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NUMBER 6

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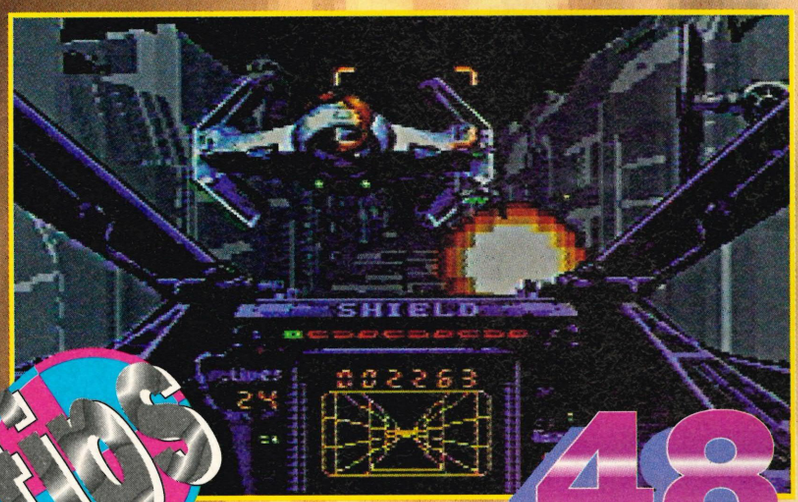
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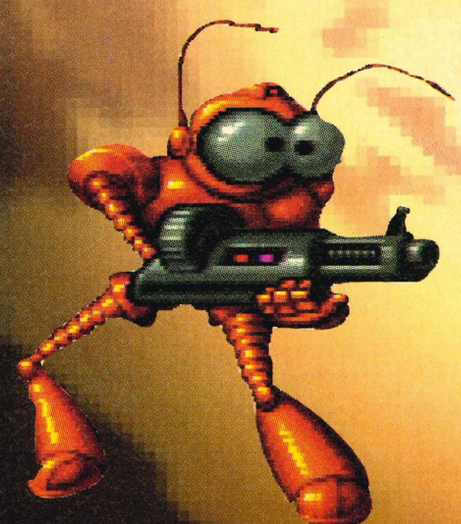
PLAYING TIP

No less than 20 pages of hints 'n' tips, including complete solutions to *Xandra's Big Adventure* and *Super Star Wars*, not to mention the long-delayed space cadet's guide to *Wing Commander*.

75 B.O.B.



No-one knows exactly what *B.O.B.* stands for, except great gameplay and lots of it with over 45 levels in this mega release from Electronic Arts.



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THE PROS



➤ STUART WYNNE – Editor

Although by day, our copy-cutting front man comes across as a calm, sophisticated (cough!) individual, by night, this lank-haired groover goes through an intense process of metamorphosis, emerging soon after as an aggressive, wild-eyed doppelganger of his former self. We put this extraordinary transformation down to being exposed to too much indie music. The two sides to Stu's personality rarely interact, but when they do, avoid at all costs! The first tell-tale sign is when he breaks free of his usual conservative dress sense, and arrives at the office wearing a very fetching curve T-shirt. He'll then proceed to tap his foot inconspicuously under the desk to the radio, and at times he can even be heard singing under his breath, although there are very few witnesses to this accusation!

Fave Things: *Coast Is Clear* (Curve), Curve sweatshirt and *Star Fox*.

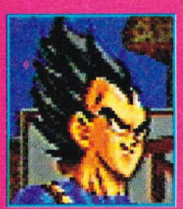


➤ JAMES HICKS – Designer

You would be forgiven for mistaking this mild-mannered gentleman for newshound John Craven due a similar fashion sense: a tasteless pull-over and jeans routine with the hobo-style rucksack for added authenticity. Make no mistake however, for this self proclaimed Aussie is indeed a man of many styles. Take the office Christmas binge when our skilled pic cropper turned up in a tux complete with frilly shirt and cummerbund. He spent the rest of the evening avoiding the affections of several busty blonds who mistook him for secret agent James Bond (complete with hairpiece!).

A true fashion guru if ever there was one!

Fave Things: Anything by the Nolans, Speedo's and *Super Swiv*.



➤ MARK WYNNE – Assistant Designer

Mark changes his appearance more frequently than a chameleon! One day he'll turn up in a flashy designer suit, the next he'll be sporting a pair of Jim Morrision-style leather pants (probably a reflection of his bedroom antics!). Mark is a dedicated worker whose concentration is broken only when a inquiring nod is given off by Dave signalling that it's time for a coffee break.

Mark enjoys what few leisurely office moments there are by whipping James on *Super Swiv*.

Fave Things: *You've Lost That Loving Feeling* (Elvis), Girlfriend's clothes and *Star Fox*.



➤ RYAN BUTT – Staff Writer

Despite a temporary flirtation with green turtle neck jumpers Ryan is generally faithful to the EMF 'look', currently embodied in Doc Martens and a deck chair-style shirt. But at least he finally seems happy with his hair-style and the woolen hats have been banished. Ryan's highlight of the month was giving *Super Star Wars* the tips treatment, which necessitated the theft of Super XS's hi-fi to really blast out that fantastic soundtrack.

Fave Things: *Revelations* (Iron Maiden), *Walking In My Shoes* (Depeche Mode), Technicolour shirt and *Batman Returns*, *Street Fighter II*.



➤ DAVE WESTLEY – Staff Writer

Mystic Dave is like a wandering spirit that regularly haunts the SuperPro offices, floating silently around the corridors and communicating in strange sign language! Dave also possess the unique ability to stop the lift several feet from the ground, spooky!

It's difficult to pin point any particular style for Dave's sense of dress, as it varies depending on what the cat's dragged through the hedge that morning (only joking Dave, honest!). A few of his particular classics include a suspicious-looking vest, a pair of patchy jeans, and the massive trench-coat that usually ends up wrapped around the legs of his chair by midday!

Dave isn't the most proficient gamesplayer, but he did well with *Xandra* and we look forward to the *Pugsley* solution!

Fave Things: *Desolation Row* (Bob Dyan), Long jumper and *Super Strike Eagle*.

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).

TUFF E NUFF?



Despite being a rather splendid hit for the Fabulous Thunderbirds, it has to be said the title of Jaleco's latest beat-'em-up falls into the rather embarrassing category. I mean it sounds like the start of a sentence ending "to beat *Street Fighter II*." A 16Mbit cart it's being hyped in some quarters as a real contender and there are certainly plenty of moves, slick animation and a *SFII*-style championship mode. The main sprites aren't as big or varied however, there's just four characters to choose from, and the backgrounds aren't in the same league. Nevertheless good SNES one-on-one beat-'em-ups are surprisingly rare, most are pretty dire *SFII* clones, and this one seems likely to rate very highly among the almost rans. One neat feature is the option to pause the game and replay the last five seconds of play, which should –hopefully! – end all those "but you didn't touch me!" arguments. We'll have a full review next month.



STRIKING FOR GOAL

Although *Super Soccer*'s a firm office favourite, not even its most ardent fan – our very own Nipper James – wouldn't argue it simulates the tactical flow of the real game. For real soccer sims you used to need an Amiga for games like *Kick Off*, *Sensible Soccer* and *Striker*. These are all headed for the SNES now; a somewhat disappointing *Kick Off* made its SNES debut last year and *Sensible Soccer* is fast being converted as I write. However Elite's *Striker* will be the next Amiga champion hoping to find championship success on Nintendo. This will boast no less than 64 international squads, variable weather conditions, indoor pitches, a six round World Tournament and the option to play the new FIFA rules (no back-passes to goalies). You also get a squad editing feature which allows you not only to specify the colour of your team kit, but also hair and skin colour!



The game is being rewritten to fully exploit the SNES's joypad and new features, like being able to chest down the ball, are being added. As tends to be the way with Elite the game will be released in the UK first, in July, with a price between £45 and £50.

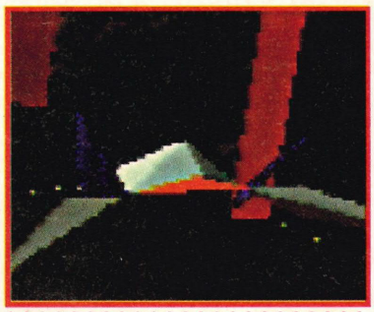
BOX CLEVER

Tired of sis and little brov ruining your prize carts? Envious of Sega's sturdy plastic cases? Worry no more as Boxtapes have come up with a snappy solution; a selection of brightly coloured transparent plastic cases suitable for cocooning Japanese, American or English carts complete with their 30-page instruction manuals. The boxes have the Nintendo seal of approval and a three-pack will set you back £4.49 at your local shop. Alternatively contact Boxtape direct on 081 5511141.

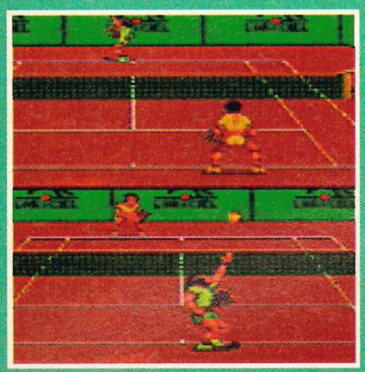


STAR FOX TAKES WING

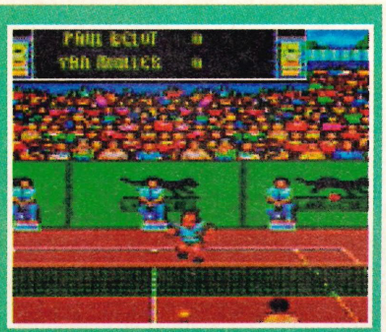
Nintendo's awesome 3D hit, *Star Fox*, is to be retitled *Starwing* in Europe to avoid confusion with some other product no-one's ever heard of! However the really big news is the price – a stunning £39.99 – despite the fact that it includes the awesome new Super F/X custom chip (see page 70). This will be one of the first titles released by the newly formed Nintendo UK and confirms what was expected to be a very aggressive campaign to overhaul the Mega Drive. The game will appear at the end of May and one thing's for certain: mega-sales. There have already been advance orders for 700,000 copies in Japan and 1.4 million in America! Hopefully the PAL version will be speeded up, like *Mario Kart*, to compensate for the slightly slower running speed of UK machines.



NOT HER!



A novel and rather exciting concept is being adopted by Loriciels for their latest tennis sim. In two-player mode the screen splits horizontally, giving each player their own, behind-the-player perspective. This should finally remove the "I hate playing at the top of the screen" whinge which haunts most tennis sims. The game also boasts masses and masses of options, indicating Loriciels intend to ace their compatriots Ubisoft, whose *Jimmy Connor's Pro Tennis Tour* currently holds the title as the most realistic tennis sim. This leads us to the one negative point about the new game; whilst in Japan *International Tennis Tour* will provide a fairly decent title in the US and Europe the intensely irksome Jennifer Capriati is take possession of the game, no doubt grinning inanely from the packaging. Argh! Maybe they'll sell it in a brown paper bag for non-appreciators of sporty teenage Christian evangelicals...



BESTSELLING CART CHART

1. (1) SUPER STAR WARS
2. (2) TINY TOONS
3. (-) STARFOX
4. (-) NHLPA HOCKEY
5. (-) HIT THE ICE
6. (-) MAGICAL QUEST
7. (-) BATMAN RETURNS
8. (4) SUPER MARIO KART
9. (-) KING ARTHUR'S QUEST
10. (5) STREETFIGHTER II

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

PLAYTIME'S DINO ROBOT KEEGAN ONSLAUGHT

SUPERPRO CART CHART

1. STAR FOX
2. PUGSLEY
3. BATMAN RETURNS
4. MECH WARRIOR
5. SUPER SOCCER
6. HARLEY
7. SUPER SWIV
8. STREETFIGHTER II
9. SUPER MARIO CART
10. SUPER STRIKE EAGLE

This chart was compiled by a survey of leading independent reviewers including Dave, Ryan, Mark, Stuart and (telepathically) James.

After its successful exclusive tie-in with Woolworths over *Strike Gunner* and *Spindizzy*, Playtime are now spreading their wings with a pretty hefty UK release schedule. Out by the time you read this should be Anco's *World Rugby* and the strategy minded *Powermonger*, while June sees the release of the cutesy classic *Dino City* (see this month's *Hop, Shoot and Jump* feature) and the much newer *Street Combat*, both by Irem. Also from Irem is *Major Title*, also known as *Skin's Game*, which is a very slick golf game but its release date is, as yet, unconfirmed.

Due out in September is last month's cover game, the battling robots simulation *Mech Warrior* along with *Kevin Keegan's Player Manager*. The latter is the SNES version of Anco's highly successful *Player Manager* which mixes a one-player version of *Kick Off* with a football manager sim.



Just room for a small pic of Sales Curve's very promising *Troddlers*, a 175-level *Lemmings*-type arcade puzzler which is due out July time. The company's also working on a version of *The Lawnmower Man 2* for Xmas but a tad more contemporary we have *Super Swiv*, an all action shoot-'em-up making its official debut this month! SP

PROBITS

▼ In the US Nintendo are leading a group of 70 video game makers pressing for sanctions against eleven countries, including Taiwan and China. Nintendo claims it and its licensees are losing $2 billion a year in lost sales through pirate carts. Taiwan was called "the centre for video game piracy throughout the world."

▼ The Japanese equivalent of the *Financial Times*, the *Nikkei Weekly*, has picked Nintendo as the second most likely company to succeed into the next century. It's yet more proof of just how big a business video gaming is now. Oh, and as for the number one spot – that was Sony, for the fourth year running. Have these guys seen the size of the Mini-Disc Walkman?

▼ Virgin Games have become something of a major player on the Mega Drive but, finally seeing sense, are now negotiating their way to be able to produce for the SNES as well. Around Xmas time a whole slew of titles are lined up; *Cool Spot* (featuring the star of US 7-Up ads), *Global Gladiators* (featuring two McDonalds' characters), *Super Slam Dunk* (a basketball game), *Wolfchild* (an arcade adventure) and *Super Caesar's Palace* which offers everything from roulette to poker to slot machines.

▼ After accomplishing one mission impossible with 3D graphics on the SNES Argonaut Software hope to pull off an even more difficult task: rescuing THQ's reputation. A game based on the *Home Alone 2* characters is underway, apparently boasting interactive FMV on a cart! They're also doing another, cartoon-based game for the company and the mind-blowing possibility of a good, nay great THQ game looms!

▼ Movie news: Schwarzenegger's big ticket for the summer, *Last Action Hero*, has been picked up by Sony Imagesoft for SNES conversion. Hollywood's other muscleman, Sylvester Stallone, is involved with the slightly less interesting *Cliffhanger* where he plays a mountain climber suffering inner torment. Sony Imagesoft have got the licence for that too and must be hoping it'll do better than *K2*! In a completely deferent vein *Addams Family 2* is well under way at Ocean and the game of the as yet unfilmed film won't be another platformer. Nope, this one's going to be a *Zelda*-style adventure and the game storyboard is already massive! And admittedly only partially a movie licence there's the *Pink Panther* which Imagitek have just announced grabbing the SNES licence for.

BITSPRO

CHIBA CITY BLUES

2050 and as the camera pans across a metropolitan hell, plumes of fire burning off into the night sky with a percussive roar. Data East's *Shadowrun* is set to finally rescue RPGs from terminal cuteness; from pixies, elves and fairy dust. Inspired by *Bladerunner*, *Neuromancer* and other cyberpunk classics, *Shadowrun* offers an irresistible invitation to walk down some very mean streets.





After finding himself some shades (right) Armitage gets to see his favourite group in action (above).



Waking up in a morgue with no money and no identity is no way to start the day, but at least you're in better shape than the morticians expect. From the toe tag a name, at least, is provided: Jake Armitage. Your quest is to find out who so nearly killed you before they get it right next time.

Although at first glance the graphics look disappointing, they're nicely detailed and the world they create is one of the most involving ever to grace Nintendo silicon. Filing cabinets can be opened and rifled through, computers can be hacked into, waitresses can be chatted up, bodyguards hired to follow you around, and surgeons bought to radically alter your body.

Beside the adventuring there's plenty of action with snipers, petrol-bomb throwing gangsters and numerous other villains trying to ensure your permanent return to the morgue. Fortunately combat scenes aren't a boring exchange of RPG stats, instead you draw a gun and have to place your cursor on target to return fire.

There's a massive range of firepower for you to splash out on, including grenades, which is fortunate because you face not only cybernetically-enhanced assassins but also numerous supernatural creatures. In the graveyard the undead rise from their graves and in the docks lurk all sorts of strange and wonderful spirits.

Shadowrun is a hugely promising game and should be a big hit when it hits the streets Stateside. Expect a full review next month.



Above, Armitage and his bodyguard board the metro. Below left, fast-shooting is needed to take out three enemies. However, ex-girlfriend Cassie may prove even more dangerous!



The Wonderful Worlds of *Widget*

Super Widget looks set to continue where the weird but wonderful _Kikikaika_ and _Xandra, Flying Hero_ etc. left off, i.e. in complete and utter lunacy. This time around however it takes place within a platform adventure. Dave "hopping mad" Westley checks it out.

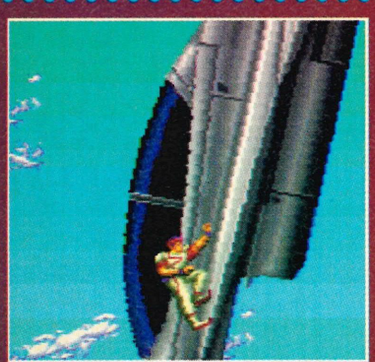


The scenario of this toon-derived game is simple enough. Widget must travel through a host of different worlds in order to banish evil from the cosmos. Not surprisingly it isn't that easy, not least because on his way he encounters creatures even odder than he is, all desperate to ruin his day.

You begin in Vegi land. No, not a land filled with Soya loving vegetarians but one filled with rather unusual vegetation. Flowers that'll eat you, mushrooms that'll poison you and lemony creatures that'll kill you if you dare to touch them, so watch your every step. Fortunately you pack a powerful punch. With a fist twice the size of you head you're no pushover, especially since you have the power to change your form.

You begin as a purple ball before transforming into an emu and then a bumble bee on legs! Later on you'll metamorphose into a crab, octopus, knight, dragon and even a minotaur. Indeed with each level Widget goes through some weird and implausible new transformation, transformations that allow him to cope with every environment that is thrown at him.

Although each level may look very different they all play in very much the same way since they're all essentially platform adventures. The different forms that Widget takes do manage to spice them up a little though. But whether _Super Widget_ will be up to its mad precursors is another matter. The graphics, though big and bright are rather basic and the sound nothing more than average. For a full report however you'll just have to wait until the next action packed issue of SUPERPRO.



TAKING IT IN STRIDE

Capcom's _Strider_ was one of the most imaginative coin-ops ever; flying battleships, robot gorillas and massive dinosaurs all made an appearance. Probably the most remarkable thing was Strider himself, an incredibly athletic chap with a flashing laser sword. Now he's back, or at least a rather close relation is in _Run Sabre_.

The game opens with an incredibly slick intro sequence. A space station hovers effortlessly in empty space whilst a dark, menacing face presses itself against a glass window overlooking our planet. Then the screen darkens for a moment before returning to that face, now hideously disfigured and palpably evil. Behind him, other figures are also taking on strange new forms, though all have the same face as the creature that's closest to you.

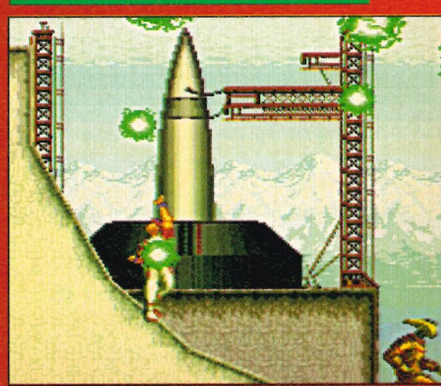
Presumably it's your job to defend the planet against these planetary marauders. You can do this solo, or bring along your equally lethal-minded girlfriend to really devastate those enemies. Both characters are able to climb up, along, around etc practically everything, they make big cart wheeling jumps and basically just make you feel like the unfittest thing that ever lived. They also have laser swords to slice 'n' dice the opposition, plus some smart bombs.



The graphics initially seem rather disappointing, but later on things improve massively. Mode 7 trickery is used to rotate a speeding F-16 fighter while you fight atop of it and a ghoulish, skull-faced woman provides one, haunting end-level guardian.

This looks as though it's going to be a fun package then. There's masses to do and it's cram packed with enemies to battle. Fortunately the number of moves you're capable of and the weapons that you have are just about enough to compensate for their huge number. If anything they've made you just a little bit too powerful. We'll tell you whether they have or not in the next super issue of SUPERPRO. SP



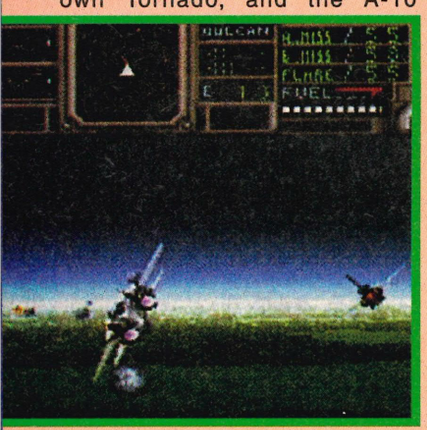


BIG IN JAPAN

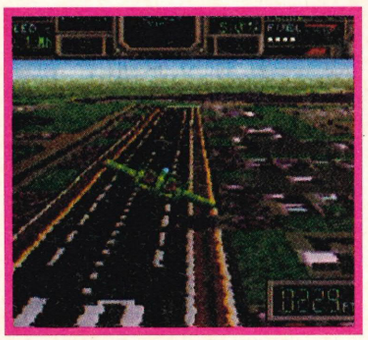
Japan's micro-miniaturization obsession reached a new peak last month with Monsieur, the world's smallest robot. This one cubic centimetre robot, weighing just one gram, may go down in history as an important step in the development of medical micro-machines. Or it could be instantly forgotten as a completely useless executive toy. The robot has 'eye' sensors which guide it to any light source, speeding along at 15mm a second for the four minutes it takes to exhaust its rechargeable batteries. Monsieur is hand-built, costs £300 and takes – on average – fifteen minutes to lose!

MODE 7 TOP GUN

A stunning new shoot-'em-up is imminent with what's claimed to be a new DSP custom chip providing the graphical muscle for some fantastic Mode 7 effects. The game is Asmik's *Super Air Diver* and offers the player a choice of aircraft; there's the Gruman F-14 Tomcat (star of *Top Gun* and *Afterburner*), Japan's controversial FS-X version of the F-16, our very own Tornado, and the A-10



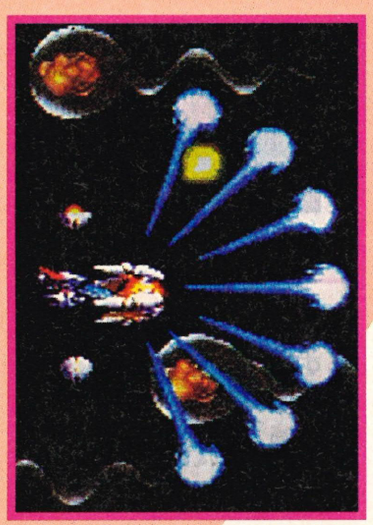
Thunderbolt – a special ground attack jet with its Avenger cannon firing uranium tipped shells. The aircraft are beautifully drawn and the control panel has some nice, realistic-looking details. *UN Squadron*-style briefing screens



packed with Japanese text indicate plenty of missions, but with this behind-the-plane perspective anything other than an all-action shoot-'em-up would be surprising. Expect a full review soon.

THIRD TIME LUCKY?

The original *R-Type* revolutionized shoot-'em-ups with its awesome graphics and imaginative power-ups. However, Irem aren't letting it gather any dust in the archives, after revamping the game for the SNES as *Super R-Type* the

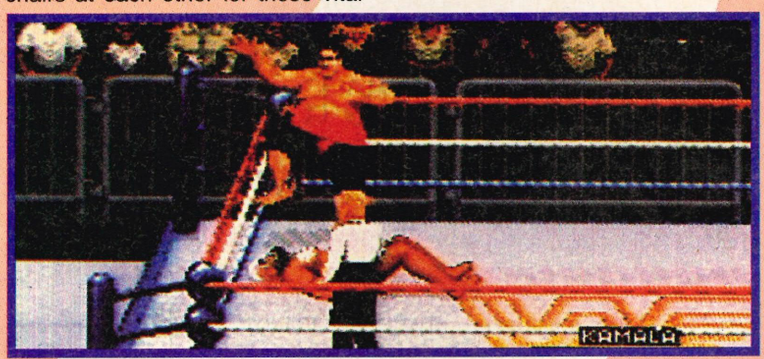


company is now developing an all-new *R-Type III*. The main ship is less sleek than before and while its R-Type power-up appears unchanged in the pic shown, it has more and different power-up shapes. Graphics are generally impressive, especially for your firepower, but don't seem quite as stylish as the previous versions. On the other hand this version shouldn't be plagued by slow-down and is bound to be one of the most eagerly awaited shoot-'em-ups of the year.



PRESSING THE FLESH

The first WWF game was such a big seller that a sequel was inevitable and Acclaim have just about finished it. The graphics look even more impressive than before, and you can now have six players on screen in special survivor contests. Wrestlers can also hurl chairs at each other for those vital out of the ring confrontations. One vital improvement is the addition of a proper tournament mode. There will be 14 wrestlers, each with their own trademark moves, and the cart is going to be a whopping 16MBits.This one's going to be huge!

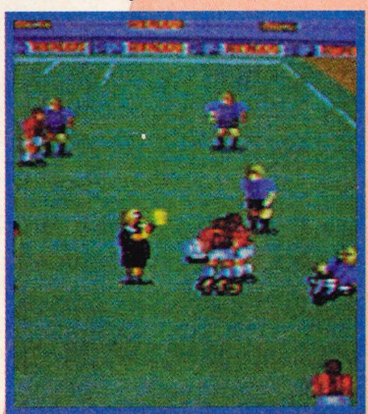


BRANSON RETURNS

No sooner has Koei's *Aerobiz* touched down in America than its sequel appears in Japan. It has to be said the game looks little different from its predecessor, reviewed on page 22, but no doubt gameplay is even more involving and *Aerobiz III* will be selling out in Japan before the first one makes its UK debut.

GO ON NIPPER!

Super Soccer may have had the odd graphical glitch and lacked a proper tactical feel, but that hasn't stopped it becoming a firm office favourite. Now Human have finally come up with a sequel. The graphics are smaller but more detailed and realistic, whilst team editing is much more sophisticated. For some in the SUPERPRO office this is more eagerly anticipated than *Star Fox 2*.



SUPER PRO

REVIEW
OFFICIAL & IMPORT

PROreviews

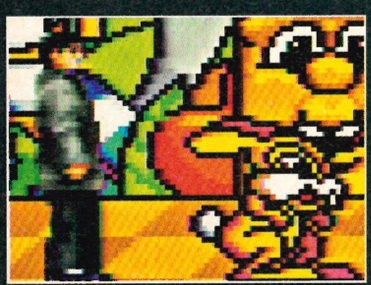
SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

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 publishers become more important we'll print their phone numbers too to let you check release date changes.

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

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

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

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

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

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

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

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

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

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

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

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

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

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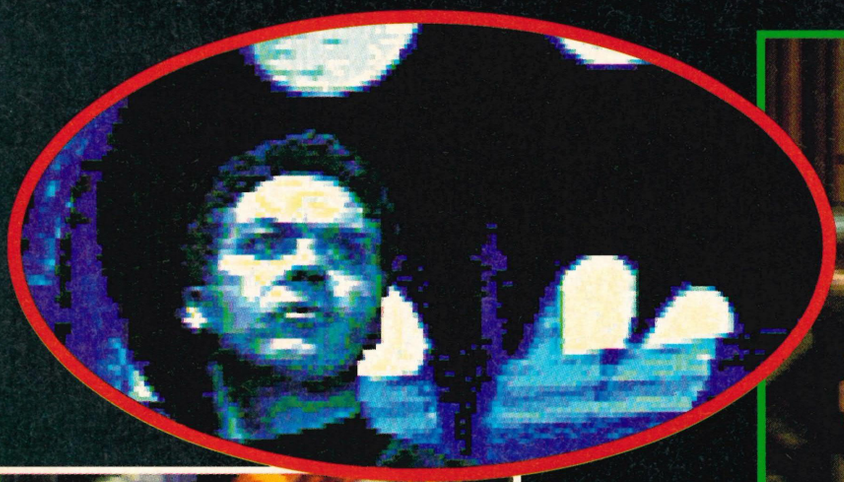
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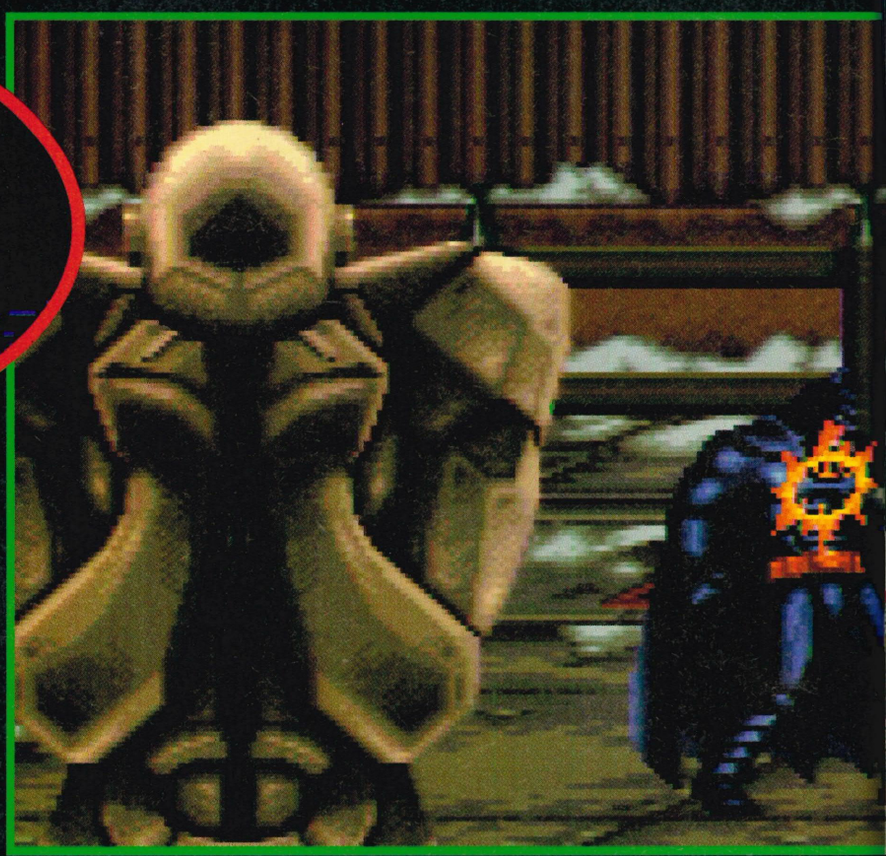
REVIEW
IMPORT

BATMAN R





Above, one of the best intro shots. Below, Batman can use his batrope to pull away a chunk of wall to stun Stage One's Taser-armed clown. On the right, Batman takes flight to stun a couple of biker clowns.



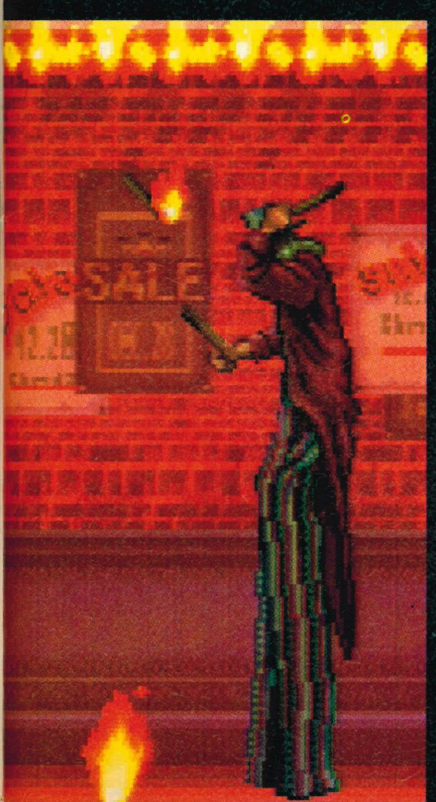




PROGOLD SUPER PRO PROGOLD

RETURNS







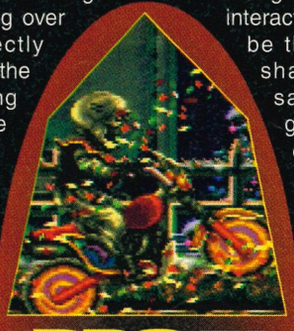
The Bat, The Cat and The Penguin. The sequel to the original mega-blockbuster effortlessly surpassed its predecessor in every department but story-line. Now that Tim Burton's beautiful fairy tale has come to the SNES, Stuart "cat fancier" Wynne wonders whether gameplay can match imagery.

Undoubtedly one of the best things about the film was Danny Elfman's luxuriant soundtrack, a gloomy masterpiece that provided the perfect accompaniment to some of cinema's most stunning imagery. Slam in the game cart and you get Konami's familiar logo with its glittery flash... then snow begins to drift down and the movie's soundtrack starts up. Those heavy, crashing chords with haunting organ arpeggios soaring over the top are perfectly recreated, there's even the sound of a baby crying on a cold and miserable Xmas day.

In visual terms the intro isn't that impressive: a poorly laid out text story-line scrolls downwards with tiny, unremarkable movie pics appearing and disappearing beside it. Musically the cart is never less than awesome though. There's not only a great main theme, which varies according to circumstance, but also lots of other pieces taken from the film's soundtrack. If only the FX were as varied as Super Star Wars it could be the best yet, but like the movie it makes do with lots of good thumping FX being, essentially, a beat-'em-up.

Level one begins with the Caped Crusader swooping in from stage left. He lands and strikes a pose – the Bob Ringwood designed batsuit has never looked better, while the backdrop is simply gorgeous. The urban nightmare of Gotham, 'as if hell had erupted through the streets of New York and just kept growing', has been superbly recreated. Massive statues are superbly drawn and occasionally appear in the foreground, one weeping statue being right in your face.

The game's backdrops not only look good but are also interactive. Enemy sprites can be thrown into windows, shattering them in a satisfying shower of glass. And your opponents don't always simply walk on screen either. Occasionally they'll be scrolled on sitting on a park bench – the clown looking particularly glum as he sits there with his arms crossed.



PRO TIP

Bikers can be punched and kicked, if you time it right, but the best tactic is a single batarang which blows up the petrol tank very nicely!

There's no doubt that this is a beautiful audio-visual translation of the movie, you could go on forever describing things like the subtle shafts of light in the sewers, but what about gameplay? Scrolling beat-'em-ups have been done to death on the SNES, so how can another one bring anything new? Well, *Batman Returns* draws inspiration from games like Golden Axe where although there's never as many moves as SFII, there's a fair few and the way they're animated is



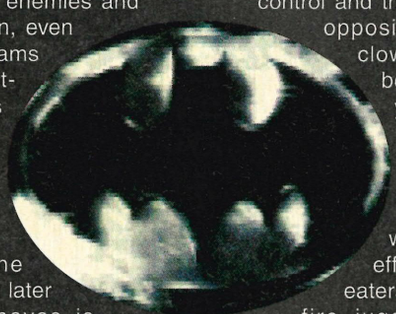


On the left, Catwoman Michelle Pfieffer gets her kicks in. She's one of the game's toughest opponents, scratching, kicking, whipping and backflipping all over. At times she moves so fast she appears in triplicate. And after beating her once you get another tango at the end of the next level, below. After you beat her again, the Penguin appears, throwing down exploding umbrellas (right).





brilliant. When you hammer the hit fire button you don't know exactly what Batman'll do. Sometimes he'll punch, sometimes he'll headbutt or kick; you'll get two blows in and then the third will be different to send the enemy flying off screen. Batman also picks up his enemies and throws them down, even grabs two and slams their heads together. These moves are semi-automatic, but you have to position yourself correctly to trigger them.



Initially one button will do, but later on mastering moves is vital. You can jump and do flying kicks, or briefly take flight and crash down. By pressing Y and B you'll sweep your cape around, sending everyone flying, but at the cost of some energy. You also have unlimited batarangs, but you can only fire one at a time and they won't stop most baddies completely.

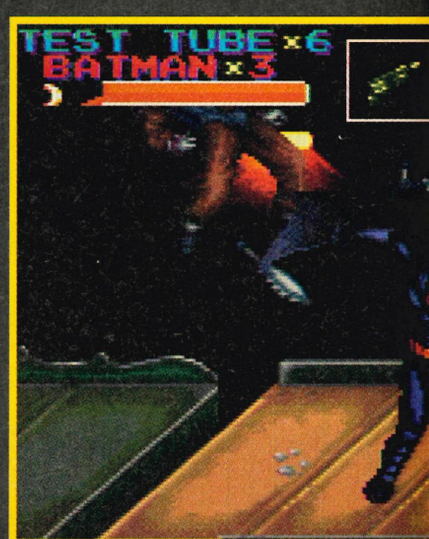
Hammer the batarang button and an enemy will usually get a headache, but still come on to thump you! A more effective move is flinging down a bat test tube, a smart bomb really, which is very nicely done.

Batman is, in short, great fun to control and there's some smart opposition as well. Fat clowns which quiver before they leap at you, rocket firing clowns, sword-swallowers (whose swords deflect bat-arangs with a 'ting' sound effect), diabolic fire-eaters and stilt-walking fire jugglers. End-level guardians are good too, including a whip-wielding Catwoman and a flying Penguin.

This is all very good, a crunchingly satisfying beat-'em-up with stunning graphics and sonics, however there is more. Stage two has Batman using his batrope to swing through a burning building. Stage six has Batman on top of speeding train and then there's a Batmobile stage, which is very fast. Such variety is always welcome and most stages have about five sub-levels, always with a different backdrop and usually slightly different gameplay. Nevertheless, I felt both the batrope and Batmobile elements could've been better done – they're not bad, I just wanted more of them, they weren't quite as playable as the rest of the game.

Let's make no mistake, this is a fantastic movie conversion and a great game. However on the first day I got to the game's end (on easy, admittedly) and while great fun I didn't think it's as varied or challenging as *Tiny Toons*. I was also disappointed there weren't more opponents, the same old clowns see you through most of game and skill levels offer more and tougher enemies, but not different types.

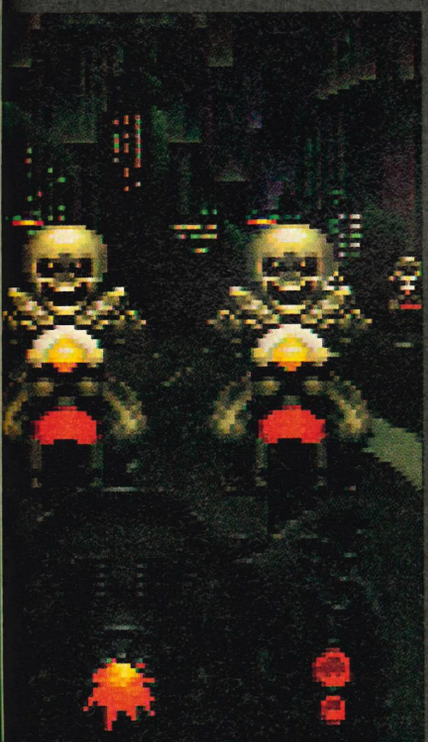
So *Super Star Wars* remains king of the movie translations with this as a very playable runner-up. SP



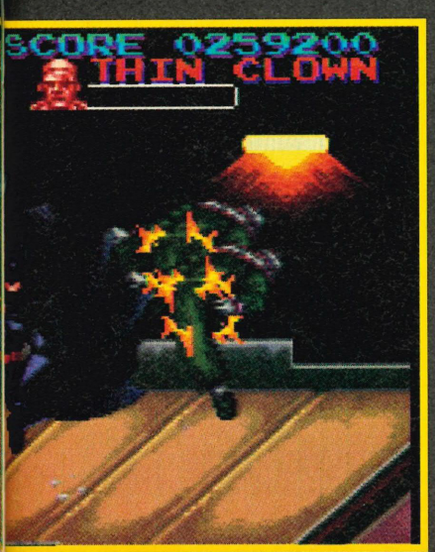


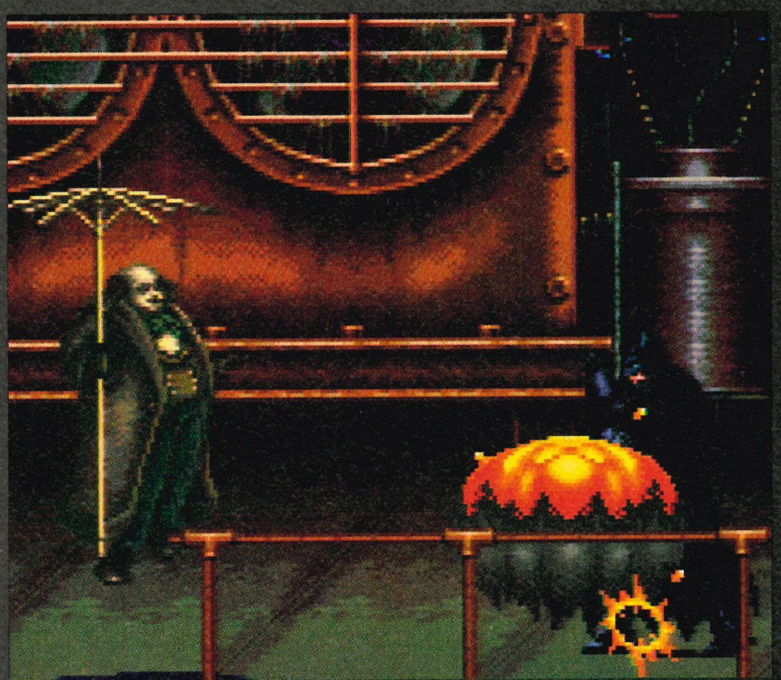


Above, the penguins launch a salvo of missiles while below you take on the Penguin in his Duckmobile and, finally, in his secret hideway. Before all this you must race through Gotham's streets (below, left), shooting missile-launching, skull-helmeted bikers.









BATMAN RETURNS

Publisher: **KONAMI**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705 & 0722 422522**
Price: **£59.99**
UK Release: **JUNE**

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

CONTROLS

REDEFINABLE

- △ Up.
- ▽ Down.
- ◁ Left.
- ▷ Right.
- X Smart bomb.
- Y Attack.
- A Throw Batarang.
- B Jump.
- L Defensive pose.
- R Defensive pose.

PROS: Awesome music perfectly recreates movie soundtrack. Stunning graphics, masses of variety - including a very fast and quite hilly Batmobile stage - and extremely satisfying beat-'em-up action.

CONS: Could've been more use made of Batmobile and swinging batrope sequences. A bit easy and harder skill levels offer no new opponents.

GRAPHICS	93
SOUND	94
GAMEPLAY	91
LONGEVITY	84

PROSCORE
90
SCOREPRO

GORGEOUS GOTHIC GAMEPLAY!

SUPER STRIKE EAGLE

The F-15 started out as an uncompromised air superiority aircraft, designed to be the ultimate fighter. In the late seventies it shattered a whole slew of records, rocketing up from White Sands runways to 100,000ft in blisteringly fast time. The Strike Eagle is the ground attack variant and Stuart "Top Gun" Wynne can't wait to flight test it.



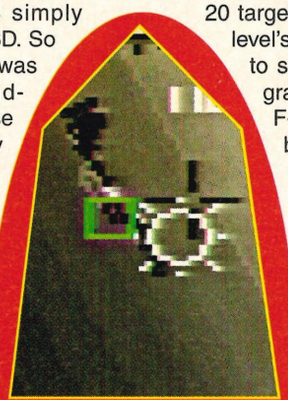
MicroProse have built an awesome reputation for producing incredibly realistic and playable simulations. However for the SNES they clearly felt a more arcade approach was needed – especially as before the Super F/X the SNES simply couldn't produce solid 3D. So just as the F-15 itself was rebuilt to be a ground-attack plane, MicroProse took apart their hugely successful F-15 sim and produced an entirely different game.

The scenario is that it's up to you to bring peace to the world by bashing four of America's least favourite regimes – Libya, Iraq, Korea and Cuba – devastating their defences so that they finally recognise the error of their ways. However, before you're let loose to bomb some Libyan civilians, there's an introductory mission with just four targets and unlimited ammo.

To begin with the game is very enjoyable, especially as flight sim combat is so rare on the SNES, and ground attack is a brilliant demonstration of Mode 7 gimmickry. Unfortunately there simply isn't enough variety to back-up the visuals, both the main sub-games soon settling into remarkably repetitive patterns. The prospect of exciting night missions kept Dave struggling through Libya – something of an endurance test with 20 targets to hit. Sadly the next level's night effect was limited to slightly darkening all the graphics – except for the F-15 itself which remains brightly lit!

Another good idea sadly disappointing in execution is the two-player mode with a second player able to fire missiles and chaff for you via the second joypad. Since you can do this perfectly well yourself this is rather pointless attempt at two-player action.

Super Strike Eagle is a reasonably enjoyable game, innovative and ambitious, with quite a few nice touches. However considering MicroProse's serious reputation, the lack of depth is surprising and shows a lack of respect for console owners' ability to handle more sophisticated games. If MicroProse want to be as successful on the SNES as they are on the PC they should get a hold of the Super F/X . Yesterday.



PRO TIP

On tough missions it's a good idea to take out enemy airbases first this stops MiGs harassing you.



AIR-TO-AIR COMBAT

This looks the business, with a proper cockpit including Head-Up-Display. The sky is nicely shaded and Mode 7 is used to scale enemy aircraft realistically. Combat mainly consists of banking as tightly as possible until you bring the target into sight, then loosing off a couple of missiles. With just one type of enemy aircraft there's hardly any variety.

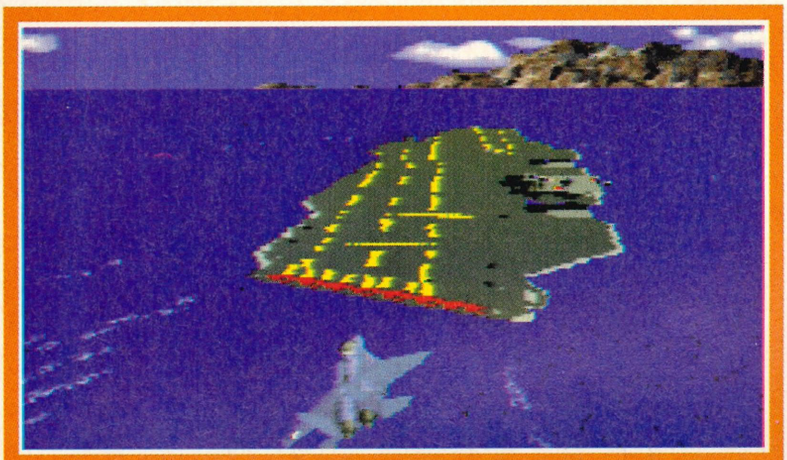
GROUND ATTACK

During normal daytime missions you enter this mode whenever you're over a target and press B. Each target consists of a large rectangular area which contains the Primary Target (all you need to destroy) and defences such as missile launchers, flak and AAA. An arrow in the top right corner of the screen points toward the Primary Target, which is just as well since at high altitude they can be hard to spot.

This mode is the most graphically impressive with the ground being scaled quickly and smoothly. As tends to be the way with Mode 7 some graphic types work extremely well while others seem blocky. The F-15 itself seems to have had its animation frames produced on a workstation like the Silicon Graphics – the detail and shading is very realistic.

Initially this is all good fun, circling around at high altitude until you find your target then diving down and unleashing a couple of Mavericks. However as with air-to-air combat there's not enough variety and in any case the F-15 is so big that it's difficult to dodge enemy fire. You end up feeling confined, unable to see enough of the target area to play properly.





TAKE OFF & LANDING

Taking off is easy, just red-line the engines and you're off. Landing is only a little more difficult. As long as you hit the runway before its end you'll be fine. Once you've landed all the F-15's damage is repaired, the fuel tanks refilled and weapons reloaded. However you can only land at each airbase or carrier twice!



SATELLITE MAP MODE

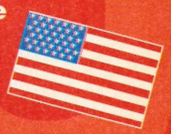
This is where you 'navigate' between the various targets. The graphics are obviously a bit simple but even here the action doesn't stop. Missiles chase after you, requiring either tight turns or decoys to avoid, and enemy jets will try and collide with your sprite to force air-to-air combat.





SUPER STRIKE EAGLE

Publisher: **MICROPROSE**
Supplier: **CONSOLE PLUS**
Tel: **0532 500445**
Price: **£39.99**
UK Release: **June**



Players: **1-2**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **Free poster (of F-15A not Strike Eagle!).**

CONTROLS

- ▲ Dive.
- ▼ Climb.
- ◀ Bank right.
- ▶ Bank left.
- X Throttle up.
- Y Throttle down.
- A Fire cannon.
- B Fire missile.
- L Release chaff.
- R Release flare.

PROS: Imprssive use of Mode 7 on ground attack and landing sequences. Sound effects are impressive with some good use of digitized voices and ear-piercing alert sounds!

CONS: Surprisingly for MicroProse gameplay lacks depth and soon becomes rather repetitive. Tunes are annoying, albeit infrequent.

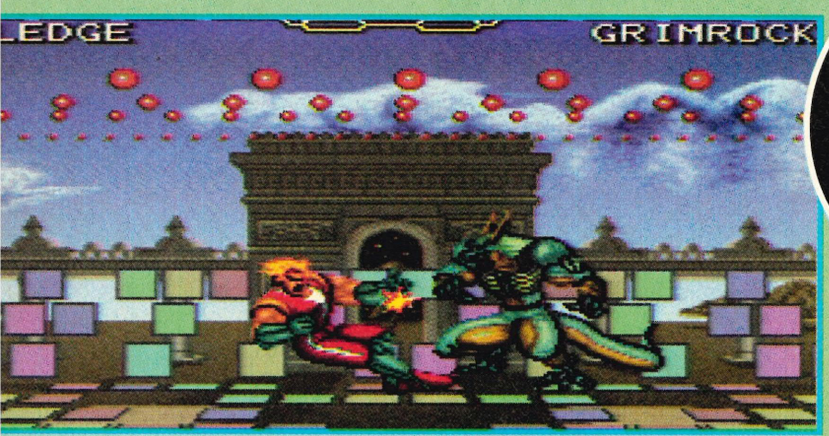
GRAPHICS	81
SOUND	78
GAMEPLAY	73
LONGEVITY	69

PROSCORE **70** SCOREPRO

A PALE IMITATION OF THE REAL *F-15*

BASS BROTHERS

With a title like this you might expect a brilliant soundtrack, maybe some Bomb the Bass-style masterpiece like *Xenon 2*, and of course two-players on screen. However since this is just a one-page review you already know it's not going to deliver, so what's wrong with this latest *SFII*-clone asks Dave "Sledge" Westley.









No, 'fraid not. Not a hint of any bass-heavy rock tracks here. Nope, what we've got instead is absolutely the worst sort of Muzak, a chirpy cheery monstrosity that soon gets your teeth grinding. And as for two bros on screen, forget it, unless you want a Kray-style fight between brothers in two-player mode.

Let's face it, *Bass Brothers* is just another cheap knock-off of *Street Fighter II*. The select character menu offers seven fighters for you to choose from. In two-player mode you each select your own character – you can both have the same one if you want – and it's then best of three. In one player mode you pick your character then have to face off against all the others in three round bouts. It's up to you what order you attempt this feat, but only when you've thrashed them all will you meet mega-guardians. Well, "okay-ish guardians" is a more accurate description.

On the positive side, there are at least a fair few moves. Sledge, for example, can sweep the ground, throw a punch directly upwards to counter overhead attacks and throw a round-house kick. There are also plenty of special moves for each player. By pressing up and left or right with Y, Sledge will run forward with a burning fist before him. Position him carefully, directly in front of an opponent and elemental forces flow through his fingers and thunder down upon his opponent, whilst kneeling and hitting five times before pushing up and pressing Y releases a fire bolt.



PRO TIP

Crouching down and pressing X or Y five times before pushing up and punching produces a special move for nearly all of the characters.

Working all the moves out with no English instructions is quite good fun, especially as the difficulty level seems reasonably well worked out. Even with infinite continues it's not easy and the opponents provide quite a varied challenge. But all this hardly adds up to a *SFII* beater. Graphics are disappointing at best. The backdrops are unimaginative and poorly drawn with lacklustre parallax scrolling. Character sprites are little better, done, with only THX38 being of much interest, visually. This weird alien is a *Terminator 2*-style monster which morphs into various different shapes for its attack moves and is quite neat for a while, besides being pretty tough to kill.

As a whole the game is at least as playable as *Power Athlete* but there's still barely enough to keep you interested for more than a day or two. Wasted silicon. SP



Publisher: **LASER SOFT**
Supplier: **GAMESMASTER**
Tel: **0202 549721**
Price: **£39.99**

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

CONTROLS

- ▲ No function.
- ▼ Crouch.
- ◀ Walk left.
- ▶ Walk right.
- X Kick.
- Y Punch.
- A No function.
- B Jump.
- L Defend.
- R Defend.

PROS: Varied moves make gameplay better than the average *SFII* rip-off.
CONS: Unfortunately though, that gameplay is undermined by appaling graphics and dire sonics, making this a most unappealing clone.

GRAPHICS	40
SOUND	49
GAMEPLAY	66
LONGEVITY	45

PROSCORE
45
SCOREPRO

NO BASS, NO BROS, NO FUN.





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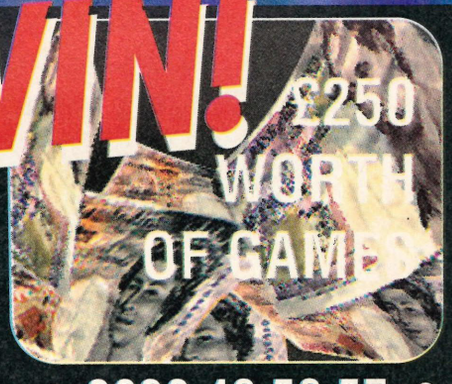
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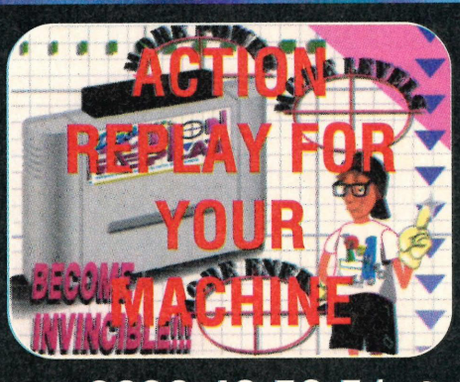
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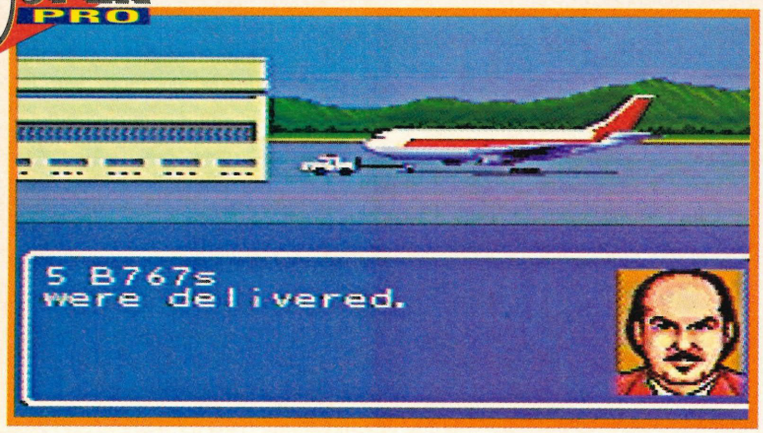
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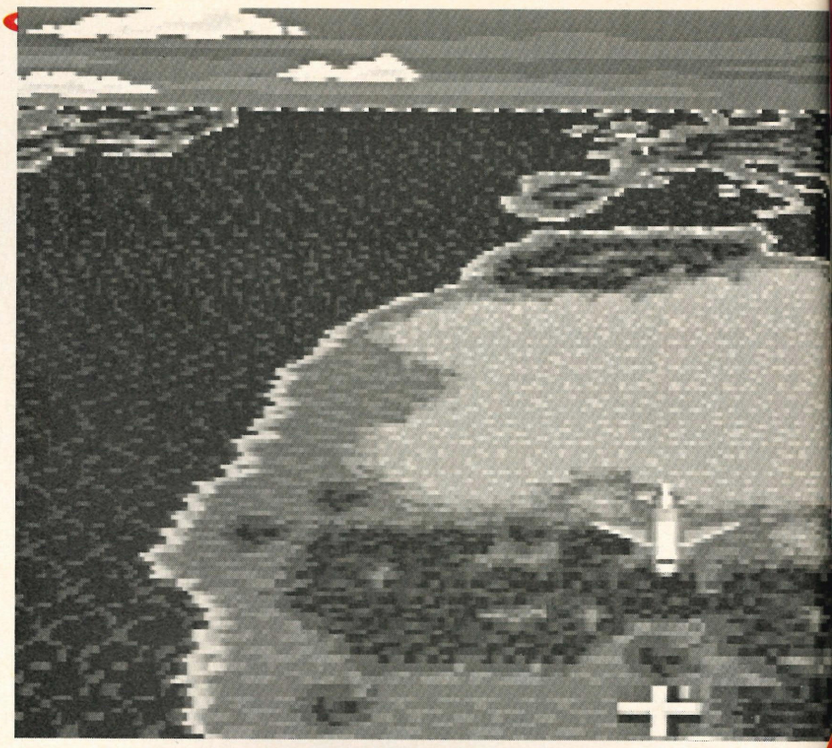


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Ever imagined what it would be like to be in charge of a rapidly expanding airline, a multinational corporation responsible for transporting thousands of people from one continent to another every month? No, neither have I. It sounds about as interesting as *Eldorado* and as depressing as a Leonard Cohen lyric. But the legendary Japanese masters of strategy games, KOEI, are responsible so Dave "Sim Tyrant" Westley gave it a go.

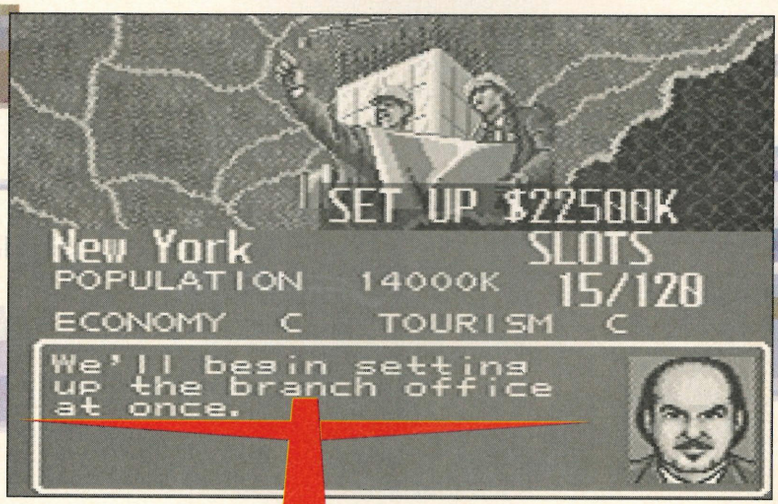


Aerobiz not only puts you in charge of an airline, it also provides you with the rather implausible objective of connecting 22 cities, maintaining a sizeable profit and transporting anything up to four and a half million people in a single year. And they think this is fun?

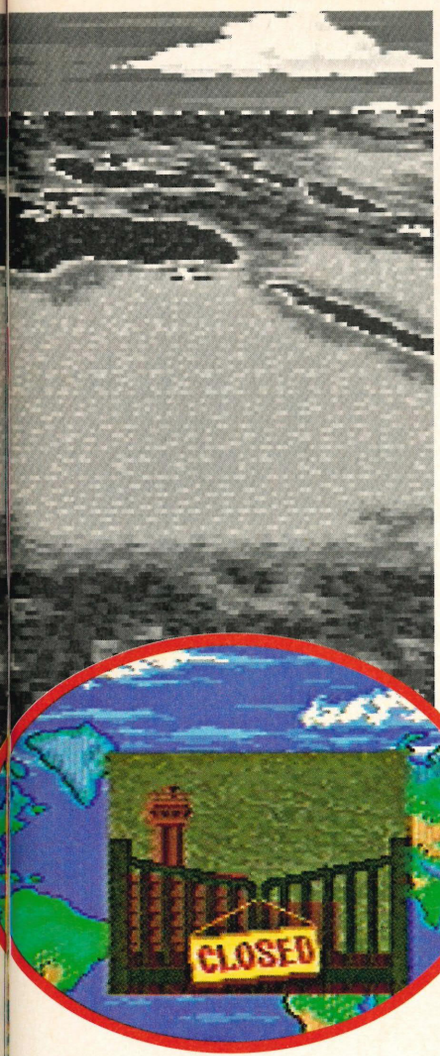
You begin by choosing what period to play in: either 1963-1965 or 1983-2015. This choice affects what type of plane is available to you. 1963 lacks any long range jets such as the 747 or A330 and thus to choose a base in the centre of things would probably be most intelligent. Cultural and commercial factors must come into consideration also however. If your base is in the USSR, at the heart of Europe and also bordering on Asia, it might seem a perfect location but you won't be able to buy planes from the West. And if you're silly enough to start in somewhere like Iraq or Iran then wars are going to decimate your company. But then again if you pick the perfect location you'll have less money and planes, as the game tries to even out any advantages at the start.

The next thing to do is to begin opening routes. This isn't as easy as it sounds however, for each airport has only a limited number of available 'slots,' So each company has three negotiators that will be sent around the world in order to secure a number of routes. The better the airport is, the more time and money will be required to negotiate successfully. In the long term, any extra cost *should* be compensated for by the fact that more people travel on these lines.

There's a lot more to making a profitable route than how much the airport charges and the number of potential passengers. For one, you're going to have to make sure that you have the right planes – it's no good having only long range jets when you want to start a line flying



AEROBI





News flashes appear regularly. The one above is telling you to close or to reduce the number of lines that you have with Iran. Below, where you'll be buying, or selling, your planes.



from London to Paris, or Hong Kong to Singapore. This will become increasingly important later on into the game when other airlines begin encroaching upon your territory. When you're the only airline you're able to make a 50% profit upon each ticket. Later on however, when you're being undercut by the competition, you're either lean and mean, or dead.

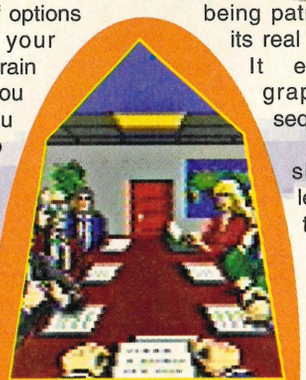
How profitable you are also depends upon how much you pay for repairs, advertising and service. Paying less for repairs is a risk: you threaten the loss of planes and the death of passengers and thus reputation. On the other hand keeping a well equipped, well trained staff costs a fortune. Similarly, advertising has the potential to raise prestige, customers and therefore profit. It could also be frittering away valuable money if the campaign is an unsuccessful one.

As the game progresses you must also start thinking about whether to acquire shares in charter companies, whether to build hotels, advertise your whole network, in short a veritable feast of options will come to torture your already over-stretched brain sponge. Fortunately, if you can think no more you can always turn to someone else. Advice is just around the corner with your directors on call twenty four hours a day.

This is certainly an extremely well thought out game, including enough variables to keep even the most dextrous mind active, nay stretched to its utter limits. It is also, rather surprisingly, fun, especially when there's more than one of you playing. You really will be desperate to see how well you've done; to see whether your latest strategies have made you top dog or whether that sneaky Air France or down right criminal Japana have outwitted you yet again. It's also one of the few games that teaches you a few things (like the date of the Iran-Iraq War, when major disasters happened, when and where Olympics were held, etc.) whilst not being patronising or forgetting its real purpose – being fun! It even has a few graphically impressive sequences.

There's only one slight criticism to be levelled at *Aerobiz* and that is the map, which is not always so easy to read – especially when trying to spot how many routes you have available at a particular airport. That said, it's easy enough to double check in one of the option modes and the control mechanism itself, allowing you to enter these, is surprisingly easy to use.

All in all then this is a top game, rivalling even the legendary *Sim City* for sheer enjoyment. It is also a trifle more expensive however so anyone without *Sim City* should, perhaps, look in that direction first. SP



PRO TIP

Invest in a charter company as soon as you start, preferably the cheapest one available and sell when you need capital.

AEROBIZ

Publisher: **KOEI**
Supplier: **GAMES MASTER**
Tel: **0202 549721**
Price: **£59.99**

Players: **1-4**
Skill Levels: **5**
Cart Size: **8Mbit**
Save Game: **Two games can be saved at any one time.**
Features: **Real world historical events.**

CONTROLS

- Cursor up.
- Cursor down.
- Cursor left.
- Cursor right.
- X: Speed up sequence.
- Y: No function.
- A: Answer yes.
- B: Answer no.
- L: Scroll map left.
- R: Scroll map right.

PROS: Well designed game with masses to think about and even more to do. Great fun, especially when you're winning.

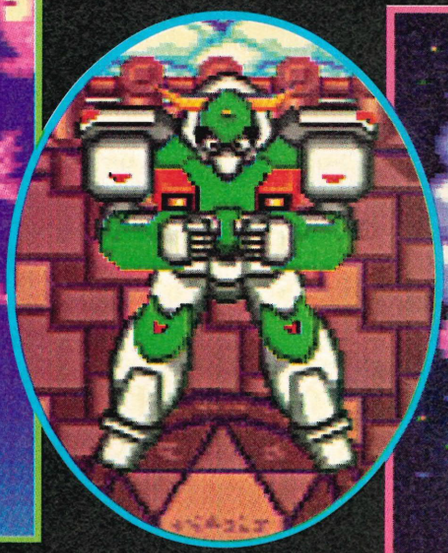
CONS: Can get boring waiting for things to happen and the annoying music doesn't soothe the nerves!

GRAPHICS	69
SOUND	60
GAMEPLAY	85
LONGEVITY	82

PROSCORE
80
SCOREPRO

FLIES OVER SIM CITY – ALMOST.









How much cuteness can a reviewer take before he turns into a thumb-sucking, furry pink ball of sickly happiness, an inordinately icky object that everyone wants to retch upon? Not much judging by the carrots... Dave "*Kikikaika, Xandra* and now *Flying Hero*" Westley gets ready to play with yet more fluffy nasties.





While once upon a time foes would be nasty looking critters, nowadays they're often so cute and cuddly that anyone with an ounce of humanity wouldn't be able to shoot them without shedding a tear – or a least having a good giggle. As soon as the first level of *Flying Hero* begins with a squad of flying monkeys, over-weight crows and bug-eyed unnameables, you know you're in for a weird old time.

To begin with, the odd graphic style makes picking out the enemies a little difficult but you soon get the hang of it. On the positive side everything moves well, with plenty of sprites on screen and no slow-down. However, *Super Parodius* had a similarly cutesy approach and its graphics were a lot better; more detailed and more slickly animated. *Flying Hero*'s sprites look a bit flat. Some seem like rough drafts waiting for a Konami graphics team to knock them into shape. Imagination is lacking too, possibly the most interesting level is four, where you follow a giant fireball guardian under the water to battle with giant fish and even a beautiful mermaid. It's quite

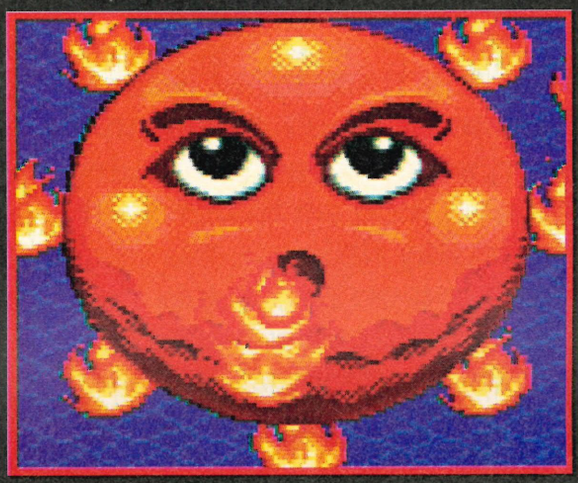


FLYING





Below, the guardian on level three. It's one of the toughest of foes spewing both fire and ice from its volcano like mouth. Defeat it and you'll venture into the water below.



nice but far from awesome.

Fortunately your firepower is more impressive. You start off with snowballs which, although rather puffy-looking, are lethal enough and have quite a rapid rate of rate. But if you want, you can swap them for lasers or big fluffy cloud bullets by collecting icons. All these weapons can be aimed: pressing the R button angles your bullets to the right, L for the left forward-diagonal and both pressed together gives you rear-fire.

You can also power-up your weapons by grabbing cake icons. At full strength the cloud weapon fires in three different directions. The snowball releases about 12 missiles in any one go and the laser has a three fork attack. And if you eat more cakes whilst fully powered up you get extra lives. There's also homing missiles which can be collected to fire alongside your main weapon, and bombs which destroy everything near them when they go off.

In short, you can power-up to be one mean, cuddly-creature killer and blast everything out of sight – until you meet the mega-guardians. One good point about the game is that it isn't stingy with its huge mega-sprites. They're all over the place and by the later levels seem to outnumber even the smaller enemies! I especially liked the monkey-faced springy guardian with a body and arms made out of balls. As you shoot him he really gets in a temper, grimacing at you and banging his arms about.

You know when you're about to meet something special because the scrolling usually speeds down, or slows up, depending on the villain you're about to face. The soundtrack also gets more sombre for the real end-level guardians – which is a relief as the upbeat, typically Jap-anese synth-bop ditty does get a little wearisome.

Flying Hero is a reasonable shoot-'em-up with off-beat but not spectacular graphics and plenty of fire-power. The game has got some neat touches, even a hint of originality, but in no area does it ever really shine. Average graphics, average game-play and almost average music doesn't make this any kind of hero for me! Have a gander before hand, or you could find find yourself getting to grips with a turkey. **Isp**



PRO TIP

Wait behind the corner until this cheeky monkey starts rumbling, then move out to shoot. Let your homing missiles do the work!



HERO



Publisher: SOFEL
Supplier: CONSOLE CONCEPTS
Tel: 0782 712759
Price: £60.00

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

CONTROLS

- Forwards.
- Backwards.
- Move left.
- Move right.
- X — No function.
- Y — Special weapon.
- A — No function.
- B — Shoot.
- L — Aim to left.
- R — Aim to right.

PROS: Imaginative graphics, okay sound and all in all fairly playable, with plenty of mega-guardians. Some of the baddies are pretty good.

CONS: Backdrops are generally dull, and ultimately the whole game seems very so-so.

GRAPHICS	68
SOUND	64
GAMEPLAY	65
LONGEVITY	62

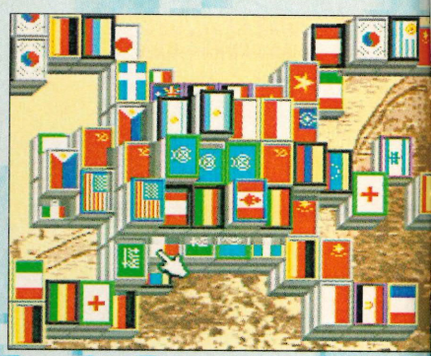
PROSCORE
65
SCOREPRO

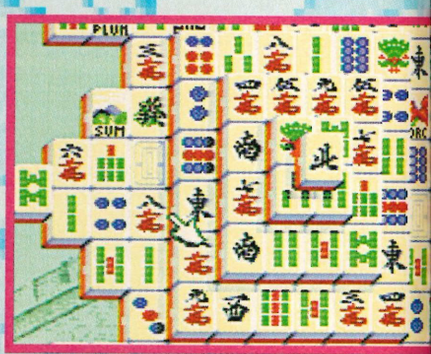
NOT SO MUCH HEROIC AS YELLOW!

REVIEW
IMPORT

SHANG DRAGON'S

Who agrees that converting traditional board games onto console format is a waste of time? Certainly in most cases you'd be right. However, sometimes computer translations *do* have their advantages, such as avoiding the hassle of having to clear up the fiddley little pieces after each game, only to find the dog choking on one a few days later! With this in mind, Ryan "lucky" Butt decides to take a gamble on Activision's latest offering from the Orient.







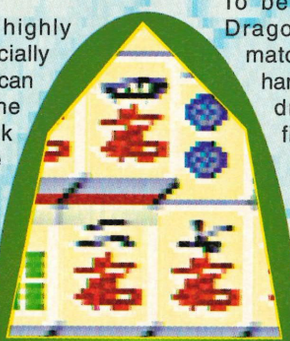
Shanghai was devised at the turn of the century, from the familiar game of dominoes, and the idea is to remove pairs of matching tiles from a pile of 144. Sounds easy enough, except that only unblocked tiles can be removed. A tile is considered blocked if there are tiles touching both sides or resting on its upper surface. If a tile can move either left or right without disturbing any other tiles, then it is unblocked. If two matching tiles are located that are both unblocked, then they can be removed from the pile.

This all sounds very simple but there's a lot of tiles to stare at and one wrong move early on in the game could land you in hot water later on. If you use a tile to remove a minor piece when instead it could've unblocked a whole wodge of tiles, it will doom your game. When you can't see any pairs to remove there are several options to help you rectify your mistake. Firstly, there is an option to back up one move – you can repeatedly back up through all your previous moves until you find the one that led you astray. Secondly, the shuffle option will jumble up the remaining tiles and hopefully remove any snags. This is considered cheating, but I preferred it to starting again or changing to a different layout!

Although the basic idea behind *Shanghai II* is relatively simple, there are a whole range of added options to spice up the gameplay, such as a two-player mode, tournament mode and even a time limit to really get that adrenaline pumping! (*Is this sarcasm? – Ed.*) (*Yes! – Ryan.*)

You can also swap the traditional mah-jongg tiles, which consist of a series of ancient Chinese symbols, for a whole variety of other symbols ranging from fantasy creatures too flags of the world.

Shanghai II is highly playable at first, especially at the start when you can just plough through the tiles at break-neck speed. But after a while the novelty deteriorates and tedium rears its ugly head. This is especially apparent when you run out of moves and as a result, have to re-trace your steps until you find the move that threw you off the right track. So it's a stroke of genius that Activision decided to bundle *Dragon's Eye* into the package, as this game totally wipes the floor with the headliner!



PRO TIP

Take your time to examine every tile on the table. A hasty decision could result in you over-looking a matching pair.

In *Dragon's Eye*, you take on the role of the Dragon Slayer, who must try to outsmart the Dragon Master. This basically consists of a dragon display on the left-hand side of the screen, and two hands of tiles on the right. Your hand, consisting of six tiles, is situated at the foot of the screen, whereas the Dragon Master's hand, which consists of three tiles, is positioned at the top of the screen.

In your role as Dragon Slayer, your aim is to do one of two things; either prevent the Dragon Master from completely filling the dragon display, or clear all of the tiles from the dragon's heart (the eight spaces in the centre of the display).

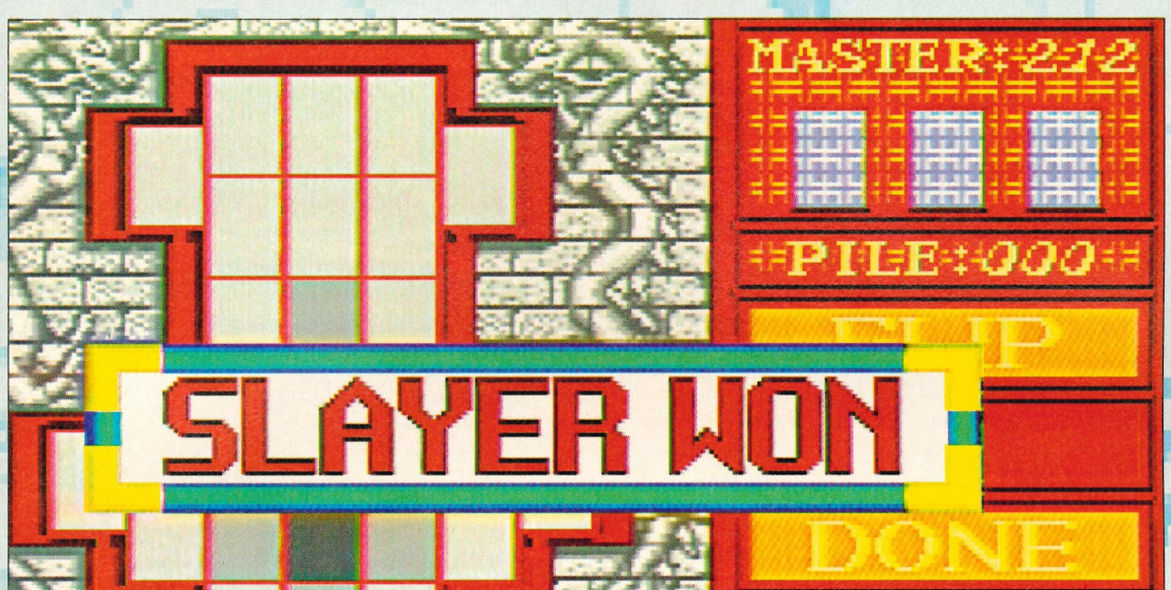
To be victorious over the Dragon Master, you must match up the tiles in your hand with the ones in the dragon display. If you find a match, then use the cursor to click on the tile in your hand and on the one in the display. Tiles can also be removed from the display. If there are two that match, simply click on the two matching tiles in the display to remove them. If you cannot make a match, you must place one of the tiles from your hand in the dragon display, making life easier for the Dragon Master.

It's difficult to pin point exactly what it is about *Dragon's Eye* that makes it far superior to *Shanghai*. Perhaps it's the fact that you're actually competing with something other than yourself. In *Shanghai II*, the flow of the game has all the gracefulness of a three-legged Cheetah wearing concrete slippers!

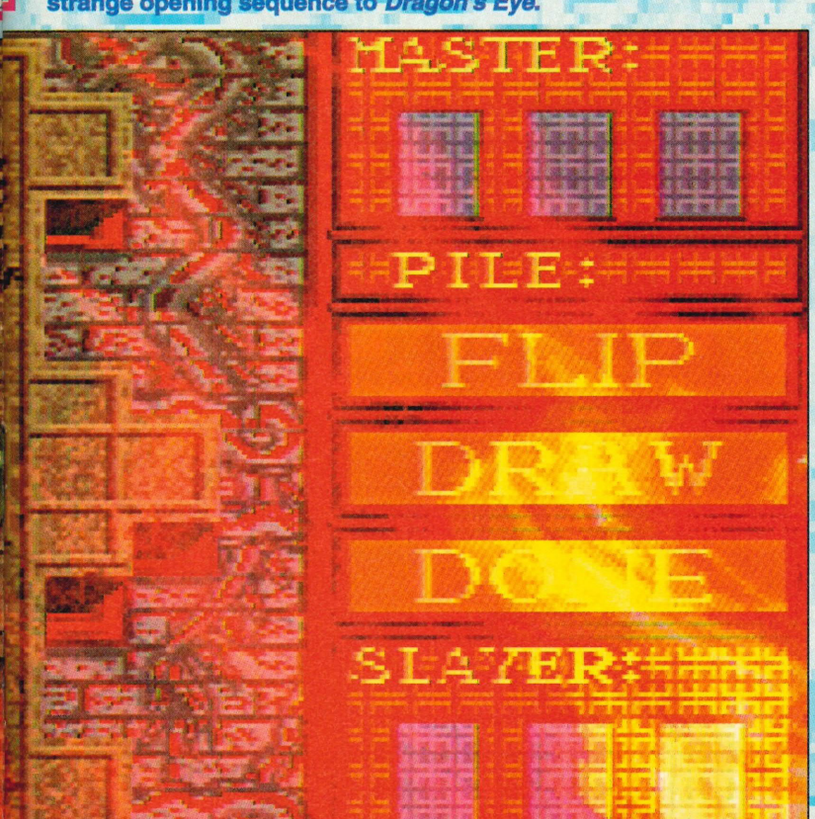
The graphics in both games are as good as can be expected, with ornate backdrops and detailed

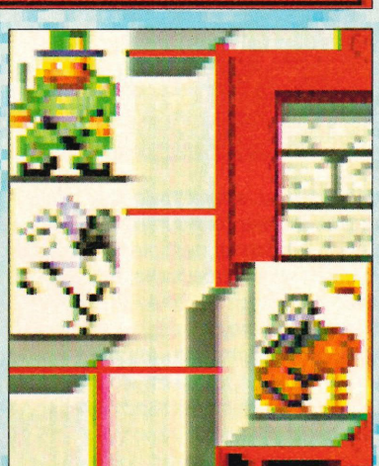
REVIEW
IMPORT

HAI EYE II



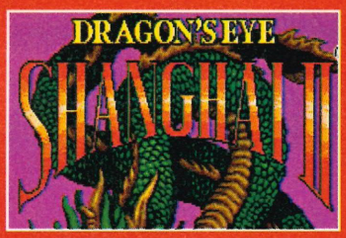
The original *Shanghai* board consists of a series of ancient Chinese designs (left), however, there is an option to change them to something more eye-catching (top left). Below we see the strange opening sequence to *Dragon's Eye*.





playing tiles, each showered in a cascade of colour that is pleasing on the eye. Music is okay too – the oriental equivalent of *Tetris* (expect the record soon!), with a few familiar Chinese jingles thrown in for good measure. Although the sonics may sound good at first, the ear piercing chords will soon grind your brain into a hapless pulp. You have been warned!

. All in all then this is quite an impressive package. Obviously it won't appeal to *Street Fighter II* addicts but for puzzle fans, *Dragon's Eye* in particular holds plenty of challenge. SP



Publisher: ACTIVISION
Supplier: CONSOLE PLUS
Tel: 0532 500445
& 0345 090099
Price: £39.99



Players: 1-2
Skill Levels: 3
Cart Size: 4Mbit
Save Game: No
Features: Two games in one package.

CONTROLS

- ▲ Cursor up.
- ▼ Cursor down.
- ◀ Cursor left.
- ▶ Cursor right.
- X No function.
- Y Menu off.
- A Cancel.
- B Select.
- L No function.
- R No function.

PROS: Fairly addictive to play, nice visual imagery and effects and plenty of variables on each game, such as different tiles, time limit etc.

CONS: Can be a little repetitive after a while. Lacks a vital save game option in the tournament mode. Fairly simple graphics and sound.

GRAPHICS	61
SOUND	57
GAMEPLAY	64
LONGEVITY	67

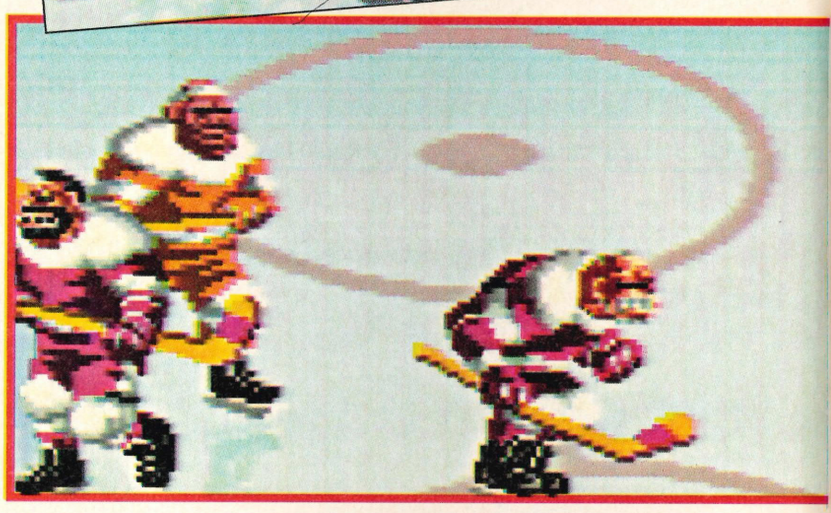
PROSCORE
63
SCOREPRO

TWO FOR THE PRICE OF ONE! WHERE'S DANNY BAKER GOING TO SPRING FROM?

HIT THE ICE



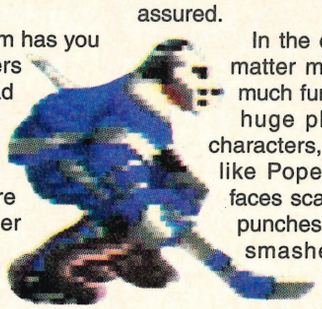




A few years ago, *Hit The Ice* caused a bit of a wow in the arcades, with its huge graphics, super-slick animation and rapid scrolling. Now it's made its belated way to the SNES, Dave "Overman" Westley gets ready to celebrate its Neitzchean celebration of Might is Right!

If you've played *NHLPA Hockey* then the first thing you'll notice about *Hit The Ice* is that the rink is so very small and that your players so very big. It's claustrophobic – like trying to have a bath in the sink. Simulation's clearly not the aim of this game, this is pure arcadia and the original game's structure is faithfully reproduced. Each team consists of a mere three players, one of which is the goalie.

The novel control system has you controlling all three players simultaneously. Your joypad totally controls both the goalie and one of the other players, while the third guy's movements are controlled by the computer but you still decide when he passes or shoots. It's a bit unusual to begin with but soon becomes second-nature.



Three players instead of six certainly diminishes tactical play however. You cannot, for example build up your attack from the back; cannot sweep to your opponent's goal on the tide of multiple passes in between your dazzled and dazed opponents' legs. *Hit The Ice* is about barging your way through to victory. Being overweight, over-bearing and having the guts to punch a 28-stone Goliath are the main requirements. It's ultimately rather repetitive and, once you've mastered the power shot, consistent victories will be assured.

In the coin-op this didn't matter much as it was so much fun to watch. Those huge players are great characters, big beefy chaps like Popeye's Bluto, their faces scarred by too many punches and hockey stick smashes. Even on the SNES it's great watching what happens to your opponent after you've smashed them a few times with your stick. They'll go slip-sliding across the ice, become punch drunk and wobble all over, or even lie flat

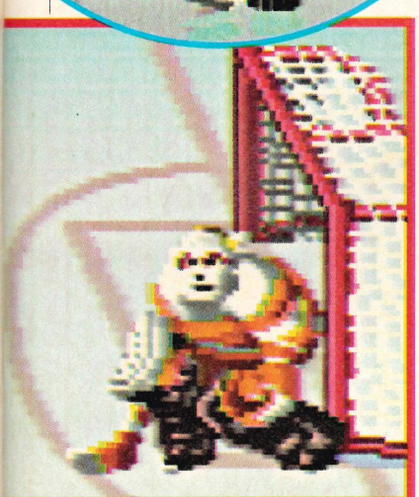


HIT THE ICE



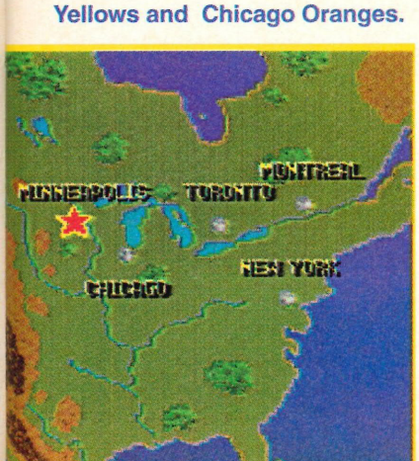








Along with the standard two-player game, there is also an option for two players to play on the same side against the computer (left). Loads of collaborative fun to be had! There's also a tournament facility where you and a friend can battle against five other city teams, from the Toronto Whites and NY Blues to the LA Yellows and Chicago Oranges.

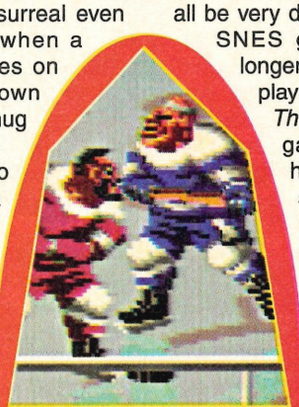


out on the floor. The surreal even makes an entrance when a strange octopus comes on the ice rink to pull down players' trousers and hug their faces!

If you hit a player too many times there's a fight scene. The screen narrows and zooms onto the two beefy Blutos. Standing motionless for a moment they grimace at each other, trying to out psyche each other in true Sumo-style. Then the first punch is thrown. Though you can't actually move your player you can, by pushing back, avoid your opponent's punches while countering with an undercut or a straight-forward punch.

If you'd perfectly converted the coin-op to the SNES this would all be very diverting for a time. But SNES games need to last longer than a couple of 50p plays in an arcade and *Hit The Ice* simply hasn't the gameplay for extended home play. It's too simple. Another serious problem is that the graphics aren't that impressive; they're a brave effort to recreate the coin-op's but are never going to cause anyone to go 'wow'. Animation is jerky, scrolling is poor and speed lacking.

After a very short while, giggling at the graphics and enjoying the thumping-good violence wears thin. The lack of gameplay depth, and any serious long-term challenge will have you pushing this to the back of some dusty shelf. SP

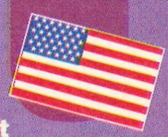


PRO TIP

To use the power hit just keep your finger on the X or Y button until your player stops moving and raises his stick.



Publisher: TATIO
Supplier: CONSOLE CONCEPTS
Tel: 0782 712759
Price: £49.99



Players: 1-2
Skill Levels: 3
Cart Size: 8Mbit
Save Game: Nope
Features: Violence!

CONTROLS

- Up.
- Down.
- Left.
- Right.
- X — Shoot/ punch.
- Y — Shoot/ punch.
- A — Pass/ upper cut.
- B — Pass/ upper cut.
- L — No function.
- R — No function.

PROS: The excellent sprites are huge and full of character. The fight sequence is good and there are lots of enjoyable, comic touches. Digitized soundtrack is pretty good.
CONS: Gameplay is simplistic and repetitive while animation is distinctly jerky. Lacking in speed.

GRAPHICS	78
SOUND	65
GAMEPLAY	69
LONGEVITY	65

PROSCORE
67
SCOREPRO

PUNCHES HARDER THAN IT PLAYS.

DRAGON BALL Z

Dragon Ball Z is another of those weird Japanese games derived from a Japanese manga comic strip series. In a way it's the worst of all worlds, a game compromised by having licensed characters you've never even heard of. Designer bod James, for example, kept merging the 'z' with the 'ball' for a rather rude title fortunately corrected by Ryan "Dragon Punch" Butt.



Some of the most useless codes for *Street Fighter II* are those for mega-leaps and low gravity, they're a bit of a laugh for a while but rather pointless. *Dragon Ball Z*, however, allows you to leap fifty feet in the air and disappear off the other person's screen! At this point the screen splits and you've each got your own little area to manoeuvre in. With a straightforward beat-'em-up this might seem rather pointless – if you're so far away how can you punch someone? – but in this game everyone's got fireballs to lob about. In fact you could see off your opponent without ever touching him (or her (or it)), but that's not a lot of fun to be honest.

All beat-'em-ups at the end of the day have to deliver toe-to-toe, face-to-fist hard-punching action and the crucial question is does *Dragon Ball Z*? First impressions are favourable with the intro's Japanese speech so convincing I had to check there wasn't a crafty tape-recorder stashed behind the monitor! Unfortunately, the graphics aren't as striking, merely featuring a few black and white stills of some sorry-looking individuals.



PRO TIP

The Martian is probably the best all-round fighter, with a wide range of special moves under his belt.

There are eight characters to choose from, each possessing their own series of special moves and combinations. Like *Street Fighter II* the line-up includes a couple of characters with similar abilities, and a whole host of out-of-this-world weirdos! These include a robot, a Martian, a Russian folk dancer and a creature that wouldn't look out of place in *Ultraman*!

There are several modes of play bundled into the package to boost its limited appeal including one player, two player, and even eight player action! The latter option consists of eight people selecting a different character and then challenging the others in a mini-tournament.

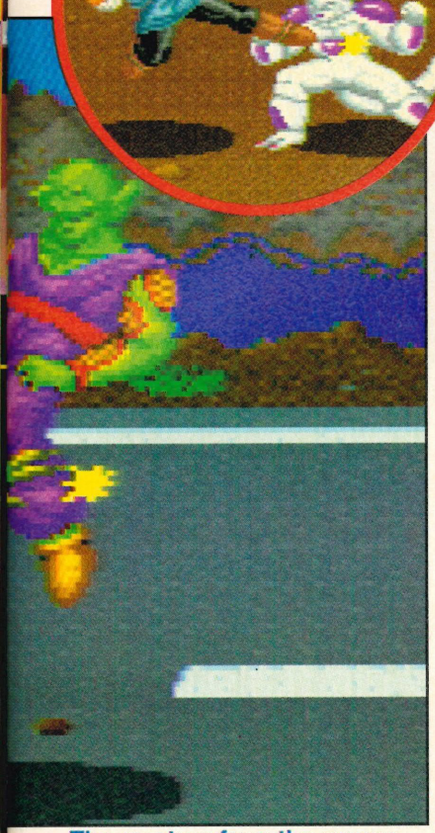
Unlike most other one-on-one beat-'em-ups, *Dragon Ball Z* contains only one round per fight, and the last one standing wins. To knock down your opponent, you must constantly attack with a combination of combat moves in order to wipe out their energy bar. Each character's combat moves consist of a basic range that can be grasped easily, and a more complicated arsenal that takes vast amounts of experimentation and cunning to perfect. The instruction booklet, although obviously in Japanese, offers some guidance as to what joypad sequence to enter, and the result can be anything from a lightning kick, to a devastating sonic torpedo! Learning the moves does offer a certain element of enjoyment for a while, but when fighting the computer, its controlled character is so ruthless that you'll be down on the deck before you get a chance to execute a decent attack pattern.

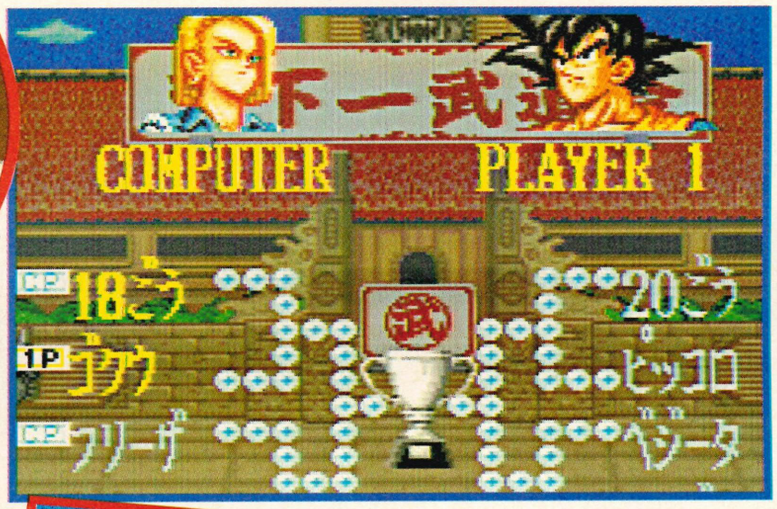
It's also annoying how your opponent can leap off into the air and launch some fireballs at you – Ryu's fireballs were irritating enough in *SFII* – but at times this game seems more a shoot-'em-up than a beat-'em-up! The splitscreen effect is technically fine, slick and smooth with good use of Mode 7, but it's a classic misuse of technology – who needs it? Sadly, this is another dire *SFII* clone and only if you're a huge fan of *Dragon Ball Z* comic will you get much enjoyment out of this.

IMPORT











The creature from the swamp gives the Martian a kick in the happy-sacks (above)! The female fighter finishes of Mr Shellsuit with a few fireballs (right).







Publisher: **BANDAI**
Supplier: **CONSOLE PLUS**
Tel: **0532 500445**
Price: **£57:99**

Players: **1-8**
Skill Levels: **1**
Cart Size: **16Mbit**
Save Game: **No**
Features: **Eight-player tournament mode.**

CONTROLS

- ▲ Jump.
- ▼ Crouch.
- ◀ Move left.
- ▶ Move right.
- X Mega jump.
- Y Punch.
- A Fireball.
- B Kick.
- L Dash left.
- R Dash right.

PROS: Polished graphics and sound, a wide range of varied, imaginative characters, all with their own daunting range of special moves. Novel splitscreen effect is entertaining for a while...
CONS: but soon becomes rather irritating. Gameplay as a whole is highly repetive. Japanese text is heavier than usual and the options can be confusing.

GRAPHICS	69
SOUND	65
GAMEPLAY	52
LONGEVITY	49

PROSCORE
51
SCOREPRO

A YAWNSOME ADDITION TO A WELL-SOILED TRADITION!

SUPER PRO

RUN, SHOOT & JUMP



TM NINTENDO

SUPER PRO Guide to PULSATING Platformers!

Platform games are almost as old a genre as shoot-'em-ups and, on the SNES at least, even more popular. After all, Mario is the acknowledged king of platformers, his three epic *Mario Bros* adventures being a huge factor in the original NES's success. *Super Mario World*, AKA *Mario Bros IV*, is the biggest and best Mario yet but it hasn't stopped plenty of other software houses trying to better it. This month Mark "hopping mad" Wynne looks at the first generation of SNES platformers.

SUPER MARIO WORLD

NINTENDO: 4MBIT
OFFICIAL: £39.99

Mario is almost as important to Nintendo as its hardware. The character starred in their first arcade game and, in three hugely popular adventures, made the NES the console to get. It was inevitable that *Mario Bros IV* would be the first SNES game, winning acclaim as "the best video game ever", and even today is one of the most playable games you could buy.



Unsurprisingly this is played in true *Mario* style. There's a whopping 96 levels, a whole host of enemies plus those inimitable (almost) Mario power-ups and secrets. It may not be the best looking game around but what it lacks in cosmetics it more than makes up for in the playability stakes.



LEVELS

From land to water, haunted houses to chainsaw packed skies, *Super Mario World*'s 96 levels are spread far and wide. The underwater levels feature killer fish and introduce a new style of control in as much as you are floating, or invariably sinking, rather than simply running around. Forests hide all manner of ambushes, from enemies hidden in bubbles to charging American Footballers. And if the levels don't get you, trying to locate the secret ones probably will!

PLAYERS

Possibly the only disappointing aspect since there is no simultaneous play. Even the NES *Super Mario Bros. 3* had a mini-version of *Mario Bros.* included if Mario or Luigi chose to visit the other's current level. Still, there is at least an alternate mode and players can exchange lives.

POWER-UPS

The original *Super Mario* game was one of the first to introduce character altering power-ups and *Super Mario World* carries on that trend in fine style. Of course, there is the magic mushroom to make Mario bigger along with the Fire Flower to give him shooting powers. More dramatic is a cape which allows him to fly -- run fast enough and he lifts off, cape fluttering, and you can build up speed by diving down then sharply pulling up! Mario also has a sidekick buddy, a dinosaur named Yoshi. Once found, Yoshi will carry Mario through the level until hit, in which case he will sprint off.

SAVES

Whenever you complete a castle, or a ghost house, you get the option to save the game using battery back-up. Three separate games can be saved.

CONCLUSION

Despite looking a bit crinkly around the edges, *Super Mario World* is just as playable and involving as it was on the day it was released. Few games can lay claim to the same level of fun and interest as this.



ProScore: 92

RUN, SHOOT & JUMP

ADDAMS FAMILY

OCEAN: 8MBIT
OFFICIAL: £44.99

Although the look of the game has little similarity to the movie, gameplay is solid, making it Ocean's only real SNES hit until *Pugsley's Scavenger Hunt* - which is its sequel. Both games are derivative of *Super Mario World* in many ways, but here the small main sprite is Gomez, not a plumber, and his task is to explore his own haunted house, attempting to rescue his family from the clutches of Abigail Craven.



Addams Family certainly draws on the success of *SMW* with an immense number of levels, all linked by the Hall of Stairs, plus dozens of secret areas. Gomez is an unlikely hero, not really having the appeal of Mario but an agile chap all the same. The animation throughout is pretty impressive yet, without the variation of *SMW*, the graphics do tend to become repetitive.

LEVELS

Nearly every conceivable area of the house has been covered, from the kitchens and ovens to graveyards and conservatories. Over-used aspects, such as spikes, firepits and the odd swimming level aren't too impressive yet the game does come into its own with some clever graphical touches and the odd seemingly insurmountable trap (the addition of invisible walls can make life rather difficult!). There are certainly plenty of levels – almost on a par with *SMW*.

PLAYERS

Unfortunately, *Addams Family* is one of the more insular games, allowing only one player to compete at any one time – there isn't even an alternate mode.

POWER-UPS

Old Gomez is a little limited on the powers front. A rapier and a ball are the only weapons that he can use, but he can jump on his enemies heads if weapon-less – hardly an original idea.

SAVES

A password system saves repetition.

CONCLUSION

While this isn't quite the English equivalent of *Super Mario World*, the *Addams Family* is a fun romp that fans of the Italian plumber will certainly enjoy.

ProScore: 84

SUPER GHOULS AND GHOSTS

CAPCOM: 8MBIT
OFFICIAL: £39:99

***Ghost 'N' Goblins* was a huge coin-op hit way back when, followed a couple of years later with the graphically spectacular *Ghouls 'N' Ghosts*. *Super Ghouls 'N' Ghosts* is an upgraded version of the coin-op with even more levels.**

As the good Knight Arthur, you have to travel through the many fantastical lands of *Ghouls 'N' Ghosts* doing battle with the various ghouls, ogres, giant birds and satanic soldiers in order to rescue Princess Hus! Levels are long with few reset points, so if you lose a life you can be sent back quite a way. The only hint of friendliness lies with Capcom's provision of a pair of Y-fronts – if you get hit you lose your armour but can still continue in your underwear, hopefully collecting a new suit of armour from a treasure chest.



LEVELS

This is where this game really shines with masses of variety and imagination. Levels range from graveyards to snow-topped mountains to ghost ships. And there's plenty of variety within levels too, the ghost ship being followed by a hair-raising ride on an ocean-tossed raft. This diversity together with the many traps – such as ghost chests, tidal waves and earthquake terrain – make the game both intriguing and difficult.





SAVE GAME

No way, you wouldn't want this to be easy now would you... Well, maybe a bit easier, however there are plenty of continues.

PLAYERS

Only one knight can brave the dangers of *Super Ghouls 'N' Ghosts*.

POWER-UPS

A very extensive range of weapons can be found. Daggers, crossbows. flaming torches and swords are all readily available to those who search hard enough. Additionally, magical armoured suits can be discovered – if you manage to hold on to your normal armour long enough – and these enhance your weaponry in different ways.

CONCLUSION

As much about shooting as platforming, this is a gorgeous game with a big and very tough challenge. There is a bit of slow-down and graphics are technically a bit dated in places, however for all-out imagination and variety there's little to challenge this epic.

ProScore: 85

RUN, SHOOT & JUMP

SUPER CASTLEVANIA IV

KONAMI: 8MBIT
OFFICIAL: £44.99

Gore and ghosts await in Konami's spectacular *Super Castlevania IV*. Something of a showpiece, it manages to exploit most of the custom capabilities of the SNES with one heck of a game.

Super Castlevania has it all, both in terms of stunning graphics and varied if tough levels. There are traps galore, with collapsing platforms, underwater spikes and revolving rooms being just some of the tests that Simon Belmont will have to overcome.



LEVELS

There are dozens of stages, mini-levels and secret areas, making this one of the more comprehensive platformers. You don't have any choice over the order in which you go through the game, but there's loads of different monsters and the game does get better (after a visually uninspiring start).

PLAYERS

Super Castlevania IV is another of those games that invites only one player to participate. Boo!

POWER-UPS

Si is well endowed in the power-up stakes. From daggers to crosses to axes, he is one mean adversary. His whip is the best though, not only can it be used in eight directions, it can also loop around certain objects allowing you to swing across gaping chasms!

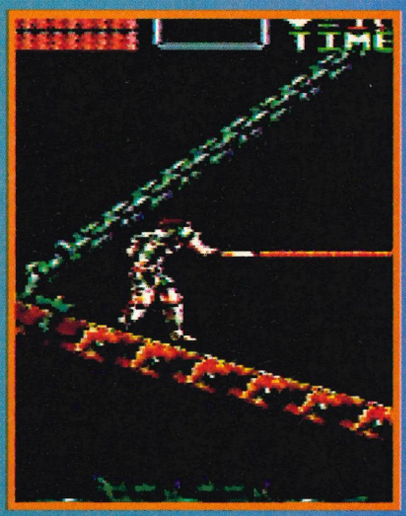
SAVES

You get a password after every level.

CONCLUSION

Super Castlevania not only has a comparatively original theme, allowing for more interesting settings and situations, it is also one of the more action-packed platform games. From the atmospheric opening shots right through to the final showdown with the Count, this will not disappoint! There are the odd slowdown problems, especially on the level with the Mode 7 revolving background, yet overall such grievances are overshadowed by what is one of the best platformers around.

ProScore: 92



JOE & MAC

ELITE: 8MBIT
OFFICIAL: £44.99

This Data East coin-op conversion is nearly pixel-perfect, superbly recreating the cartoon-style caveman antics which made the original such an attractive game.

As one of the troublesome twosome, you must venture forth into dinosaur inhabited lands, clubbing the prehistoric pests into submission so that you can carry onto the next stage. These are selected via a *Mario*-style map, although it's worth noting that you aren't given much of a choice to begin with. Graced by large, colourful graphics, *Joe and Mac* looks good but lacks depth.



LEVELS

Big sprites eat up memory and the number of levels here can't stand serious comparison with either *SMW* or *Addams Family*. This wouldn't be so bad if the levels were as challenging and varied as *Super Ghouls 'N' Ghosts* but they're not. Despite the sheer size of the Mac-eating plants and Joe-crushing dinosaurs, the guardians don't put up much of a fight, while the scenery, ranging from forests to waterfalls to mountains, is hardly on a par with the graphical splendour that is *Super Castlevania IV*.

PLAYERS

At last! *Joe and Mac* is one of the few games that offers simultaneous two-player action and, best of all, it gives you a chance to bludgeon your partner to a pulp. It's not all good, though – should one player die then he will have to sit around while the other player does his stuff.



POWER-UPS

Both limited and predictable, *Joe and Mac* offers little that's new or innovative in terms of weapons or power-ups.

SAVES

No, and it's not needed either!

CONCLUSION

While the cartoon graphics look pretty tasty and the sound does a good job, *Joe and Mac* lacks serious challenge.

ProScore: 69

SUPER ADVENTURE ISLAND

HUDSONSOFT: 8MBIT
OFFICIAL: £44.99

***Wonderboy* was obviously the source of the inspiration for *Super Adventure Island* and, as with so many other clones, by copying one idea and mixing it with such a mish-mash of others, *Super Adventure Island* doesn't really make the grade.**

As the rather young Master Higgins, you must brave the desert islands and native-infested caves, using a variety of weapons and the odd skateboard. Surviving the rigours of the *Adventure Island* is not an easy task – one hit and you're gone so great care is needed throughout.

LEVELS

There are both a limited number of levels as well as a limited number of ideas in *Super Adventure Island*. The obligatory deserts, complete with palm trees and caves, make up the main bulk of the initial levels. Later on things do improve slightly with a trip through a whale being the highlight of a bunch of themes.

PLAYERS

To be quite honest, it would have been silly to suggest that two players would even want to play at the same time!

POWER-UPS

A very limited number of power-ups are available to the happening Higgins. Boomerangs and axes are his main companions on this trip, each one being upgradeable to make them slightly more powerful. There is also a skateboard which you can hop on should you find one but, alas, there aren't any dinosaurs to ride as there were in previous versions of the game.

SAVES

No - thankyou very much.

CONCLUSION

It's not just the lacklustre idea and limited concept that make *Super Adventure Island* unenjoyable. The graphic of the main character is a wobbling blob, causing control to be frustrating especially when aboard a skateboard. The only worthwhile feature is the foot tapping music, but this alone can hardly lift the game out of the hole it slipped into on the drawing board.



ProScore: 42

RUN, SHOOT & JUMP

HOME ALONE

THQ: 4MBIT
OFFICIAL: £44.99

With every hit movie there's got to be a video game conversion and, following hot on the heels of *Addams Family*, there came *Home Alone*. Unfortunately one of the most successful movies of all time has been made into one of the duffest platformers ever!



Everybody who saw the film will know the basic story line: as Kev you must see off the thieves who have entered your house to nick your valuables. It's a matter of running around the house, retrieving the valuables and dropping them down into the family vault. Kev can only carry up to six items at a time, and with twenty or so to collect that means a lot of running around!

LEVELS

The house includes everything from bathrooms to bedrooms, each with their own individual obstacles as well as the odd thief. The layout of the house doesn't change too much when you have successfully retrieved one group of items, so as a lasting challenge it doesn't rate as one of the best.

PLAYERS

You're on your own!



POWER-UPS

There aren't many power-ups as such, except the odd boomerang or pop gun. Instead it's up to you to set off traps, such as pushing irons and paint tins onto the head of a passing crook. It's about as dull as it sounds.

SAVES

No. What would be the point?

CONCLUSION

While some younger players may enjoy the thrill of playing lil' ol' Kev, the more discerning player may find it all a mite childish and definitely too easy. Not what you would call a classic platform game and well worth avoiding.

ProScore: 49

DINOSAURS/ DINO CITY

IREM: 8MBIT
IMPORT

Although the man and dino pairing may remind you of Mario and Yoshi, *Dino City* is a very different game with much bigger sprites and better graphics all round. However the snazzy graphics mean there's nowhere near as many levels as *SMW*.

As in *SMW* you can cheerfully ride atop your dino, jumping on things to flatten them. But when you get off this dino he doesn't run off, he stays put and you can stand on him to reach otherwise inaccessible areas. In fact you can take direct control of the dino, swapping between him and the man via the L/R buttons. However both must be together to leave a screen which gives the game some puzzle aspects.

LEVELS

The different levels initially appear to be very varied. They range from the typical platform romp of jumping and jumping all the way to climbing onto great wheels that whiz through the sky. Unfortunately levels start repeating themselves later on. Thus the excitement felt when you jumped onto the first roller may fade after the third ride.







PLAYERS

Alternate two players. One player gets pink-bowed dino and girl child.

POWER-UPS

There are no power-ups here really except for the usual 1-Ups and energy boosters.

SAVES

A (very long) password is given at the end of every level.

CONCLUSION

A good little game. It's colourful, full of imagination and cram packed with brain teasers to keep you mentally stimulated. It's also full of action so there's no time to rest. Graphics aren't excellent but are more than adequate whilst the Guardians, ranging from dragony snaky things to a great metal construction that inches towards you and your death, are all excellent. The only problem with *Dino City* is that it's perhaps a little bit too easy.

ProScore: 86

FELLOW GERIATRICS

Capcom's *Magic Sword* we covered last issue as it's finally doddered its way to an official UK release. In truth there aren't that many platforms in this, just lots of repetitive hackin' 'n' slashing. Sony Imagesoft's *Jerry Boy* (AKA *Smartball*) is a weird platformer with lots of wibbly, jelly-like sprites and a reasonable challenge. *Metal Jacket* from Atlus may well be challenging but with dreadful graphics, sound and gameplay who cares? Finally there's *Musya* from Datem. With poor graphics, annoying sound and awful gameplay it's in the running for the worst SNES game ever. Avoid at all costs!

ON YOURS TOES FOR NEXT MONTH...

And our in-depth guide to the most popular SNES game genre continues with the second-generation, games like *Dragon's Lair* and *Hook*. DON'T MISS IT!

A SILVERE

"The CD-ROM Drive is as big a leap up from the SNES as the SNES was from the NES." So says Psygnosis' technical boffin, Dominic Mallinson, as endless speculation about the new system finally draws to a close with the publication of solid specifications. Over the page we give you the technical breakdown, but first Stuart Wynne experiences *Microcosm*, likely to be one of the first and most spectacular Nintendo CD-ROM games.



Psygnosis' Century House is a glimpse into the future of video gaming, its spacious offices dominated by the indigo towers of Silicon Graphics workstations. It's a future where any image you could conceive of can be created in solid 3D with perfect texture and shading, then moved wherever you want it, however you want it. These machines produce images which make the multi-million dollar supercomputer wizardry of *Tron* and *The Last Starfighter* seem very tame.

All very nice, you might think, but what's that got to with my SNES? Well the link is CD-ROM and Full Motion Video (FMV). The images churned out by those indigo towers are for *Microcosm*, a state-of-the-art shoot-'em-up which Psygnosis plan to release on all CD-ROM machines. The first version will be for the FM Towns, a £2,000 super PC which is currently the world's best CD-ROM games machine. But as it happens the Nintendo Drive (ND) will offer similar performance as regards FMV.

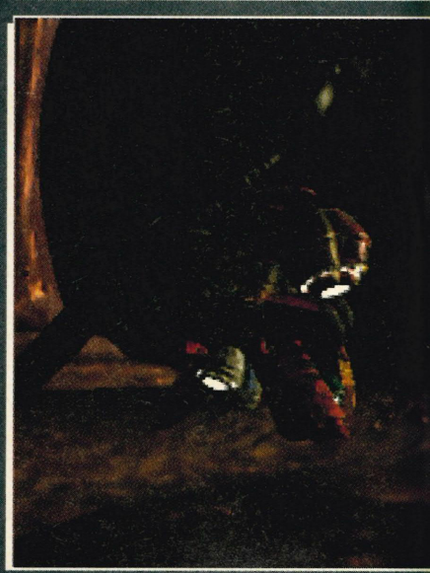
Now as you know your SNES is capable of displaying digitized images of near video quality. The problem is that more than a handful would soon fill up a cart. FMV combines the high quality graphics potential of a computer or console with the huge memory capacity of a CD to play movies. Of course there's more to it than that, even CDs have limited memory, while drawing the data off the disk and through graphics chips fast enough to produce a believable number of frames of animation requires hugely powerful compression techniques.

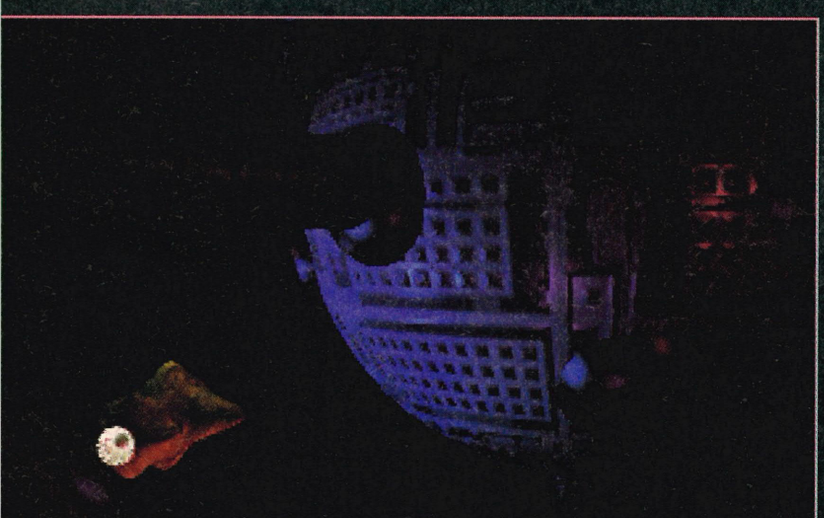
FMV movies can be digitized versions of movie clips, or fantastic sequences created inside the Silicon Graphics workstations, and obviously make for spectacular intro sequences, death sequences and so on. However *Microcosm* uses FMV not only to pull in animated inter-level sequences but also the mega-guardians you fight and even the tunnels you fly down.

Those beautifully textured tunnels, for example, were originally created and animated on the workstations. Then compressed and reworked for the FM Towns which plays the tunnel as a movie behind enemy graphics sprites. To attempt this tunnel effect normally you'd have to try to use sprites for an effect which, if it worked at all, would be both jerky and blocky. With FMV you can be flying down video film of a real artery! And as you can see, mega guardians are even more impressive; massive monsters which your SNES would have a nervous breakdown trying to draw normally.

Microcosm also has up to forty 'fast cuts' per level. Fast cuts are tiny, two or three second sequences showing a cinematic, exterior view of say an enemy object exploding near your ship, or whizzing past, or whatever. These fast cuts are stunning to look at, but so fast and varied you'd have to play the game for months to grow tired of them.

Microcosm is a mind-blowing experience!





POWER BLUE

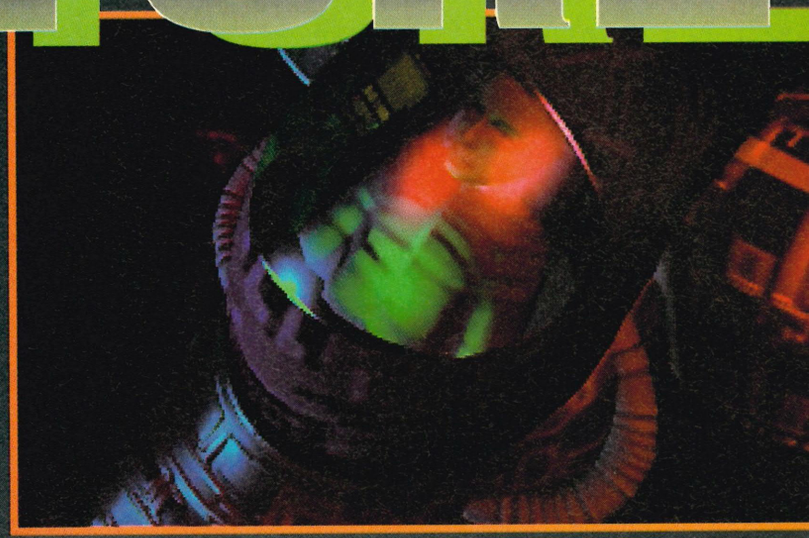
The machines which make *Microcosm*'s FMV sequences so stunning are Silicon Graphics workstations, 24-bit powerhouses which together with almost equally expensive graphics software clock in at £20,000 each. Psygnosis decided CD-ROM was the Next Big Thing in 1991 and bought the workstations a year later. Although they're popular with giant American companies like EA and Lucasfilm, Psygnosis are pioneering their use in creating movie-like footage for FMV-heavy games like *Microcosm*.

Movie sequences always begin with a "set" and the objects within it. These can either be drawn on a workstation or scanned in from a photograph. Once you've got your set-up you can texture all the surfaces by drawing them or scanning in images to wrap around a shape. Next you position your light source to create realistic shading. Then all you need to do is to tell the workstation the co-ordinates of where moving objects will end up at, their speed and even how the 'camera' perspective should change. When this is done the workstation will carry out millions of calculations to produce a a mini-movie, consisting of up to 30 pictures – animation frames – for each second of finished film. A few seconds of film can take many hours to work-out!

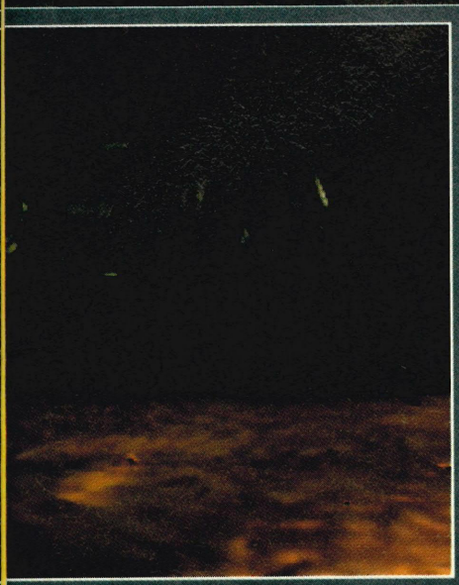
As programmer Andrew Toone accurately puts it the workstations produce 'hideously beautiful' images which can then be converted to whatever standard is required. The project has been running for two years already and now has five programmers, eight artists, two musicians and one producer; Richard Brown.

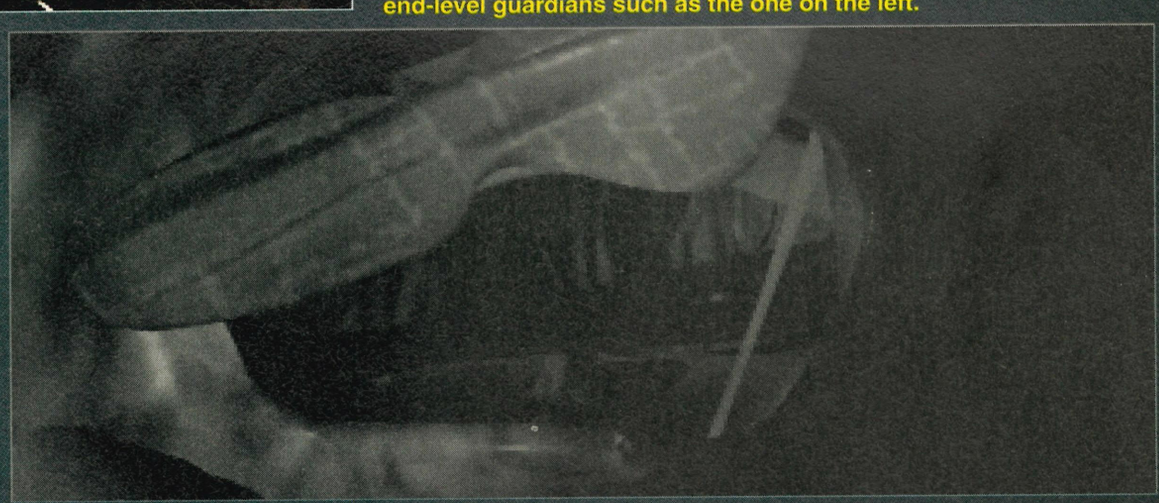
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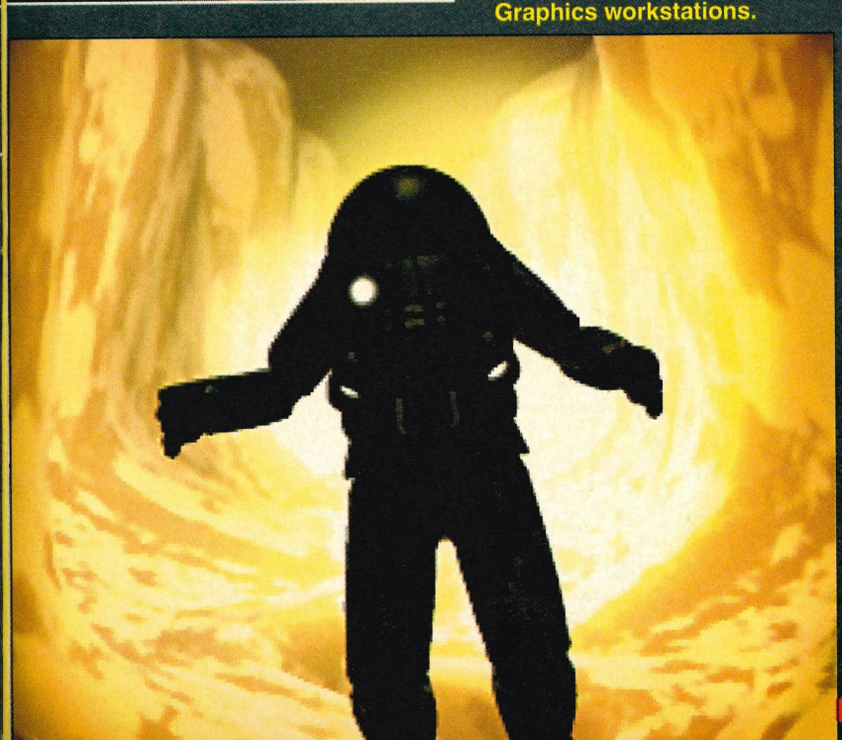


Intro and death sequences (above and below, respectively) are as awesome as an optimistic would expect of CD-ROM, but the really mind-blowing sequences are when you actually fight spectacular end-level guardians such as the one on the left.





On the left a spidery end-level guardian demonstrates the 'horrible beauty' of Silicon Graphics workstations.



Andrew Toone admits "we had to learn an awful lot, I mean beside the art and technical stuff, there was a lot of pure organization work." Watching the game run, flawlessly integrating numerous workstation mini-movies, you begin to appreciate the scale of the task.

MICRO MAPPING

The game itself is described as a classic "shoot-'em-up... fairly simple, but still one of the best shoot-'em-ups you'll ever play." Its scenario is a 90s version of *Fantastic Voyage* with a mini-sub being miniaturized and then injected into a human body. There are six levels in all, each consisting of a maze of tunnels. All routes will ultimately take you to the end-level guardian, but some are quicker than others and mapping is advised.

After watching it run you have to say gameplay could be *Space Invaders* and you wouldn't be able to leave it alone. The integration of the workstation produced imagery is so seamless as to be utterly mesmerizing. But Richard Brown promises gameplay will be strong as well and mega-guardians are certainly the most spectacular I've ever seen!

ND VERSION

According to Dominic Mallinson any ND version should be virtually identical to the FM Towns version you see illustrated. "SNES CD-ROM is better than the FM Towns... the processor is faster. Screen resolution is slightly lower, but even with the Towns we work to a lower, TV resolution so that doesn't make much difference." Argonaut's Jez San agreed; "It's significantly better than the FM Towns, in processor speed and RAM, plus it's got a double-speed CD-ROM Drive." In short, the SNES's silvered future is very bright!

FEATURE

A SILVERED FUTURE

"None of the CD-based systems from Philips, Tandy, Commodore or Sega can achieve the level of gameplay acceptable to Nintendo. For this reason, Nintendo has scrapped plans to launch a 16-bit system and will develop a 32-bit system." That was Nintendo's statement at the US CES, but by then the Super NES ND (Nintendo Drive) was in fact already near completion in design terms with specifications going out to numerous games developers. Stuart Wynne examines its internals.

The ND will be a crucial machine for Nintendo, possibly as important as the SNES itself. In the States there's the 32-bit 3DO, a supposedly 64-bit Atari Jaguar and a whole host of other machines due out by the end of the year. Most will have CD-ROM drives, all will have processor power far in excess of the SNES's hybrid 8-bit/16-bit chip.

The first step in Nintendo's response lies with its old trick of uprating the standard console by sneaking custom chips into the carts. The 32-bit Special F/X chip is the ultimate example of this, but as *Microcosm* proves the future lies with CD-ROM. Fortunately the ND looks like not only an excellent CD-ROM Drive, but also a powerful upgrade for the SNES's gaming hardware. So let's examine the SNES/ND set-up in more detail.

YOUR SNES

However powerful the plug-in hardware the images which appear on your TV have still got to go through the SNES itself. It's fortunate then that the SNES has such a good specification. Its graphics handling Video Display Processor (VDP) is a powerful 16-bit unit. It offers 32,768 colours (compared to 512 for the Mega Drive) with 256 on-screen at any one time (64 for the Mega Drive). With most games this just means a more subtle look for the SNES, however for applications such as FMV this bigger palette is vital. If your palette is as restricted as the Mega Drive's there's no way you can ever simulate a movie-like picture, you'll end up with blotchy colours.

IN THE BOX

When you get your own SNES ND the box will contain the Drive itself, a System Cart and a power supply. The Drive will be roughly the same size as the SNES and fit underneath it. The brains of the machine won't be in the Drive however, but rather the System Cart. This is partly because the SNES doesn't have an edge connector – so Nintendo have to use the ROM cart connection inside – but also makes future upgrades easier.

IN THE CADDY

The caddy is the box in which your CDs will be contained. This helps protect them from scratches which could destroy vital data, but also includes special chips. Of course there'll be a security chip to stop piracy, and probably prevent Japanese games playing on English machines (groan), but there'll also be 256Kbit of battery backed-up RAM for save games.

IN THE CART

The heart of the ND is a co-processor which will massively increase the SNES's power. This chip has been designed by Nintendo themselves and isn't the Special F/X one, although they are both 32-bit RISC chips. RISC stands for Reduced Instruction Set Construction, which basically means it's simpler than a normal chip so as to be a lot faster and more flexible. Its clock speed is 21.477MHz (compared to the SNES's 3.58MHz) and being 32-bit it can handle over 32 times as much data in each cycle as an 8-bit chip. On top of this there's an 8Kbit chip cache (where frequently accessed memory can be stored for, yes, more speed).

This will make graphic slow-down, sprite flicker and so on very much things of the past. And while not specifically designed for 3D graphics, simply by virtue of its power will make graphics similar to *Star Fox* possible without need for a custom chip.

The ND also has yet another microprocessor, a 16-bit 65C02 running at 4.3MHz, known as HANDS (Hyper Advanced Nintendo Data transfer System). HANDS is designed to allow the ND to read from the CD-ROM *without* using the 32-bit co-processor. It will be able to convert data into a more useable form entirely on its own. To help it do this it has its own memory, 4Mbits of D-RAM (Dynamic-RAM is faster than normal memory chips). This emphaises the point that the 32-bit chip is a SNES upgrade rather than purely a CD-ROM chip.

There's also another 8MBits of D-RAM, which is shared by both the ND's co-processors. This memory gives the 32-bit chip plenty of memory to use without being slowed down by the SNES itself, which in many cases will only be used to simply display the results of the ND's processing! Further memory comes from 2MBit of Mask ROM, which is specifically for upgrading the SNES's memory, not the ND, and 1MBit of PSRAM which is used similarly.

All this power is needed because the CD-ROM can contain 550Mbytes of game code (with one megabyte being the size of a standard SNES cart!). The ND can access any part of this data in 0.7 seconds and transfer it into memory at a rate of between 150 and 300 kilobytes per second!



CONCLUSION

For what all this means let's return to Mr Mallinson: "The graphics power of the new machine will almost certainly corner the market. The 3DO is due out October/November but they're still working on software... [the ND/SNES] will match most PCs in processor speed and exceed them in graphic speed. Only a high range 50MHz 486 could exceed this set-up."

Ocean's Gary Bracey agreed the reported specification was "terrific . It can't do proper broadcast quality FMV – nothing will be able to do that for a few years yet – but it's an excellent spec and a lot better than the FM Towns." SP

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B.O.B, as you'll know (see page 75), is not your average SNES hero. He's as ugly as a bug with absolutely no trace of cuteness in his metallic bones whatsoever. He's also a bit of a mover, a shaker, a funky groovster. Just watch him dance at the end of each level. It's cool!

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So here are THE QUESTIONS:-

1 - *From where do B.O.B.'s gadgets come from?*
a - His tum.
b - His head.
c - The planet Moomin.

2 - *Why is B.O.B. in such a hurry?*
a - He's late for a date with his girlfriend.
b - He wants to get to his Quaker meeting on time.
c - He's overdosed on black coffee.

3 - *Which one of the following Bobs sang Desolation Row?*
a - Bob Woodward.
b - Bob Hope.
c - Bob Dylan.

The closing date for this easy comp is the 28th of June, so don't sit there all day.
The Editor's decision will probably be final.
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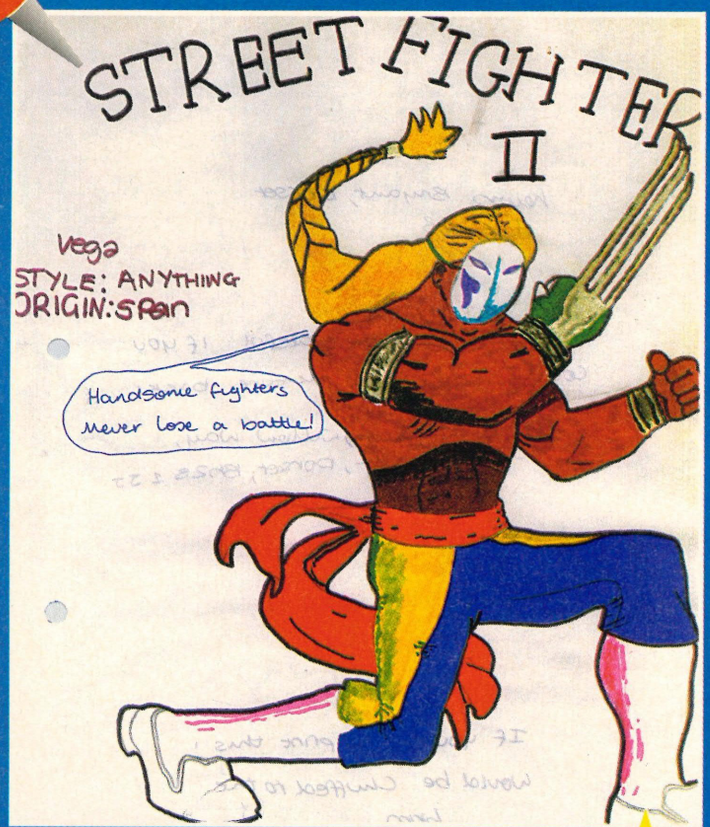
Hurrah! At last a selection of artwork has winged its way to my muddled desk. I knew you'd all buckle down eventually. I've saved most of them for next month, but one treat is available for your admiring glances immediately. Good, isn't it?

There have been some strange letters this month, it must be said, but I enjoy them all, however sarcastic and seemingly loveless my responses may seem. For example, some poor soul has had his letter deconstructed this month which might, on reflection, be upsetting for him. But, legibility and proper grammar are important when you're writing to people, as my beloved English teacher always used to say. Besides which, both the editor and myself are overjoyed to find someone, at last, with worse handwriting than ourselves!

That blue picture up there is a pretty accurate depiction of myself at the moment, suffering from a terrible cold. Not that it has in any way affected the quality of my work. Oh no. Still, a collection is being held at these offices for clean hankies, so feel free to post me a few.

On with the letters!

MARK



And straight away, generous me is giving away a cart to LEWIS BRYANT from DORSET, for this excellent piece of artwork. Just send in your choice of game Lewis, and the rest of you, see how excellence and effort are rewarded. Don't be so idle, gameplayers!

VIENNESE DREAMS

Gentlemen,

I am an American English teacher currently working in Bratislava, Slovakia. While recently perusing through a Vienna magazine shop I discovered your fine publication. At last, an intelligent yet witty video gaming magazine! Although it cost me three days' salary, I couldn't resist purchasing SUPERPRO. I merely went without food for a while to compensate for the financial loss. So you owe me.

I own an American version of the Super Nintendo. Your magazine has given me an intense desire to get my hands on my SNES. Having it transported here is no problem (friends will visit in late February), but I have a question about compatibility. Can I use my American system here in Slovakia? Will I need special interface cables. I already have a 50 Watt electricity adaptor, but I suspect that I need an interface between the SNES and the television. My television, incidentally, is a Tesla black & white model which was apparently manufactured around the turn of the century. What's the deal?

If you could respond personally to my letter I would be extremely grateful. Even overwhelmed. In fact, I might immediately order a subscription to SUPERPRO. Thanks for your help, and keep up the good work!

SEAN MICHAEL, SLOVAKIA.



You know, readers, some letters are so incredibly bizarre, that I end up spending many minutes wondering whether certain people are sitting in their cosy, suburban homes, simply undergoing enormously stressful life changes that manifest themselves by turning their victims into fanciful writers of fiction. Picture the scene if you will. Joe Poggs is sitting in his small, cosy bedroom, surrounded by Cindy Crawford posters, his unmade bed hiding his small but blossoming collection of biology magazines. Downstairs, his loveless parents shout and scream over the latest poll tax demand. Before him, Joe's eyes are focused on his TV, which is yet again, failing to sustain his interest, but in his mind, Joe Poggs isn't Joe Poggs anymore. He's Sean... Sean Michael (a cross between the rugged world-weariness of Sean Connery and the slippery gorgeousness of Michael Hutchance) and he isn't a semi-psychotic, angst ridden youth. Oh no. He's an English teacher, a vocation of integrity and value. And he isn't cowering in a poxy flat in some inner city estate. No, he's in Vienna, and it's black and white, misty, and in perpetual slow motion like an Ultravox video.

He's spent his cigarette ration SUPERPRO AND HE'S WRITING TO ASK ME IF HIS SNES WILL WORK ON A SLOVAKIAN TV?????!! Nevertheless the Ed insists I attempt an answer, even if I do feel myself creepily ensnared in someone else's loopy fantasy. A US SNES will be for the NTSC TV system and won't work with any other TV standard without a SCART connection – highly unlikely on an old TV. Alternatively you could try a PAL booster from Fire & Ice Ltd. This converts an NTSC signal to PAL I (UK) or PAL B (most of Europe). If you've got PAL B then call Fire on 0924 430405.

OF AN ADMIRABLE LENGTH

Dear SUPERPRO,

I felt that I must write in to congratulate you all on your excellent product. Your reviews and articles are all of an admirable length, and April's feature on Imagitech was particularly entertains and informative. More similar features on the industry itself, please!

However, as I'm studying graphic design at school, it's the visual side of the magazine I've written to pass particularly favourable comment on. Unlike so may other computer titles, who tend to favour an homogeneous style, with each review bleeding inex-

orably into the next, your review layouts really seem to have been designed around each individual game, taking into consideration the particular game's style and content. This breaks the magazine up, and makes each review unique and attractive. Surely this takes a long time? On your masthead it says there are only two designers. How do you manage? How do you put the magazine together? Do you need another assistant designer?

Hope the spelling is okay. I know what you're like, Mark.

Yours hopefully,

STUART WESTER, HULL

What a joy it is to read a thoughtful, well structured letter. Thanks for the compliments Stuart. We think so.

The reviews are (slowly) written by our staff writers on* Microsoft Word, *and the screenshots are taken using a grabber called* Kingfisher. *James (Bossman) and myself (humble servant) use* Adobe Illustrator *to draw the logos and then all the information I put into one folder and taken to the design package,* QuarkXpress. *Basically, the monitor shows a blank page, and all the pictures and bits of writing are taken from the folder and put into boxes on the page. Them it's simply a question of arranging and organising these separate boxes. This brief summation doesn't, however, demonstrate the extraordinary skill required to produce such super spreads. Honest.

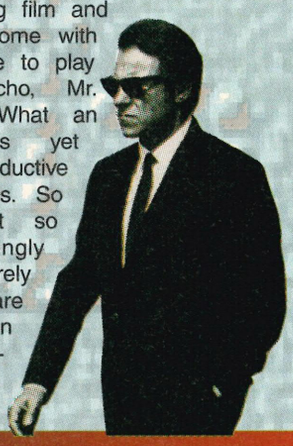
If you really want to get into design, I suggest you get onto a B.A. course for design, so that you can get your hands on the packages you'll need for a career. If you check out The Guardian every Monday, and look at the design jobs available, the one qualification they'll all require (apart from experience and enthusiasm) is knowledge of* QuarkXpress. *Learn it at college, though, if you can, because specialist courses for non-students are incredibly expensive.

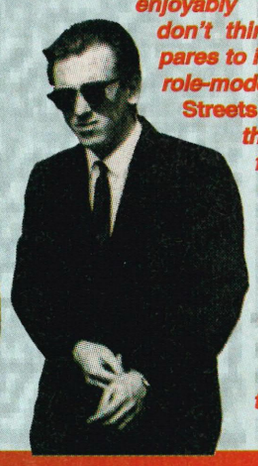
And now, a psychopath...

SURELY IT WAS MR. PINK

Dear SUPERPRO,

Urgent question. I'm throbbing with accelerated testosterone levels after watching that most superb film, *Reservoir Dogs*, and I must know, is there a a company out there planning to take up the licence and produce a game? It really is a most astounding film and I'm overcome with the desire to play the psycho, Mr. Blonde. What an horrendous yet slyly seductive idol he is. So cool, yet so unremmitingly evil. Surely Konami are at work on a conversion?





Yours,

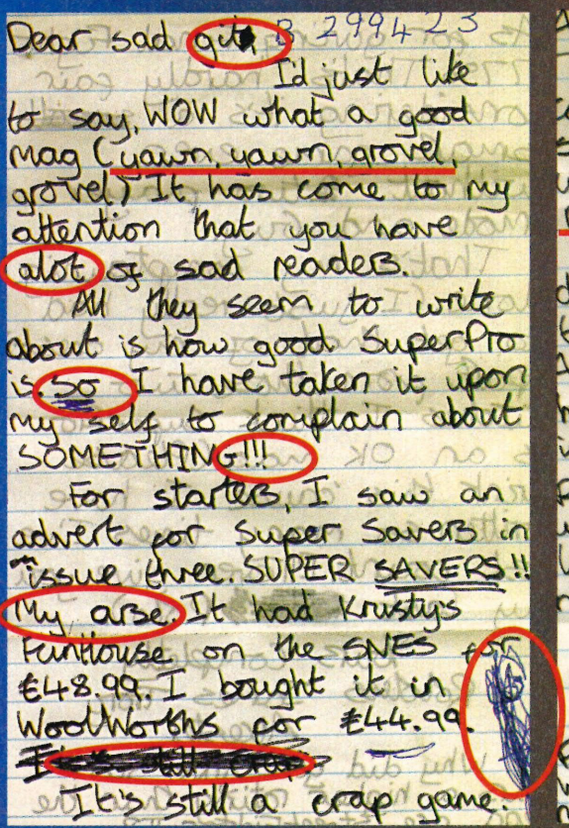
MR. PASTY GREY WITH BLONDE SPECKLES, OVERPOPULATED SUBURBIA.

P.S. Mr. Pink shot Mr. White. It's obvious. He came back for the money.

Konami may, unbeknownst to myself (although little is), secretly be developing a tasteful, responsible, wholesome adaptation of your favourite film but I wouldn't bet more than 2p on it.

Personally, whilst I found the fim enjoyably violent, I don't think it compares to it's obvious role-model,* Mean Streets. *Now there was a film that dealt with modern day anti-heros, urgently seeking spiritual redemption. Tops.

MOST RED INK OF THE MONTH



Dear sad git 2994 23

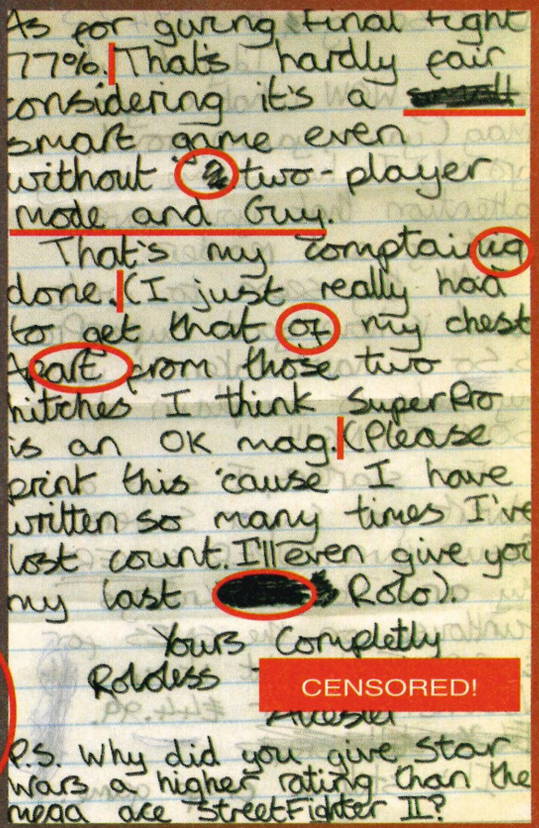
I'd just like to say, WOW what a good mag (yawn, yawn, grovel, grovel) It has come to my attention that you have alot of sad readers.

All they seem to write about is how good SuperPro is so I have taken it upon myself to complain about SOMETHING!!!

For starters, I saw an advert for Super Savers in issue three. SUPER SAVERS!! My arse. It had Krustys Funhouse on the SNES for £48.99. I bought it in WoodWorths for £44.99.

I [redacted]

It's still a crap game.



As for giving final right 77%. That's hardly fair considering it's a [redacted] smart game even without the two-player mode and Guy.

That's my complaining done. (I just really had to get that of my chest Apart from those two hitches I think SuperPro is an OK mag. Please print this 'cause I have written so many times I've lost count. I'll even give you my last [redacted] Roto).

Yours Completly

Roldess

CENSORED!

P.S. Why did you give Star Wars a higher rating than the mega ace StreetFighter II?

Ooops. What a duffer. This new award has been especially initiated just for **JAMES *******, who honoured my in-tray this month with the worst examples of grammatical ignorance I've ever stumbled upon. Really, Jimmy, it was the scrappiest piece of notepaper I've ever seen, you idle, scruffy toad.

Super Savers have loads of really good bargains, but they can't really promise that other outlets will have better deals. That's a capitalist society for you. Competitive. *Krusty's Funhouse* has now been reduced by our Super Savers, and let's face it, it's a lot more fun sending off for a game, eagerly waiting for an exciting brown parcel, rather than slogging around your average, miserable high street store. Don't you agree?

As to *SFII* vs. *Super Star Wars*, there wasn't really much in it, was there? *Super Star Wars* did, we felt, have better sound, and more impressive graphics, an opinion borne out very much by other magazines' reviews. Still, I'd be interested to read other opinions on the subject. There's a bag of goodies on its way to you, Jimmy, for being a sport, O.K.?

CENSORED!?

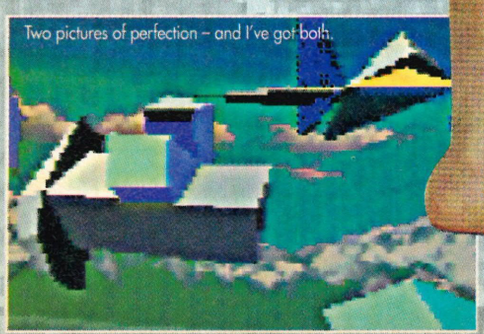
Dear SUPERPRO,
You absolute rotter. Mark Wynne, you are a kill-joy, a charlatan, and a downright tease. After all the emotion I poured into my last letter (PURPLE ANXIETY), I had to endure the tortuous downer of having my letter printed but NOT the photograph, I'd selflessly enclosed, of THE VOLUPTUOUS VIXEN! Are you a sadist? I hereby demand, for the second and final time, that you print said photograph forthwith.

As a side issue, when is *StarFox* going to be available? I'm sick to death of reading how splendicious this nugget of a game is, and I must admit, that the tips photos you printed of it in your latest issue, excited me almost as much as Vixen had. In fact, as I'm writing this letter, the hate I'm feeling for you (yes you, Marky Parky bugger) is swelling. Not only have you stolen my most treasured possession for your own, dubious satisfaction, but you're also, no doubt, endlessly playing *Starfox*, whilst I have nothing. Life really is a corn on a pig trotter.

MIFFED AND STILL SLIGHTLY SQUASHY.

Unfortunately, Squashy, there simply wasn't enough room last month to squeeze your babe between my sheets (of paper), but so heartfelt is your plea, that I hereby reproduce your beloved in all her splendour, just for you (and me both). She would, as you previously suggested, make a superb SUPERPRO model, but who's going to pay her wage?

Your presumption that I've been endlessly playing Starfox is quite correct. What can I say? It's absolutely brilliant, and as office champ (ignore any Ed. comments (such as who finished the game first, perhaps? – Ed)) I've been obliged to solve as much of the game as possible. The UK release date has been brought forward to April, so you'd better get saving. And don't forget that it's being released as Starwing now.



Two pictures of perfection – and I've got both.



Photo courtesy of IPC Magazines

IT'S A SCAM!

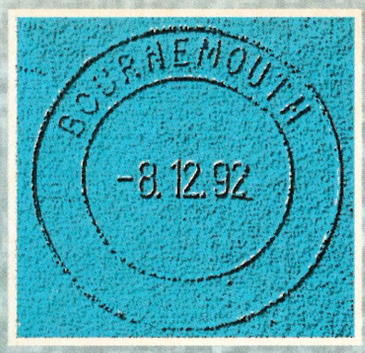
Dear SUPERPRO,
After purchasing my U.K. SNES *Mario World* pack, way back in May of last year, I was pretty chuffed with my set-up until I realised that I had over-looked the fact that the game cart had no box or decent sturdy case (eg Gameboy case). This is no real problem as I store all of my carts in a safe drawer, where they cannot be dropped or walked on etc. What does grate, however, is point 5 in the "Game Pak precautions/ maintainence" section in the UK "Consumer information and precautions booklet", which states:

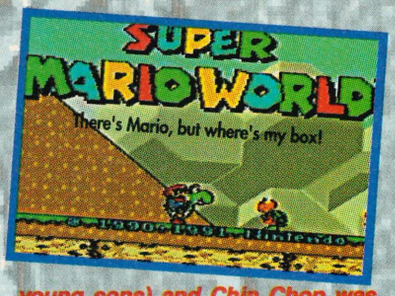
"Always store the game pak in its protective cover when not in use".

My point is, what exactly are Bandai/Nintendo referring to when they say "Protective cover"? Surely not the machine box (which the cart is contained in), or the transparent, polythene thingy (what could this protect the cart from? Atmospheric pressure)?

So come on, Nintendo. Where or what is the "protective cover" for *Mario World*?
Thanks for listening.
Yours, puzzled,
STACEY JAMES, SWANSEA.
P.S. Long live SUPERPRO, the only SNES mag with honest, to the point reviews, and a sense of humour!

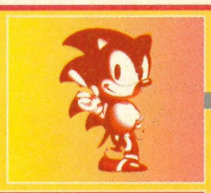
Well, Stacey. I phoned up Nintendo on your behalf (it's not cheap ringing Japan believe me!) and managed to get through to the head honcho, top chief of computer games wizardry, Chin Chop Hassal. As soon as he found out that I was assistant designer on SUPERPRO (Japan's favourite read, even un-translated) and, more importantly, the editor's brother, he immediately became very apologetic, especially when I confronted him, Cook-like, with you serious allegation of both mis-information and criminal negligence. He was soon squealing like a pig, overcome with remorse as I sternly admonished him for his company's gross unprofessionalism, and he apologised endlessly for his behaviour. I eventually forgave him on your behalf, and accepted his invitation to lunch at his home, the next day. I thought he might have backed out, but, at 10 on the dot, the Nintendo helicopter appeared on the Paragon Publishing roof, and there in the front seat, looking cheeky but anxious, was Chin Chop himself, with a bunch of flowers and a presentation wrapped copy of my favourite game (the charmer), Starfox. Lunch was fun (his wife was eager to please, her fawning matched only by Chin Chop's two young sons) and Chin Chop was soon relating the many troubles of being a top gamey person in the notoriously cut and thrust country of Japan. He laughed when I said, "surely you mean, cut and decapitate?", and then listened patiently whilst I related the many stresses and strains of working for a top publishing house. But I'm digressing, terribly. Chin Chop's promised to send you three squillion pounds compensation, Stacey boy, so get down to the front door and wait for Mr postie man. And if you discover any more, world news class scams, don't hesitate to write to me. Because you know that I care as much as you.



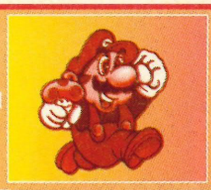


What a month! There've been so many scrummy, brilliant games to layout that the time has simply flown by. Well, jogged briskly past. Come to think of it, the stresses and strains of moving flat more than countered the relative pleasures of work this month (landlords really are scum – what else can I say?). In fact, perhaps the real reason I've stayed late, working enthusiastically so often this week, is because I haven't got any central heating at my new abode. Still, you can't have everything now, can you. And summer is coming. Send your flat warming pressies to:
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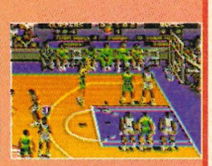
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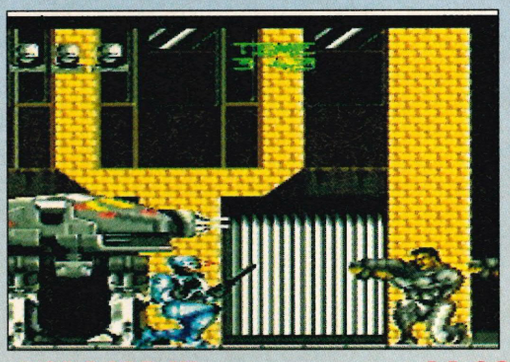


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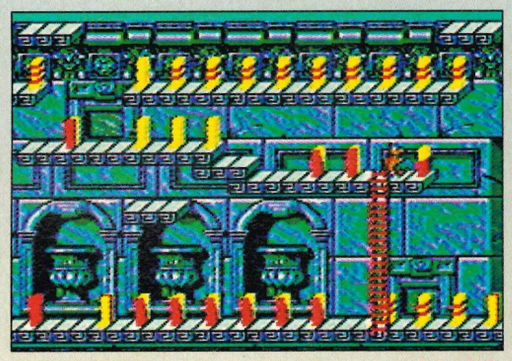


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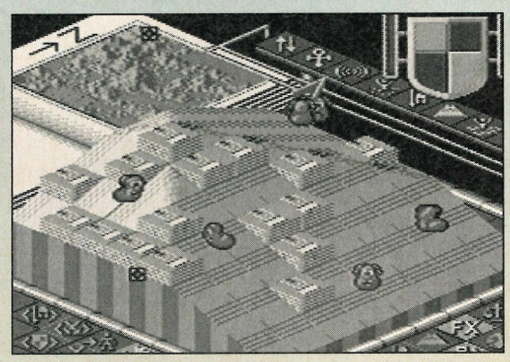


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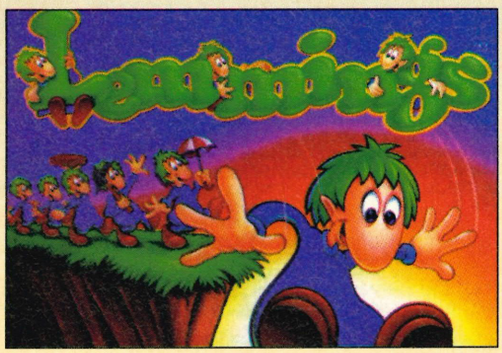


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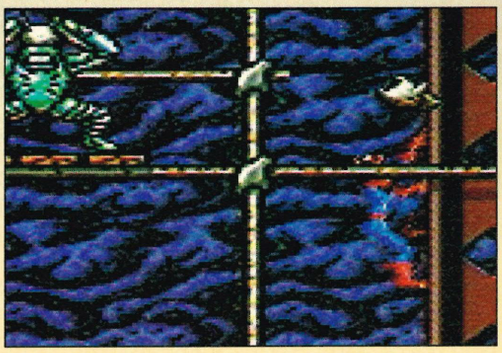
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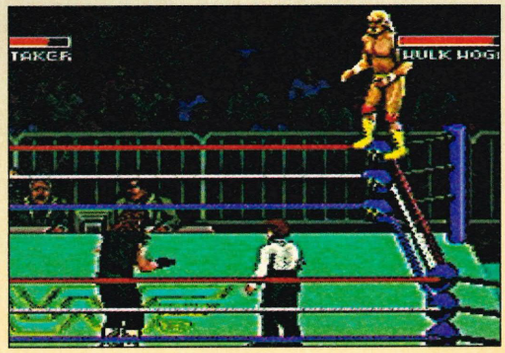
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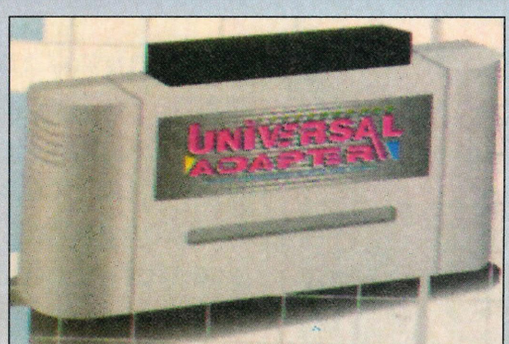


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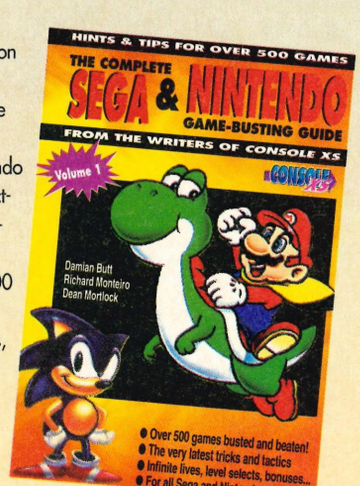
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Phew! What a scorcher it's been this month, what with the summer months looming on the horizon, the atmosphere here in the SUPERPRO offices is certainly hotting up. As always, scattered over the following pages is the essential playing guide for all you game busting addicts who, like me, enjoy nothing better than giving the latest games a good thrashing! So goodbye for now and keep those cheats flooding in!





Wait by the rock and keep shooting the lizards to reveal extra power-ups.

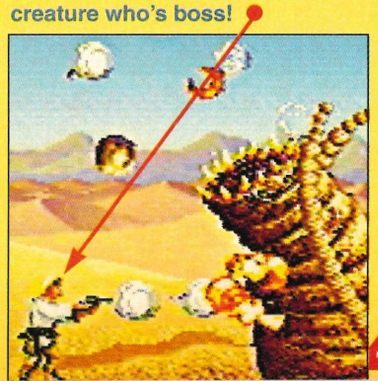
The movie that saved Hollywood finally came to the SNES last year and, thanks to JVC/LucasArts, it was undoubtedly the best film licence yet. The attention to detail is staggering with the most insignificant creatures (such as the toads on level five), drawn from preproduction sketches or tiny scenes in later movies (like *Jedi*). Now that it's finally due for official UK release, Ryan Butt brings you the complete solution.

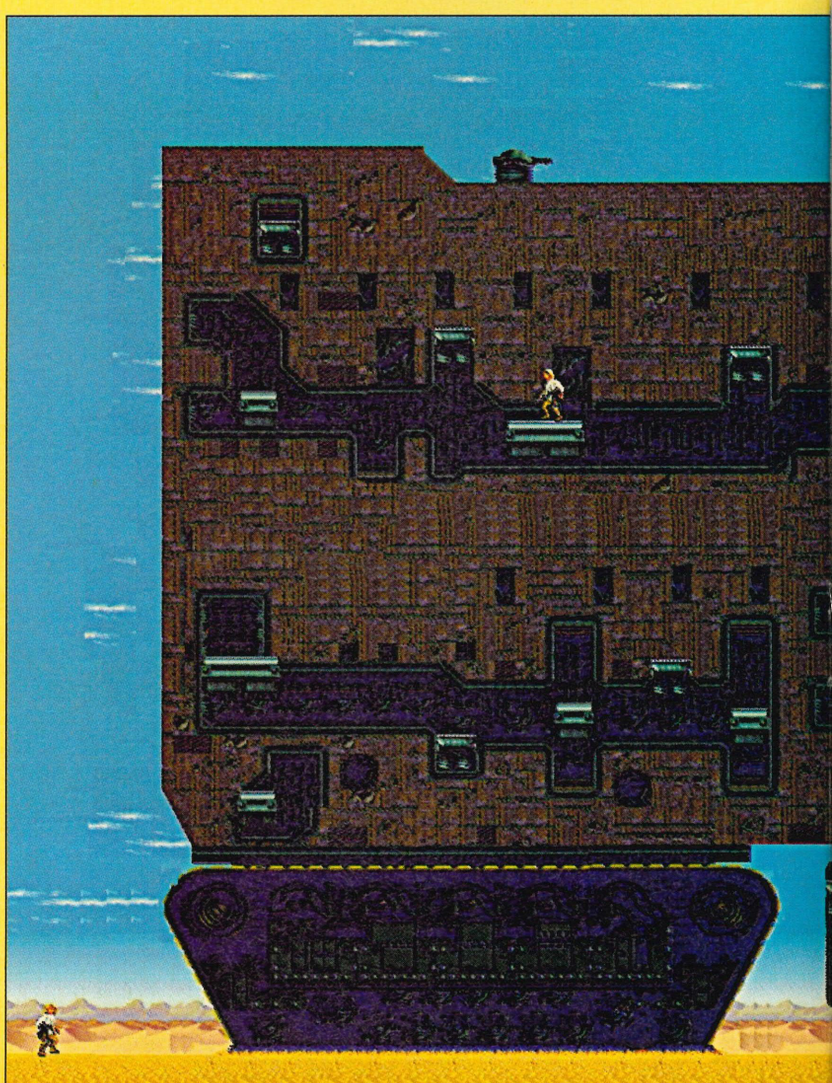
LEVEL 1 (DUNE SEA)

A mellow introduction into the game, this level shouldn't give you any problems. Use your blaster to pick off the birds before they swoop at you, and beware of the mutant lizards; these creatures multiply at lightning speed and will constantly try to attack you. When you come to the rock just after the first set of lizards, with the weapon power-up on top, collect the power-up and remain stationary. Blast every lizard that rears up from behind the rock, and eventually a second power-up and some energy hearts will appear.

The Sarlacc creature in the pit is a real push-over. Simply dodge to one side when its tentacle ascends from the swamp, then blast its body as it rises up. You needn't worry too much about losing energy as the Sarlacc creature isn't exactly challenging!

Stand back and show the Sarlacc creature who's boss!





WARS
LUTION

GENERAL TIPS

- When killed, most enemies will give up an energy heart which you can collect to restore your energy. If your energy ever falls too low you should pause at a convenient spot and keep blasting enemies until energy returns to the maximum.
- Power-up swords are crucial as they extend your energy bar so that you can have bigger energy reserves.



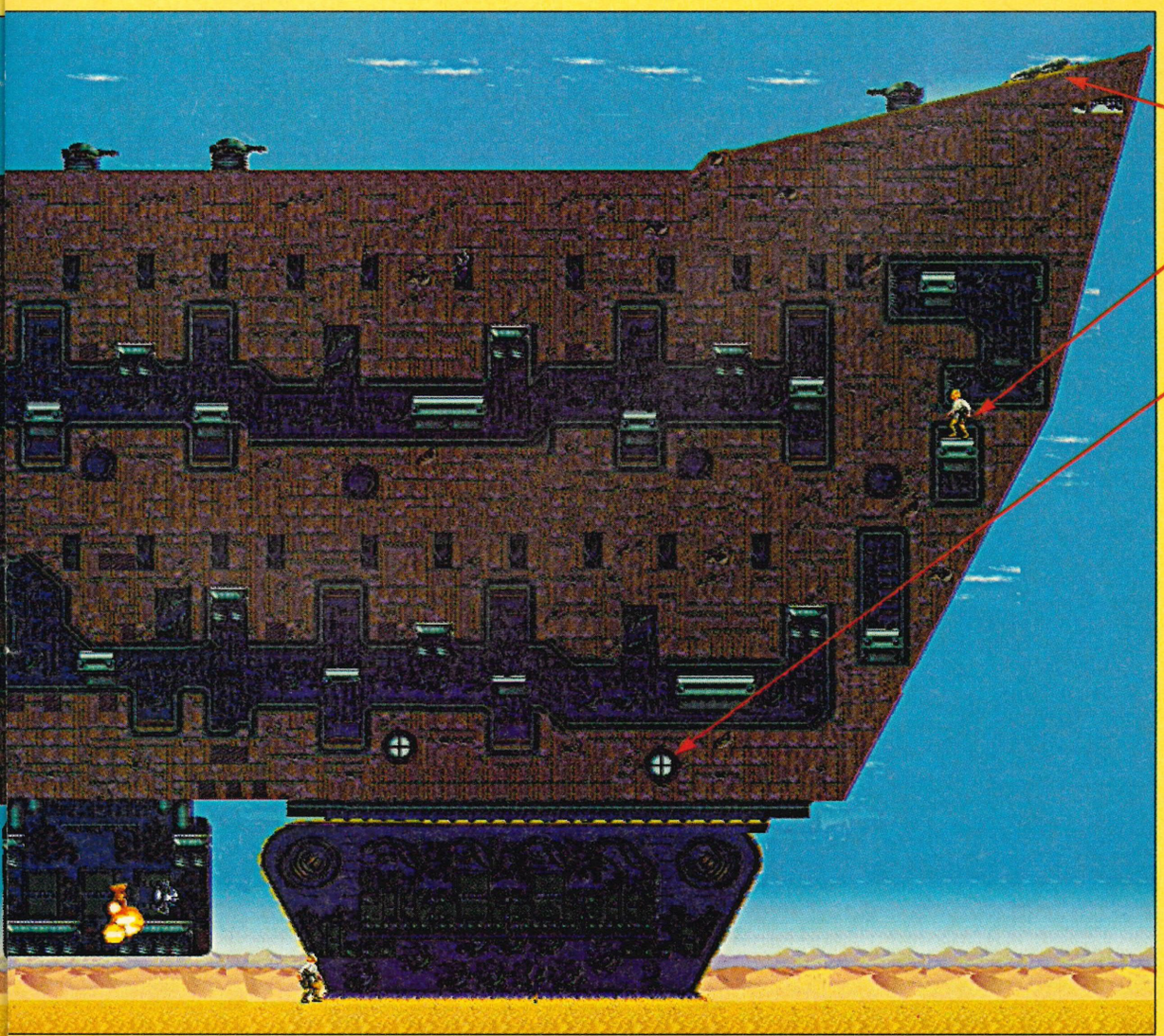
It is easier to get a better aim on the oncoming Jawas if you stay still. Simply move left and right to pick them off.

After you've shot the required amount of Jawas, keep well high and you'll avoid further damage.

LEVEL 2 (TATOOINE I)

The best method for defeating the Jawas is to remain stationary and simply pick them off one by one as they come into view in the distance, although you may have to sway left and right to get a better aim. If they get too close, reverse and keep firing – Jawas are only a problem if they get behind you. Once the required number of Jawas have been destroyed, stick on your jets and go like the clappers towards the Sandcrawler. To avoid further damage to your Landspeeder, stay at the top of the screen.





LEVEL 3 (OUTSIDE SANDCRAWLER)

- This is the hatch that Luke has to get to. Just before you jump in, shoot the sky above it to reveal an extra weapon and a bonus life.
- Remember, you'll gain more height by doing somersault jumps, so use them to get to the higher platforms.
- Keep shooting the gun ports that are scattered all over the side of the Sand Crawler, otherwise they'll not hesitate in blowing you away!



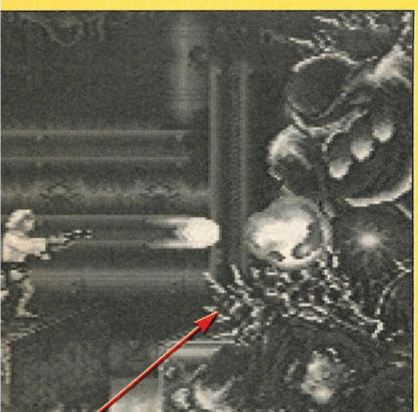
Super STAR WARS TIPS

LEVEL 4 (INSIDE SANDCRAWLER)

Not unlike the Tardis, this Sandcrawler is ten times bigger on the inside than it is on the out. Work your way through the network of corridors blasting the unfriendly Power Droids and Jawas as you go. As you come to the guns that move up and down on the big pillars, destroy them, then before you drop down the gap on the other side, jump across and push into the wall. You should now enter a secret room containing two weapon power-ups, two extra energy hearts, and an extra life.

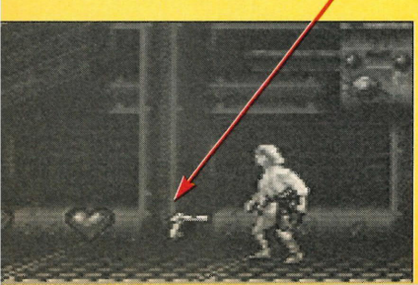
The next obstacles you'll come across are the green security lasers. These will activate when you're near, blocking your path. The way to get past is to walk up to them so that they are activated, then start walking away. The moment they switch off, turn and slide past before they re-appear. This technique might take some perfecting before you can get it right every time.

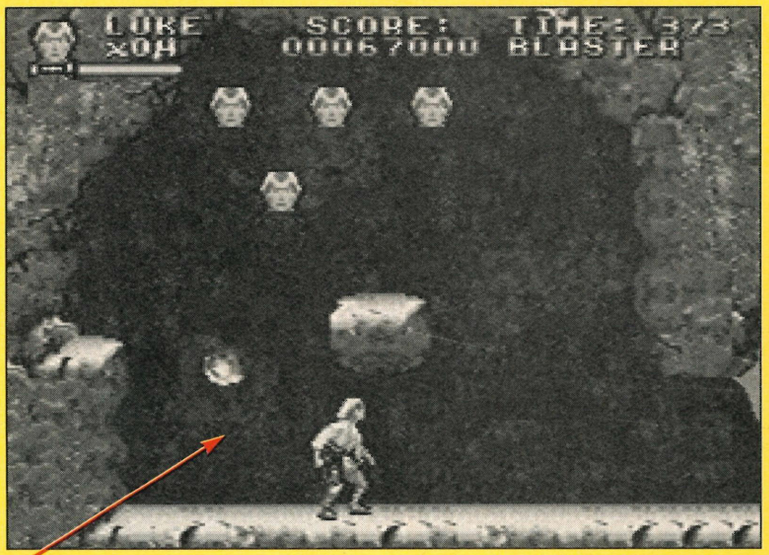
As you near the end of the level, beware of the lava as it kills Luke on contact. The best way to get past is to use regular jumps (definitely not somersaults) to get over the gaps. The guardian is easy to kill providing you dodge the flames that spit out of the lava. You can either keep jumping up and down to prevent the fire homing in on you, or stay static and be quick to move back into the middle of the platform when flames nudge you to the edge.



Look out for the streams of lava that are likely to push you off the ledge.

Gain a multitude of handy power-ups from the secret room.





Shoot the empty space inside the secret cavern to reveal loads of extra lives. Collect them all and then jump off the cliff.

LEVEL 5 (LAND OF THE SANDPEOPLE)

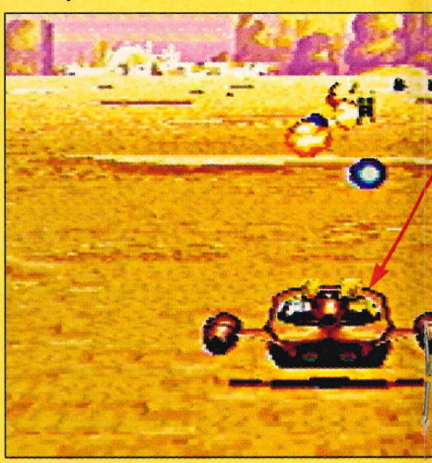
Now deep within the hostile land of the Sandpeople, Luke must locate Ben (Obi-Wan) Kenobi and pass on the vital message stored deep within the memory bank of the R2 unit. There are plenty of power-ups to be found on this level so keep your eyes peeled.

When you come to the second set of floating platforms, drop off the cliff-face and push to the left. You will land on a small ledge outside a secret cavern. Go into the cavern and shoot into the air to reveal a series of extra lives. When they have all been collected, go back out and drop off the ledge. This can be repeated until a maximum of 99 lives have been collected.

If you're nervous about the platforms, one technique is to jump toward the edge of the screen as a platform appears. Even if you jump too far the edge of the screen holds you so you can't jump past the platform.

LEVEL 7 (TATOOINE II)

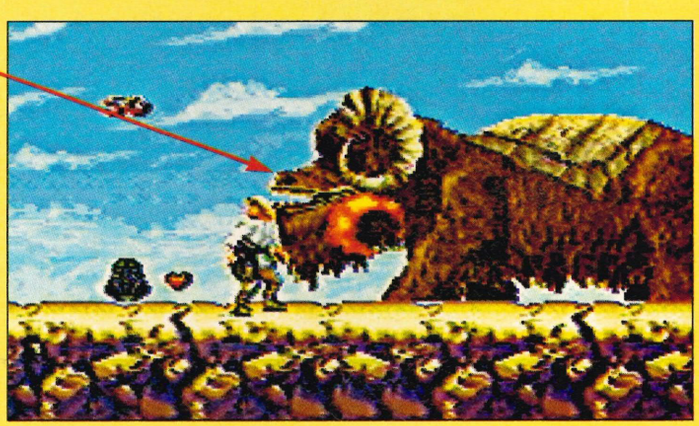
Use the same technique here as on the previous Landspeeder level. The difference is that you have to destroy more Jawas.



After you've killed the twenty or so Jawas, keep to the top of the screen and head for Mos Eisley.



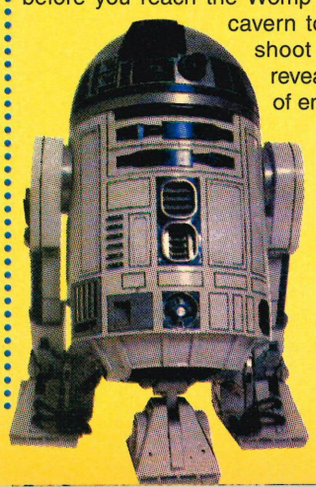
Use your Jedi light sabre to kill the giant Banthas.



LEVEL 6 (LAND OF THE BANTHAS)

Once equipped with the light sabre, Luke will be able to dispose of the oncoming hordes of Banthas and sand people with relative ease. As long as you collect the energy hearts there won't be any problems here.

To kill the Mutant Womp-rat, stand to the rear of the screen and continually shoot whilst jumping. This will cause it to back off, leaving it prone to fatal damage at the hands of your laser. If you're low on energy before you reach the Womp-rat, go to the cavern to the left and shoot the space to reveal extra hearts of energy.



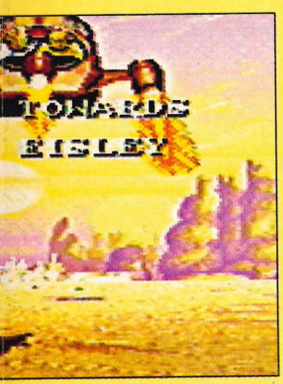
This momma's avenging the death of several of her offspring. Beware!

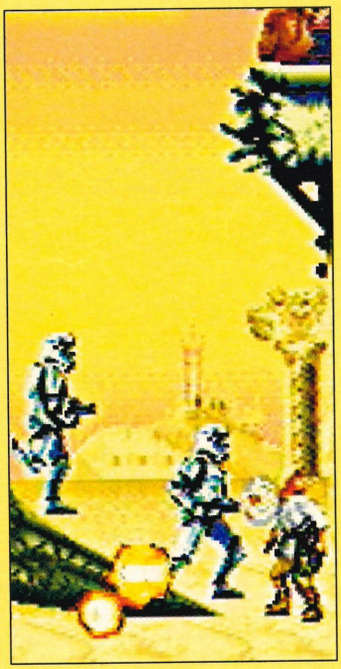


Super TIPS STAR WARS

Once again, speed isn't the name of the game!







LEVEL 8 (MOS EISLEY)

This is your first encounter with the stormtroopers, so beware as they're out in force. Go right, blasting each box you come to for extra power-ups. Jump onto the rolling barrels to get across the layers of spikes that litter your route. As long as you keep topping-up your energy bar, this level shouldn't give you any further cause for concern.

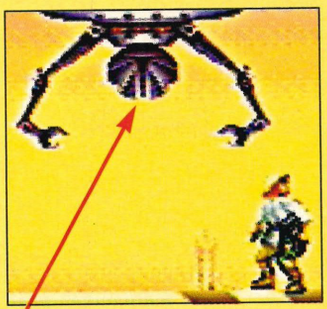
LEVEL 10 (ESCAPE FROM MOS EISLEY)

Like the previous outing through this hostile docking port, this place is crawling with stormtroopers. They'll drop from the skies in an attempt to eliminate you, so don't give them the satisfaction. At certain points it's worth hanging around and destroying each stormtrooper as they appear to gain a vast multitude of power-ups.

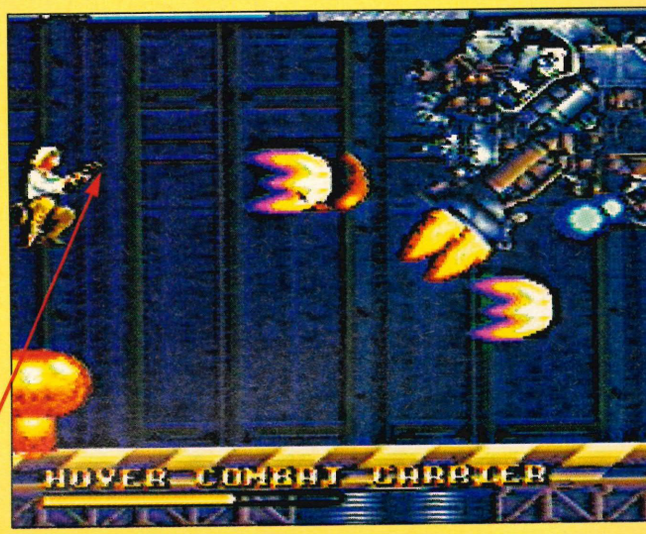
Halfway through the level you'll come face to face with a vicious-looking maintenance droid. This will stop at nothing to kill you but despite its various mutations is easy to kill as long as you don't panic and keep firing.

The hanger is literally one big time bomb waiting to explode as the place is littered with small explosive charges that sap energy if you're in close proximity. Energy is hard to come by as the robot defence droids don't die easily. When shot dead they begin smoking, then explode in a shower of shrapnel which – if you get hit – costs as much energy as you gain by collecting their energy hearts. The end-level guardian is tough though, so it's a good idea to take your time in order to have a healthy energy bar when you confront it.

The Hover Combat Carrier guardian can be easily killed if you have the Plasma gun or the Seeker. Simply stand at the rear of the screen and jump whilst shooting. This will take out its main defenses. The next target is the gun situated on the underside of the vessel. Slide under the Carrier until you're parallel with it, then shoot upwards. Finally, go to the far side of the screen and take out the remaining guns, leaving it powerless and totally defenceless. Simply blast the remaining section at your leisure!



Once blasted, this droid will split in two and come at you again, so finish it off.



Stand well back and shoot the guardian with your plasma gun.



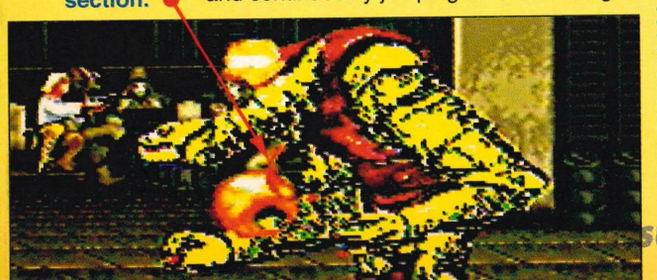
Keep firing in both directions to kill the enemies.

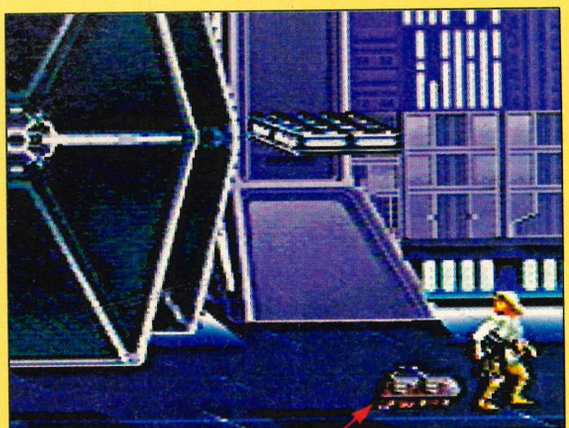
Blast this freak in the mid-section.

LEVEL 9 (CANTINA FIGHT)

This level is a doddle to complete. Simply go right blasting every mean looking hombre in sight! There are several weapon power-ups to be found on this level, so use them to your advantage and gain the plasma gun.

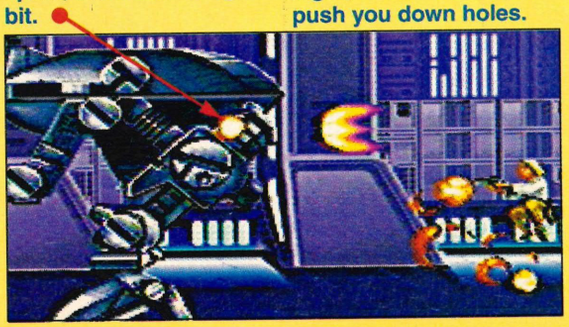
The Kalhar Boss Monster can be killed easily by standing at the rear of the screen and continuously jumping whilst shooting.





When the droid's body splits, blast the orange bit.

Kill these things on sight, otherwise they'll push you down holes.



LEVEL 11 (DEATH STAR HANGER BAY)

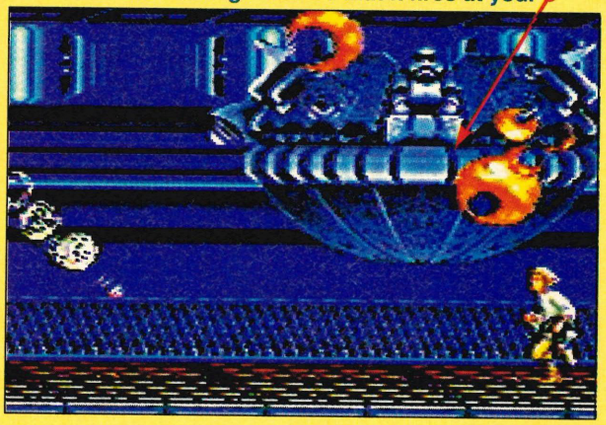
Keep to the platforms, as launching TIE fighters will speed past at regular intervals, sapping your energy if you're stationary. When you reach the stormtroopers, constantly blast them to gain vital power-ups (especially health swords). When you reach the Imperial Defense Droid, stand behind it and jump and shoot when its body splits in two. If you prefer, you can use your light sabre to rapidly destroy this guardian.



Super STAR WARS



Don't fall into the trap of getting pushed into the crushers by sadistic droids.



Shoot the centre of this guardian when it splits, but beware of the homing missiles that it fires at you.

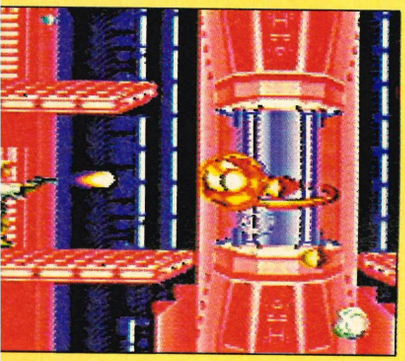


It will eventually break down into this state, it is now just a case of finishing it off.

LEVEL 12 (RESCUE OF THE PRINCESS)

This level is basically just a straightforward rescue operation. As you start, go right and whatever you do, blast or dodge the annoying Death Star droids. These humorous little boxes that whizz along the ground may have looked cute and harmless in the film, but in this game they likely to push you into fatal crushing machines when you least expect it! Use your sliding technique to get past the crushers. When you come to the end of the corridor, use the moving platforms to gain access to the higher sections of the prison, however take care as you approach the higher sections on the lifts because certain droids may be waiting for you at the top.

The end of level guardian comes in the form of a Detention Guard, it will appear in the centre of the screen and instantly bombard you with a hail of missiles and stormtroopers. As it opens up in preparation to fire, shoot its mid-section. A well placed series of plasma blasts will do vast amounts of damage to this sucker's fighting performance!



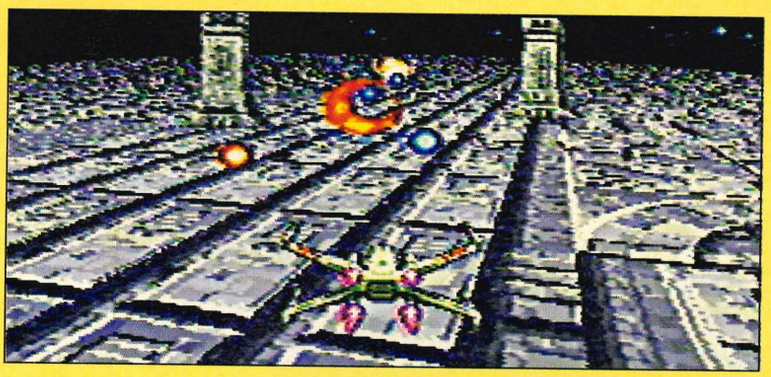
LEVEL 13 (TRACTOR BEAM CORE)

This level is very straightforward, simply jump from platform to platform making sure to take out every enemy installation as you go. The only real problem comes from the sniping stormtroopers who'll waste no time in picking you off with a couple of homing missiles, so keep that finger poised on the fire button at all times.

The tractor beam can be disabled by destroying the beam situated at the tower's summit. Stand as close to the wall as possible on the first platform to the left, then as the beam comes into range, blast it with everything you've got!

LEVEL 14 (DEATH STAR APPROACH)

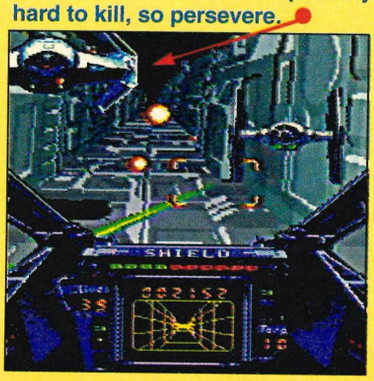
After the initial hysteria of the gorgeous graphics has died down, keep moving on a straight course whilst continuously shooting. By doing so, you'll take out most of the TIE fighters and towers without sustaining too much damage. This level's dangerous only if you start whizzing about and end up flying into towers.



Shoot every fireball that is fired at you in order to survive.



Darth Vadar's craft is especially hard to kill, so persevere.



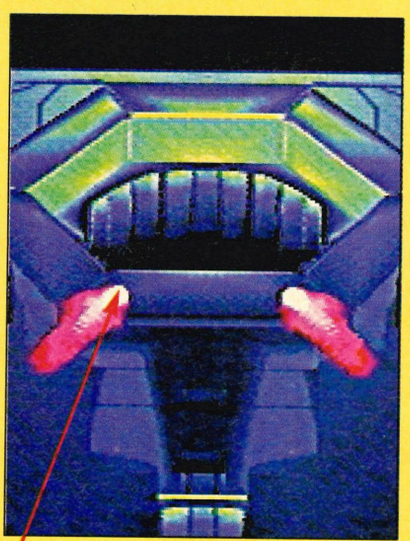
LEVEL 15 (TRENCH BATTLE)

As expected, the final level of this epic game is by no means a push over! Like the film, your task is to fire your photon torpedoes into the exhaust port of the Imperial base. However, the trench you fly in is heavily guarded by gun towers and TIE fighters. The speed of the trench is stunning but you shouldn't allow yourself to be distracted: the best tactic is to concentrate on the laser bolts looming toward you. Concentrate on shooting these and only go for the towers and TIEs when you have time. Your objective here is simply to preserve your shield energy.

Eventually Darth Vader's own special TIE fighter will appear and unleash a formidable barrage of laser bolts. Han Solo won't rush to your aid in this case, so it is up to your own sharp shooting to save yourself!

Finally, as the counter reaches zero, fire off a series of torpedoes using the L button and watch them cruise into the exhaust port. Your mission is now complete and the Imperial flagship is scattered across the stars.

But as the game says, the Empire may seek vengeance...



When the counter reaches zero, fire a couple of torpedoes into the exhaust port to save the day.

XANDRA'S Big Adventure

SUPERPRO SOLUTION

Here, as promised, are Dave Westley's very own tips for *Xandra's Big Adventure*. This extremely weird arcade adventure is indeed very big, and tough, so read on to discover just how it can be conquered.

XANDRA'S BIG CODES

Whenever you complete a level, *Xandra* gives you a code in the form of a series of symbols. We've given each symbol a number so we can write the codes more easily, just use the key to get the symbols.

Key:1=box, 2=tear, 3=skull, 4=leaf, 5=moon, 6=ball, 7=heart, 8=snake.

Level 2: 42261211 11135411
Level 3: 42561311 11134161
Level 4: 22621411 13121261
Level 5: 72721161 13114261
Level 6: 58564261 13137884
Level 7: 17481461 13122631
Level 8: 87331821 13146431
Level 9: 11824321 11612384
Level 10: 32571181 11625678
Level 13: 28544451 11537434
Level 14: 34242166 11533546
Level 15: 67215166 13511674
Level 16: 73118266 13515422
Level 17: 86418366 13522682
Level 18: 61837466 13515382
Level 19: 42553226 13533632





Completing the above water section is very easy to do. But don't get foolhardy – use the smaller jumps and save your pitch fork attack for later.

LEVEL TWO

Also very easy. *Don't* try to jump over the stationary crocodiles – pitch fork them 7 or 8 times and they sink. Flying crabs need one hit.



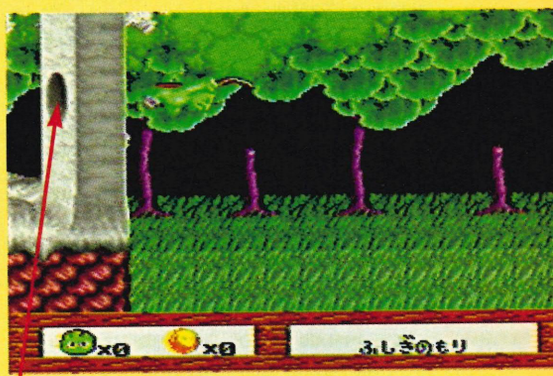
LEVEL ONE

No need for any tips here. As soon as you get to grips with the special jump button (B) it's easy.

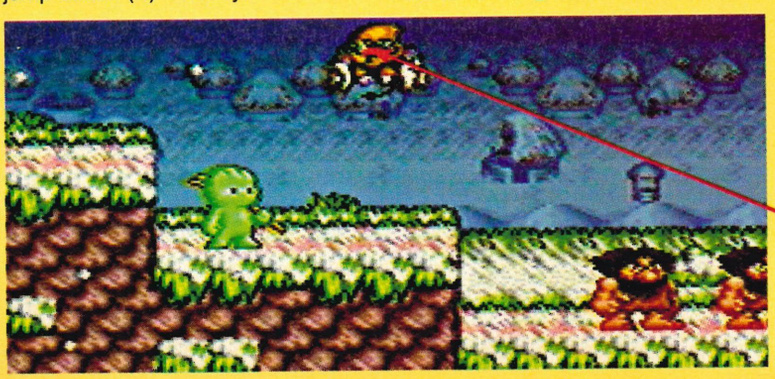
This is one of those games where the slightest touch of a foe results in death. Be extra careful when walking down.

LEVEL THREE

Pitch fork the snowballs twice to send them off screen. To get past the snow pillars use the flying pitch fork attack to cut a hole through (X). When you reach the big snowball use the flying pitch fork attack again. This will create 3 smaller snowballs. At the end of this section there's a big tree. Use the flying attack once more to knock down some rope.



This hole has been created by the pitch fork attack. It is the only way you can get through these snow pillars. Below, the fork attack is used on the tree to bring down this rope.



A nasty bumble bee threatens the completion of the cart on level one. Pitch fork it, and quickly!



TIPS
XANDRA'S Big Adventure



One of the most difficult sections. Jump carefully!



You can't read the Japanese but it probably says jump down

LEVEL FOUR

Though this consists merely of jumping from platform to platform it's still very tough. The reason is quite simply that you have to jump right at the edge of the platform and there's no room to manoeuvre, and no time to think – the platforms fall away after only a very short period. Keep your finger on jump whilst pressing upwards for big jumps – well, it works for me! Once you get past this bit you encounter falling boulders. Jump over, or duck under them on the flat. Finally, fall down the last crevice.

LEVEL FIVE

Keep walking up the hill and don't stop. At the top there's a big snowball you must release. To do so use the flying pitch fork attack. Then move down the hill as fast as possible. The only problem in doing so are the icicles that fell down behind you on your way up. Hit one and that's a life gone. To avoid them jump early rather than late.

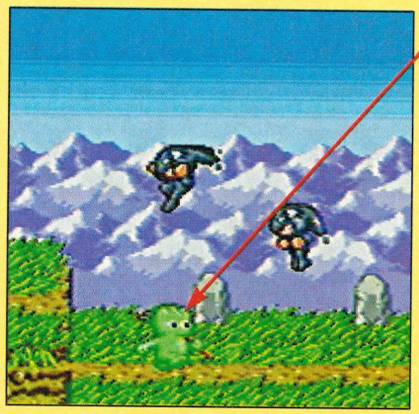
Get in the hole at the bottom. After the rain stops jump into the waterfall. Then, after the short animated sequence get into the plant thing. This will take you, via a big bubble, to the next level.

Release this mighty snowball with the special pitch fork attack.



Get to the bottom and jump into the bubble — it takes you to the next level.





Timing here is the key. Usually it's best to get between the two of them before moving again.

This is the foxy little lady that you're going to have to beat. When you do she kisses you. Ugh!

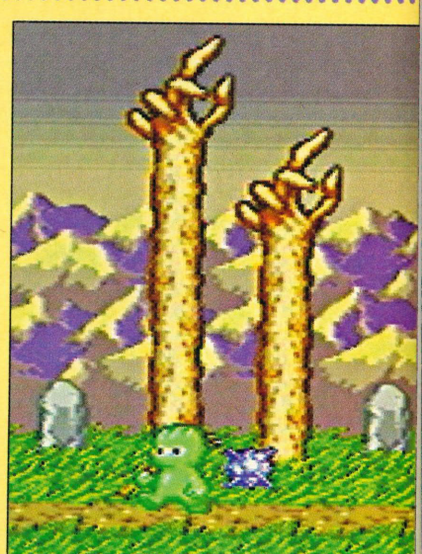


LEVEL SIX

Easy once you've got to grips with it. Unfortunately getting to grips with it will take a little time. There's no real tip to jumping over and running under the rabbit creatures except to say it's best to do it on the flat. At the end you reach a women you'll have to beat in combat if you're to release the captive above you. The technique to beat her is to jab her and then immediately run to the other

LEVEL SEVEN

Cavemen, trees spitting vicious metal balls, and fireballs abound on this level. A tip to coping with the trees is that they spit three balls in any one go, so make your move after the third ball. To cope with the fireballs, jump them when on the flat. To cope with the giant bumble bees jump and kill them as soon as possible, rather than waiting for a more opportune moment (it will never come). At the end of the level you come to a door. To open it move to the left hand side of the screen and use the special pitch fork move to push against the half-moon shape...

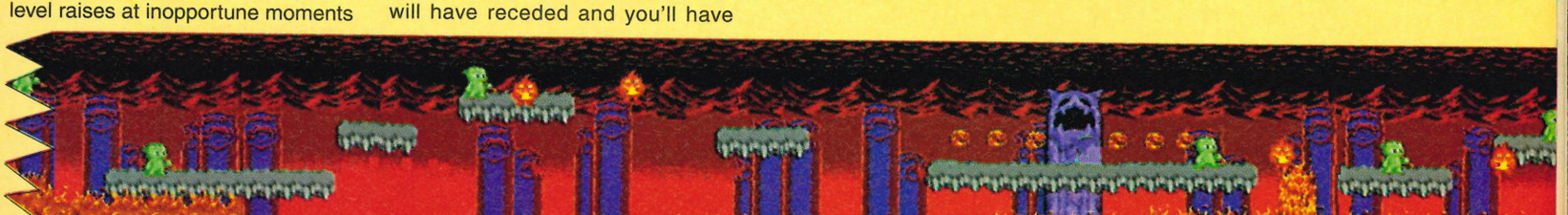




LEVEL EIGHT

A difficult level. You're somewhere very hot and the aim of this level is to get out unfrazzled. To do so you must jump from platform to platform. This is difficult because (a) there are little fire creatures, (b) the lava level raises at inopportune moments and (c) there are lava spurts. The fire creatures are best coped with by pitch forking as early as possible. To cope with the rising lava level it's best to wait until its rising (about 3/4 of the way up) and then jump down. By the time you've landed the lava will have receded and you'll have the maximum amount of time to get to the next high point. To cope with problem (c), well let's just say it's all to do with timing and learning the positions. Thankfully I've done a splendiferous map to help out!

This rather nasty thing will spit fireballs at you. Stand directly beneath its mouth, jump up and pitch fork it.



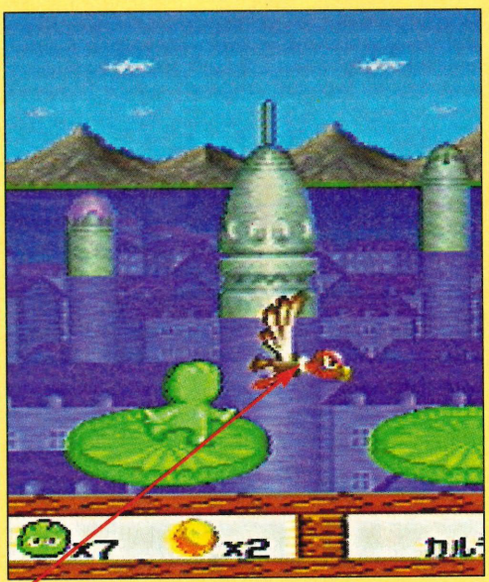
TIPS
XANDRA'S Big Adventure



side of the screen. She will then jump after you, so turn round and jab her once more, and then run to the other side of the screen again. Keep repeating the process, never letting her get above you. At the end she becomes your girlfriend!

LEVEL NINE

A scene set at night which is easy right up until the end. Before you reach the end it's just a matter of jumping up platforms. At the end, however, you reach a very vicious guardian. Either you, or he, will be going over the edge. To push him off you have to use the flying pitch move and continue to do so, inching him back slowly, until he falls off.



The birds on this level are very dangerous.

LEVEL 10

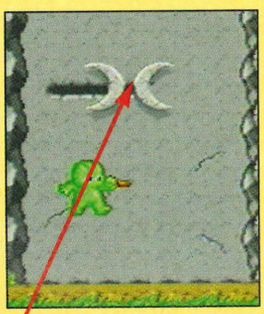
Underwater time. Jump from water lily to water lily avoiding the birds that swoop down towards you and the fish that spit. A technique to defend yourself from the birds is to run forward for a bit. The bird will have swooped down to follow you so now you can quickly turn around and pitch fork it. At the end you come to a waterfall. Use the flying pitch move above the water line!



Xandra finds the exit to the next level by jumping high.



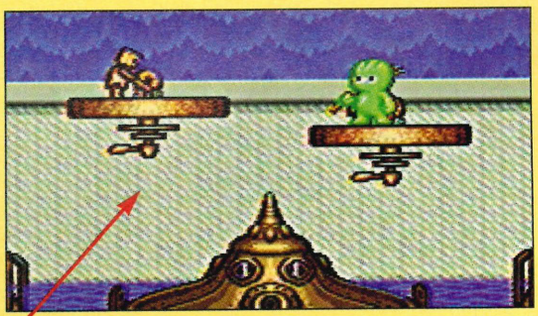
Out of this nasty mouth come three balls at any one time.



Your aim here is to get the two half moons to meet. The special attack is the only way to do it.

LEVEL 11

Here you'll find two platforms that are raised slowly. Get on one and it'll stop, though the other will continue to rise. In order to reach the top then you'll have to jump between the two. Warning, it gets incredibly quick!



Theoretically one of the easiest parts of the game, but in practice, probably the hardest !

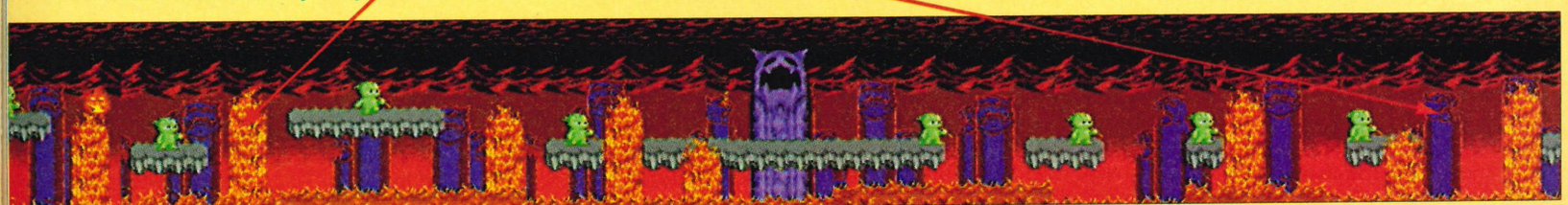


Jump down from here as soon as the lava is three quarters up. This gives you maximum time to reach high ground.

Zip along here as fast as you can. The lava is about to rise! Use the special jump to get to the higher level.

Pitch fork any fireballs before you make any of these jumps. Getting past these lava spurts by themselves is relatively easy.

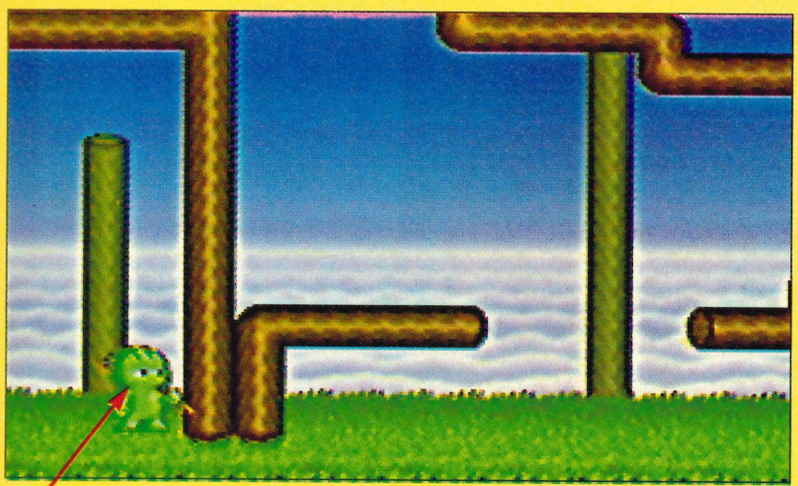
The toughest section of the level. Finish it and and there's just 2-3 fire creatures to beat. Good luck!



TIPS
XANDRA'S Big Adventure

LEVEL 12

Japanese multiple choice puzzle game. Getting past this requires plenty of luck and mind-numbing patience. Best to use our code and bypass it.



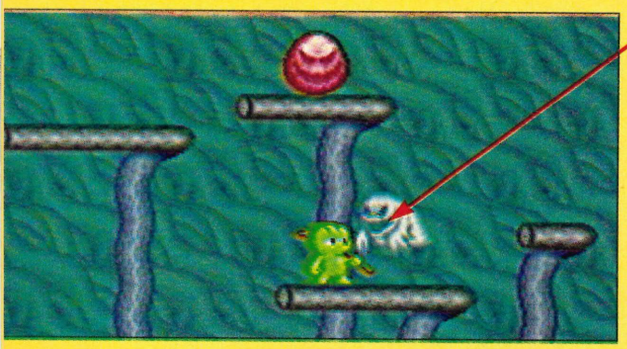
A hideous maze and this time Xandra's too late to escape being crushed by the advancing right hand side of the screen. Aaaagh!

LEVEL 13

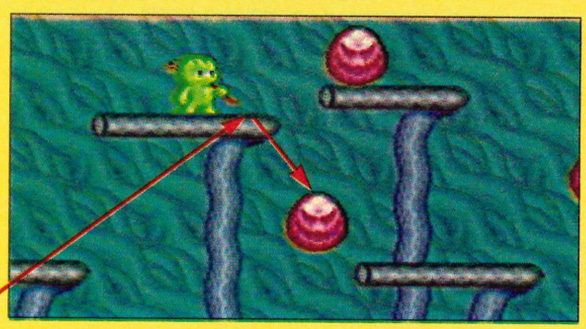
A race against time, or more accurately, being gobbled up by the advancing left hand side of the screen. Unfortunately you can't just run as big wooden pillars form the most frustrating maze you'll ever encounter. The following should help you on your way.

The order of types of jump that the maze will require of you is: normal, normal, special, special (to a long platform in the sky), normal jump over a small hole, pitchfork attack to get over a long hole, normal jump over a small hole, four normal jumps alternating between left and right to get to the top of level; after falling down three normal jumps over floor obstacles...

And no, that's not it – there are yet more jumps but hopefully this'll get you off to a good start.



Once you've released a ghost, chances are you'll be dead soon. They can't be killed, only stunned, so avoid jumping on them.



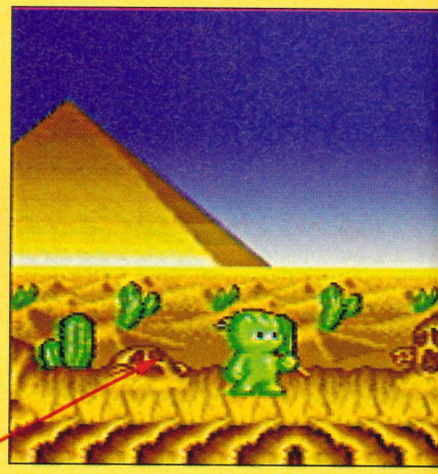
Get rid of these unwanted ghost eggs by pushing them off the screen and into sprite heaven. It's the only way to create space for yourself.

LEVEL 14

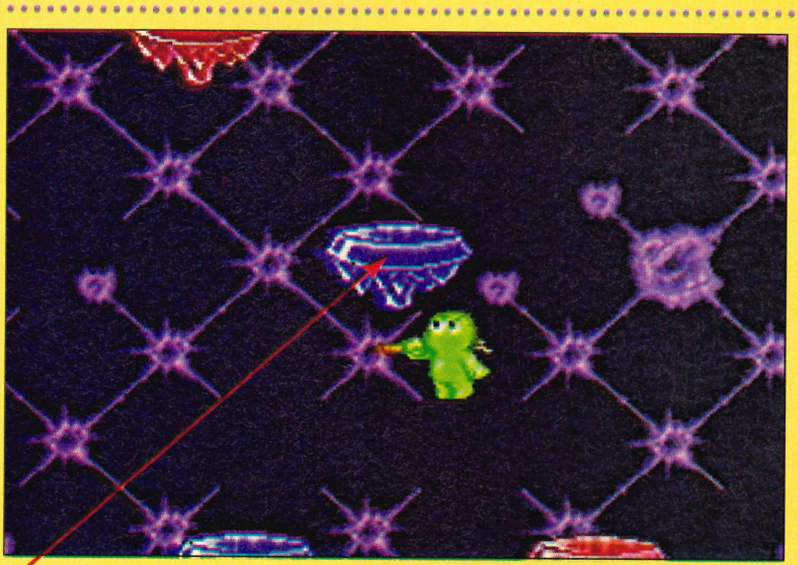
A platformer with a difference. The difference is that there's masses of eggs around that you really don't want to break. If you do then ghosts are released - ghosts that you can't kill and that'll chase you around until they secure your untimely death – and it only takes one touch. Use the pitch fork attack to knock the eggs off screen, but, only if there's no platform below!

LEVEL 15

Xandra takes a stroll through a desert. A stroll that's made difficult by some rather horrid sand creatures whopeep up from the sand uninvited. If they manage to touch you, that's a life gone. What to do? Well, conventional methods don't really work 'cause you get no warning of when the critters are a-coming. So really it's a question of learning where they are. Be prepared to lose a few lives!



There's no telling where these creatures are going to turn up next so it's best to jump a lot!



Xandra takes a giant leap upwards. The tricky part is that you can't plan your route. Platforms appear, and dissapear with every move.

LEVEL 16

Another platformer with a difference. This time it's different because it's not until you've landed on a certain platform that you know where you'll be going next. Aaagh! Platforms appear, disappear and reappear every time you land on a new one. It's very confusing. Unfortunately there's no real tip to give 'cos there's nothing intrinsically difficult about it. It's just a question of timing your jumps, and, of course picking the right sort.

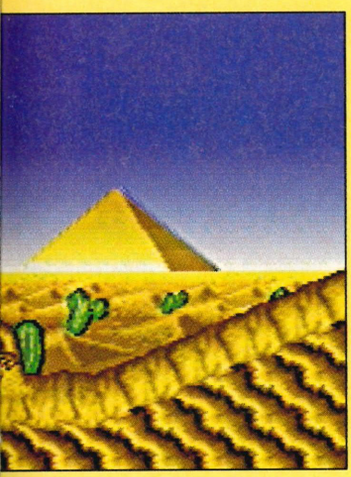


Use the special pitch fork attack on the boxes to release these girlies.



Get chick to mother by fork attack on these boxes

TIPS
XANDRA'S Big Adventure



LEVEL 18

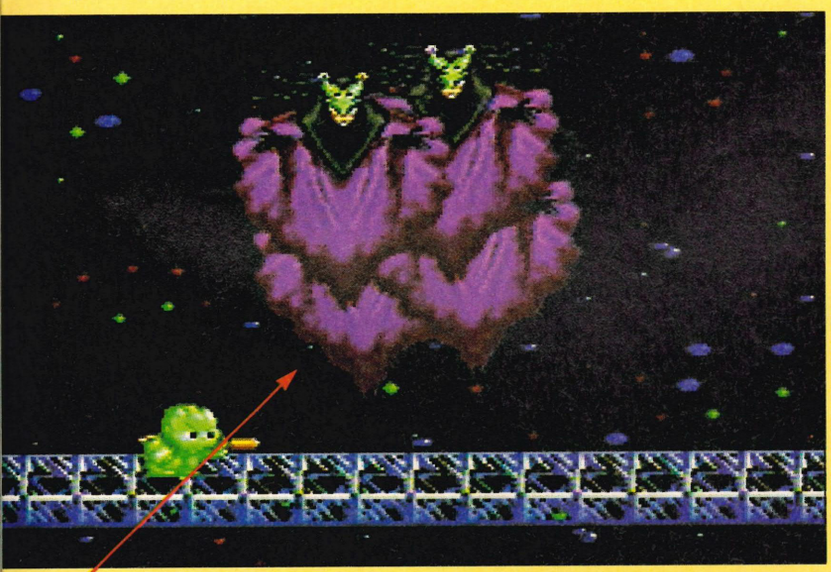
Oh God! Why was I chosen for this hell? This is another platformer with a difference – there aren't any platforms. Well, that's not quite true – it's just that you can't see any! All that you see are bright stars cascading down upon their invisible surface. When you see a yellow orb, collect it. It reveals the hidden platforms – but only for a few seconds.



This is the penultimate level so it has been made a tough one – the platforms are invisible! Hint: collect the yellow orbs.

LEVEL 19

This is what you've been waiting for. To finally banish the Queen and her entourage from the world. The Queen turns out to be a pretty big sprite who sweeps into the centre of the screen, pauses, then flies off. The key is getting used to her attack patterns, which are complex, and as you have only one life before going back to the start it's not at all easy.

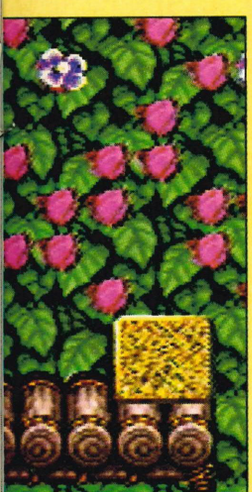


The queen materialises in this multiple state and circles before forming a single form. It's only in this final state that you can hurt her.



The final level is undoubtedly the toughest so far, so it'll take some time before you're going to be able to defeat her.

Thanks to CONSOLE CONCEPTS



using the special pitch

LEVEL 17

A very strange sort of round. The basic idea is to make the flowers in the background blossom. To do so you must get little birdies to their mums and free beautiful young ladies caught in the tiniest of boxes. Some tips...

1. To get the birds over holes in the ground jab them.

2. Where you see a box you're guarantied to also see a hole in the ground and a birdy teetering on its edge. Use the special attack on the stone to fill the hole with the block.

3. Where you see a bird in a hole, blocks are guarantied to be about to fall on its fragile head. Use the pitch fork attack to knock them away – at least four will fall.

4. Where you see a box with a question mark use the special attack. One of two things will happen. Either you'll be confronted with a nasty angry man who wants to kill you, or you'll have released a young girl and summer will come that little bit closer.

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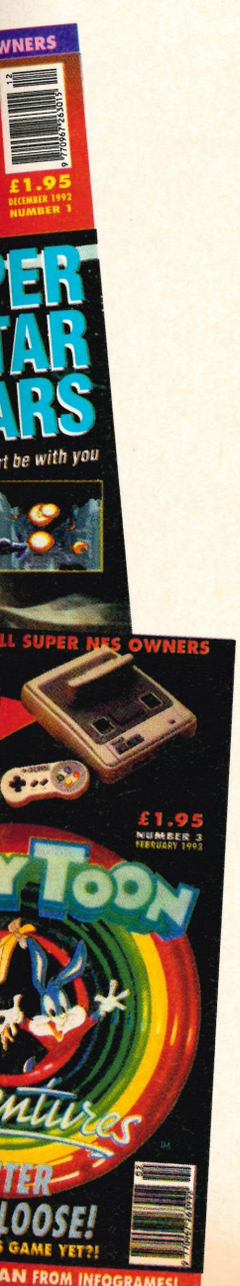
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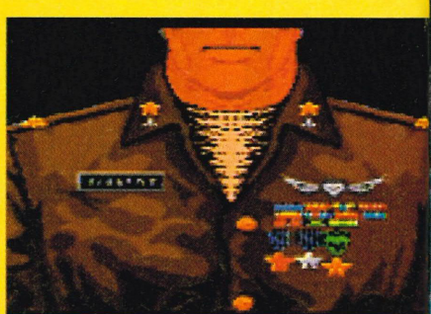
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FORM04MA

WING COMMANDER

PLAYERS' GUIDE

This cinematic space opera received a PROGOLD in SUPERPRO 3 and is finally due for an official UK release in May/June. Although *Star Fox* may have put it in the shade graphically, *Wing Commander's* long and involving challenge will be irresistible to most prospective space cadets. It's a tough game though so veteran pilot Dave Westley has kindly provided some invaluable pilot's notes.



GENERAL TIPS



Whenever you are in the officer's mess always talk to whoever is there as they can usually give you useful hints on forthcoming missions and the flight patterns of the Kilrathi ships.

- The key to being given new and better ships is the amount of kills you achieve and your standing in the Top Gun League, so if your wingman is higher in the rankings than you the best thing to do is to wait until the end of your mission. Then on your return to the Tigers Claw blow your wingman away; I know it sounds heartless and cruel but this is war. Make sure you never do this in the lost galaxy as you will be flying your missions solo with no back-up.
- If you find your ship under attack with little chance of survival you should do your best to eject before it's too late. The first time you do this you will be rewarded with a medal, any time after this you will just get a severe reprimanding from your commander.
- Another way to earn a medal is to try and fly your damaged ship back to the Tigers Claw. You will not be able to leave a dog fight that is already in progress, so you will have to try and defend your ship and hope your wingman will finish off the Kilrathi before they can get to you.



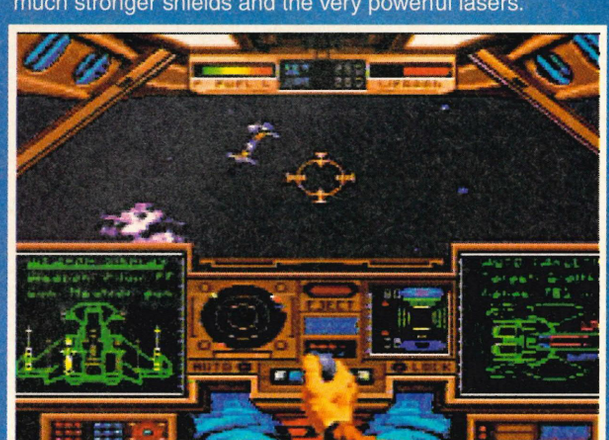
CONFEDERATION SHIPS

HORNET

Although your starting craft is very fast and manoeuvrable it suffers due to the fact that it's weapons are not exactly the most powerful around.

SCIMITAR

If you manage to survive the first system without ejecting from your ship or catching a rather nasty case of death then you will find yourself rewarded with the Scimitar. The Scimitar is a slower craft than the Hornet with only a single set of fairly useless missiles. But this is made up for by the much stronger shields and the very powerful lasers.



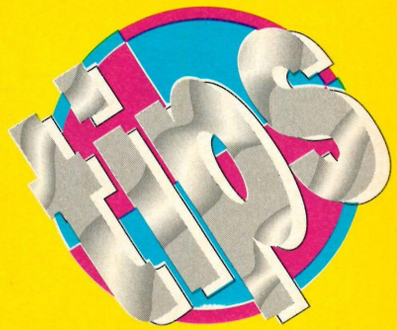
RAPTOR

The more systems you complete successfully the closer you will be to being given a new craft to cruise the space lanes with. Your next chariot will be the heavy fighter from the Raptor class. Although the Raptor is slightly less manoeuvrable it has a very impressive array of weaponry including neutron guns and more weapons.

RAPIER

This one is the Ferrari of the fighter world; it is exceedingly fast and heavily armed. But unfortunately a sheet of tin foil would offer more protection than this ship's shields.

MISSIONS

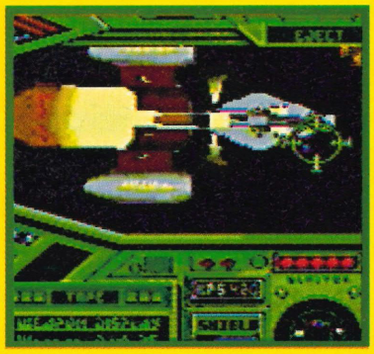


You will encounter a variety of missions but they fall into one of five basic categories. You will be given the various missions in a random layout in each galaxy.

ESCORT

You will be ordered to fly escort for a variety of craft as they either fly into the Tigers Claw or jump into hyper-space. It is possible to leave formation to take on other craft but





always keep a watch on the craft you are protecting in case you are drawn away by a decoy craft. In a later level you will be ordered to escort a injured fighter that contains info; you must not leave this ship no matter what happens, send your wingman to combat the Kilrathi as the ship will be destroyed if you leave it.

DEFEND

You will be ordered to defend a stationary object such as a base or jump point. Do not attack any ship until they get in really close, then go for it with every weapon you have.

PATROL

This is the regular mission you will fly the most. It is just a case of making your way to the different navigation points and wiping out any enemy that may be in your way, a fairly routine affair and not too much hassle.

INTERCEPT

You will be sent out to engage the enemies at a particularly sensitive point such as navigation points and halfway zones. This is much like the patrol mission, just fly and fight.

STRIKE

Attacking enemy capital ships is the main object of these missions. When you close in on the main ship send your wingman in to clear the way while you lock-on your missiles to the main base ship. When the capital ship is destroyed you must turn tail and escape as fast as possible.



ASTEROID FIELDS

To survive the asteroid fields you must cut down your speed so you are travelling at a crawl, then carefully guide your way through. Some asteroids can be blown up but they take a lot of shots.

As for combat in the fields, take it steady and try not to make any sudden turns as one asteroid in your face can ruin your whole day.

COMBAT

Each of the types of Kilrathi ships have their own attack patterns and weaknesses. To learn their weaknesses you must talk to the different pilots in the officers' club as they will be different from game to game. To get the feel of the different Kilrathi ships it is best to play the Train Sim game in



the officers' bar at regular intervals. The ships you come up against have their own characteristics; listed below are the entire range of the Kilrathi fleet.

SALTHI

The Salthi always attack in groups and although they are very fast they only carry light armour. If you can keep track of them long enough then let rip at them with as many laser blasts as possible.

JALTHI

The Jalthi are the same as the Salthi except for a few slight differences, the most obvious is that the Jalthi is green. The other differences are not so blatant; these are a heavier shield coverage and six guns instead of the usual four. These are the craft of choice of almost all of the Kilrathi aces.

DRALTHI

The most common of the ships you will encounter. These long range interceptors make big bulky targets but are very quick to show you that you're not the pilot you thought you were by pulling off a sharp turn just when you least expect them to. Aim for their engines with your lasers as this is their weakest point.

KRANT

The Krants are mid-range attack craft that are usually used as suicide craft so it is best not to attempt to take these guys head-on as they have this nasty habit of blowing you away in a few seconds.

GRATHA

The Gratha are heavily armed and covered with armour. They always attack on their own and are the most dangerous of the whole Kilrathi armada. The best method is to stay on the move and keep taking pot shots with any weapons you can use.

CAPITAL SHIPS

The capital ships are the headquarters of the Kilrathi and are protected by their own escort fighters which must be taken out first. Then move in on the flak and laser turrets which, when knocked out, will leave the ship open to attack.



TRAVEL TIP

To speed up those boring deep space travels just press Select + Y to engage your auto pilot and you will zoom to your next encounter.

THE CODES

CALLSIGN: POWER

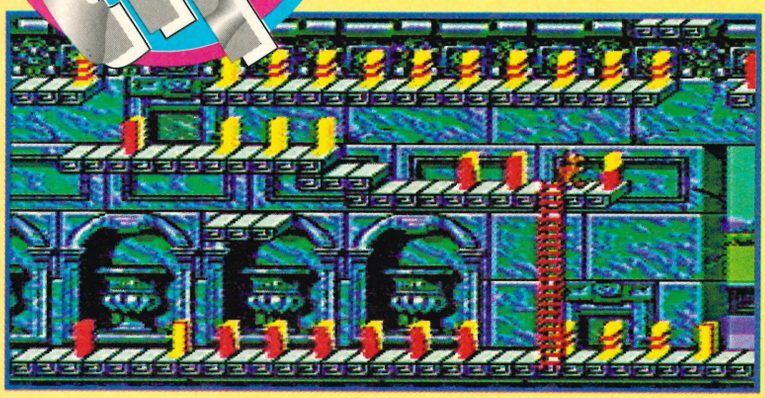
JGBBMGLM4C
IGBFMGNCLW
JQBWHFNL4H
IHDCKHPMRC
IRDKRJPMQØ
DQK2RFNB7C

There are a variety of star systems in Wing Commander although if you play the game successfully completing all your missions you will not visit them all. If, on the other hand, you are not careful, you will find the war going in the Kilrathi's favour and you will be fighting in star systems where the odds are definitely against you.

GOOD LUCK! SP

RYAN'S SNAPPY SHORTS

Oh my word! Issue six already, and it must be said we couldn't have come this far without the continual support of our loving readers. After all, where would my shorts be without a constant flow of sizzling letters packed with the latest tips. How would we ever fill these pages! Anyway, on with this month's snappy shorts, and remember, there's a free cart to the sender of the most original and beneficial tips, so get scribbling and keep 'em coming in!



PUSH OVER

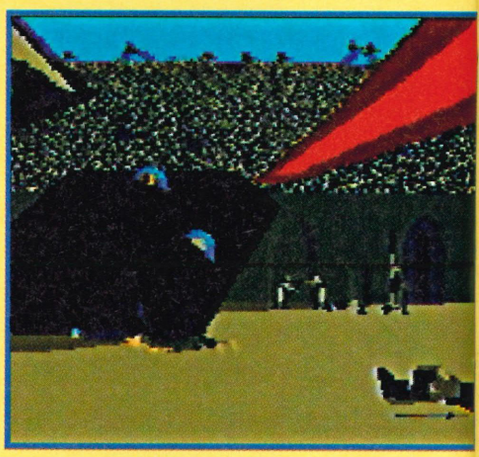
Many thanks to James Jennings from Huddersfield for supplying all of the level codes for Ocean's excellent domino puzzler, *Push Over*.

Level Ø1: ØØ512
Level Ø2: Ø1536
Level Ø3: Ø1Ø24
Level Ø4: Ø3Ø72
Level Ø5: Ø3584
Level Ø6: Ø256Ø
Level Ø7: Ø2Ø48
Level Ø8: Ø6144
Level Ø9: Ø6656
Level 1Ø: Ø768Ø
Level 11: Ø7168
Level 12: Ø5122
Level 13: Ø5634
Level 14: Ø461Ø
Level 15: Ø4Ø98
Level 16: 1229Ø
Level 17: 128Ø2
Level 18: 13826
Level 19: 13314
Level 2Ø: 15362
Level 21: 15878
Level 22: 14854
Level 23: 14342
Level 24: 1Ø246
Level 25: 1Ø758
Level 26: 11782
Level 27: 1127Ø
Level 28: Ø9222
Level 29: Ø9734
Level 3Ø: Ø8718
Level 31: Ø82Ø6
Level 32: 2459Ø
Level 33: 251Ø2
Level 34: 26126
Level 35: 25614
Level 36: 27662
Level 37: 28174
Level 38: 2715Ø
Level 39: 26638
Level 4Ø: 3Ø734
Level 41: 31246
Level 42: 3227Ø
Level 43: 31758
Level 44: 29726
Level 45: 3Ø238
Level 46: 29214
Level 47: 287Ø2
Level 48: 2Ø51Ø
Level 49: 21Ø22
Level 5Ø: 22Ø46
Level 51: 25134
Level 52: 23582
Level 53: 24Ø94
Level 54: 23Ø7Ø
Level 55: 22558
Level 56: 18494
Level 57: 19ØØ6
Level 58: 2ØØ3Ø
Level 59: 19518
Level 6Ø: 1747Ø
Level 61: 17982
Level 62: 16958
Level 63: 1651Ø
Level 64: 16511
Level 65: 17Ø23
Level 66: 18Ø47
Level 67: 17535
Level 68: 19583
Level 69: 2ØØ95
Level 7Ø: 19Ø71
Level 71: 18559
Level 72: 22655
Level 73: 23167
Level 74: 24191
Level 75: 23679
Level 76: 21631
Level 77: 22143
Level 78: 21247
Level 79: 2Ø735
Level 8Ø: 28927
Level 81: 29439
Level 82: 3Ø463
Level 83: 29951
Level 84: 31999
Level 85: 32511
Level 86: 31487
Level 87: 3Ø975
Level 88: 26879
Level 89: 27647
Level 9Ø: 28671
Level 91: 28159
Level 92: 26111
Level 93: 26623
Level 94: 25599
Level 95: 25Ø87
Level 96: Ø87Ø3
Level 97: Ø9215
Level 98: 1Ø239
Level 99: Ø9727
Level 100: 44543

ANOTHER WORLD

Thanks to Mel Tomey of Leeds for these codes for the US version of this classic game:

Stage 02 – HTDC
Stage 03 – CLLD
Stage 04 – LBKG
Stage 05 – XDDJ
Stage 06 – FXLC
Stage 07 – KRFK
Stage 08 – KLFB
Stage 09 – DDRX
Stage 10 – HRTB
Stage 11 – BRTD
Stage 12 – TFBB
Stage 13 – TXHF



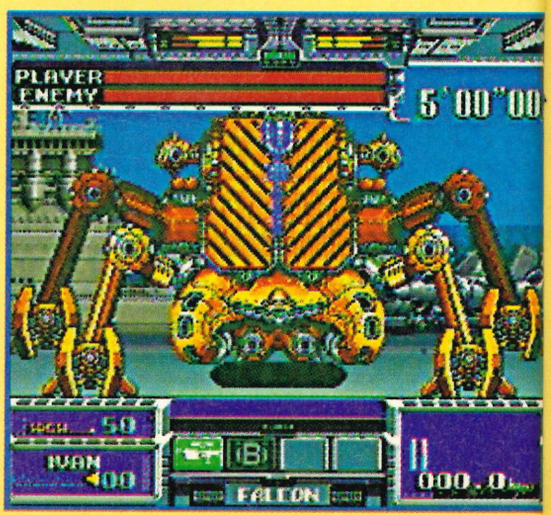


HOOK

Thanks to Jason Hull from Andover for this quickie. During level five when you're in the caves, there is a 3-UP loop that will give you as many lives as you need. To get there, simply fall down the first chasm on the right. At the bottom you'll see Tinkerbell. Walk or fly across to the right and you'll see a 3-UP and a leaf. Go under the rocks to reach them. Now kill yourself and repeat the process for the desired amount of lives.

BATTLE CLASH

Praise be to Sarah Clarke from Exeter for faxing me this corker! To alter the difficulty setting on this Super Scope game, plug in the first control pad and go to the title screen. Press the top L button and the SELECT button simultaneously. Now a new option screen will appear allowing you to alter the level of difficulty.





JAMES BOND JR

It's hard to imagine that anyone actually bought this trash, but Tim Jones from Portsmouth obviously did because he sent me these codes. Enter these codes on the password screen to enter any level:

Level 3 – ØØØ7
Level 4 – 3675
Level 5 – 9Ø25
Level 6 – 181
Level 7 – 3353

STREET FIGHTER II

It would appear that my collection of *SFII* tips a couple of issues ago just wasn't complete, for where would any compilation of tips be without a pointless sound test! So here's one to cut out and keep along with the others thanks to Phil Gross. Phil also came up with a nifty way of viewing the character endings without having to work too hard. To view the character endings on *Street Fighter II* without having to slog it out on the higher difficulty levels, change the game to Championship Mode by pressing Down, L, UP, R, Y, B, X, A on the Capcom screen. Then set the difficulty setting to two. After you've cruised through the game and beaten M. Bison, simultaneously press START and R before the screen fades away to view the character ending.

To hear some new sound effects in *Street Fighter II*, go to the options screen and press the R button rapidly on sound nos. 25, 26, or 27. You'll hear new sounds on 1f, through to 23.

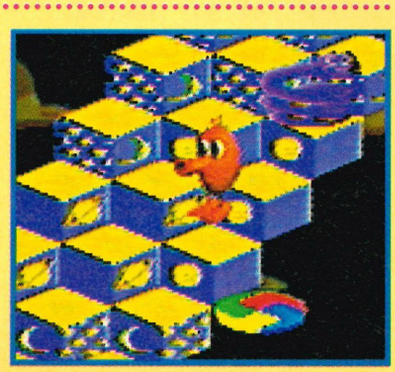
STREET FIGHTER II CORRECTION

Whoops, slight cock-up in SUPERPRO 4 where the "All characters vs same coloured characters" cheat was only partially printed. So here we go again, printed in full hopefully this time, James!

Start a one player game and select any character. Once you've flown to your opponent's stage, let your fighter lose both rounds. During the continue screen press START on the first controller and you'll go back to the player selection screen (you'll notice that the fighter you had previously chosen will now be grey). Now nominate the character you'd like to feature and play against and press START once again. You'll now be flown back to the stage you previously fought on. Once again let your fighter lose both rounds, then on the continue screen press START once again. You'll now be taken back to the player selection screen, choose another different character (you'll notice that the fighter you just used is still in colour). Fly to the stage and then press START on controller two. Don't pick the fighter you had previously nominated to fight. Let player two lose both rounds. Player two will then be asked to continue. Wait until the computer chooses a stage and then press START on controller two to re-join. With controller two, select the character corresponding to the stage in which you were flown to. By doing this you'll keep advancing stages, however be sure not to select your chosen character whose identical alter-ego you wish to fight later on.Once you go through the stages until you arrive at the particular stage of your nominated character, let player one and two sit in that stage for four rounds without hitting each other. After this, player one will be asked to continue. Press START on the first controller and pick the fighter you'd previously nominated to fight. Press START on controller one and as if by magic, you'll be fighting an identical replica!

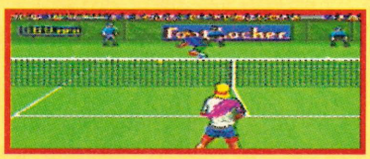
Q-BERT 3

Cheers to Daniel Grant for buzzing in with this pointless tip. To alter the backgrounds in this trippy game, go to the options screen and hold down L and R simultaneously. When you release them a programmer's screen will appear. Press SELECT to change the background (keep pressing it to flick through all of the different ones). Press START to return to the options screen. SP



GENIE IN YOUR SNES

Although the official Game Genie isn't available yet, Hornby's support for the American version is quite phenomenonal as they have demonstrated by constantly bombarding the SUPERPRO offices with a barrage of codes. So for all of our readers who are lucky enough to own an imported Game Genie, here's the latest Game-busting codes.



AMAZING TENNIS

EA8BAFDD+D085A7DD – Faster side-to-side movement.
EC8BAFDD+D185A7DD – Even faster side-to-side movement.

AXELAY

D866D7A7 – Start with nine credits.
C2C5DDDF – Infinite credits.
C2AEDF6D+C28F04D7 – Infinite lives.

BART'S NIGHTMARE

89CBD9B5 – Infinite bubbles and seeds.
C2BE60BA – Infinite lives for Bartman and Itchy 'n' scratchy sub-games.
C2C36925+C2C361B5 – Infinite Z's main game.

BATTLE CLASH

C2343FD3 – Protection from most enemy attacks.
D9A91DA7 – Weapon changes faster.
33EE3D1F – Start in Cairo in stead of New York.

DESERT STRIKE

223B07D9 – Infinite ammo.
4A6804A1 – Infinite lives.
DF3C676F – Faster gun auto-repeat speed.
D0326D6F – Missiles fly faster.
D03E6DDf – Hydras fly faster.

NHLPA HOCKEY '93

F1604776 – Period clock runs faster.
D06D4776 – Peroid clock runs slower.
C2694D86 – Clock is frozen, no time limit.

ON THE BALL

C2AEDF65 – Infinite credits.

PUSH OVER

6D686F0F – Can still complete a level if time runs out.
33666F0F – Tokens aren't lost when used to undo a push.

ROAD RUNNER

C2AC346F+C2C31D20 – Protection against most hazards.
DD024D64 – Infinite lives.
EE0CC4DD – Stay invincible for longer after getting hit.
D98347DD – Mega jump.



SOUL BLAZER

C26E6DA7+C2230D07 – Invincible.
5EE60FB4 – Start with 127 hit points.
DDE864BF – Gems set to 999,999 everytime a gem is picked up.

SUPER STAR WARS

C23214D4+CB6C3767 – Infinite lives.
4A2114D5 – Infinite continues.
553A1764 – Blaster power-ups remain after dying.
DDB9CF67 – All three characters selectable at the begining.
DF674FAF+ DF604D6F – Only 1 Jawa needed to pass Land-speeder levels. SP



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.

THE ADDAMS FAMILY

LEVEL CODES

Enter these level codes to get further in Ocean's spooky platformer:

&&YKH – 17 lives, 3 hearts, Granny.

V&HKF – 19 lives, 4 hearts, Granny, Pugsley.

?DH94 – 29 lives, 4 hearts, Granny, Wednesday.

?LSR4 – 33 lives, 4 hearts, Granny, Wednesday, Fester.

BLSRS– 33 lives, 5 hearts, Granny, Wednesday, Fester, Pugsley.

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.

AXELAY

INFINITE LIVES

To gain an unlimited supply of ships, pause the game, unpause, and then pause again. Then press SELECT, UP, DOWN, LEFT, RIGHT, Y, B, A, X. Now unpause the game. If the cheat has worked, then the word "Mutek" will have appeared where the score used to be.

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!

SECRET LEVEL

Go to the bottom of the water beds on level three to be warped to a secret level.

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.

TIPS

STREET FIGHTER II

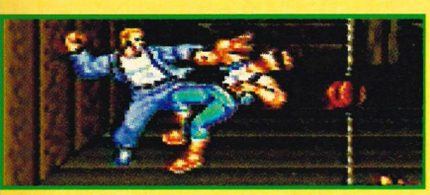
IDENTICAL FIGHTERS

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 down 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 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 except the flame thrower and 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.

EXPERT LEVEL



Here is the level code to get you through to the expert level on this classic footie game, but are you up to the challenge!

SUPER STAR WARS

SUPER CHEAT



On the title screen press: A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, B. When you hear the jawa yell you'll know that the trick worked.

Press Start on controller one and you will see that you have the choice of all three characters. On controller two press and hold the L & R buttons while you are in the level – this will bring up the game debug menu. On this screen you can manipulate just about anything in the game, eg area, stage, lives, health, hero, weapon. When you are ready to go back to the game press START on controller one. To skip the rest of the level press START on controller two. To become invincible press and hold A, B, Y, X and SELECT on controller two on any of the side-scrolling levels. Let go of the buttons and you will see X & Y co-ordinates by your character. Your hero is invincible and can even walk through walls.

SUPER TENNIS

BETTER PLAYER

For a more skillful 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 player, 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.

WINGS 2: ACES HIGH

LEVEL CODES

If this war-time blaster is proving to be too tough for you, try entering the following level codes:

6m!CQG!NCGGL8
sZG7owW6HBF
HMdMJ6C!brG!v!
!4!FIGCwPQk8Y
7dz12G8MwR!Z

Finally, the code BBHnwLL13CB!r will take you to the final stage.

ZELDA 3

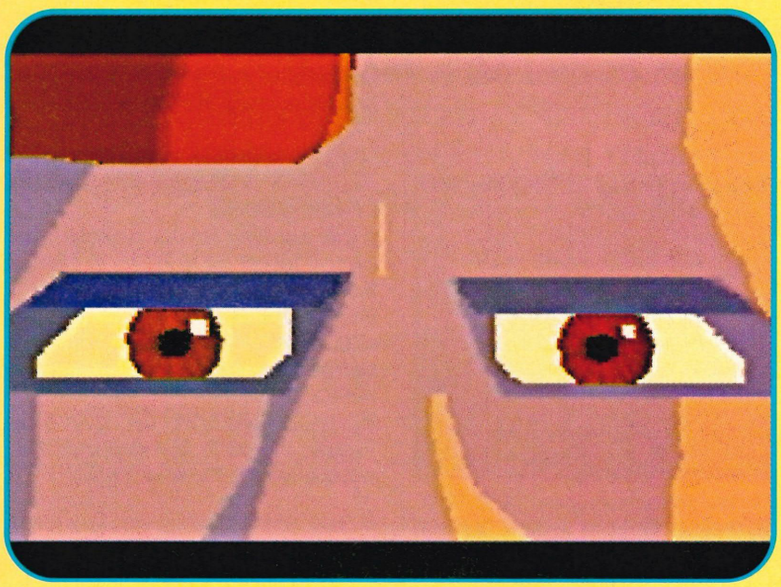
EXTRA LIVES

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!

Well, what a tiring month it's been, what with yours truly having to shift home once again, and the ever-demanding task of sorting out all you geezers with up-to-date tips and solutions. I've barely had enough time to soak up the sunny weather that's graced the southern shores in recent weeks! Anyway, enough self-pity and on with this month's collection of tricky-trivia in which I attempt to answer a few letters from this month's mailbag of SOS requests.



First out of the sack this month is a most sincere letter from Martin Flanagan of Walsall, who is having trouble getting past level five on *Another World*. This stage of the game is indeed a tricky one, the first thing you have to do is get down to the bottom of the stage and go to the far right. However, be on the look-out for all manner of flesh-eating parasites that will waste no time in reducing your athletic figure to a pile of bones! When you reach the location mentioned above, you'll come to a door. You must blast this door to help you at a later point in the game. Having done this, go back along to the left and make your way up to the thin support that holds up the water, shoot it and immediately run back along to the left. On the second screen, remember to press jump quickly to avoid the two pits. Having avoided the pits, you'll come to a ledge to the far right. Stand on this and it will be propelled upwards by the water. Now simply make your way right to exit the level.

If you want more tips for this level, or indeed any other level, give us a call and place an order for SUPERPRO 3. This contains a complete solution for *Another World*, giving in-depth accounts of how to beat each level and complete the game.



The next problem comes from Ian Jones from Wrexham, who was gobsmacked when my excellent tip to play the same coloured character in *Street Fighter II* was cut short in mid-flow. Well, Ian, I hope that the problem has been rectified in this issue, as due to popular demand (and I mean DEMAND!) I have re-printed the tip in full.

Ian then goes on to say that he has heard of a move called the Sonic Flash Kick which can be performed by Guile during the game. Apparently, our spiky-haired hero generates a Somersault Kick and a Sonic Boom simultaneously. Well what can I say apart from someone is definitely pulling your pilsner! I would imagine that such a move could only be accessed through some sort of Game Genie or Action Replay code, or perhaps it was devised from the Champion, or indeed the infamous Black Belt edition of the arcade game.

The only method I have of accessing such a move is to input the code 7EØD8ØØØ on your Action Replay cart. This code allows you to perform two moves at once.



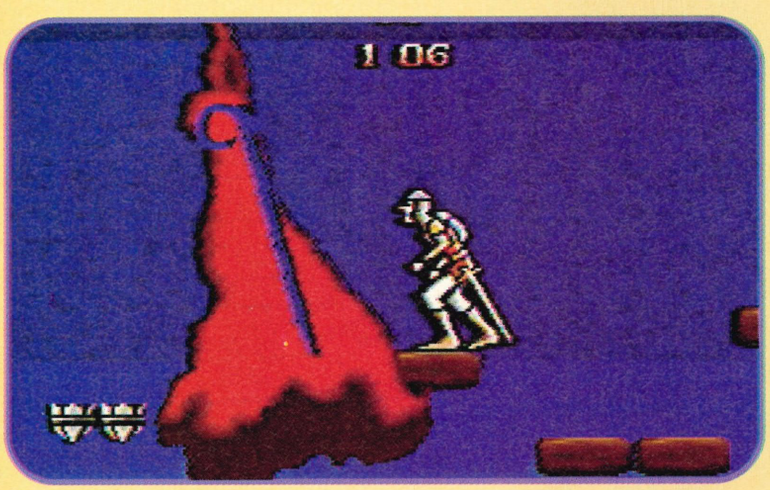
In response to Leon's letter requesting special moves for *Super Wrestlemania*, the saviour comes in the form of Paul Johnson from Nottingham. Paul wrote to me stating this gruesome combination that's guarantied to floor even the hairiest of Yankee Hulks!

Run on the ropes and knock your opponent over, then whilst he's falling, press the L button so that when he hits the ground you'll automatically elbow him. Although not specifically a special move, this bone-crunching combo cannot be found in the instruction booklet. Cheers Paul!



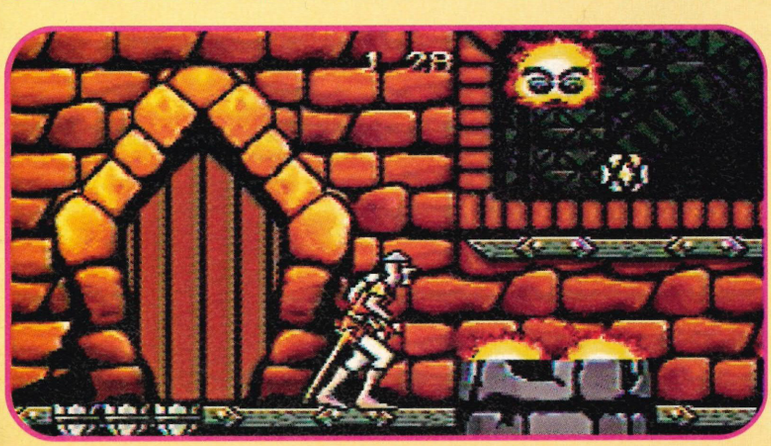
Enix's classic RPG *Soul Blazer* is causing no end of hassle for Ruth Brown from Bristol. Ruth has managed to battle her way through to Mordroc's Castle, but cannot find the Harp String needed to obtain the Platinum Card. Finding this item is by no means easy, in fact I stumbled upon it purely by accident myself!

The String can be found in the prison. Simply go up to the pile of bones in the top right hand corner and you'll find the String clenched within. Take it back to the castle and give it to the musician in the tavern. He'll then start playing an ode to Lisa on his harp, causing the sentimental guard to move closer. The card can be found where the guard was standing.

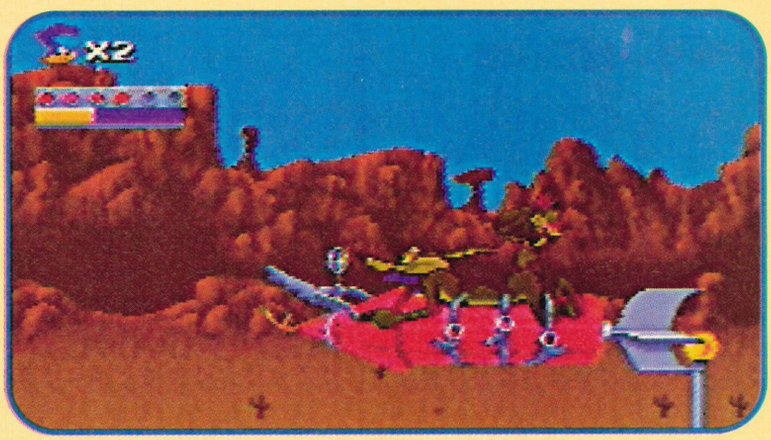


Nathan Holmes from Manchester has written in requesting level codes for Elite's toon-like platform game, *Dragon's Lair*. No problem Nat, in fact Mark Anthony Young from Leicester was straight on the case and sent me these four codes to take you straight to the end of the game:

Level after boss 1– A in hole 2, B in hole 4, C in hole 7, and D in hole 6.
Level after boss 2 – A in hole 8, B in hole 3, C in hole 5, and D in hole 7.
Level after boss 3 – A in hole 6, B in hole 8, C in boss 2, and D in hole 3.
Singe's level – A in hole 8, B in hole 3, C in hole 1, and D in hole 2.



Louise Clark from Melksham has just bought a copy of *Road Runner*, and after several days of excessive playing, she's actually managed to get onto level four (well done, Louise!). However, her brief spell of glory was cut short as after several thousand attempts to destroy the catapult, she failed abysmally. Although at first this level looks impossible, there is a technique that, if followed correctly, should eventually lead to the device's destruction. Simply wait on the second platform until the third boulder passes by just in front of you. Then walk (not jump) down to the ground and peck the weak section of the weapon. After three or four pecks, retreat back up to the second platform and wait for the third boulder to pass by once again. Repeat this process until Wylie meets a horrible end at the hand of his own infernal contraption!



Marcus Donally from Essex is tearing his hair out over *Tiny Toons*. He's got to the train section, but keeps dying when he has to run over the tunnel. Well Marcus, there's no easy answer to this question, except it's all down to timing. You must try to stay as close to the front of the screen as possible to avoid being trapped and watch out for the hint arrows. Getting it right is just a matter of practicing, but it's worth it to see the spectacular later levels.



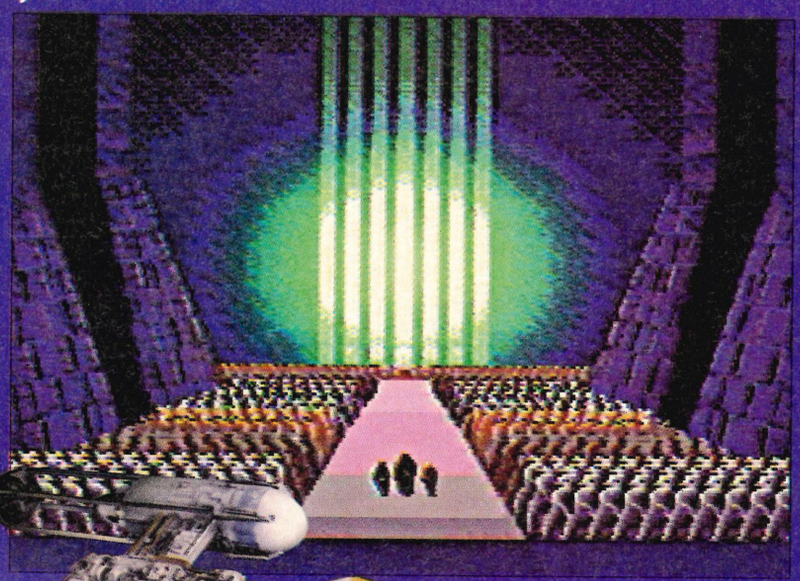
On the topic of *Dragon's Lair*, this letter was sent in by Oliver Sims from Leicester requesting a keypress cheat or level codes. You see, Oliver read my solution in the earlier editions, but needs more lives to get to the later stages. Well mate, unfortunately, there is no keypress cheat to my knowledge, but the codes printed above should help you out. However, if it's more lives you need, simply locate the three hidden on the first level, then simply return to it as many times as you want during the game to stock up. SP

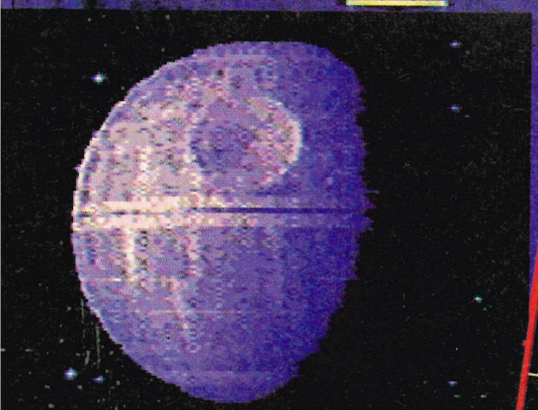


Super GAME OVER STAR WARS

Super Star Wars *is undoubtedly one of the most spectacular games to hit the SNES. When it was reviewed it way back in* SuperPro *1, we raved on about how immensely playable it was, not to mention the brilliant graphics and sound. Six months on, and it's still looking great! Quite probably the best film adaptation of all time on any machine. Anyway, enough of what you already know, here's the spectacular end game sequence for those of you that just haven't got what it takes to be a true Jedi Knight!* SP



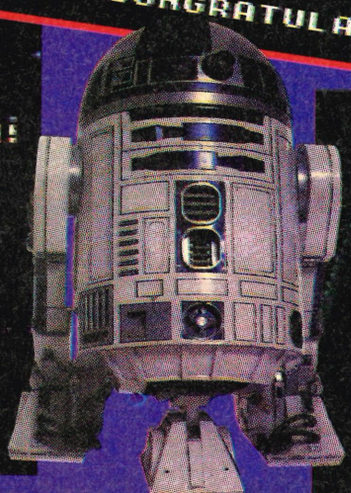


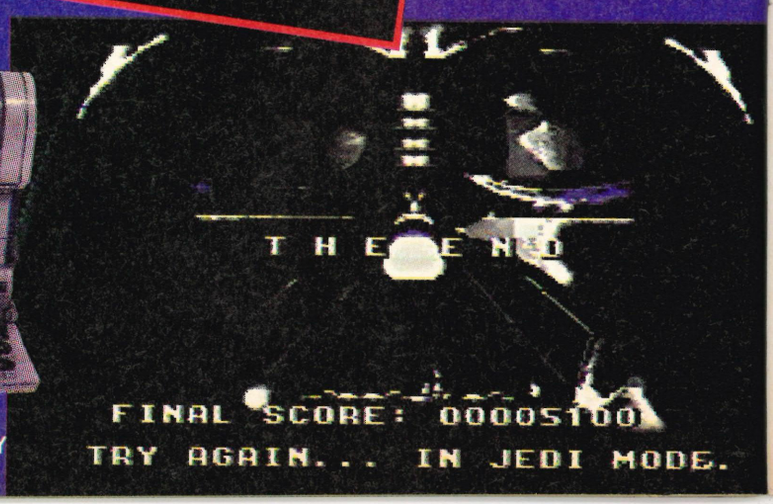












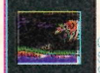
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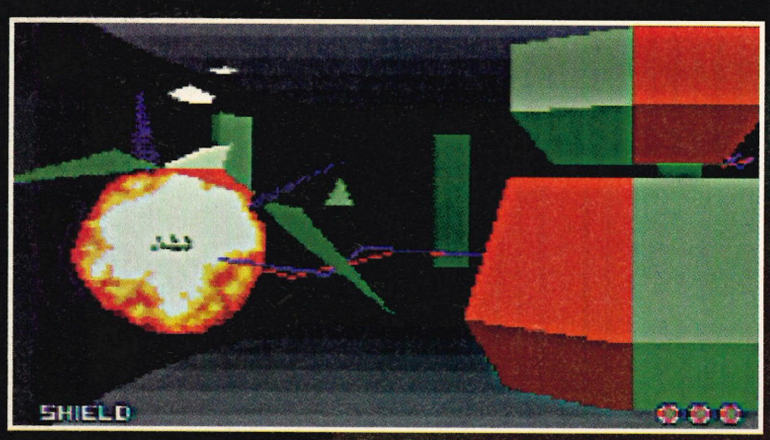
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THE INSIDE STOR

Star Fox is a lot more than just another candidate for game of the year – it's also the first in a series of games to utilize a stunning new custom chip. The 32-bit Super F/X offers graphical effects previously unimaginable on the SNES and was developed in Britain by Argonaut Software. Stuart Wynne spoke to managing director and programming genius Jez San about the chip, the game and the future.



THE CHIP

How did such an big project get started?

"Basically we were in discussion with Nintendo over producing games for them and well, we'd always been interested in doing our own hardware. The Americans were very positive, they only took a couple of months to green-light chip development. The Japanese were more conservative, they only came in when we actually demonstrated the chip to them.

"Hardware development is very costly, about three times more expensive than software design; the specialized development software costs a fortune.

"It took us a year to develop the chip, and then another year with the chip manufacturers to get a production copy. This was a lot harder than we'd expected. The Super F/X is state-of-the-art and we used the best silicon process the company had – the limit on the Super F/X isn't the design, it's the actual silicon. Only with exotic material like gallium arsenide could it run any faster.

"But in the end we did what we'd set out to do, and did it better than we'd expected."

The _Star Fox_ cart is supposed to come with its own 256Kbit of RAM!

The Super F/X chip isn't simply another chip like the DSP like in _Mario Kart_. The chip does have its own RAM and is in effect another computer, an independent graphics computer."

Custom chips have appeared before, but they haven't been widely taken up by other publishers because of cost.

"That's only partly true. The DSP is basically limited to Mode 7 and there's only so many Mode 7 games you want to see. The Super F/X is radically different from any other kind of chip. The 3DO, the Amiga, any other console – they all use effects built into the hardware. The Super F/X chip, by contrast, is a fully programmable custom chip. Being a RISC microprocessor all its effects are software based, if you want it to do something different you just write different software for it. The Super F/X is a special FX generator which can be used for almost anything. As programmers get used to it they'll be able to push it further and further, in lots of different directions. _Star Fox_ is nowhere near the limits of the Super F/X, I can't even say it pushes the chip really!"

So it's not just limited to 3D?



Absolutely not. The Super F/X is a general purpose chip. Look, the standard SNES is limited to 128 sprites on screen and only 32 sprites per line – any more and you get sprite flicker. The Super F/X has no limits, no constraints on the number and size of sprites. Plus, while the SNES can only scale backdrops [using Mode 7] the Super F/X can scale all its sprites. This is perfect for games like _Afterburner_, _Power Drift_ and so on. It also means a _Streetfighter III_ could have a lot more characters on screen, a lot bigger and a lot faster!

The SNES also lacks a bit-mapping facility, it uses character mapping which means the smallest unit it can handle is an eight by eight block of pixels. The Super F/X provides bit-mapping so it can address every pixel, independently, and at high speed. Another facility of the Super F/X is its ability to compress and decompress data, meaning you can pack a lot more code into a cart's memory. The Super F/X can be used for a huge range of functions, anything that requires a lot of calculation: it would be perfect for a sophisticated chess program!"

What makes it so powerful?

"The Super F/X is designed to operate in parallel. Rather than just chugging along doing a single task the Special F/X can be reading,

COMPANY HISTORY

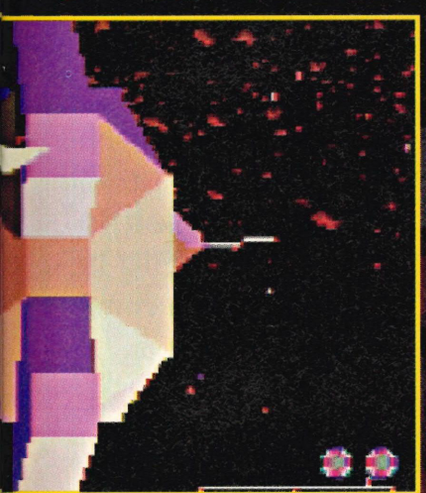
Argonaut Software started life in September 1982 as very much a one man band. Jez chose the title so he could be J. San of Argonaut on his business cards! Initially he concentrated on technical programming for modems and disk protection, then branching out into 8-bit games. The company grew slowly until the 3D shoot-'em-up _Starglider_ in 1985 shot them to fame. _Starglider II_ arrived a year or so later. Technically it was a massive advance with solid 3-D and a host of smart effects, but the best thing was the simply brilliant gameplay. In some ways _Star Fox_ is _Starglider 3_, and there's even a few Stargliders in there.

After _Starglider 2_ there was the hugely ambitious _Birds of Prey_ flight sim and Argonaut's own development system: ARGASM. Currently about 25% of the company is dedicated to chip design. After the Super F/X the company has become involved with designing for expensive computers and Jez San is eager for the company to work on new, 32-bit consoles.

Argonaut currently employs 60 people and is very probably the UK's biggest games development company. Their hardware system currently consists of about 50 high-performance 486 PCs all linked together, a set-up claimed to match Psygnosis' Silicon Graphics workstations but at significantly less cost. Currently they're hard at work with more Super F/X games and some spectacular FMV products, apparently even more ambitious than _Microcosm_!

RY OF STARFOX

writing and executing code all at the same time. By doing multiple things in a single clock cycle it has a massive advantage over a conventional chip. Some of its operations handle 128 bits in one go – PR people would probably call



it a 128-bit chip!

"And on top of all that parallel-processing you've got the SNES itself, which can be doing its own processing as well, a whole other level of parallel processing!"

How much did developing the Special F/X cost?

I'd say about a million.

Pounds?

Dollars, well probably pounds as well, including all the salaries, renting office space, all those expenses. Chip design is very expensive and we haven't made a penny profit out of it."

Why did you do it then?

We undertook the project as a long-term venture. To make a profit we'll have to produce quite a few games which exploit the Super F/X. After the ones we're contracted to do for Nintendo we hope to do some for other publishers.

THE GAME

When did you start *Star Fox*?

"*Star Fox* began development in January '92 and getting it finished in time was a massive task. It was very hard work, working late at night, over weekends, holidays, very, very hard work."

How many people were working on it?

"There were three games programmers, two technical programmers, and lots of playtesters."

What about artists and musicians?

That was all on Nintendo's side. They designed the characters, the animal characters, the *Star Fox* font, the shapes, the artwork. There were a lot of people at Nintendo working on it, as you can see by the end sequence!

Game design was handled jointly and we learnt a lot from Nintendo about how to appeal to the biggest possible market. This is the first 3D game and we had to get people used to it. We originally produced more of a *Starglider II* game where you could fly anywhere. But then Nintendo did tests with real gamesplayers in Japan, just kids off the street, and found they were a bit confused, getting lost.

"In fact we developed two Super F/X games, both of which Nintendo decided weren't right for a first release. So in the end we went for a more choreographed game, a more arcade feel where you don't have to use a map or radar screen to navigate around. This worked really



Each of the *Star Fox* puppets and spaceship models cost about $10,000 to make, and there were ten of them, giving a bill of $100,000. This is likely to be just a small fraction of the cost of the huge promotional campaign for the game.



well and since we control the way in which the player approaches things you can have a lot more dramatic attack patterns from the various enemies.

"The game design was inspired by lots of things, games like *Starblade*, the *Star Wars* movies, there's lots of stuff in there. I don't know if you know this but games developers don't often play their own games when they're finished, but we're all still playing this one. And as yet I still don't know anyone who's finished level three properly!

It is pretty tough!

Yes. Level one's pretty easy but the last level's there to offer a real challenge. We played it all endlessly with cheat carts, but all the cheats were taken out of the final version, of course. It used to be I could play it pretty well but in the final weeks it got a lot tougher. We wanted to provide real value for money."

THE FUTURE

Will there be a *Star Fox 2*?

I'm not allowed to say but there should be another one or two Argonaut Super F/X games this year. 1994 will really see the floodgates open though with other developers jumping in.

What sort of games will they be?

Well I'd say there'll be quite a range, a wide variety of different 3D games.

To demonstrate the chip's power?

Nintendo have never really been into technological power trips. They're a games company and they only interested in producing good games, it's not like Sega who just push hardware out without the software support.

What about the two early Super F/X games you abandoned?

We've already restarted work on them. There was nothing wrong with them, they just weren't accessible enough for a first 3D game.

Reports in the American press suggest the next game will be *Super Hero Racing* which will have texture mapped polygons lining the side of the road. This is supposed even more impressive than an arcade. Could it match the *Rad Racing* coin-op?

For speed, yes, probably."

Is it true *Star Fox* was just a preliminary design and later chips might be even better.

"There's some truth in that. I mean the NES has been through about five Memory Management Control chips, each new version offering improvements as needed."

So *Star Fox* doesn't push the existing chip, and in any case the chip can easily be improved?

"Yes, the hard work's been done on the design and upgrading it would be fairly easy." SP

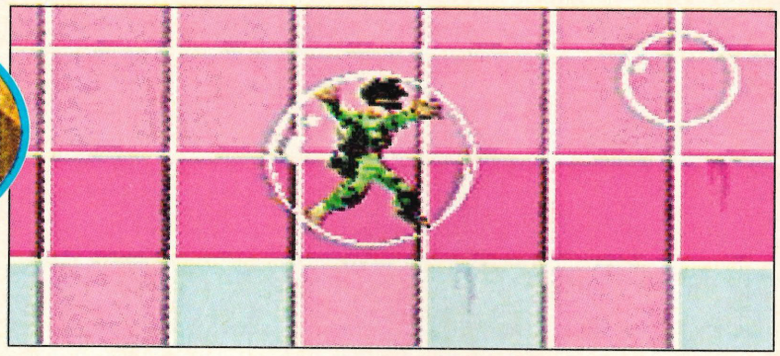
The UK version of *Star Fox* will be known as *Star Wing* and the latest release date is May, priced £39.99.

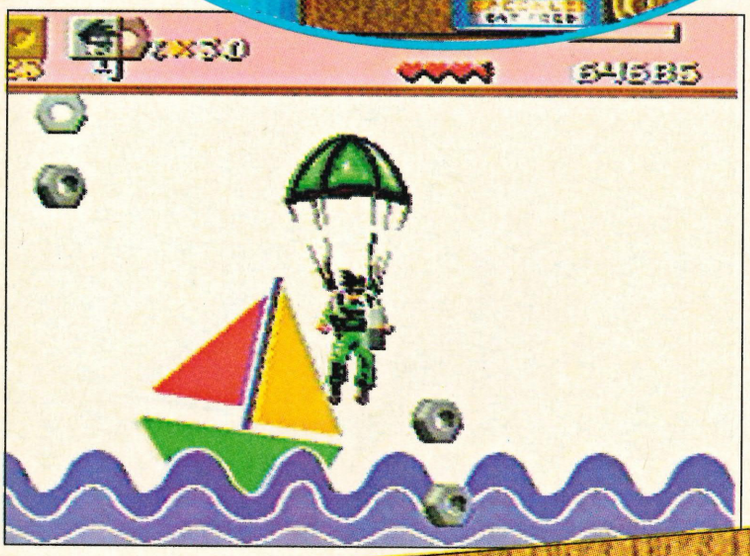
COMING SOON (ISH!)

Jez San's claim that because of its power and flexibility the Super F/X is bound to be popular with software developers seems more than justified. JVC are apparently going to use the chip for *Return of the Jedi*, while Konami have *Castlevania V* lined up, as well as a *Cybernator*-type Super F/X game! Ocean's Gary Bracey said he was "very interested in the chip and several Ocean Super F/X games were likely."

But the first new game to appear is likely to be *Super Hero Racing* (see main text), followed by a game where you walk through a 3D environment, with plenty of enemies to shoot. Then there may be an adventure game. One thing's for sure, the SNES has gained a whole new dimension with a spectacular range of games becoming possible for the first time.





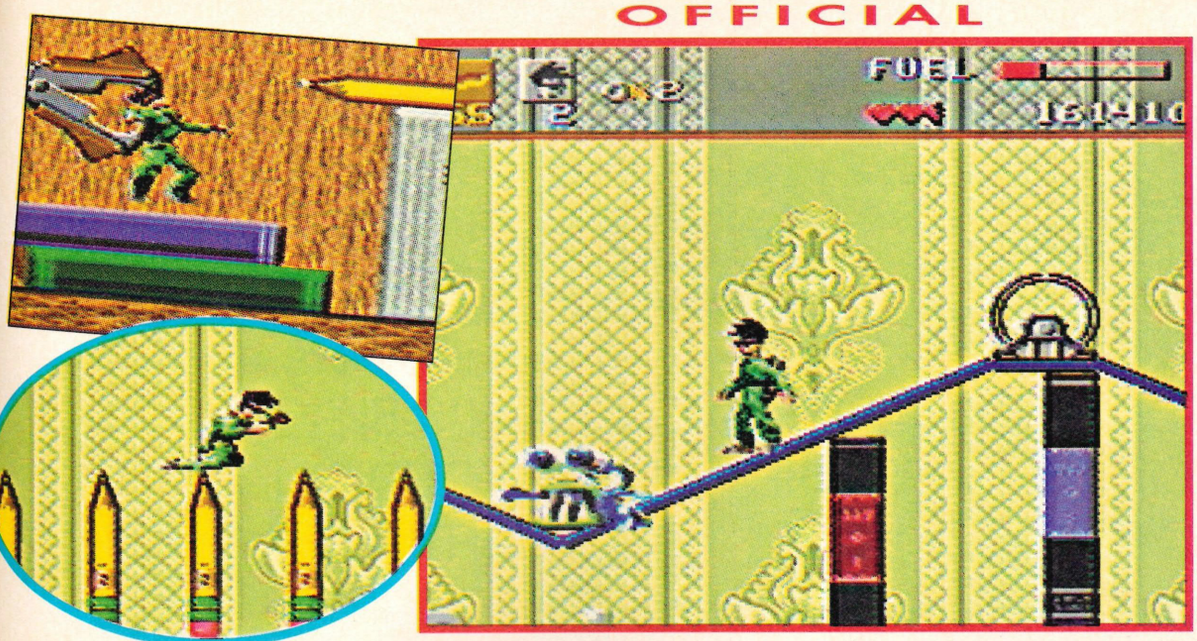


Scientists eh! What bumbling fools they are, always poking their noses into matters that shouldn't be tampered with; shrinking children, blowing-up Dulux dogs, what next? Well, the answer comes in the form of a new platform caper from Hi Tech Expressions. Dweebish egg-head Harley has accidently shrunk himself to the size of a flea and only Ryan "Big is Best" Butt can save him!





Harley's HUMONGOUS ADVENTURE



Harley's tale is a cautionary ecological fable, a lesson to all those thrusting young scientists who can't see beyond their research grant. Our Harley is such a genius that single-handedly he's developed a machine which can shrink anything to a fraction of its former size. Our Harley is also a bit of a git, his animal experiments creating a legion of grotesquely mutated monsters. So when Harley's latest experiment goes wrong and he gets shrunk, all those victims of his mad science get a chance to pay him back.

The game begins with our bequiffed prof standing on a lab table. His brow is furrowed because not only is he shrunken, he is also machine-less, his incredible shrinker having blown up and scattered its bits and pieces all over the place. There's also the now less than small matter of Harley's old pal, the lab rat, which escaped to stalk the dark and dank areas of the house plotting its vengeance. Should Harley encounter this vile creature, expect anything but a joyful reunion!

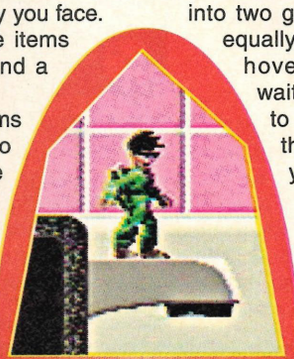
Harley is far from your typical nerdy scientist though. This guy's super-fit: he can jump, climb and swim besides being equipped with a rocketpack which lets him fly around, if he's collected enough fuel. He can also pick up limited ammo weapons like nails, which can be thrown, marbles which bounce around, tacks which tumble, elastic bands and even insect spray which acts as a kind of shield. You can collect as many weapons as you like and then toggle between them depending on the enemy you face. Other useful collectable items include extra energy and a parachute!

By using all these items you should be able to battle through to the level's end – marked by a vital piece of the shrinking machine Harley is striving to reassemble. The levels are all fairly long but there are special desk bells which, if rung, save your position as a restart point.

There's certainly a lot to this one – but you're not convinced, I can tell. Let's be honest, the screenshots look a little weak. The backdrops are all fairly simplistic and dull; they're just not that great. Harley himself has loads of frames of animation however, while the enemies are extraordinary. Bizarrely designed with an utterly convincing 3-D texture they seem to have been modelled after clay sculptures in similar fashion to Interplay's imminent *Claymates*. The small enemies are neat, especially the electric eels with eyes that bulge into two great spheres, and the equally disgusting flies, that hover around your head waiting for an opportunity to empty the contents of their stomachs all over you!

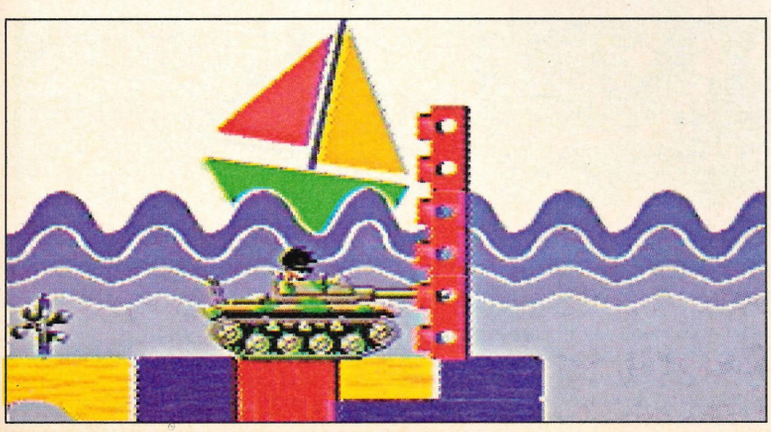
Mega-aliens are no less impressive and while the game's still no graphical showcase, it's not bad and gameplay is a treat. There's just so much to explore and overcome, providing a very refreshing alternative to most of the samey, repetitive platformers on the market.

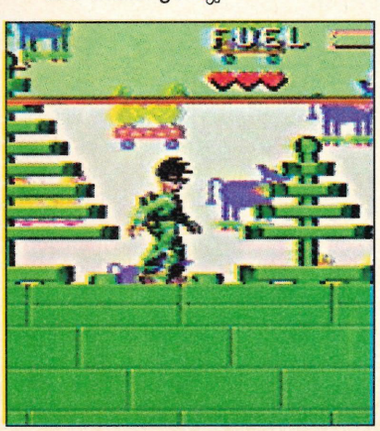
Although not quite as polished as *Mickey's Magical Quest*, Harley's micro-miniaturized quest certainly wins hands down when it comes to originality and challenge! SP



PRO TIP

When you first encounter the lab rat, aim for his legs. A constant barrage will disable it, and cause it to scuttle off to recuperate.







Publisher: **HI TECH EXPRESSIONS**
Distributor: **DISET**
Price: **TBA**
Out: **April/May**



Players: **1-2**
Skill Levels: **1**
Cart Size: **4Mbit**
Save Game: **No**
Features: **Some of the most disgusting insects imaginable!**

CONTROLS

- ▲ No function.
- ▼ Duck.
- ◀ Move left.
- ▶ Move right.
- X Fly, climb.
- Y Run.
- A Fire weapon.
- B Jump.
- L Select weapon.
- R Select weapon.

PROS: Highly challenging, excellent graphics and a vast multitude of scenarios to explore. Wide range of weapons available. Funky title tune as well as nice in-game effects and noises.
CONS: First few levels can become tiresome after a while.

GRAPHICS	81
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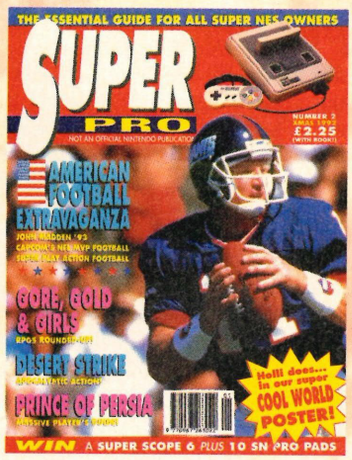
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Issue 4 £2.75

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.

Welcome to the future, welcome to Planet Goth and welcome to the disaster that's bug eyed B.O.B. With a few thousand silicon chips missing he's the first synthetic free spirit; the first robot to be accident prone; and the first seriously funny droid. Dave "B.O.B.bing mad!" Westley visits a possible 2199, and likes it.

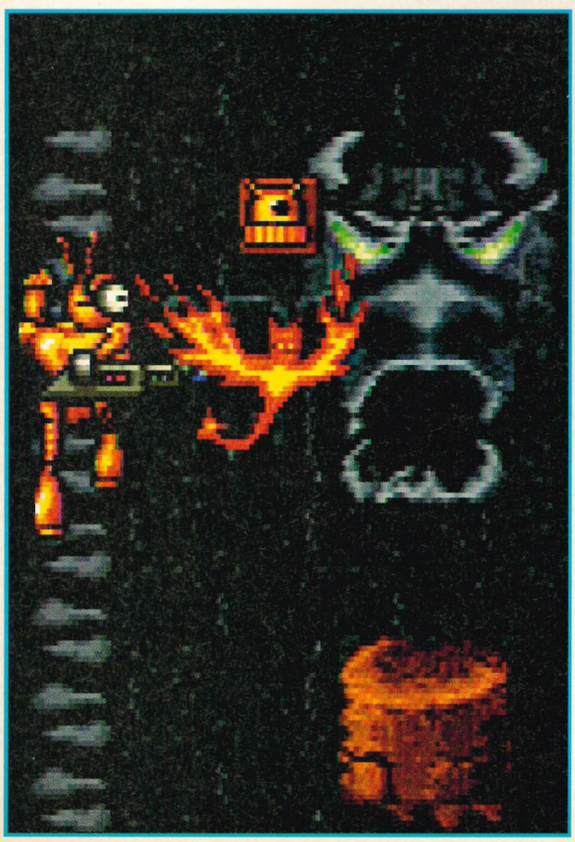


B.O.B.

True to Mad B.O.B.'s nature, he's crashed his cruise mobile. Crashed it on the way to meet his bug-eyed girlie, Cindy Clawfoot. With a face as beautiful as pure, erh, silicon he's gonna do all he can to get to her, even if it does mean the slaughter of a few thousand relatively peaceful aliens and the expropriation of some wheels.

B.O.B.'s quest is spread across the planets Goth, Anciena and Ultra World. These are represented by rather flat-looking maps, pock-marked with buildings, caverns, volcanoes and so on – about a dozen per world. Each location must be completed in turn and they're all variations on that familiar game genre, the platformer.

B.O.B. begins and ends each level the same way, surrounded by the electric blue coils of a teleporter







On one of the levels you take control of a space buggy (right). The aim is to find the exit without crashing or bumping into too many objects. You won't find it easy. The buggy has a tendency to move rather quickly. Left, Anciena is a strange sort of place with a definite Egyptian feel. Watch out for the cloaked figures!





and an atmospheric rushing sound. It's a neat effect, worthy of B.O.B., the star of this show. Okay, he's ugly as ugly can be, but as they always say, at least he's got character. His ant-like antenna sway back and forth as he moves, if he falls from a great height his legs and eyes cross in a hilarious picture of sheer dismay. Leave him alone for a moment and he'll turn his fried egg eyes towards you and wave. Leave him for longer and the eyelids droop. Eventually he stands and sleeps, moving back and forth as if snoring. He also dances before teleporting – Michael Jackson better watch out!

B.O.B.'s more than just a nicely animated sprite though, he can crouch down to a third of his normal size and crawl around like an insect. He can also collect enough gadgetry and weap-onry to put Q to shame (see box). You can scroll through your gadget inventory with R, or press X to open B.O.B.'s stomach up (urgh!) and activate a helicopter hat, a smart bomb, a trampoline (for big leaps) and loads more.

Whenever B.O.B. enters a level a timer starts counting down; you have three to four minutes to get to the exit, and finding the right power-ups to use at the right time in the right place is crucial. The levels aren't big enough to provide much of a mapping challenge, it's more of a straightforward arcade game which requires you to master a lot of special functions – and be quick on the draw. There's no early warning system to tell you when alien creatures are going to scream onto screen. They just appear and if your finger's not twitching they'll shoot you before you've had time to say B.O.B.'s your uncle. The same goes for falling off platforms. It's rare that you'll know for sure that there's going to be a platform beneath you, so you must keep your fingers near the R and X buttons to get the umbrella fast!

It's obvious that a lot of thought has gone into making B.O.B. look and play well, and he's certainly a fun sprite to be. Unfortunately though, his worlds aren't quite so impressive. There are generally only about two types of backdrop for the levels on each of the three planets you visit, and the tasks they set are all fairly similar. It can get a little repetitive but at least there's a password after every five levels or so so you won't have to redo them.

Another nice touch is how mega-guardians seem randomly placed rather than simply lurking at the end of every fifth level. The guardians are huge; a massive pod beast; an arm-slamming robot; a tongue-slavering slimer – they're great fun and I wish there were more of them!

I also liked B.O.B.'s witty one-liners which appear at the end and beginning of each level. It's a funny game and the sound effects provide a good part of the fun. There's a metallic crunch when B.O.B. falls from a great height; taps when he climbs a ladder; excellent explosion sounds when he blasts, or gets blasted himself; a totally excellent sound akin to Jerry's little feet tip toe-ing past Tom as B.O.B. climbs across ropes, vines, etc.; and a 'crisp' sound as B.O.B. is burned up leaving a pile of ash with, yes you've guessed it, his big bug eyes sitting neatly on top.

This game has plenty going for it, being witty, colourful, full of chuckle-some animated sequences and barmy, bizarre sound FX.

It's also pretty big with over 45 levels to complete, which makes that password system very useful, allowing you to take your time and not have to complete it one sitting. So despite the lack of variety, this is still solid entertainment which, like *Harley's Humongous Adventure*, adds some much needed originality to the platform genre. Well worth a look.



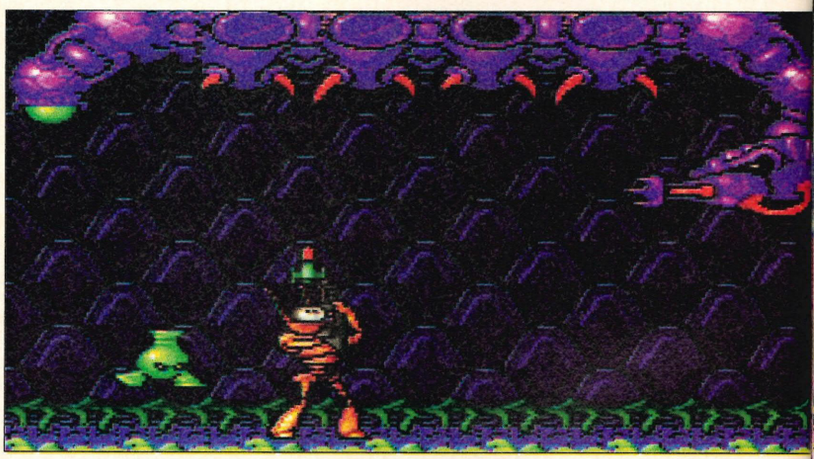
PRO TIP

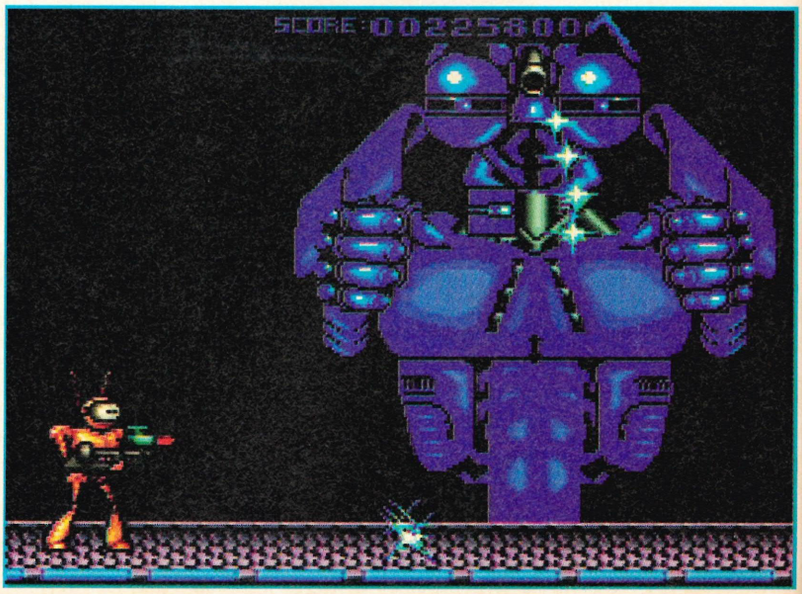
Save the best weapons until you need them via the L and R buttons.

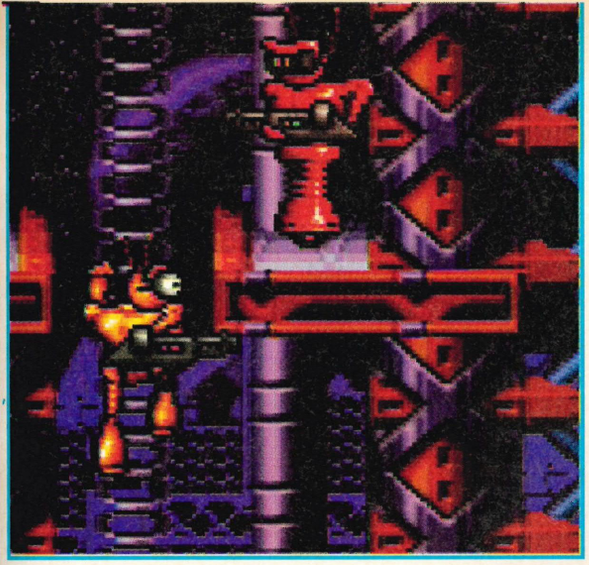




Avove and below, just two of the many guardians you'll meet on this spacey quest. Left, one of the funny animated death seqences. This time all that's left of you are your eyes, sitting neatly on top of a cremated pile.





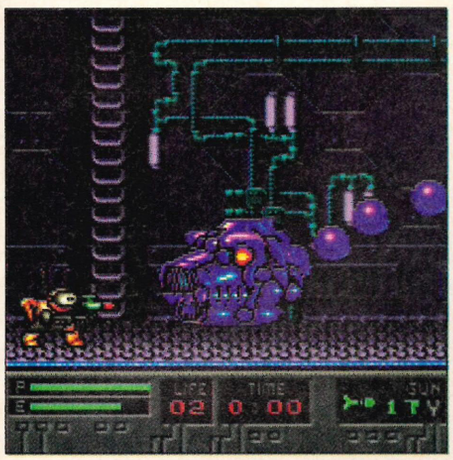




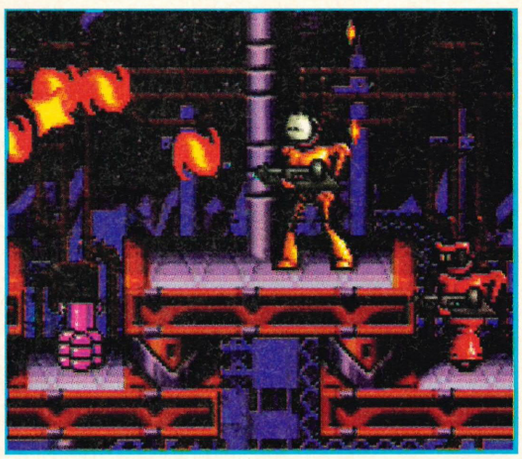


Publisher: **EA**
Tel: **0753 549442**
Price: **£44.99**
Out: **June**

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



See that purple pot on the right? You do! Well shoot it, and quickly. It sends out incredibly annoying fireballs that are almost impossible to avoid. Below, your Dad's car, the cause of this sorry story.







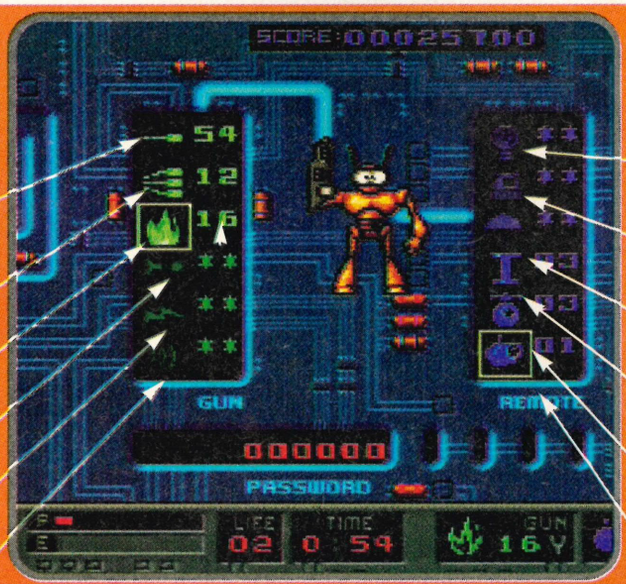


CONTROLS

- ▲ No function.
- ▼ Crouch.
- ◀ Walk left.
- ▶ Walk right.
- X Use selected equipment.
- Y Fire.
- A Hit.
- B Jump.
- L Flick through possible weapons.
- R Flick through possible equipment.

PROS: Hugely original and funny main character, excellent special FX and a huge number of levels.
CONS: Repetitive – you'll find yourself doing the same things over and over again within essentially the same surroundings.

SCATTERED AROUND EACH LEVEL ARE A WHOLE ARRAY OF WEAPONS. THEY'RE BIG, THEY'RE BAD AND THEY'RE B.O.B.'S



- The gun you start with. It fires a single photon.
- An upgrade of the above gun with a very useful three-way fire pattern.
- Fires fire! Usually found near Gigeresque pods.
- Fires homing missiles. Can be very useful.
- Lightning gun. Powerful, but rare.
- Wave Gun. Very powerful and even rarer.

FROM THE VOID THAT'S BOB'S TUM COMES A WHOLE MULTITUDE OF GADGETS. THESE ARE THEY.

- The light that freezes everything on the screen.
- The shield that protects you from almost everything.
- An umbrella hat allows you to fall from great heights.
- The trampoline that allows you to reach great heights.
- The Helicopter Hat allows you to fly for a brief period.
- The great big bomb that destroys everything.

GRAPHICS	88
SOUND	89
GAMEPLAY	79
LONGEVITY	82

PROSCORE
84
SCOREPRO

THE BEST UNCLE YOU'LL EVER HAVE!

The Addam

Does anything ever die in TV land? Star Trek, Columbo, Addams Family, they just keep coming back, usually hugely more expensive and only half as good as before. The Addams Family first got resurrected as a movie and then as a cartoon of the original series before being turned into a computer game. Confused? Dave "Vamping" Westley isn't. Honest...



Ocean's already had one crack at this weird family with the game of the movie (84%, SUPERPRO 1) and the new game is, structurally at least, very much the same. It opens with our hero standing in the Addams Family lobby. Around Pugsley are a number of doors that conceal various terrible and dangerous worlds that only a fool would enter.

Pugsley enters these worlds not merely because he's a culture short of a yogurt (*I think that means stupid – Ed*), but because he has a scavenger list with some very weird things on it indeed. These objects are all concealed at the end of big platform adventures and heavily protected. In which order you attempt these adventures is entirely up to you – except for the Basement and the final, Ice Box level which can only be entered when a number of other levels have been completed.



PRO TIP

Push down on the cannon balls to make them move the way you want them to.

Each level also has about 7-10 sub-levels to it, plus loads of secret rooms to find. Combine the game's size with its toughness and you've got a huge challenge. To give you some chance there's infinite continues, but if you lose all your lives and have to use a continue then you go right back to the start of the level you're on – and these levels are tough! If, somehow, you do manage to complete this game you can get a harder difficulty level by decreasing your lives from seven to six to three, and energy hearts from three to two or one!

Although *Pugsley* may lack the mind-blowing graphics of say *Batman Returns*, it's all very slickly done with masses of challenge and a surprising amount of imagination and variation within its levels. You won't get bored with the amount of exploring to be done here. This is undoubtedly the best Ocean release for ages and if you think you're up to the hair-tearingly tough challenge you shouldn't miss it. Even *Xandra* seems easy after this one! ➤



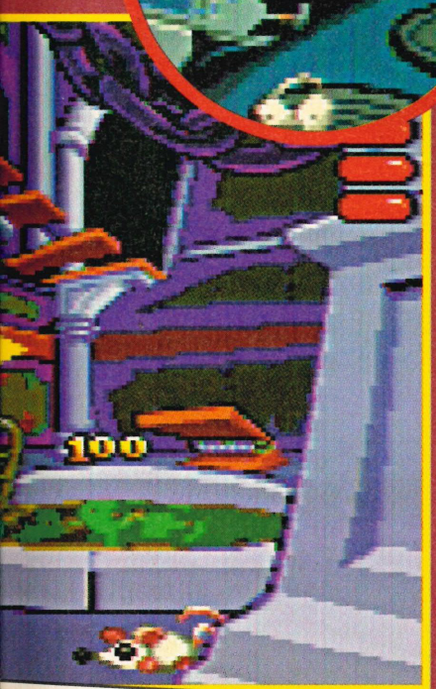
PUGSLEY'S SCA



ns Family







HAIRY THING'S BASEMENT

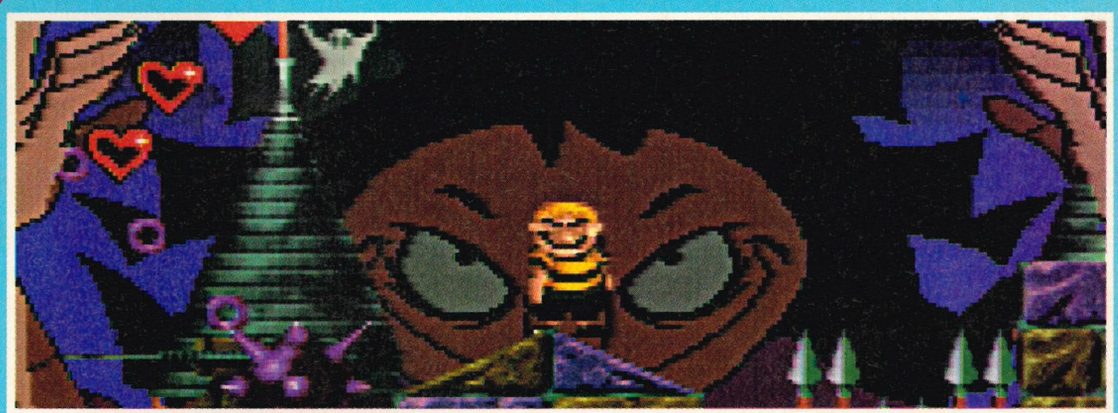
It's dark, so Pugsley must wear a miner's helmet which lights up the centre of the screen, but not the edges which remain pitch black – an effect that certainly adds to the shuddery, spooky atmosphere.

Once acclimatised to the darkness, you'll begin to see how truly disgusting your surroundings are: gunge drips from the basement roof and takes on a life of its own; bats circle Pugsley's head – one touch and that's a heart gone; spiked balls fall without warning; and aliens amble along the corridors wearing spiky helmets. The end-level guardian is best though – a washing machine that frantically throws socks and stuff at you!

In gameplay terms, the things that makes this level unique are the conveyor belts. They're everywhere, slowing you down, speeding you up, and mastering the conveyor belts is vital if you're not to be whisked into a fatal confrontation with some slime! This one's definitely a toughie.



GRANNY'S ATTIC



This platformer is undoubtedly Arthurian, with Knights, portcullis, guillotines, ropes to climb and a dragon for an end level guardian. There is a twist however – you're inside Granny's crystal ball! It's another imaginative perspective and graphically this is one of the best levels.

In gameplay terms this is a typical platformer, times ten for hardness. Getting on top of the guillotine blade to reach high up platforms only to then find that all the platforms have disappeared is annoying. When you finally manage to find some platforms, and get quite far, only to discover you've gone down a dead-end it's maddening! But then throwing yourself off the castle walls in sheer suicidal desperation you'll suddenly find that platforms have materialised from nowhere. Pugsley's programmers are terribly cruel!

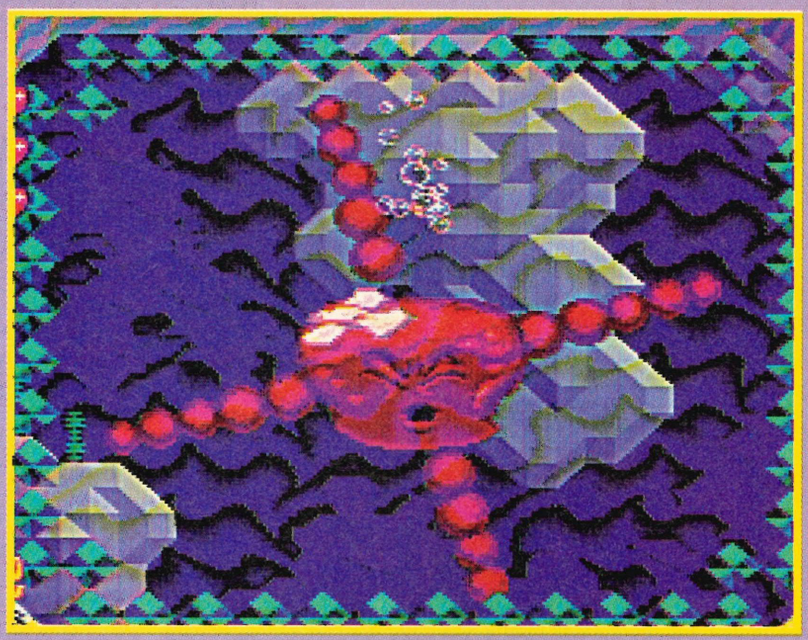
VENGER HUNT

THE BATHROOM

A giant, surreal bathroom as it happens. Pugsley walks along giant tooth brushes whilst baby ducks paddle in pools of water and great mallards patrol, quacking madly. The exit points in this level are toilets and there's an absolutely disgusting sound effect as you slosh your way down!

Later on you'll go swimming in the sink, avoiding not only fish and exploding dog fish but water-breathing cats too! Just pressing B fast enough to swim will keep you sweating here – this is another toughie – but it's also one of the best-looking and most varied levels. If all the other levels had been as good as this then *Pugsley* would undoubtedly have earned a ProGold.





FESTER'S LAB

Another giant, surreal level with huge glass flasks filled with bubbling acid, bunsen burners spouting flame, pipettes and crucible spitting red hot chemicals and much, much more. Strange, mutant creatures abound. Especially loathsome are Slimer-like things which bear babies if you jump on their heads. Urgh!

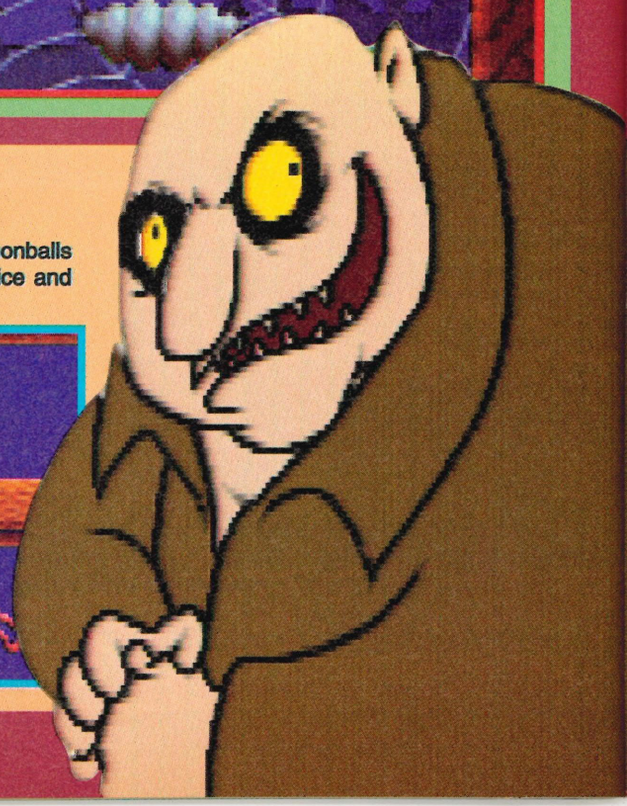
This level features masses of hidden rooms and disappearing platforms so, although graphically the least appealing, it's also one of those you'll keep finding secret rooms in. At it's end there's a huge spider like the one in *Mickey's Magical Quest*. Jump on its head and it gets very confused!



LURCH'S LOFT

Graphically this is the poorest level but at least it's got some neat puzzles. Using the cannonballs to break down walls will drive you up the wall! Also watch out for cheese-throwing mice and rockets!





MORTICIA'S ICE BOX

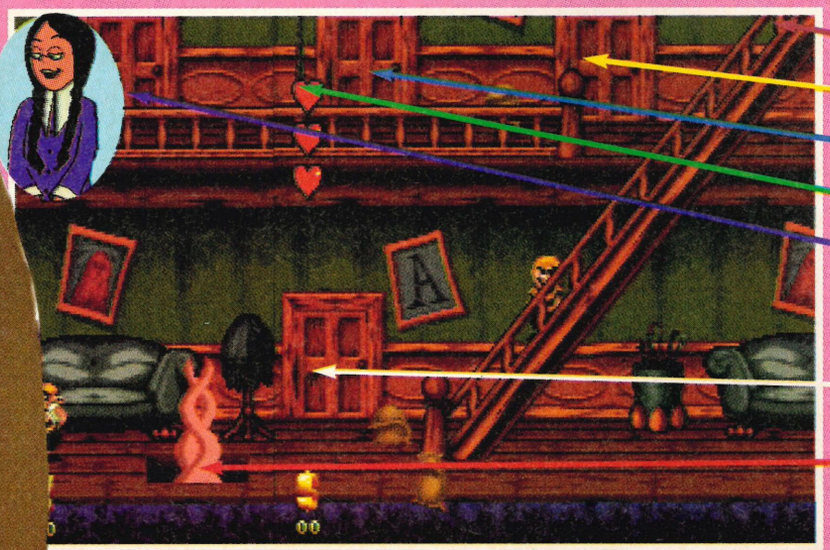
This level can only be got to after you've completed the others, but it's well worth the wait. The background is superb: there are frozen red and green (!) lobsters, peas, sweet corn and great mounds of yellow cheese. It's also snowing heavily, making the walking and jumping along tiny platforms almost impossible without great skill. The enemies include geese with woolly hats, fat snowmen, headless and plucked frozen chickens and penguins.

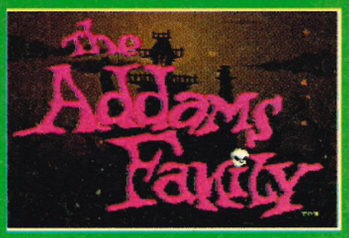
The level introduces a new puzzle where question mark blocks must be hit in the right order to trigger certain things, like platforms appearing. Finding the correct order when there are over ten of these question mark blocks is very likely to cause apoplexy!





THE ADDAMS' HOUSE





Publisher: **OCEAN**
Tel: **061 8326633**
Price: **£44.99**
Out: **NOW**

Players: **1**
Skill Levels: **Selectable lives/ energy**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Infinite continues.**

CONTROLS

- No function.
- Crouch.
- Walk left.
- Walk right.
- X: No function.
- Y: Run.
- A: No function.
- B: Jump.
- L: No function.
- R: No function.

PROS: Masses of levels, imaginative graphics, excellent sound and plenty of variety.

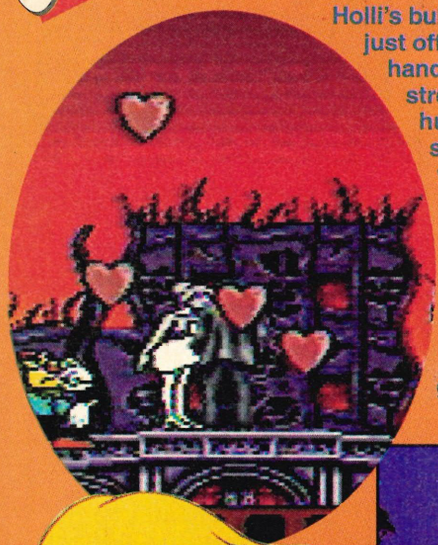
CONS: Poor end sequence – perhaps an extra door should have been created at the end – and no password which is a shame considering the game's size.

GRAPHICS	89
SOUND	88
GAMEPLAY	89
LONGEVITY	92

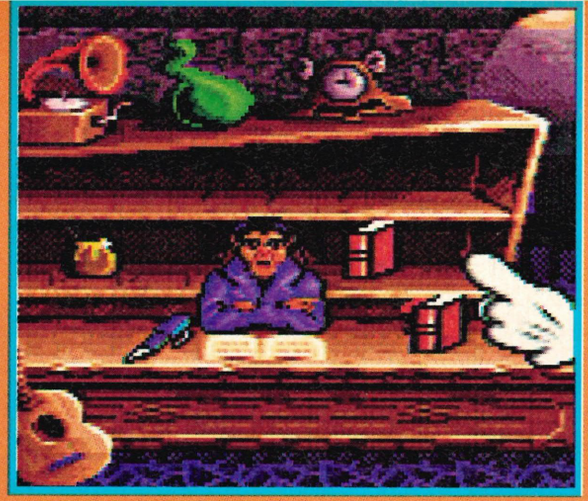
PROSCORE
88
SCOREPRO

AS GOOD AS PUG IS UGLY – AND THAT'S SAYING SOMETHING!

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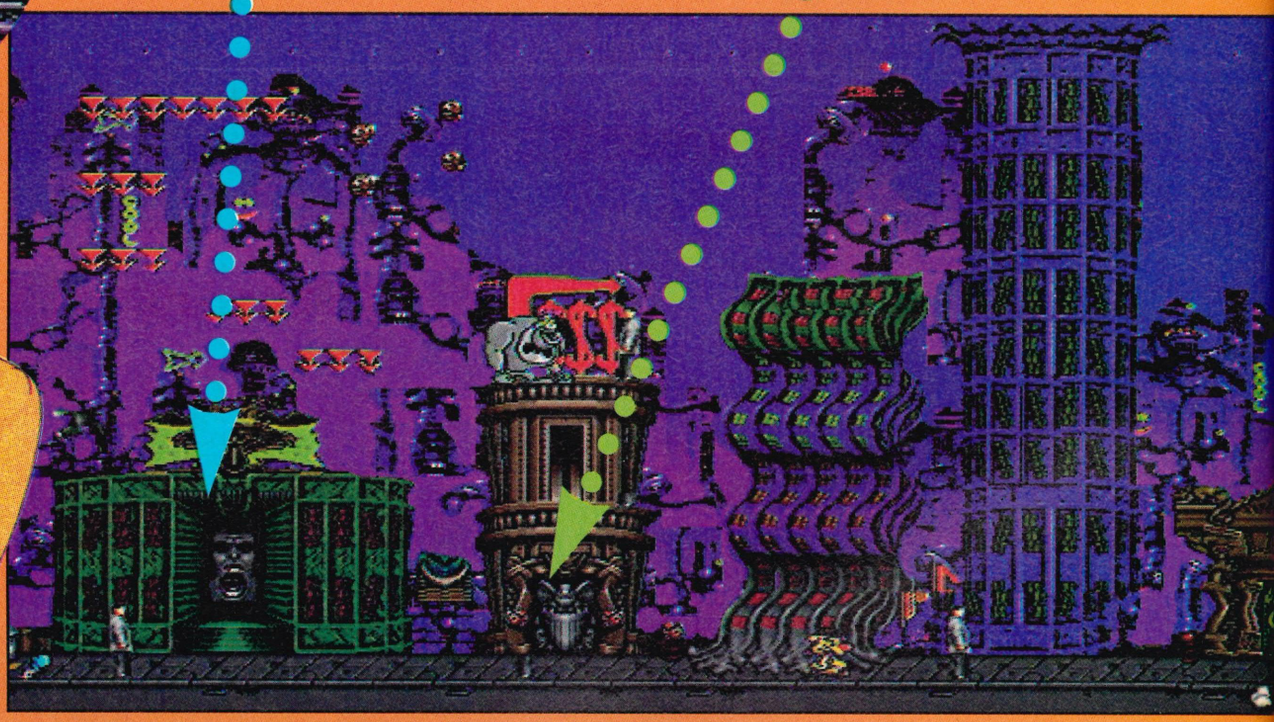
Holli's building is just off the left hand side of the street. It's a huge skyscraper which you must climb up. But Holli only appears if you've brought her lots of gifts first!



The Pawn Shop is where you can buy various items including the vital, and very expensive pen. You can also barter items here.



The Bank is very useful as when yo collected some money you can dep so when you get mugged you don't

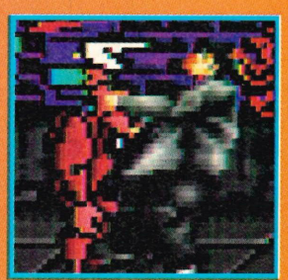




© 1992 Paramount Pictures

It's a hard world so there's a rich business in selling us another one, a cool world where reality softens into the landscape of dreams. Cool World is cartoonist Jack Deeb's escapist fantasy. Unfortunately it's somehow become real enough to threaten Earth! Disaster looms, but with Holli Would beckoning, Ryan "loony" Butt is quick to pay a visit.

COOL WORL





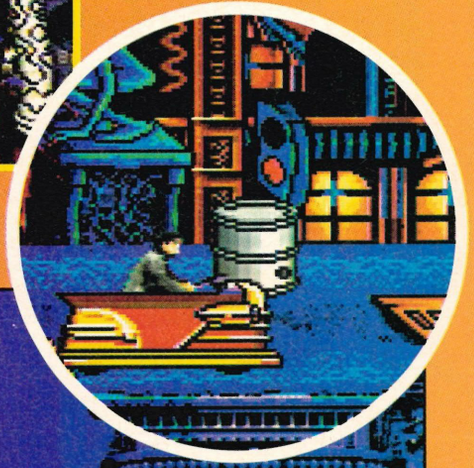
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it it here
se it all.

The Library is where you can bring books to get clues. Well, just one really. The main reason for visiting is to get some flowers which you can give to the Slash Club's bouncer.

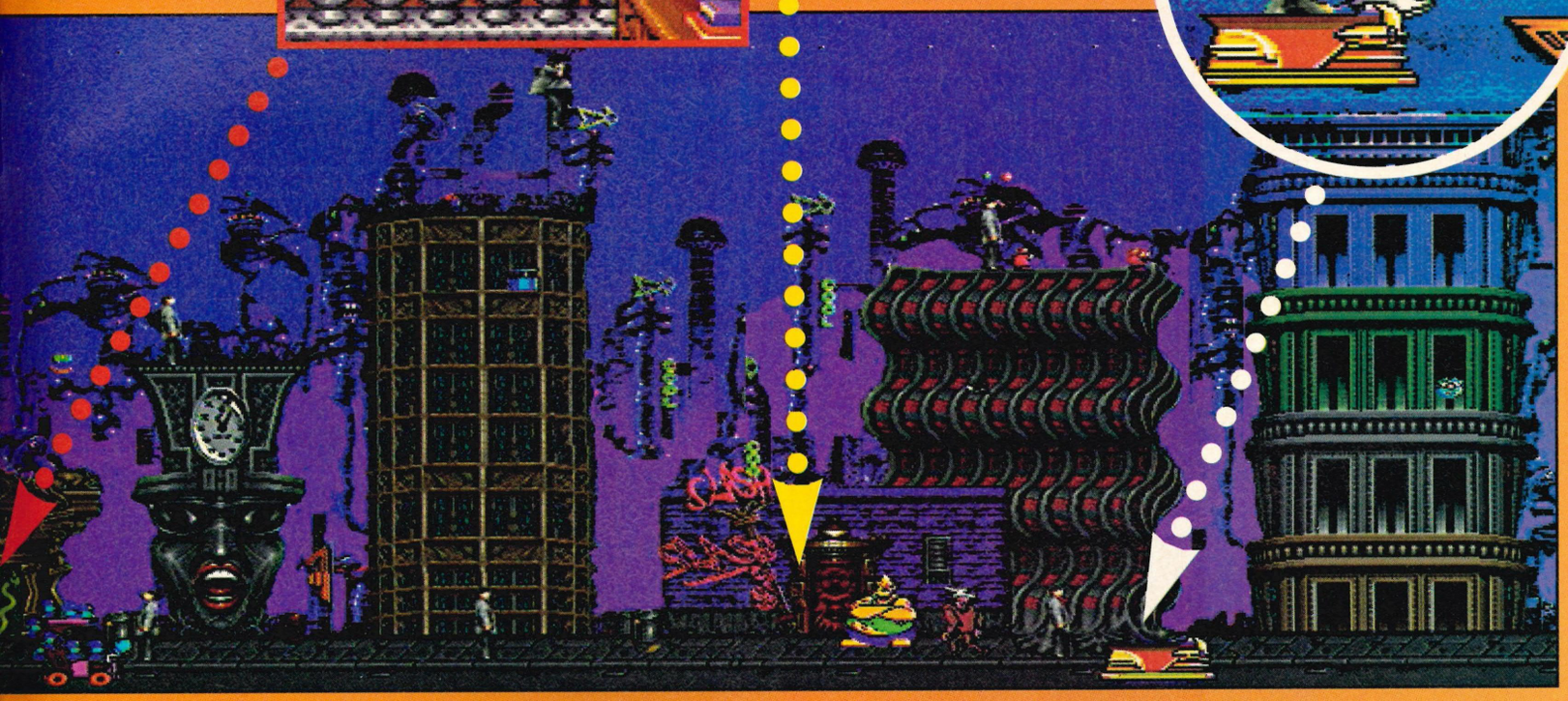




The side-scrolling car sub-level isn't too difficult when you learn the lay-out. The car will take you to the Sweet Place.



Holli dances in the Slash Club but it's tough getting past the baddies to bring her a drink.





LD

Cool World is a toon world, a place where the super-bright, super-weird doodles of Jack Deeb form a whole other reality. Unfortunately, Jack's fantasies are not of the cute and harmless variety, so when he finds himself mysteriously transported to Cool World he's not in for an easy time.

One of Cool World's citizens is especially interested in Jack and that's the curvaceous Holli Would, the most glamourous and seductive Doodle you've ever seen. Holli wants to get closer to her maker, not only to congratulate him on his artistry, but also to use him as a means to getting a body of flesh and blood. The attraction of a normal, mortal body – even one as attractive as Kim Basinger's – isn't explained, but in any case, movie and cart soon diverge in plot.

Sadly the game doesn't begin with Holli slinking around after Jack as in the movie. Instead, she's being distinctly elusive. You see Holli has decided she needs the useful sounding Golden Spike of Power, hidden atop the Ocean Hotel in Las Vegas. She wants to use this to merge our world and Cool World. It's not a bad idea in my opinion, but some spoilsport claims this will destroy both worlds so you've got to stop her.

The visual side of *Cool World* is undoubtedly fantastic. Each stage is cram-packed with imaginative sprites lifted straight from the film. My particular favourites are the Popper Police and Sparks, a huge blue ape with ghastly breath! I also liked the contrast between the grittily realistic Jack and the cartoonesque world in which he's trapped. It's a pity, then, that although very eye-catching, some sprites are a little jerkily animated, lacking sufficient frames of animation to really bring them alive.

Gameplay is almost as weird as the graphics, with no conventional structure. The game begins with you in Cool World (Level One), a side-scrolling street complete with several shops which you can enter

Cool World

Publisher: **OCEAN**
Tel: **061 832 6633**
Price: **TBA**
Out: **May**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **A Kim Basinger Toon!**

SWEET PLACE



The Sweet Place is littered with sweets and lots of cute enemies which you can punch or jump on.

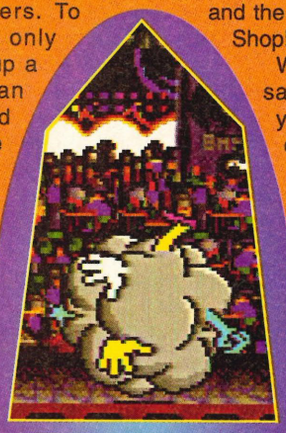


The Malt Shop is in the middle of Sweet Place and you need six sweets to get in. You can get gifts for Holli as well as the Golden Spike here.

(see map). Walking between these places isn't easy as Cool World is heavily populated with cops, bouncers and muggers. To begin with you can only jump, but if you pick up a boxing glove Jack can punch his enemies and haul himself up the side of buildings.

If you go toward the left-hand side of the street there's Holli's Building (Level 3). You can try the front door or attempt to climb up using your arm – only to find another bouncer!

If you walk to the right you'll find a car (Level Four) which, if you've collected the key, will take you to a side-scrolling racing sub-game where lightning fast reactions are needed. You must guide this curious vehicle through hazardous road blocks, chomping teeth, and strangely placed traffic lights. Eventually you'll get to Sweet Place (Level 2), a sickly cute world consisting of colourful houses, bendy lamp posts, and the incredibly strange Malt Shop!



PRO TIP
To gain access to the Slash Club, get the flowers from the library and give them to the bouncer.

When you've finally sated your sweet tooth you can hop into your car and endure another loopy driving sequence.

There's also real world Las Vegas (Level Five), but to do that you need a pen not a car. To get the pen you need to collect plenty of money, no easy task with the muggers and cops – the latter taking all your money for bail if they arrest you!

After you get the pen you'll soon end up being warped to Vegas. In the casino-lined streets you must use the pen to catch Doodles which have escaped into the real world.

The remaining levels are Ocean Hotel (Level Six), which you must climb up the side of, and its Rooftop (Level Seven), where you must fight Holli's bodyguards before getting to her and restoring the Golden Spike to its proper place.

All this might seem quite a lot but when you compare it to *Super Mario World* it's pretty minuscule, those fancy graphics really eat up memory. The ideas are still pretty interesting and I would've loved to spend a lot more time in *Cool World*, but unfortunately playability is lacking. None of the levels are brilliant to play and most are actually very irritating. Probably because it's not that big a game, the challenge is increased by an irritatingly high difficulty level which ends up making gameplay pretty frustrating rather than enjoyable.

Ocean have worked wonders in capturing the film's atmosphere, but in the process have scrimped on playability, which is a pity because this lets down what would have otherwise been a corking film tie-in. Maybe next time they'll use a bigger cart and produce the sort of rewarding game which will finally win them a Pro Gold! SP

CONTROLS

- Enter building.
- Collect an object.
- Walk left.
- Walk right.
- X: Stretch arm up.
- Y: Jump.
- A: Suck Doodle into pen.
- B: Punch.
- L: No function.
- R: No function.

PROS: Gorgeous graphics, good tunes and an imaginative scenario with plenty of variety in the seven levels.

CONS: Animation is a little dodgy in places and the controls can be unresponsive, especially in the driving section. Gameplay, generally, is frustratingly tough and there could have been a lot more depth.

REAL WORLD

After you've bought the pen you'll eventually get warped to Las Vegas where you use the pen to suck up Doodles. You can also earn some money gambling on a *Play Your Cards Right*-type game.





The Ocean Hotel is at the far right of Vegas. If you bring the Golden Spike here a spider will take you up the side of the hotel for a final confrontation with Holli Would.

GRAPHICS	82
SOUND	74
GAMEPLAY	71
LONGEVITY	78

PROSCORE
76
SCOREPRO

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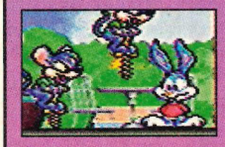
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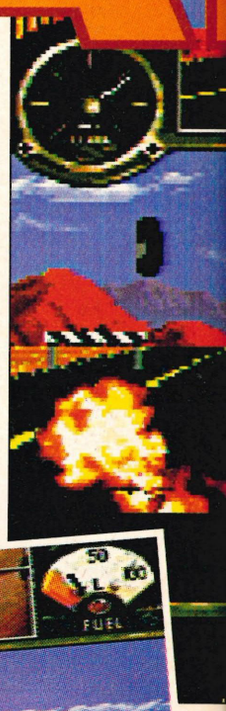
REVIEW

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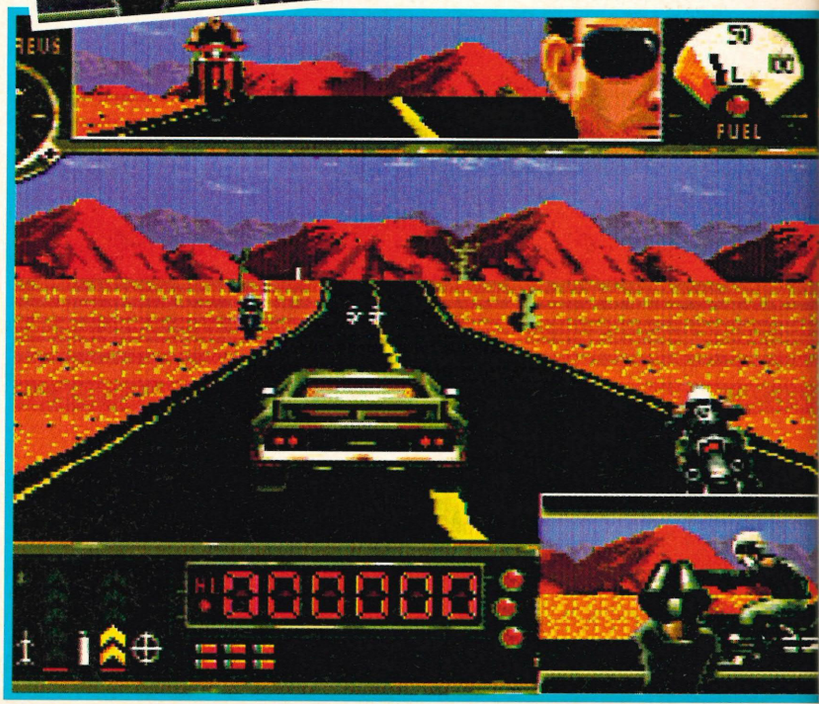
OUTLA











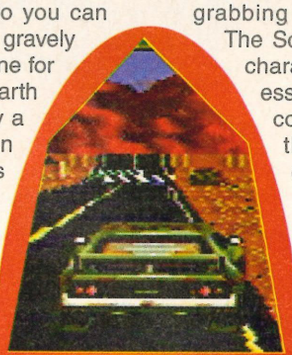
Picture a highway snaking through a barren desert, heat waves rippling from the burning tarmac, no sign of life other than cacti. Then suddenly a battered Mustang appears on the horizon, closely tailed by several modified motorbikes. At the Mustang's wheel is a leather-clad loner with a gun the size of a hockey stick! Mindscape's new road blaster bears more than a passing resemblance to George Miller's *Mad Max*, so Ryan "Master Blaster" Butt hitches a ride to see if it too is a classic of its kind.

Scanning through *Outlander*'s scenario you can almost hear the gravely voice which set the scene for the *Mad Max* movie. Earth has been devastated by a nuclear Armageddon and those few survivors that there are have fled the cities. In the wilderness people soon revert to more primitive lifestyles where the only valid currency is fuel.

In time two separate tribes form: the New Worlders (devoted to rebuilding civilisation) and the Wastelanders (more concerned with looting the ruins and achieving short-term domination). For a time the two tribes tolerate each other, but when the ruins no longer have anything to loot the Wastelanders launch a war on the New Worlders, intent on grabbing their technology and The Scientist. This legendary character apparently possesses the knowledge that could eventually re-build the world, and put an end to all hardship (!).

Eventually the egg-head gets himself kidnapped and it's up to you to save him. You must travel both in car and on foot through burning deserts and ruined towns in search of better equipment for your vehicle. A fearsome onslaught of heavily armed bikers must be survived if you're to reach the convoy surrounding a truck containing The Scientist.

The game begins with you in the Mustang, the road ahead packed with roadblocks

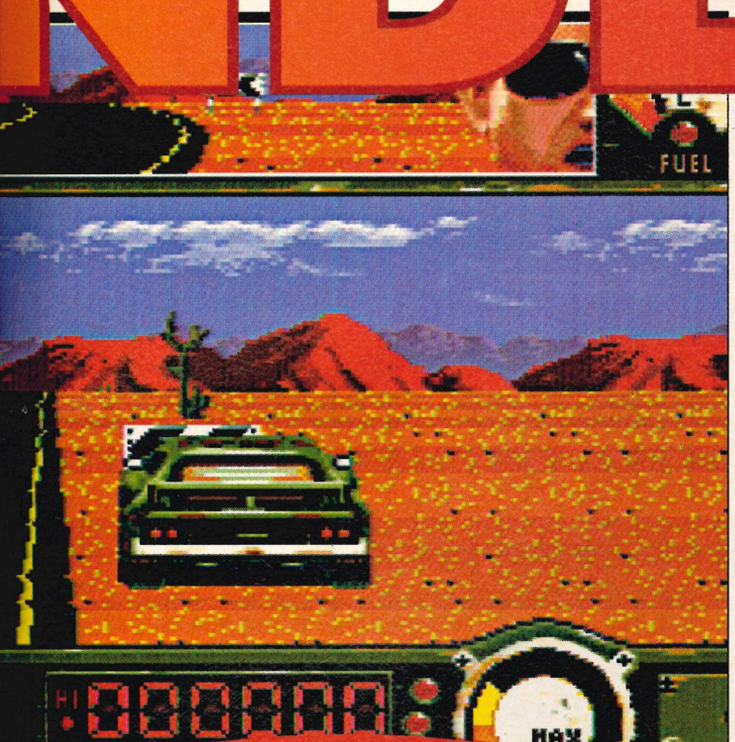


PRO TIP

Always keep a finger poised over the brake button, as you'll need to approach corners and road blocks with due care.

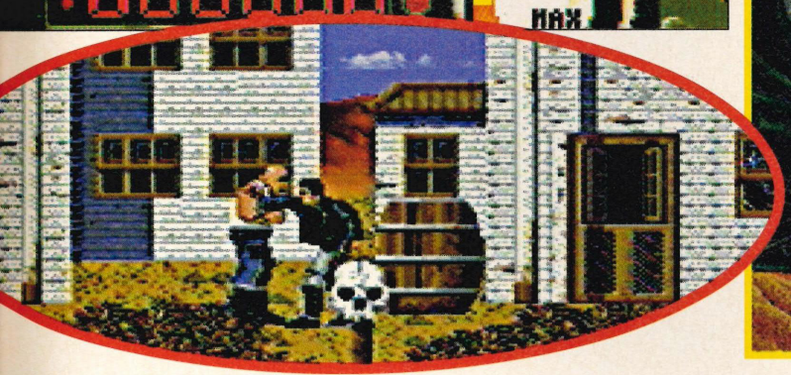
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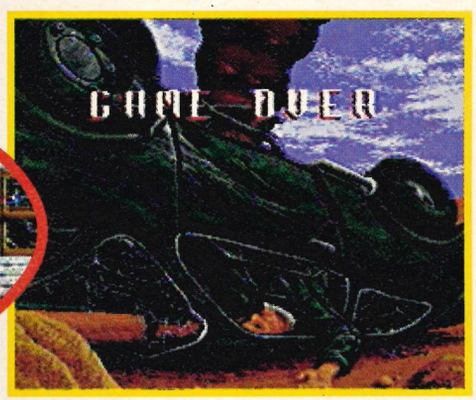
NDER





A brief encounter with a hostile villager could prove fatal if you don't watch your back (below left). There's only so much a Mustang can take (below).





and petrol-bomb throwing bikers. The interior of your car is very well presented, with several gauges and meters showing revs, fuel, ammo, speed and energy. There's even an excellent rear view mirror!

Killing the bikers can be accomplished in a multitude of ways: you can ram them off the road, slam on your brakes to make the hapless mutants slam into your back, or you can shotgun them! This last method is the most novel. Just wait for a biker to get beside your car then use either the L or R button to blast them. A little window even opens up to show the biker's demise!

Yet more violence appears when you stop at the roadside. The format now changes to a side-scrolling beat-'em-up, in which our leather-clad hero must use his punching skills to take out oncoming thugs. As it happens, the pockets of these thugs are packed with food, extra ammo and fuel.

You can stop whenever you want but there's also several towns which must be visited. These towns are displayed on a map that shows your progress.

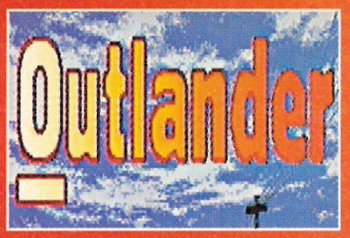
Graphically *Outlander* is superb, or at least it is until the sprites begin to move! Obviously a lot of time and attention has gone into providing plenty of detail and atmospheric touches, however the programmers seen to have scrimped on animation, which basically leaves us with the illusion of beautifully drawn characters moving around like cardboard actors from *Eldorado*!

Similarly the driving sequence just isn't fluid enough to get the adrenaline flowing. All the flashy windows opening up to show close-ups can't compensate for the sluggish feel.

Even so the involving atmosphere made me want to keep persisting, and the town sequences succeed in breaking up the sheer monotony that develops after too much of the driving section. It's great how you can just pull over when you want and stretch your legs.

The music is fairly good as well, helping create an ominous atmosphere. Sound effects are disappointing though, consisting of little more than a few bangs and groans (the story of my life!), which fail to convince.

Outlander is an excellent idea for a game, but Mindscape have failed to fully exploit it. Mixing two distinct games was certainly a good idea, unfortunately neither are that good and the driving section is incredibly difficult. Of course *Mad Max* fans will be very tempted by the look of this one, but if you like frantic action, convincing car chases and gripping beat-'em-up combat, or even a combination of all three, then treat this game as you would a barrel of toxic waste. Avoid!



Publisher: **MINDSCAPE**
Distributer: **BANDAI**
Tel: **0329 828011**
Price: **TBA**
Out: **May**

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Real time scaling of on-screen objects. Varied graphical locations.**

CONTROLS

- ▲ No function.
- ▼ No function.
- ◀ Move left.
- ▶ Move right.
- X Brake/ fire.
- Y Accelerate/ jump.
- A Punch.
- B Fire.
- L Shoot out of left window.
- R Shoot out of right window.

PROS: A great idea for a game with lots of atmosphere, good ominous music and nicely detailed graphics.
CONS: The driving game is sluggish and hair-tearingly frustrating, while the side-scrolling stuff is too limited. Animation is poor throughout.

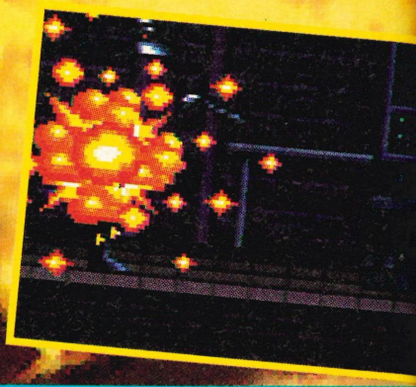
GRAPHICS	58
SOUND	62
GAMEPLAY	55
LONGEVITY	67

PROSCORE **57** SCOREPRO

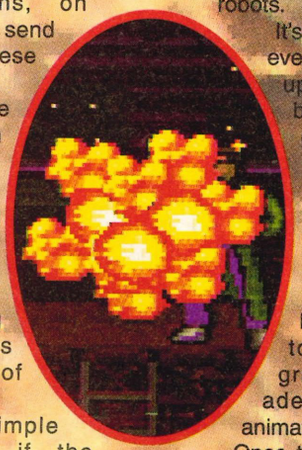
WE DON'T NEED ANOTHER HERO!

TERMI

Despite being a low budget production *The Terminator* succeeded in doing something very few films do: it won both critical and box office success. It also transformed Arnold Schwarznegger from a poncy muscle bound nonce into an icon of popular culture, even generating the spurious belief that perhaps Mr Muscle could act. Now the adventure has been cram-packed into a SNES cart. Yes, Arnold is back. Dave "I won't be" Westley checks it out.



The story so far. We begin in Los Angeles in the year 2029. Robots built to serve the human race are now threatening to bring their destruction. Only one man offers hope in the war against them, John Connor. Unfortunately the war machines recognize this and so set out to destroy him. They can't do so in the present – he's too well protected – so they send the Terminator back into the past, back to 1984, when Connor's but a wee baby. The humans, on discovering the plan, send super-commando Reese back to keep him alive.



The fate of the future planet depends on which of the two is successful in their respective missions. It was an epic on the big screen, what's it like on your SNES? Well, it's certainly big with its six levels boasting plenty of variety.

Level one is a simple shoot-'em-up and if the graphics don't kill, they certainly stun. The screen is dark and menacing, occasionally brightened by laser beams streaking across the screen.

Reese must make his way past the rubble of collapsing buildings towards the teleporter but it's not easy. Robotic creatures are everywhere and they're determined. Shoot a robot in half and the top bit comes crawling toward you, knowing it'll explode in seconds. Gameplay comes close to that of the much criticized *RoboCop*. You walk from left to right shooting anything and everything that moves. However here the villains are far more imaginative. Get past the first section and you meet homing mines and hovering spy-robots that drop bombs. Reach the end and you get in the back of a jeep. As it speeds along you must blast away at huge gunships that zoom overhead. Then there's a futuristic robot tank and yet more soldier robots.

It's tough and you'll need every one of the power-ups secreted in small boxes. First aid, grenades and mega-weapons are all vital in this war zone – a superb recreation of the movie's opening sequence. The only slight flaw is Reese. He's okay, but not up to the rest of the graphics being only adequately drawn and animated.

Once through the teleporter Reese arrives in Los Angles and to be honest, it doesn't look that hot. The red brick buildings aren't as atmospheric as the first level, although the attacking helicopters aren't bad. The gameplay is even tougher though. Now you must leap from ladder to ladder, desperately searching for the exit. It's tricky and rather frustrating.

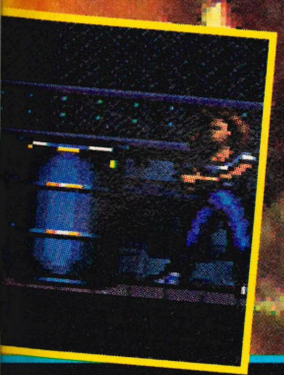
The next level marks a return to form though. These are perhaps the game's best graphics, with LA's skyscrapers brilliantly rendered in





REVIEW
OFFICIAL

HE NATOR

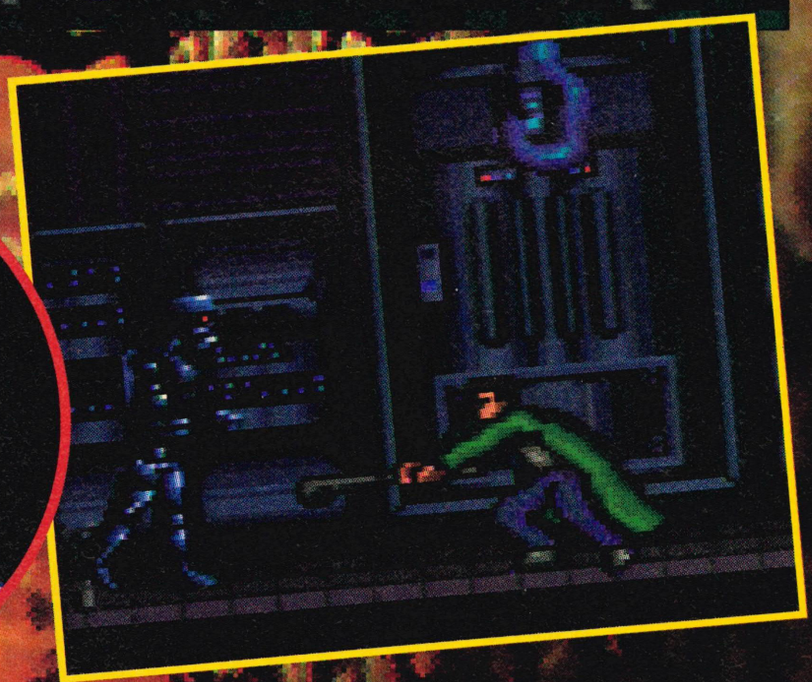


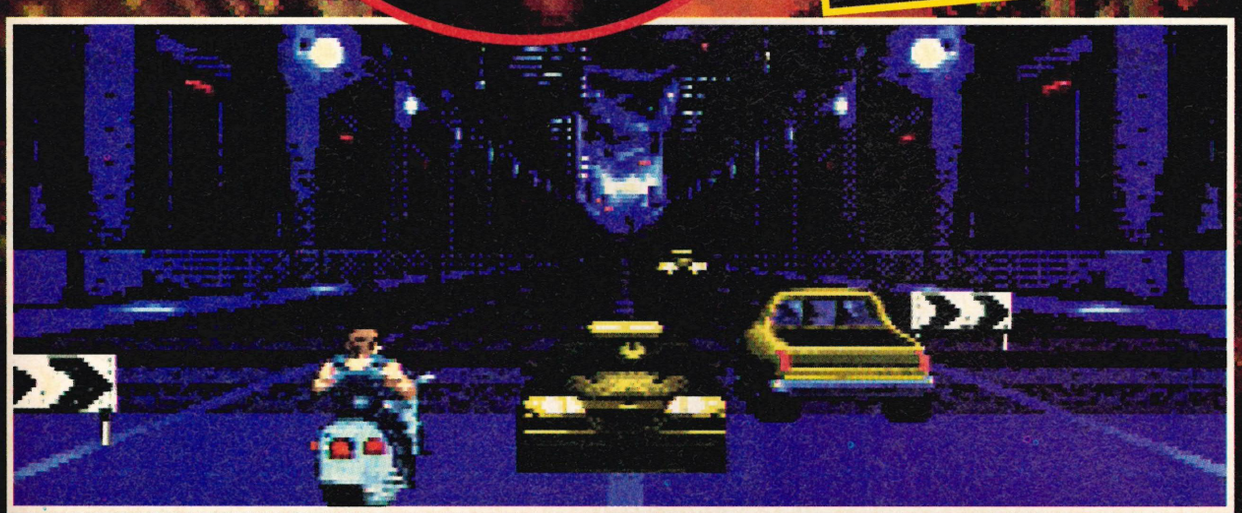
The second level is undoubtedly the hardest, so perhaps despair is the correct emotion as this great big beastie (below left) screams onto screen unleasing bucket loads of heat seeking missiles. Fret not, however, for not everything is always as it seems – a few shots and this big softy's a gonner. On the right, the fourth level and even the police are shooting at you!











Left, the second of the two car scenes. The aim for both is simple: stay alive until the clock at the top reaches zero. It's not easy. Cars fly at you at a terrible pace and the Terminator sits on your tail spraying lead everywhere. Indeed, but one thing makes these levels possible and that's the fact that you too have a machine gun. By hitting Arnie, the time at the top goes down faster. A lot faster. Good Luck!

TERMINATOR





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

Players: **1**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **The Terminator!**

CONTROLS

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





Below, the titanic clash of Terminator and Reese, metal against man. It's this that you've been waiting for and, well, you're in for a disappointment.



dark blue shades, speeding past very fast, and very smoothly. Gameplay is rather simplistic though, with you just moving a car sprite left and right, trying to dodge oncoming traffic and the gunfire from the Terminator who's chasing you in a police car. Survival is tough but you too have a gun and by shooting the Terminator, time goes down faster.

A massive side-view maze marks level four. Your objective is to find Sarah Connor. Reese even shouts "Sarah" as you move. It's a good effect and so is the way the Terminator keeps breaking through the wall to get to you. Still it's all rather repetitive as you walk around and open doors. Ammo and First Aid may be found behind some of these.

The penultimate level is a repeat of level three's car scene, the only difference being that here the Terminator is on a motor bike. The same objective applies – stay alive!

Then it's the final level. Getting here has been exceptionally hard so this had better be good. Unfortunately it's not. An unremarkable Terminator marches inexorably right while you try to bash him to death whilst avoiding spouting fire. There are a few scattered crates but it's nothing like the warehouse of the film where conveyer belts and great mounds of boxes and work surfaces seethed with violent activity.

When you do finally destroy the Terminator (and it's almost impossible for he's an excellent basher himself) there's a tiny reward sequence, sadly not up to the quality of the neat interlevel scenes, and a brilliant death scene. In fact the whole game is a strange mix of brilliance and banality. Some graphics are fantastic, some are dire – which is a pity as gameplay while varied is never inspired. The levels are generally okay, they're just not that original and the challenge only comes from rapid-firing enemies.

In conclusion, if you're a bit of a well 'ard gamesplayer who's naturally into the movie this is worth a look. However, for anyone else this might prove too frustrating to persevere with, especially as graphical rewards are few and far beween. After all, this is in basically the same category as *Super Star Wars* and by those standards it is very much second-rate. *SP*



PRO TIP
When jumping from ladder to ladder, jump from the very bottom or the very top.

PROS: Some stunning graphics, often excellent sound and pretty varied gameplay in its favour...
CONS: ...but the varied gameplay is generally derivative of old 8-bit games. The graphics on some levels are disappointingly banal.

GRAPHICS	75
SOUND	85
GAMEPLAY	70
LONGEVITY	69

PROSCORE **69**

SCOREPRO

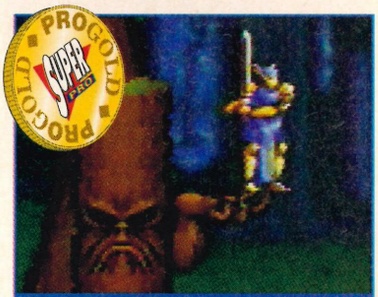
THE FILM HASN'T DATED BUT THIS GAME HAS!

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 is 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.

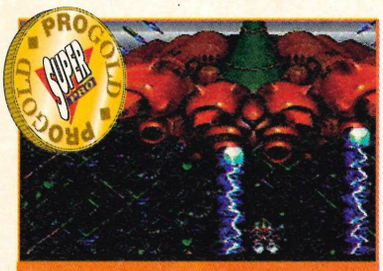
PLATFORMERS
The main part of the game here involves leaping from platform to platform (cor!). Sounds a bit dull but fiendishly clever programmers have made this one of the most popular and addictive game types.

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%



AXELAY (KONAMI)
An absolutely stunning shoot-'em-up. Six long levels alternate between good looking side-scrolling action and unbelievable, into the screen Mode 7 trickery.
ProScore 91% (Issue 1, 5)

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 on 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)

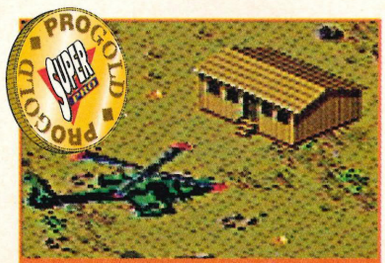
CONGO CAPERS
US name for *Joe & Mac 2.*

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 theJapanese 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.

EXHAUST HEAT II (SETA)
A brand new custom chip ensures this is the fastest racing game ever but sadly handling is a bit off, leading to a repetitive feel. However there's lots of tracks, battery-saved progression and a nice feature whereby you can research new car bits.
ProScore 74% (Issue 5)

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,

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

but no, this one just gives you another character to choose from and makes the game easier. What a con!
ProScore 70%

FIRE DODGEBALL (SUNSOFT)
The *Dodgeball* series continues with the odd bods venturing onto the basketball court. But as these sorts of games are aimed at youngsters, the rules have been simplified. Don't bother.
ProScore 45%

FIREPOWER 2000
US version of *Super Swiv*.

FIRST SAMURAI (KEMCO)
An imaginative arcade adventure with some great graphics to begin with, but tailing off a bit as you get further in. Great sonics though and your ninja can make enjoyably huge leaps.
ProScore 70% (Issue 5)



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)

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. 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 to the original game. 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* or *John Madden Football '93*.
ProScore 56%

JOHN MADDEN FOOTBALL '93 (EA)
A massively improved version of the original featuring an easily grasped control system, plenty of plays, teams and options. It 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%

KIKIKAIKA
Japanese version of *Pocky & Rocky*.

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%

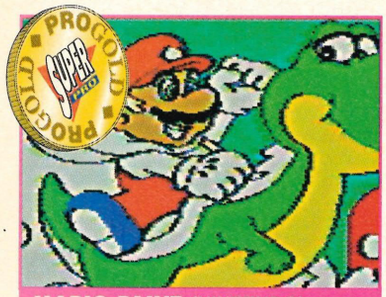


LEMMINGS *(SUNSOFT)*
One of the best games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete, thoughtfully split up into groups so if you 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)

SUPER PRO A-Z OF GAMES

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 67% (Issue 5)



MARIO PAINT *(NINTENDO)*
A fairly serious art package with a great intro to composing music thrown in as well. Unfortunately you can only save one picture and the art package lacks tools vital for serious work. It's great fun for a while, and is ideal for young kids, but for anyone older is enjoyable only briefly and is much too expensive due to the inclusion of a vital mouse controller.
ProScore: 90% (Issue 2)



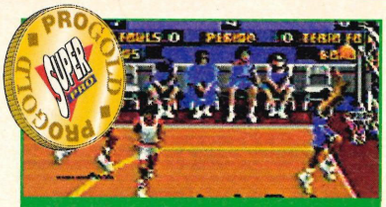
MECHWARRIOR (ACTIVISION)
The official Battletech video game has you fighting it out with hordes of giant robots in brilliantly atmospheric, Mode 7 first person perspective. There's also a substantial adventuring element involving much drinking in the local bar. Brilliant but beware JVC's Japanese text version.
ProScore 90% Issue 5

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. Quite playable 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 stunning demonstration 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)
You must guide a marble through various mazes by revolving the *maze* around the ball and letting gravity pull it down. Great fun but far too easy.
ProScore 69% (Issue 2)

OTHELLO WORLD (TSUKUDA)
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 82%

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 84% (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%

POCKY & ROCKY (NATSUME)
It may look like cutest game ever but is in fact a rock-hard mega-blaster in the *Commando* mould. There's a great simultaneous two-player mode, the imaginative graphics get better the further you go and it's very funny!
ProScore 89% (Issue 5)

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, parts and 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.

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

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*.

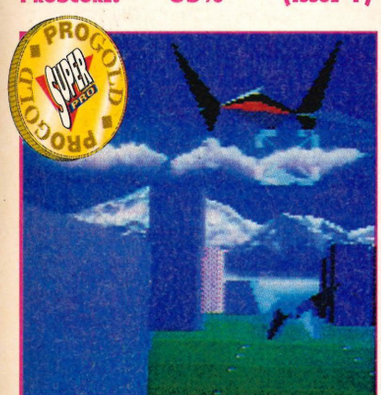
SOUL BLAZER (ENIX)
This is the sequel to the outstanding *Actraiser*. It's more like *Zelda* than its predecessor and, while it hasn't got the same depth, it is significantly more straightforward and very enjoyable.
ProScore 85% (Issue 1)

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%

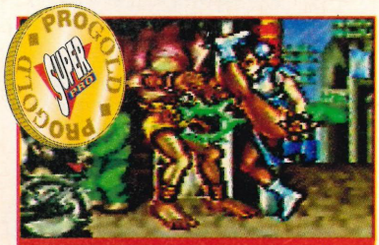
SPANKY'S QUEST (NATSUME)
Nice title, shame about the game. This puzzling puzzler has nothing on *Lemmings* or *Krusty* and should be avoided by all but masochists.
ProScore 44%

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)



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. An unbelievable game.
ProScore 96% (Issue 4)

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)



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)
Great graphics but the sim-style looks are misleading while gameplay is extremely repetitive.
ProScore 54% (Issue 5)

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)
American version of *Super Pang*.

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 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 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)

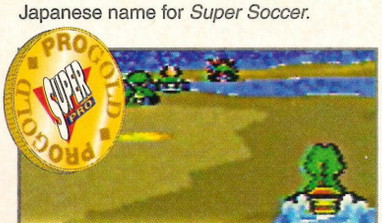
SUPER GOAL (JALECO)
A side-on view footie game which plays well and has battery back-up for saving your progress in the tournament. On the minus side there's no bookings, switching players is awkward. Still a pretty good game due to get better with a harder, improved UK version due soon.
ProScore 84% (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)

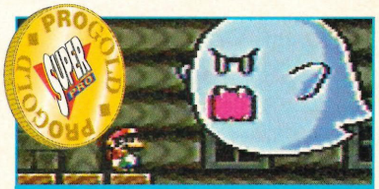
SUPER FIRE PRO WRESTLING
(HUMAN)
Unfortunately there's no (printable) word in the English Language that can describe this dreadful game.
ProScore 12%

SUPER FORMATION SOCCER
Japanese name for *Super Soccer*.



SUPER 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 KICK OFF
(IMAGINEER/ANCO)
Kick Off provided Amiga enthusiasts (myself included) with endless hours of football fun, now it's come to the SNES with the same overhead perspective, a whole host of options, leagues, cups and some slick scrolling. Control is a little awkward on joypad but this is still one of the best footie games around.
ProScore 81% (Issue 1)



SUPER MARIO WORLD
(NINTENDO)
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.

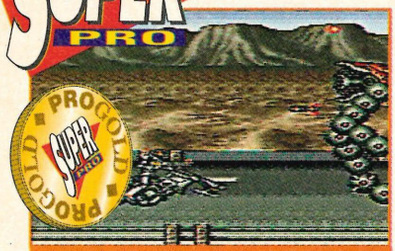
SUPER OFF ROAD (TRADEWEST)
Originally a super coin-op racing game, the whole track is on screen, at an angle, with four cars bumping around the tracks. There's plenty of power-ups to collect and it's good fun, especially in two-player mode, with a fantastic soundtrack. Ultimately a bit repetitive though.
ProScore 81% (Issue 1)

SUPER PANG (CAPCOM)
Bursting balloons may not sound like much fun but this is fiendishly addictive, containing good graphics and fast action. No two-player mode, though and a bit easy. AKA: *Super Buster Bros.*
ProScore 75% (Issue 5)

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%



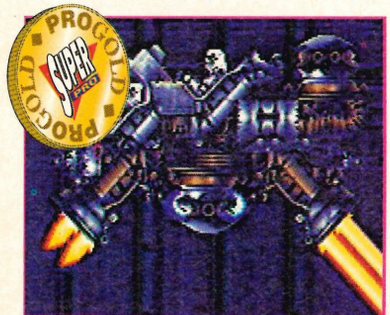
SUPER PROBOTECTOR (KONAMI)
This is a super shoot-'em-up conversion, and is possibly the best ever for the SNES. Each of the thrilling levels hold different surprises; platform side on shoot-ups, a *Return of the Jedi* style biking adventure, and an overhead view Mode 7 zapping sensation all feature to 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)

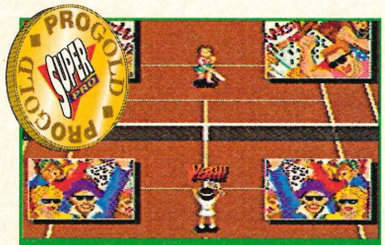


SUPER STAR WARS (JVC)
The soundtrack is probably the best ever and the attention to detail generally is astounding. Long platform shoot-'em-up sections are thus great fun, while Mode 7 is dazzling in two stunning flight sequences. Trench scene is brill too!
ProScore 95% (Issue 1)

SUPER 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 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 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 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. Iit 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%

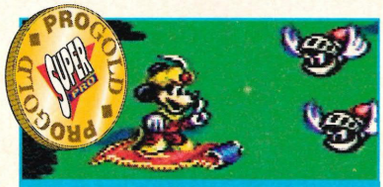
SUPER WAGAN ISLAND (NAMCOT)
An English version would be great to attract inexperienced RPGers.

SYLVALION (JVC)
A very weary coin-op is translated into a very odd shoot-'em-up where you guide a snake-like dragon through enemy infested mazes. There's a few nice ideas but the execution is very poor.
ProScore 38% (Issue 5)

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%

TOM & JERRY (HI-TECH)
Another toon-styled platformer but this one has dull graphics and tedious gameplay.
ProScore 58% (Issue 5)

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)



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)

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

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%

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)

XANDRA'S BIG ADVENTURE (NAMCO)
An incredibly weird platformer with lots of levels and variety. Thankfully there's a password system but a Japanese text sub-game mid-way through makes SuperPro 6's codes vital.
ProScore 82% (Issue 5)

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)

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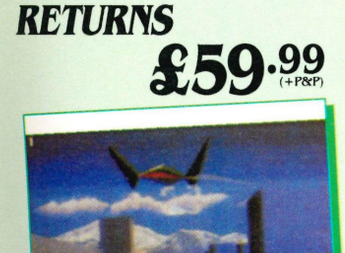
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