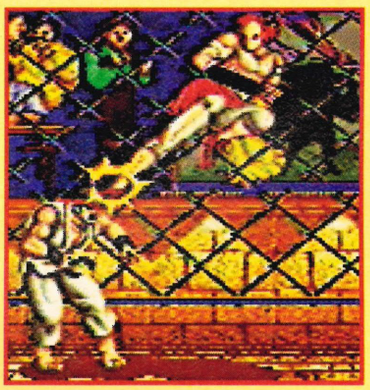
Throwing the bosses will clear up their colours.

The Game Genie isn't an adaptor however and won't allow you to use import games – although you can use it *with* an adaptor to play and cheat on an import cart. Its ability to help you find cheats is also very limited – random chance rather than the Action Replay's excellent trainer facility.

Codes for new games generally take at least a month to appear, with two weeks to find them and another two weeks for them to be fully tested. Only a few Japanese games are covered, but all American titles get cheat-tested as soon as they appear and about a third of these codes will work on UK versions as well. To get codes not covered in the supplied booklet you can send an SAE to Hornby, if you've registered with them, or phone a standard rate hotline: 0843 231088.

Where the Game Genie does seem to have an edge on its competition is the theoretical sophistication of its codes. Although it hasn't as yet imitated the Action Replay's *Speed Fighter* codes, some of the bizarre ones listed below are only possible with the Game Genie. Obviously the ability to control one of the *Street Fighter II* bosses is a cheat everyone's been after for ages. Now it's here it's not perhaps all I'd hoped for, but still well worth a go.

Okay, for all you people out there who already own a Game Genie, simply input the following code: 10A4-0767, plus F0AE-6D04. Now go to the vs mode and plug in both controllers, then have each person choose Ken and Ryu. On controller one, select the area of the boss you would like to play and then press START. The action will commence with one player controlling the desired boss and the other controlling Ryu. I hasten to add that the sprites appear a little corrupted – okay, they're totally loopy! – however for the first round they do resemble the characters selected. Further rounds see the characters mutate into quivering moulds of jelly! But it's fun while it lasts, take my word for it!



Note that the bad guys appear wearing Ryu's colours.

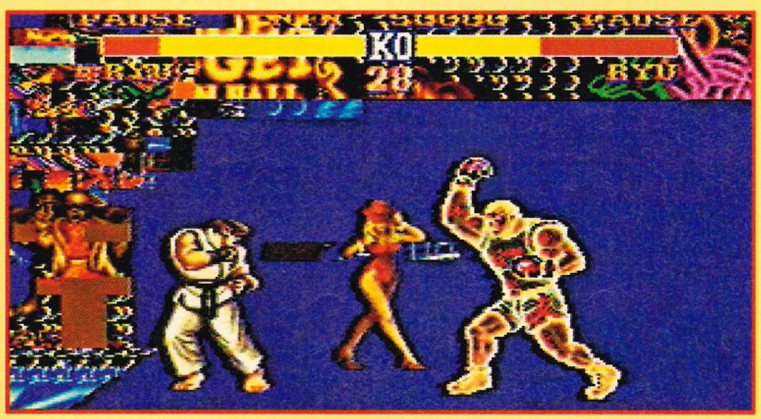
Here's a further compendium of enjoyable codes for you to try:
B229A7A7: Hit opponent from wherever you're standing.
4A6C6D69: Jump off walls.
D52407D7: Computer cannot block low attacks.
893E04DF: Most kicks and punches don't do any damage.
DDACAFD4: Both players start with no energy, one hit and you're dead.
DDA4A404+6DA4A764: Always fight on bonus stage 1.
DDA7AF04+ DDA7AAAA: Always fight on bonus stage 2.
503E04DF: Player dies after getting hit by two blows.
C4A46767: Perform mid–air special moves.
72A6AF64: Mirror match, same player vs same player.
DF80AD64: Win one bout to go onto the next match as opposed to two out of three.



To do M. Bison's torpedo move, go through the motions of a hurricane kick.

ED8E0F09: Dizziness wears off quickly.
4DC66493: Championship mode on.
CBA0AF64+EEA0AFA4: Always fight Ryu.
CBA0AF64+DDA0AFA4: Always fight Honda.
CBA0AF64+DFA0AFA4: Always fight Blanka.
CBA0AF64+D4ADAFA4: Always fight Guile.
CBA0AF64+D7A0AfA4: Always fight Ken.
CBA0AF64+D0A0AFA4: Always fight Chun–Li.
CBA0AF64+D9A0AFA4: Always fight Zangief.
CBA0AF64+D1A0AFA4: Always fight Dhalsim.
CBA0AF64+DBA0AFA4: Always fight Balrog.
CBA0AF64+DCA0AFA4: Always fight Vega.
CBA0AF64+D6A0AFA4: Always fight Sagat.
B9A0AF04: Always fight M. Bison.

The Game Genie should be released in late April for £44.99.



When fighting as Balrog, the screen will tend to corrupt.

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.

BLUES BROS

99 LIVES

At the Denver concert, collect the 11 extra lives available, then commit hari-kari. Repeat the process until you have accumulated the 99 lives limit.

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: OTO.



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.

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.

FINAL FIGHT GUY

EXTRA ENERGY

On level four, top up your energy by continually walking up and down in front of the white dog.

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.

EXTRA LEVEL

During the options screen, hammer the A button at about eight times a second (it helps if you have turbo mode on your control pad). Where the level of play is shown, the word ARCADE will appear. This not only increases the difficulty of the game, but also adds an entirely new level.

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. 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.



MAGIC SWORD

SECRET WARP

On floor 34, hit the fourth set of pillars after you begin the level to reveal a secret door. This will take you straight through to the Hydra.

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.

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 DOUBLE DRAGON

UNLIMITED CONTINUES

When playing with a partner, FIGHT until each of you has only one credit remaining, then when you're asked to continue both press START at the same time. Next time you're asked to continue, you'll find to your amazement that you'll have seven credits again. This tip can be repeated until you complete the game or just get sick of it!

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.

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 two, and the letters "COM" will appear above the princess' head. Select the character you want to race as using controller one, 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 practise getting it right.

DRIVIN' IN THE DARK

In battle mode, when a player is down to their last balloon have them press and hold down the B button. Keep this button pressed, then when the last balloon is burst the player will still be able to drive around in the dark even though they've lost.

SUPER MARIO WORLD

EXTRA POINTS

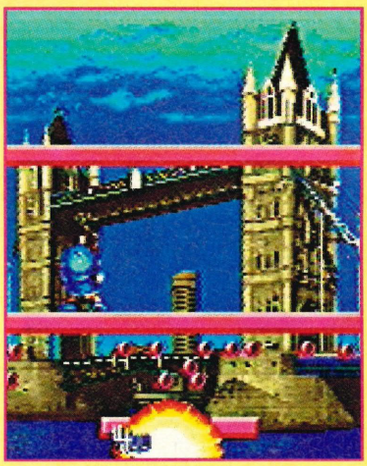
In the Secret Vanilla Fortress, swim to the door before Reznor where there are two bony beetles. Jump on them without touching the ground. Keep treading water while they regenerate, then as long as you don't touch the floor you'll earn thousands of points and consequently, 1-ups.

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 PANG

LEVEL SELECT



On the game select screen, press L, R, R, L, UP and DOWN. A number should now appear in the centre of the screen; this indicates the starting level. Simply move it to the desired starting level.

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 two 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 two, 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

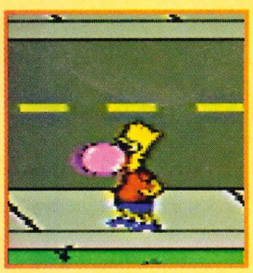
EXTRA LIVES

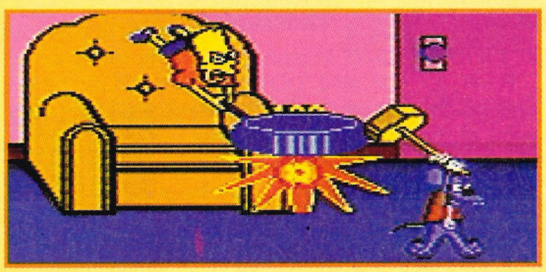
When you find a fairy, capture her and put her into a jar. Now when you lose all of your life, she'll rejuvenate you. You can use each fairy only once, but fear not as there are loads of them scattered throughout the game.

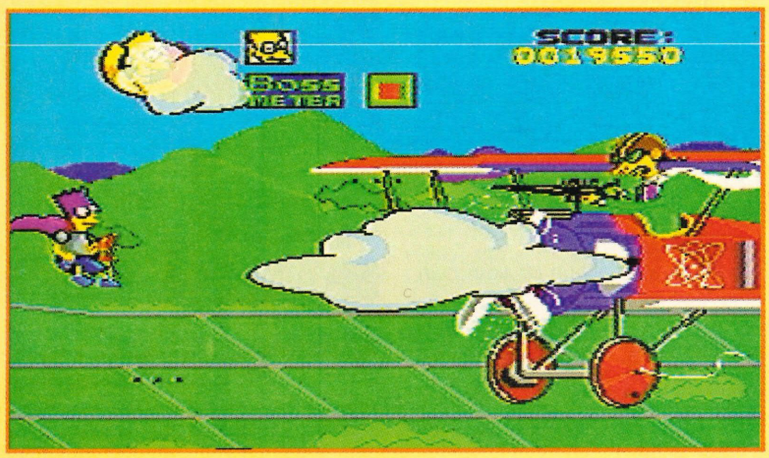


RYAN'S PRO TIPS HELP!

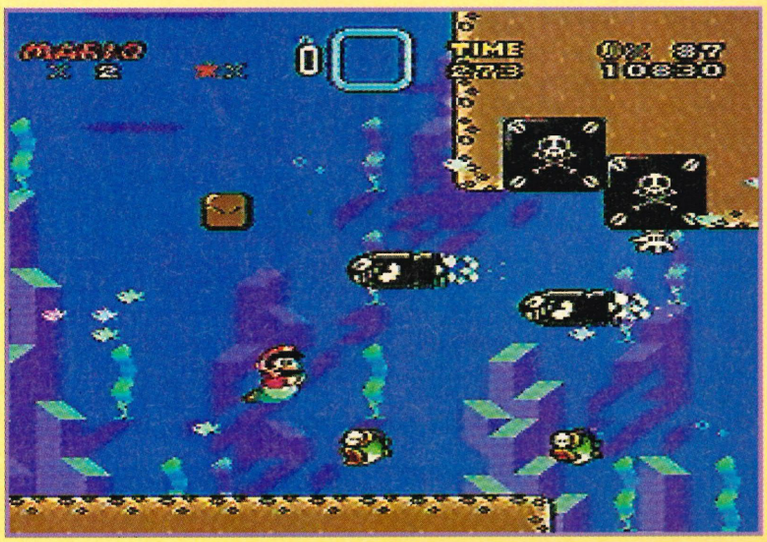
Now that spring is in the air, and as usual Bournemouth Park is crawling with squirrels (don't those guys ever sleep?), the influx of Nintendo games continue to grow. As we all know, new games mean new problems, and who better to solve such difficulties than SUPERPRO's very gifted (and modest!) Ryan.





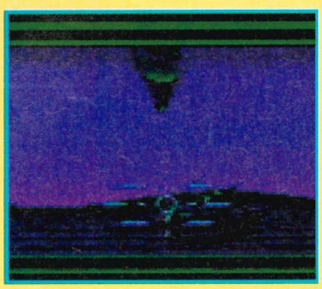


Kicking up a fuss first this month is Paul Aitken from Liverpool. Paul has recently purchased *Bart's Nightmare* and is getting into no end of strife on the Bartzilla sub-level. Well Paul, didn't you see Sam Joyce's helpful (if not exclusive – Traitor!) tips in last month's issue? There is an attack pattern that should clear your path of planes, trains, and... er tanks. It goes something like this: Fire across, laser across and down. For the second part of the level, Bartzilla must scale an office block. For the first part, dodge the many items of furniture that are chucked down at you. About half way up, Marge will attack you in the form of a large mutant butterfly, stay close to the bottom of the screen and she will fly off to the right. At the top of the building, you'll encounter your dear old pa in the form of a grotesque gorilla. As he lunges at you, press A to electrify yourself, this will cause vast currents of electricity to surge through Homer's hairy body, thus causing him vast amounts of untold damage in the process. Repeat this ten times to kill off the humongous ape-man and obtain the page.



Kevin Godsman of County Durham is still desperately searching for the Red Switch Palace on *Super Mario World*. Well, Kevin, what you need to do is go swimming. On Vanilla Dome 2, use a blue P switch to turn brown stones into coins. You can now go back to the first area blocked off by the stones. Fall into the water and swim down to find a key and keyhole which will transport you to the Red Switch Palace. As for the 'Star World puzzle' there are so many! You'll have to be more specific. However if you're looking to get to the Secret World then try Star World 5. You'll need a cape here and preferably all the Switch Palaces should be activated. The 8 Special Zones are to be found by flying up to the top of the screen where key and keyhole await. If all the palaces are activated there'll be a long strip of multi-coloured blocks allowing you to walk there if you fly up from the second platform.

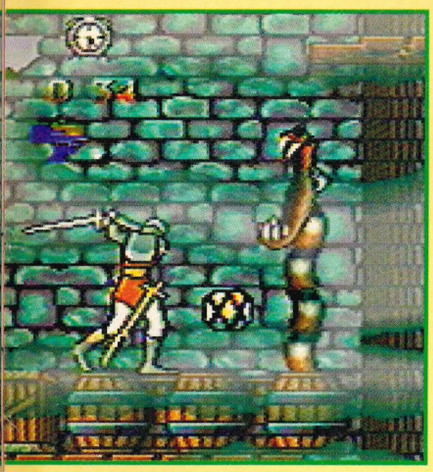
Moving swiftly on to a letter from Tim Hull from Manchester. Tim has recently purchased *Super Battletank: War in the Gulf*, and is stuck on the convoy of trucks at the end of level three. The solution is simple, when the screen scrolls along to reveal the trucks, drop a smoke bomb, by doing this, the enemy fire will not hit you. Now simply aim at the flashes of gunfire and pick them off one by one. Your smoke bomb only lasts a limited amount of time, so be ready to drop another as soon as it runs out.





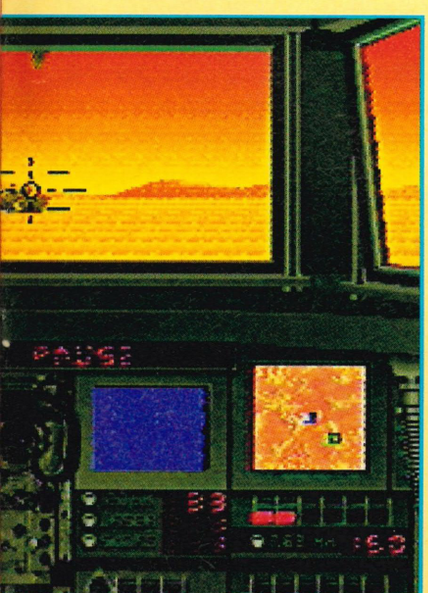


TIPS



Si Jones from Stoke-on-Trent is having difficulty in Elite's *Dragon's Lair* (what's up Si, wasn't our complete solution informative enough?). Having played the game for weeks, Si can progress no further than level nine claiming that whenever he reaches the exit, it just takes him round in circles. The trick to this level is not to go to the exit, instead go to the top right tower and jump over it. You will then drop down to a hidden passage that will take you to the next stage of the game.

On a slightly different note, Phillip James from Exeter is thinking of up-grading his poxy NES to the super model we all know and love. Having heard about the Superdeck converter that allows you to play NES titles on the SNES, Phil's main worry is whether or not the NES Game Genie will also be able to run through the special converter. Well Phil, Hornby claim this will be possible so all the lads here at SUPERPRO take great delight in welcoming you to the Worldwide brotherhood of SNES owners. Hope to be hearing from you on a regular basis! SP





CODES

Welcome once again to the special tips pages dedicated to the essential tipping device that no self-respecting hacker should be without, the Datel Action Replay cart. A special thanks goes out to all of our loyal readers who continue to inundate our mail boxes with endless lists of codes in the hope of being rewarded with the essential fashion item of the Nineties, the spectacular Action Replay T-shirt courtesy of ever friendly Datel themselves.



ACTRAISER

7E001C02: Infinite lives.
7E001D08: Unlimited energy for knight.
7E0282FF: Keep 255 spell points.

DINOSAURS

7E17310X: Will give player one X amount of lives each time Action Replay is enabled.
7E16ED05: Tops the Dinosaur up to full energy (use in conjunction with code below for complete invulnerability).
7E176305: Tops the human player up to full energy.
7E0DF063: Will set time to 63 seconds.
7E1F8CXX: Change XX to requested number of eggs.

FATAL FURY

7E06135F: Infinite energy, courtesy of Andrew Lethbridge.



GODS

7E01DB0X: Will give player 2-way missiles.
7E0156FF: Will give player over 65000 in money.
7E015318: Unlimited energy.

HOLE IN ONE GOLF

7E10A102: Player will get a hole in one every time.

KRUSTY'S SUPER FUN HOUSE

7E11A303: Unlimited Krustys.

LETHAL WEAPON

7E021E66: Infinite ammo.

MAGIC SWORD

7E040C05: Never lose magic.

PIT-FIGHTER

7E1124A0: Unlimited energy.

SPIDERMAN AND THE X-MEN

(Courtesy of Andrew Lethbridge)
7E10F880: Spiderman infinite energy.
7E010003: Infinite lives.
7E119EE8: Gambit infinite lives.
7E11A034: Gambit infinite cards.
7E0B297F: Wolverine infinite energy.
7E063600: Spiderman will jump higher.

Super Star Wars
7E08FB03: Unlimited lives.
7E0A7920: Unlimited energy.
7E087224: Always have use of jets.
7E086E00: Don't need to shoot Jawa's, just head for sand crawler.



STREET FIGHTER II

7E0C2BB0: Infinite energy.
7E1AC899: Infinite time.
7E0C0D00: Player 1 colour.
7E0E0D00: Player 2 colour, enter both codes so each player is the same colour.
7E0E2BB0: Infinite energy player 2.
7E0BF220: Will allow two players to use the same character.
7E0C6001: Runs game at double speed.
7E0CB200: Allows all of player one's moves to be done in mid air.
7E0EB200: Allows all of player two's move to be done in mid air.
7E0CD002: Player one only needs one win to go through to the next round.
7E0C030C: Auto fireballs, switch off Action Replay when match is won.
7E04B3XX: Change XX for any number to alter the colour of Ryu's fireballs.

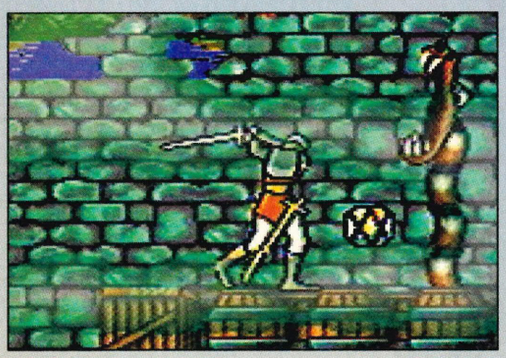


SUPER MARIO WORLD

7E0DB405: Infinite lives.
7E0F3303: Infinite time.
7E001901: Gives Mario the mushroom indefinitely.
7E001902: Gives Mario the cape indefinitely.
7E001903: Allows Mario to shoot indefinitely. SP

SUPER

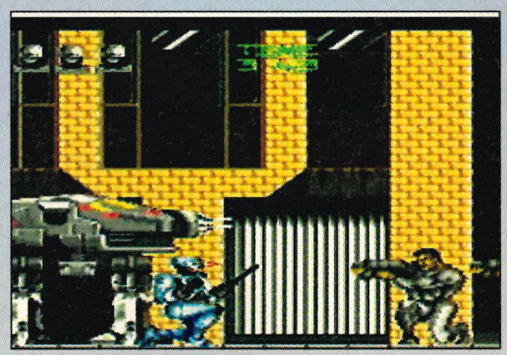
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KRUSTYS SUPER FUN HOUSE.....44.99

PAPERBOY 2.....39.99

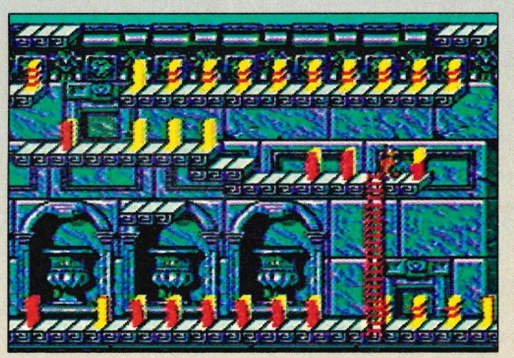
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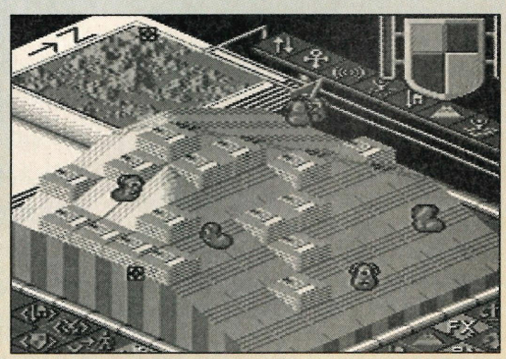
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JOE AND MAC.....43.99

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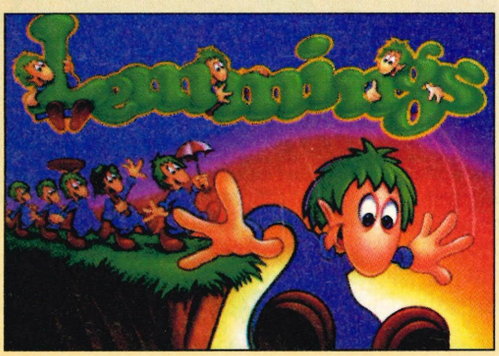
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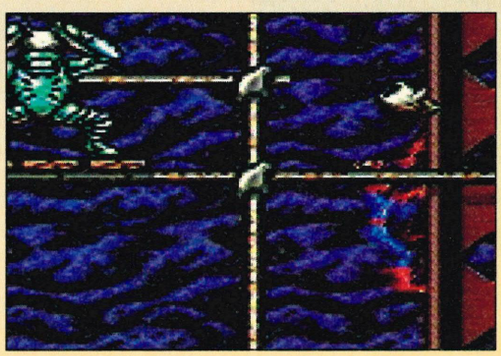
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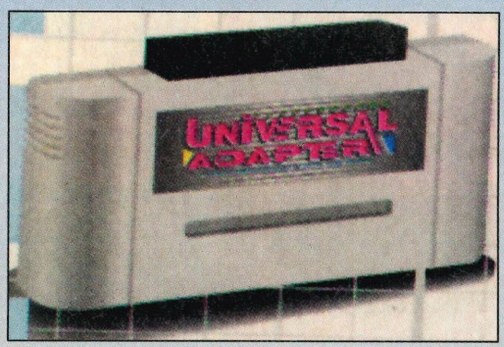
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MISCELLANEOUS



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Allows you to play American and Japanese cartridges on your UK console.

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So here we are again. Don't you look forward to these moments of intimacy? I know I do. And don't you think the magazine's getting even better, even more chipper? I can tell you, the SUPERPRO team is a well oiled office nowadays. Slick, quick and always ready for more. Just like me really.

It's been a tremendously exciting month, what with Karen flouncing around posing for us (and letting us take a few photos) and several other exciting happenings that are too exciting to tell you (like last Thursday when someone from advertising said they'd almost sold a four by four black and white column for issue 87, oh, how we chortled). The design department of course, is producing some outstanding work (last month's *Star Fox* was a particularly excellent layout by... erm... oh yes – me) helping SUPERPRO to look just about the best magazine on your shelves (apart from my own favourites, *TV Quick* and *Bella* of course).

Naturally, every streamlined sexmobile has its own furry dice, its own rusty screw that needs oiling... but that's enough about Dave. Enjoy the letters.

MARK WYNNE (or Toad, to those who know him).

GET YOUR TIPS OUT!

Dear SUPERPRO,

I'm writing to say that I'm very annoyed with you ***(oops!)***. I mean, what is the point of printing extensive tips on carts that most people won't even have yet? I'm referring specifically to your *Mickey Mouse* tips in issues three and four. This game looks marvellous, but unfortunately, I can't afford it at the moment, and I want to wait until it's officially released before I buy it. But what's the point? I've seen all the levels in the game already (lovingly illustrated in your guide) and I already know how to complete the flippin' thing, so why bother? It's one thing to print loads of tips for fairly old games like *SFII* but it's ridiculous that you should print such extensive tips for a game that probably n o - one's got yet! What's wrong with people finding out things for themselves? Why don't you let people solve games by themselves? I should imagine that anyone who's bought *Another World* recently would be pretty annoyed to see the codes to access any level, also printed in issue three, since most people would obviously just visit all the levels immediately, solve them (using your handy solution!) then put the game away. What a waste of money!

So let's have less tips & maps and let people think for themselves.

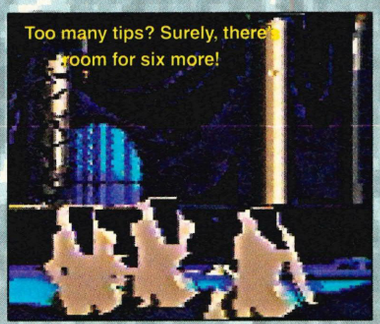
Paul Cavanagh, Newport.

You're on a sticky wicket to nothing with this old chestnut, Paul. surely you can't be serious? You're not actually suggesting that we shouldn't print tips for games until you've got them for fear of spoiling your enjoyment? I r e m e m b e r when this duffer of an argument was haunting old Spectrum and Commodore mags, but the debate soon died down as people began to appreciate how useful maps 'n' hints were. There's lots of people out there with the games we do tips for, and plenty of them have problems which we aim to solve. A whole range of people play games, so it makes sense to offer less experienced gamesplayers the chance to complete the carts they've paid for if they want to, or simply get further into a game they were previously bored with. The solution for people like you is quite simple – if you don't want any help or your enjoyment spoiled, don't read the tips! It's not that difficult, is it? Your criticism simply doesn't reflect the vast majority of opinion. Ryan's tips are probably the most popular section of the magazine so we feel we're providing a welcome service to our readers. Sorry Paul, but you're on your own I think.









totally excellent, brilliant, wicked, chilling, smooth (have I said enough?) mag, and I've just finished reading the letters pages. The last letter had some obviously very clever geezer wanting to know where your scantily clad SUPERPRO girl is. Why haven't you got one? Well you asked us readers to send you a small jotting of notes about what we think of the SEGAPRO girl. Do you think that was very wise? I mean, it's a bit obvious what most people would think of her, cor... ***(edited here for reasons of good taste and decency).*** I think you should find a lovely lady such as the SEGAPRO girl as all of my friends (even the non-SNES owners) would probably get the mag then, good eh!

But enough of the dirty, disgusting, pervy bit. What I would really like to know is...

1. When is *Super Star Wars* coming out officially?
2. When is *F1 Hero* coming out officially.
3. Will *Micro Machines* come out on the SNES?
4. When will *Starfox* be officially released?
5. Will there be a Super NES version of the Mega PC by Amstrad? And if so, any how idea how much it will cost?
6. Er!! Um? I forgot my sixth question (sorry).

Kristian Martin, Kent.

P.S. Keep up the excellent work on the mag. It really is the best for SNES (hey, what a catchy title!).

The campaign for totally unnecessary female adornment to our brill mag continues! Now as for your questions, what do you think this is? An advisory service for uninformed SNES owners? (Yes, actually. – Ed.) Don't you hate being interupted?

1. May, is the current best guess but it could change, it was supposed to be March before.

2. No idea and as it's so dull who cares?

3. CodeMasters are hard at work on developing their own, non-official SNES cart system – much as they did with the NES. No game development has begun yet but Micro Machines should be the first release and can be expected around Xmas.

4. May.

5. No plans at the moment and for the life of me I can't see any point in such a machine when the SNES is so cheap on its own.But on the other hand, with the amount of games you're waiting for it looks like you've got a great fat pot of green money under your bed.What a greedy, rich bass.

MUCKY PUP

Dear SUPERPRO,

Big happy smiley greets to all of you. I have just bought issue three of your

MUTUAL MASTICATION

Dear SUPERPRO,

Me and my brother are both foaming at the mouth we're so annoyed with you. How come you only gave *Best Of The Best* 85% when it obviously deserved a PROGOLD? We've been playing the game in two-player mode for over a month now and we're still addicted to it. Not only is it great fun to play, it's also graphically marvellous. In your review, Mark Wynne says "*Best Of the Best* isn't exactly a masterpiece" (graphically). And this person's a designer! The atmosphere conjured by the graphics is brilliant. Also, being able to define your own moves is a brilliant feature, making every game unique. All your other reviews seem spot on, but we both think you've slipped up with this classic. Give it a posthumous PROGOLD now, or we'll never buy your mag again.

The Miffed Macclesfield Bros.

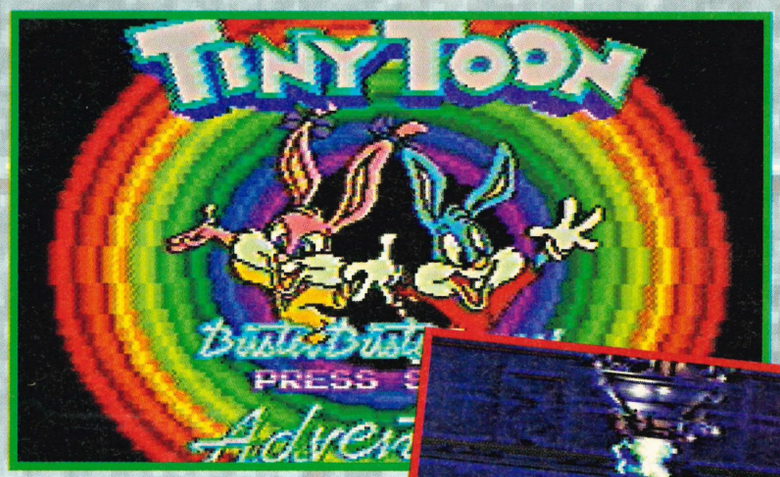


Well, I suppose it's almost a reasonable point and I could go on for ages about our fabulous marking system and, incidentally, if anything I think I was rather generous. However, why bother when the complaints are from Macclesfield? I mean Macclesfield people will moan about anything,



won't they? If I'd given it 100% you'd have written in saying why, oh why hadn't we given it a 20 page review or something.

Actually, my beloved comes from Macclesfield you know, and she gets bees in her bonnet about all sorts of daft things too, like me wanting to watch Cindy Crawford videos all day on a loop or buying The Daily Sport. Sometimes she manages to be annoyed with me whilst I'm not even awake! She'll just prod me and start moaning about something like it being Saturday night or something. Bah. Women and Macclesfield. Real blackspots.





GAMBLING RAMBLER

Dear SUPERPRO,

I would like to congratulate you on your superb mag. It has everything!!! Lots of cheats, mapping of games, reviews that aren't too long or too short, and the brilliant A-Z games guide **(come to think of it, and put that way, this really is an excellent package of a magazine, I agree).** But now I have two *Super Soccer* Action Replay codes.

7E1OF8OC – No keeper for whole match **(just play James on manual keeper for same effect).**

7EO75BOO – Any opposition score doesn't register.

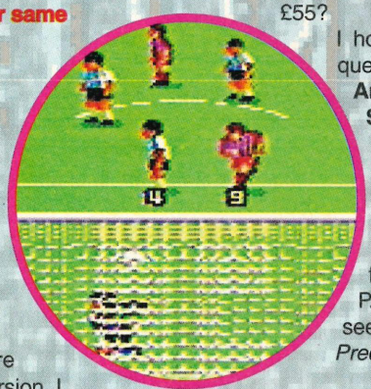
Also, I would like to know if you are aware that on *Super Mario Kart* there is a 150cc cup after the Special cup on the American version, although I'm not sure about the British version. I ask this as in your review I can't see any mention of it. For the record, I can get onto the Special Cup, as I have won the Mushroom, Flower and Star Cup on 150cc.

Now, do you think you can answer these simple questions?

1. In your opinion, which is a better buy: *Super Star Wars, Tiny Toons or Mickey's Magical Quest*?
2. I already own *Zelda*, but which is the next best RPG or FRPG?
3. If you owned *Castlevania IV, Zelda III, Super Mario World* and the one and only *Super Mario Kart*, which would be the next game you'd buy?
4. Which would you say was better: *Lemmings, King Arthur's Quest* or *The Lost Vikings*?
5. Are there any plans for a *Zelda IV* and if so, when will it be released?
6. How long does it take to design, program and make a game?
7. I've heard that each cartridge only costs about £10 to make. Is this true and if so, why do we pay £40 to £55?

I hope you answer my questions.

Andrew Whitehead, Somewhere.



P.S. Please, please, please, please print this letter as I've made a bet with my friend that you will.

P.P.S. Can't wait to see what *Alien vs Predator* looks like.

Thanks for the Super Mario Kart 150cc tip. My brother and I found this during an intensive, two week chrissy holiday session (of which I was the undisputed King) and yes there is an 150cc setting on the UK version.

1. Not much in it really. Personally, I prefer Tiny Toons to Mickey 'cos it's even cuter, has more varied gameplay and provides a tougher challenge. But between Star Wars and Tiny Toons, it depends pretty much on which type of game you'd prefer. Super Star Wars is a masterpiece of movie conversion, packed with lovingly observed details from the film. Gameplay boasts lots of shooting and platform jumping, plus those cool but rather easy and sipistic flight sequences. Tiny Toons can't compete sonically, but it has more gameplay variety, is tougher and very funny in a cutesy sort of way. But on the other hand... Oh go on, get both.

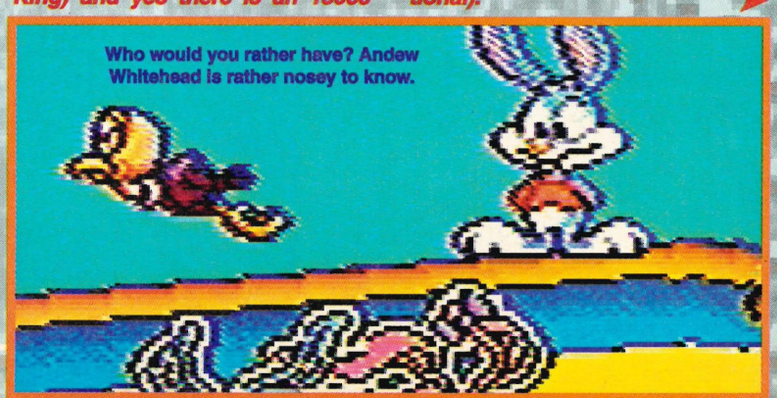
2. The consensus of office opinion is that SoulBlazer offers the best in the way of conventional RPGing, although Infogrames recent official release, Drakkhen, is a close second if you're looking for a slightly different and less cutesy dragon bashing game.

3. This obsession of yours for lists is worrying, not to say tiring on my typing forefinger. Errrmmmmmm ... Super Soccer of course! (Star Foxl – Ed.)

4. Lemmings is the most immediate fun, being cuter and simpler than King Arthur's Quest which takes plenty of time to get into, but does offer a mind-boggling challenge with more variety if not as many levels as Lemmings. Lost Vikings could be best, but that's not out until May!

5. There are rumours of a Zelda IV in the proverbial pipeline. Watch this space...

6. How long's a piece of string? Anything from a couple of months (average) to a year or so (exceptional).



7. CDs only cost a few quid in production terms, but royalties, artists' fees, advertising and distribution (and tax etc) all push the price up. Same with games. Does your dad work for the Office Of Fair Trading or something, Andrew?

P.S. Rather presumptuous of you, wasn't it? Send me half the winnings or I'll humiliate you in next month's issue!

P.P.S. I bet you wish you had waited. Forever.

SOUND ADVICE

Dear Mark,

I must congratulate the team for producing such an excellent magazine, just what the Super NES deserves. It's refreshing to find a magazine that manages to be witty and informative, without overdoing one of the two.

I have so far purchased four games on the strength of your reviews (*Super Soccer*, *Kick Off*, *Sim City* and *Super Tennis*), all of which are brill! Your reviews were spot on! ***(True.)***

I have also seen a couple of games in issue two that I would like to buy, but as yet, I can't find them in the shops. I wonder if it could be due to some sort of distribution problem, as there doesn't seem to be much movement on the computer store shelves? Well, that's the trouble with having the world's best console.

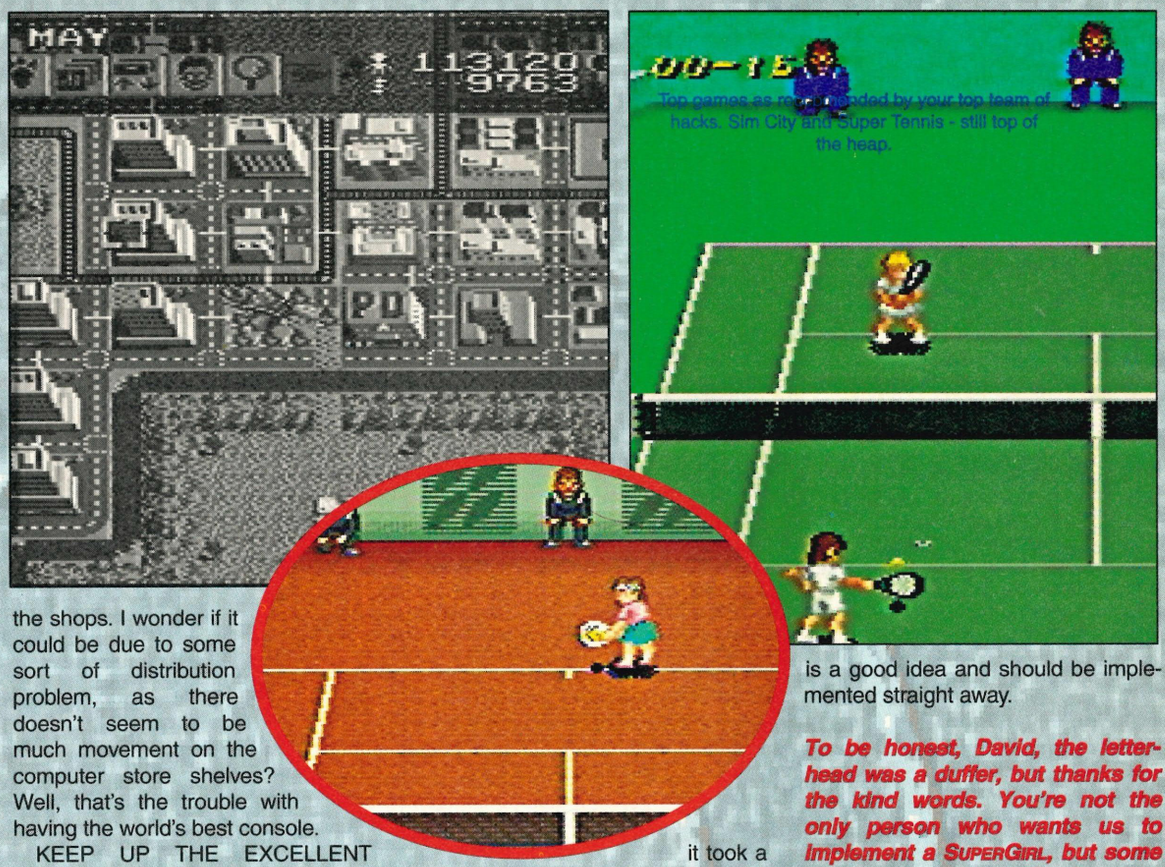
KEEP UP THE EXCELLENT STANDARD OF QUALITY!

David Cull, Scotland.

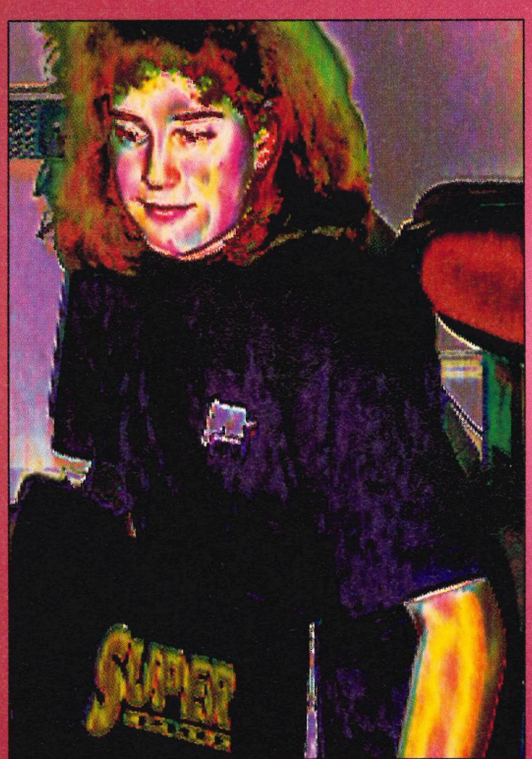
P.S. I hope you like the letterhead, it took a precious lunchtime to print it out at work.

P.P.S. The scantily clad SUPERGIRL is a good idea and should be implemented straight away.

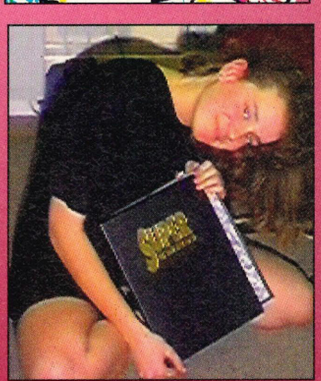
To be honest, David, the letterhead was a duffer, but thanks for the kind words. You're not the only person who wants us to implement a SUPERGIRL, but some readers have sacrificed rather more to make their feelings known...



KAREN AS ART







"Wanna pose for some photies, Karen?"

In a shot her jeans were off and Karen's engaging figure was sprawled over the SUPERPRO office floor. To begin with, the idea was for dear Kaz to show off our T-shirt and binder but me being an artist, such crass a brief was soon discarded. Inspired, I wanted to create ART. So on the far left, Karen as interpreted by a troubled, semi-expressionistic pastel artist and to the right, Karen as viewed when on mescalin (in a classic SEGAPRO girl pose). Below that, one of the original photos, but I think you'll agree, my artistic efforts offer the viewer much more insight into the real spiritual core of our most favourite receptionist.

Also, a big thank you to said Karen for driving my brother, wenchbeast and myself to Poole to see *Betty Blue* (again). Not that I wanted to see it but Big Ed has got odd taste in films. Dodgy, French pervo film if you ask me.

FAITHFUL

Dear SUPERPRO,

In your third issue, you did a complete player's guide for *Super Probotector*. I would just like to say that it was very cra... (only joking) good and essential. I have now completed the game thanks to your guide and because of that I have subscribed to your magazine and have received my binder and my cheats and tips book. The binder is very snazzy and I recommend everyone to subscribe, or at least buy the binder.

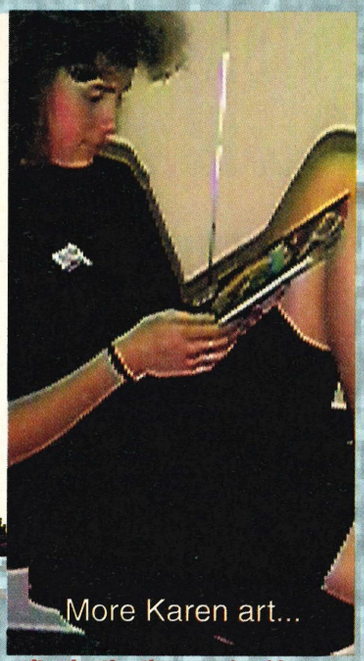
Your faithful reader,

Paul Summers, Kent.

And someone once insinuated that I made the letters up. Really, I was very close to excluding your letter because it was so crawly I was sure no-one would believe it was real, but I'd be a very sad person if I really did sit here writing to myself then slagging myself off. It's confusing just imagining it. Paul, you're a luvvy, get a job in our advertising department, why don't you. Your subtle, nay poetic subliminal suggestions wouldn't go amiss in our ad sales office. "Hello? Pleeease buy a page. Oh, go on..."

LETTERS







NO QUITTER

Dear SUPERPRO crew,

I am writing to you after reading my superb issue three of SUPERPRO, although the main reason for writing this letter is just to tell you that I have enclosed my own *Super Mario Kart* review.

The reason for my review is so that the SUPERPRO team can judge it and comment on it, due to the fact that I would like to be on the SUPERPRO team as I believe that SUPERPRO will become the No.1 Super Nintendo magazine.

Although I am only 14 and you may think that I am too young to be a reviewer, I have always wanted to be a Nintendo review person and if you put my reviews into consideration, it would put me on the right lines. I intend to send you a few more reviews in a couple of weeks and I am no quitter.

I will be very pleased if you can spend the time to read and judge my review.

Scott Jones, Blackpool.

P.S. Keep up the good work.

I wouldn't worry too much about being a quitter, Scott. I mean, Dave's a professional quitter and he works here, doesn't he? In fact, you seem a considerably better choice for our team than Dave, especially because, unlike you, Dave's never wanted to be a chief games tester. He doesn't even like games really. Or life for that matter.

But seriously, I'm always more than happy to read aspiring journos work, and your review was very good, Scott. The spelling was a bit dicky here and there though, which would have sent your letter straight to the bin if you were making an actual application, so make sure someone older than you checks your letters before you send them, or better still, get a dictionary and do it yourself. Your review showed a perceptive understanding of the basic formulae for reviewing, and it was also pretty funny. I particularly liked your assessment of the Princess in Mario Kart: "She doesn't do any justice for women women drivers and just seems to be all over the road – avoid her mushroom". Irony and sarcasm at 14, you should write in to NME. You might be a really obnoxious writer by the time you're 16.

Obviously, we couldn't dream of replacing either Dave or Ryan (my nose is now ten inches long) but my advice to you, Scott, is to keep writing. There's nothing as important as practise when you're beginning to develop your style, and there's nothing as refreshing as enthusiasm, so you seem to have a couple of major points in your favour. Keep trying and feel free to send more work in. Who knows, we may get around to printing a few readers reviews. Hope you like your SUPERPRO T-shirt. You might get a binder for your next review!



PURPLE ANXIETY

DEAR SUPERPRO,

My girlyfriend and myself were reclining on our slightly squashy couch, skimming through all of Sophie's (the girlyfriend) women's mags (you know the sort, with those daft yet unsettling articles like "10 Reasons To Be Glad You're Single", or "Boys – Who Needs Them" or "Affairs – Why You Want One"), when one particular magazine fell open to reveal a sumptuous beauty that, quite simply, delighted me. I was immovable. Even repeated blows to the head from my visibly concerned girlfriend couldn't shake me from my muse. The magazine simply wouldn't come out of my hands. Do you know what it's like to love a piece of A4? Not bad actually. Ten hours later, I became aware that my cuddly bit of fluff had departed, but the vision that had taken me over consoled me. I had found the new SUPERPRO Girl. This heavenly, pale creature had to be in the next ish of SUPERPRO and each successive issue as well. Here she is lads. Now you find out who this woman is and hire her. You must do no less.

Sad, Sophieless Steven and his (empty) purple couch. Sadsville, Stoke.

Dear Stephen, I sympathise with your plight, but surely you know that girly magazines like the ones your ex bought are written with the express purpose of destroying loving relationships such as your own? I know you've done nothing wrong, but your loss is our gain. The picture you've sent in is marvellous, and I congratulate you on your taste, but I'm afraid decency prevents me from printing it here. Well, maybe next month. The race is now on to locate this luscious lovely, unless other readers can provide a better alternative? Any triers should send their photies .

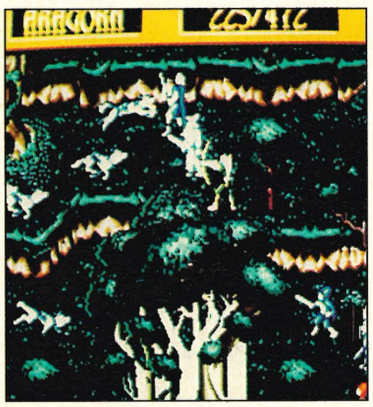
Yet again, before it's begun, it's over. Just as you were getting comfortable in this most comforting section of the magazine, it's all over, and you're left with that nagging impatience to see next month's issue. Am I wrong? I doubt it.

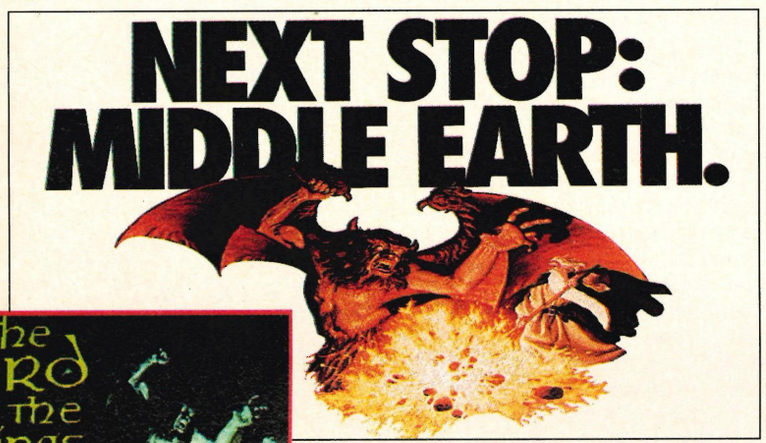
The observant amongst you may have noticed that there's no Star letter this month, and you may be wondering why? Well, the letters just aren't up to sctatch, peepers. The Squashy letter showed promise but it lost its nerve, and you don't get a free game just for sending a photo in. You know what I want, readers, 'cos I ask every month. More thoughtful letters, more drawings, more everything really. At the very least, you might get a brilliant T-shirt. Post to:

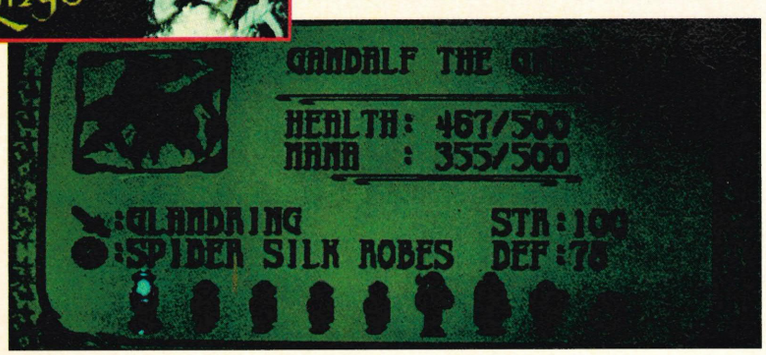
SUPERPRO, Mark's Letters, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

INTERPLAY'S









THE LORD OF THE RINGS

One of this year's most eagerly awaited releases (for Ryan "Frodo" Butt, at least) is currently nearing its finishing stages in the USA. The game is *The Lord of the Rings* which, amongst other things, features the largest use of rotoscoping animation ever seen in a SNES game. Rotoscoping, for anyone in the dark, uses film of real people to give incredibly realistic animation.

The Lord of the Rings is based on the classic Tolkien Middle Earth trilogy in which a party of benevolent hobbits, dwarfs, elves and a wizard embark on a quest to rid the world of the One Ring, which has the power to bring death and destruction to Middle Earth. In the game the player takes control of their hobbit leader, Frodo Baggins, who must lead his merry band through the familiar landmarks encountered in Tolkien's gripping tale: from the deep fog of the Barrow Downs to the darkness of the Moria Mines. During their long and perilous journey, Frodo's troop will encounter many dangerous and treacherous creatures including the chilling Dark Riders and Golum, a small slimy creature, hideously deformed after years of torment from the ring (sounds like Dave! – Mark).

The game will certainly include plenty of action. One good point is how your control of Frodo can trigger the instinctive actions of the other characters in the band. For example, if Frodo rushes into combat the rest of the band will respond to his actions and hopefully follow suit without prompting from yourself. All of the characters have their own characteristics though, and their actions, when faced with a combat situation, will reflect this. What's more combat will be real-time, something never before attempted with so many party members and such fluid animation.

The vivid images conjured-up by Tolkien's books are certainly going to take a brilliant artist to capture on an 8MBit SNES cart, but Interplay are confident. A spokesperson for Interplay Productions summed up the project as: "The most ambitious use of rotoscoped animation in the history of games." Producer Alan Pavlish adds; "Never before has such fluid animations appeared in adventure games."

This leads us onto the programmer, Matthew Findley, a graduate of the University of California with a nifty degree in information and computer science. Although his experience with SNES games is minimal, Matthew has previously made a name for himself

CLAYMATES

Coming soon from Interplay is the highly colourful and incredibly cute Claymates. Claymates is the first SNES title to make extensive use of clay animation, a technique made famous by ads such as "Creature Comforts" and "California Raisins".

As with the adverts, 'claymation' requires vast amounts of work: for the past two years teams of experts have worked on filming each movement of more than 25 clay figurines and then digitizing each character individually.

As we all know, a game with such wacky visuals as these wouldn't be complete without an equally wacky storyline. In *Claymates*, Professor Putty has been kidnapped and it's up to son Clayton to rescue him. Fortunately



TERRIFIC TRIO

working on 8-bit games such as *Total Recall* and *Star Trek 25th Anniversary*.

The current status of the project is that 80% of the programming has been completed, and 90% of the artwork, leaving only the layout of the maps and the insertion of the plot to be finished. As one would expect with a game of this size, placing the final pieces in the appropriate slots, and polishing up the final product to incorporate as much of Tolkien's vision as possible will take time, but it should be well worth it. Alan is keen to emphasise that "the last, and most important, step is the play balancing."

The Lord of the Rings looks set to take the familiar RPG format to new heights making for the most thrilling adventure game yet – no surprise with Pavlish calling the book "the greatest fantasy epic story ever told!"

The Lord of the Rings will be available in the second quarter of '93, but Interplay refuse to be any more specific than that with such a massive project. So you'll just have to hold your breath for a while yet!

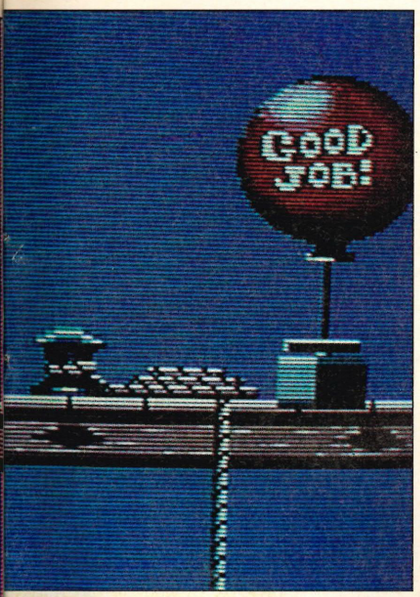


Clayton is no ordinary lad for, after turning himself into a lump of clay, he has the ability to transform himself into any one of five claymate friends including Muckster the Cat, Goopy the Guppy, and Oozy the Mouse.

This is undoubtedly the best feature of *Claymates*, giving you perhaps the most flexible game character yet. For example, if you need to climb a tree, change into Muckster the Cat. Need to cross a river? Change into Goopy the Guppy. And for those times when haste means everything, change into Oozy the Mouse and scuttle away in a turbo-scurry!

Claymates offers five worlds of shape-shifting mayhem, in which Clayton must overcome countless obstacles and polychromatic creatures. There are 25 levels in all and an overhead map, so players can move back and forth between levels. *Claymates* also includes a multitude of useful power-ups, hidden items, and secret levels to keep players constantly coming back for more. So for all your creature comforts, trust Interplay!

***Claymates* should be out Stateside in May.**



ROCK 'N' ROLL RACING

Although *RPM Racing* was great fun and had plenty of neat ideas it was also a bit slow and glitchy. Now, thankfully, Interplay have got around to doing a sequel with slicker programming, a few more novel ideas and a thumping soundtrack consisting of such golden rock 'n' roll classics as George Thorogood's "Bad to the Bone" and Henry Mancini's "Peter Gunn".



Rock 'n' Roll Racing adopts a similarly tilted, overhead perspective as *RPM Racing* but is very smooth and very, very fast. For the two-player game there's a split-screen like *RPM* but now solo players get the whole screen to themselves. There's 50 tracks to race on, everything from swampland to the moon, and you have a choice of six speed machines, each equipped with its own arsenal of weapons which really makes two-player games go with a bang!

For those who've played it this is well in the running to be a really top racer but precisely how good you'll have to wait for the SUPERPRO review. One thing is already certain: the soundtrack is awesome. It rocked the CES show blasting out of Interplay's stereo system . And droning on over the awesome sound track are the silken tones of famous announcer Larry "Supermouth" Huffman, who provides a digitzed, blow-by-blow commentary on the action.

***Rock 'n' Roll Racing* is due in America for June.**



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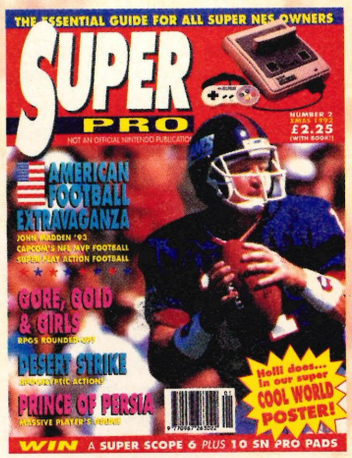
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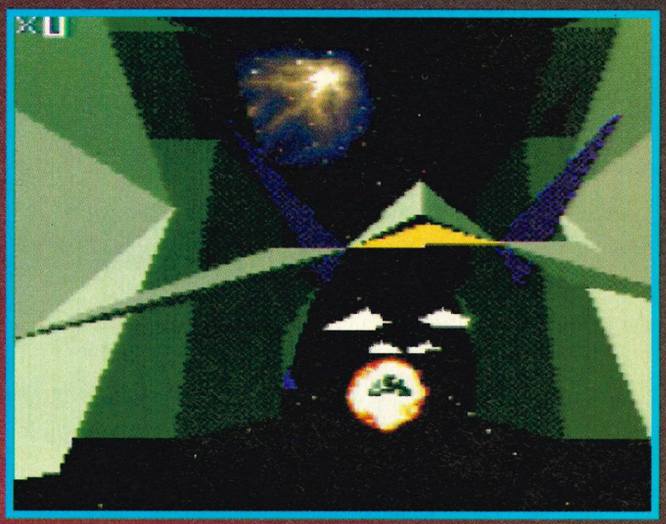


Issue 4 £2.75

Bursting issue crammed with 21 reviews, 22 pages of tips, and 72 hot titles previewed at the CES. For the first and most accurate review of the sensational Star Fox look to this issue of SuperPro. A preview issue of Super XS (the UK's only hints, tips and solutions guide) comes bundled with the magazine.

RELEASE DATES

GAME	PUBLISHER	JAPAN	U.S.A.	U.K.
ALIEN 3	LJN	-	March	-
ALIEN VS PREDATOR	Activision	out	March	-
BLUES BROTHERS	Titus	-	March	-
BUBSY THE BOBCAT	Accolade	-	April	May
CONGO'S CAPER	Data East	out	March	-
COOL WORLD	Ocean	-	March	-
DEAD DANCE	Jaleco	March	-	-
EVO	Enix	out	March	-
FATAL FURY	Takara	out	March	-
FIRST SAMURAI	Kemco	out	March	-
GEORGE FORMAN	Acclaim	out	out	-
ININDO	Koei	out	March	-
PUGSLEY'S ADVENTURE	Ocean	-	March	-
STAR FOX	Nintendo	out	22 March	May
SUPER CONFLICT	Vic Tokai	-	March	-
SUPER DOUBLE DRAGON	Tradewest	out	out	March
SYLVALION	JVC	out	March	-
THE MAGICAL QUEST	Capcom	out	out	March
TWIN BEE	Konami	March	-	-
BATTLEMANIACS	Tradewest	-	April	-
BEST OF THE BEST	Loriciel	out	out	April
BLUES BROS	Titus	-	-	April
CHESSMASTER	Mindscape	out	out	April
DUNGEON MASTER	JVC	out	April	July
EQUINOX	Sony	out	April	Sept
MAGIC SWORD	Capcom	out	out	April
MECHWARRIOR	Activision	out	April	-
SUPER DOUBLE DRAGON	Tradewest	out	out	April
SYLVALION	JVC	out	out	May
TOYS	Absolute	-	April	-





OFFICIAL RELEASES

April is the month Nintendo take over their own distribution from Bandai so let's hope their first move is to scrap Bandai's April line-up. *Best of the Best* (85%, SUPERPRO 3) by Loricels is the only one worthy of serious consideration, and that's of specialist interest, mainly being an impressively detailed simulation of a martial arts bout which is tricky to master. May is set to be a much stronger month, so perhaps Nintendo will bring forward some of those releases to begin with a real bang. Step forward *Star Fox* as a prime contender, *Star Wars* and *King Arthur's World* bringing up the rear. Failing that March releases will just have to last you and fortunately they're not that bad. Capcom's *Mickey Mouse* is a genuine classic, a big game with the sort of lavishly detailed graphics that only mega-companies can afford. It's a bit easy with infinite continues but still well worth anyone's time. *Super Parodius* (see page 45)is another kind of classic, hilarious and great fun to play, while *Super Pang* offers a decent and original challenge too (see page 88). *World League Basketball* is *NCAA Basketball* (83%, SUPERPRO 1) renamed for the UK. Although not as playable as Tecmo's *NBA Basketball* it features an absolutely stunning use of Mode 7 and is certainly very enjoyable to play. SP







REVIEW

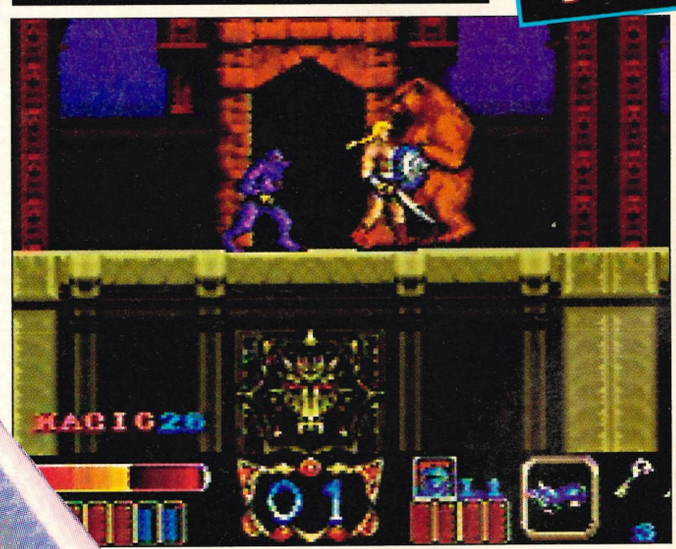
OFFICIAL

Magic S

It's a Capcom creation cram-packed with things to slaughter mercilessly; a coin-op conversion concentrating into a cart a whole myriad of arcadian delights and, most importantly, we found some poor sap desperate to review it. Feeling lucky, lucky, lucky Dave "Kylie bopper" Westley makes his day with a big bendy broadsword and a poison pen...









Okay, so the arcade counterpart of this game wasn't so hot – okay so it was, in sooth, cold. But, nevertheless, this is King Capcom's baby, and they couldn't make a bad game if they tried.

Flicking desperately past the options screen and into the game the first thing you realise is that (shock, horror) the graphics are very, very average. The main sprite lacks clarity, identity, personality and character. You know that he's a man, you know that he's got muscles, and you know that he's got a great mass of nancy golden locks. But that's about it – facially there's a distressing void where his nose, eyes, ears and pimples should be.

And that's not all... The backdrops, particularly at the start of the game, are exceedingly poor, exuding two-dimensionality. The same brown, for example, is used for the rough track, for the stone walls and for the thatched roofs of the surrounding huts that mark the beginning of your quest. What results from this uniform splodge of brown is, erm, a uniform splodge of brown. This certainly isn't vintage Capcom.

There's even slow down later on in the adventure, a huge amount of it in fact. The mighty, it seems, have fallen. Let's find out whether there are any broken bones...

Perhaps the first thing to say is that the main sprite is paradoxically the worst of the lot whilst some of the minor characters are remarkably good. There's a jawa sort of creature that flies about, his/her form totally concealed by an oversized red cloak; guards with pig faces; skeletons armed with swords and shields; giant bears; wolves; scorpions; a huge worm creature living in molten rock; ghosts and even mummies. The best sprites, however, are the guardians that come every three levels or so (there are at least 49 levels). Guardian dragons, lions with multiple heads and wings, etc are all aesthetically very pleasing.



PRO TIP

On the 34th floor hit the fourth pair of pillars on the left to find a hidden door!

But what of the gameplay? Well it's all rather repetitive. You move, you slash, you move again and you slash again. The result is that you find yourself in an almost perpetual state of deja vu. This is partially compensated for by the huge number of levels which do manage to produce a sense of progression. You really will want to make it to the next stage – if only because there's no password system and the thought of having to repeat the last 30 odd levels will drive you to near apoplexy!

Perhaps the best part of the game, though, is choosing which companion to have. The knight, the thief, the cleric, etc all have their own particular strengths and weakness and you'll have to choose which one of them suits your own particular style. These characters get more powerful as the game progresses so that the wizard's fireballs, for example, eventually obscure his own image, taking up nearly a quarter of the screen.



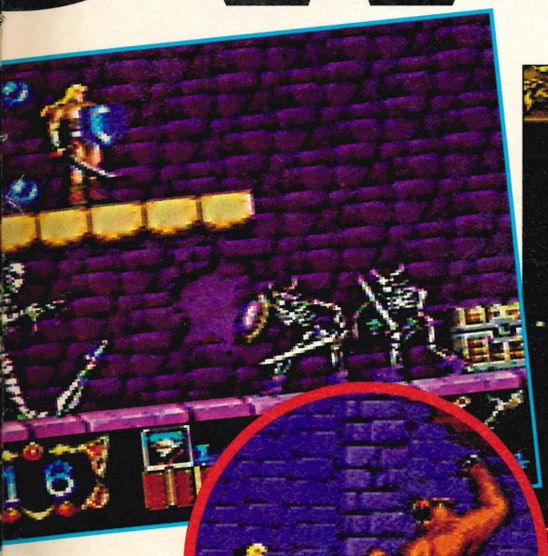
You also get more powerful. As the name of the game suggests, it's all to do with swords, and with every section of the game completed you get an even bigger one. By the end of the game lightning swords, thunder swords, etc are being handed out willy nilly (now there's an eruption of metaphors that tell us what's on Dave's mind – Ed). It's quite fun being so powerful...

This isn't a bad game, indeed it's quite fun at times. But I never expected to see such an average game from the usually impeccable house of Capcom. A large, black mark on their report card.

REVIEW

OFFICIAL

Sword







Don't go near the creature below – you don't stand a chance. Instead be brave, stand at a distance and let your companion do the work!





These are some of the friendlier characters you'll meet on your adventure. They all have their own strengths and weaknesses so choose carefully! To find these characters first smash open the chests you'll find almost everywhere to get keys and then push upwards outside a door. Be careful though – both the chests, and the doors may be booby-trapped.



BIG MAN

Slow and dull. That's it really.



KNIGHT

Adept with spear he's also probably your strongest ally.



THIEF

Good at spotting booby traps.



NINJA

Throws magic bullets & hurts undead. He's weak.



CLERIC

Slow & weak but can kill the undead.



AMAZON

Quite weak but has excellent crossbow.



WIZARD

Powerful attack but slow & weak.



LIZARDMAN

Strong fast & powerful. Best bet all round.



Publisher: CAPCOM
Supplier: BANDAI
Tel: 0329 822565
Price: TBA
Out: NOW

Players: 1
Skill Levels: 3
Cart Size: 8Mbit
Save Game: No
Features: Lots of characters, digitized speech.

CONTROLS

- No function
- Crouch.
- Left.
- Right.
- X — Swipe sword.
- Y — Jump.
- A — Special weapon.
- B — Swipe sword.
- L — No function.
- R — No function.

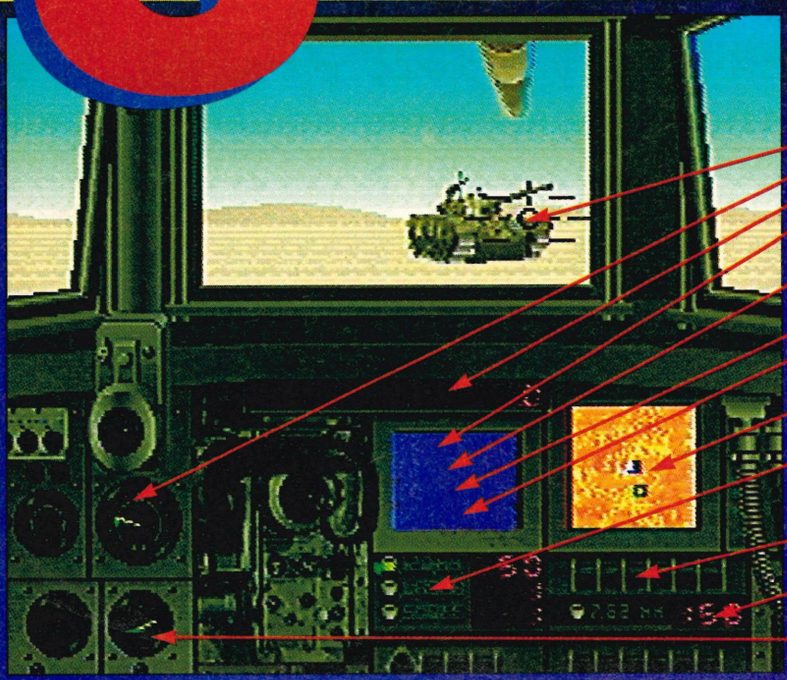
PROS: Masses of levels, eight different characters to choose from to be your companion and occasionally excellent graphics.
CONS: Highly repetitive gameplay, predominately poor graphics and a surprising overall lack of polish.

GRAPHICS	68
SOUND	74
GAMEPLAY	68
LONGEVITY	62

PROSCORE **67** SCOREPRO

A RATHER BLUNT, POINTLESS GAME

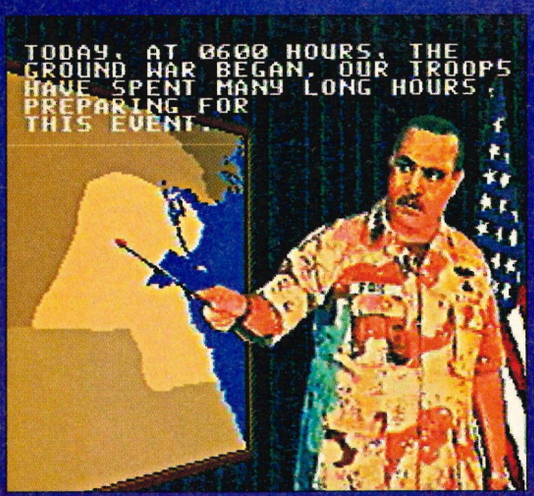
SUPER BATT

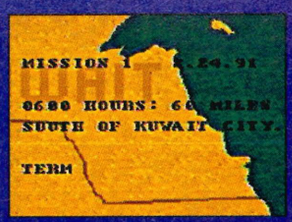


INSTRUMENT PANEL

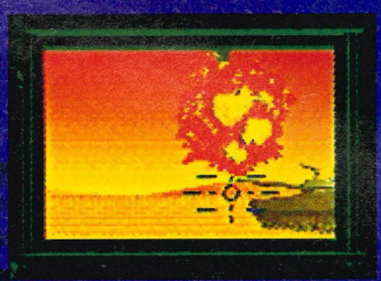
The real M1A1 tank needs about three people to operate it properly, but in this game it's all down to you with this largely imaginary control panel.

- **GUNSIGHT**
- **SPEEDOMETER:** Your top speed is 42mph and you can reverse.
- **MESSAGE CENTRE:** Mine Field Near! Fuel Low! etc.
- **GUN ANGLE:** The exact angle of your whopping big 120mm smoothbore M-68E1 cannon. Vital for judging long-range shots.
- **RANGE:** When you've put your sight on a target a laser will give you its exact range in metres.
- **MISSION NUMBER:** There are ten missions in all.
- **ENEMY TARGETS REMAINING:** How many targets you need to hit to complete mission.
- **SHORT-RANGE RADAR MAP:** Look out for T-62 tanks, Scud Launchers, Strongholds, M-24 gunship copters and your Allied base.
- **MAIN GUN WEAPONS:** You can choose between standard shells, wire-guided shells which home in on a laser-illuminated target and smoke shells which provide useful cover.
- **DAMAGE INDICATOR LIGHTS:** When five are lit up the next hit is fatal.
- **7.62 M-240 MACHINE GUNS:** Obviously not much cop against tanks but effective on Mil-24 Hind helicopters, mines and even incoming shells!
- **FUEL GAUGE:** A full tank will get you 288 miles, supposedly, in reality you're soon running on empty, costing you a continue.











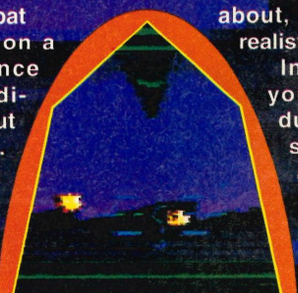
The M1A1 Abrams is widely regarded as the world's most advanced tank. Its 1,500hp gas turbine will run on practically any fuel, its cross-country performance has to be seen to be believed and its fire control system will keep its gun on target whatever the terrain it speeds across. In the Gulf it triumphed and the game even made an appearance on U2's Zoo TV! Commander Stuart "Rommell" Wynne investigates how *Super* Absolute's *Battletank* really is.

Modern combat has come on a fair distance from individuals running about with big clubs. Modern military parlance talks of 'force parcels', tightly integrated packages of various units working in close co-ordination.

Super Battletank unsurprisingly makes no attempt to simulate this: you're completely on your own here, mate! In fact a more accurate title might be *Super Battlezone* as that's what it is really, taking that hoary old coin-op where various futuristic targets whizzed about, and adding a bit of realistic trimming.

Instead of lasers you've got normal dumb shells, homing shells, a machine-gun and smoke shells (for camouflage). Needless to say, you don't put your tank in a hull-down position, cover it with under-growth and wait hour upon hour for a target to appear. No, you whizz across the desert sands, using your various maps to find enemy tanks which then whizz around shooting back. A fusillade of shots are then exchanged before the enemy, hopefully, explodes.

Besides tanks there are



PRO TIP

Once you enter a mine field never change course. Just keep to a straight line using the machine guns at their lowest elevation to blast everything!

REVIEW

OFFICIAL

TLETANK



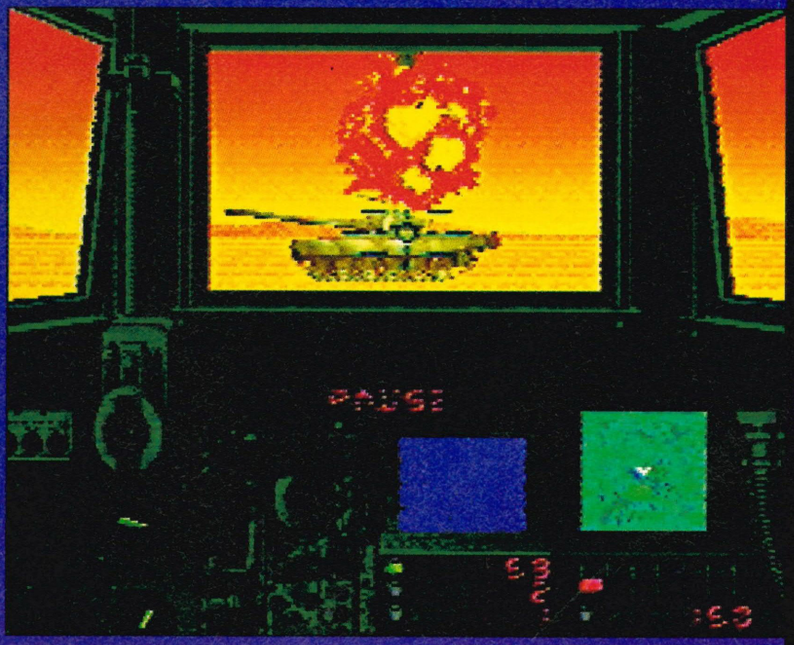




LONG RANGE MAP

This shows the whole battlefield with T-62 tanks, Scud Launchers and Mi-24 Gunship copters. Unlike the Short-Range Map it also shows mines and enemy strongholds. Warning: while consulting the map you can still be hit by enemy fire!





mine fields, helicopter gunships which whizz about the sky and Scud launchers – which are very soft targets. In fact one of the hardest parts of the game isn't judging which hi-tech weapon to use where,but simply conserving both fuel and ammo, a stab at realism which ends up more irritating than anything else.

The one other element to the game is the enemy strongholds which basically have your tank fixed and force you, for once, to use the elevation gun angles to lob shells at distant gun emplacements. This adds a little variety, but not much.

As a simulation this is obviously a bit of joke, however the graphics are very well done. The desert landscapes are rather dull but move with a realistic jogging motion, simulating the motion of the tank, while enemy tanks trundle about showing off their various angles in fruly impressive fashion – they look like digitized *movie footage*! Especially impressive are the night scenes when Hind gunships swoop down from a purple-black sky, almost invisible before your machine-gun opens up, direct hits making the Hinds flash a gorgeous orange. Then there's the animated intro sequence, the refuelling sequence and the neat mission briefing scene, I especially like the way that even if you've just done disasterously badly the commander invariably finishes a failed mission report with 'however we're in no way losing the ground war.'.

Unfortunately all this gloss can't disguise an extremely limited game. There's never more than two enemy vehicles on screen at a time, the game only toughens up by making the same old targets faster and increasing the number of objectives that need to be hit per mission – with very limited ammo! However, the repetitive nature of the gameplay means that once you get used to enemy attack patterns, the whole game becomes very easy and shouldn't take very long to complete at all. As with last issue's *WarpSpeed*, a very old game has been revived with minimal gameplay enhancements, in fact the concentration on stunning Mode 7 enemies seems to have strait-jacketed gameplay with combat reduced to little more than a graphics demonstration. It's fun to mess around with for a while but at anything other than a budget price certainly can't be recommended. SP



Publisher: **ABSOLUTE ENTERTAINMENT**
Distributer: **WENRAY**
Tel: —
Price: **£44.99**
Out: **NOW**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Two continues.**

CONTROLS

- Lower cannon/sight.
- Raise cannon/sight.
- Steer left.
- Steer right.
- X — Increase speed.
- Y — Decrease speed.
- A — Fire weapon.
- B — View map.
- L — Turn left.
- R — Turn right.

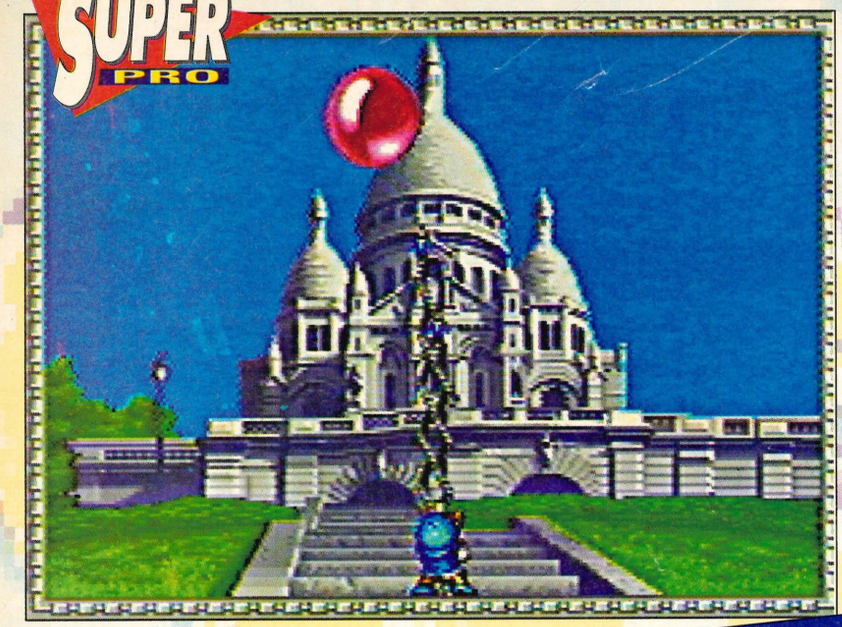
PROS: Tank and gunship graphics are excellent, especially atmospheric at night. Despite all the control buttons, getting to grips with your M1A1 is surprisingly easy.

CONS: Realism? What's that? Sadly, even as a simplistic *Battlezone* clone this fails due to repetitive gameplay. Sonics are pretty duff too and the ten missions provide very little challenge.

GRAPHICS	80
SOUND	59
GAMEPLAY	69
LONGEVITY	49

PROSCORE **54** SCOREPRO

DUFFER BATTLETANK!



Double-fire harpoons should make it a cinch to clear this screen! Below you can observe your character just about to collect a double-fire power-up – that's if the balloons don't get him first!

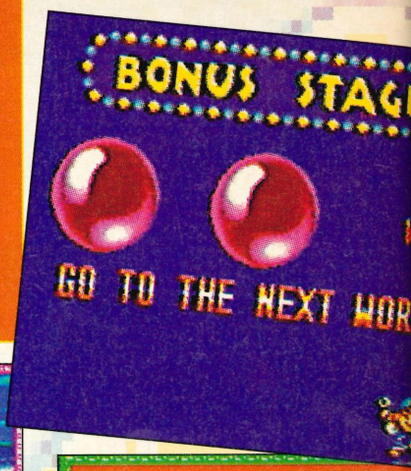
PANG CRITTERS

UNICORN: Shoot this for an extra life.

FIREBALLS: Hit this a few times to turn it into a missile which whizzes about destroying balloons.

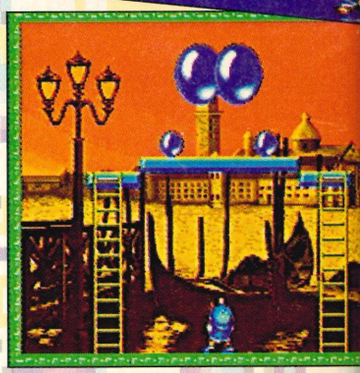
DRAGON: This too goes whizzing about if hit, but soon lands and explodes.

OWL: Whizzes left/right hitting balloons without needing to be hit at all.





Above the Niagra Falls provide a spectacular backdrop for dying. Don't get distracted by those graphics!











An original shoot-'em-up, is it possible? Well, once upon a time boys and girls, it was. The original *Pang* coin-op used a fistful of new ideas to produce one of the most playable two-player arcade games of the Eighties. Now it's back as an official SNES conversion, will it satisfy Stuart Wynne's nostalgia pangs?

SUPER PANG

The basic idea of *Pang* is beautifully simple. Instead of your enemies hovering, swirling or swooping they bounce – being big fat balloons. Rather harmless you might think, especially as they move at a snail's pace. However, if you shoot one big fat red balloon it doesn't disappear, it splits up, giving you two smaller, faster balloons and if you hit one of them it splits in two as well. Panic and you're soon dead, buried in a storm of tiny, fast-moving red balloons. Not a hero's death perhaps, but this isn't a game for mad-heads: here you have to take your time and choose which balloon to attack, ready and able to deal with the consequences.

To further complicate matters, you're not exactly over-armed. Instead of your typical rapid-fire blaster you've got a harpoon.

PANG POWER-UPS

One of the best bits about *Pang* is all the power-ups. These appear only briefly and must be collected quickly. This often leads gippy-minded people into distinctly ill-advised dashes to get a flashy power-up and getting ballooned. Serves them right!

CLOCKS: Briefly freezes balloons and enemy critters.

EGG TIMERS: Extend your time limit.

DOUBLE-FIRE: You can fire two harpoons – until you get hit.

MACHINE-GUN: Rapid-fire death! Yeah!

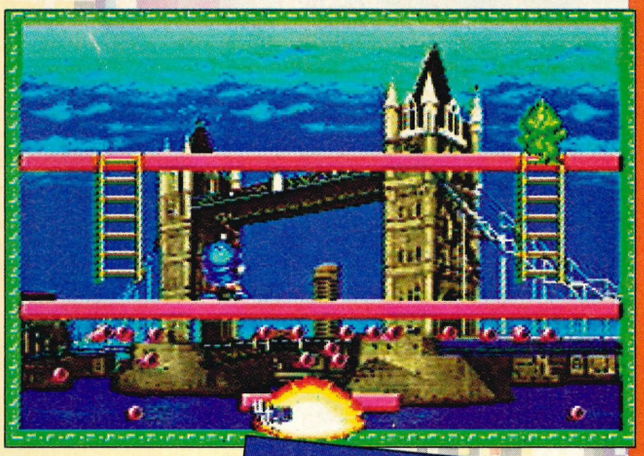
GRAPPLING HOOK: These fix your harpoon to the top of the screen or a platform, leaving behind a wire which splits any balloon that hits it. Unfortunately until it dissolves you can't fire again.

DYNAMITE: Instantly splits all the balloons in two, which could be a bit dangerous. Used to be great fun in two-player mode: "Don't get that! No! Aaargh!"

SHIELD: A few seconds of invulnerability never did anyone any harm, did they? No, that's the point, dummy!

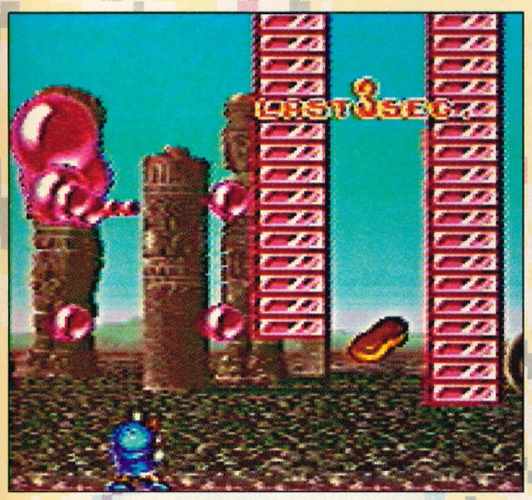
FRUIT: Bonus points.

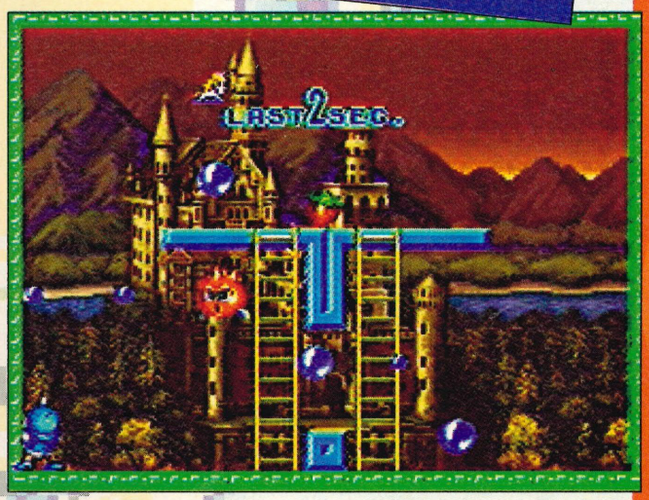
MAN: Extra life.



Tower Bridge, and confined spaces leave you little room to manoeuvre in when fighting the balloons. Here dragons must be used to get lower balloons.







This fires upward and until it's snaked its way to the top of screen and dissolved you can't fire again.

So it's tricky.

And fun, scampering up and down ladders, slip-slidin' on ice, shooting away dissolving platforms, collecting power-ups (see box) and shooting various villains which paralyse you on contact. As you progress the back-grounds change, the levels become tougher and even a bit puzzle-ish at times. When you get hit the level restarts, forcing you to use some tactics rather than just hoping to bluster your way through.

So it's pretty darn good.

Well, sort of. The shame is that the original coin-op offered a simultaneous two-player game which was brill. Of course you'd start every level solemnly promising to work to the game plan, to co-operate and all that. But once it started who could resist just blasting away, and to heck with the fact that hitting that big fat balloon is going to shower your friend in little red balloons. Without the two-player option it all seems rather flat.

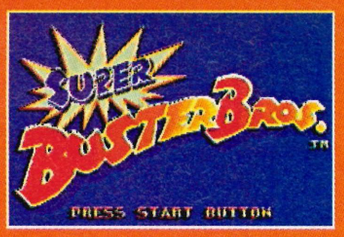


The other problem is that it's rather easy. Not incredibly easy, but you know you're not going to be occupied for months. If you fancy something different, fun and not overly difficult, this is still worth a handful of dull cloned shoot-'em-ups, but it's also a bit of a missed opportunity. So-so rather than an essential purchase. SP



PRO TIP

On the Select Game screen press L, R, R, L, Up and Down for a level select!



Publisher: **CAPCOM**
Distributer: **BANDAI**
Tel: **0329 822565**
Price: **TBA**
AKA: **Super Buster Bros (US)**

Players: **1**
Skill Levels: **4**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Three continues.**

CONTROLS

- ▲ Climb up.
- ▼ Climb down.
- ◀ Move left.
- ▶ Move right.
- X Fire.
- Y Fire.
- A Fire.
- B Jump.
- L No function.
- R No function.

PROS: Innovative, imaginative shoot-'em-up action, fast, furious and tricky – requiring tactics as well as fast reactions.
CONS: No two-player mode. A bit too easy.

GRAPHICS	80
SOUND	69
GAMEPLAY	78
LONGEVITY	68

PROSCORE
75
SCOREPRO

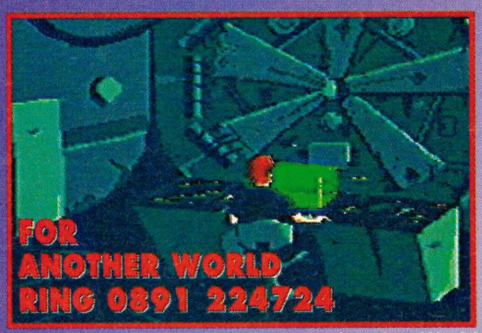
A GREAT COIN-OP SADLY MUTILATED



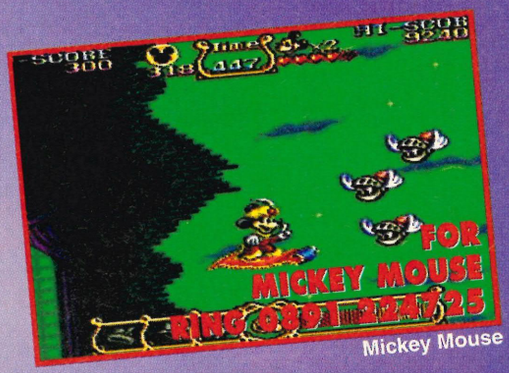
Wing Commander



Push Over



Another World



Mickey Mouse



Star Fox



Super Star Wars

DIAL-A-GAME!

Simply ring the number by the game you would like to own, answer the questions correctly and if you're the first to be randomly selected with the correct answers, the game is yours.

WIN TINY TOON ADVENTURES!



DIAL 0891 224722

WIN SUPER MARIO KART!



DIAL 0891 224723

WIN ALL THIS!

RING 0891 224726









Simply dial 0891 224726 and everything pictured above could be yours. Answer the three multiple choice questions and if you're the lucky person to be randomly selected with the correct answers, a complete Nintendo Super NES system and accessories is yours!

Calls cost 36p a minute cheap rate and 48p a minute at all other times. Please get permission from the person who pays the phone bill before calling. Winners to these competitions will be announced in a future issue of SuperPro.

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.

ALIEN VS PREDATOR (IGS)
Nice graphics, shame about the unbelievably repetitive scrolling beat-'em-up gameplay.
PROSCORE 54% (ISSUE 4)

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)

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.

A - Z OF GAMES

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

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

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

BATTLECLASH *(NINTENDO)* **SS**
SUPERSCOPE ONLY
A '50s B-movie is turned into a nice-looking if ultimately shallow shoot-'em-up. Marching through ruined cities 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. Simultaneous two-player mode
ProScore 73% (Issue 4)

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 32% (Issue 4)

BILL LAMBIER'S COMBAT BASKETBALL (HUDSON SOFT):
A conversion of the Amiga game *Future Basketball*, this is a rather 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)

BLUES BROTHERS (TITUS)
An extremely funny film becomes an extremely irritating platform game with run-of-the-mill surrealistic graphics and a more frustrating than useful simultaneous two-player mode. Sound is excellent though and genre-fans might enjoy challenge.
ProScore 71% (Issue 4)

BOMBUZAL
See *ka-Blooey.*

BRAWL BROS
American version of *Rushing Beat 2.*

BULLS VS BLAZERS (EA)
An extremely comprehensive basketball sim with some great FX and music. Unfortunately it all runs a bit too slowly, even on Japanese machines, and is thus rather frustrating to play.
ProScore 79% Issue 4

CACOMA KNIGHT (DATAM)
A cutesy Japanese update of ancient coin-op classic *Qix.* Simplistic, repetitive and plagued by slow-down.
ProScore: 41% (Issue 3)

CALIFORNIA GAMES II (DTMC)
Windsurfing, JetSurfing, SnowBoarding, BodyBoarding, Hang-gliding and SkateBoarding are the six events on offer, some looking quite impressive. Unfortunately gameplay depth is lacking. Multi-player scoring system, up to six people taking turns, is good though.
ProScore 69% Issue 4

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.*

CHESTER CHEETAH (KANEKO)
Colourful, humorous cartoon-style graphics make this one instantly appealing, especially to younger players who won't mind the fact the game is rather easy.
ProScore 79% (Issue 4)

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%

COMBATRIBE (AMERICAN TECHNOS)
A virtually pixel-perfect, 12MBit coin-op conversion which is still too small and too repetitive. It's another one or two-player scrolling beat-'em-up, yawn...
ProScore 63% (Issue 4)

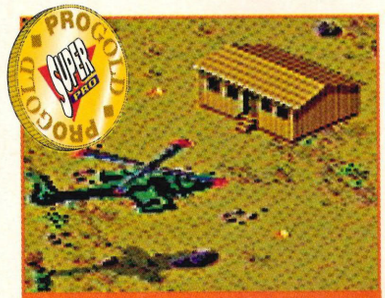
CONGO CAPERS
US name for *Joe & Mac 2.*

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 GRAND PRIX (FOCA)
An overhead view F1 race game with plenty of realistic detail but for just one player.
ProScore 62% (Issue 4)

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, 4)

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%



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 91% (Issue 1, 4)

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT

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 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%

HUMAN GRAND PRIX (HUMAN)
A very nice looking and reasonably comprehensive F1 race game with a good simultaneous two-player splitscreen view. Somewhat marred by an awkward steering system which takes time to master.
ProScore 70% (Issue 4)

HYPERZONE (HAL)
This looks like *F-Zero* yet is essentially a blast-'em-up and not a very good one at that.
ProScore 38%

IMPERIUM (VIC TOKAI)
This vertically scrolling shooter has a novel power-up system and plenty of challenge (perhaps too much), but the graphics are unremarkable and gameplay soon becomes more frustrating than enjoyable.
ProScore 60% (Issue 4)

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)

JAKI CRUSH (NAXAT SOFT)
A massive and very weird, very grotesque pinball table with plenty of little pinbally sub-games. Looks great, sounds okay and plays well – although as with real pinball it does get rather repetitive and there could've more than one table.
ProScore 76% (Issue 4)

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)

JOE & MAC 2 (DATA EAST)
Apart from the prehistoric theme there's very little similarity with the original game. The graphics are smaller and blander but the challenge is bigger and gameplay more varied. Not bad, but there's loads better. AKA: *Congo Capers* (US).
ProScore 75% (Issue 4)

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 OF THE RALLY (MELDAC)
An overhead view makes great use of Mode 7 as you follow the arrows to whiz about maze-like tracks. Fun for a while but soon becomes dull with too few competitor cars on screen.
ProScore 69% (Issue 4)

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)

LETHAL WEAPON (OCEAN)
All three movies rolled into one five-level platformer with plenty of gunplay, but very small sprites and very ordinary backdrops. Plenty of challenge though and giving you the choice of which order you attempt first four levels is a good idea.
ProScore 76% (Issue 4)

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%



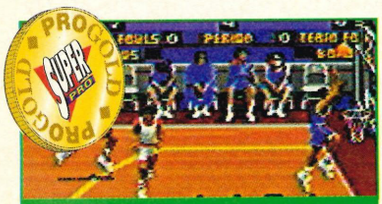
MARIO PAINT *(NINTENDO)*
A fairly serious art package with a great intro to composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work. It's great fun for a while, and is ideal for young kids, but for anyone older is enjoyable only briefly and is much too expensive due to the inclusion of a vital mouse controller.

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 ALL-STAR CHALLENGE (ACCLAIM)
The four sub-games here only use half the basketball court, most being simple variants of one-on-one. The game looks great and plays well – but soon becomes very repetitive.
ProScore 55% (Issue 4)



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% (Issue 4)

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 67% (Issue 4)

RUSHING BEAT 2 (JALECO)
A sequel to the dire *Rival Turf* this one or two-player scrolling beat-'em-up with reasonable graphics, plenty of characters to choose from and some original touches. However the limited number of moves make it ultimately very repetitive and dull. AKA: *Brawl Bros* (US).
ProScore 50% (Issue 4)

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%

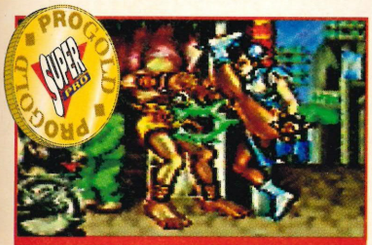
SPIDERMAN AND THE X-MEN *(ACCLAIM)*
A whole host of superheroes make this a must-have for any comics fan. It gets off to a poor start with Spidey leaping about a dull city. Once this is completed though you're given the option of attempting various sub-games, two for each character. Gameplay is varied and tough, graphics impressive and sound brilliant.
ProScore: 85% (Issue 1)

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)

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT



STAR FOX (NINTENDO)
The first game to use the Special FX chip is stunning not only for its incredibly fast solid polygon graphics, but also for great gameplay. A squadron of furry critters are flying their spaceships against asteroids, battleship armadas, black holes, heavily fortified planets and lots, lots more. You're the squadron commander and as the game progresses they chat to you, asking for help. 256K battery back-up saves your progress. An unbelievable game.
ProScore 96% (Issue 4)



STREET FIGHTER II *(CAPCOM)*
What can we say? Eight different fighters to choose from, each with brilliant animation and an incredible wealth of moves fully utilizing every button the joypad – and then some! It's an excellent and very tough one-player game, an utterly brilliant two-player game. The only flaw is the price: £65. Import versions are available cheaper though so shop around.
ProScore 93% (Issue 1)

SUPER ADVENTURE ISLAND
(HUDSONSOFT)
This sounds great and doesn't look too bad, but gameplay is irksome with your large sprite coming a cropper all too often and being forced back to the start of unimaginative levels. Ugh!
ProScore: 42% (Issue 1)

SUPER ALESTE *(TOHO)*
A genuinely spectacular shoot-'em-up – perhaps too spectacular with some distracting backdrops – and plenty of incredible power-ups. It looks a bit dated now after *Axelay* and lots of invulnerability pods make gameplay a bit flukey.
ProScore 81% (Issue 2)

SUPER BASES LOADED I & II
See *Super Pro Baseball I & II.*

SUPER BATTER UP (NAMCO)
This doesn't really look like a good SNES game, but it is probably the best baseball game available. Despite being heavy on statistics and such things, the gameplay itself is fast and accurate.
ProScore 83%

SUPER BATTLETANK (ABSOLUTE)
Interesting graphics, various missions and a slight strategic angle are featured but don't really redeem the 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)

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)

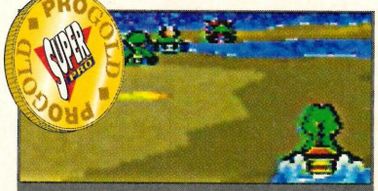
SUPER F1 GRAND PRIX
(VIDEO SYSTEM)
While *Super F1* looks pretty good and plays fine, its inaccuracy and frustrating controls mean that Formula One buffs will be a little disappointed. Overhead views never seem to work anyway.
ProScore 59%

SUPER F1 HERO (VARIE CORP)
A conventional F1 racer with nothing special except for surprisingly rough graphics.
ProScore 65% (Issue 4)

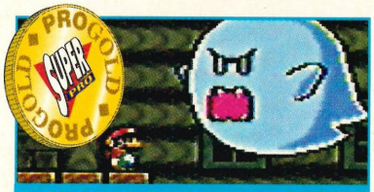
SUPER FIRE PRO WRESTLING
(HUMAN)
Unfortunately there's no (printable) word in the English Language that can describe this dreadful game.
ProScore 12%

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 94% (Issue 2, 4)



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)

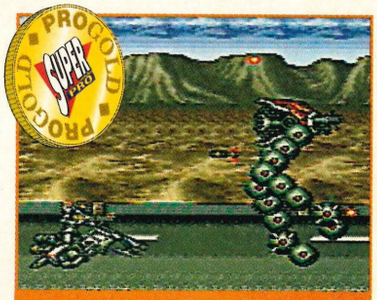
SUPER NINJA (KOEI)
Koei are back with yet another probably brilliant but essentially unintelligible Japanese wargame RPG thing.

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 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 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 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 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)
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 sequences. Trench scene is brill 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 unchallenging vertically-scrolling shoot-'em-up. Simultaneous two-player action is fun for a while, as are a big range of power-ups!
ProScore 64% (Issue 2)

SUPER SWIV (BANANA)
Another vertical scroller with the welcome addition of simultaneous two-player action. Sadly graphics and gameplay are rather dull and unoriginal. Both this and US version (*Firepower 2000*) give trouble with most converters.
ProScore: 70% (Issue 3)

SUPER TETRIS & BOMBLISS (BPS)
Tetris is one of the most addictive games around and this version includes a fun variant – *Bombliss*, which adds bombs to increase the puzzle factor – and a very competitive two-player game. It makes very little use of the SNES's graphics, but sound is good, and gameplay great fun.
ProScore 85% (Issue 4)

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%

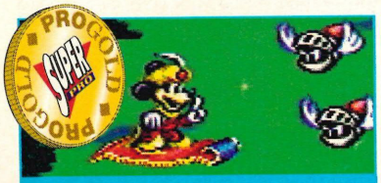
SUPER WAGAN ISLAND (NAMCOT)
An English version would be great to attract inexperienced RPGers.

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%

TEST DRIVE II: THE DUEL
(ACCOLADE)
In truth not all that stunning to look at, but the realistic setting – four American highways with police, tunnels and on-coming traffic – great sound, a choice of three supercars and fast, effective graphics score a big hit. Overtaking at 200mph on a two lane highway is nerve-wracking, which is as it should be!
ProScore 89% (Issue 4)

THE ADDAMS FAMILY *(OCEAN)*
A huge platformer in the cutesy *Super Mario World* mould with loads of levels to explore and master. There's a password system, although in truth the game's not that difficult. 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 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)*
An easy to get into racer with a permanently split-screen which emphasises its main appeal as a two-player game. Good fun and some people love it, although we found its 'feel' a little unrealistic. Plenty of levels though and a password system. Worth trying.
ProScore: 69% (Issue 1, 4)



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)*
A below average one-on-one beat-'em-up. Graphics are mediocre and although Ultraman is well drawn, backdrops are plain and the enemy hold no surprises.
ProScore: 31% (Issue 1)

U.N. SQUADRON *(CAPCOM)*
Graphically impressive with nicely varied levels, a choice of aircraft, plenty of power-ups and atmospheric sound. Highly 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.
ProScore 70%

WARPSPEED (ACCOLADE)
Mode 7 produces some stunning, futuristic graphics, but the gameplay is strictly antique – a banal remix of *Star Raiders*. Fighting enemy fighters one-by-one is incredibly tedious.
ProScore 69% (Issue 4)

WHEEL OF FORTUNE (GAMETEK)
Wheel Of Fortune is nothing without Nicky Campbell! Also, it 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.
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 little appeal, even for boxing fans.
ProScore 20%



WING COMMANDER (MINDSCAPE)
Classic space opera with 30 plus missions, 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)

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 dull.
ProScore 56% (Issue 1)

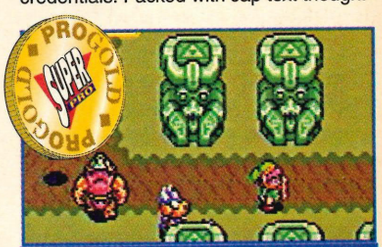
WWF SUPER WRESTLE MANIA *(ACCLAIM)*
The characters have been digitally recreated for some clever stills, and inside the ring it's all very bright and energetic. All WWF fans who own a SNES are going to want this cart, despite the lack of special moves for competitors.
ProScore: 76% (Issue 1)

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 can't go wrong.
ProScore: 92% (Issue 1)

COLOUR KEY: RPG/STRATEGY SHOOT-EM-UPS RACERS SPORT ODDBALL PUZZLERS BEAT-EM-UPS PLATFORMERS *OFFICIAL*

The Magical Quest

Starring mickey mouse



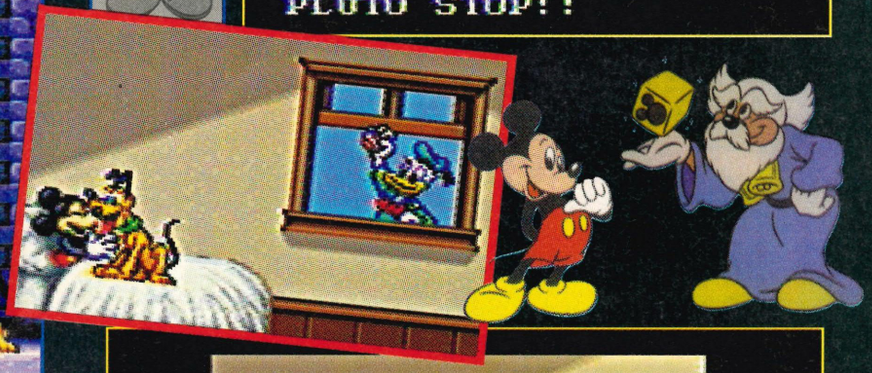
Gracing the prestigious Game Over slot this month is none other than Capcom's first sensational Disney cart; *Mickey's Magical Quest*. Reviewed way back in SUPERPRO 1, this cart has finally become an official UK release. Infinite continues mean it's a bit easy to complete but the graphics still continue to captivate the SUPERPRO crew, while sound is undoubtedly some of the best yet heard on the SNES. Of course *Magical Quest* was a push over for our resident bustin' genius Ryan, and indeed many other budding busters out there. But for those of you who haven't got what it takes to pulverise Emperor Pete and his cronies, here's what you're missing out on! SP







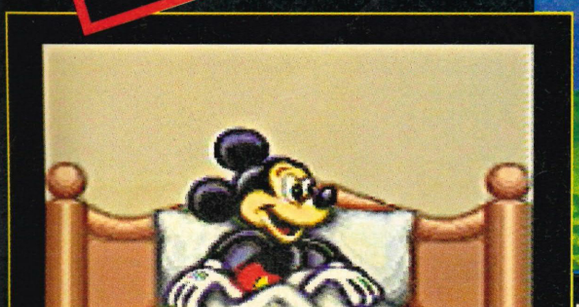
















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