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NUMBER 8



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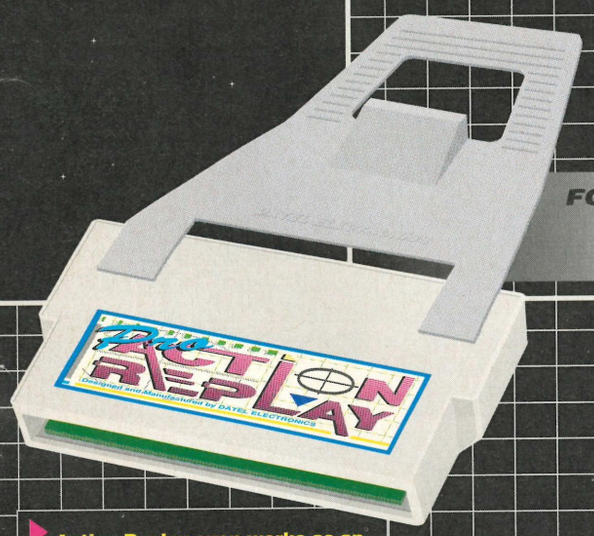
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Demons, hackers and zombies lurk in one of the most atmospheric and addictive SNES games yet.



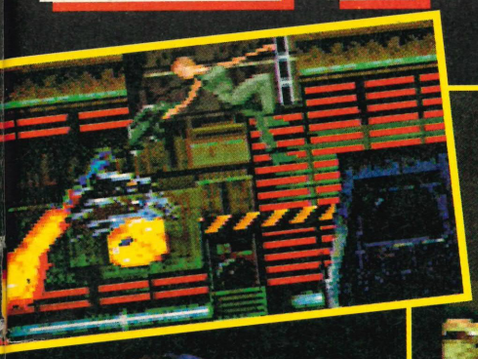
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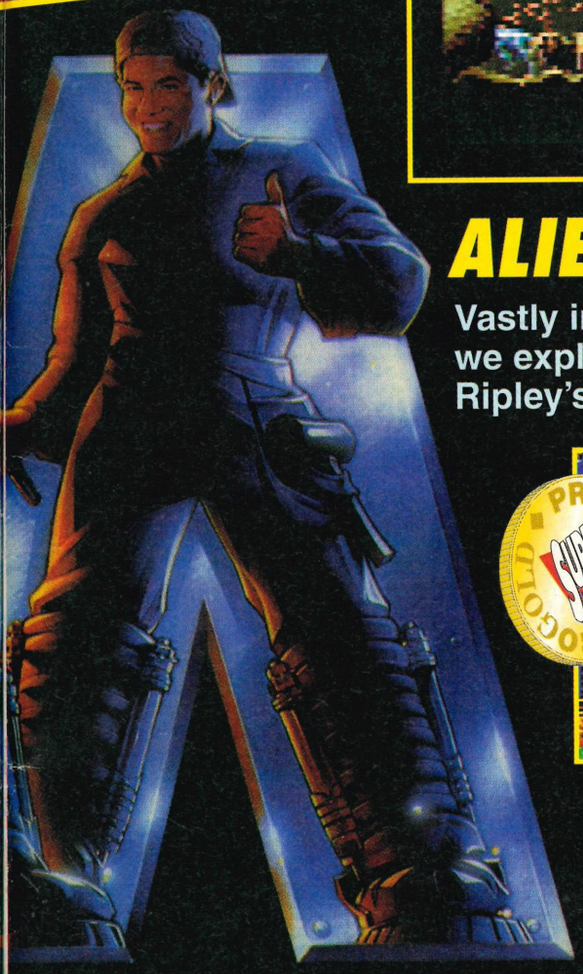
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From card make to multi-media corporate giant, the inside story together with a UK exclusive interview and a *Mario Bros* movie report.



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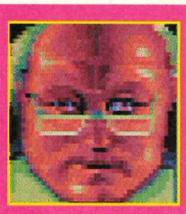
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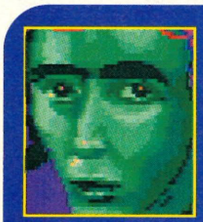
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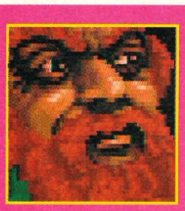
➤ STUART WYNNE – Editor
Stu's one of those people who regarded PE at school as simply another form of torture and ever since, has made every effort to avoid anything vaguely sporty. When the office lift goes on strike – it refuses to carry more than ten bundles of SUPER XS – Stu's been known to not come in for days. Previous attempts to scale the staircase have ended in disaster. On one occasion, Stu collapsed in a sweaty gibbering heap on the office floor. A few hours later he managed to pull himself into his comfy chair, where he remained for the rest of the day dribbling and staring into space with a vacant look of despair painted across his pale white features. Stuart is, indeed, one of sport's great no-hopers!



➤ JAMES HICKS – Designer
Office iron-man James is undoubtedly the fittest member of the crew. His Atlas-like physique is a result of years spent lugging monitors from office to office and beating-up humble staff writers – especially Dave! Jimmy enjoys regular tennis and squash matches with the company's head honcho, the reason being, according to James, to improve company relations! But when it comes to office five-a-side, James becomes a deadringer for Vinny Jones, hospitalizing anyone brave enough to tackle him. The most recent casualty was Ryan – his big toe broken when he heroically tried to save one of James' power shots! James is indeed one of sport's great sadists!
Fave Sporty Things; Soccer, Bryan Robson and *Striker*.



➤ MARK WYNNE – Assistant Designer
Not being a great indulger in sporting activities it has often been speculated how Mark manages to keep his slender figure. The only conclusion I can draw is that he must burn off several pounds each time he has a quiet night in with Paula, but we won't go into sordid details! Mark's day-time fitness regime consists almost entirely of pushing his mouse around, laying out the issue's glorious spreads, and for that at least we can all be thankful. As for office football, the closest Mark'll get to a pitch is being slaughtered by Ryan on *Striker*. Mark is indeed one of sport's great couch potatoes!
Fave Sporty Things; Water polo, Eddie the Eagle and *Striker*.



➤ RYAN BUTT – Staff Writer
The Buttster is a sport freak to rival even James. Not only is he a keen member of Paragon's football and basketball teams, he's also a committed cyclist. Now the sun's come out, he's finally taken his bike from the SUPERPRO office, where it was stored in the months following one impulsive winter trip, and has started biking all over the place. Last week it was Southampton, a cool 40 miles without even bothering to do any shopping before setting back, and next week it's Paris. China beckons later in the year, if he can be assured of places to stop for Spud-U-Likes, Quavers and, of course, lager. The only question none of us have gathered courage to ask is whether, like all serious cyclists, he gets out the old Bic every night to shave his legs for maximum aerodynamic efficiency! Ryan is a complete sports maniac – albeit one who eats like Bernard Manning!
Fave Sporty Things: Cycling, Frank Bruno and Striker.



➤ DAVE WESTLEY – Staff Writer
Oh dear, poor old Dave's only appearance on the footie court was when he first joined the company and attendance was compulsory. Dave soon made a name for himself as one of the all-time great shin-kickers! And like fellow ex-soccer star George Best has a tendency to get plastered and insult people! To keep in shape these days, Dave walks around inside his mobile sauna, by which I mean a gigantic trench coat. He recently took this crucial fashion accessory to France on a promotional trip to the Asterix theme park. Even in blistering heat, he wouldn't take it off, for fear of it falling into enemy hands and thus enabling them to become as crucial as he is! The trip was quite an experience for Dave, as after constant pleas (and at times threats!), Ryan persuaded him to go on the rollercoaster. Not knowing quite what to expect, the three minute ride was a torturous ordeal for this poor chap. His screams and cries for help echoed around the entire park, much to the amusement of fellow visitors!
Dave is indeed one of sport's great cop-outs!

LASER HITS SNES

Aussie developers Beam Software have now set up their own software house with a string of hot titles in the works. Beam made its name on the SNES with PRO GOLDER *Mech Warrior* (for Activision) and a stunning conversion of *Smash TV* (for Acclaim). This month sees it picking up another PRO GOLD with *Shadow Run*, published by Data East in the States, Laser Beam here. *Shadow Run* will make its UK debut in September to be followed by *Super Solitaire* in October. There's no less than twelve versions of solitaire in the cart with various high quality backdrops.

In November, *Super International Cricket* will arrive, offering digitized player animation, precise fielder positioning, one-day matches, Test series and much more. Okay, it's cricket but the graphics look stunning in both close-up batting and wide angle fielding views.

Also for November is *Edd the Duck*. The most famous puppet since Sooty gets sent back to the Stone Age where dinosaurs are faced with extinction (Erh, weren't they already dead by then? – Ed). The game will be a fast-action platformer with Edd able to skateboard and throw bowling balls. Best news is a simultaneous two-player mode.



December sees Laser Beam get on the Golden Oldie trail with *Choplifter III*, a 93 version of Broderbund's classic C64 game. The helicopter's now a sleek gunship – the Bell HueyCobra – called a Commanche in the manual and represented by an Apache on the box. But what the game lacks in technical accuracy it makes up for with some very slick graphics and the prospect of being able to blast absolutely everything, including trees, grass and even the POWs you're supposed to be rescuing!

DIABOLICAL DRIVING

Imagine speeding along endless American highways in one of the fastest sports cars in the world, racing against a multitude of artificially intelligent competitors in a bid to become the world number one. Well now your greatest fantasies can come true with *Lamborghini American Challenge*, coming soon from Titus.

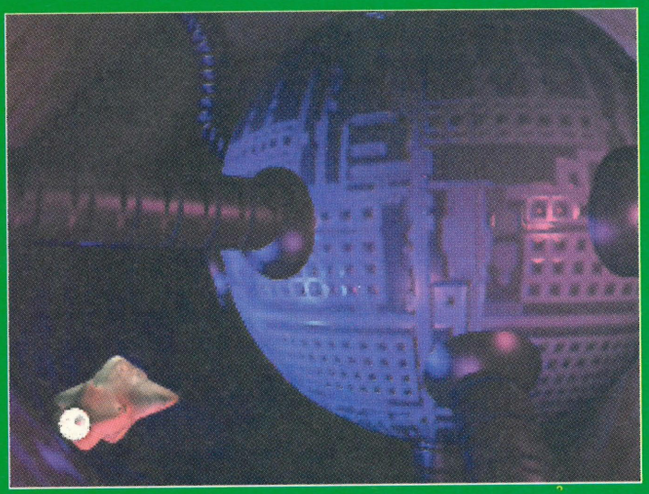
You take the wheel of a Lamborghini Diablo in a bid to become king of the Saturday Night Races, an illegal tournament in which twenty or more drivers battle it out to become the world's greatest. Obviously *Lamborghini Challenge* will test your driving skills, but you must also be good at handling money, as each race requires an entrance fee which increases along with the challenge. Money can be gained by placing bets, which in turn can be spent on helpful power-ups for your vehicle.

Lamborghini American Challenge boasts 256 on-screen colours, ultra-realistic sound effects, varied environments and road conditions, and of course, the all-important simultaneous two-player option. Oddly enough, Titus have also confirmed that the game will include options to use the Nintendo Mouse and Super Scope light gun! Quite how has yet to be explained!

● Expect to see *Lamborghini American Challenge* hitting UK shelves in November.



PSYGNOSIS GOES JAPANESE

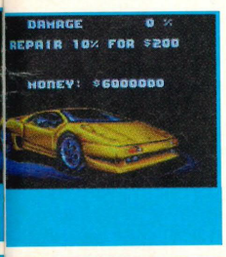


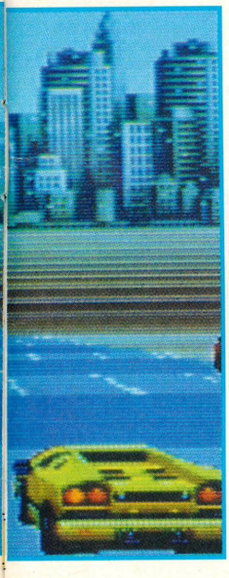
One of Britain's most successful and innovative software houses has just been taken over by Sony. Psygnosis was founded in 1984 as a high-quality, leading-edge producer specializing in 16-bit games. A string of graphically spectacular games followed, but undoubtedly the company's best game is *Lemmings*.

Over recent years the company has maintained its commitment to leading edge technology by heavily investing in CD-ROM games. A formidable array of expensive Silicon Graphics workstations have enabled it to produce some of the most stunning game images yet seen. The shoot-'em-up *Microcosm* is likely to be one of the first and most visually amazing games to appear on the SNES CD Drive (see SUPERPRO 6).

For some time the company has been closely associated with Sony, whose Imagesoft label is handling some of its forthcoming SNES titles. One particularly close collaboration is *Bram Stroker's Dracula*, a movie produced by Sony's own Columbia Hollywood studio and set to be turned into two games; an okay platformer on cart (due out any day now) and also a CD-ROM game.

Although it's cause for some regret that the company is passing into foreign ownership, after all software is one of the few things we do well here, for gamesplayers the end result can only be good with Psygnosis getting even more resources to develop yet more advanced games. Furthermore Jonathan Ellis and Ian Hetherington, who started the company, are not only staying on but also becoming joint managing directors of an important new company; Sony Electronic Publishing (Europe). Expect to hear a lot more about that name soon!





THUNDERBIRDS ARE GO!

Gerry Anderson's retro-heroes have always been popular in Japan with all sorts of plastic model kits celebrating the series. Now software developers Yutakara have got their hands on the license and a SNES game is nearing completion. All five Thunderbirds are featured, plus Lady Penelope, with much of the game being a race to various disaster sites. Besides the overhead perspectives shown there's side-on views for Thunderbird 4 (the yellow sub) and Thunderbird 2 – the big green one which in one scene flies over a burning city. Looks FAB and we'll bring you more news next month!



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PROBITS

▼ Hornby would like us to make clear the Game Genie codes printed in last month's *Super Mario World Solution* might not work with some versions of the game. If you need help their helpline number is: 0843 231088.

▼ *Starwing* programmers Argonaut are developing a huge new game for the Nintendo CD-ROM Drive. The good news is that it will be a whopping 64Megabits with Full Motion Video and plenty of heavy metal music. The bad news? It's based on *Wayne's World*!

▼ Despite the unbelievable money and hype, boxing has yet to make a big impact on the SNES with the atrocious *George Foreman's KO Boxing* being a poor standard bearer. But the current, less than charismatic world heavyweight champion – Riddick "who?" Bowe – has signed up with Bignet USA over a SNES game to be released in September. The game will be Bignet's first on the SNES...

▼ Accolade are also on the sports trail with the legendary Pelé and, erh, Bret Hull being signed up to endorse soccer and ice hockey games respectively. Bret Hull is, of course, a right winger for the St Louis Blues. Both games should debut in the States by the end of the year and will feature heavy Mode 7 wizardry..

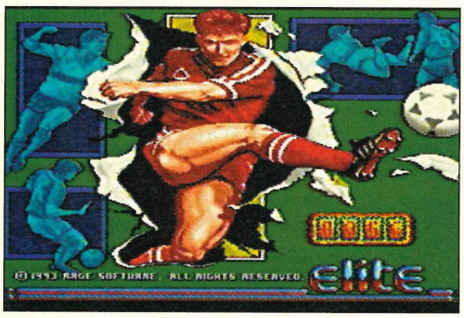
▼ *Eye of the Beholder* is a series of hugely successful Dungeons and Dragons games by American RPG/strategy specialists SSI. Now at last *Beholder* is to appear on the SNES with two games being prepared by Capcom. The Japanese company is of course famous for its arcade games, however recent previews of a startling new RPG called *Breath of Fire* show the company is diversifying. The big question now is whether *Fire*'s superlative graphics will be matched in the SSI conversions.

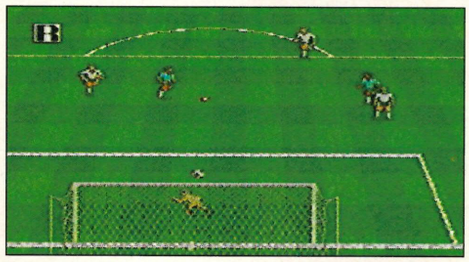
▼ Activision is following up Japanese developed games like *Mech Warrior* and *Aliens Vs Predator* with some home grown licenses. Legendary Activision titles such as *River Raid*, *Pitfall* and *Kaboom* dating back to the early 80s are going to be upgraded for the 90s with all new SNES versions.

▼ Nintendo's Game Boy, the only truly portable handheld, has just plunged in price from £69.99 (with *Tetris*) to £49.99 (with), while rumours circulate of a £39.99 standalone machine after Toys 'R Us's special promotion at that price. This is just one more sign of Nintendo's increasing interest in the UK market. On the SNES side the company's picked up Nintendo's *The Lost Vikings* and Accolade's *Bubsy* to release on its own label, but prices and release dates are yet to be announced.

BITSPRO

STRIKING FOR GOLD





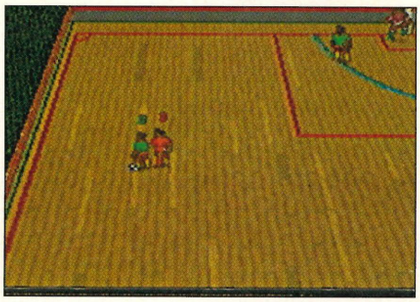
Until now, football games on the SNES have lacked a certain something. In most cases it was gameplay, but in the case of *Super Soccer* (the ex-office favourite) it was realism. Well now comes the footie sim to end all others, boasting everything a true enthusiast could ever dream of, including 64 international teams, 6 different modes of play, and up-to-date team line-ups. So could this be the ultimate football game? Ryan "ball boy" Butt investigates.

The first thing to say about this game is that it's fast, very fast. After lumbering along with *Super Soccer* this is blindingly speedy – even on UK machines which software protection means is all it works on. Speed isn't everything of course, but all four fire buttons are used offering a wide range of shots and controllability is good. There's also free kicks, walls, substitutions, diving headers, overhead kicks, aftertouch and that all-important prompting from the electronic display screens!

The game isn't short of options either, one novelty being a superb six-a-side indoor mode which takes place inside wooden-tiled sports hall. With the ball bouncing off the walls every which way this redefines the word "frantic"!

Other modes of play available are a Friendly Game, in which you can play a single match against the computer or another player, and various Cup games.

To add realism there's real team line-ups, everyone from Maradonna to Baggio – even Gazza is here (without the mask I hasten to add!). Where they play in the team is entirely up to you – bring in Waddle!



Although we were dying to hammer out a full review of *Striker* in this issue, Elite thought it more appropriate to wait until closer the August release date, so you'll just have to wait until the next month's full in-depth, played to death post-match report.

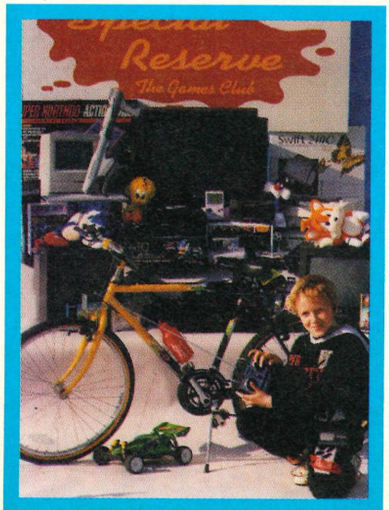
GISA A JOB!

Think you've got what it takes to be a member of the SUPERPRO team? Have you got a vast knowledge of SNES gaming, a sparkling wit and a flawless mastery of the English language? If the answer's yes then there's a job for you. Due to the magazine's incredible success, and the ever increasing flow of new SNES releases, the head honcho has given the go-ahead for the team to expand, with a new position being created of Senior Staff Writer.

If you think you're up to the job send your CV and a sample review, of any game you like but in the SUPERPRO style, to:

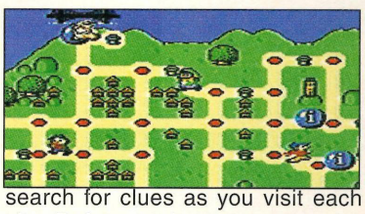
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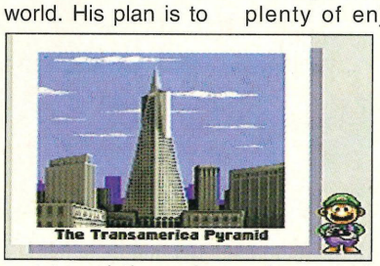


MINDSCAPE'S MARIO?!

Whether you love him or hate him, Mario, Nintendo's very own ultra cool (cough!) mascot certainly isn't shy. Now, after the TV series, rap record and movie, *Mario Is Missing* is coming from Mindscape, who've nabbed him for an education package with the slogan "Learn while you play". Ryan "He's behind you!" Butt checks it out.



As the title *Mario Is Missing* suggests you don't play Mario, instead you control Luigi in search of his more famous brother. The story is that Bowser has decided to attack the real world. His plan is to steal the world's treasures, and with Mario out of action, he expects success!



To stop Bowser you must travel through time portals, talk to locals and search for clues as you visit each city. Before each treasure can be restored, you must correctly answer a series of questions on the historical and geographical knowledge you've picked up on your travels. Although not to be confused with the familiar Mario format of running and jumping around loony worlds, this inviting package offers plenty of enjoyment for younger players, and the educational element means that parents have a good reason to stump up the dosh! I only wish it was around when I was at school!

● *Mario is Missing* is released in September from Mindscape.

PROBITS

▼ Still on the Golden Oldies trail there's news of SNES conversions of two classic 3-D games, namely *Elite* and *Zarch*. The former title ranks as one of the most awesome computer titles ever, a game so good people even bought BBC Micros to play it. In the game you controlled a small starship and could choose whether to concentrate on trading or fighting. The game only recently appeared on the NES, but the SNES version should be the best yet with a Super FX chip inside the cart. Programmers Hybrid are also developing *Zarch* for SNES. *Zarch* was originally programmed by David Braben, who co-wrote *Elite*, with the aim of selling 32-bit BBC Archimedes computers. The solid 3-D graphics were gorgeous while gameplay, if simplistic, was enjoyably arcade-like: sort of like a 3-D *Defender*!

▼ Silicon Graphics, makers of powerful computer workstations used by software developers such as Psygnosis, MicroProse and Ocean, have teamed up with Industrial Light & Magic, Hollywood's top special effects people. Technology from the former and film production knowledge from the latter will be combined in JEDI, a new joint owned company. George Lucas described the alliance as "the dawning of a new entertainment age." Even more spectacular movie effects are to be expected, but the most exciting rumour is of home entertainment machines! If these do materialize they won't simply be games machines, they'll be designed to add Hollywood special FX to your own home videos!

▼ HMV has announced plans to open what it claims will be the biggest video games department in Europe this summer. Seven to eight thousand square feet of shop space at its Oxford Circus store will be turned over to video games. The Oxford Circus store is already the world's largest music store.

▼ MicroProse have gone crazy! After originally announcing just *F-15* for this year they've suddenly found a whole slew of titles to release just in time for Xmas. There's *Tinhead* (a weird platformer), *Boo* (ditto), *Pinball* (using a weird angle), *Pirate's Gold* (venerable PC adventure), *Airborne Ranger* (C64 *Commando*-style arcade game with brains) and two real Golden Oldies. *Impossible Mission* was one of the early C64 platformers, incredibly stylish though and the SNES cart will include the original version and a 1993 remix! The really hot news though is *Solo Flight 2*, a classic PC flight sim which will be using the Super FX in its SNES incarnation. Quite how brain dead shoot-'em-up fans will react to navigating a Cessna light aircraft across America remains to be seen!

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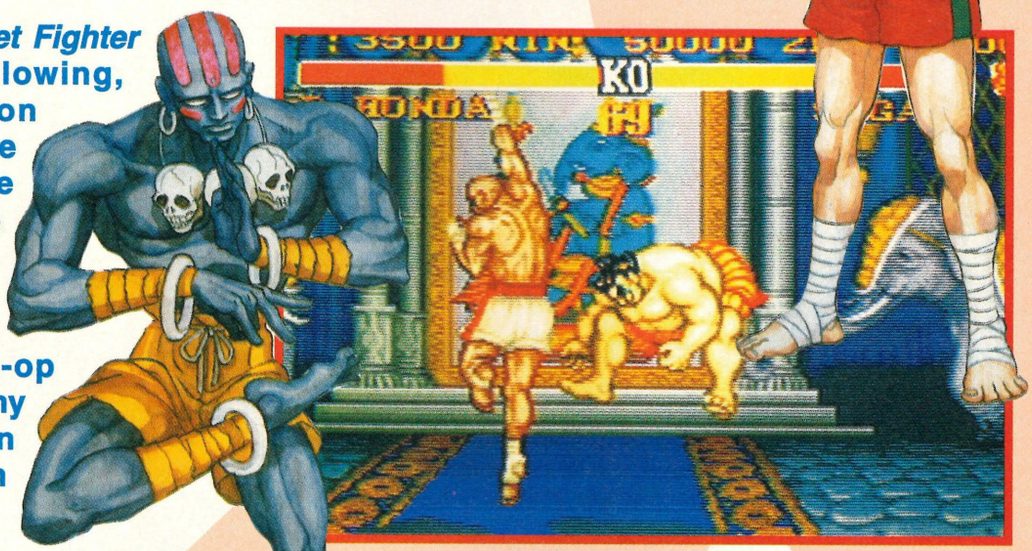
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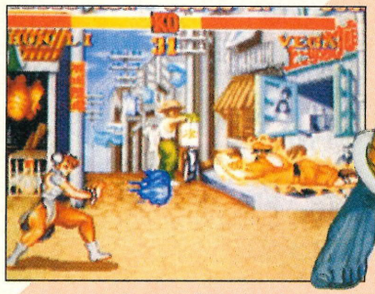
BIG IN JAPAN

THE BIGGEST HYPE *EVER*?

Since its release a year ago, *Street Fighter II* has built up an immense following, selling an incredible six million copies world-wide. Its violence sparked controversy across the nation and some of the more blood-thirsty frames had to be removed for its UK debut. Nevertheless, it's still one of the most stunningly accurate coin-op conversions ever, one without any serious rival... until now. Ryan "hyperactive" Butt heard it through the grapevine!



Ever since *Street Fighter II*'s release we've been bombarded with pleas for cheats enabling you to play as the last four bosses. One Game Genie code came close, but the graphics soon corrupted as the function wasn't originally programmed in. Now, as we first reported last issue, that's all set to change with *Street Fighter II: Hyper Fighting*.





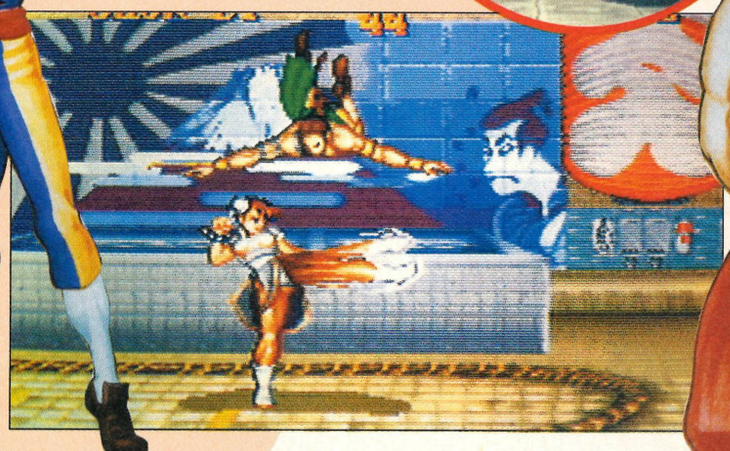
As well as the option to play these mega-bosses, new moves have been added to each of the original eight characters' already wide arsenal of combat moves. Get ready for Chun-Li Fireballs, larger Dragon Punches for Ryu and Ken, and weirdest of all Dhalsim's ability to disappear and warp to a different place on the screen! Also, as in the Championship Edition coin-op, certain special moves can be performed in the air, for example Chun-Li's Flying Bird Kick, and Ryu and Ken's Hurricane Kicks! All this means the original characters will be tough enough to compete on equal terms with the four mega-bosses.

But the really big question involves money. As in how much? 16MBit *SFII* weighs in at £65, *Hyper Fighting* is supposed to be a whopping 20MBit... Whether or not the game that materialises behind all the hype deserves what's certain to be a hefty price tag we'll tell you in the first independent review, later this year.





This is set to be a completely uprated version of the ultimate beat-'em-up and will feature, amongst other things, improved colours on characters and backgrounds, faster fighting action and, most importantly, the ability to compete as Balrog, Vega, Sagat and Bison. So as well as thrashing your mates with Dragon Punches and Flash Kicks, you'll also be able to wipe the floor with them using Turning Punches, Tiger Upper-cuts and the infamous Fence Climb!





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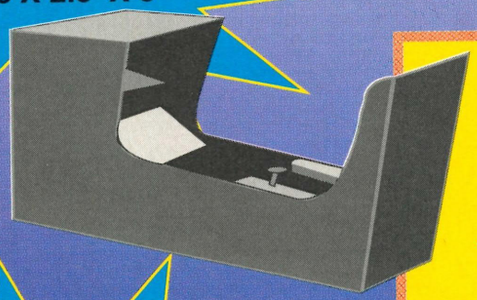
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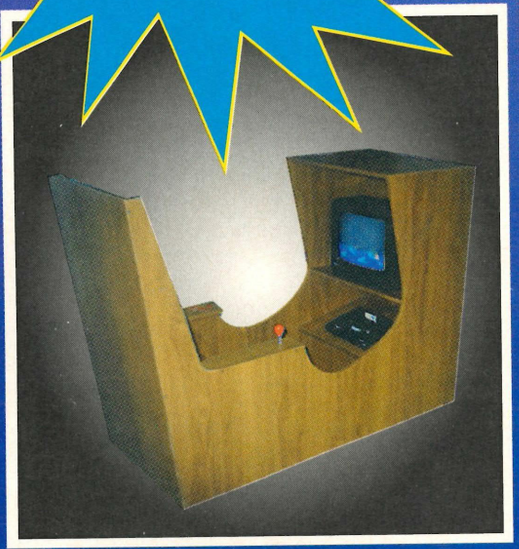


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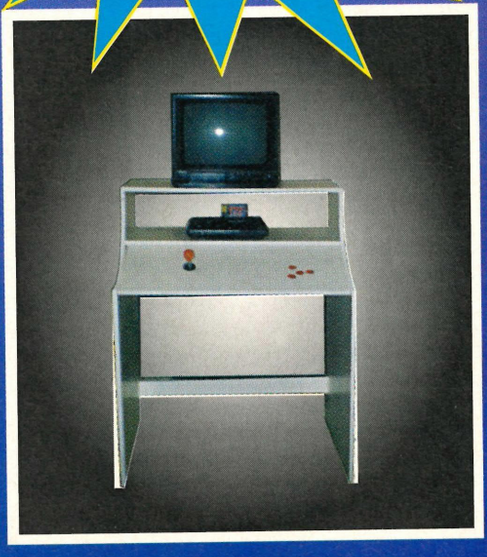
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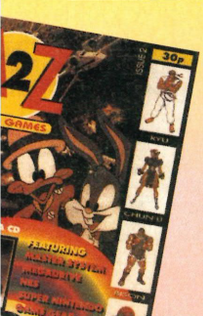
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PROreviews

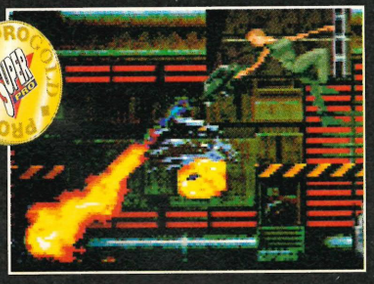
SUPER PRO reviews come in two types, which we've split into two sections so as to avoid confusion and consternation among novices.

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

OFFICIAL REVIEWS cover games just about to be released in the UK. These are "PAL versions" which will work with any UK SNES without an adaptor. Quite often Official releases will follow Import reviews by a couple of weeks or months. However games are sometimes changed for the UK market and where this happens we'll tell you about it. 'Official' means the games are or will be officially imported – not that the review is 'officially' endorsed or supported by the Software House, unlike some mags!









PROfile

DISTRIBUTOR: Bandai used to be the exclusive UK distributor for SNES stuff, but that's ending now with Acclaim going through Polygram, Activision through Playtime and EA doing it themselves. As software publishers become more important we'll print their phone numbers to 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.

SAVE GAME: If there's a password of battery back-up game save option this is where we'll tell you about it.

FEATURES: This is where we tell you about any continue-plays or other important features.

CONTROLS: Gives you some idea of how complex the game is and whether the controls will suit you. Also useful for Jap import carts.

PROS & CONS: A short summary of the game's positive and negative points. This gives you a quick run-down 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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SHADOWRUN®

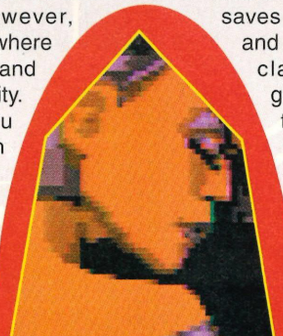


Shadowrun isn't a game, it's a whole other world, a virtual world where months of real time evaporate pursuing an alternate life. In 2050 politics has collapsed, leaving the mega-corporations to wage war on city streets, cybernetic gunmen, computer viruses and supernatural demons their weapons of choice. Stuart "Count Zero" Wynne discovers whether he's fit enough to survive the future.

Shadowrun begins as most games end – with your death. Idly chatting morticians put your stone-cold corpse on a morgue locker and leave to fill in paper work. However, *Shadowrun* is a world where technology is magical and magic is a working reality. A black dog raises you from the dead and with one hell of a hang-over you climb out of the locker to send the mort-icians screaming.

From the toe-tag you learn your name is Jake Armitage and there's plenty of people who know it; ex-girlfriends, bar tenders and a whole army of assassins. However your own memory has been erased and as you explore *Shadowrun*, learning its ways, you're also picking up pieces of your own identity. One of the most important of your early objectives is finding your apartment. This small, cramped room offers many critical clues and, best of all, a bed where you can sleep to recover lost energy and save your game – in one of two battery backed-up save positions.

You'll soon be glad of these saves when energy runs out and the morticians come to claim your corpse for good. Nice touches like the morticians casual comments ensure you keep coming back. Screenshots really don't do the game justice, it looks better on screen and animation is more convincing than you'd expect of a RPG – the bit where Armit-age tumbles off his morgue slab is excel-lent! More than that these finely detailed graphics are actually interactive. *Batman Returns* may have the most stunning street scenes on the SNES but they're just backdrops. In *Shadowrun* that tiny diskette on a chair could hold vital information, a video-phone can be used to chat with a shamen or girlfriend, that filing cabinet could be



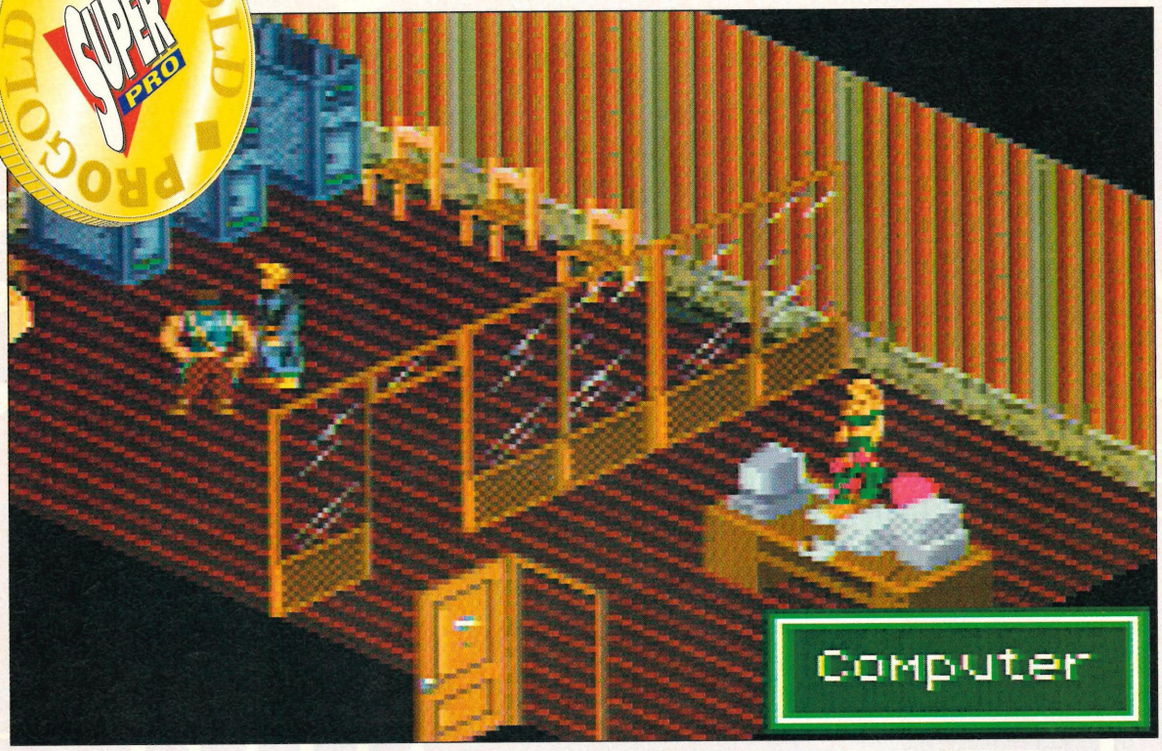
PRO TIP

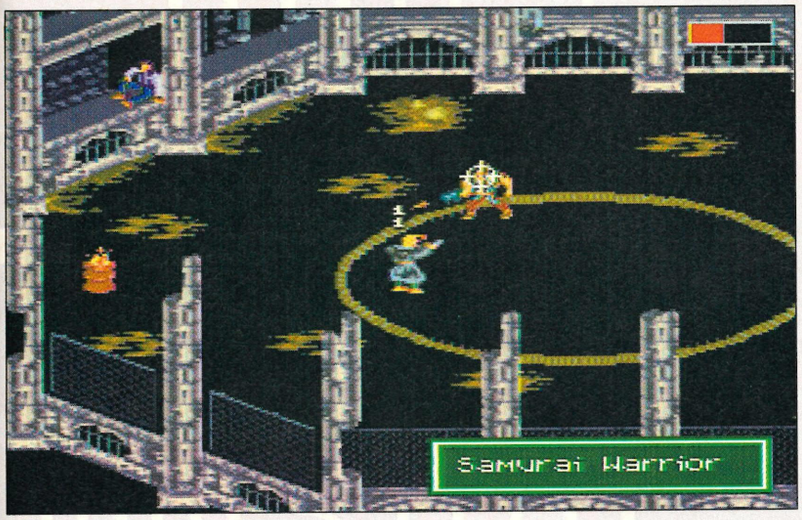
To join this party girl at the Maria Mecurial gig, you need a dead man's tickets, a badge and some shades!



Jake Armitage is a man with troubles. Raised from the dead by a canine god, he must find a means to repay his debt. As he explores Seattle 2050 he finds little welcome. His friends have betrayed him, his head is booby-trapped and his memory has been erased. Only by hiring shadow-runners, assassins and hackers, will he survive.

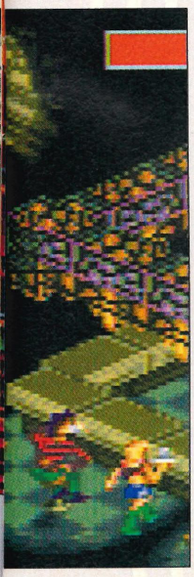






Above, a finely detailed office. You can hack into the computer for useful data and some cash. On the left, the Arena, where you battle a series of champions for cash to bribe The King.

Below left, the night club where Maria Mercurial performs with her band. The soundtrack changes appropriately and there's many interesting people who you can question here. Below is the Caryards where The King keeps you safe by not allowing you to leave – unless you bribe him!





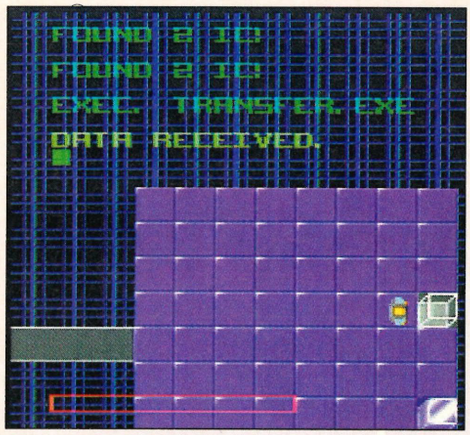


unlocked and its files examined. So in the end these graphics are far more involving and realistic than so many other, more showy productions. And the atmosphere isn't harmed by an excellent soundtrack which changes according to circumstance, not to mention some good spot FX.

No less brilliant is the control system which uses *all* the buttons, even the L/R ones to shortcut scrolling through menus simply to open or close a door. Also good is the hand icon which you can move all over a room, examining it for usable items which are announced by a small green box coming up. Although to actually use the item you have to move beside it, the hand saves a lot of hassle. Similarly conversation is simply implemented, each new conversation gives new keywords which are added to a menu of subjects which you can ask a character about. Occasionally you'll get ahead of yourself and meet someone offering a valuable service, but without having spoken to someone who can prime you with the keyword to ask about it, you can't do anything. This is a superb compromise, avoiding the tedium of keyboard input adventures where you're always fumbling for words, but still giving a realistic sense of being able to talk with people. In this area *Shadowrun* has a clear edge over *Zelda* where people just give you speeches and can't be quizzed at all. In *Shadowrun* you really do feel like a detective able to question people about your quest.

One area in which *Shadowrun* copies *Zelda* is with its eagerness to keep arcade freaks interested, so just as in *Zelda* there's lots of combat. As soon as you leave the mortuary, snipers start taking potshots at you. This is a little unrealistic but it certainly keeps the pulse racing and when you get into proper combat *Shadowrun* excels. Rather than the usual statistics heavy RPG combat, there's a fun gunplay mode. Press A and a targeting cursor appears which must be placed on your enemy. It's perhaps a little unrealistic how you can stand toe-to-toe with enemies, exchanging high power bullets, but still enjoyable. There's a huge range of weapons to upgrade to and some of the later supernatural opponents are stunning.

Whenever you kill an opponent you advance toward earning a karma point. Murder is an odd way to earn Buddhist credits, but in the game, karma points allow you to upgrade your attributes (stamina, strength and charisma) and skills (firearms and computer). Stamina is critical to begin with but as you





Above, Armitage hacks into a computer. The grey blocks contain useful data but beware invisible traps on the floor. To the right, an interrogation scene. Armitage is on the bottom with a menu of keywords which he can ask the top person about.





On the left your Sirius-like god rises before you, demanding offerings. Below, your bodyguard returns fire against someone else's hired gun. At the bottom, you engage in gunplay yourself.





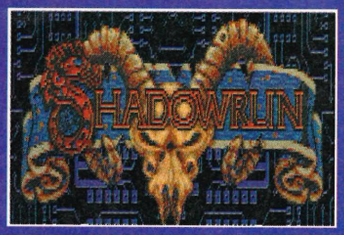
explore, things like charm and magical ability matter more. Charm is particularly useful negotiating with shadowrunners for the lowest price. Shadowrunners are a real highlight of the game, once hired they march alongside you, blasting back at any attackers. Some shadow-runners are good with guns, other are best at hacking into computers.

Entering cyberspace, the artificial reality of the Matrix, is superbly presented. The actual hacking is represented by simple puzzles, but works brilliantly, supplying you with essential information and cash, getting you hungry for more. In fact, whenever you think you've seen all this game has to offer, something new happens and another night disappears into exploring Seattle 2050! I've still not managed to get into the magic and spells.

The only major flaw with *Shadowrunner* is that the most enjoyable part of the game is how the plot twists and turns – giving you examples would spoil it! However let's just hint at the treachery of business associates, the secret files, a treacherous girlfriend and a shamen dying in a graveyard where zombies rise from the graves.

This is a huge and incredibly addictive game. Purists may argue that *Zelda III* is even bigger and its challenge more open-ended for beginners, but who wants to be an elf when you can be a shadow-runner? This is my pick of the month and, in fact, only *Star Wing* ranks better in my SNES top five!





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- ▲ Move up.
- ▼ Move down.
- ◀ Move left.
- ▶ Move right.
- X Use spell.
- Y Use inventory item.
- A Use weapon.
- B Examine item.
- L Close door.
- R Open door.

PROS: One of the most atmospheric, addictive and enjoyable games we've seen. The plot is imaginative, the control system superb and there's even some arcade action.

CONS: Hacking scenes, despite being fun, are limited. Plot is a little linear – one early mistake can cause problems later on.

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PROSCORE **92** SCOREPRO

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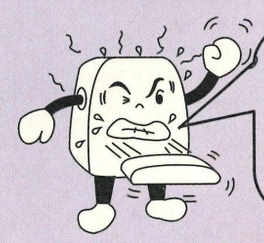
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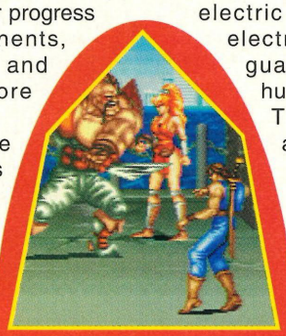
FINAL FIGHT 2



Japanese mags have been packed full of *Final Fight II* shots for months now, and the reason why doesn't require a translator to discover. It looks fantastic, it's 12MBit and it's by the producers of *Street Fighter II* . Chun Li even makes a cameo appearance on level one's background! Dave "Flying Kick" Westley steps behind the hype to see if CAPCOM really have got another mega-hit.

The original *Final Fight* caused a huge sensation on the SNES, the size and detail of its sprites showing just how close it could come to coin-op perfection. The only flaw was the omission of the coin-op's two-player mode. Now *Final Fight II*'s finally arrived, that's been put right, and the whole game's got bigger. A *SFII*-style world map shows your progress across the continents, smashing faces and breaking arms before varied scenery.

The sprites are the real showstoppers though; big, beautifully detailed and very tough. There are three characters on offer, Haggar being the one survivor from the first game, and now even bigger and better than before. Being so huge, he's obviously not that nippy, but he's got a big punch and his special move has him grabbing someone, leaping into the air and landing with their head first!



PRO TIP

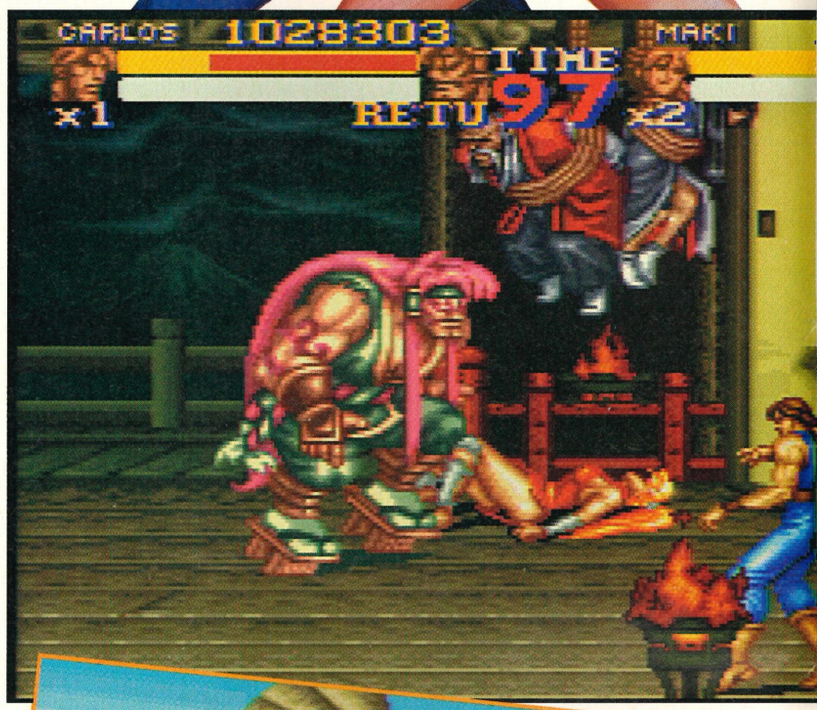
In two-player mode, to avoid slamming a joypad into your friend's face, it's best if one takes the top half of the screen and the other the bottom.

Maki's the opposite of Haggar. Small and sprightly, her best moves are achieved in the air, using her speed in airborne attacks. Her special move is a spinning handstand kick. Finally there's Carlos the dandy. Leave him for a moment and he'll stick his claws out like a cat about to pounce. His special move is a wicked sword attack, so fast that all you can see is the shimmering blue light of its steel blade.

It's a powerful line-up and there's a good range of enemies too. Especially fun are the tubby lardballs who run around with electric prongs trying to electrocute you! End-level guardians are generally huge, lumbering beasties. They're all surprisingly agile; the first will jump into the air, disappear for a moment, before returning to the ground mediated by your head! The two that aren't that massive – the clown and the ninja – make up for their lack of stature by other means. The ninja throws grenades, the clown moves at breath-taking speed.

All this looks like a great game, or more precisely, like a great game with some very average sonics bolted on. Unfortunately, as you smash your way through the levels the sad realisation dawns that you're just doing the same thing over and over. There's far too few combat moves and the enemies lack variety.

Besides the lack of moves to master there's the lack of space.





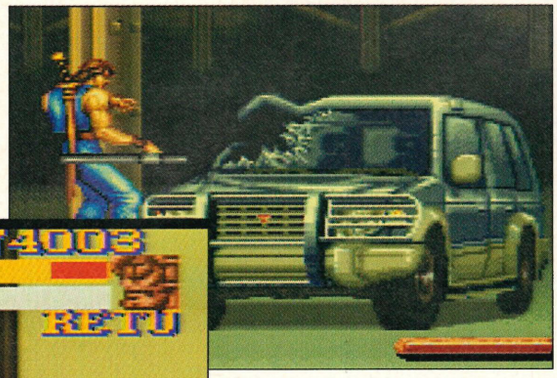


On the left, our cast. When you continue, in-game, you can change character. Below, Carlos uses his special move.



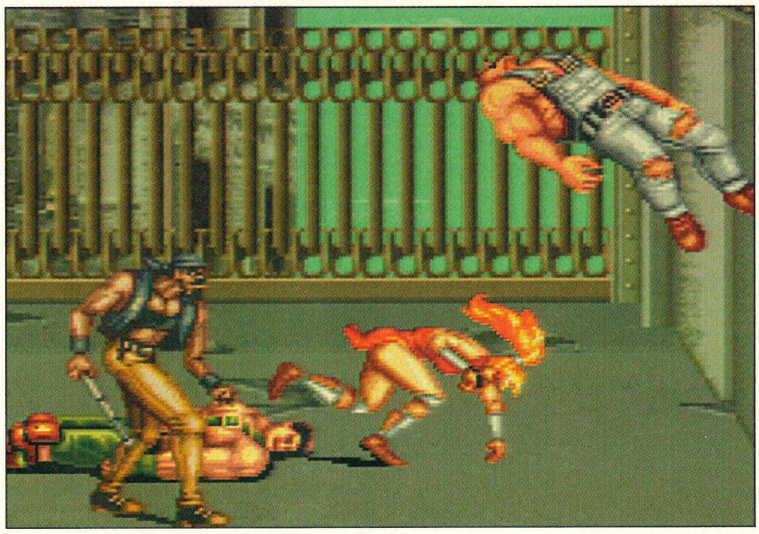


Below left, you can see one of the bonus levels. It's not too complicated – smash the van for mega-points. Later on, you have to destroy burning oil drums!













The big sprites eat up screen space, leaving little room for manoeuvre. In two-player mode it's common to accidentally attack your friend, especially with the automatic throw move hurling enemies around. Since the two-player mode is one of the supposed big advantages of the sequel, it's a pity to find it so frustrating. Attacking your friend when you want is good fun, but here it's unavoidable.

Even so, on easy level, two players will be able to get through to game end on their first go, the only serious problem being tedium. On harder difficulty levels, especially in one player, it's a more intense, enjoyable experience but still disappointing. *Batman Returns* showed how imaginative, interactive backgrounds can make scrolling beat-'em-ups great fun. Unfortunately, this two-player variant limits its imagination to hunky but brain-dead sprite graphics.



Publisher: CAPCOM
Supplier: CONSOLE CONCEPTS
Tel: 0782 712759
Price: £69.99

Players: 1-2
Skill Levels: 3
Cart Size: 12Mbit
Save Game: No
Features: Bonus levels.

CONTROLS

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

PROS: Sprites are big, well drawn and well animated. Backdrops are wonderfully colourful.Beat-'em-up fans will love the biffing noises. Technically superb.

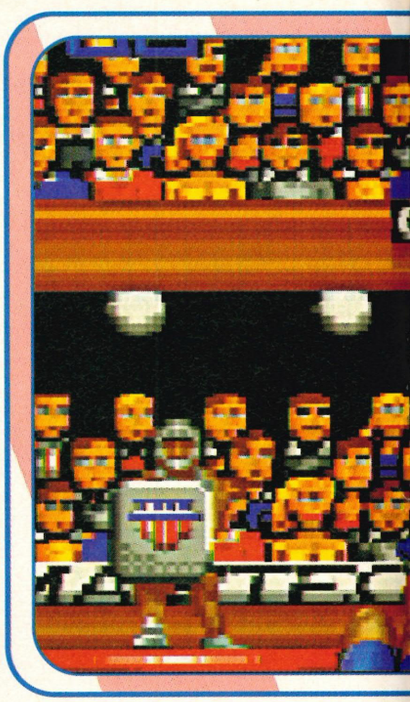
CONS: A distinct lack of variation in gameplay may put off all but the most hardened beat-'em-up addicts. Music could've been better.

GRAPHICS	89
SOUND	75
GAMEPLAY	79
LONGEVITY	81

PROSCORE
79
SCOREPRO

BIGGER, BUT NOT MUCH BETTER!

AMERICAN GLADIATORS



TV's biggest, most violent and hammiest game show has finally made it to the SNES. All the original American events are here – three were deleted from the British show due to their violence! – and there's a full tournament allowing up to eight players to get all battered and bruised. Dave "Doberman" Westley wades in.

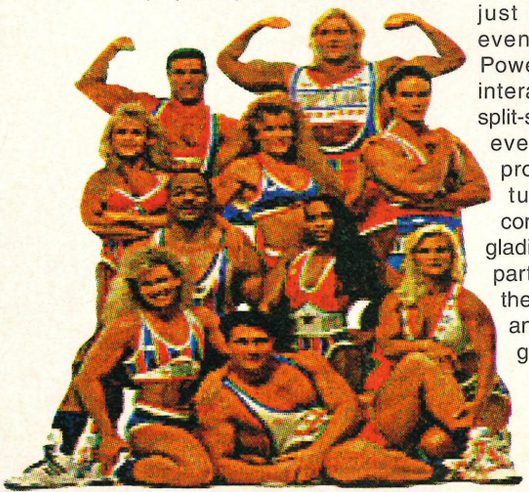
However you feel about *American Gladiators,* there's no doubt it's an impressive spectacle and a better subject for video gaming than, uhm, *Celebrity Squares* or *Bullseye*! Unfortunately the developers have made some absolutely dreadful mistakes in its game design.

The first and most damaging mistake was attempting to convert all eight events without the memory size or programming resources to cope with such an ambitious task. Events such as the Atlosphere, Powerball and Wall Round are obviously difficult to design as video games – so why bother? This is especially true as so much of the game show's appeal lies in its larger than life characters. Shrinking them down to tiny sprites in dull-looking, awful-playing mini-games is simply ridiculous.

On the other hand events like the Joust which are perfect for a video game but, because time and memory's been wasted on other events, even these play badly. Similarly one of my favourite Spectrum games was *Combat School* which had a brilliant obstacle course opening event. The control system was brilliantly developed so that while you had to keep waggling the joystick there was also lots to do in timing and special moves, getting the brain working too. *Gladiator*'s Eliminator round looks up to being a 90s, SNES version but plays like an absolute nightmare.

PRO TIP
Use the overhead strike as often as you can whilst jousting! It's the most powerful move by far.
PRO TIP

This leads me to the game's other big mistake. Even the worst multi-event games usually provide some decent entertainment with a good simultaneous two-player event. Sadly this too is bodged. On many events there's no two-player option, you just have to take turns, and on events like Atlosphere and Powerball there's simply no real interaction. The only point of the split-screen is to make the graphics even punier. Why didn't the programmers have players take turns with the player not controlling a challenger using the gladiators – that would have made particular sense in Joust. As it is the two-player mode is atrocious and dooms an already quite dire game.





THE JOUST

Use your seven-foot pugel stick to knock the gladiator off his/her column. There's a wide range of moves, two for each joypad direction – offensive with fire pressed, defensive without. The graphics are great but gameplay is frustrating due to sluggish controls. A simultaneous two-player mode would've been fun but is of course completely missing.



HUMAN CANNON BALL

You grab a rope and throw yourself off a platform intending to knock a gladiator off another raised platform. The difficulty here is judging how fast to throw yourself off, and to determine at what angle. This looks good fun but unbelievably your interaction is limited to simply pressing a button to set angle and power bars. Once you learn the correct settings you'll be able to do it every time. Yawn!



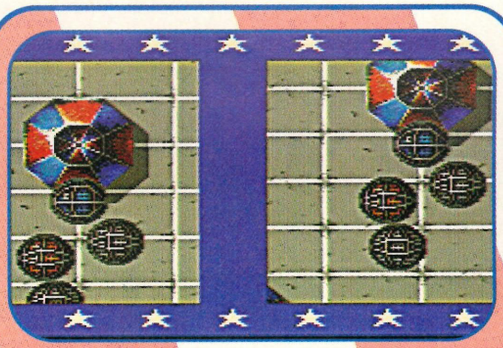
POWERBALL

Collect balls from boxes at the side of the field and drop them in the bins at the centre. The gladiators try to stop you with hard tackles. Graphics and gameplay are both abysmal. A simultaneous two-player mode offers little extra fun.



ASSAULT

Starts with an overhead perspective. You run from one end of a playing field to another, trying to avoid being shot by the gladiator. When you get to one of the safety barricades you get another perspective and a chance to shoot back. Graphics are the best in the game. Unfortunately the control system is the poorest of the lot.



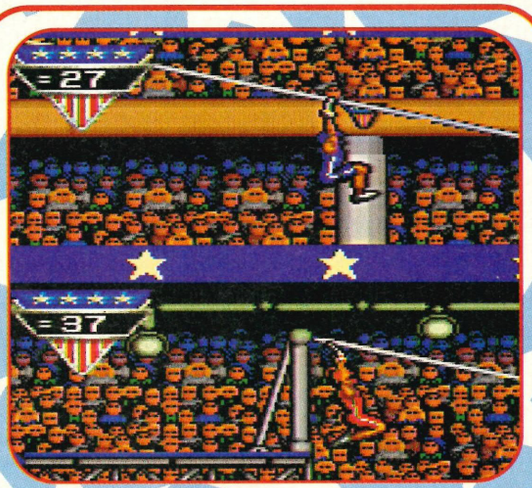
ATLOSPHERE

You roll around in a metal cage trying to run over fixed pods. A gladiator follows you around attempting to smash you off course. One of the better rounds but still quite dull. Simultaneous two-player mode little improves gameplay.



THE WALL

You've got to scale a 30 foot high wall without first being caught by a gladiator. All you do is keep hammering the fire button whilst pushing in the direction you want to go. Ridiculously easy.



ELIMINATOR

There are hurdles, hand bikes to get over a thirty foot crossing, balancing beams and Gladiator blocks. Looks good but all you have to do is keep pressing the L/R buttons and occasionally press fire to jump a few hurdles. Competing with a second player adds some modicum of interest to a dire game.



Publisher: **GAME TEK**
Supplier: **CONSOLE PLUS**
Tel: **0532 500445**
Price: **£39.99**
UK Release: **September**

Players: **1-8**
Skill Levels: **1**
Cart Size: **8Mbit**
Save Game: **No**
Features: **8 player tournament and male/female option.**

CONTROLS
FOR ASSAULT GAME

- Move up.
- Move down.
- Move left.
- Move right.
- X — Fire Weapon.
- Y — Fire Weapon.
- A — Fire Weapon.
- B — Fire Weapon.
- L — Drop weapon.
- R — Pick up weapon.

PROS: Reasonable graphics and sound, seven different games and an amusing 'Pick your sex' option.

CONS: Unfortunately, each of the games is ridiculously simplistic – none lasts for more than two minutes and this makes *American Gladiators* extremely short lived. Literally.

GRAPHICS	62
SOUND	60
GAMEPLAY	47
LONGEVITY	28

PROSCORE **35** SCOREPRO

A DEFINITE THUMBS DOWN.

Sim Earth



THE LIVING PLANET

Sim City had you governing a great urban conurbation, a challenge both humongous and extremely addictive. Now FCI have gone several thousand steps beyond, giving you the massive task of regulating entire planets. Now your mistakes won't just cause a trifling urban migration, oh no. Expect extinction of whole species, as well as the deaths of the planets themselves, especially when a certain SIMple Dave Westley starts travelling the cosmos bringing disaster, and this rocketing report, in his wake.

Until *SimUniverse* it's hard to think of a much bigger topic for a video game and FCI certainly haven't stinted on the science. The intro refers to James Lovelock's Gaia theory and there are enough maps and diagrams in the game to make an Open University program. *SimCity* veterans shouldn't come to this game thinking they're going to find the same old game with different graphics – this is a radically new and original game.

The key to the game is energy, not tax dollars, and it comes in two forms: one is the geological sort which you use up altering the environment. The second sort is produced by SimEarthlings themselves and you can decide how it's allocated among Art, Morality, Technology, Food and Medicine. Getting the balance is crucial to evolving your civilisation and avoiding things like war, plagues and so on. You also control how this energy is produced by putting energy into developing more fossil fuel resources or researching nuclear energy and hydro/wind etc.

But if you start from scratch getting to the stage where you have SimEarthlings to worry about is a long, long way off. For a start there's four control panels changing conditions across the globe. The Geosphere, Atmosphere, Biosphere and Civilisation are all quite complex in themselves (see boxes). However while you can switch energy allocation between various factors, you don't actually use any new energy – except for a fixed charge of 100 units whenever you access a Control Panel.

To really burn up your energy you need the Edit screen, which flattens the world's surface into a huge, square map. This is where you spend most of your time and there's a whole range of commands. There's a Plant Menu where you can set the conditions of a selected square, the "biome" or living environment can be anything between desert and jungle. However this option isn't that useful – if the conditions aren't right for a jungle it'll soon die. Similarly the Life Menu offers fourteen different life forms, from bacteria to mammals to dinosaurs! The Civilisations Menu allows you to place cities – there are seven different types, each at a different level of civilisation from Stone Age to futuristic Nanotech, but you won't be able to place the more advanced ones in the wrong period.

Basically the Plant, Life and Civilisation Menus are useful for speeding along evolution once the general conditions are right. Besides the Control Panels you can alter these conditons with Terraformers, hi-tech machines which produce essential chemicals and gases. The name comes from the concept of turning planets like Mars and Venus into Earth-like ones (and these scenarios are offered) but you can also use them on Earth when general conditions are wonky. There's also a Monolith "terraformer" out of *2001*; this speeds up the development of intelligent life. The only problem with Terraformer is their cost: up to 2500 of your initial four to five thousand energy units!

Another command option is to raise and lower land. However as in *SimCity* there's also a selection of catastrophes to add excitement, only now they're also pretty useful – earthquakes being an excellent way to create land. In fact this is one of the key things about *SimEarth*,



PRO TIP

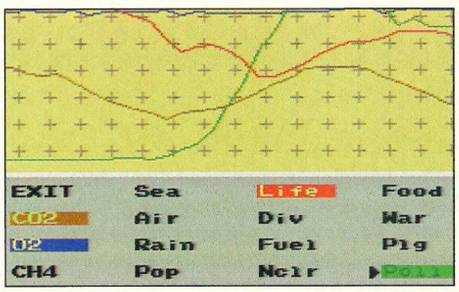
Raise volcanic activity before using volcanoes to raise the land.



On the right the pretty but not very useful Globe Screen. Below is the Map Screen where you can see everything from temperature fluctuations to sea currents.



On the right the History Screen lets you review the progress of everything from population to methane (CH4) levels. Below two Command Menus, Event and Terraformer (bottom).





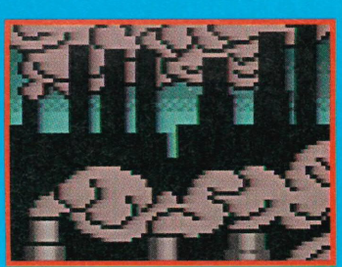


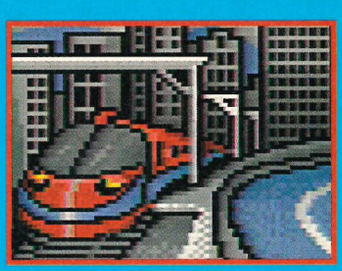
As your SimEarthings achieve a new Tech Level a screen comes up with a pic and some text. On the right you can see Mankind advance from the Bronze Age to the NanoTech Age before finally lifting off in Exodus.

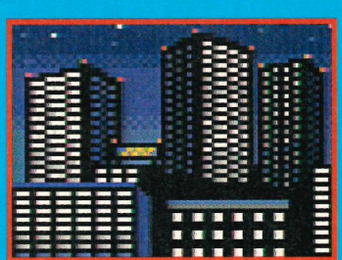


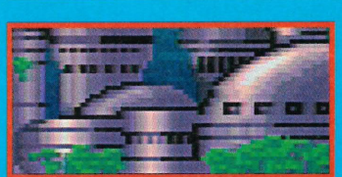


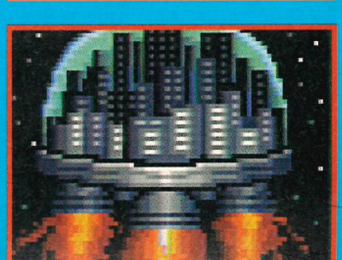








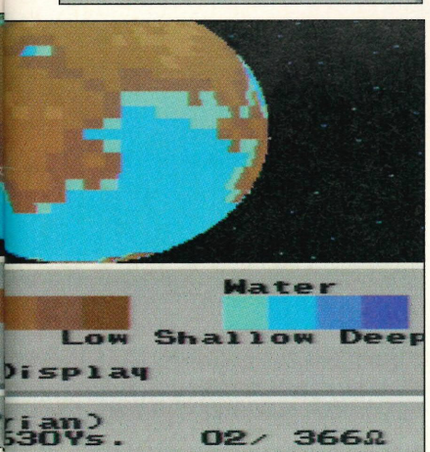


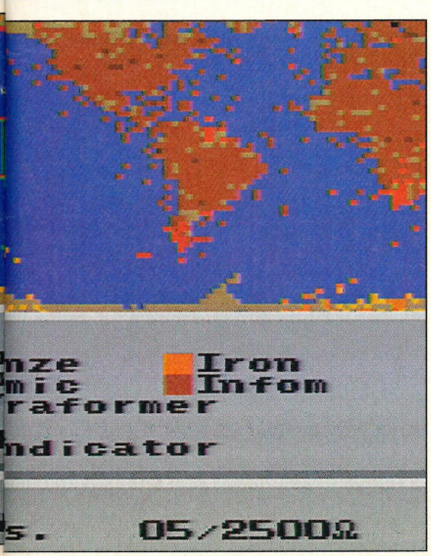




Above and right you see the Edit Screen. The little icons show plant and animal life, plus Industry and Iron Age. A nice touch is animated trucks and carts – showing migration.



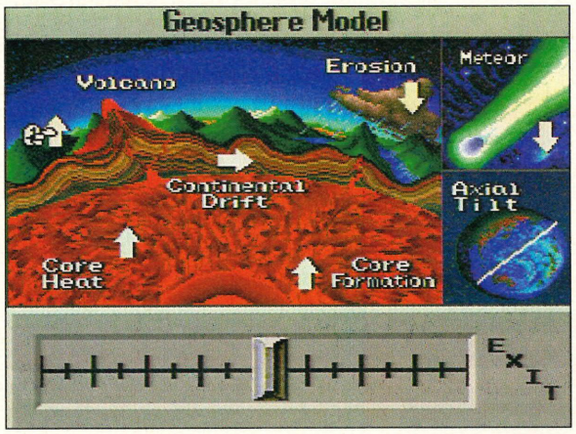




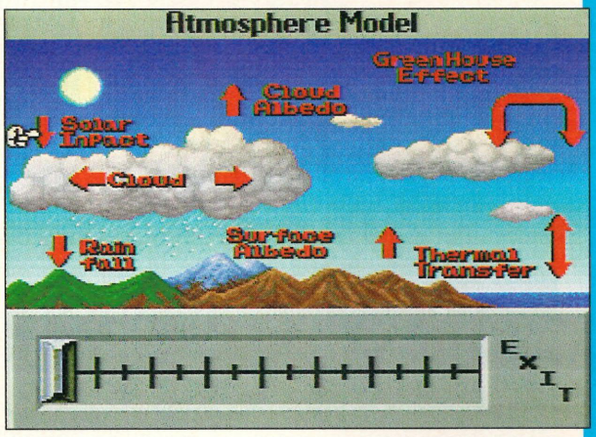
everything seems to effect everything else. Volcanoes elevate land too, but they also put ash in the air changing the atmosphere. Other events are created by Sim-Earthlings: war, pollution, nuclear winter and exodus. In fact the last is the aim of the game; creating life intelligent enough to leave the planet and colonise other worlds.

Helping you in your long quest there's all those diagrams and maps, which is just as well since energy soon runs out leaving you with nothing to do other than brood over your world's progress. New energy comes from evolution and as in *SimCity* there are three game speed settings, but even at the fastest level this is a slow, sophisticated game which is more intriguing than compulsively addictive. There's a lot of controls to work out, for example on the Cambrian Earth Scenario land keeps flooding until you raise temperatures (I originally tried to lower temperatures to create ice!). The game's a constant process of discovery and I very much enjoyed it. There's not all that much interaction, indeed on the early scenarios I felt I could have walked away to let the game solve itself. But while it can't be recommended to everyone, unlike *SimCity*, if strategy or ecology are your things this huge game is bound to keep you mesmerised. ➤

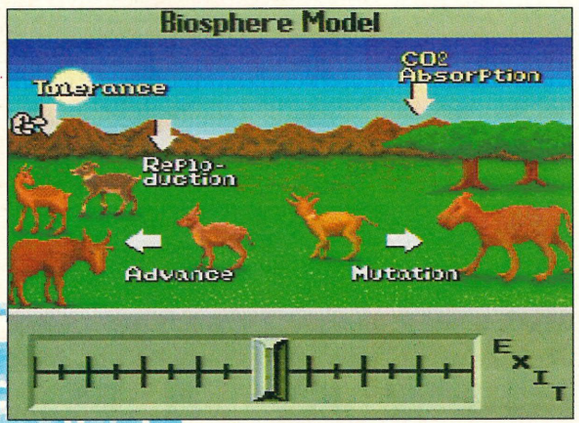
THE CONTROL PANELS



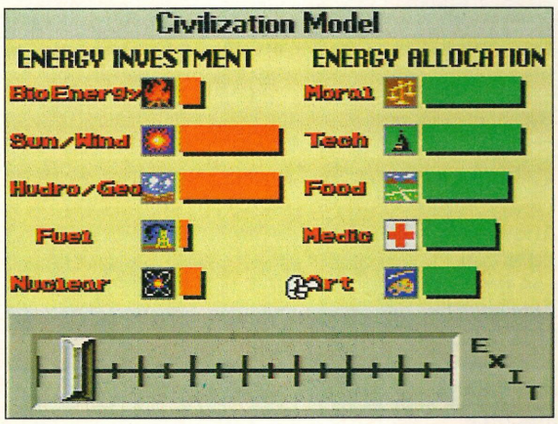
You can click on any of the geological processes above, then use the control bar to vary their settings. Your aim is to produce stable landforms, which requires careful juggling of 5-6 different factors. Axial Tilt is the one exception as it only affects the severity of the seasons.



This Panel allows you to the heat and lighting of your private little planet, both critical for sustaining plant and animal life. To lower a planet's temperature decrease Greenhouse Effect and Solar Input, then increase Cloud Cover and Surface Albedo.



Once life appears you can endlessly fiddle with its parameters, varying species Mutation, Evolution and Reproduction Rate. More subtle factors are Thermal Tolerance and C02 Absorption.

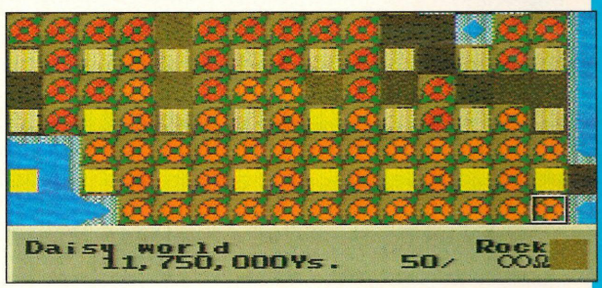


On the left are energy sources from camp fires to nuclear, on the right human energy demands. Science, Food and Medicine have obvious importance, but Art and Morality are useful too.

THE SCENARIOS

Although the Random Planet option gives you an infinitely variable range of planets to play with most people will probably start with the nine special scenarios. Unlike *SimCity* you have to complete them in a set order, but that's probably because they're set up to introduce you to the game in gradually increasing complexity.

The *Aquarium Scenario* gives you the basic task of creating the conditions in which civilised life is possible. Given that civilisation is defined by the use of fire, and that there's no land, it seems obvious what you're going to have to do first! Build land. The *Cambrian Earth Scenario*, replicates the conditions of the Earth approximately 550 billion years ago. Your task is to develop industrialised man from the earliest life forms. Easy peasy! *Modern Day* asks you to develop industrial man until he's advanced enough to leave the planet! The next four scenarios present you with completely inhospitable, dead planets and gives you the



task of making them live. The first two replicate the conditions of Mars and Venus. The last two exaggerate those already severe conditions – one is made out of ice, the other is a hot, barren desert. The ultimate test is Earth 2XXX which teaches you how present-day Earth evolved, challenging you to do better! There's also Daisy World, a scenario you can play when you want to investigate the Gaia theory using this simplified planet where the only life-form is a daisy...



Publisher: FCI
Supplier: ZAP GAMES
Tel: 0532 590077
Price: £49.99



Players: 1
Skill Levels: 3
Cart Size: 8Mbit
Save Game: Battery back-up for one save only
Features: 9 scenarios.

CONTROLS

- Cursor up.
- Cursor down.
- Cursor left.
- Cursor right.
- X — No function.
- Y — Command screen in edit mode.
- A — Select from commands/menu.
- B — Cancel commands.
- L — Show position in edit mode.
- R — Show position in edit mode.

PROS: A truly world-sized topic is tackled in an imaginative and informative way. There's a few nice graphical effects, the control panels are nicely animated and the Exodus sequence is excellent. An original and thought-provoking experience.

CONS: But the long pauses in between action will irritate the less patient players.

GRAPHICS	75
SOUND	63
GAMEPLAY	83
LONGEVITY	85

PROSCORE
80
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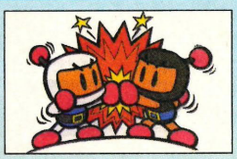
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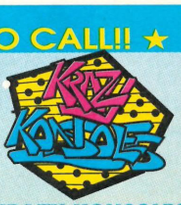
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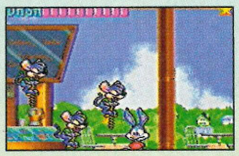


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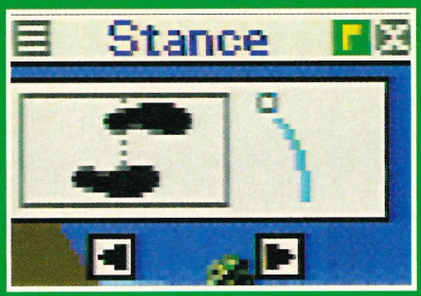
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CLUBS
All the usual clubs are available, but selection can be slow since you cannot flick between club families as in other golfing sims.

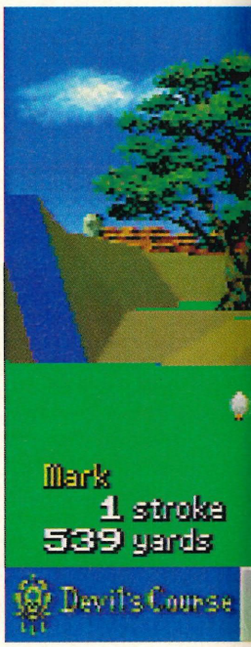


STANCE
Instead of using draw and fade to determine swerve, a stance option is used, based on the position of your feet. Inaccurate to use, due to the tiny guide.

SHOT POWER & ACCURACY
The red power bar doesn't use snap so inaccurate shots only result in inaccurate strength – direction isn't affected. Once power has been set you must watch the ball, pressing fire when the red dot is in the right place for the shot you want ie a chip or dive. Suit Man pops up when putting to offer advice which is handy if you're fluent in Japanese.







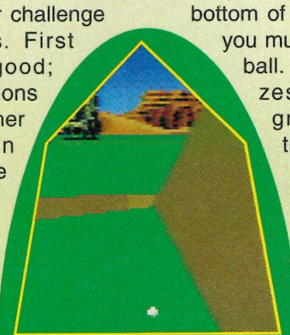
Devil's Course

It takes a certain type of person to enjoy golf games. Slow, methodical, unrushed, thoughtful people, perhaps slightly neurotic and certainly very patient. Unfortunately we don't have anyone like that here, but Mark "I've got a birdie" Wynne was our best shot, earning banishment to *Devil's Course* for the day, with plus fours on his legs and plus 22 on the scoreboard...

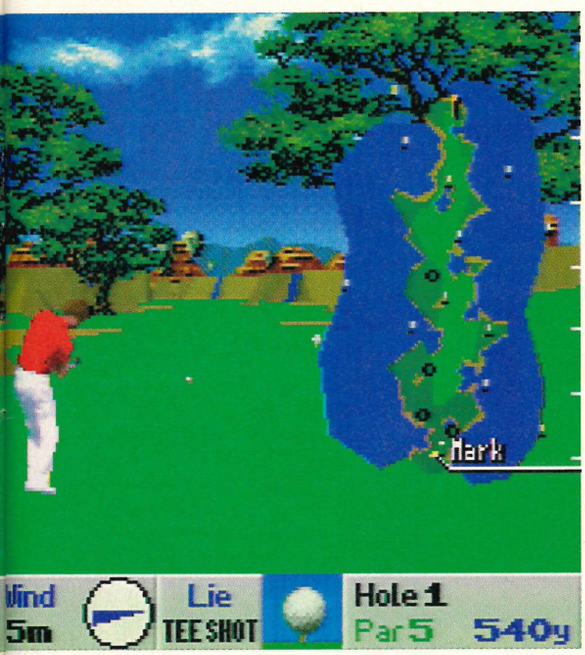


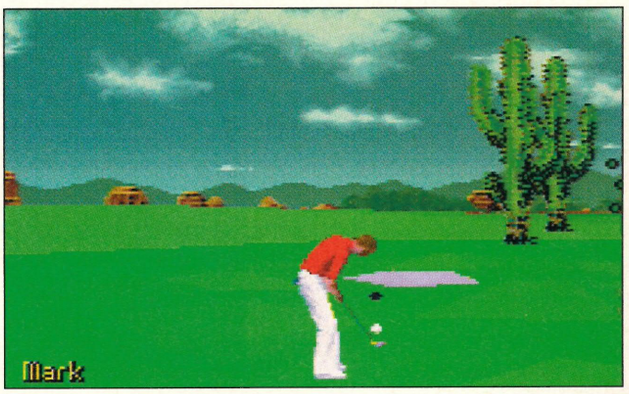
Devil's Course is a sequel to *Pebble Beach Golf* – a recent official UK release – and offers tweaked controls plus a new, positively surreal course to provide a much harder challenge for *Pebble* veterans. First impressions are good; there's masses of options and menus (albeit rather hard to work out in Japanese), the course graphics are very attractive, whilst the control displays are slick and the female caddies (you get a choice of four) are particularly comely – my favourite was the Julia Roberts look-alike!

Playing the game is fairly straightforward as club selection, stance and so on are easily accessed with letters corresponding to joypad buttons making it all pretty easy to get to grips with. One unusual feature is the way the game simulates hitting the ball – instead of simply being able to choose which type of shot you'll play via a menu (as in EA's *PGA Tour Golf*), you must actually hit the ball at a certain point on its surface, ie for a chip you must strike when the tiny red cursor dot is near the bottom of the ball, or for a drive you must hit the centre of the ball. This red cursor whizzes around a golf ball graphic once you've triggered the powerbar ball strength. It's a nice arcade-style idea but the inevitable result is very few accurate shots, a problem made worse by the tiny indicator icons and the ridiculously small course map. It's practically impossible to accurately line up a shot due to the teensy directional guide. And since most of the holes are usually out of sight, you'll often find yourself striking blind. It's a real shame there's no measuring map, so useful in *PGA*, where you can measure distances for more complicated, positional shots – all you're told is

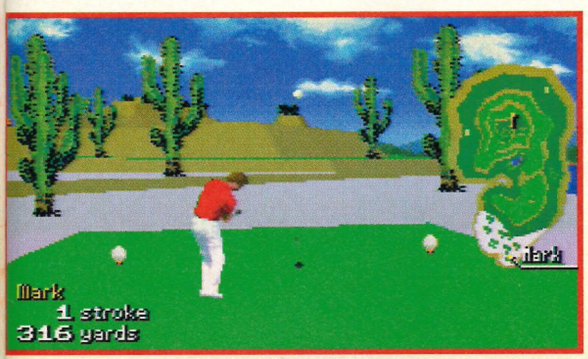


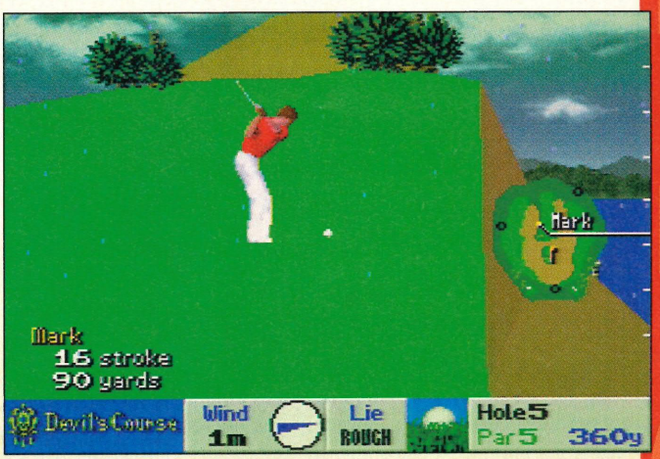
PRO TIP
When you're in very sticky situations, it's possible to wallop the ball against cliffs to rebound where you want to go. Nick Faldo this ain't!





It's my fourth stroke to stay on par with a 15 foot putt. Check out those flares! I'm going to blow away. Below, I've got to be pin-point accurate to chip the ball onto the tiny hill top. A 200 foot drop to the deep blue sea makes this chip from rough grass, against the wind, rather stressfull. And... plop!



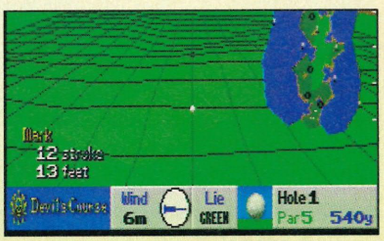


the ball's distance from the hole. Very annoying.

On *Pebble Beach Golf* the relative simplicity of the course means the controls aren't too irritating, however, on the aptly titled *Devil's Course* you can soon find yourself holding great clumps of hair in your hands! This course really is a nightmare. Apart from the usual obstacles such as trees and water, there are huge stalactites hovering in mid-air and towering monoliths right in the middle of the fairway. But in truth, the main difficulty is the position of the holes: on top of small mountains, down the side of slopes, balancing on tiny precipices. For a while, it's quite amusing, especially when it's your friend who's continually chipping the ball up a mountain only for it to roll down the other side, ending up even further away from the hole than it started out as. After a while, however, it becomes infuriating. Incredibly unrealistic shots are required – 200 foot chips up sheer rock faces are common – which makes a superbly accurate control system essential. When you're fighting the devil with his own control system the frustration is unbearable and patience is soon lost.

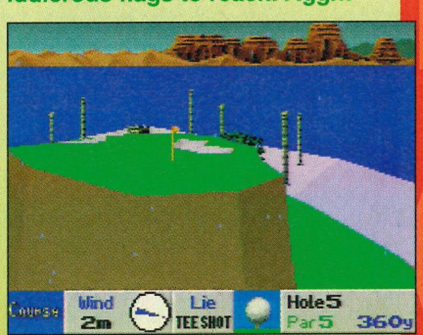
Also damaging is the game's poor graphical update. Whereas *PGA* features slick tracking and 'on the ball' camera shots – letting you see exactly what you've done – *Devil's Course* features a flickscreen technique, the screen cutting every time the ball leaves the current screen. When you happen to be falling down a 200 foot cliff, the screen will update up to 12 times to follow the ball's descent. *PGA*'s graphics may not be as detailed, but at least they move well. *Devil's Course*, despite the initially promising look, simply doesn't *feel* like you're playing golf. Illusions of different weather situations such as rain or snow, don't actually affect the play – only the wind strength and direction seriously increases the difficulty.

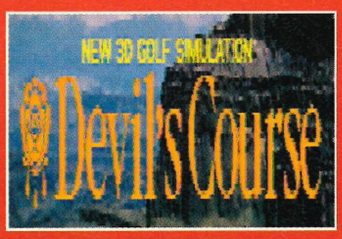
If you're as rich as Faldo or Langer then the exotic nature of *Devil's Course* might give this cart some slight appeal. But for most people this is one to avoid. After all, in golf every shot is crucial and much of the enjoyment of a golf sim is gained from improving your performances and seeing this reflected in your score. *Devil's Course* is ultimately more of a lottery than a test of skill due to its dodgy controls, making enjoyment of its novel holes short-lived. SP





Which cheeky player would you like to hold your wood? Below is one of the more ludicrous flags to reach. Aggh!





Publisher: T&E SOFT
Distributer: BANDAI
Tel: 0425 616705
& 0722 422522
Price: £49.99

Players: 1-10
Skill Levels: 3
Cart Size: 8Mbit
Save Game: Two-player
Features: Simultaneous two-player.

CONTROLS

- ▲ Change view 90° left.
- ▼ Change view 90° right.
- ◀ Rotate view left.
- ▶ Rotate view right.
- X See flag position.
- Y Call up main Menu.
- A Choose from Menu.
- B Choose from Menu.
- L No function.
- R No function.

PROS: Graphics are above average for a golf game. The tortuous holes are great fun to begin with.
CONS: But eventually the poor control system makes play frustrating. There's little variety due to lack of different courses and the graphics following the balls progress through the air are slow and irritating.

GRAPHICS	78
SOUND	60
GAMEPLAY	67
LONGEVITY	65

PROSCORE
66
SCOREPRO

ENDS UP BEING GOLF IN HELL!

captain novolin

Captain Novolin looks like your stereotypical superhero; more muscles than Schwarzenegger, a blinding grin and an attraction to figure-hugging costumes. However, Novolin's special weakness isn't something bizarre like kryptonite, it's diabetes and his mission is to rescue a fellow sufferer from the clutches of nasty aliens disguised as junk food! Ryan "All things nice!" Butt digests this rather strange educational concept!

Martians have landed on Mt. Wayupthar (groan) and, of course, they plan to take over the world. But despite their desperately advanced transformation technology they're rather stupid – it isn't every day you see aliens disguised as six foot items of junk food parading down the high street!

In fact the aliens aren't that tough either. Each level consists of your main man, Novolin, marching right, facing a flabby onslaught of oversized sweets, soft drinks and snacks. He can walk under them or do a super-jump over them. Occasionally he'll climb into a speed boat to repeat the formula.

PRO TIP
Try to answer all of the questions for a flurry of bonus points. Oh, and don't buy this game.
PRO TIP

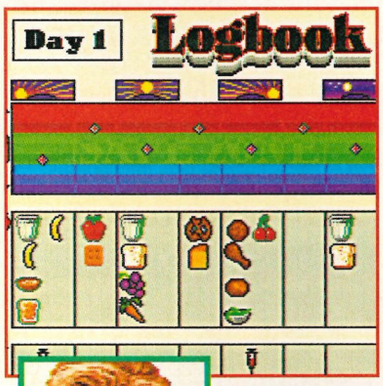
The educational element comes in with lengthy interlevel sections where you help Novolin monitor his exercise, insulin intake, and daily meal plan. Novolin's mission will take two days, with a level for each planned meal; breakfast, morning snack, lunch, afternoon snack, dinner and bedtime snack.

In each level you must collect the food items recommended by the doctor, while taking precautions not to eat too few or too many items of food, allowing the Captain's blood glucose to go dangerously low (hyoglycemia), or too high (hyperglycemia). Periodically you must also give the Captain a shot of insulin, the dosage recommended by an attractive doctor (I'll second that – Mark).

Learning as you play is obviously a good idea but unfortunately *Novolin* completely misses out on the latter. The graphics are poor with boring backdrops and minimal animation on the sprites, while Novolin himself looks even more cardboard than most superheroes. Sonics are even worse; the actual tunes are instantly forgettable and the sound effects are limited to a few bleeps, blops and twangs. As for actual gameplay, only the very young will find much challenge here and even they will be disappointed by the lack of variety. In fact this is one of the most tedious and annoying games I've ever played.

If you've got a very young child this might have some use as a way of provoking discussion. Unfortunately, I'm sure a free NHS leaflet will offer more information and probably more entertainment value too!



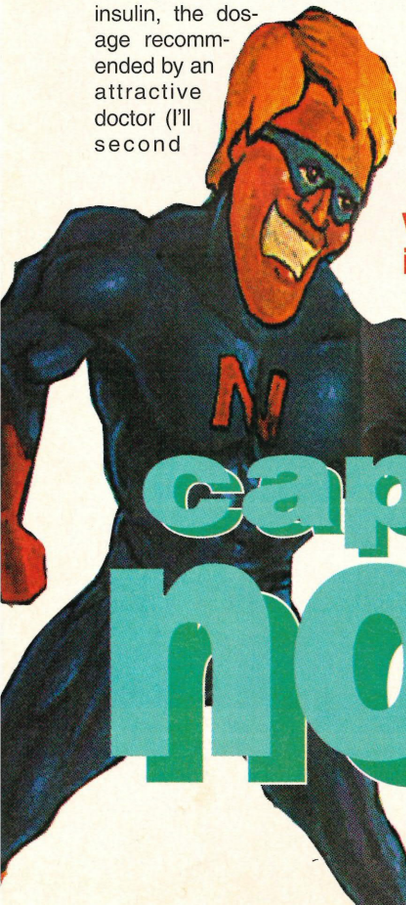








Above is Captain Novolin's logbook. As you can see, he's had a few to many bananas for breakfast! Below that is the Captain's gorgeous doctor. It's no wonder he keeps going to see her. The captain uses his muscles to blag a ride on a boat (left)!





Publisher: RAYA SYSTEMS
Supplier: CONSOLE PLUS
Tel: 0532 500445
Price: £39.99
Out: NOW



Players: 1
Skill Levels: 1
Cart Size: 4Mbit
Save Game: No
Features: Educational sequences.

CONTROLS

- No function.
- Duck.
- Walk left.
- Walk right.
- X: No function.
- Y: No function.
- A: Jump (stomp on aliens with Down).
- B: No function.
- L: No function.
- R: No function.

PROS: Despite its many flaws, at least it's educational! The enemy sprites are quite amusing.
CONS: Dire graphics, ear-grinding tunes and sound effects, simple, nay unimaginative gameplay and no challenge whatsoever.

GRAPHICS	32
SOUND	30
GAMEPLAY	27
LONGEVITY	24

PROSCORE
26
SCOREPRO

COME BACK SUPERMAN, ALL IS FORGIVEN!

SEX!!!

(No, that should say sexy games... eerrr, sorry!)

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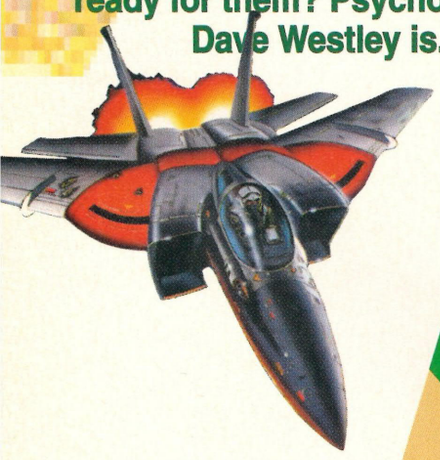


When a military unit is destroyed in the attack mode, it's shown blowing up on the main overhead map (right). It's this map that allows you to gauge the strength of your enemy's forces as well as determining their position(s). This information is vital for the correct positioning of your own forces.



SUPER CONFLIC

War! What is it good for? Well, computer games for one thing. Trundling around in an M1A1 Abrams, blowing the hell out of poorly armed infantry, well it just can't be beaten can it? Smell that burnin' metal! Yum, yum. MiGs, Apaches and Frogfoots – this cart is red hot as well as cram-packed with the hugely powerful machines of destruction. Are you ready for them? Psycho Dave Westley is.



Reducing the most savage of human experience to a map and some counters is no easy thing. As Vietnam proved, the world's most sophisticated military planning can't guarantee a victory, and however easy it looks on paper reality can prove very different. Modern combat is even more difficult, with supersonic aircraft and automated missile systems meaning victory can depend upon decisions made in a split-second as much as long-range planning. *Super Conflict* makes no real attempt to capture this reality, instead it focuses on a few key elements and marries them to a rather old-fashioned war game.

The two sides are the imaginatively titled Reds and Blues. Victory is achieved not by wiping out all of the enemy forces but instead by simply destroying the enemy's flag unit. You can play against either another player or the computer, either way each side takes turn to move all their forces. When you click on a unit, its maximum movement range is shown and you can move the unit anywhere within that range. To attack an enemy unit it must be in an adjourning hex. A unit can either move and attack, or attack and then move.

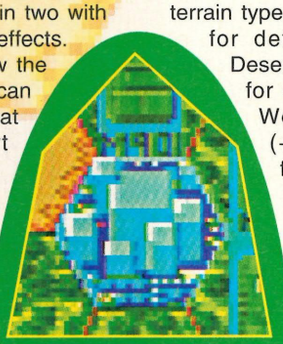
In the Long Mode, when you attack the screen splits in two with some limited graphical effects. Damage stats show how the battle is going and you can choose to defend, retreat or attack. (In the Short Mode combat is completely automatic.)

There are 55 scenarios in all and the composition of your armed forces will vary with each. At the start you're given just the basics. Perhaps one M1A1 Abrams main battle tank, two to three Sheridan light tanks and some commando and infantry units. Later on, however, you'll have to cope with a complex mix of land, air and sea units.

The nature of the terrain will also vary with every scenario. Maps are divided up into a number of hexagons, each having their own colour corresponding to a certain type of terrain. Each of the ten different terrain types has a different value for defence and mobility. Deserts are extremely poor for defence (-15), whilst Woods are excellent (+15), however the former is obviously a lot better for fast movement.

Much of the strategy in this game comes from these two factors combined with the type of military units. You have to make sure that you pit the right kind of military unit against another and check that your forces are strategically placed against the enemy's. Very crudely, if you were to position an anti-tank weapon on a barren plain, adjacent to an enemy MiG-29, you'd be very likely to die within one round. If, on the other hand, you were to position an M1A1 Abrams on a mountain adjacent to enemy infantry on a desert plain or bridge, the chances are you'd wipe them allout in one go.

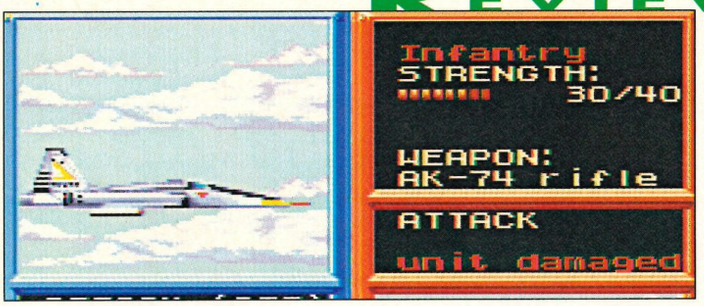
This is not all there is to it



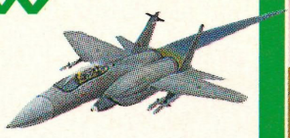
PRO TIP

Cities provide good locations for a flag unit. Each turn you stay there it gains ammo, fuel and strength. Cities also have a high defensive value.





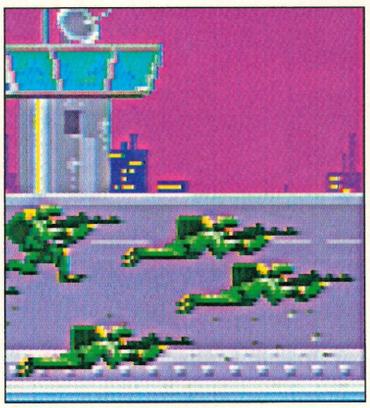
Sending an extremely powerful military unit against relatively weak ones (above) is a standard American strategy.



Below are some infantry. These are your weakest forces so deploy them extremely carefully.



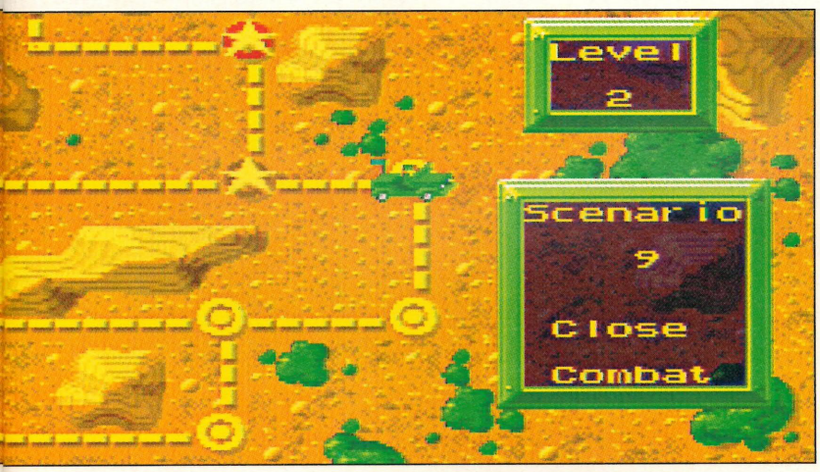
On the right the attack screen. This time the Blues seem to be doing quite well (see 'strength').



though – there are other places of strategic importance, notably cities, airports, factories and shipyards. Cities are extremely useful, not only because they have a high defensive value but also because with every turn a ground unit rests, it regains strength, fuel and ammo. Airports will also re-supply and repair any air units that are placed in them – but remember to always keep them guarded. If they are taken over by the enemy then all the planes there will immediately be destroyed. Shipyards are particularly important for not only will they supply multiple naval units but ground units as well.

Factories first make an appearance in level two and allow new military units to be made. Just what can be made depends on Production Points. Up until now it might have seemed a good idea to ignore cities, airports etc. and to concentrate on attacking the enemy flag unit. But as soon as it's realised that every city or airport possessed is worth 100 Production Points, it becomes obvious these places are absolutely vital.

Super Conflict has then been finely balanced to provide war nutters like Big Ed hours of enjoyment. The further you progress the more there is to think about with more types of weaponry appearing with every stage – there are 46 different types in all. Learning which of these is most effective to use against another is going to take time. The result is something that is solidly entertaining. Okay, the game's not that pretty – war never is, but then for a game of this type gameplay is by far the most important factor, and in this respect at least, *Super Conflict* provides a large and intriguing challenge, bound to be popular with war fans. SP



The overview map (above) allows you to choose where to battle. Unfortunately you'll still have to win in every arena before you can progress to the next level.



SUPER CONFLICT

Publisher: VIC TOKAI INC.
Supplier: VIDEO GAMES BOX
Tel: 0722 422522
Price: £52.99



Players: 1-2
Skill Levels: N/A
Cart Size: 8Mbit
Save Game: Yes
Features: Comprehensive range of military killing machines.

CONTROLS

- ▲ Move cursor up.
- ▼ Move cursor down.
- ◀ Move cursor left.
- ▶ Move cursor right.
- X Display Unit Status Screen.
- Y Switches weapon.
- A Attack.
- B Defend.
- L No function.
- R Retreat.

PROS: The many variables produce gameplay that will keep you absorbed and occupied for many hours.

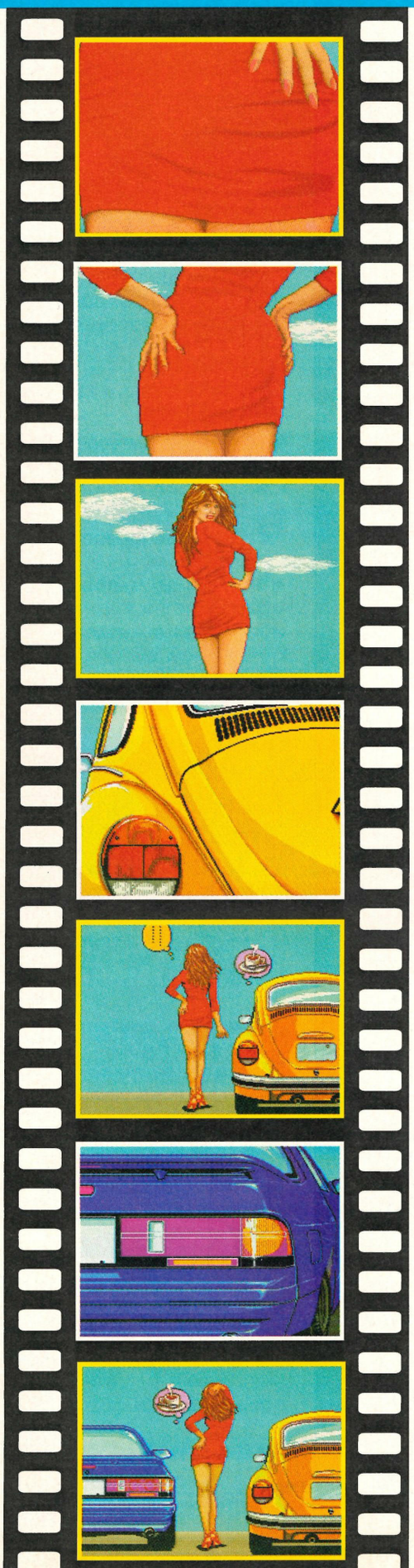
CONS: Only adequate graphics and sound may put many people off – who wants to look at a page of stats?

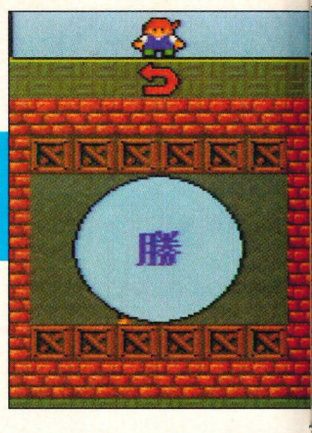
GRAPHICS	59
SOUND	52
GAMEPLAY	73
LONGEVITY	72

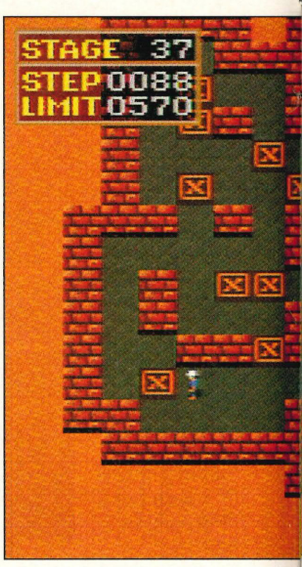
PROSCORE **70** SCOREPRO

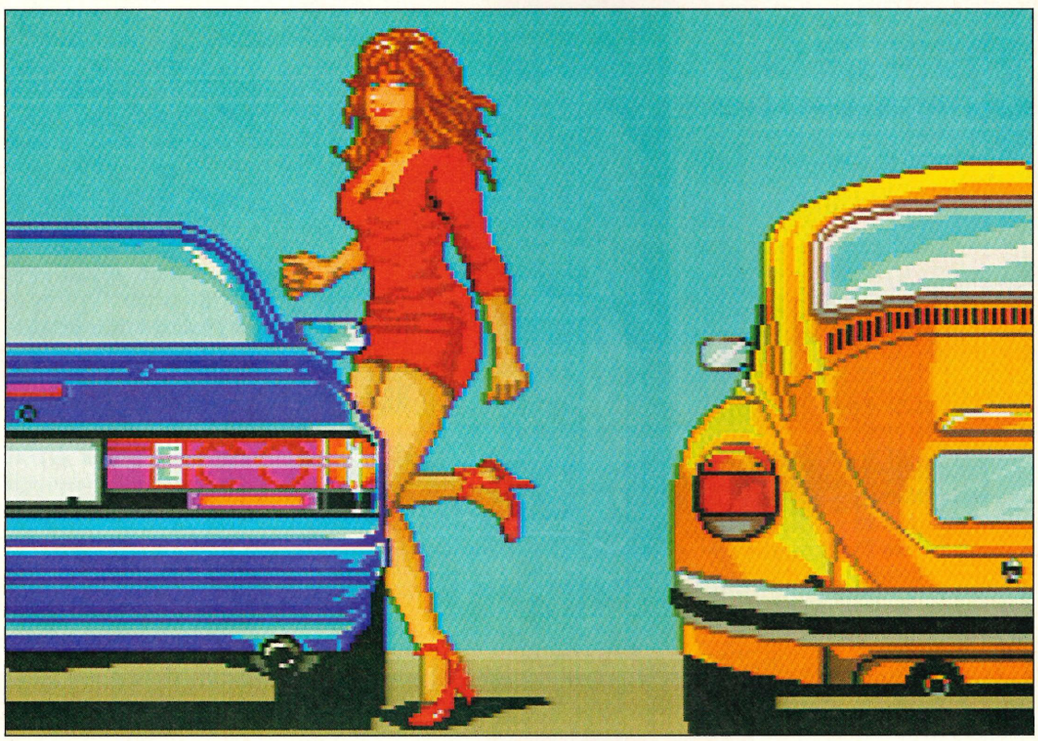
THE COLD WAR BURNS HOT ONE MORE TIME!

SUPER SOKO BAN



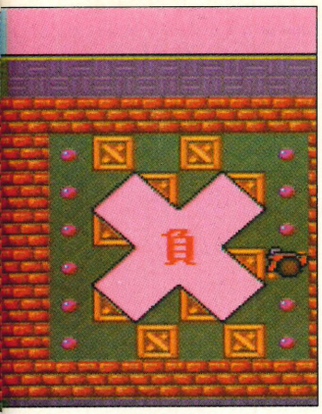


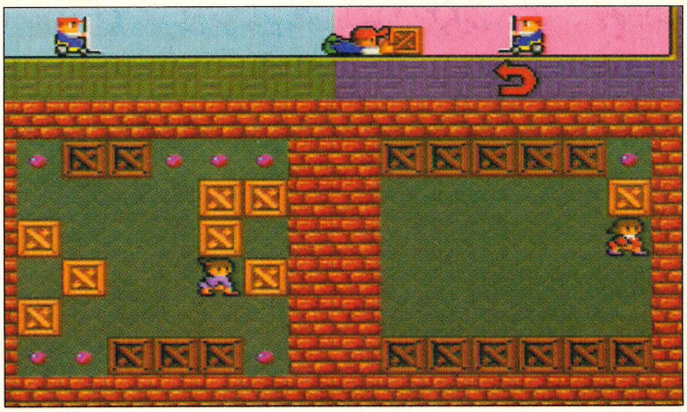




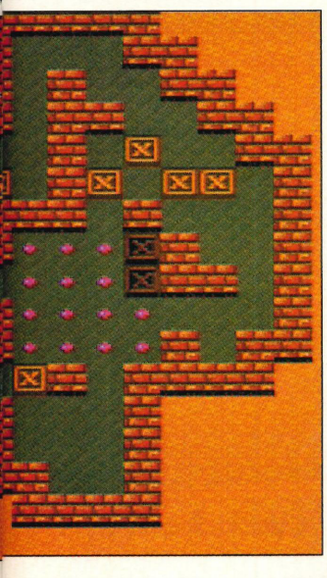
It may be just another puzzle game, but *Super Soko Ban* comes with the most sexist intro yet seen on the SNES. Before feminists have it melted down, Stuart "Archimedes" Wynne investigated whether gameplay was equally pervy...

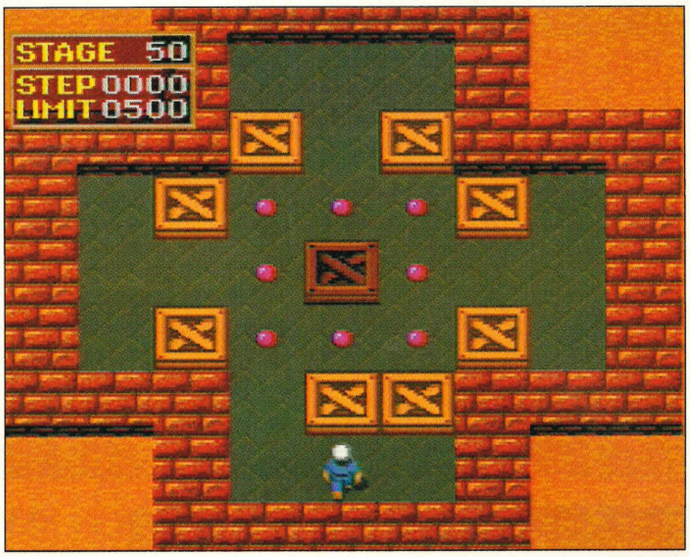
Programmed by the Thinking Rabbit Co. *Soko Ban* unsurprisingly turns out to be more brainy than randy, an ice cold puzzle game with no arcade FX, let alone fickle babes disrobing between screens. This cart is pure logic and even though *Alien 3* was in the office, both Ryan and myself soon became ensnared in its tricky puzzles. The basic format is a fixed



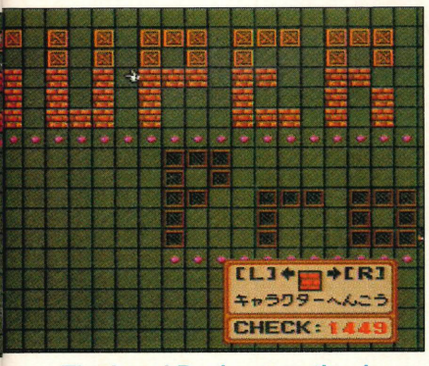


Simultaneous two-player action is good fun (left and right). Note the different player sprites – there's nine to choose from! Unfortunately there's only a few puzzles to compete on.

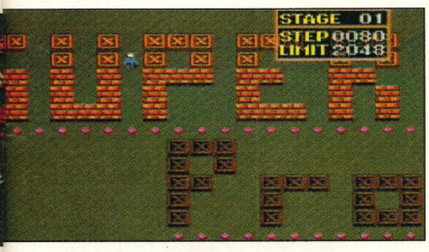




Puzzles can be small (right) or so large the graphics get shrunk 50% (left). Either way, your brain is going to get put through the wringer! If you want your own exclusive SUPER PRO game preview just trace the puzzle on the right and use sweets for crates. Can you solve it?



The Level Designer option is, despite Japanese text, easy to use (above). Be careful you don't design something impossible to solve (below).

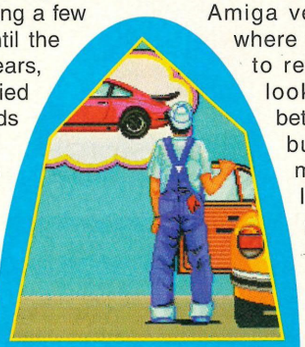


screen with the objective being to cover every purple dot with a sliding crate. There's no bombs, lasers, power-ups or anything. All you can do is push. If a block gets stuck in a corner or against a wall, that's it! Fortunately there's an excellent rewind facility – hold down L to put the game into reverse.

The first few levels are obviously pretty easy, but then the mazes get bigger (with the graphics shrinking in size so all the map is on screen) and crates multiply, increasing the brain ache factor geometrically. Egghead logicians will admire the game's purity, but the main hook is how less calculating people can start with instinct, pushing a few tiles here and there until the solution suddenly appears, provoking a well satisfied cry of "eureka!" (Or words to that effect!)

There are six stages to the game, each with 50 levels and their own password – this avoids having one humonguous password saving data for all 300 levels. You can attempt any level on any stage whenever you want, so there's no danger of being bogged down with one puzzle and not being able to play on. There's also a two-player game where the screen splits, each player having their own screen in which to solve identical puzzles. Copying the other person's moves is part of the fun (ask Mark) and while there's no rewind, with such small puzzles that doesn't matter too much. The only real bug-bear is the way the screens periodically snap around, rotating the puzzle and causing much confusion – and to begin with stomach churning nausea!

This type of game has been around for ages. Maybe *Soko Ban* was the original oriental inspiration for it, and I remember an excellent Amiga version – *Atomino* – where you supposedly had to recreate atoms. That looked a heckuva lot better than this eyesore, but was smaller and much easier to complete. This dull-looking game has a massive challenge – 800 step (moves) limits on early puzzles are soon eaten up – and the old grey stuff is really put through the mincer. On the other hand though, a lot of this challenge is marching around mazes, moving one crate a few places, then going back the way you came to push it from a different direction – this can get very tedious if you're not sure what you're doing (again, ask Mark). Still, what it does it does professionally enough and puzzle freaks unconcerned with graphics might find it worth tracking down. Less dedicated thinkers might think twice – and then not bother.



PRO TIP

Want a flying start on the first stage? Press down on the level select to get the passsword option. Then input this: 2MF22QAK-8Y3H.



Publisher:
PACK-IN-VIDEO CO
Supplier:
VIDEO GAMES BOX
Tel: 0425 616705
& 0722 422522
Price: £49.99

Players: 1-2
Skill Levels: 1
Cart Size: 4Mbit
Save Game: Password
Features: Simultaneous two-player.

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X: No function.
- Y: No function.
- A: Call up game options.
- B: Exit options.
- L: Rewind game.
- R: No function.

PROS: 300 brain-blending puzzles with a great rewind game option and an easy to use level design facility. Amusing two-player option.

CONS: In-game presentation is minimalistic whilst music is typically annoying Japanese ditty. The massive challenge lacks variety – it just gets bigger and harder without any new game elements.

GRAPHICS	39
SOUND	37
GAMEPLAY	51
LONGEVITY	68

PROSCORE
59
SCOREPRO

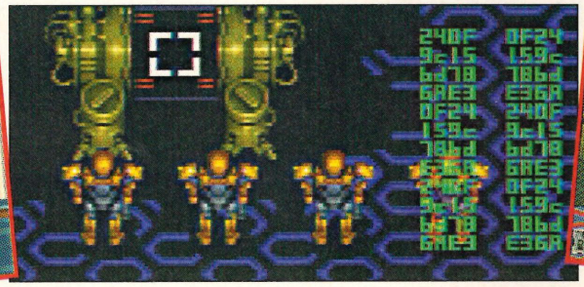
BRAIN-CRUSHINGLY GOOD FUN!

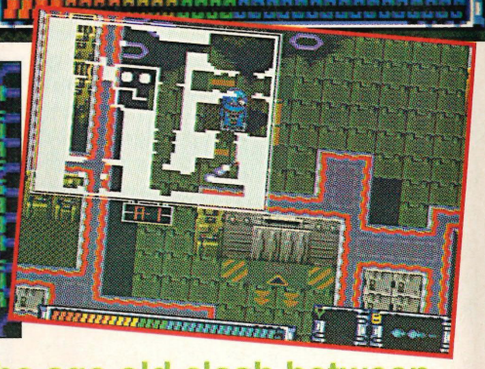


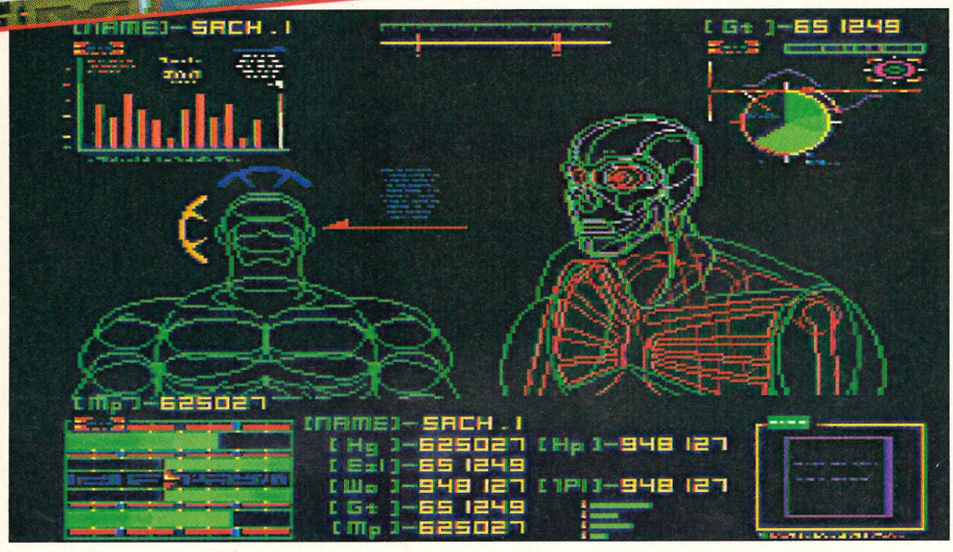


Left, this comes from one of the many film clips that you get throughout the game. The crab zooms into screen, mode 7 style, and then starts firing, decimating its enemies. Fortunately for you, you're made of tougher stuff!





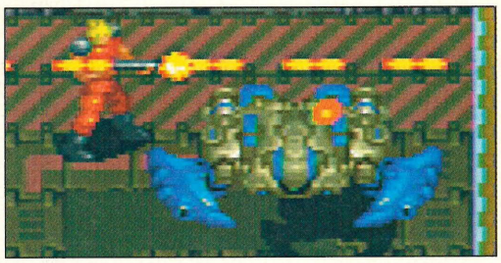




It's the age old clash between man and alien, but given an exciting new twist. Earth's new enemies are not from another planet, they're from another dimension. Ripping through the Earth's fabric, these ugly, crabby creatures have slowly taken over the world by converting our matter into their anti-matter. So step forward ace intergalactic fighter Dave "illogical" Westley.

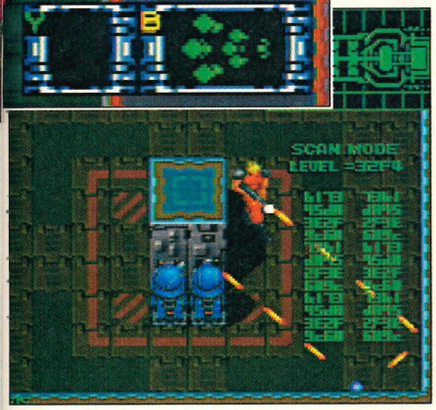
OPERATION LOOGIC BOMB







The ricocheting gun (below left) allows you to get to things other guns couldn't reach. It's mighty useful and is the key for one brain teasing puzzle. Above, the first of many crabby creatures.

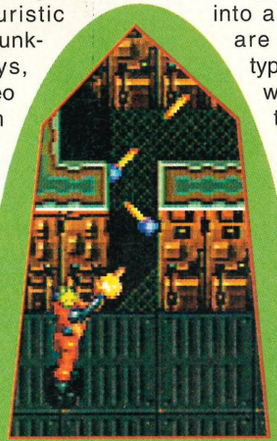




Among importers this Jap release briefly picked up the name *Ikari Warriors*, a case of wishful thinking if ever there was. In fact it's closer to a host of old computer games mixing shoot-'em-up action with plenty of mapping and a handful of puzzles. First impressions are good, right in your face with futuristic mumbo jumbo: cyberpunk-like graphical overlays, flickering stats and video replays of earlier alien activity. Equally impressive is the initial gloom and quiet, nothing much happening until you find the power-plant. Blast away alien fungi and you hear the powerplants hum, the lights come on and the alien hordes start looking for an intruder.

Now the blasting really begins as you desperately search for exits in the huge, sprawling maze of level one. The most common enemies are red and yellow stormtroopers, warriors found almost around every corner. The reds are well armoured but fire slowly; the yellows fire at a frenetic pace but after only a couple of hits are gonners. Later on you'll come across yukky slime creatures, giant mosquitoes, huge crabby end-level guardians and the inevitable alien pods. There's nothing too spectacular though, so it's as well there are some neat puzzles.

On one level an exit is blocked by a wall controlled by a computer concealed in a room you can't enter. Teleporting out in frustration you'll find a gun that allows for ricochets, enabling you to blow the terminal into a million pieces. There are in fact four different types of weapon: a three-way gun, a rapid fire gun, the ricocheting gun and a flame thrower. You can keep all the weapons in your inventory and swap between them as necessary.



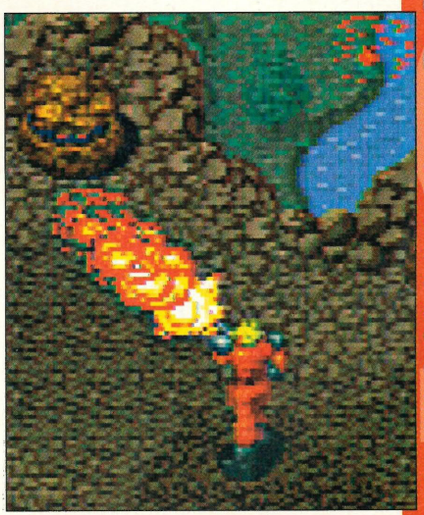
PRO TIP
If you find you can't go any further you probably need a new weapon.

By far the best element of the game is the atmosphere, most satisfyingly evident in the computer monitors. Some monitors re-energise you, some down-load a map of the level you're on whilst others provide video footage of an alien attack. If only gameplay matched atmosphere then this could have been a real classic.

The main flaw is simply size – a mere eight levels won't take you more than a couple of days to solve. Surprisingly then there's no skill setting to whop up the alien attack levels, or even a score table where you could improve your personal best. In fact, even as it is, you'll get irritated having to redo the earlier levels whenever you lose all your continues. Puzzles which are neat the first time around soon get tedious on the umpteenth return. To succeed this game would need to be a lot bigger, preferably with a password system. As it is, after a couple of admittedly fun-filled days this cart will be confined to some dusty shelf.

So sadly this cannot be recommended, despite the tremendous potential it undoubtedly has. If Jaleco had spent just a little more time and money on it they might have had a classic. As it is, we have a very expensive preview of what might have been.

The fire gun (below) is the last weapon that you'll pick up on your quest. It's extremely powerful, but doesn't spray too far.





Publisher: **JALECO**
Supplier: **VIDEO GAMES BOX**
Tel: **0425 616705 & 0722 422522**
Price: **£49.99**

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

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X: No function.
- Y: No function.
- A: Change weapon.
- B: Fire.
- L: No function.
- R: No function.

PROS: Immediately challenging and addictive. Graphics, if not great, are certainly innovative, music and sound FX are excellent and gameplay is completely absorbing, while it lasts.
CONS: But with only eight short levels this one is going to be finished real quick, especially as there's no skill setting to provide a tougher challenge. The lastability is thus severely limited.

GRAPHICS	82
SOUND	83
GAMEPLAY	86
LONGEVITY	48

PROSCORE
60
SCOREPRO

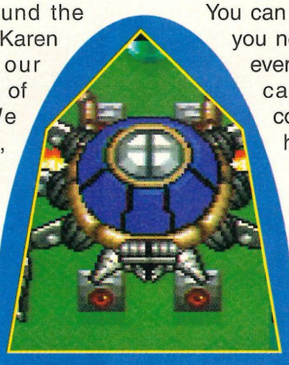
NO OPERATIONS, BOMBS OR LOGIC, BUT STILL QUITE FUN.

SUPER BOMBERMAN

A bunch of tubby spacemen, an unlimited supply of bombs and a small, sealed room may not sound a recipe for mega-gameplay but believe us it is. A great PC Engine four-player game has been fully reworked for the SNES with tons more power-ups and stunning mega-guardians. Stuart "tick tock" Wynne discovers a new office favourite.



I can honestly say there's never been a game which has caused quite such a sensation on its arrival. Within seconds there was an unseemly jostling around the SNES as Mark, James, Karen and me all clutched our joypads in expectation of explosive action. We weren't disappointed, although none of us had played PC Engine *Bomberman* or read any instructions it didn't matter. You drop your bomb, a few seconds later it goes off, blowing away destructible obstacles and hopefully shredding an opponent too. A couple of hours later we realised there was other work to do. Reluctantly. Very reluctantly.



PRO TIP

To kill the spider you must nip in as soon as it stops moving. Drop a bomb where its jaws are then take cover as it throws out bombs.

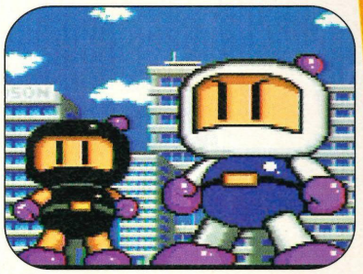
In four player mode the game's simplicity; the fixed screen, tiny sprites and basic gameplay are all advantages. There's no slow-down, no graphical glitches, no confusion – except when you select a deliberately wacky level like the one with searchlights. If you can regularly get together a foursome *Bomberman* is a must-have game, utterly brilliant.



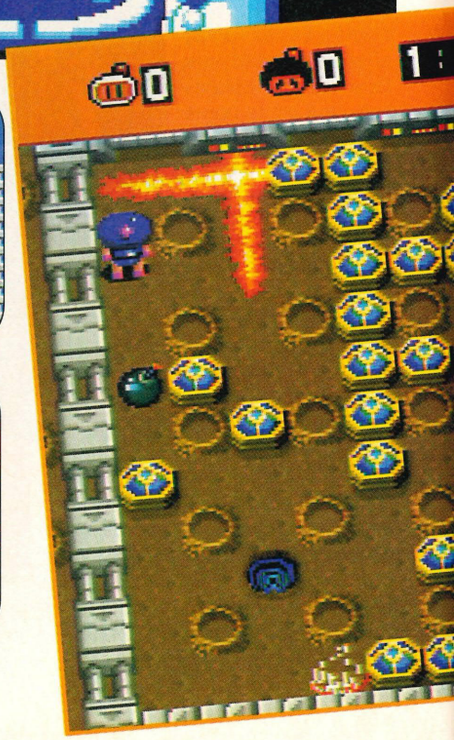
However the four player mode is restricted to Battle Mode where the objective is simply to be the last man standing. You can select how many wins you need before victory, and even solo this is fun as you can choose how many computer opponents you have and what skill they have. Playing against three opponents, with computer intelligence at ten, is a very fast and challenging game indeed. Obviously however it's not nearly as much fun as playing people, where you can see the expres-sion on Dave's face after you've sealed him in a dead-end with a bomb!

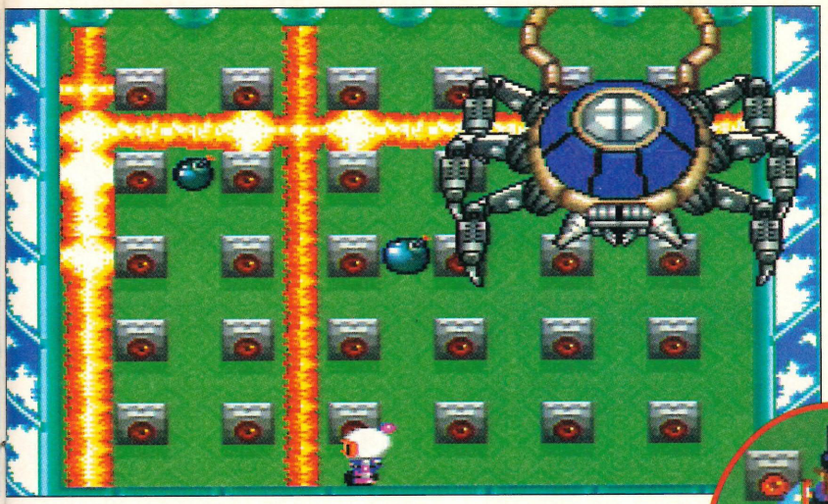
There's another mode however – Normal. This is just for one or two players and here the objective is to take out aliens and uncover an exit – you can still kill the other player though! This mode takes place on an island with you starting off at the bottom city and then making your way around the island, each of the six locations having eight levels, including an end-level guardian. A password system







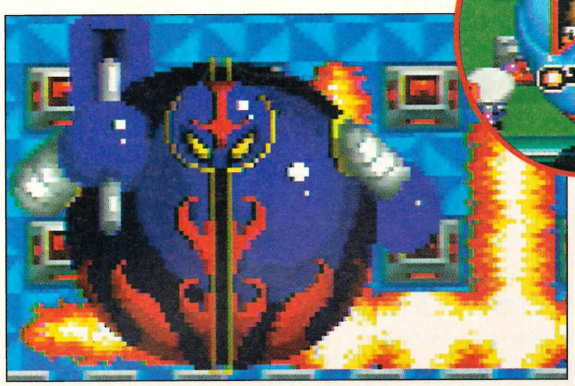




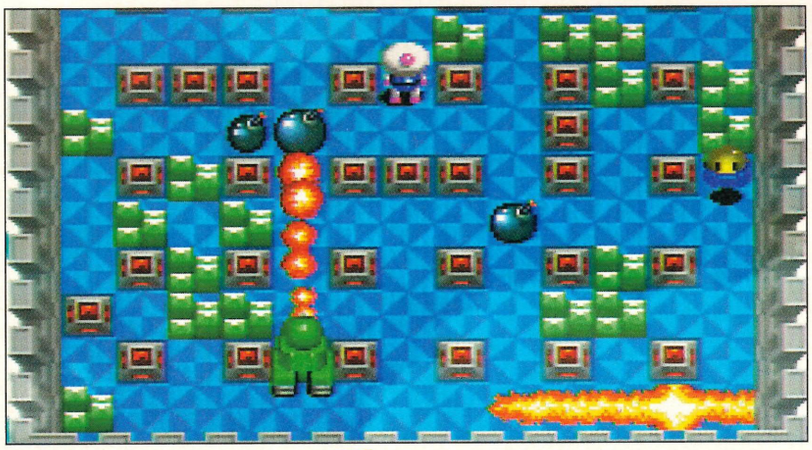




Above and right a quartet of mega-guardians with the end-game villains hovering in the middle. The graphics are excellent but most are pretty easy to kill.

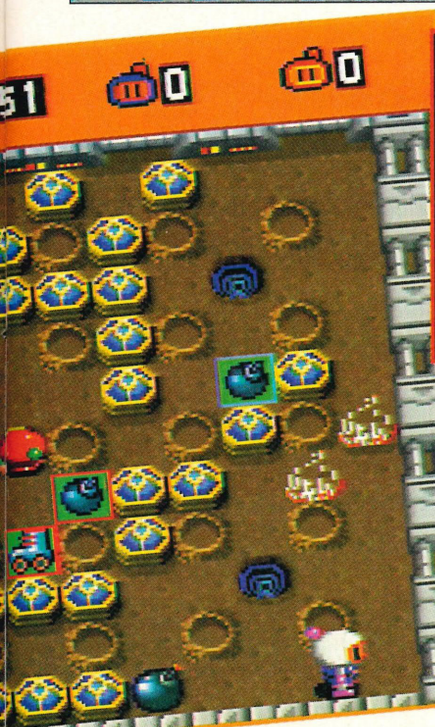






Below we see Bomberman just at the start of his big, but not overly difficult quest in the Normal Mode. Each of the six locations has eight levels, including one mega-guardian.

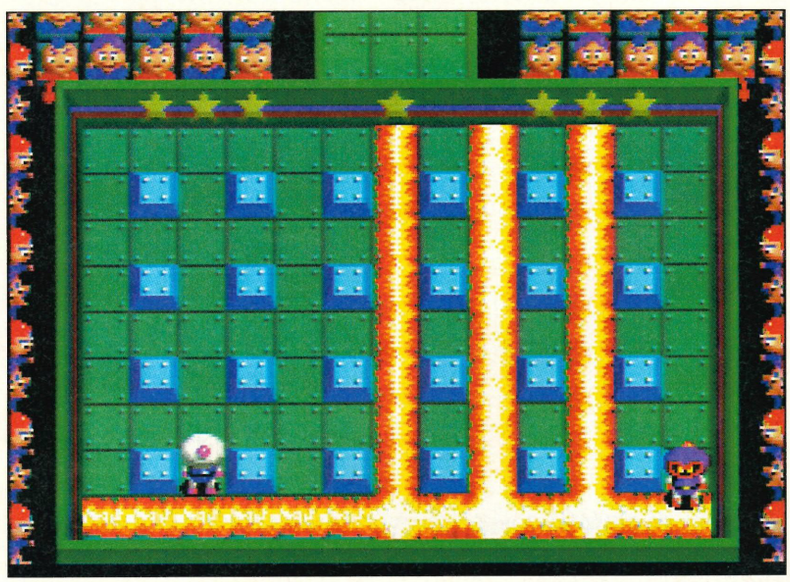








On the left the wacky searchlight level in Battle Mode. Below the very tricky Arena mega-guardian. You must defeat a series of evil Gladiator Bombermen before being allowed to progress.



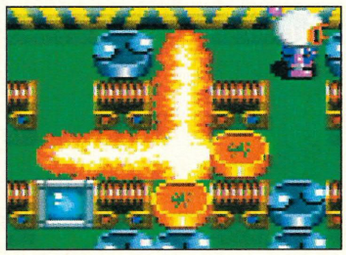
prevents repetition.

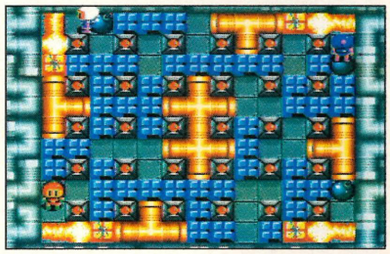
The first city is pretty easy. You start off with simple mazes and slow, unarmed enemy creatures. Being a friendly sort of game it starts with plenty of power-ups and you can really build up a fierce-some amount of firepower. You can also increase the size of your explosions until they stretch the length of the screen, walk through walls, kick bombs and even power-up with remote control bombs! But soon enough the creatures get tough too: there's tanks which spew fire, green aliens which transform into your double, bombs which periodically blow themselves up, even pancake-like creatures which hide in the scenery.

The detail on the sprites is impressive and the range of power-ups is brilliant. Nevertheless all this hard work can't conceal the fact that *Bomberman* is really pretty simple. The tactics never get that advanced, and the password/infinite continues system further removes tension – with six lives and a lengthy invulnerability period you can just barge your way through most of the levels, eventually you'll get through. A great four-player mode is no excuse for getting this part of the game so badly wrong.

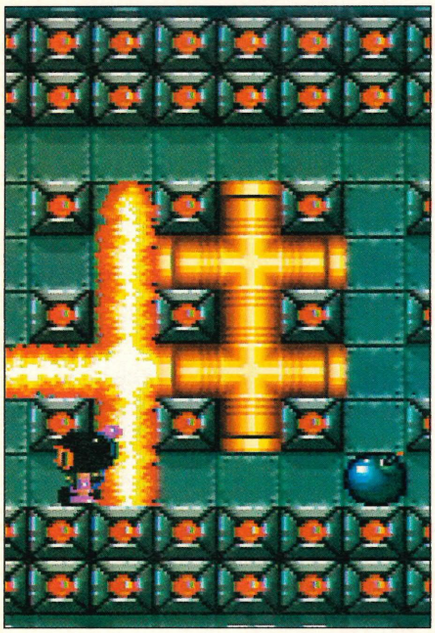
In conclusion if you can regularly get four friends together this is a classic game, possibly one of the best unless you splash out on some Lynx's and four copies of whatever game your keen on. However there isn't a huge amount of depth and without human competitors, *Super Bomberman* will soon end up gathering dust. SP

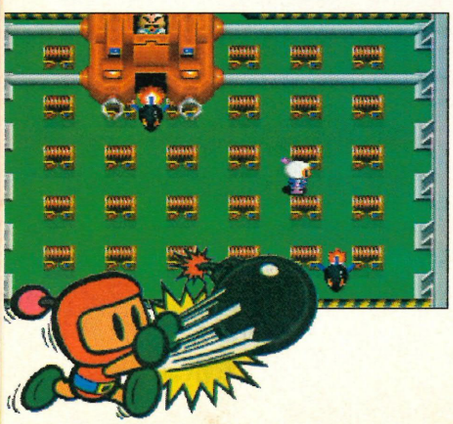






When time runs out in Battle Mode the walls close in, dramatically reducing room for manoeuvre. Bottom is another mega-guardian.



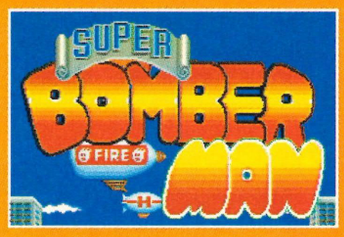


THE POWER-UPS

The huge range of power-up icons are half the fun of Super Bomberman, some have a quite obvious effect, others are more obscure (especially with a Japanese instruction manual), so here's the full list for your entertainment and enlightenment.
I Icons can appear when obstacles or opponents are destroyed. In Normal Mode most power-ups last for just one round, except for: explosion size, number of bombs, speed which last until you lose a life. In Battle Mode all power-ups last for just one round.

BLACK BOMB: Increases the number of bombs you can drop at one time.
YELLOW FIRE: Increase size of your explosions by one – up to a max of 10.
ROLLERSKATES: Increases your speed.
FLAK JACKET: Briefly makes you invulnerable.
BOMBERMEN: Extra life.
BOMB WITH ORANGE LINES: Allows you to walk through bombs.
WALL WITH ORANGE LINES: Allows you to walk through breakable walls.
ORANGE HEART WITH BOMB: Remote control – your bombs only detonate when you press B button.
GOLD FIRE: Increase explosions to maximum size in one go.
RED BOMB: Fire now goes through opponents and walls.
BOOT: Can now kick bombs by pressing X.
PUNCH: Can now lob bomb over wall by pressing X.
CLOCK: Extra time.
RICEBALL: Extra points.
MALLET: Extra points.
CAKE: Extra points.
ICE CREAM: Extra points.
APPLE: Extra points.
DIGESTIVE ORGANS (!): This gory red item looks like a fire extinguisher and increases lives to maximum. Extra points too!
ICE LOLLY: Extra points.
QUESTION MARK: Random power-up.
HEART: You can revive once on the spot.
SKULL: A power-up is selected from this list; speed-up, slow-down, become invisible, lose the power to drop bombs and constantly dropping bombs. Generally to be avoided.

Thanks to Console Plus (0532) 500445 for supplying the Multi-tap. For more on this great accessory see our special feature.



Publisher: **HUDSONSOFT**
Supplier: **VIDEO GAME BOX**
Tel: **0425 616705 & 0722 422522**
Price: **£64.99**
UK Release: **Sept/Oct**

Players: **1-4**
Skill Levels: **See text**
Cart Size: **8Mbit**
Save Game: **Password**
Features: **4-Player mode! Two game modes.**

CONTROLS

- Move up.
- Move down.
- Move left.
- Move right.
- X: No function.
- Y: Lob bomb with L and power-up.
- A: Drop bomb.
- B: Detonate remote bomb.
- L: No function.
- R: No function.

PROS: Although small, the sprites are beautifully detailed and the occasional mega-monsters are well done. Simple, straight-forward gameplay is tailor made for brilliant four-player action.
CONS: Unfortunately, this very simplicity, combined with infinite continues makes the game rather boring without at leasst two other people.

GRAPHICS	77
SOUND	69
GAMEPLAY	89
LONGEVITY	79

PROSCORE **87** SCOREPRO

BRILLIANT FOUR-PLAYER ACTION. SO-SO OTHERWISE.

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JOYSTICK JAMMING

THE ULTIMATE GUIDE TO ROOTING TOOTING SHOOTERS

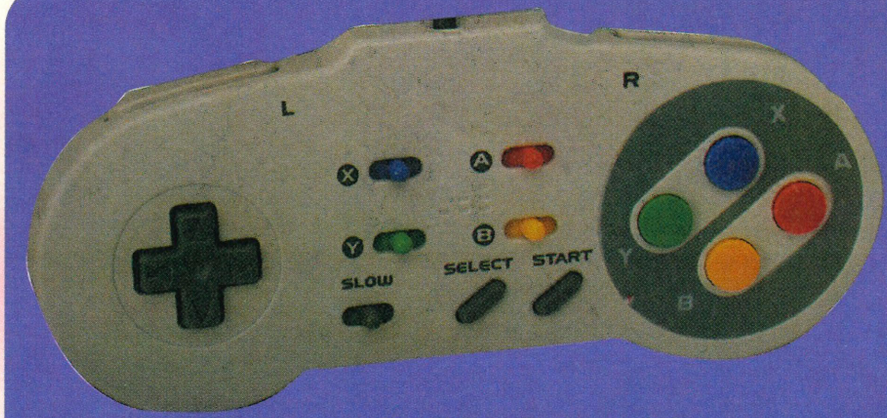
JOYPAD SLAMMING

Joypad worn out? Buttons beginning to loosen? Stick lost its sensitivity? Fret not, for out there, amongst the darker recesses of the cosmos are planetary traders, desperate to sell us the latest, hardest, meanest and most sensitive pieces of equipment God's creatures have yet created. Dave Westley investigates whether they can stand up to *Street Fighter II*, *Super R-Type* and James' screwdriver.

SN PROPAD Quickjoy £16.99



This pad not only looks great it also plays well. There's autofire/semi-auto switches for all the buttons, with the L/R one intelligently placed at the top of the pad, just past the proper L/R buttons. The transparent casing may not be quite as robust as your dully grey, but it's tough enough and makes it a real looker: you can while away many an hour ignoring what's on your monitor and concentrating instead on the internal workings of this ergonomic delight. The pad also features the standard slow motion facility.



JOY CARD Fire and Ice £13.99

The Joycard is basically your standard Nintendo pad which has got a bit fat around the middle to make room for its autofire buttons, one for each of the main fire buttons – not the L/R buttons. There's no semi-auto setting either, just autofire and a more rapid turbofire. But there is a slow-mo switch and the overall feel is very good. At the price it's a bargain.



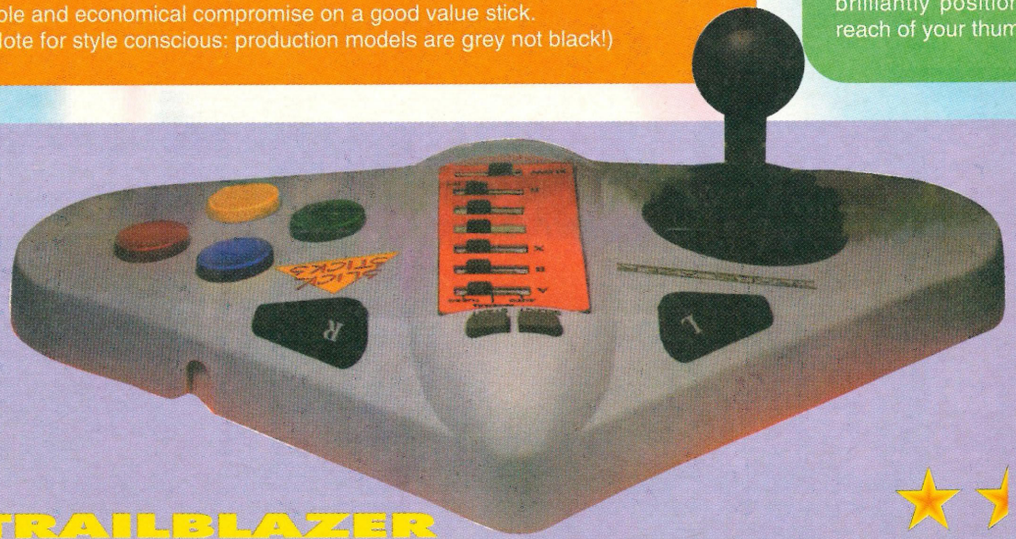
XE-6 SFC
Fire and Ice £20.99

First appearances suggest that the very plastic XE-6 is rather tacky, especially when placed next to the two tonne metal monster, Top Fighter. Nevertheless appearances can be, and in this case actually are, deceptive. For not only is the joystick very responsive with a steel shaft and solid, clicky microswitches but the keys are well placed, especially for SFII. Sadly there's only one autofire switch, offering two rates of semi-auto fire. With this on whichever button you hold down (except L/R) gives autofire – a sensible and economical compromise on a good value stick.
(Note for style conscious: production models are grey not black!)

COMPETITION PRO
Powerplay £16.99

This was apparently the bestselling pad for the SNES last Xmas, provoking the disturbing suspicion that many of you lot are closet Sega fans. The distinctive Mega Drive pad styling does at least look pleasingly menacing, something you might expect *Galactica*'s Cylons to use in their spare time. Ergonomics don't match looks however, the concave D-pad feels mushy and locating diagonals can be a little tricky. The pad is also quite big – difficult to hold if you're a young kid with small hands *(Dave should know – Ed)*. Nevertheless it's a well made pad and Powerplay have got an excellent reputation for reliability. There's also autofire/semi-auto switches for all six buttons and these have a good solid feel besides being brilliantly positioned, all within easy reach of your thumb.





TRAILBLAZER
Slick Sticks £29.99

In pictures this looks very tacky but it is, in fact, remarkably well-built with a solid plastic top and a metal base. It's obviously for table-top use, but that's true of most of the sticks here. The joystick has a steel shaft and the contact switches are quiet and accurate besides seeming very durable. The main fire buttons are quite well positioned and there's auto-fire/semi-auto switches for all of the control buttons, not to mention the standard slow-mo. So far, so good. Unfortunately the designer throws it all away with his triangular concept leading him to put the L/R buttons in a very pretty design arrangement which is completely useless for gameplay. The Start and Select buttons are also microscopic. In short, Trailblazer gets points for solid construction and radical design, but then loses them all immediately because everything is in the wrong place. (Incidentally a white and purple version is available on import, known as the Fantastick from Daou.)

QUEST
Slick Sticks £14.99

The Quest is one of the stranger pads. It's incredibly light and has two fat bulges for you to hold it by, making it a tactile delight. All of the buttons have two semi-auto settings and there's the standard slow-mo. There are a few niggles though, the buttons are a little smaller than normal so you can't roll your thumb over two that easily – which is useful on *Mario Kart* for accelerating and firing a missile at the same time. The buttons are also the wrong colours – for shame! Nevertheless at this price who can complain?





JOYSTICK JAMMING JOYPAD SLAMMING

THE ULTIMATE GUIDE TO ROOTING TOOTING SHOOTERS





GAME COMMANDER
Imagineer £22.95

The Game Commander is essentially the standard SNES pad with auto fire and semi-auto on all six buttons, plus a slow motion facility thrown in. As such it's ideal for those who've grown accustomed to the standard widget, are happy with it, don't want to try another but do want the extra features.

MULTI-TAP
Hudsonsoft
£29.99 IMPORT Console Plus (0532 500445)

In Japan there are several multi-tap adaptors, all plugging into the second joypad socket, with this being probably the best of the lot. Thankfully it works with UK machines and joypads making Hudsonsoft's *Super Bomberman* the office event it is. As yet there aren't that many four-player games, *Jimmy Connors Pro Tennis Tour* being the sole official UK release. However Hudsonsoft has a four-player footie game in development with Probe Software, Human's *Super Soccer 2* (AKA: *Super Formation Soccer 2*) will be four player and Namco have a four-player tennis game in the works. In theory the multi-adaptor makes five player games possible – but as yet no news on game to exploit that feature.

● When *Bomberman* makes its official UK debut later in the year distributors Playtime hope to offer a special pack with a multi-adaptor included.





TOP FIGHTER
Quickjoy £69.99

It's big, it's black and it's undoubtedly the most impressive gizmo that has come under SUPERPRO scrutiny. Appearance at least suggests a half tonne of solid steel, beautifully sculpted to provide the closest thing to an arcadian feel outside of an arcade. The result is a peripheral that's smooth, ice cold and the most tactile thing in the office, as well as the most intelligent *(on those rare occasions when Dave arrives early – Ed)*. For not only is there the standard slow motion mode but there's also a facility that allows you to program in moves. Doing so is as simple as breathing. You simply press the Mode button, then the button you want to program, then do the sequence of moves you want to record, and that's it. Ken's fireballs are there at the touch of one of the three special buttons.

The only negative thing about this substantial stick is that its feel is possibly a little clunky. Thus getting special moves in the first place won't be that easy. Possibly with a bit of use however it will begin to accomodate your desires and designs and whilst the price is high, apparently only 20,000 of these individually registered sticks will be made! The Top Fighter also features five different slow-mo settings and the absence of an auto fire setting can be explained by the fact that programming in such a sequence yourself will be incredibly easy to do.

All in all then this is a top stick. It is however very expensive and those of you who are desperate for its programmable features only should perhaps wait until the coming of the QuickJoy Pad and QuickJoyStick (below) due out sometime in July. We'll tell you more news when we get it.

SUPER JO–JO
Alston £39.99 IMPORT
Zap Games (0532 590077)

The Super JO JO stick is certainly one of the biggest sticks we've had in for review. The reason, quite simply, is that its makers have stuck two great big fat plastic clouds at the bottom left and right hand corner of the stick. Doing so they've transformed what would have been a rather sad, uncomfortable square box of buttons into a rather comfortable, 1970s-style spaceship. It has novelty value at least. Features include a slow-mo mode and variable semi-automatic fire on all six buttons, lights twinkling beneath each button indicating use of latter option. The Jo-Jo can also be used with the Mega Drive/Genesis if you get a different cable – a novel but obviously useless feature.



★★★

SUPER CON 2 & 2B
QuickShot £12.99 & £9.99

The SuperCon 2 pad won such a rave review in our last joypad/stick feature that we've decided to assess it for a second time. The good news is that it's still up there with the best of them. The way the jet black plastic casing has been moulded means that it will fit snugly into any hand. Indeed the only criticisms we have is that for bigger hands the L and R buttons may be too low down on the top of the pad and, secondly, the fact that the start and select button have been moulded together may make some cheats impossible. There is a slow-mo mode though and a switch to give semi-auto fire on all four fire buttons.

Super Con 2B features the exact same moulding as the Super Con 2. The difference between them is that this is grey and has none of the frills: no slow motion, no auto–fire and no semi auto-fire. A very reasonable price though!



★★★



QJ PROGRAM PAD
OUT: JULY 1993

Good news for those of you who love your SN ProPad, but want it to do just a little bit more – the QJ Programme pad's about to hit your local store. This update is to feature, surprise, surprise, an option allowing you to program in your fave moves – an LCD display top centre of the pad will make this as easy as making cold baked beans. The JoyPad's other features will be more standard: slow motion, auto fire and semi auto–fire. The QJ ProPad will of course be transparent.



QJ PROGRAM STICK
OUT: JULY 1993

This is the sister stick version of the QJ Pad. Consequently it will have three programmable keys, a transparent 'section' and the standard auto fire and slow motion facilities. From what we've seen so far it looks as though it'll be one of the niftiest little Joysticks on the market. Watch this space!

RAPID-FIRE LINGO

The SNES joypad is without doubt the finest supplied with any console. It looks good, is brilliant to hold and has no less than six control buttons laid out in a superlative ergonomic design. The four main fire buttons can serve as a second D-pad, offering eight direction fire, as in *Smash TV*, while the L/R buttons can be used to bank vehicles as in *Super Mario Kart* and *F-Zero*. Tough, cheap and reliable it's no wonder most of the independent joypads clone the basic layout before adding on neat labour-saving extras.

AUTOFIRE: Once selected this activates the selected button over and over, saving blisters on all those shoot-'em-ups. All you do is put the fire button on autofire and concentrate on moving your ship.

SEMI-AUTO: With this autofire is only activated if you hold the button down.

SLOW MOTION: This is in fact simply another sort of autofire, only the button being activated is "Start" which pauses most SNES games. By rapidly turning it on and off a slow-mo effect is achieved, the result isn't all that playable. One for the last resort only.

GUARANTEE: All these joypads and joysticks (except the unofficial imports) come with a twelve month guarantee. If they develop a fault within a year of purchase you can get it repaired or replaced – so keep a copy of your receipt!

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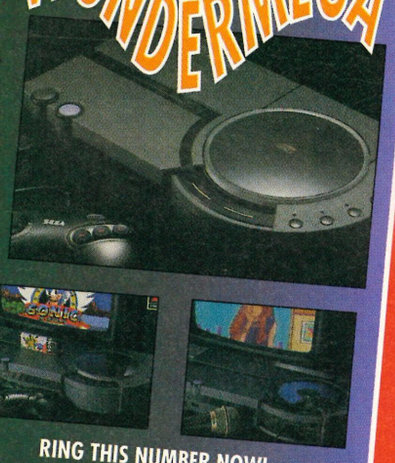
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MARK'S MAIL



Poor Deborah has made a rather poxy request, but her drawing is rather good.

What a month! My tender in-tray has been overflowing with simply hundreds of top drawings and doodles that have flooded poor Karen this month. Lewis Bryant's success in the May issue has obviously inspired all you artisically gifted souls to try your own luck, and I've received some excellent efforts. Nearly everyone who's got a letter printed this month has sent in a picture to boot, so we've had to extend this department slightly to fit but a fraction of your entries in, but don't fret if your piccy hasn't been printed. They'll be a special art gallery type thing fairly soon, for pictures old and new. Keep them coming!

MARK C. WYNNE



SNES THIEF

Dear Mark,

I purchase SUPERPRO every month and I love the letters and previews. The reviews are OK too *(Thanks!)*.

I have enclosed a picture of Mario and Lugi finding Yoshi's egg *(sadly omitted due to lack of space)* and a picture of the game I want to get, called *Starwing (gloriously included).*

About a year ago, I got my SNES with *Super Mario World* and *Street Fighter II* but it got stolen by my sister's ex-boyfriend who has now gone from the face of the planet. So my mum got me another one for Christmas with *Super Mario Kart.*

You can keep the pictures if you want.

Charles Willicombe, Somewhere.

I would suggest that you find the letters and previews to be the most succulent portions of the magazine because I write them, whilst the OK reviews tend to be scribbled by the cataclysmic clan of Stu, Dave and Ryan. Modesty is an over-rated virtue.

Your two drawings are superb, and like everyone else who's got a picture printed this month, you too will soon be the proud owner of a limited edition SUPERPRO T-shirt. Flattery always makes me big hearted.

Your sister's ex-boyfriend sounds like he needs a good slapping. What a mean pea! If he pops his slimy nose around your front door, Charles, give him a tongue lashing from me. Your mother, on the other hand, sounds like a very sweet, loving bod, who deserves lots of loving gratitude for buying you two SNESes. What a lovely woman. And lo and behold, she too can a have a SUPERPRO T-shirt. (Odd letter that, wasn't it?)

And now, to a rather pathetic plea...

POXY REQUEST

Dear Mark,
Hi, I was wondering if you could be so kind as to send me and my cousin a SUPERPRO T-shirt to cheer us up as I am, at the moment, suffering from chicken pox and so is my cousin. We can't even play Super NES games as we can't hold the controllers too long as the spots get too sore and itchy. All we can do is hope we get better soon and SUPERPRO is helping us do that.
Yours hopefully,
Deborah Graham, Somewhere else.

PS. Please print this letter as we have never had anything printed in a mag before.

Hope you like the pictures.

Well, Debs, you've got two, spanking new T-shirts in the post, your superb* Battletoads *picture in print, and your letter is gracing my distinguished column, so I'd expect an immediate recovery from you and your cousin.

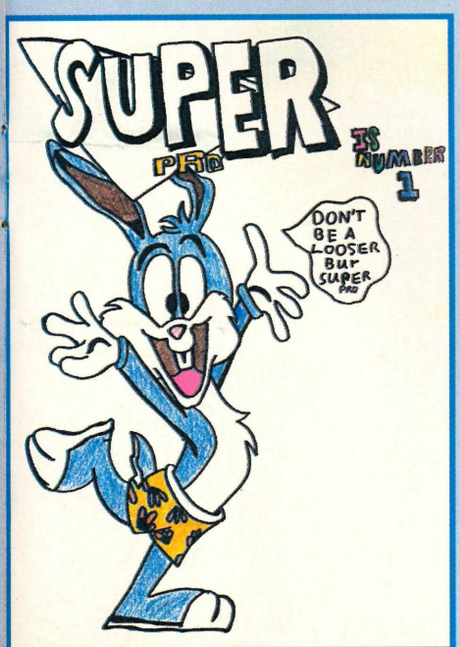
CHEATED!

Dear Mark,
My name is David Hanmore and I am 15 years old. First of all I would just like to congratulate you on making such a successful magazine. When I go out to buy a computer magazine I usually just buy one to look at the cheats, but when I walked into this sweet shop on my way to school I saw the first edition of SUPERPRO. I bought it because it had a cheats book on the front. When I got home I read the reviews inside and I didn't bother with the cheats book because I was so interested in the magazine itself. From then on I've kept buying SUPERPRO .

When issue 3 came out I decided to send in a picture and letter. When I bought issue 4, neither had been printed, but I understood that you must get a lot of letters so I sent another one in. Then I got a very big shock when I saw that Lewis Bryant from Dorset ***(pure coincidence)*** not only got his picture printed but also got a free cart! That got me really upset. I also had the idea that you should give a free cart to the best letter or picture sent in ***(erh, actually I do. Are you fishing young Davey?)***. There was also one letter that really ticked me off when I read what James *** had to say...
David Hanmore, Mliddlesex.

To be honest, Davey, I haven't got a clue what the last part of your letter was about, so it's been chopped. Sorry, but you were wittering on about the Mega Drive, your pocket money, and your vindictive friends and I couldn't see what any of it had to do with poor old James' letter a couple of issues ago.

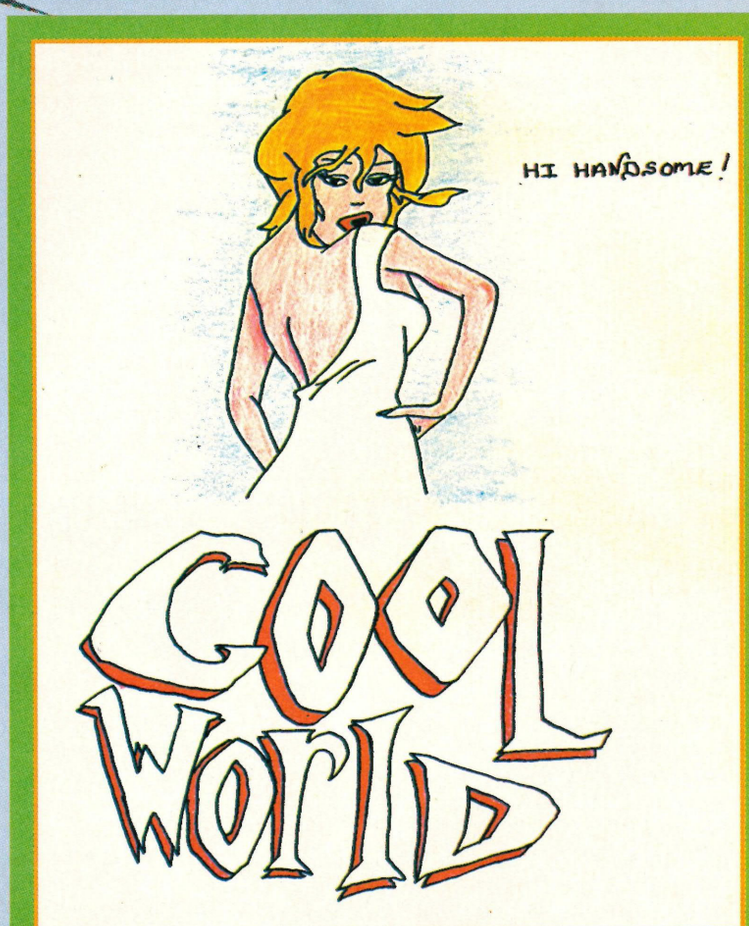
I'm sorry it's taken so long to get one your letters printed, but look, your picture's here to boot! Surely, cause for celebration?





STARWING WINKLE!

Here's a picture of six-month old Sam, sent in by his game addict dad, Kevin Miller, from Suffolk. Kev apparently has difficulty finding time to sleep, 'cos he's so busy playing all the latest imports, particularly *StarWing*. He's sent in loads of tips and cheats for this and a few other games, which have all been passed on to our Ryan. Kevin also reckons that baby Sam is the youngest *StarWing* addict in the country. Any advances on six months? Two T-shirts are winging their way to you now, Mr. Miller, but try and get some sleep.



Phil Scaman (I think!?) from Derby, sent in this slinky portrait of Ms. Basinger, obviously meeting myself for the first time. Yet another treasured T-shirt is popped in a jiffy bag...

SUCKER-UPPER!

Hi Mark,
How is your cold? Hope it's OK. ***(not too bad, thanks. Ryan's got it now... and Dave, and Stu. Ha!)*** Anyway, do you like my artwork? Hope so! Can I please, please (sucking up!) have a SNES cart (*Lemmings* or *Desert Strike*). Could you also answer these questions.

1) Is *Zelda III*, *UN Squadron*, *Street Fighter II*, *Pilotwings*, *Super Star Wars*, *Super Mario Kart*, *Super Mario World*, *Super Tennis* and a Pro Action Replay cartridge a good selection of software?

2) I am outraged at how underrated *Pilotwings* is. I played it for nine hours non-stop (except for toilet). I would rate it up there with the likes of *SFII* and *Super Mario Kart*. Do you agree?

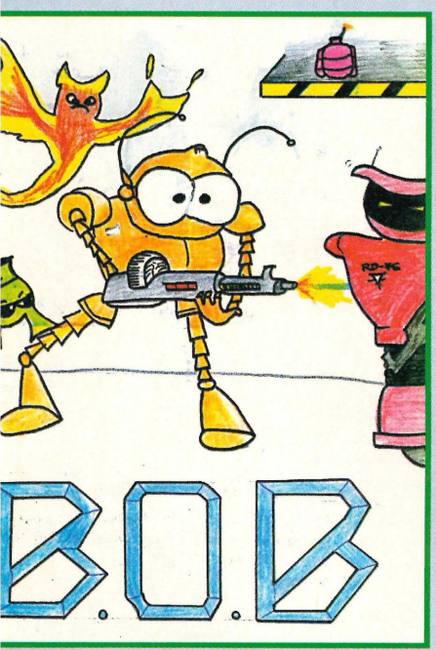
Greg Healy, Herts.



Sorry Greg, but you didn't suck up nearly enough, so no freebie game for you. You can show off your B.O.B. illustration to your envious friends though, and cavort about in the summer sun with your new SUPERPRO T-shirt, so don't be glum.

1) Your suggested selection of games would be universally accepted as pretty excellent, although I think StarWing would have to be top of my 'must buy' list. All the games have had excellent SUPERPRO ratings.

2) We gave Pilotwings 83% in SUPERPRO 1, which is a high recommendation, and I agree that it's still one of the best SNES games around, with loads to do and an extremely original format. With hindsight, I think it should have been a PROGOLD. Oh, and try to go to the toilet a bit more regularly.



IN BED WITH SHARON!!

Dear Mark,
Thank the Mario for SUPERPRO. After six years of computers and dry, dull glossies I finally decided to splash out and purchase a SNES, then spent three months and mega-bucks looking for the right mag for me. And there you were, love at page one.

Your pages were full of wonderful colour and just the right dimensions to hide in that silly little table draw at work. Not too many of those rather boring ads and 0891 comps either. Now you've changed my life, I can't live without you. ***(ahhh, how many women have told me that).***

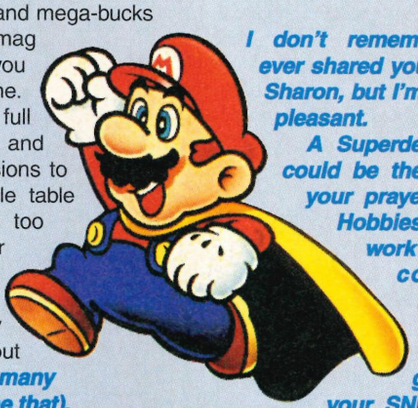
So let me tell you about myself and my plight. For years I was alone and loveless, then the plumber and I had an affair way back in 1982. We used to meet in arcades, bars and motorway services. It did not matter to me that all I could do was try and assist him and save his love (from Paulina to Princess). I knew that one day he would be there for me and me alone. And now he is.

But Mark, we have one problem that we thought you may be able to help us with. We wish to have more adventures together at my flat but there are only two Mario games on the SNES, so, please help us in our desperation by telling us if there is a converter to play NES games on the SNES, or if *Doctor Mario* will be brought out on the SNES.

Powerin' up, hoping to hear from you.

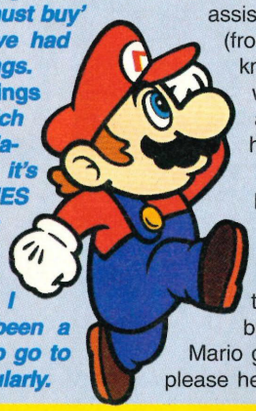
Sharon Turner, Kent.

P.S. Mario is quite happy about sharing me with SUPERPRO. Mario is on one side of the bed, SUPERPRO on the other.



I don't remember having ever shared your bed, dear Sharon, but I'm sure it was pleasant.

A Superdeck Adapter could be the answer to your prayers. Horn-by Hobbies are hard at work on this contraption, invented to enable you to play NES games on your SNES. It's due out in October for under £30. I hope this will reinvigorate your relationship with everyone's favourite plumber, as will the new movie due out this summer. Mind you, ten years is a long time for a relationship. Maybe a different kind of adventure in your flat is what's really required... a GameBoy one, perhaps?



CHEEKY BOYO

Dear Mark,
I think your magazine is excellent. I have tried loads of other magazines, but yours is by far the best. Your reviews are spot on and so are your players' guides.

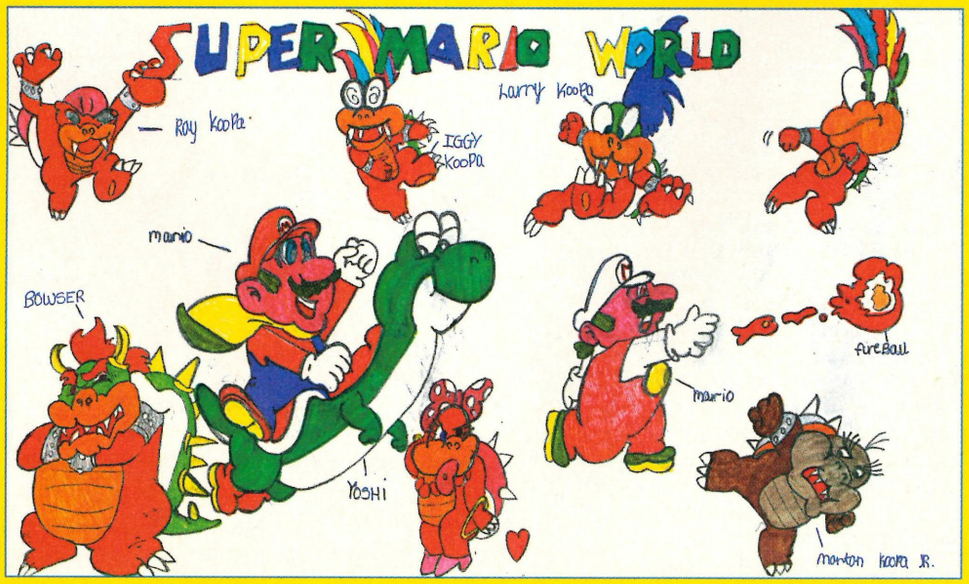
1) Will software prices go down?

2) Will there be a sequel to either *Super Mario Kart* or *Desert Strike*, my two favourite games?

3) I have tried the drivin' in the dark cheat for *Mario Kart*, but it does not work. Have you printed it wrong or does it just work on US and Jap machines?



Grant Anderson, who's 13 and hails from Nottingham, spent three hours on this Mario cast list, and wants to know what my favourite SNES game is. Well, no surprises, but it's a toss up between *StarWing*, *Super Mario Kart* and *Super Soccer*. Another T-shirt for you, Grant. A top drawing.





Well done 14 year old Ricky Evans from Hertfordshire, your superb drawing has won you the game of your choice, which I happen to know is *Super Star Wars*.

4) Out of these four games, which do you think is the best? *StarWing, Super Star Wars, B.O.B.* or *Pugsley's Scavenger Hunt.*

5) Is there any chance of you sending me one of those four games for about £10 cheap? Or £20 or maybe free as I don't get any pocket money but my mum thinks I'm cheeky.

Kenny Roberts, Powys.

1) It's difficult to say with so many people involved. Quite a few British software houses we've spoken to would certainly like the prices to be lower and put part of the blame on Nintendo who set the price they have to pay for their games to be part on cart. Tough competition from Sega (on pricing), media campaigns against high pricing and a government investigation into cart pricing also raise one's hopes. But not too much.

2) The sequel to Desert Strike has just appeared on the Mega Drive with a SNES conversion already underway. As for Mario Kart there's no news as yet, but Nintendo do tend to make sequels to their most successful games and a Super FX Mario Kart II would certainly be a very interesting idea.

3) It works but the timing is difficult.

4) All the games you mention are extremely playable and well worth getting, but if you get out the thumbscrews, hot irons and threaten me with having to play Mega Drive Smash TV I'd probably plump for... StarWing! C'mon, you knew I was going to say that!

5) Your mum's right, Kenny. You are a cheeky boyo. You'll just have to use your SuperPro T-shirt as a big, weepy hanky.

MORTAL DILEMMA

Dear Mark,

With my letter I have drawn a picture of Kano from *Mortal Kombat* and I have a few questions to ask.

1) When will *Mortal Kombat* be released?

2) Will it be any good?

3) When will *Sensible Soccer* arrive on the SNES?

4) Do you think *Kick Off* is lame on the SNES? I do.

Thank you, and please print my picture and questions.

Yours,

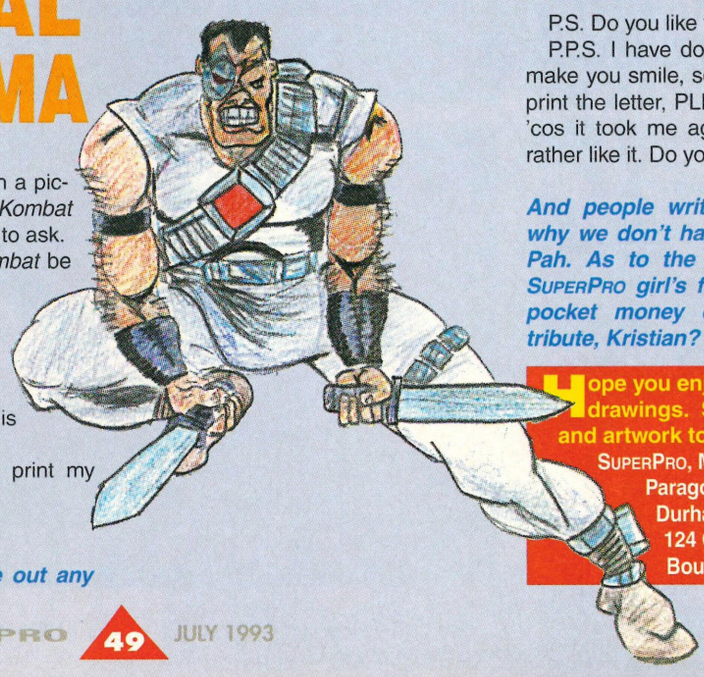
Nick Carter, Cornwall.

1) Mortal Kombat is due out any day now in the States.

2) Impressive digitized effects are promised, however it seems likely most of the gore will be cut from this famous coin-op beat-'em-up. Let's hope it's better than Pit-Fighter anyway!

3) Expect an autumn release.

4) Well, let's say it's not a patch on the Amiga version. It's very realistic, got lots of options and all that but somehow it's just not there. Let's hope Striker and Sensible Soccer are better.



ERECT SALUTE

Dear Mark,

YUMMY!!! I salute you, Mr Purple, miffed and squashy. You do indeed have most excellent taste. I have just got issue 6 and have finished reading the letters page. The piccy on page 44 was indeed a lovely, squishy bit o' stuff. You appear to have found the SuperPro girl. She must be in the mag from now on, so who's gonna pay her fees? Dig deep in your pockets you stingy gits, for this babe is indeed most triumphant. ***(argh! – this Bill and Wayne's world prattle GETS ON MY NIPS!)***

Enough, time for some humour. I have a joke to put a smile on your miserable, sad, tired old faces.

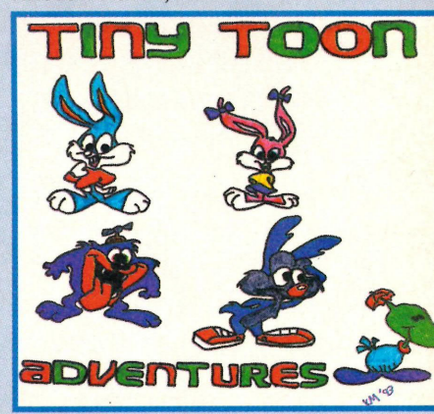
First Mega Drive owner: "What's wrong with this match?"

Second Mega Drive owner: "Nothing, why?"

First: "Well, it worked yesterday!"

Good, eh? If you're lucky, I might send in another letter next month. Oh well, time to go, gotta see a man about some fish.

Kristian Martin, Kent.



P.S. Do you like the envelope?

P.P.S. I have done a little piccy to make you smile, so even if you don't print the letter, PLEASE print the pic 'cos it took me ages to draw and I rather like it. Do you?

And people write in to ask me why we don't have a jokes page. Pah. As to the question of the SuperPro girl's fees... how much pocket money could you contribute, Kristian?

Hope you enjoyed all the drawings. Send your letters and artwork to:
SuperPro, Mark's Letters, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

STARWING

SUPERPRO Player's Guide

PART THREE

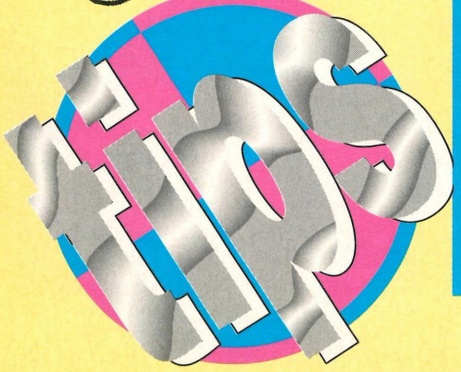
Almost six months after its first public appearance *Star Fox* has finally hit the UK. Now called *Starwing* it remains an absolutely awesome demonstration of Super FX power, and more importantly it is also an absolutely brilliant game. Each of the three difficulty levels offers a different route through the game with new and more dramatic levels. Unsurprisingly the hardest route, and final part of our solution, uncovers the game's most stunning graphics yet...

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Welcome once again to the hottest tips section around! Things have never been so hectic for SUPERPRO's resident tips guru, what with sailing off to France and frolicking around the theme parks whilst the rest of the team remain stranded in clammy old Bournemouth. God does indeed work in mysterious ways! It's a mystery how I ever found the time to compile this month's tasty bundle of tips and solutions... but I did!





CORNERIA

All the difficulty levels start here, but the skies have turned orange this time and the challenge is a lot more intense. The archways at the beginning are at an angle now, fly through them all and then go through the left moving doorway for a blaster power-up. Now watch for two robots carrying a tower; the tank just after them should be blasted to give another Nova Bomb. At the centre of the buildings following this is another Nova Bomb, but getting it is more of a risk than it's worth.

After the city there's a long series of arches with a Nova Bomb just before they split in two, a blue energy power-up is on the left, another Nova Bomb on the right. If you brake hard just after exiting either side then you should be able to collect the other power-up!

Now you have to shoot down a canyon with blue columns falling from either side. These can really clobber your energy so the best bet is to use your thruster just before the first column falls. With your Arwing out front manoeuvring under columns should be no problem.





ATTACK CARRIER

This triple-turreted giant tank is plenty tougher than the old Battle Carrier. As it trundles on screen each of the laser turrets is protected by an armoured top. When it opens fire the tops lift off and start spinning. It's important to take out the tops because not only are they lethal in themselves, taking it in turns to come flying at you, but also because when they lower down onto the tank they'll restore any turrets you've managed to blow up. Taking out a top and turret together is the best tactic as once deprived of their tops turrets start rotating, with only their red laser-face being susceptible to damage. When the last turret is on its own, missiles are launched at you.



ASTEROIDS

Familiar opponents but don't get complacent. There's numerous blue and orange geometric shapes, the ones that fire huge bluey-white fireballs at you. If you decide to take them out quick, accurate fire is essential otherwise you'll get a fireball in the face just as you destroy your target. The orange shapes fire a single fireball, the blue ones five (and rapidly!). In the second half of this level it gets worse with the orange shapes latching onto asteroids and firing lasers at you. If you shoot these asteroid/laser combos then the asteroid comes hurtling at you. A quick, accurate shot when quite distant followed by evasive manoeuvres is vital. Otherwise keep rolling left/right and varying your speed to avoid enemy fire. Energy is in very short supply on this level with just a blue power ring at the mid-way point to sustain you. After the power ring there's a big arch hanging in space, then one of those blue-pointed triangles which you must shoot three times for an extra life. This is where you return to when you die. Also watch out for grinning asteroids, once they get close they home in and cause massive damage. Avoid at all costs.



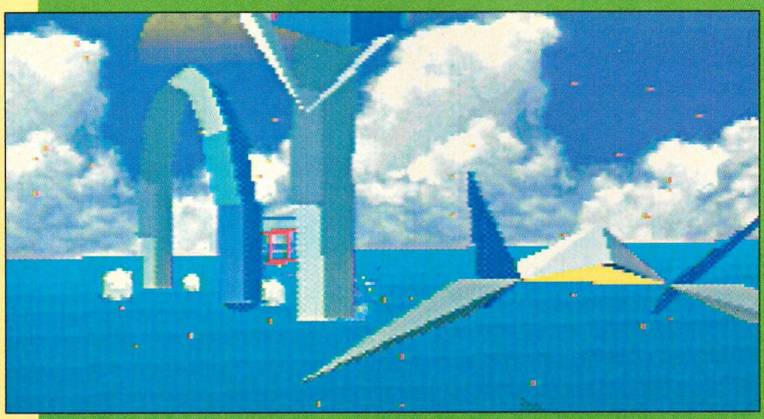


FORTUNIA

The jazzy music announces the game's weirdest level and most impressive demonstration of FX muscle with big complex objects not only moving about, but also growing, sprouting and flowering! On Fortunia, Andross has not only his usual tanks and stuff, but also control of giant life forms. To begin with there's giant plants which sprout from the ground at steroid-induced speed, bloom, then scatter pollen. You can't shoot these so the best tactic is to keep low, weaving in between the plants and blasting the tanks and so forth which are trying to take you out. Spinning helicopter/dragonflies are extremely tough so they're best avoided too.

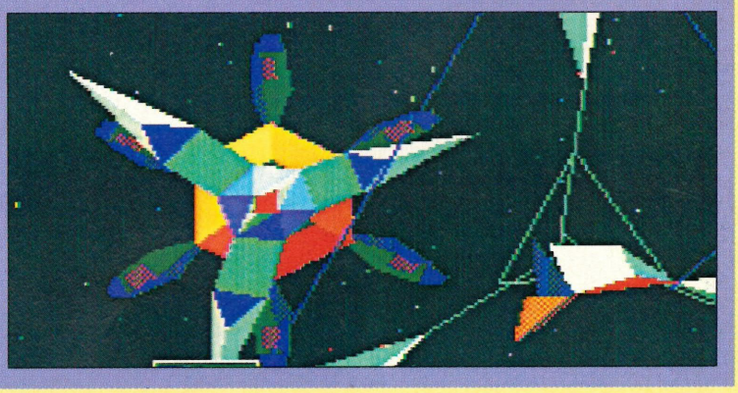
When you finally get to the sea there's a fair few flying fish leaping about, easy meat for powered-up blasters, best avoided if only on lasers. However the real opposition is provided by a bevy of Loch Ness Monsters. The arches of their long, snake-like bodies can be flown through but occasionally their heads will pop up, requiring heavy blaster fire to explode! As you progress the heads will start spewing fire!

Just before you reach land again there's an extra life ring. After that there's more plants, growing like crazy, so start jinking about and watch out for a blaster power-up.



SPINNING WAR MACHINE

This fearsome opponent consists of six missile-firing legs, three whirling cutter legs and a rotating bit-head at its core. Periodically it'll shoot out a net to ensnare your Arwing and drag it toward the bit-head for severe energy loss. The most important thing to remember is the central body is a mirror which will reflect back your lasers – but not blue fireballs. The way to defeat it is to hang back, waiting until the legs stop spinning – only then are the blue, fixed legs vulnerable. Well, vulnerable-ish as they now launch missiles at you. It's a good idea to Nova Bomb just as the legs slow down, as the Nova explodes it'll wipe out missiles so you can concentrate on hitting legs. Once the legs start spinning bank away sharply, slowing down. Then when you hear the distinctive sound of the net being fired back in the opposite direction to avoid it. If you do get entangled using the L/R button to roll can get you free. Patience is the key, only attack when legs are vulnerable and not shielded by cutter legs.



ATOMIC DRAGON

The funkiest end-level guardian takes some getting used to; a twin-headed, long-tailed, fire-spouting dragon which is continually laying eggs, flapping its wings and trundling back and to. The aim of the game is shortening neck and tail by blasting heads and tail-tip. ➤



TIP STARV

The latter is the hardest to blast as it moves about so much. Keep firing and bank away as the dragon starts filling your screen. When the tail begins to bulge an egg is imminent. Naturally this almost instantly hatches a baby dragon which flies straight at you. You can either rapid-fire the baby dragon or try and avoid it in the first place. You know when you've inflicted serious damage as flame breath starts flying towards you. Bank away but keep up the attack.

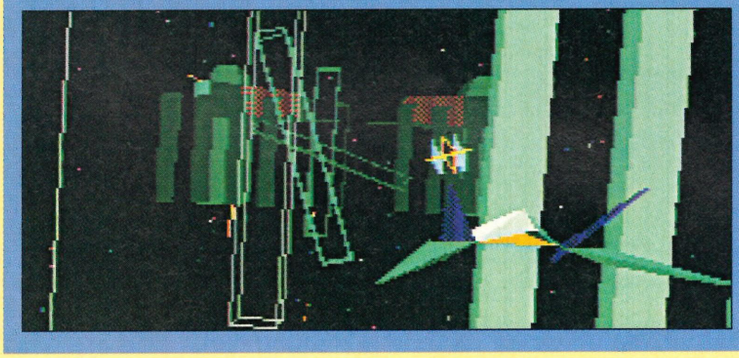
When neck and tail are diminished the main body finally becomes vulnerable. Attack hard before it starts regrowing!



SECTOR Z

Unsurprisingly Sector Z is a remix of Sector X, another huge construction site packed with spinning girders for you to navigate between. Take out the first wave of attackers and you fly into an archway with wire-frame columns rotating around. Take your time, weaving around them, and watch out for a blaster power-up on the left. After this there are some solid girders coming out of the screen at you. Fly above them, carefully picking off enemy guns. Towards the end there's a shield power-up and a blue energy ring. This is the mid-way point. Now the screen fills with wire-frame girders flying all over the place. Don't panic. Keep your thumb pressed on the brakes and manoeuvre around to avoid them – it isn't as hard as it looks. There are also some solid spinning girders with blue arrows which can be shot to reverse their direction, or even stop them, if you can bothered.

There's a brief pause for some ships to attack, containing useful energy power-ups, then more wire-frame girders. Then the Atomic Base itself appears behind a mass of rotating girders with a Nova Bomb just before the entrance. The safest tactic is to fly forward until the entrance/Nova bomb girders, then bank to the right to avoid any hassle. The Atomic Base corridor isn't that difficult but be careful banking on one side to avoid the indignity of losing wings and blaster power-up!



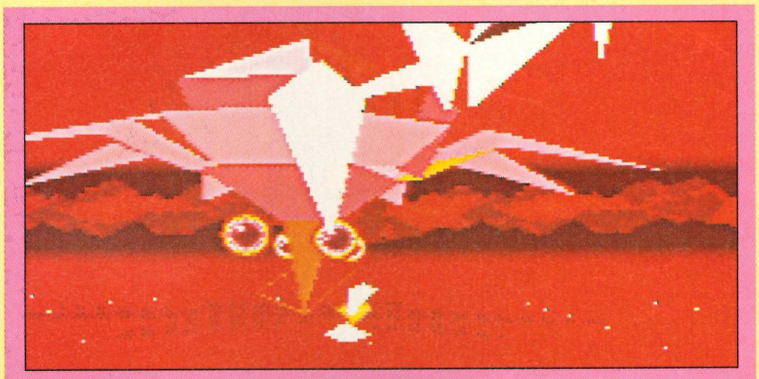


MACBETH

Shakespeare's most famous play is turned in an appropriately demonic planet, a fire world packed with hazards. You begin inside narrow canyons and must bank sharply to avoid slamming into the canyon walls. Slow right down and keep calm to manoeuvre through some tight gaps while blasting walkers and gun installations. When you get out on the plains there are blue tanks – which are good news as blasting them open usually reveals power rings. Then there's a series of blocks with a blaster power-up hidden just before the last one, good speed control is required to nip in and get that.

Now things really get cooking. Watch the skies because Andross has got guns, tanks and even volcanoes stuck there. Volcanoes are a new and particularly dangerous hazard, spewing lava all over the place.

Fortunately there's a shield just beside the first volcano so boost forward to nab it before you get buried in lava. Keep jinking around and your reward is a blue power ring. A new enemy here are blue missiles which are best shot before they get off the ground, once airborne and spewing smoke they take heavy fire to blast apart.

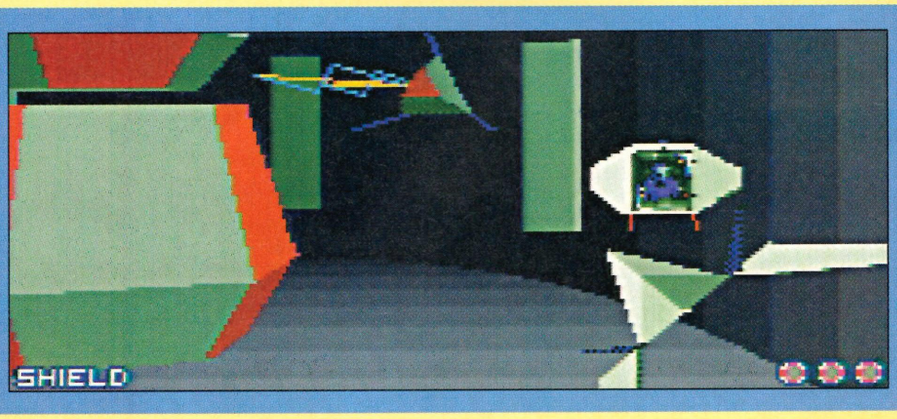


DRILLER KILLER

This monster provides a suitably diabolic ending to this hellish level. It comes on wreathed in smoke, a spinning dervish which looks awesome. Brake hard and bank to avoid crashing into it then concentrate on blasting off the orange-yellow turrets around its mid-section. This isn't too difficult but when they've all gone the machine lifts off and mutates, its lower half opening up into a sharp-pointed trap with the laser-drill revealed at its core, surrounded by metal balls. Brake hard to avoid being snapped up then attack, manoeuvring from side to side as you blast the laser drill. The balls reflect your lasers back at you so be careful or, best of all, use Nova Bombs!

ATOMIC BASE

This looks identical to the base at the end of the Space Armada level. Unfortunately it's much tougher. As before the central core is protected by three spinning drones attached to it by lethal power-lines, which you must avoid, remember two are high, one low – you'll soon get into habit of ducking around. If you shoot the red tip of a drone the power-line is briefly cut, shoot all three and the central core opens up. However, be fast as power-lines are soon restored and only when all three are inactive do you get your chance at the core. The orange core is no push-over either as it unleashes a stream of blue-white fireballs and after a few seconds closes up again. A Nova Bomb is a good way of inflicting lots of damage fast.



TIPS
STARWING

VENOM ATMOSPHERE

Much the same as before and once again red-tipped missiles often give yellow energy rings. While on some levels discretion is the better part of valour, here there's only one option: blast everything! Practically everything you see will mutate into something worse if you don't hit it first. Half way through there's a blue energy ring followed by a shield and blaster power-up.

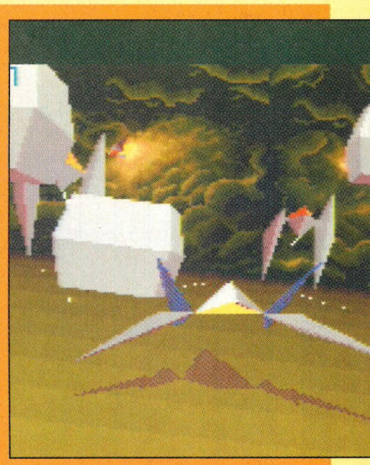




ANDROSS WARSHIP

Easily one of the game's most impressive guardians, this starts off in pieces with first the head then the two body sections whirling about in an impressive, almost ballet-like docking sequence. Gerry Anderson eat your heart out. The head is spitting fire from the start though, so it's a good idea to bank hard to one side of the screen and then the other as it attacks each side in turn. Once the ship is properly formed it begins its attack runs, always ending with a somewhat nauseating forced spin-around. In the early stages enemy firepower is weak so take your time. Your targets are three pop-up gun turrets on each side of the top of the ship. These are very small and murderous to hit without a fatal collision with the ship. Once three turrets have been destroyed the ship unleashes a barrage of fireballs. Now's a good time to use Nova Bombs to remove the remaining turrets.

VENOM

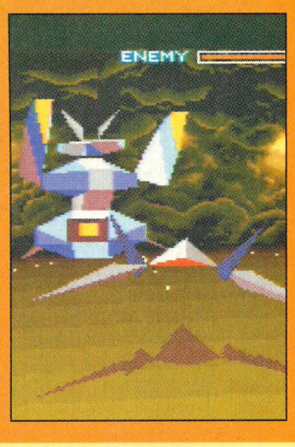


It's a big planet and this is the hardest attack route of all. You start off with a vertical line of falling columns. This is easy. Just go to the top of the screen and stay there, swerving only to avoid the last, fixed column. Now there's masses of floating blocks which either fall or rotate. Slow right down and bank on one side to present small target. If you keep your cool you should be able to nip down and grab a shield power-up. Next up is a forest of red columns, they start off falling then leaping up and backwards. The best tactic here is to fly low and fast, thrusting forward to avoid falling columns. This is fun compared to the rest!

Now there are some tanks and planes which are most welcome, one of each providing critical energy rings. After these you get the swing blocks which snap through 90° to fill your screen with a brick wall. The arrows on their sides can be shot to change their direction – watch out for Slippy cocking up and changing one to hit you! Least fun of all are a couple of blocks with arrows which keep changing. Keep your thumb on brake and take your time.

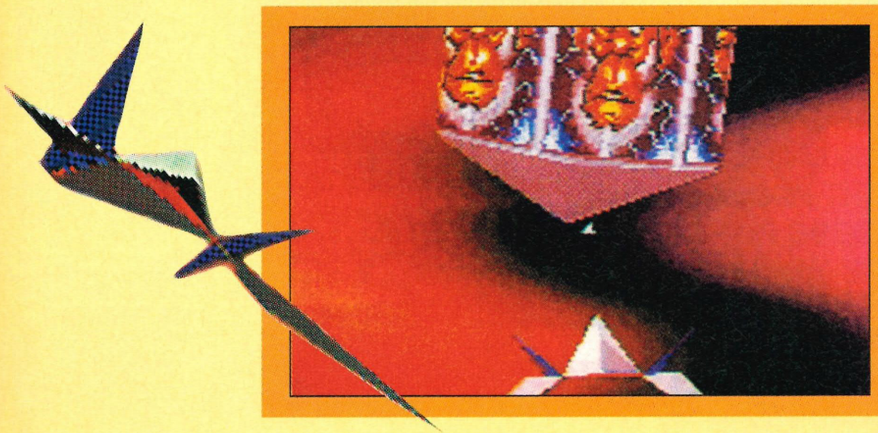
Navigate this successfully and you should end up with a blaster power-up and a blue energy ring. A bit of a breather follows with plains empty but for some pretty columns and a few tanks and walkers. Needless to say it doesn't last. Blocks start materialising in mid-air – slow right down and manoeuvre away. Flying through the gap at the bottom looks nice but is risky; best to fly at medium altitude. Then there are blocks hanging in space, waiting to swing round. Fly low and go through the gaps.

MEGA ROBOT



The Andross warship returns, motoring on screen with vengeance in its vicious little brain. After swinging around it transforms into a giant robot. The vulnerable bit is a hatch on its lower body which keeps opening up. Speed and heavy firepower is absolutely essential here. Thrust forward to get as close as possible to the hatch, thus avoiding its fireballs, and keep hammering the hatch. You should aim to cause massive damage in this relatively easy stage. Soon enough the robot begins spinning its upper body and the Coke-bubble like ball weapons get much more accurate, forcing you to break away and manoeuvre dramatically to avoid being smashed to pieces. Watch out for the upper body separating!

When the Mega Robot finally goes down, the tunnel to Andross is packed solid with traps. Again speed control and accurate, fast banking is vital.



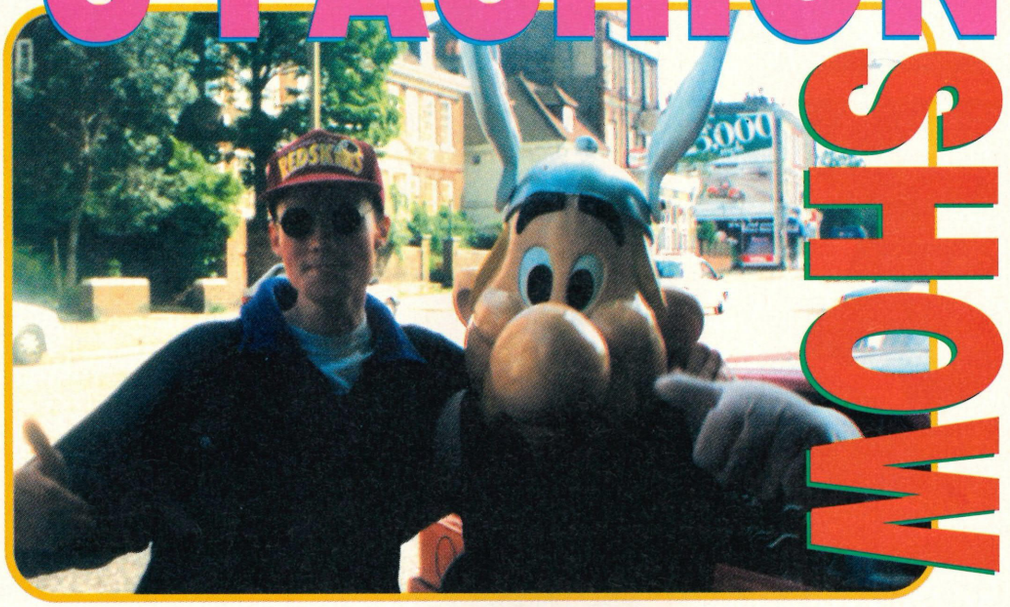
ANDROSS

The evil emperor's toughest incarnation, yet just reaching him is a nightmare with the longest, hardest tunnel yet seen, jam-packed with traps to test speed and altitude control to the limit. Andross himself is tougher than ever before, spitting loads more blocks. As before you've got to take out the eyes, blowing open the face to reveal a spinning cylinder. Admire the SFX's ability at texture mapping – wrapping the face graphic across the cylinder sides – and keep blasting. SP

COMPETITION BONANZA!

RYAN'S FASHION SHOW

Apart from being the most colourful and informative console mag on the market, we're also the most fashion conscious, so much in fact that we even care what our beloved readers are clothed in this summer. That's why we're giving you the chance to win some of the newest, hottest, and undoubtedly most cult fashion accessories to hit the market since Dave's fetching trenchcoat! If you want to know what the hell we're going on about, then read on.

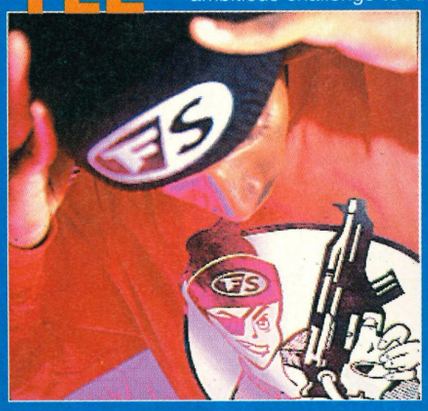


SHOOTING IN STYLE

Let's face it, role models in computer games are rather naff aren't they. Take Mario for example. Okay, so he shifts games by the skip load, but he isn't the trendiest bloke around, is he! And I don't know what dear old Ken was thinking about when he decided to pitch for the Street Fighting challenge in his pyjamas! That's why someone, or rather some thing, new has stepped into the scene.

Future Shooter is a new line of clothing specifically designed for gamesplayers. Future himself is a cybergenetically-developed system-wise screen rebel who lives in a hostile world of burnt-out games heroes and virtual reality junkies, not unlike this world really!

Already available from Future Shooter are mail order T-shirts (**Tel: 081 968 9444**), which in due course will be followed by a whole range of highly original gamewear. Now to kick off this ambitious challenge to Armani and Versace Future Shooter are giving away 4 long sleeve and 4 short sleeve t-shirts to the first 8 correct entries out of the hat. So to win one of these garments, scribble your answer to the following question and send your name and address on the back ot a postcard or sealed envelope to *Ryan's Future Shooter Comp.*

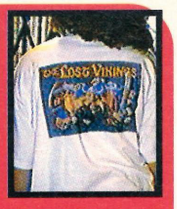


Q: Who is more likely to have been cybergenically developed on the SuperPro team?

A. Stu because of his unpredictable mood swings.
B. Dave because of his constant malfunctions.
C. Ryan due to his sheer excellence at gamesplaying.

● Entries must arrive before July 31st, please state on entry which size t-shirt you want (M, L, XL), and remember, the editor's decision is final.

GET LOST IN STYLE!



Interplay's cracking puzzler, *The Lost Vikings*, rated very highly with the Pros in last month's issue, achieving a whopping 92% overall. Well now, SuperPro in association with Interplay are offering you the chance to win 20 T-shirts to celebrate the release of this imaginative game!

These excellent T-shirts come in fetching white and come complete with a back design consisting of the three loveable rogues themselves, and a breast inscription of the familiar Interplay logo. These T-shirts are not available in the shops so you, along with 19 other lucky win-ners will be amongst the few people in Britain to own one, not bad eh? Simply answer the following questions correctly and send them to the address at the bottom of the page.

Q: Which future Interplay release features clay animation?



a. Super Putty.
b. Claymates.
c. Blobby the squidgy thing.

Write down your answer on a postcard or sealed envelope and send it to *The Great Nordic Garment Give Away*. All entries must be in by July 31st and the editor's decision is final.

CHAIRWAY TO HEAVEN

Your chance to win world's first games furniture

In yet one more exclusive competition SuperPro have teamed up with the innovative Chinchilla Productions to bring you a chance of winning some unique games furniture.

Chinchilla are offering to give away three rather essential pieces of equipment. The first, the *Power Chair*, this costs £69.95 and features a paddle back to give the player extra support during intense gaming. Just to make sure no-one else nicks it for sunbathing, it has a special joypad-style logo embossed on the back.

Not quite so swish, but still very comfortable are *Floor Chairs*, these cost less than a cartridge, just £25.95, are easy to store and have a cute little Chinchilla on their back.

Finally there's the *Giant Cassette Box* which is wall-mounted to store your games, and even a console, in security and style. This is priced £59.95 and is very solidly made.

Chinchilla can be contacted on 0625 500599.

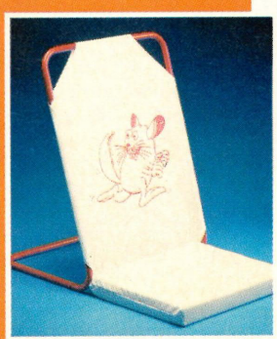
To win a bumper pack of all three amazing items simply answer the following question:–

1) What is a Chinchilla?

(A) A rodent with the ears of a rabbit.
(B) A monkey with the ears of a rodent.
(C) A furry bullfrog with four eyes.

Now send your answer to us, preferably on the back of a postcard or envelope, addressed to the *Chairway to Heaven* comp. All entries must be in by July 31st and the editor's decision is final.





WANT TO ENTER ALL THREE COMPS?!
Just divide the back of your postcard or envelope in three and write down the answers under the relevant headings. Send to *Ryan's Fashionable Multi-Comp*, SuperPro, Paragon Publishing, 124 Old Christchurch Road, Bournemouth, Dorset, BH1 1NF. All entries must be in by July 31st and the editor's decision is final.

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Harley*s HUMONGOUS ADVENTURE

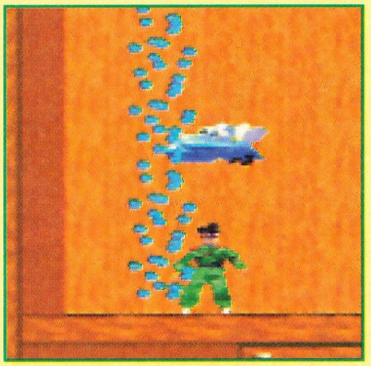
SUPERPRO'S COMPLETE SOLUTION!

With his huge quiff, shades and nifty jetpack, Harley's the trendiest scientist in history. He's also a bit of a duffer, those cool sunglasses made him mis-wire his Incredible Shrinking Machine so that it blews up, accidentally shrinking Harley too. Ryan Butt provides the complete solution to his troubles.

LEVEL 1
LABORATORY

Level one is basically a practice level, allowing you to get used to the controls and stock up on the nail weapons you need later on. You have 45 seconds to dash right, collecting all the nails you can, not forgetting to use your jet pack to reach the higher beakers.





and drop down the wall, keeping right pressed to enter a room with two jet fuel icons. Jump across to the ledge by the second bell to get a bug spray, then to the left, jumping backwards over tin lids. Drop down the first hole to grab a nail, two jet icons and also two hearts.

LEVEL 2
THE KITCHEN

This is one level that will test your jumping abilities. Leap across the plates on the right, literally 'bouncing' from one to the other as they collapse beneath you. When you enter the room with the first bell, step back out of the room

LEVEL 3-1
THE KITCHEN

This time you get to ride along in the toy tank. It's quite easy – just keep shooting the balls that come at you and jump over the jacks. Rather than trying to jump the red bricks, you can take them out with your gun, jumping only if you don't have time to aim.

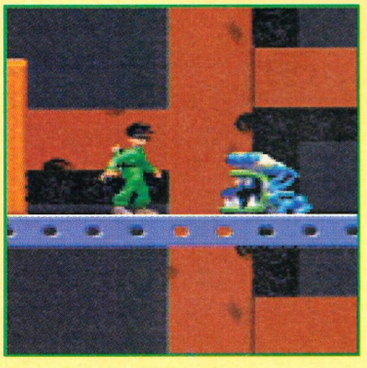


LEVEL 3-2

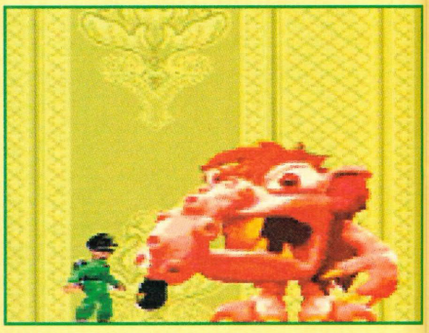
The best advice that can be given on this level is that if you can see a moving block, jump on it, as it will usually take you to some bonuses. When you move right at the start, take the top route up the slope to reach an area with a parachute to allow you to grab a load of nuts (as in 'and bolts').

LEVEL 4
THE CLOSET

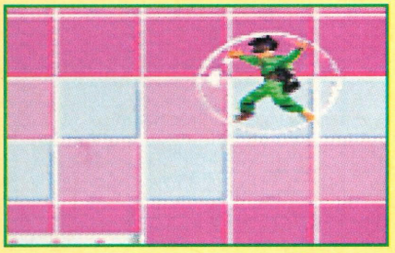
This level is quite simple – just keep moving up through the maze of boxes to find the shrinker part. Another hint is to try walking into some of the boxes to reach bonus rooms.



LEVEL 5
CUTE 'N' CUDDLY



The best way to bash your pet rat is to shoot him in the foot while standing by the wall; when he gets too close run under him as he jumps. Don't worry as there are plenty of weapons to grab.

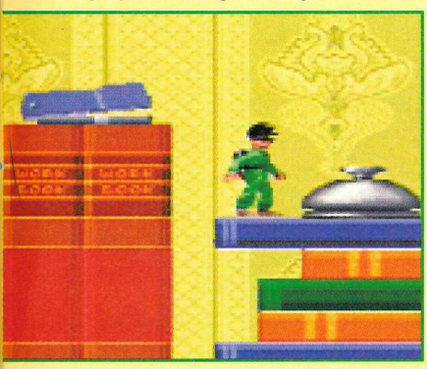


LEVEL 6
THE BATHROOM

If you swim to the bottom of the bath you can enter the plug hole and search the pipes below the bath for plenty of bonuses, but keep an eye on your car. The main part of your mission is really infuriating at times; the first thing you must do is use your suckers to climb up the right-hand side of the bath and jump across onto the soap dish. Push the soap into the bath and run on it to make a big bubble to float up to the top of the screen.

LEVEL 7-1
THE LIBRARY

If you travel all the way to the right of the first set of binders you can return under them to grab the nuts. Use the staplers to bounce your way up to the higher ledges.

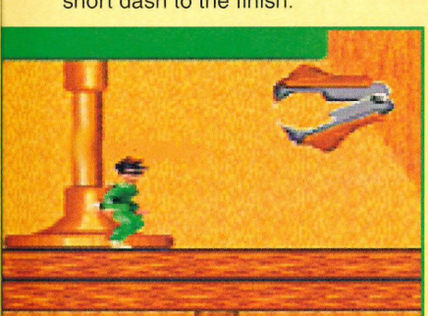


LEVEL 7-2

The first thing you should do is jump up into the lamps as some of them contain hidden bonus items. To get past the staple removers run under them. When you use the stapler, jump into the first passage way on the right, you can now run behind the draws to grab a load of nuts and a bonus heart. Continue up through any gaps you can find to discover a group of floating books which you should travel along. Drop off when you reach the side of the bookshelf to fall and find the parachute, which will carry you to the Shrinker part.

LEVEL 8-1
HARLEY'S ROOM

When you reach the water, if you swim left through the passageway you can reach a room with a bonus heart. Climb to the top of the house and go left across the blue blocks to grab some nuts and a bonus heart. Travel right to miss most of the baddies and reach another house with a bonus heart. Keep moving right across the blue blocks to skip most of the level. When you reach the green slope go left into the tunnel to grab some more bonuses. You can climb the next house to continue your aerial travels. Or if you choose to take the ground route, swim under the green platform to grab some bonus goodies. If you take the aerial path drop down when you see the flags to get a bonus dude. Then it's just a short dash to the finish.



LEVEL 8-2

Drop down the first pit and swim left to fill your fuel tank. Then continue swimming right going up any passages with blue blocks in them to grab bonuses. When you leave the water use your sucker and jet pack to scale the right-hand wall and drop over the side of it to enter another pit full of goodies. Continue scaling the wall to grab loads of nuts. Go left when you return to the first blue wall to go further into the castle. Make sure you walk against all of the walls as there are many secret passages. To find the exit you must travel to the top right until you find the three moving red platforms – the exit is to the right of these.

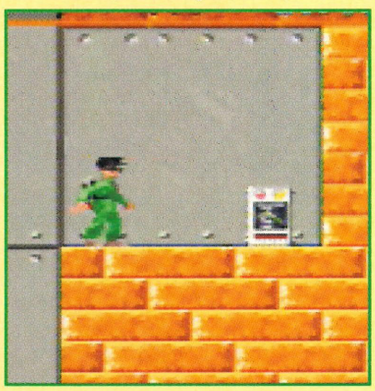
LEVEL 9
RAT'S BACK

The rat attacks in the same way as before, but this time you must shoot his arms off. When you've done this shoot the top of his head, but watch out for the flying buzz-blades.

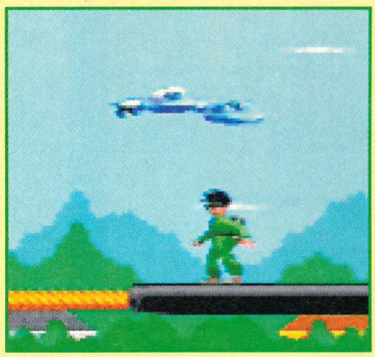


LEVEL 10
THE ATTIC

The easiest thing to remember in this timed level is the part you need is in the top right of the vents. So head up and right until you can



go no further, then go right to enter the areas surrounded by brick. You will find the part at the top of a really wide shaft. If you pick up the pin icon on the way you are on the right path.



LEVEL 11-1
THE ROOF

This one is quite simple – just keep moving right, making sure you don't touch the exposed wires. When you reach the pole with no visible platform to jump to, drop down to grab some rocket fuel. You can use this fuel to fly to the pole on the right, keep moving right to find the shrinker part.

LEVEL 11-2

Climb up the first post then continue climbing up them and heading right. In much the same way as you did in the first level, you must avoid the exposed wires. This time make sure you don't spend too long on the metal bars when you climb up, as they have a tendency to collapse! When you reach the top, travel right and grab the parachute to float down to the exit.



LEVEL 12
THE BACKYARD

The one thing that will help you here is that you can use the plant roots in the ant nest to spring up and gain height. Once you've gained access to the nest by dropping through an ant hill, keep moving continually left and you will soon be back in the comfort of your lab.

PRO CODES

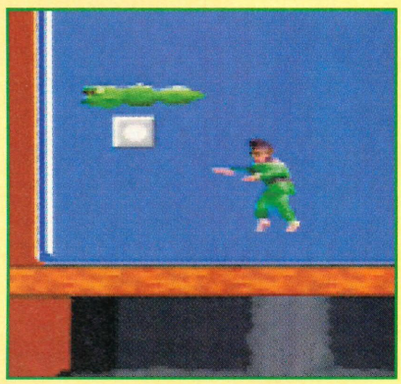
For those of you who own an Action Replay you may find these following codes extremely useful.

7E24B899 INFINITE LIVES.

7EAB5420 COLLECT A NAIL ICON AND YOU WILL HAVE INFINITE NAILS.

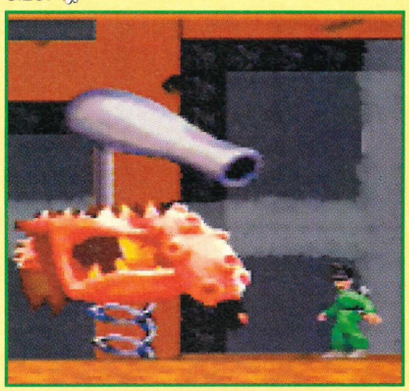
LEVEL 13-1
THE LAB AGAIN

In this level you must climb to the top of the lab. When you reach the top, which is quite simple, move left until you come to a big beaker full of blue liquid – you can find the Shrinker to the left of this. The beakers with a skull and crossbones will launch you into the air if you stand on their lid, which can help you to reach some of the higher ledges that have nuts on them.



LEVEL 13-2
RAT AGAIN!

This is it the Rat's last attack. This time around the Rat has a cannon on his head (as mutated rats often do). If you dash to the left and stand on top of the beaker, when the rat approaches, throw marbles onto him. When he gets close, dash across to the right and jump onto the cotton reel and repeat the process until he explodes. Do this properly and little Harley will be returned to his normal size!





SUPER PRO

LETHAL WEAPON

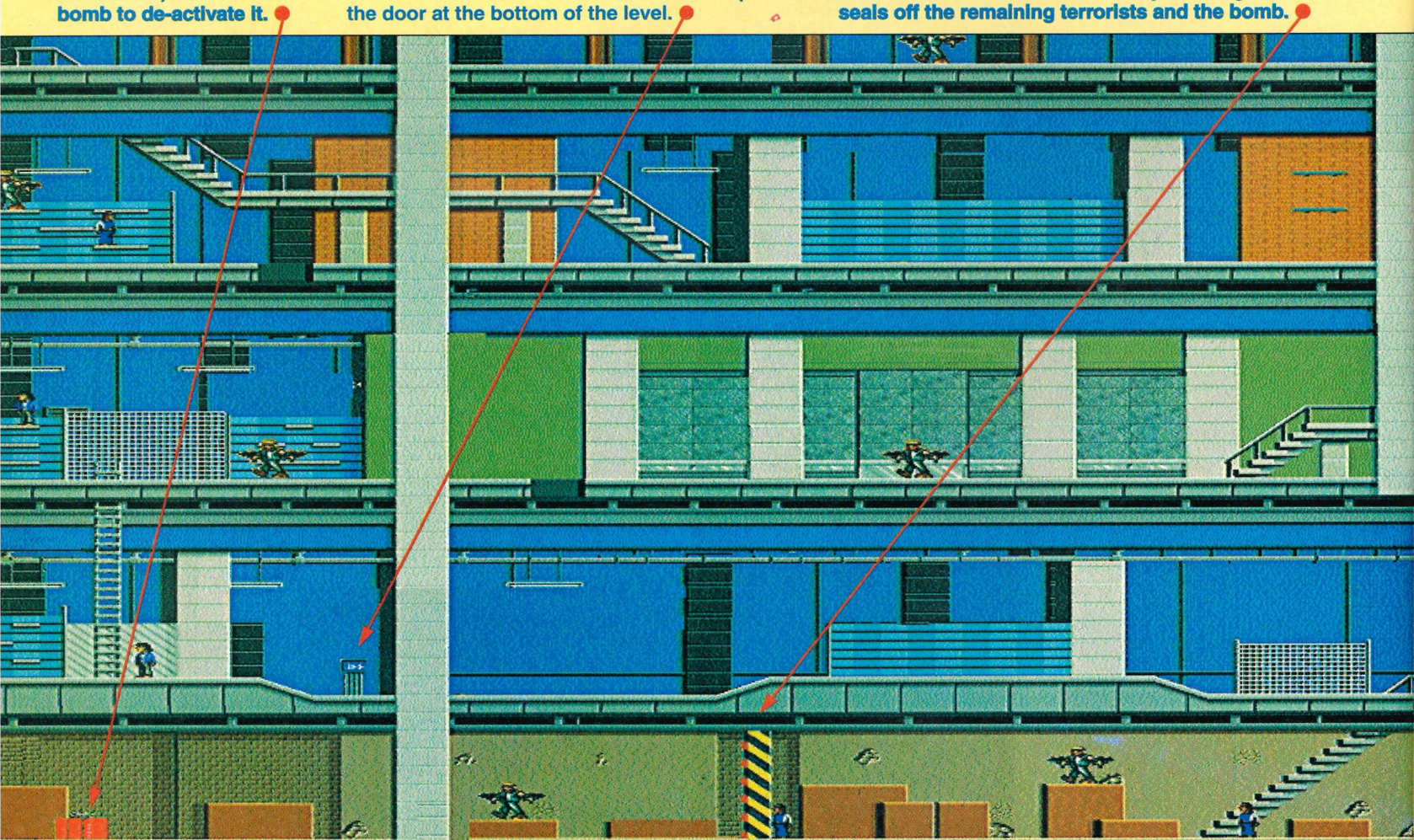
Having blasted our way through the first two levels of Ocean's major film licence last month, in good SUPERPRO tradition, we conclude our gripping (cough!) solution this month with all the hints, tips, and useless bits of advice necessary to finish the game! So it's time once again to don those tight jeans, crack some jokes at the expense of your partner and, most importantly of all, get your weapon out!

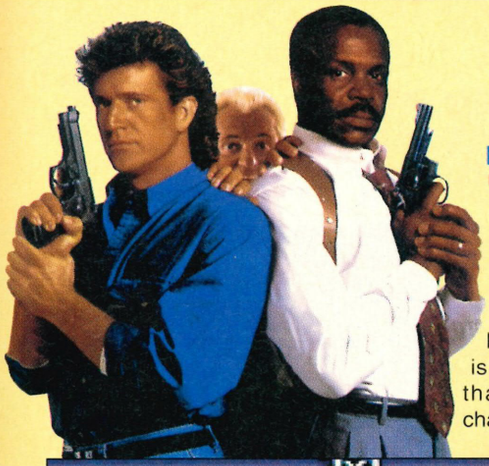
MISSION THREE

Once every terrorist has been killed, walk into the bomb to de-activate it.

Apart from killing everything in sight, the idea of this mission is to flick the switches that open the door at the bottom of the level.

You must flick both switches to open this gate that seals off the remaining terrorists and the bomb.





MISSION 4-2

The action now switches to the inside of a terrorised shopping mall. All you're required to do on this level is shoot everything in sight, which is no great hardship. The best technique is to scale each floor in turn, that way you'll reduce the chances of missing someone.







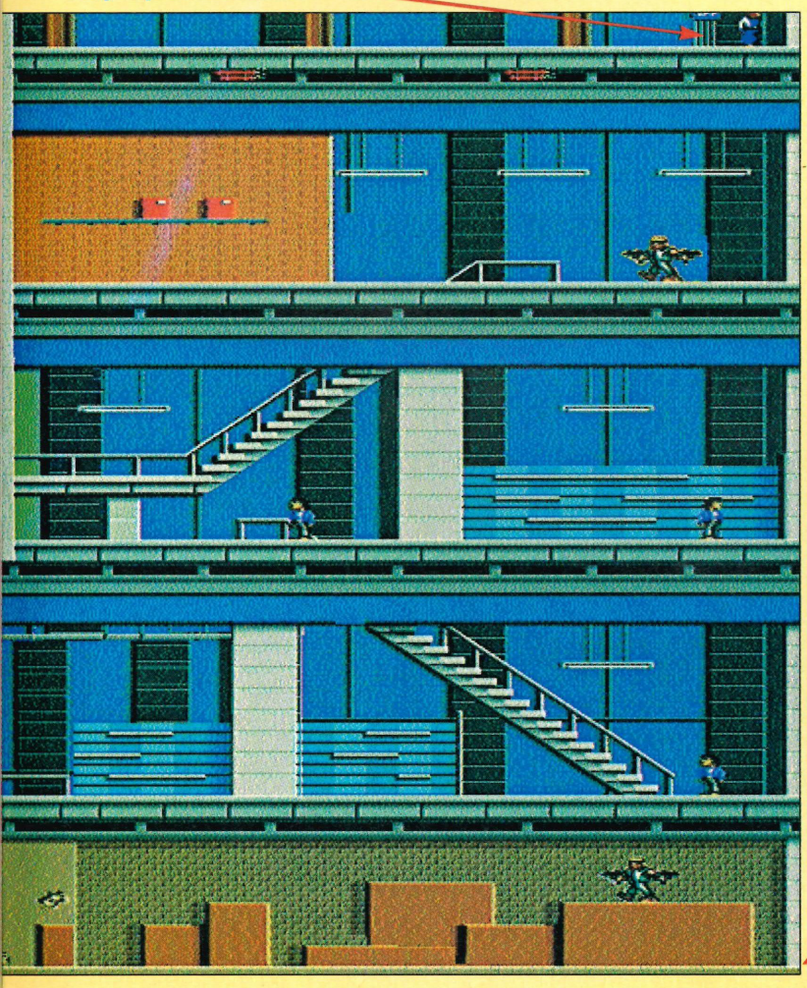
MISSION 4-1

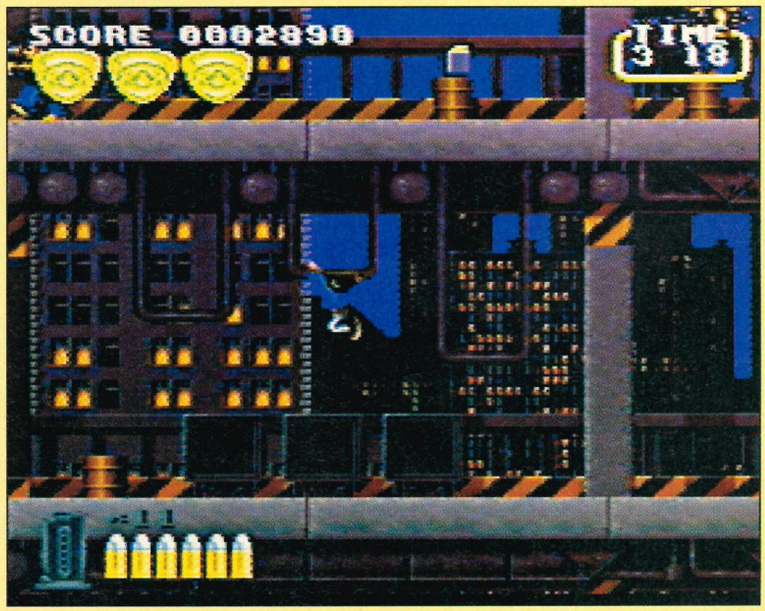
This section is set against a sinister city backdrop. Our courageous cops must scale the various platforms and walkways, picking off the dead-beat crooks wielding automatics that patrol the building. As you start the level, it's just a straight forward stroll across to the left, picking off the various hoods as you go. Use the platforms to gain access to the next walkway and then repeat the same process as before. To the far right of the second walkway will be a door, if you go through it, you'll emerge at the far right of the third walkway. Go left taking care not to walk into the firing line of the various enemy thugs. On this part of the level there is the inclusion of an extra hazard; about halfway along the walkway will be three vents lined up in a row. If you walk across the vents, you'll be instantly sucked inside and swept back to one of the earlier walkways. Use the overhead pipes to climb across the vents, and beware of enemy snipers that were just out of sight before.

Use the platforms to get up to the next walkway and continue going right. Once again, take care not to be sucked down the vents. Once you've entered the door marked "4", you'll have to start making your way down through the walkways until you reach the bottom again. This is fairly straightforward, the only real hazards are the vents that start cropping up on the next few walkways. These vents will suck you back up to the top of the level, so use the pipes to avoid them taking you off course..

You'll finally have to get to the exit by negotiating a few moving platforms.

The second switch can be found at the very top of the level.





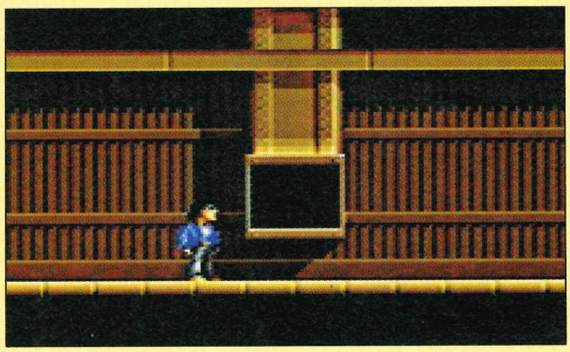
TIPS

LETHAL WEAPON

MISSION FOUR

MISSION 4-1

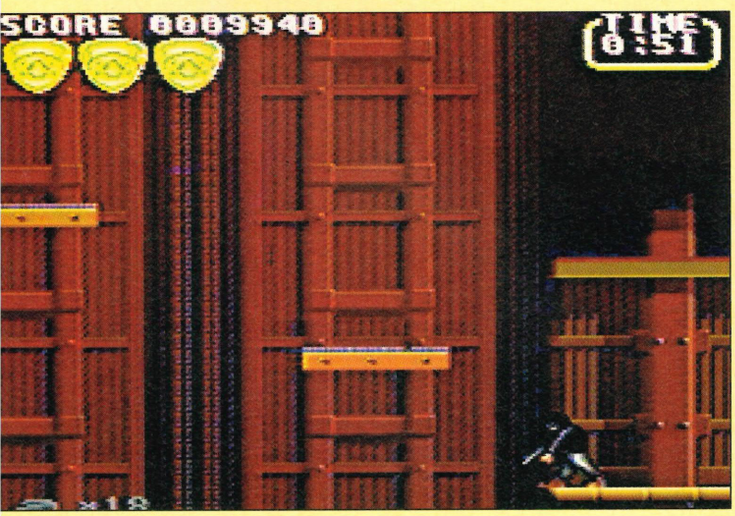
Your old mate Leo Getz has been abducted by gangsters, and it's up to Riggs and Murtaugh to rescue him. The first part of the mission is fairly simple, just keep going right, killing the heavily armed thugs, and using the lifts to get across the gaps. You'll eventually come to an air vent, jump inside to be whisked off to the next stage.

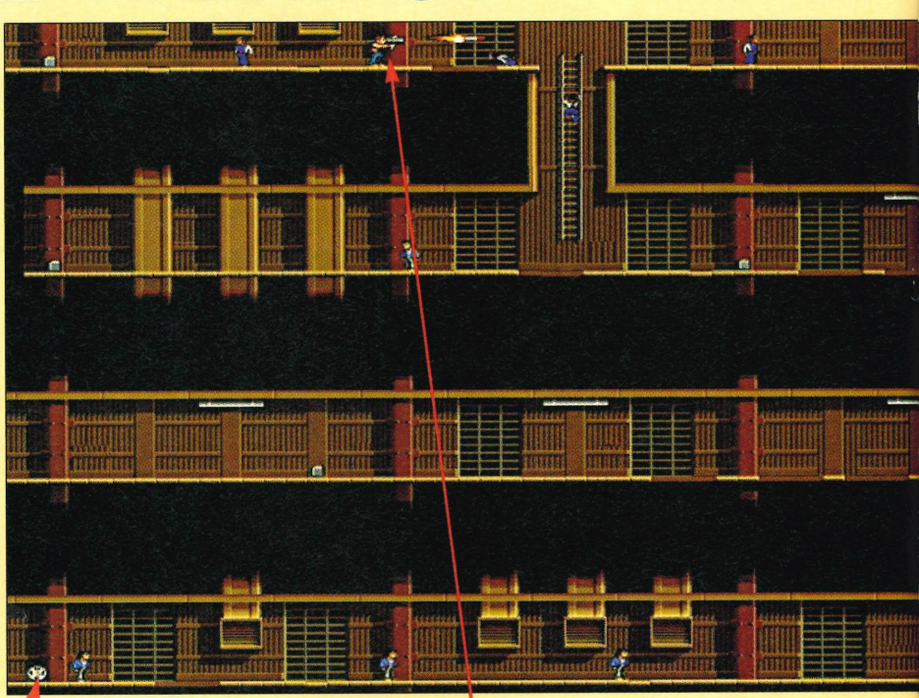


MISSION 4-2

There are several ammo clips and time bonuses to collect on this level, so take time to explore if you can. All you're required to do on this level is find the exit, hardly a taxing task for such a ruthless cop! Anyway, the exit can be found at the very top corridor on the right, you can get to it using the various lifts. Simple, eh?





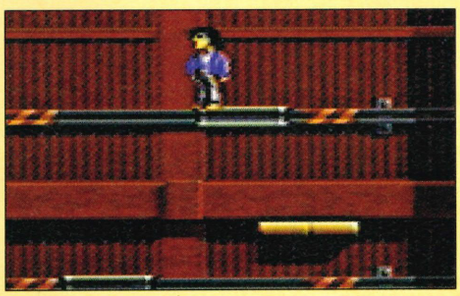


Be sure to collect the time bonuses that are scattered about the level.

Wait until these hoods have fired, then attack them.

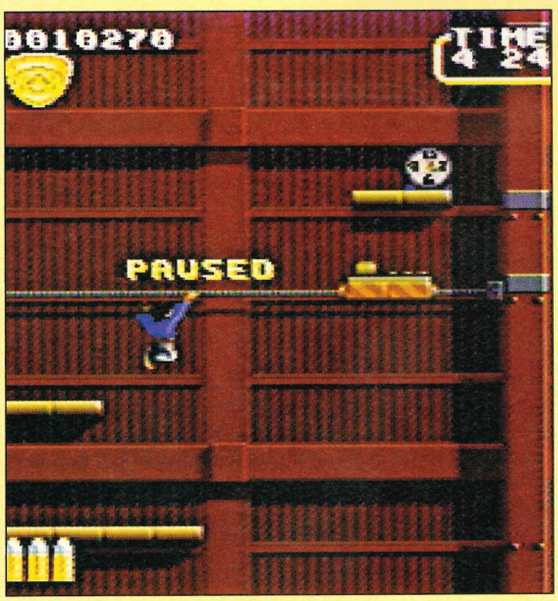
MISSION 4-4

This is where things get a little trickier! Our dynamic heroes must now scale great heights using ropes, cables and moving platforms. How well you tackle the obstacles is more a case of trial and error than a set technique, however beware of the snipers as you near the top of the level – they'll not hesitate in blowing you away!



MISSION 4-5

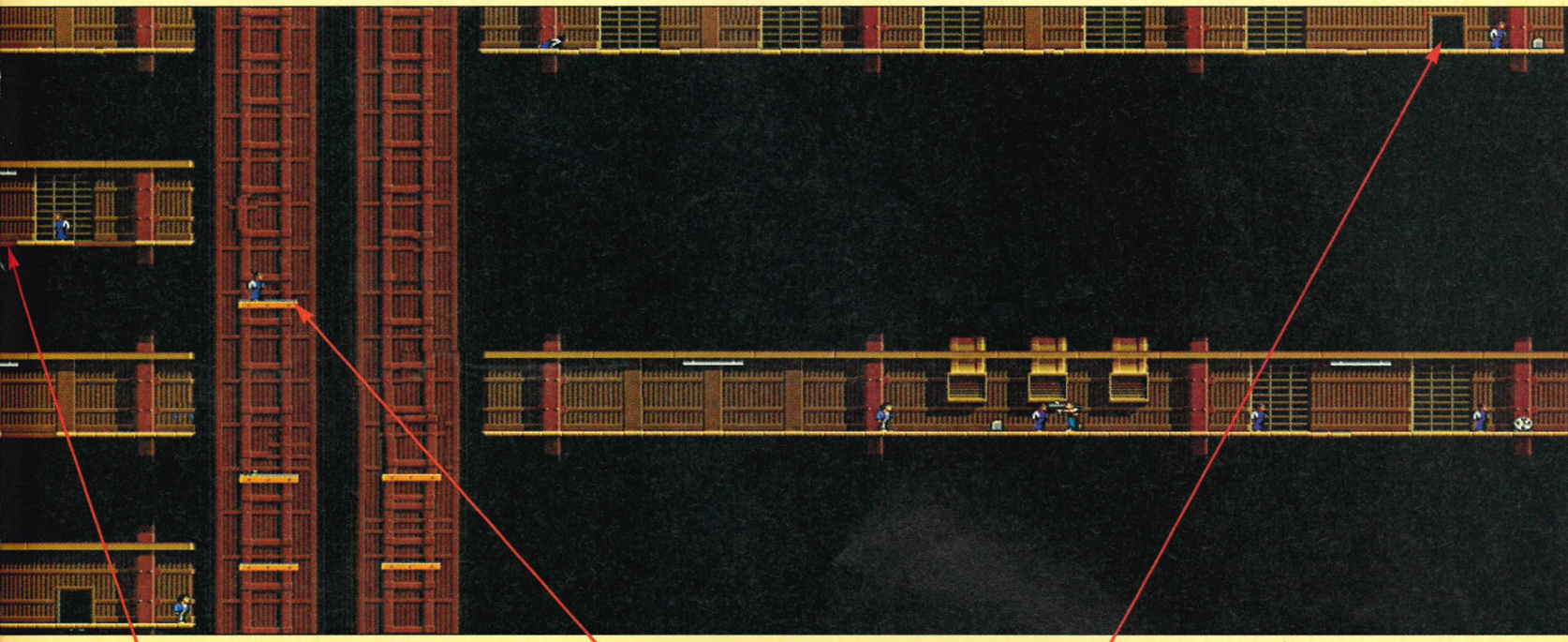
The exit to this level can be found in the top right hand corner, to get to it you must make good use of the lifts. There are several items of equipment littering the corridors, so if you're short of anything, it might be worth your while exploring.



MISSION 4-6

This is another one of those infuriating vertical levels. Like the first one, you must make your way up to the top using whatever resources available. This level has the inclusion of platforms that move along a cable. Don't be fooled into thinking that you can stand on these platforms as they'll sap your energy like nobody's business! You must hang onto the cable and jump the moving object as it approaches you. Be sure to pick up the extra time bonuses that are scattered about the various platforms.

TIPS
LETHAL WEAPON



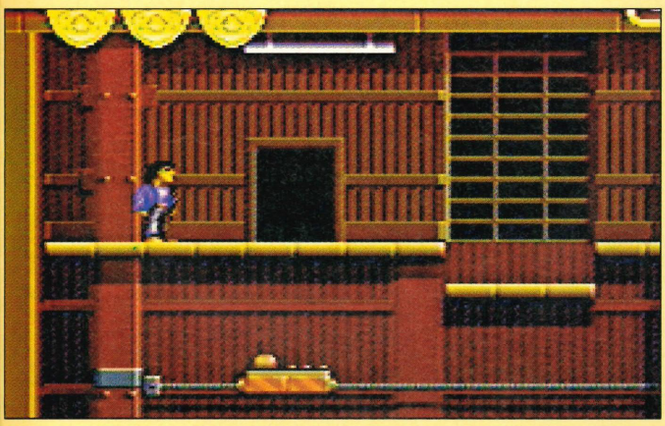
Look out for the moving tiles. If you stand on them, the floor will collapse under your feet.

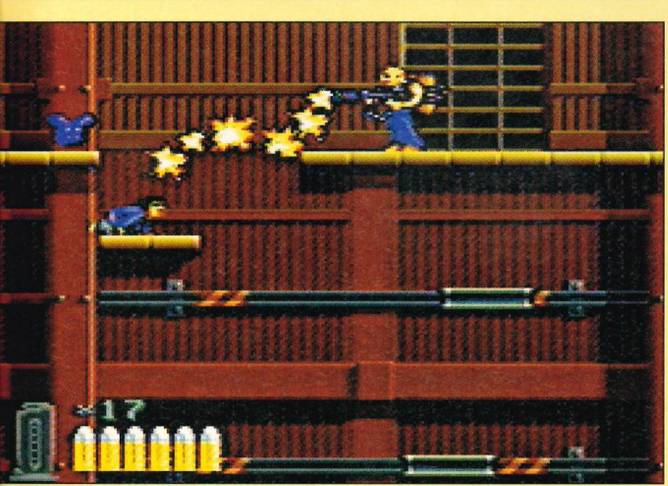
Use the lifts to get to the higher levels. Take time to observe how they move before getting on.

You must exit the level by escaping through this door.

MISSION 4-7

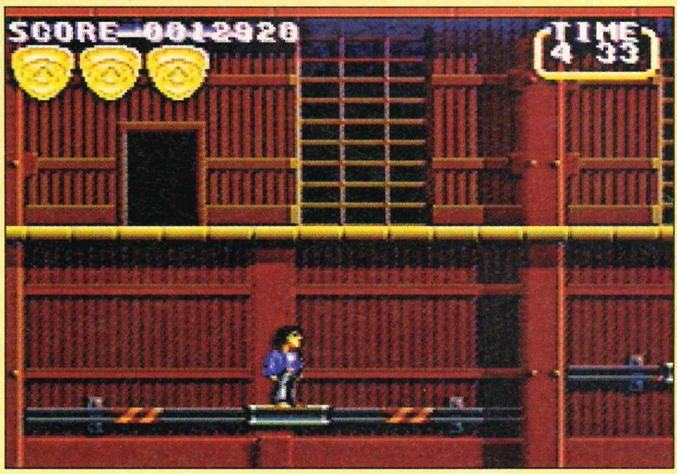
This level is practically the same as the previous one, except there's more platforms and more danger! Some of the jumps here take crackerjack timing, so be patient and don't misjudge your distances as it's a long way down!





MISSION 4-8

Thankfully the last level of this type, and if like me, the previous levels consisted of getting within spitting distance of the exit and then falling considerable distances to the ground it comes as some relief! Pretty much more of the same thing as before. There are more snipers lying in wait in the higher platforms so take time to pick them off.





MISSION 4-9

The aim of this level is to find and de-activate the switches that operate the barrier guarding your exit. The first switch can be found to your left as you start the level. Now drop down the shaft (Hint: if you press down after dropping from a great height, you'll walk away unscathed!) and go right. Use the switch to activate the ladder and go up. Then keep going right until you reach the second green switch. Now simply go back down the ladder, and walk along to the right. The exit can be found at the foot of the next ladder.

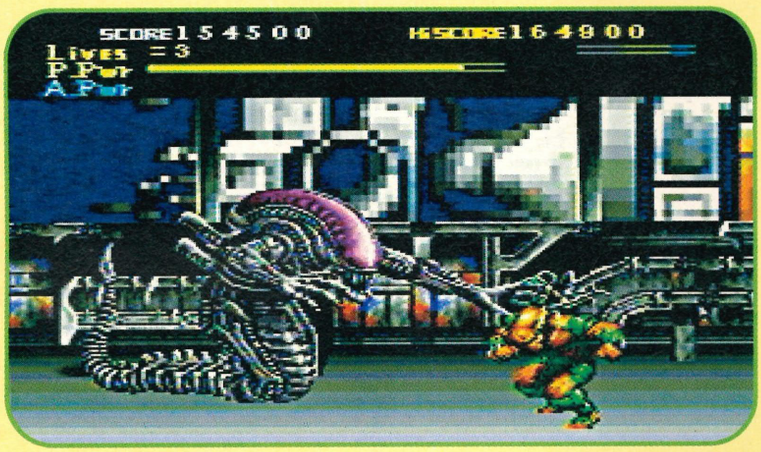
RYAN'S SNAPPY SHORTS

It has been said that the tips pages are by far the most popular section of any computer magazine, and to not have decent tips would be like a cake without the icing so to speak! Well not even Brian Clough could accuse Ryan of not giving 100% when it comes to providing the most up-to-date hints, tips and cheats, and Ryan sure couldn't have done it without the constant support of our beloved readers! Remember, keep your fabulous cheats coming in as there are plenty of games and T-shirts up for grabs.

ALIENS VS PREDATOR

Philip North from Salisbury, I take my hat off to you for sending me this nifty little number! For a hidden options screen on IGS's yawnsome beat-'em-up, follow these instructions. Wait until the girl in the intro sequence turns to stone, then press START, L, RIGHT, and X. Now press START again to access the options.

To get to a level select screen, press and hold L, R, X, and A on controller two on the title screen. Now press START on controller one to access the levels select.



ARCANA

Many thanks to James Bright from Gloucester for faxing me this tip. For a level select on this rather aged RPG, press DOWN, SELECT, SELECT, X, Y, SELECT, SELECT, L, R, SELECT, SELECT, LEFT, RIGHT, and UP on the title screen. Now press the following buttons to select the desired level.

Chapter 2 – A
Chapter 3 – B
Chapter 4 – X
Chapter 5 – Y

ROCKETEER

Thanks to Matthew Smart from Winchester for sending me this handy level select cheat. On the title screen, press L, R, L, R, and DOWN. Now press START on the credits screen to access a player select screen. Select the number you want and you'll then go on to a round select screen.

JAKI CRUSH

Pinball wizard, Sean Brooks from Oxford was only too pleased to donate this handy password. Simply fill the spaces with fives to get 840 million points and loadsa balls!



COMBATRIBES

Rebecca Smart from Surrey sent me this nifty little cheat to play as the same character as your partner. Simply enter the code 9207 in two player mode.



NIGEL MANSELL F-1 CHALLENGE

Thanks to the mysterious tipster for supplying me with these codes for this cracking formula one game.

Course 2 – C4N0YX7R3RF4W4ZN7Q
Course 3 – XXFQV4DZ.K01QL556Y
Course 4 – WQ0FDNP1RN049719CY
Course 5 – SHS.MFKH8DVGSY7W9C
Course 6 – .T2XXGB5WFVHJMM56Q
Course 7 – QJWX4N29D7XWX0L138
Course 8 – DKXJL1WKCPCD5TGY9P
Course 9 – QN9C8GNN2GP37Z22G8
Course 10 – WC1BVY3D75F.P9W1D8
Course 11 – DQGPZ045SD24XRKQJW
Course 12 – 7.P0D55YFSHCP48LG.
Course 13 – MJM3ZS7XSHD4JGFM5G
Course 14 – S42HX38XBJRPC.Y8JG
Course 15 – 92G2SSHQ7202ZMZ28B
Course 16 – JNWGKV44T6G1RPXSXG
Ending – Q8FZB2N8VL7740MQSM.



BEST OF THE BEST

This controversial beat-'em-up has proved a little too brainy and precise for some readers, so great thanks to Sarah Smith from Hull for sending in this tip. For a whopping score of 99-99-99, type in the following code: RHT255SZ7G.

RANMA 1/2

Fighting fanatic William Taylor from Cheltenham sent me these cheats for this rather strange beat-'em-up.

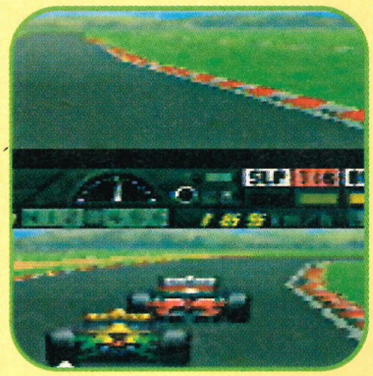
To select all of the characters, hold down the L, and R buttons and select a two player game. A second menu should now appear allowing you to select all of the fighters including the bonus level fighters. You can also press SELECT to alter the backgrounds.

To fight with the same characters, hold down L, R, and UP, then press START.

To fight with more characters, hold down the L, and R buttons during a one player game on the character select screen. You'll now have more characters at your disposal.

HUMAN GP

This quickie was sent in by Jason Clarke from Warminster. To change your position on the starting grid, hold down SELECT and press B.





FLYING HERO

Congratulations to Mark Brown from Leeds for sending me this little list of handy cheats for this wacky, Japanese shoot-'em-up. On the title screen, press SELECT to access the option screen. Now on the second controller press SELECT and START simultaneously to access a secret screen. You'll now be able to select which level you start on, and the number of continues and lives you desire.

SUPER MARIO KART

A special thanks to Ryan Mitchell from Kettering for sending me this excellent list of short cuts in what can only be described as the best racing game of all time!

BOWSER CASTLE 1

Pick up a feather and then hit the speed arrows on the right. Push LEFT as you speed up and then jump over the lava.

BOWSER CASTLE 2

Pick up a feather and then use it to jump over the lava at the place where the "Stop" sign is located.

BOWSER CASTLE 3

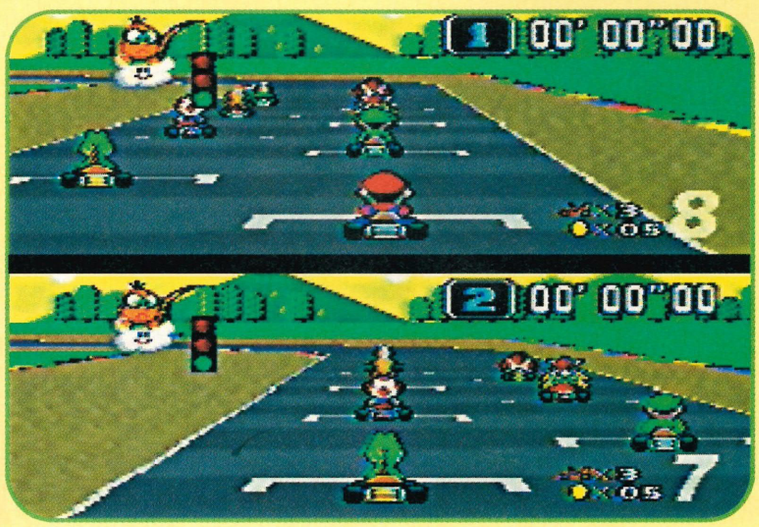
Pick up a feather and then hit the first speed up arrow. As you speed UP, push RIGHT and jump across the lava.

MARIO CIRCUIT 2

As you go over the jump, push LEFT. If you judge it right, you should land on a secret jump located amongst the grass. With any luck, it will catapult you across the finish line.

CHOCO ISLAND 2

Pick up a feather, then after you pass the finish line, turn to the right and jump over the barrier. Now simply drive back round to the finish line to complete the lap.





To mark the launch of the Game Genie's official release, this month's selection of codes is crammed with official titles that if you haven't got, you certainly should have! (*Even* RoboCop 3*?! – Ed.*)

● To use any of these codes you must own a Game Genie cartridge! Also please note unless otherwise stated these are codes for UK carts and may not work with US or Japanese versions.

ADDAMS FAMILY

DDA5AD67 – Infinite lives.
3CADADD7 – Invincibility.
D96107DD+D961070D – Start with 5 hearts.
60B26FD4+69AFAF6D – Start game with infinite flying capabilities.

EXHAUST HEAT

3C2FD434+CB2FD744+EE2FD7C4 – Player starts with $652,900.
C9AA0D0D – No damage sustained when hitting walls.
C922040D – No damage sustained when hitting other cars.

F-ZERO

A96EA4A4 – Infinite space machines.
DB6C0F0A – Start with 9 lives.
A207DDD4 – Infinite turbos.

JOE & MAC

DD36DD6D – Infinite lives.
4AB26D07– Infinite energy.
DDE9040F – All food fully restores energy.

KRUSTY'S SUPER FUN HOUSE

D06567DF+6D65670F+D965676F – Access all areas.
C2650FA7 – Infinite lives.
C1E1D7DD – Infinite custard pies.
C1E2D76D – Infinite superballs.
87250D64 – Krusty invincibility.

STREET FIGHTER II

CBA0AF64+DBA0AFA4 – Always fight Balrog.
CBA0AF64+DCA0AFA4 – Always fight Vega.
CBA0AF64+D6A0AFA4 – Always fight Sagat.
B9A0AF04 – Fight M. Bison.
DDA4A404+6DA4A764 – Always fight on bonus stage 1.
DDA7AF04+DDA7A4A4 – Always fight on bonus stage 2.

LEGEND OF ZELDA

AE670D30 – Infinite bombs.
AE6EDF2A – Almost infinite energy.
AEBAD4FA+AE8D0D9A – Almost infinite magic.

SPINDIZZY WORLDS

D46F6FDD – Faster G.E.R.A.L.D
CBCEA4DD+D0CEA40D+3CCEA46D – Turbo nutter G.E.R.A.L.D
4AECDDA4 – Don't lose fuel from anything.

SUPER CASTLEVANIA IV

DD6CDD66 – Infinite lives.
A6B9DFD7 – Infinite shots for most weapons.
6D6DDF06 – Stop Timer.

TOP GEAR

C2256429 – Infinite fuel player one.
C2236D95 – Infinite fuel player two.
3C806704 – Infinite nitro boosts player one.
3C886F64 – Infinite nitro boosts player two.
C2856D64 – Nitro boosts last until end of race player one.
C28264A4 – Nitro boosts last until end of race player two.

ROBOCOP 3

5D696D0F – Slower timer.
DDC7A7A4 – Infinite ammo.
4A6E6FDD – Infinite lives.
D4C764DD+E3C96DAD – Faster moving RoboCop.

☎ 0843 231088. The Game Genie helpline is a normal phone number (no 0891 extra charges) which you can call 12 noon-7pm weekdays, and 8am-12 noon on Saturday. However, you do need a

GENIE IN YOUR SNES

SUPER PRO

HELP!

RYAN'S PRO TIPS

Now that summer is in full bloom, I have once again had to endure the intolerable task of staying rooted to my desk, sorting out all your taxing problems and various states of unrest whilst the blistering heat passes by outside. Still, I suppose I mustn't complain. Okay, on one hand the troops of bikini-clad maidens may slither by the building, completely oblivious of my humble existence, but on the other, I gain the respect of the entire nation who, whilst lounging around in the open countryside, sipping coke and generally having a giggle, may spare a thought for yours truly. After all, a little compassion can go a long way!



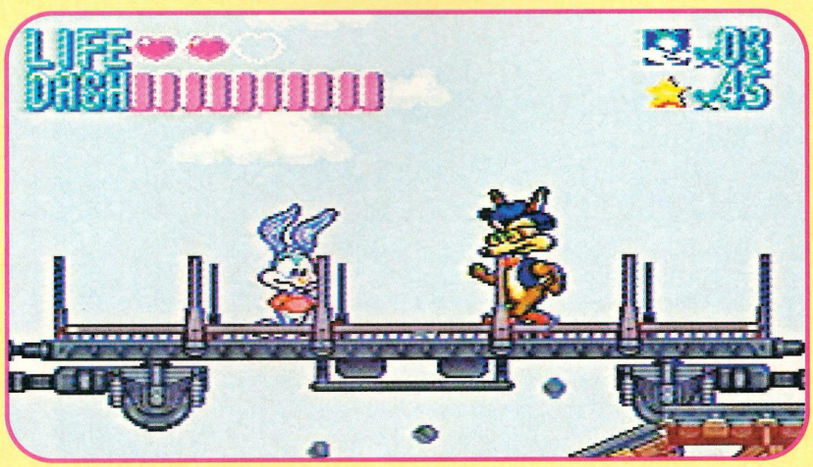
William Hill from Stoke-on-Trent has heard that there is a way of accessing a secret ending in the swashbuckling adventure, ***SKULLJAGGER***, and would like to know how to see it. Especially for you Bill, here's how you do it! At the end of chapter 2, instead of seizing the last blue diamond, go down the ladder situated to the left and continue your descent by following the green cord. Let yourself fall into the first hole you see and, once on firm ground, place yourself in front of the bug hole and press Y. Now sit back and enjoy the hidden ending sequence.





Poor old Darren Macrow from Nottingham is on the verge of a nervous breakdown due to the fact that he purchased ***ROAD RUNNER*** but cannot seem to get past level 5 (Quantum Beep). I'm afraid to say that the only tip I can offer you for completing the level is that the Flag is situated to the mid-left part of the level. In response to your plea for keypad cheats, there's none that I am aware of, but if any of our readers know to the contrary, don't hesitate to scribble down your findings and send them in to me, because helping me to help somebody else could mean big prizes for your efforts. Nuff said!

Fiona Smart from Manchester is having difficulty with ***TINY TOON ADVENTURES*** and would appreciate any tips, no matter how small. It's always a pleasure to hear from female readers, especially ones as pleasantly sweet as you, Fiona. Okay enough side-tracking, a sure fire way to beat this cute little game is to enter the following code, this will make the levels shorter and get rid of all the end-of-level baddies: Babs Bunny – Gogo Dodo – Montana Max.





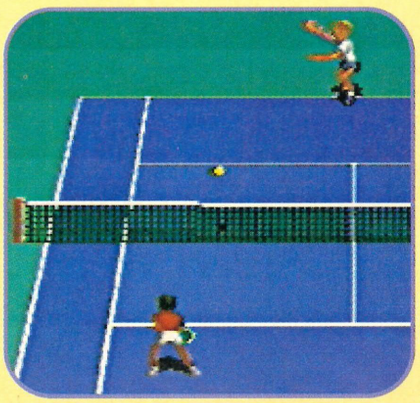
Right, enough pointless drivel and on with this month's hand picked selection of terminal cases! First up to the gallows this month is William Larkin from Tonbridge. Like our resident designer, James, William's Dad enjoys nothing more than a good blast-up on ***SUPER SWIV***, however his enjoyment is short lived, as he is hopeless at it! I sympathise with your predicament William, especially as I've witnessed on many occasions what the immense challenge that *Super Swiv* has to offer can reduce a man to! So before your condition takes a turn for the worse, try this handy little cheat:

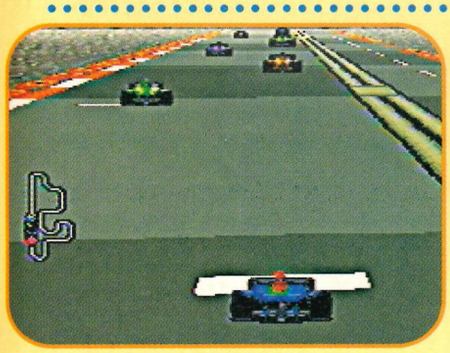
Once battle has commenced, pause the action and enter each of this keypad sequences to advance one level.

On level 1 – R, L, R, R, L, L, R, L, R, R, L, and L.
On level 2 – R, L, R, R, L, L, R, R, R, L, R, and R.
On level 3 – L, R, L, L, R, R, L, L, L, L, R, R, R, and L.
On level 4 – R, R, R, L, L, L, R, R, L, L, R, L, R, and L.
On level 5 – R, L, R, L, L, L, R, R, L, L, R, L, R, L, and L.
On level 6 – L, L, L, L, L, R, L, L, L, L, L, L, L, and R.

"Failed" tennis star, John Spense is having difficulty getting to the top in ***JIMMY CONNORS TENNIS***. Since technique is very much a personal thing I've refrained from telling you how to hit the ball! Try entering this code to become the numero uno in the professional category in the month of December:

NT2PG9B9V6VT
WDW0V8V1VWVM
VOTQVLVJBB6*





F1 EXHAUST HEAT is proving highly stressful for Adrian Brunt from Southport, and as a result, he has consulted the Buttster for any handy passwords or suchlike for getting further in this taxing racing game. Only too glad to be of assistance to you Adrian!

Enter this cheeky little code to go directly to the **14th level**: PONPOKO.

Ian Major from Blackpool can't quite get his head around the brain-taxing puzzler, ***PIPE DREAM***, and would like to know if I have any cheats in my archives. Indeed I do Ian. Try entering this code to access round D with maximum lives: 3P7DSIWSNDFPPP.



That's it for this month, I'm off to sit on our golden sands and relax with a nice cool drink and a good book, it's just a pity that it's 1:00 am and the sun has long since disappeared to provide light and warmth for the rest of the world, bugger!



This month our special delivery of super codes from the boffins at Datel got mangled in the post. Fortunately, I had some golden oldies up my sleeve for just such an occasion. And remember there's some cool Datel T-shirts for the best selection sent in by readers. DATEL HELPLINE: 0782 744324

ACTION REPLAY CODES

LEGEND OF THE MYSTICAL NINJA

7E1AB208 – Infinite energy player 1.
7E1B6208 – Infinite energy player 2.
7E009699 – Infinite time.
7E1AB002 – Infinite lives player 1.
7E1B6002 – Infinite lives player 2.
7E1AB433 – Infinite magic player 1.

AXELAY

7E033002 – First weapon is infinite laser.
7E033003 – First weapon is infinite vulcon.
7E033006 – First weapon is infinite explosion bomb.
7E033007 – First weapon is infinite macro missile.
7E033009 – First weapon is infinite cluster bomb.
7E03300A – First weapon is infinite morning star.

SUPER SOCCER

7E10F80C – No opposition keeper.
7E10F803 – No opposition keeper for 1st half.
7E075B00 – Opposition goals don't count.
7E075A59 – Start the game winning 89-0.

DIAL-A-TIP
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ALL SYSTEMS CHEATLINE
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NINTENDO CHEATS N'TIPS.....0891 445913
CONSOLE CHEATS N'TIPS.....0891 445991
CONSOLE HOTLINE.....0891 445990
SEGA CHEATS N'TIPS.....0891 445933
ALL CHEAT LINES UPDATED WEEKLY/ INTERACTIVE GAMES SOLUTIONS
SUPER MARIO WORLD.....0891 445924
IMMORTAL: ROD LAND.....0891 445991
DESERT STRIKE:RETURN TO THE GULF....0891 445953
STREETFIGHTER2:THE WORLD WARRIOR 0891 445953
FIRST SAMURAI.....0891 445926
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SUPER PRO GAME BUSTERS a-Z

As the official catalogue of SNES games continues to grow, there's nothing more infuriating than trying to track down a handy hint for your new game that you thought you saw a few weeks ago. Well luckily, thanks to Ryan's authoritative run-down of official game busters, this problem is but a thing of the past! The following pages are updated each month to bring you the definitive compilation of the hottest tips around!

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.

BLAZING SKIES

POWER-UP

This quickie will allow you to start the game with a fully powered Marcel LeBlanc. Simply select the "Continue Game" option and then go to "End".

BLUES BROS

99 LIVES

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

DESERT DTRIKE

FINAL CODE

Enter the following code to view the game over sequence: 99P55LM.

DINO CITY

LEVEL CODES

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

E.D.F.

INVINCIBILITY

To become invincible in Jaleco's frantic shoot-'em-up, pause the action just after you've begun a game, then press A, B, X, Y, RIGHT, LEFT, UP, DOWN, LEFT, and RIGHT.

F-1 EXHAUST HEAT

SUPER SPEED

Thanks to Paul Hoedemaker for this handy little tip. If you have a joypad with auto-fire, put the L and R button on semi-auto. Now if you hold them down on a straight, your car will go up to 404 m.p.h!

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.

NHLPA HOCKEY '93

FINAL CODEY

Enter the following code to go straight into the final between Los Angeles and Boston: C42BWBG00P37LV9J

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 down SELECT and press START. This will take you to a hidden options screen that allows you to adjust your controls.

SUNSOFT LEVELS

Here's some codes for the super difficult Sunsoft levels:
GNNBJWV – Level 1.
RCQRFPV – Level 2.
FBJJKJB – Level 3.
RMQMZDC – Level 4.
DTCVZMQ – Level 5.

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.

INVINCIBILITY

For invincibility, pause the game and press L, R, UP, R, A, L, Y, DOWN, B, A, Y, A, Y, and R. Now unpause the game and resume play with a slight advantage!

EXTRA DIFFICULTY LEVEL

If this fun little game is beginning to wear a little thin, enter the following code to access an extra difficulty level, but are you up to the challenge? 882943.

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

WARP LEVEL

To access a hidden warp zone, to the later levels, make sure you've killed over thirty enemies, then enter the door of the first hut on level 4-2. You'll enter a room with a strange seated alien, give it a good duffing up and skip a few levels!

SIM CITY

EXTRA CASH

To earn just under one million dollars, you first need to spend all your 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.

TIPS

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.

LEVEL SELECT

Enter the following password to access a level select cheat: MIMICHAN.

STARWING

SECRET BLACK HOLE

This hidden level can be accessed on level 1-2 in the asteroid field. Watch for three spinning columns of asteroids. In each case, you must shoot the orange asteroid in the centre just before you crash into it. A grey smiling asteroid will then appear, simply crash into it to be instantly warped to the black hole. There's loads of power-ups plus three solid yellow rings which are gateways to, in order, Sector Y, Sector Z and Above Venom (Level One).



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 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

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.

SUPER MARIO WORLD

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

30 LIVES

During the title screen, move the D-pad DOWN, DOWN, RIGHT, RIGHT, and press START for 30 lives per continue.

LEVEL SELECT

During the title screen, press DOWN, DOWN, LEFT, LEFT, and START for a level-select screen.

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.

EXTRA LIVES & CREDITS

On the player number and difficulty setting screen, press DOWN, L, R, and UP. You should now be able to alter the number of lives and credits.

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!

EASY PENALITIES

When the computer is taking penalties, pause the game as the player strikes the ball, this should give you an insight into which direction he's shooting in, and will give you a chance to move your goalie accordingly.

SAME TEAMS

To play as the same team as your partner, select the team you want player two to play as (eg. Argentina), then press SELECT, START and B to select the special Nintendo team. Then move player one to player two's desired team and press Y on controller two, this will cancel out the Nintendo team selection and allow player two to become the same team as player one, only in their away strip.

PLAY AS NINTENDO TEAM (CORRECTION)

Go to a Vs game and on the team select screen, press SELECT, START, and B on controller two to become the elite Nintendo team.



SUPER STAR WARS

SUPER CHEAT

Turn the machine off and on (if it's been on a while) then go to the options screen and type, A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, and B. If the code has been entered correctly, you'll hear a Jawa yell.

When the game starts, you'll have the option of selecting either Han, Chewie, or Luke at the beginning of the game. At any point in the game, press the L, and R buttons on controller two to bring up a debug menu. This special screen will allow you to alter just about every significant aspect of the game including lives, weapon and level.

Finally, during any stage, press A, B, Y, X and START at the same time on controller two to become invincible. This even allows you to walk through walls!

DEBUG MENUS

Switch your SNES off and then back on again, then enter the following code on the game start/options screen: A, A, A, A, X, B, B, B, B, Y, X, X, X, X, A, Y, Y, Y, Y, and B. If the cheat has worked, you'll hear a Jawa yell. Start the game and press L, and R simultaneously on controller two to access the debug menu. These menu can be used to alter the amount of lives, level select, character, health sword and weapon. You can go back to the menu at any point in the game by pressing L, and R on controller two.

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, R, X.

TINY TOONS

SELECT SUB-GAMES

Enter the following code to choose which sub-games to play: Elmyra, Shirly, and Calamite Coyote.

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.

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.

WING COMMANDER

HIDDEN OPTIONS

To access a hidden options screen that will allow you to select your mission and become invincible, go to the title screen that allows you to choose the start and continue options. Then press the following buttons in sequence: B, A, B, Y, L, A, R, A, and START. If this code has been inputted correctly, a brand new options screen will appear that allows you to change various elements of the game.

ZELDA 3

EXTRA LIVES

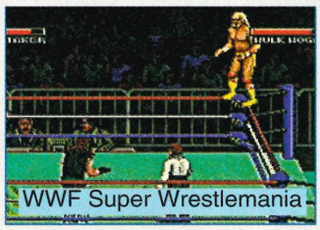
When you find a fairy, capture her and put her into a jar. Now when you lose all of your life, she'll rejuvenate you. You can use each fairy only once, but fear not as there are loads of them scattered throughout the game.



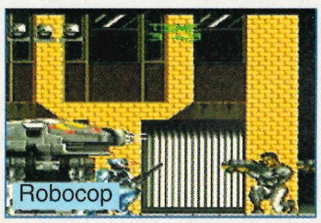
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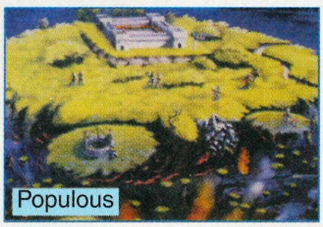
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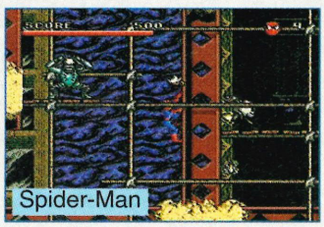

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Populous

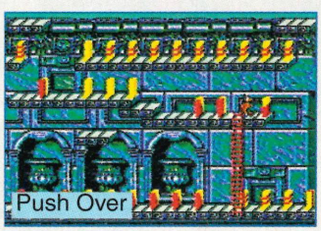
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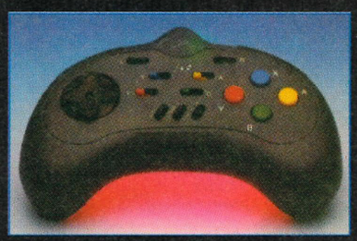

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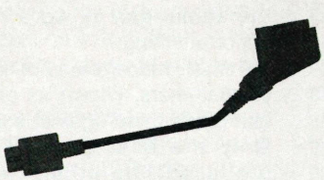
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NINTENDO: ENGINEERING ADDICTION

We all know Nintendo is big, but whenever new figures come out you realise it's even bigger than you thought. Last year's sales were worth no less than £3.3 billion! – the US portion accounting for over 10% of America's huge trade deficit with Japan. This year Nintendo announced pre-tax profits of £965 million – over a million pounds profit for each of its 892 employees. Nintendo is quite simply one of the most profitable legal businesses in the world. It is also a family firm, its success as much due to the personality of its chairman as any electronics wizards. Below Stuart Wynne recounts the story of Nintendo's awesome rise as an introduction to the interview on page 72.

Nintendo was founded in 1889 by Fusajiro Yamauchi, its name meaning; "work hard, but in the end, it is in heaven's hands" – an appropriately superstitious name for a company making playing cards. The hard work and good fortune of Fusajiro's son, Sekiryo, kept the company alive through WWII but the family luck ran out with the next generation. Sekiryo's son shunned the business and walked out on his own wife and child as well, a big disgrace in Japan where "face" and honour mean so much. The abandoned child was Hiroshi Yamauchi and his mother soon left him to live with his grandparents. It wasn't a good start in life but in financial terms at least, Hiroshi was soon to make up for it. He took over Nintendo in 1949, aged just 21.

To make clear who was in charge he had his cousin sacked, as well as every manager who'd worked for his then ailing grandfather! Hiroshi has never been a cheery, Zevo-like toymaker. Before becoming Nintendo's third president Hiroshi's father had asked to see him and apologise – Hiroshi refused and only reluctantly attended his funeral.

Hiroshi's iron determination made for brilliant business however. Firstly he took the company public, allowing people to buy shares in Nintendo to finance his ambitious plans. Instant rice, a hotel and a taxi service were all tried. Hiroshi also went into toys, one hit being a Love Tester which supposedly measured a couple's attraction by passing an electrical charge through them as they held hands! Rather more serious electronics featured in the Laser Cray System, released in 1973 to count bowling points.

A year later Nintendo produced its first game on the fringes of the coin-op business but it wasn't until 1977 that it launched its first real games machine. The TV Game 6 featured six equally simple games and quite dire graphics. Other consoles followed without much success until Nintendo hit on the Game & Watch concept. This was the forerunner of all those cheap, one game handhelds you see in supermarkets. Cheap, addictive and pocket-sized, Game & Watch was a big hit – and of course experience gained here was invaluable in designing the Game Boy (which debuted in 1990).



At the other end of the scale – full-size coin-ops – Nintendo at first met with little success. But then in 1980 Hiroshi gave the go-ahead to a game by Shigeru Miyamoto, a young game designer who'd been with the company just three years. In America experienced, sales reps resigned rather than promote Miyamoto's oddball coin-op, but *Donkey Kong* turned into a huge hit, earning hundreds of millions of dollars – remember that the next time Kong bumps you off course on *Super Mario Kart*! And naturally, Kong's opponent was none other than a short, stocky Italian plumper known as Mario...

THE DOCTOR

Although Hiroshi had his own family by now, according to his daughter he saw little of them, working hard and playing hard – enjoying the night life of Gion. His next move for Nintendo was inspired, bravely ploughing Nintendo's profits into developing a home video entertainment system. Despite his lack of technical knowledge and disinterest in games – he played one once and soon gave up – the result was incredibly successful. The Famicom, or Family Computer, was never really state-of-the-art. Programmers used to the C64 have found the NES's internals maddeningly bizarre. But when the Famicom went on sale in 1983 it was a huge hit. The reason was simple. Whereas other companies poured huge resources into developing hi-tech hardware, Hiroshi realised from the start that the actual games were the most important thing.

Hiroshi made teams of his games programmers, known as engineers, and pitted them against each other. Only the best game would be produced, the others would be scrapped. Unsurprisingly, many engineers left while others went on lengthy holidays. "Of course, some people do not like it, but they are the same people who have not

NES MARIO GETS SUPERED



While *Mario 5* kicks its heels waiting for the CD-ROM Drive, Nintendo have gone back to the future with the incredible news that all Mario's brilliant NES adventures are to be crammed into a single SNES cart. Since *Super Mario Bros 3* is reckoned by some to be even better than SNES *Super Mario Bros 4* (AKA *Super Mario World* in the UK) this is a real treat.

Also on the cart will be *Super Mario Brothers* (the classic original), *Super Mario Bros 2* and *Super Mario Bros USA* (the inferior US/UK version of *SMB2*).

Graphics and sonics have been improved for the new machine and there's full battery back-up so you can have save positions on all four games simultaneously!

This four-game history of Nintendo will go on sale in Japan this July and is bound to be a huge seller. Expect a full mega-review of this multi-game cart soon.

succeeded," Hiroshi observed in a famous Playboy Profile.

One person who stayed was Shigeru Miyamoto who soon proved *Donkey Kong* wasn't a one-off, developing both the *Mario Bros* and *Zelda* game series. Miyamoto's still with the company today, most recently helping co-design *Starwing*. "[It's] very much his baby," said Argonaut's Jez San, proud of working with most probably the most successful and influential games designer in the world. Without Mario or Zelda it's difficult to envisage how even Hiroshi could have made Nintendo into a world-spanning giant.

Nowadays Miyamoto, known as "The Doctor" to his legion of Japanese fans, is in charge of overseeing Nintendo's games development teams, polishing the gameplay so that the Nintendo name continues to mean simply the best games. Interviewed in areas of popular culture will also help you come up with more innovative ideas."

MONEY MACHINES

As Jez San has observed, Nintendo has always primarily been a games rather than a technology company. This has made for some great carts – and incredible profits. From the start the Famicom was sold cheaply. "When the customers had the Nintendo machine, they needed Nintendo software," Hiroshi pointed out.

There are now 50 million Nintendo machines around the world; 17 million in Japan, 5 million in Europe and 35 million in America (where the Famicom was launched in 1985 as the NES). On average

"Work hard, but in the end, it is in heaven's hands."

Nintendo Power at the time of *Super Mario Bros 3,* Miyamoto said "chatting with the other designers helps me bring my ideas together... ideas can come together at any time, even in the middle of a hot bath!"

Miyamoto's ambition has always been to design games and he has a BA in Industrial Design from Kanazawa Municipal College. "The key to success in designing games is to try and create your own interesting and original game play ideas. Keeping in touch with other

each machine has 6-12 games bought for it which has translated into pre-tax profits of a billion dollars a year for Nintendo for the last three years. During the NES's heyday, Nintendo's domination of the video games business was incredible. In 1988 it had no less than 80% of the US video games business.

Such incredible success brought many enemies, the company being accused of monopolising the market and fixing prices. Three US Government agencies have investigated it and, without Nintendo ever admitting any guilt, a deal was struck whereby vouchers gave Nintendo customers some money back. But by 1992, when the government investigation ended, Nintendo finally had some competition in the form of the Sega Mega Drive (known as the Genesis in America).

Sega has made no secret of its commitment to technology. Sega's biggest coin-op hits, after all, are games like *Afterburner*, *Out Run* and *Space Harrier, which* are mainly remarkable for their stunning graphics and fairground ride-like hydraulic cabinets. Actual gameplay is all but hidden. The 8-bit Master System, despite being technically superior to the NES, only got about 5 % of the US market. To fight back, Sega was determined to be first with the next generation of consoles. The Mega Drive is of course a pretty simple design, relying on crude CPU muscle to produce its effects while a restricted palette means the little more impressive Mega-CD will never be able to produce FMV.

Still, while Nintendo laboured over the SNES and the games to go with it, the Mega Drive grabbed a big part of the market. Of course the early games were poor, *Altered Beast* being quite dreadful, but they looked good and Sega pushed hard with the line; "Sega Genesis does what Nintendon't".

SIMPLY UNSTOPPABLE

The SNES was to prove well worth the long wait however. The sluggish CPU is a bit of a bodge, a hang-over from making it NES compatible, but the custom chips are the cleverest around. Graphically and sonically the SNES beats the Mega Drive into the ground, but more importantly, thanks to Miyamoto, it's also got some of the best games ever made.

The next step is the SNES CD-ROM Drive and again Nintendo is taking its time (see interview). This time the stakes are higher than ever with Hollywood particularly interested in the promise of "multimedia games" or "interactive movies". Just as movies on video tape now make more money than movies in cinemas, so CD-ROM movie games could generate even more money than that. That's why Nintendo has been in long negotiations with Sony and Philips, trying to establish a common CD-ROM format. Companies from Commodore to IBM are all interested in getting into the business but Nintendo is confident of seeing them off.

Hiroshi is now 71 but he's still in charge and doesn't foresee giving up control to his son-in-law for a good few years yet. The only game he plays is the traditional Japanese board game Go, and he spends a lot of time alone. He says the profits are "meaningless" while his daughter has said "I don't think he thinks about being happy."

Hiroshi's obsession is success and he is confident of the future; "No one can stop us. Many companies would like to surpass us.

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If they are at war with Nintendo, we are ready. They will not damage us. It is inevitable in our position that people try to harm us and exceed us, but the attempts will fail. Nintendo will continue to become stronger... As the lines that limited video games companies in the past disappear, Nintendo will play a larger role in the world."

The company which Hiroshi and Miyamoto built is a leisure colossus to rival any. One more incredible statistic – the last NES Mario cart, *Super Mario Bros 3,* has grossed over $427 million – not much less than the movie *ET*! No wonder Hollywood came to Nintendo to make their mascot into a film star. SP

MILLION DOLLAR MEN

Nintendo has a reputation for being quite a secretive company, rarely granting interviews and almost never allowing reporters inside its hi-tech headquarters in Kyoto. But last month a SUPERPRO hack grabbed this amazing exclusive.

After a brief wait in a sober room where nothing indicated that I was in the lair of the giant, Mr Hiroshi Imanishi and Yoshio Hongo led me to a small conference room.

SP: How do you determine what games to develop?

N: To place a product on the market we only ask ourselves one question. Will we be able to sell one million copies of the title in each continent (Japan, USA and Europe). If the answer is yes then the title is developed and launched firstly on the Japanese market then in the States and then in Europe.

SP: Why is Europe always last?

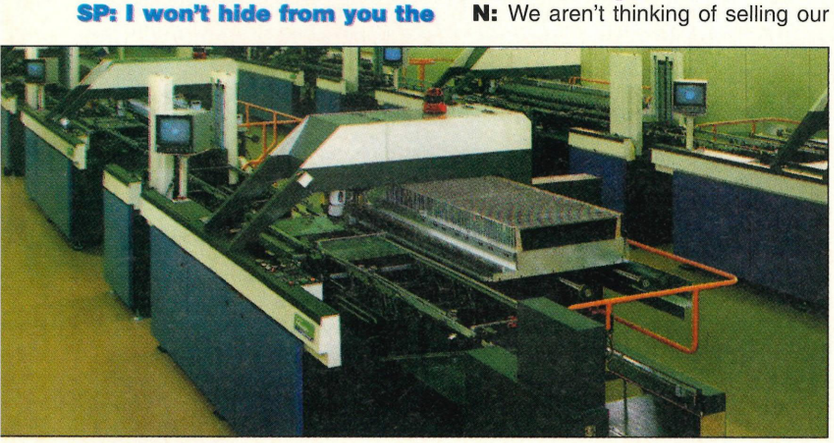
N: Until presently Europe has always been served last, it is true. But that was due to the fact that Europe is a more complex market compared to the USA. Born more recently, this market is difficult to define because it covers a great deal of disparate cultures. Moreover, as soon as we decide to launch a title like *Zelda III* for instance, it must be translated into French, Spanish, German etc. This is quite expensive and takes an enormous length of time.

SP: I won't hide from you the fact that at the moment everybody in Europe is waiting impatiently for the release of the Nintendo CD-ROM which can be hooked up to the Super Nintendo. What is it exactly?

N: In Japan everyone is also waiting for our CD-ROM. All I can say is that it is close at hand. We have a prototype but before we put it on the market we will wait until there are games that make the release worthwhile. It is easy, due to the memory capacity of CD-ROM, to create extraordinary graphics and sound. Our greatest wish is to create, at the same time as the machine itself, the game which will stand out in its generation. As with each of our products, our objective is to sell a minimum of one million CD-ROM units in each continent. For this objective to be realised, we need a fabulous game which will push the eventual buyer to go out and buy our CD-ROM. Our nearest competitor sold 300,000 of their CD units in the States. If we were in their place we wouldn't have released the unit. For us that quantity isn't sufficient.

SP: When do you think you will be ready?

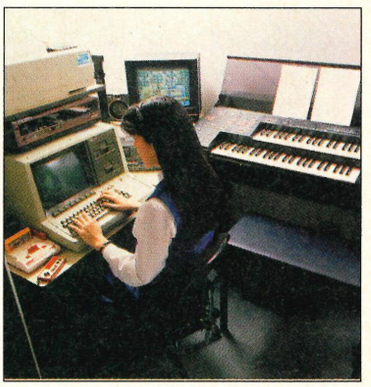
N: We aren't thinking of selling our CD-ROM this year. Let's say that if all goes well we may be able to launch it in Spring. Take note though, it is only a possibility, not a certainty. I don't want you to be mistaken.



A production conveyor belt with Super Famicom motherboards.



In typical Japanese fashion, even programmers, or game 'engineers', wear overalls.



Million dollar women too! Here we see Nintendo sound effects being programmed.

SP: Would you be able to tell me what would be the first game on this unit – a new *Mario*?

N: It's possible.

"We are not entirely satisfied with *Starfox*..."

SP: Some weeks ago you released *Star Fox* with a new chip, the Super FX chip. What are the other titles in preparation in your labs, which will use the Super FX?

N: Presently we have three titles which will use the Super FX practically finished. All that's left to do is de-bug them. It is an important stage in the completion of a game. The first – its title isn't finalised yet – is a race with futuristic machines in the genre of *F-Zero* while the second will be a sequel to *Star Fox*. We are not entirely satisfied with what we did with *Star Fox*; the game is good but it is lacking a bit of depth. We are therefore going to try to work in that direction.

SP: You haven't yet talked about the third title comprising your Super FX. What is it exactly?

N: The project is still top secret and I cannot tell you much more, unfortunately. We should be unveiling it in Chicago at the next CES or in the Salon which we will organise in Tokyo in the month of August.

SP: What else do you have planned for the future?

N: As you certainly know, and in spite of our position as leader of the market, we cannot rest on our laurels since the competition, above all in USA and Europe, is rapidly gaining ground and we must react. Certainly, as I have already told you, we envisage the sale of the CD-ROM for next year. But that is not all. We also have other projects – for example the use of a satellite so that all the gamesplayers of the World can confront each other at the same time. In 1991 we also created the *Super Mario Club*, a TV show that allows everyone to find out our next releases, as well as those of our licensed producers such as Capcom, Konami, Sunsoft etc.

SP: Would you let me visit your installations?

N: Yes certainly, but if you wish to take photos ask for authorisation before hand.

(Mr Hongo walked me around the studios where the game carts were made, I took photos and asked if the Super Nintendos were assembled here).

N: No the Super Nintendos aren't made in this factory; until now we haven't admitted any outsiders and unfortunately we cannot visit them. However, if you want some photos we can look for some for you.

SP: Thank you.

(After having passed by the Research and Development Building, which I wasn't allowed into (pity), I left in the direction of Osaka where Capcom were waiting...)

Next month we'll have a full report on the CES Show, including any new Super FX games, and interviews with some other Japanese firms.

NINTENDO

1889

1993



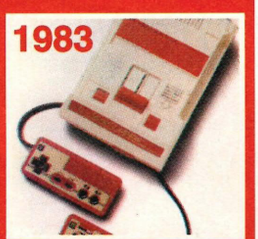
Hanafuda Playing Cards.



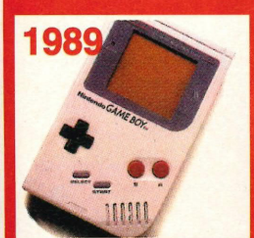
TV Games 6.



Game & Watch.



Japanese Famicom.



Game Boy.

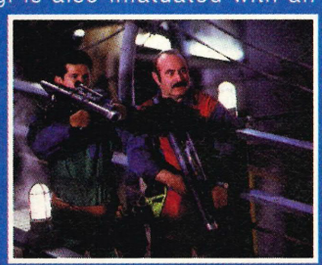


Mario Movie MAGIC...

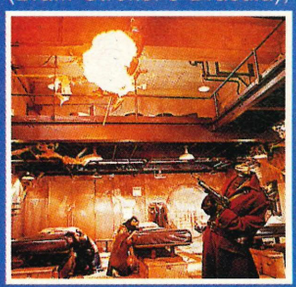
A Mario movie has been in the works for over three years now, the 1991 Las Vegas CES seeing Nintendo proudly announce a live-action feature starring Danny DeVito to be released in Summer '92! Now it's finally almost here, with Bob Hoskins as everyone's favourite plumber.

Despite being perhaps the most high profile Nintendo media push yet *Super Mario Bros* is in no way a Nintendo production; the company had no script input and its estimated $35 million budget was raised from outside investors. The movie is instead the brainchild of producer Roland Joffe, famous for directing such ultra-serious movies as *The Mission* (about the massacre of S. American Indians) and *The Killing Fields* (genocide in Cambodia). Interviewed in *Cinefantastique* Joffe put his interest down to his children's own Nintendo obsession and the weird take *Mario Bros* had on America: "The *Super Mario* games are really fascinating. There is a combination of Brooklynian dramas and dinosaurs, mixed with Japanese legends, an off-kilter world view of what America is. It's unique."

After succesfully bidding for Mario's movie rights Joffe visited Kyoto to meet Mario's creator, Shigeru Miyamoto. However the movie itself has a style far removed from the video games. Joffe's movie begins in New York with the Brooklyn plumbers Mario Mario (Bob Hoskins) and Luigi Mario (John Leguizamo) in cash troubles. Luigi is also infatuated with an archaeologist digging for fossils in a New York subway. Her name is Daisy (Samantha Mathis), suffering a bizarre career switch from being a Princess!, and she is soon kidnapped by Goombas serving King Koopa (Dennis Hopper). The Goombas take Daisy through a portal into Dinoyark, an alternate universe where man evolved from dinosaurs! Of course, the Mario Bros give chase and frantic adventures ensue.

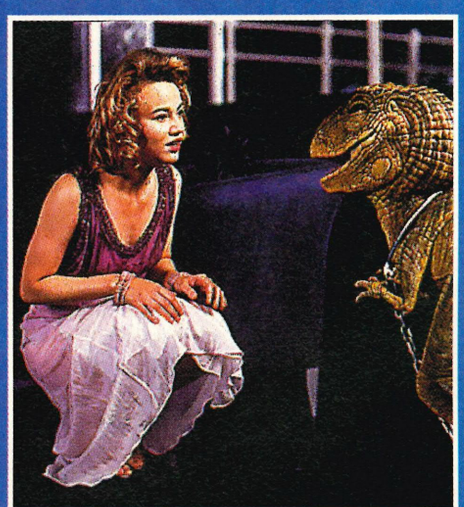


Although the film's production has been long and script changes persisted even during filming Joffe's Light Motive company couldn't be accused of stinting on talent. The original script was written by Barry Morrow (*Rainman*) with rewrites by Ed Solomon (*Bill and Ted's Excellent Adventure*). Sets were designed by David L. Snyder (*Blade Runner/Bill & Ted*) and direction is by the husband and wife team of Annabel Jankel and Rocky Morton (*Max Headroom*). The latter were brought in when Greg Beeman (*Mom and Dad Save The World*) left the project. "In the end we separated over artistic differences," commented Joffe, "I felt the screenplay was coming out too young." The movie's conceptual designer, Patrick Tatopoulos (*Bram Stroker's Dracula*), claims Beeman's had envisaged a much more "sword and sorcery" style. Jankel and Morton radically altered that, going for "a combination of *Beetlejuice* and *Blade Runner*."



The movie is inevitably highly reliant on special effects, with Yoshi being realised as a $500,000 three-foot high puppet which took nine people to control. Other special effects, such the Mario bros going through the portal, were achieved by computers. Visual effects supervisor Chris Woods originally thought about 50% of the FX could be done by computer, but by the time filming actually began technology had moved on so that almost 90% went through Apple Macintoshes and Silicon Graphics workstations.

By comparison with *T2* the estimated $35 million budget is quite cheap and no-one's predicting a huge blockbuster. Indeed Nintendo itself seems almost uninterested in the film; no video game is planned for simultaneous release (Mario is too big to be rushed, even for Hollywood, although a CD-ROM version for next year is likely), and this Summer's main push is of course *Starwing*. Early US reviews of the film have been disappointing, still who can resist seeing what Hollywood has done to the world's most famous video game star? SP



All film pictures are © Allied Filmmakers N.V./© Nintendo.

Above are Daisy (Samantha Mathis) and Yoshi. According to the scriptwriters the *Super Mario* games are "about always moving forward, facing up to things and battling whatever comes your way."

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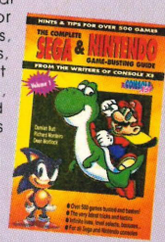
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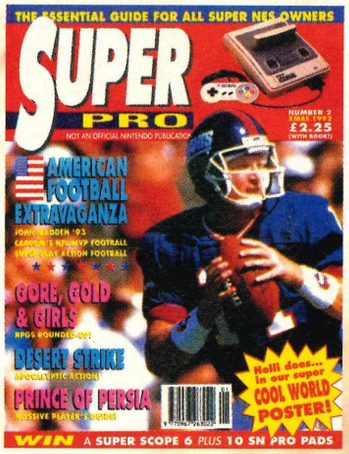
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KONAMI

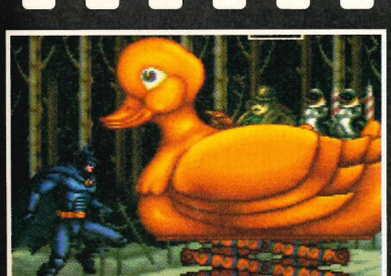
Video game giants Konami, responsible for such superb titles as *Super Probotector* and *Tiny Toon Adventures* have teamed up with Britain's top Super Nintendo magazine to provide a fantastic competition for movie and gameplayer fanatics. Not only are Konami offering a star prize of a VCR and video tape of last year's hit, *Batman Returns*, they're also giving away 10 copies of their No.1 *Batman* game. Get to the questions!

THE QUESTIONS

1. Which slinky actress played Catwoman in *Batman Returns*?
(a) Julia Roberts.
(b) Kim Basinger.
(c) Michelle Pfieffer.

2. What did Konami's *Batman Returns* score in SUPERPRO?
(a) 90%
(b) 88%
(c) 85%

3. Who directed both Batman films?
(a) Steven Spielberg.
(b) Martin Scorsese.
(c) Tim Burton.





Now pop your answers on the back of a postie and send it to:
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RUN, SHOOT & JUMP



SUPER PRO Guide to PULSATING Platformers! PART THREE

The sheer numbers of platformers has already made this the biggest round-up we've done and with new releases all the time we could keep going forever. Our final round-up proves to be an extremely mixed bag, on the one hand there's the fabulous second generation platformer *Tiny Toons* which pushed the SNES to new limits, boasting both gameplay and graphics only possible on a 16-bit console. On the other hand there's *Lethal Weapon* which, to be honest, barely makes it as a first generation game with irksome digitized graphics and samples to prove it's not running on a NES. Mark Wynne wraps it up.

BLUES BROTHERS

TITUS: 4MBIT
OFFICIAL: £44.99

Although the glorious soundtrack makes full use of the SNES's Sony soundchip in all other respects this is a first generation game. Neither graphics or gameplay exploit the SNES, but that doesn't mean it isn't fun to play, does it?

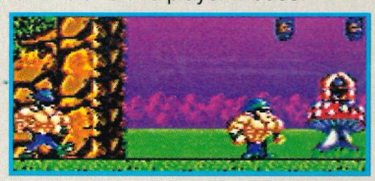
The Blues Brothers wasn't an obvious licence to develop into a platformer and the plot has certainly been changed from the movie's R&B accompanied car trashing, church rescuing escapades. In the game Jake and Elward Blues are prisoners on an alien-infested planet, with their mission simply to escape by traversing the many tortuous levels of play.

This game is initially quite fun in two-player mode, with truly cartoon like interaction between the distinctly different bros. The action is fast and furious, with unbelievably quick enemies and quite ludicrous distances to jump. With both players rushing around the screen at the same time, leaping on each other, ballooning into muscle men occasionally and bouncing around like rubber balls, there's no let up. The presentation is, on the whole, great with fantastic tunes to pep you up, superb speech samples and lots of blues bros character quirks to amuse you.



LEVELS

There are quite a few levels, but although each one is pretty short, you'll be tearing your hair out simply trying to get past level two! There isn't a whole deal of variety between them either, so there's little incentive to battle your way through. One nice touch is how the levels are different for one and two player modes.



PLAYERS

If you've been wondering why there aren't more simultaneous two-player platformers here's your answer. Although fun initially the tougher levels soon expose serious flaws. Unless both players keep together, and there's a neat option for one bros to perch on the other's head with one firing and the other leaping, then you've got problems. If one player makes a big leap just as the other player decides to move in the other direction then death is inevitable. The screen can't scroll in two directions at once and *Blues Bros* adds to the problems with the bros bouncing off each other in what becomes teeth-grindingly irritating fashion. In short yes, there is a two-player mode, but unless you've got a *very* good and understanding friend it could all end in fisticuffs.

POWER-UPS

These are excellent. Portions of food transform your loutish brother into a suit splitting muscle-bound Rambo, capable of bigger jumps and quicker climbs. Record platters float all over the sky, and each one collected can be thrown at the enemy. This adds a welcome element of strategy to the game.

SAVES

A password system would've been very useful.



CONCLUSION

Despite a few original and humorous touches, *Blues Brothers* seems very dated already, with small sprites, small levels, and very limited gameplay. The final nail in its coffin is its difficulty, which destroys any feel-good quality it may have had. One to try before you buy.

PROSCORE: 65

RUN, SHOOT & JUMP

JOE & MAC 2

A.K.A. CONGO CAPER (USA)
DATA EAST: 4MBIT
IMPORT

Although the graphics are disappointing, less impressive than in the prequel, gameplay makes a decent stab at using the SNES with some impressive speed and variety.



The original, coin-op quality mega-sprites have been replaced by smaller, less distinctive sprites, but boy, are these sprites fast. Joe is now a cousin to Sonic, capable of lightning quick spin-attacks and screen-blurring rushes from left to right (usually resulting in unfortunate collisions with prehistoric nasties). Apart from his increased speed, he now has the ability to club in four different fashions, but the greater frequency and ferocity of Joe's opponents makes this improvement a necessity. Like Mario or Mickey, increased interactivity with your foes is provided by the ability to pick up squashed enemies to use as weapons.



LEVELS

There's masses of levels offering plenty of variety; underwater caverns to be swum through and *Sonic*-like hills and mountains to whiz across. The monsters, however, are depressingly small and samey, with only the end level dinos really being that good.

PLAYERS

Despite the title, Joe's on his own!

POWER-UPS

If Joe finds a red orb, he evolves two thousand years to become a lean mean, not so prehistoric man. A club on the head reverses this process though, turning him into a typically Japanese cute little monkey, with severely reduced strength and speed. Three red orbs collected whilst Joe is a super Joe reward him with an extra life.





SAVES

A password facility avoids some repetition.

CONCLUSION

Despite being quite fun, *Joe & Mac 2* doesn't have the depth, playability or looks of the better platformers. As a 4Mbit game, it really needs an appropriate budget price to make it good value.

PROSCORE: 68

LETHAL WEAPON

OCEAN: 8MBIT
OFFICIAL: £44.99

The Mel Gibson action adventure vehicles had a lot of potential for a really exciting game, but Ocean instead produced another auto-pilot inspired platformer which looks and plays like a NES game.



Although the main sprites are disappointing, misproportioned blobs rather than big 'n' butch heroes, the backgrounds of the five different levels are pretty varied. Controlling either Riggs or Murtaugh, you leap about sluggishly, the gameplay mixing shooting and platforming to reasonable effect. Individual levels aren't too big, but they're heaving with gun-toting Libyans and quite a few sharks to boot! Each level has its own mission, but basically, you have to kill everything and get to the end. OK?





LEVELS

As with the *Addams Family* games you can choose which order in which you attempt any but the last level. Each level has an obvious theme, from tube-stations to shopping malls, giving the game a pleasing sense of semi-reality.

PLAYERS

Bizarrely, and sadly, only one super-cop can play, wasting the potential of an obvious two player game.

POWER-UPS

The most important commodity to collect is bullets, or else you'll be at a distinct disadvantage with puny karate kicks against Uzis and bazookas.

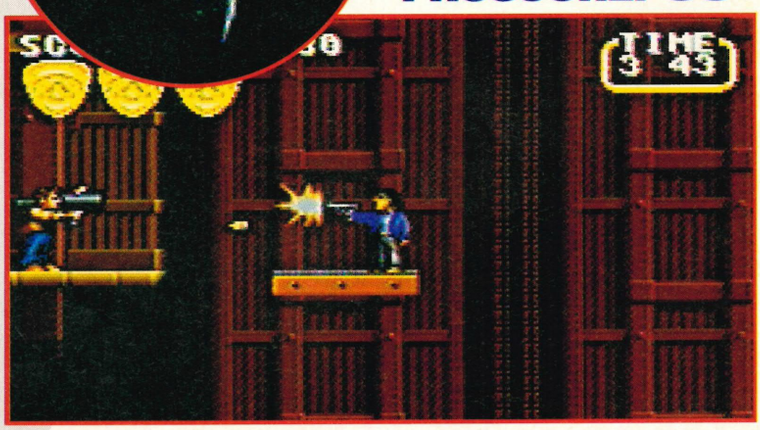
SAVES

No.

CONCLUSION

The one truly 16-bit aspect to this game is also the most annoying: mission intros featuring poorly digitized pics. You'll soon be kicking the TV when you bump into Murtaugh for the twentieth time and listen to him moan "I'm too old for this, man!" So are Ocean. They've slipped up here, with a platformer too dull to be taken on its own merits and too divorced from its licence to appeal to fans of the movies. Look before you leap.

PROSCORE: 69

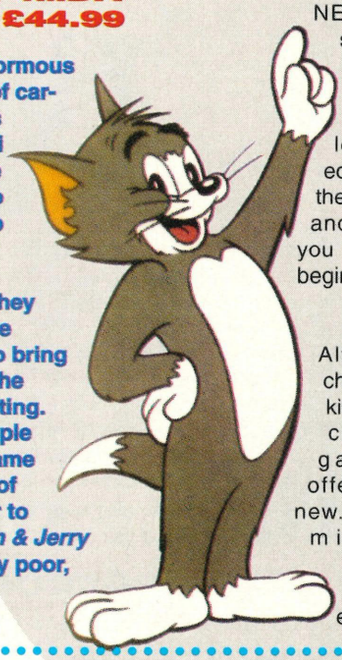


RUN, SHOOT & JUMP

TOM & JERRY

HI TECH: 4MBIT
IMPORT: £44.99

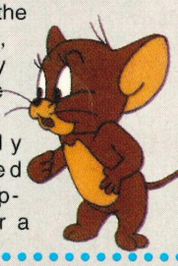
With the enormous success of cartoon characters on the SNES, Hi Tech must have been ecstatic to get the rights to everyone's favourite cat and mouse. Sadly, they provided a game which sought to bring new gravity to the word disappointing. Despite the simple format of the game and the wealth of archive humour to draw upon, *Tom & Jerry* was enormously poor, advancing the genre not a jot.

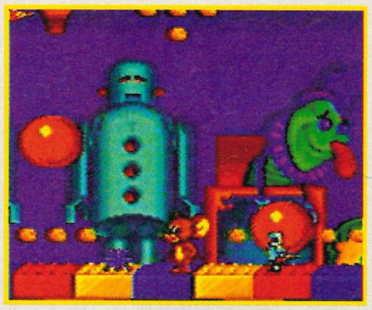


Tom & Jerry is incredibly two dimensional, offering no illusion of depth, and Jerry is both small and indistinct, jumping unconvincingly and hobbling around like a poor NES sprite. Gameplay is similarly poor with repetitive arrangements of platforms and enemy attack routines to be learned. Collision detection is poor too, making the game very unforgiving, and ultimately boring, as you endlessly return to the beginning of a level.

LEVELS

Although the graphics change, from toy shops to kitchens to the city dump, gameplay offers little new. A large, minimally animated Tom appears after a couple of levels with a *Road Runner*-ish trap to ensnare Jerry, but the flatness makes his appearance rather unexciting as Jerry hobbles around, hoping not to get hit by the enemies that tend to be twice as fast as him.





PLAYERS

There is an alternate two player option, but we couldn't think of any good reason for it.

POWER-UPS

You won't believe it, but – CHEESE! Yes, collect the Swiss nuggets and Tom will stay alive a fraction longer.

SAVES

Thankyou, no.

CONCLUSION

Poorly programmed, desperately unexciting and depressingly unoriginal. The poor collision detection and frustrating slowness of Jerry takes the cat's last life though. Oh, and the sound's crap too. Did I forget anything?

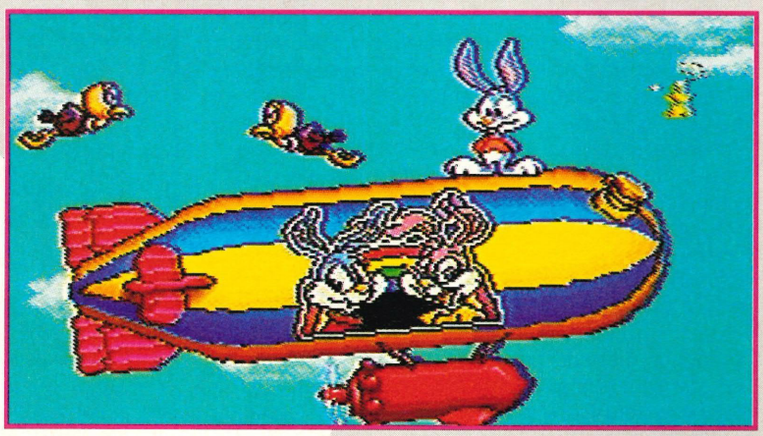
PROSCORE: 45



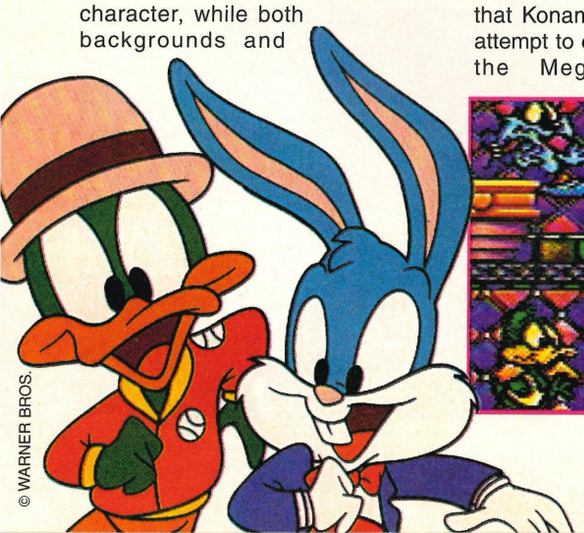
TINY TOON Adventures

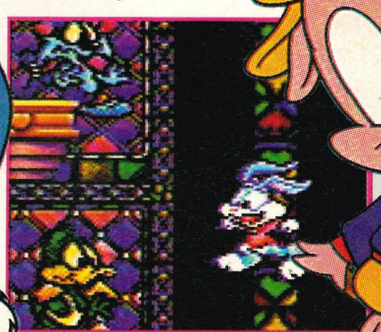
KONAMI: 8MBIT
OFFICIAL: £49.99

Just when we thought we'd got as close to playing a cartoon as we'd get with Mickey's *Magical Quest*, Buster burst onto the scene, with more hyperactive action than we could have hoped for. Although the graphics aren't quite as gorgeous, gameplay is harder, bigger and much more varied.



Although he's goofy and cute, Buster's got a lethal drop kick and a dash speed up that makes Sonic looked nailed to the floor. He's also got plenty of animation, a real character, while both backgrounds and enemy sprites are packed with colour and imagination. There's even a younger players' mode, providing a cut down, slightly easier adventure. However what really sets this cart apart from the rest is the massive amount of variety, really pushing the SNES to new limits. So much so that Konami didn't even attempt to convert it to the Mega Drive, instead doing a far simpler and inferior new game.





LEVELS

Apart from faultless platforming sections, which range from a university to a ghost house to a train to outer space, there's a complete game of American football in side-on perspective. There's also loads of mini sub-games, each a different genre gem in its own right. There's the visually stunning Furball Champion squash, a sliding tile puzzle game, an overhead view maze, a bingo game (!) and even a Guess Their Weight contest. Sub-levels can be accessed through a Mode 7 spin the wheel game, but it isn't easy!

PLAYERS

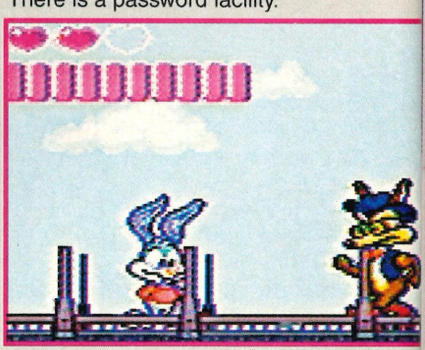
Buster Bunny's by himself, but so what?

POWER-UPS

Buster's Dash facility is essential to many parts of the game (particularly the 'run across the top of the train' section) so Dash energy must be collected.

SAVES

There is a password facility.



CONCLUSION

This is a marvellous package of entertainment that just can't be faulted. It's tough but so much fun you'll probably finish it within a week as you won't stop playing it. An absolute must buy, and a stand out cart for the SNES.

PROSCORE: 95

© WARNER BROS.

RUN, SHOOT & JUMP

XANDRA'S Big Adventure

NAMCO: 8MBIT IMPORT

This is a real oddball game. Although the size, imagination and variety of the game is second generation, the blob-like main sprite and simple early levels might put many people off persisting to uncover later delights.

Although Xandra looks a spectacularly uninteresting green sprite he is in fact one of the most flexible SNES characters. Not only can he run, jump and attack, he can also do different types of jumps and attacks making him good fun to control – once you've mastered all the moves. You'll also have to give grudging respect to the detail that's gone into his character; if he falls too far he sits there with his eyes rotating, stunned. This can be irritating if an enemy sprite is marching toward you but, hey!, he's a character isn't he?

LEVELS

Xandra's levels are pretty varied, and the game's strength lies in the devious complexity of some of the levels' puzzles. Hit a tree at supersonic speed to release a snowball. Jump the snowball and a rope appears. A dead end becomes traversable etc. This is the attraction of *Xandra*, it really is very challenging on the grey matter, with loads of sometimes quite ingenious puzzles which are very rewarding to solve.





PLAYERS

One green jelly baby only.

POWER-UPS

The usual health boosts and extra lives.



SAVES

A password for every level and infinite continues substantially reduce the overall challenge.

CONCLUSION

Xandra has a lot to offer to those more interested in more original, thoughtful platforming. The graphics are good, in an odd sort of way, and the challenge is huge.

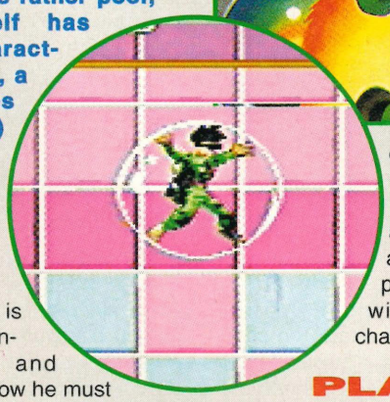
PROSCORE: 82

Harley's HUMONGOUS ADVENTURE

HI TECH: 4MBIT
OFFICIAL: £44.99

Although the plain backgrounds are rather poor, Harley himself has masses of characterful animation, a fair few moves (like a jetpack) and the enemies are wonderfully horrid claymation concoctions.





The game's plot is that amateur scientist has gone and shrunk himself. Now he must search his home for the pieces of his shrinking machine which has exploded. Worse, all the creatures Harley has experimented on have seized their chance to pay back the bumbling Prof. Fortunately Harley's quite an energetic sprite, capable of jumping, climbing and swimming. He's also got powerful rocket-pack which enables him to fly around.

LEVELS

Lots of them, and they're all pretty different, ranging from the kitchen sink to a food cupboard. The enemies within each level are particularly varied and very well animated, providing Harley with quite a tough challenge.

PLAYERS

Alternate two player mode is available.

POWER-UPS

Harley needs to keep collecting fuel for his rocket pack to work. There are also a wide variety of weapons, including nails marbles, elastic bands and insect spray. Each has its own particular uses, and these can be toggled between, providing Harley with quite an arsenal.

SAVES

Nope.

CONCLUSION

Harley has a lot to offer in its 4Mbit package, with a great main character, loads to explore and lots of genuinely different meanies. The sonics are good, and whilst the game isn't incredibly polished (and repeating the first levels becomes irritating) it still offers plenty of fun. Well worth a look.

PROSCORE: 79



BUBSY



Get ready for the biggest ego to hit video gaming. Bubsy the Bobcat's finally arrived, the first of what Accolade hope to be a whole stable of toon-like video game stars. But has the fastest, funniest, feistiest feline really got what it takes to challenge Mario and Sonic? Stuart "Furball" Wynne finds out.

In: CLAWS ENCOUNTERS of the FURRED KIND

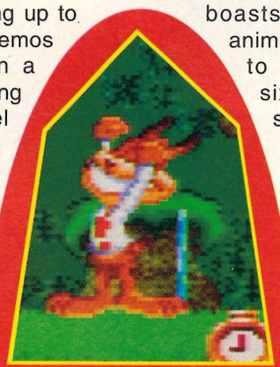






Bubsy begins as it means to continue, right in your face with the brashest bobcat known to man, springing up to fill the screen. Level demos roll and there's even a great intro, Bubsy ambling through a special level which is annotated to explain key game points. Accolade certainly haven't stinted on the presentation, even the manual is a masterpiece – a gorgeous comic strip explaining Bubsy's predicament in truly hilarious fashion. Apparently, the superhero feline's treasure trove of yarnballs has attracted the attention of weird aliens – known as Woolies – and several good jokes later Bubsy's yarnball-less and aiming for revenge.

Bubsy's quest is truly massive, the only thing bigger is Bubsy himself. Believe me, if you don't like bobcats this game will be a nightmare. Bubsy introduces each level with a smart alecky comment, superbly sampled, and in-game boasts more frames of animation than I can begin to count. There's over sixteen different death sequences for starters: he splits in two, he breaks into a thousands pieces, he even drowns wearing a sailor's hat and waving a Union Jack! More than that he's got plenty of moves. On the flat, pushing left or right soon gets him up to cheetah-like speed. Press A and he leaps like a jack rabbit, soaring up to heights from which a straight drop would be fatal. It's just as well then, that pressing X extends the bobcat's arms for some, well, rather aerodynamically improbable gliding which lets him get back down to the ground nice and safely.



PRO TIP

Go down the first manhole on level one for a secret level. Alternatively cheat with the password STGRTN!

Bubsy can also look left/right, scrolling the screen a little to help judge picky jumps. Most importantly, he can attack, on short jumps he goes into a furious furball attack mode – as with Mario the only way he can kill a baddie is jumping on its head.

Bubsy is far from a Mario clone however. Just look at the size of the critter, watch the backgrounds scream past as he hotfoots it or goes for a long glide. He's fast and he's big, which is fun... and dangerous. Moving that fast with such a big sprite means Bubsy can be face-to-face with a lethal situation before you can blink.

For those of you raised with Mario or Sonic, platformers playtested to the last pixel, Bubsy is going to come as some surprise. 'Cause where as with Mario, you could always keep control, so long as you behaved yourself, and were quick enough, Bubsy is moving too fast for that. Bubsy is about zooming into the unknown and just, like, going with the flow. Sometimes you die, sometimes you don't. It's not that Bubsy's uncontrollable or that it all comes down to luck, it's just that there's plenty of big leaps where you just have to rev up and go for it. It's not a game where you can be all that cautious.

Fortunately, Accolade are almost as generous with lives and reset points as they are with speed. Cute T-shirts offer not only extra lives but also invulnerability and invisibility – where Bubsy becomes a stylish


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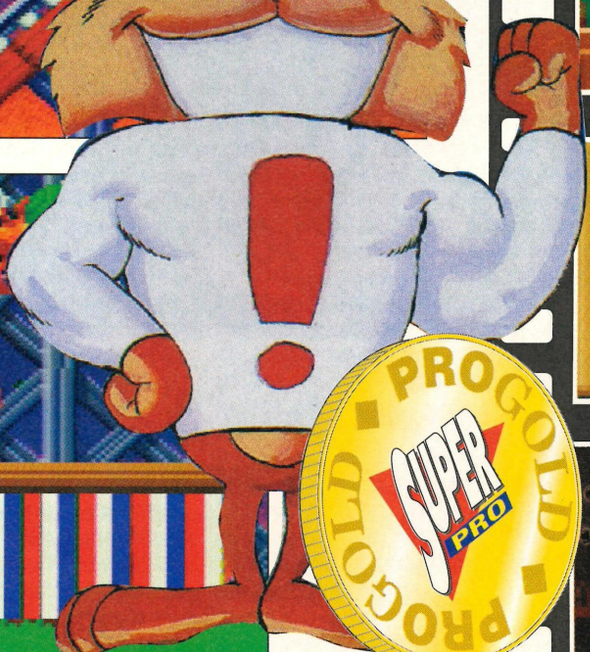










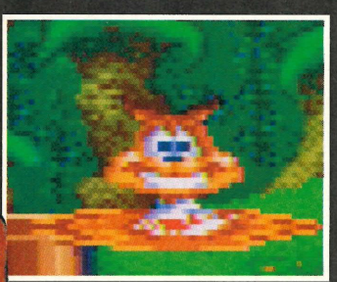

PROGOLD
SUPER
PRO
PROGOLD

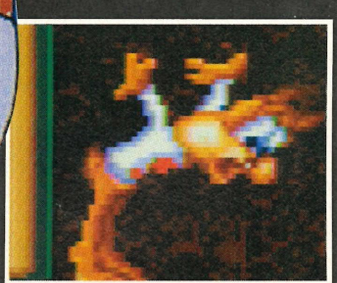
















Above, a secret bonus level! On the right, the end-level guardians and at the bottom, Bubsy goes flying. If you hit some enemies just so, you can cover half the level in a single flight!





shadow. You can also look out of circling arrows which give continues.

Now the point of this whole adventure is supposed to be yarnballs, which are just about all over the place, and collecting them really gets that high score clocking upwards. Killing enemies brings even more points, giving huge scores with satisfying ease – which makes it a real shame there's no high score table. When all the lives go so does the score, making points a bit, well, pointless.

Your real aim is the huge yarnball which marks the level's end. More than that, doing it three times – after which you get an end-level guardian and, yes!, a password. The guardians themselves aren't much to write home about – the first one is in fact a pair of yarnball dangling saucers and is, well, pathetic. But as you progress through this massive game they get faster and meaner.

This game's bigness comes across with a generous splash of colour, the first bunch of levels boasting gorgeous green foliage and huge toon-like houses. It's so full of life it gets you grinning, especially when a runaway piano starts chasing you or a cute car on balloon tyres honks you out of the way. The animation is just terrific, just look at the Woolies and how their eyes bulge when they see Bubsy.

After that, there's the fairground, with huge rollercoasters to zoom along, menacing hotdogs and ice

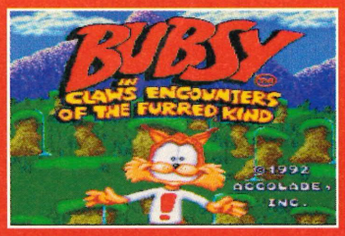


cream cones, then the canyon has you atop a speeding train with ultra-cool giraffes. This game is big with five different themed worlds, each with three huge levels. There's about sixteen levels in all, providing a very large challenge indeed.

There's also quite a range of baddies, from woolies who wear different hats for different worlds, to sand sharks which cut you in half, to sweet machines spitting lethal sweets. If you met them at a decent kind of speed they wouldn't be that tough, mostly, but of course mostly you're not at any kind of decent speed. Mostly you're tearing up the turf at supersonic speed and having plenty of fun – until you're down to a single life on a third level with no hope of finishing it.

So there you have it. This is one of the wildest, funniest, fastest video games ever. It's got bags of laughs, characters, and a simply huge challenge. Even if you do finish it you'll have seen only a small fraction of all the various routes through individual levels. (Did I mention the numerous warp caves and special bonus lava slides?)

At times the game seems a little unfair, but that just means you have to get the feel of the tougher levels, learning their mean little ways, before you get on. This is a truly spectacular debut for a real superstar.



Publisher: **ACCOLADE/ NINTENDO**
Tel: **0329 822565**
Price: **TBA**
Out: **TBA**

Players: **1-2**
Skill Levels: **1**
Cart Size: **16Mbit**
Save Game: **Password**
Features: **Bonus levels.**

CONTROLS

REDEFINABLE

- Look up/enter cave.
- Look down/duck.
- Move left.
- Move right.
- X: Glide.
- Y: Glide.
- A: Jump.
- B: Jump.
- L: Look left.
- R: Look left.

PROS: Bubsy is without doubt the funniest and best animated sprite yet. Sonics are excellent too, with a great new theme for each world and fantastic spot FX. Sampled Bubsy speech is great and there's 16+ levels, making for a very tough challenge. Superb manual.
CONS: Bubsy's speed can put you into trouble faster than human (or feline) responses can react to.

GRAPHICS	92
SOUND	93
GAMEPLAY	91
LONGEVITY	94

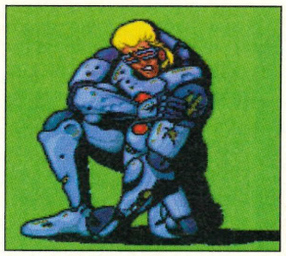
PROSCORE
93
SCOREPRO

A STAR IS BORN!

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REVIEW
OFFICIAL

STREET COMBAT

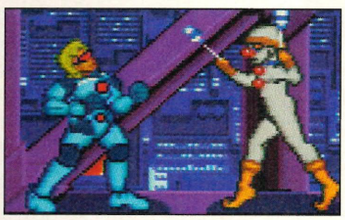






One on one beat-up-ups are so quintessentialy enjoyable that everyone here always looks forward to a new addition to the genre. Let's face it – jumping about and smashing someone in the face is enormous fun, especially on a console, so Irem's new *SFII* clone was treated with hushed reverence as Mark "Bruno" Wynne prepared to fight...









Sword-wielding Jim cowers on the floor, and Stevie gives the thumbs-up. It's red jumpsuit Flash next. Fabbo.

Sadly, respectful silence soon turned into uproarious laughter, the first few minutes play of *Street Combat* revealing some of the worst character sprites to grace the SNES. Your hero, Stephen (who bears a disconcerting and entirely unfortunate resemblance to Captain Novolin) hops and jumps about the screen with a minimal number of animation frames, performing some of the most ill-conceived and elaborate moves we've ever seen. Looking more like a dysfunctional break dancer than a martial arts master, he lays into his opponents with a distinctly limited number of moves.

Although there are only a few moves – kicks, punches and a defensive posture – these are rarely used, since not only are they difficult to implement due to the poor key responses and lengthy execution times, they are also unnecessary. There are three moves needed to conquer Stephen's shaky enemies – the jump, the rapid punch and the special weapon. The jump is needed to get you face to face with your opponents, who all have a tendency to shuffle away from you. Once rubbing noses a quick burst of the rapid punch will send your attacker to the floor. This rapid punch is identical to *SFII's* Honda punch and predictably efficient. For a bit of variety, you could try the special move. Tap the X button and a circle of lethal light whizzes around Stephen, dispatching anyone around quite effectively. Control wise, that's it.

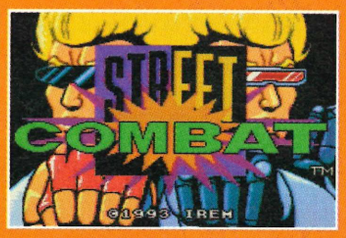
PRO TIP
When Ryu haircut Jim hits the floor with his lengthy sabre, guess what? – JUMP to avoid the lethal ground dust.

There are six enemies to apply these tactics to (seven if you count the bonus section's dwarf, which must be seen to be believed) and needless to say, each enemy has there own particular methods of attack. Tyrone has fireballs, Dozo the clown (the worst sprite in animation annals) chucks juggling sticks at you, Helmut the Skateboarding robot throws grenades and swings a ball and chain at you, whilst... well, I won't spoil the fun by describing the last three. Suffice to say they're just as crap.

After you've dispatched each baddie in two fights, a bouncy dwarf appears, and you have 60 seconds to bop him as many times as possible for extra points. As bizarre a gaming experience as I've ever suffered and quite, quite pointless.

The most damning aspect of this game however, is the various opponents' complete lack of artificial intelligence. They all have set patterns of attack, failing completely to respond to your actions. This makes play not only ridiculously boring but very easy. Enemy attacks can be easily timed and avoided, leaving you the rather tiring task of leaping in for a bit of rapid punching and an easy victory. On easy level, I finished the game straight away (about thirteen minutes), although later skill levels do get tougher. By making the enemies more interactive? Nope. Instead of leaping about and firing rather slowly, as on easy level, the opponents now leap aimlessly about and fire quickly and frequently.

Presentation wise, the game is equally uninspired, with poorly drawn and minimally animated backgrounds, and quite repugnant tunes. Oddly, there's a reasonable front end, which lets you select joypad configurations, music options and how many continues you want. On reflection, the last option seems entirely sarcastic. Even a two-player mode can't lift this game as there are so few moves and key responses are so slow. A black day for the Super Nintendo. SP



Publisher: **IREM**
Distributor: **PLAYTIME**
Tel: **0274 532424**
Price: **£44.99**
Out: **July**

Players: **1-2**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **No**
Features: **Simultaneous two-player game.**

CONTROLS
REDEFINABLE

- No function.
- Crouch.
- Move left.
- Move right.
- X: Jump.
- Y: Punch.
- A: Special weapon.
- B: Kick.
- L: Defensive posture.
- R: Defensive posture.

PROS: Some enemy sprites are good, and the entire, cheap and cheerful package may appeal to the younger, *Captain Novolin* market.

CONS: But overall the game not only has no new features, it implements cliche features very poorly. Any seasoned gameplayer would get bored within minutes.

GRAPHICS	38
SOUND	35
GAMEPLAY	32
LONGEVITY	37

PROSCORE
34
SCOREPRO

CAPTAIN NOVOLIN HAS FOUND A BEDFELLOW!

Thanks to VIDEO GAMES BOX
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ALIEN 3

Alien^3 the video game is _Alien_^{3} the movie plus. All the bleak, seedy locations have been perfectly recreated, from the wind-whipped surface to the hellish lead furnace. But the action makes even _Aliens_ look tame. _Alien_^{3} the video game really goes full throttle on what the punters wanted: more aliens, more weapons, more aliens. Ryan "Game Over, Man" Butt shaves his head to see whether anyone can cope.

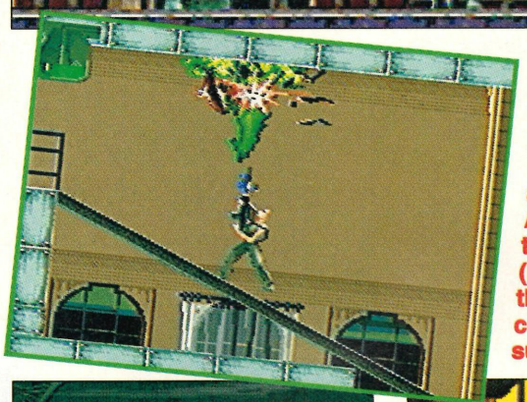


Alien^3 kicks off with an excellent intro which combines tasty visuals and tense segments of text to convey the story of how Ripley's ship crash landed on Fiorina 131, the primitive prison planet. The title screen slowly breaks out in true Alien fashion, the characteristic lettering slowly being pieced together to spell out the title in truly cinematic glory.

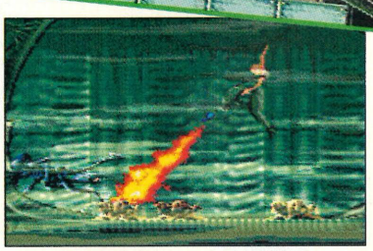
The game starts with our shaven-headed heroine amidst a multitude of blood-thirsty Alien parasites, locked inside a vast complex consisting of numerous rooms linked by doors and pipes. Ripley's first task is to locate the terminal and select one of eight missions to tackle. Being level one, the missions start off with simple tasks ranging from rescuing captured prisoners, to fixing broken pipes.

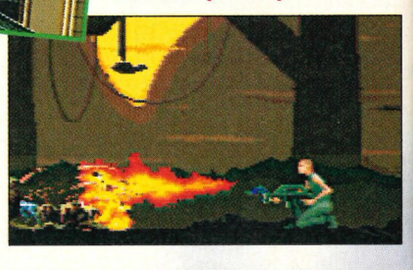
Alien^3_'s_ sheer depth is one of this game's strongest points. You see most people would be fooled into thinking that these eight, tough missions are the entire game, but this is merely the tip of the iceberg! Once you complete them

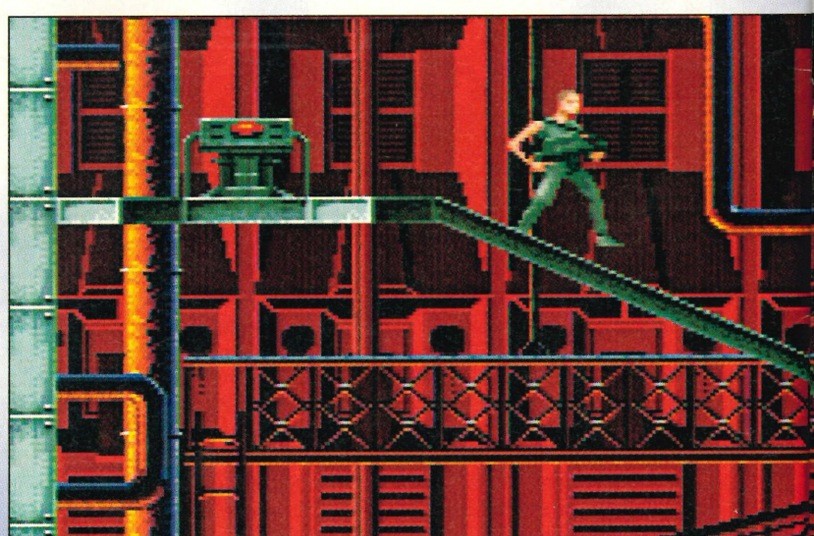


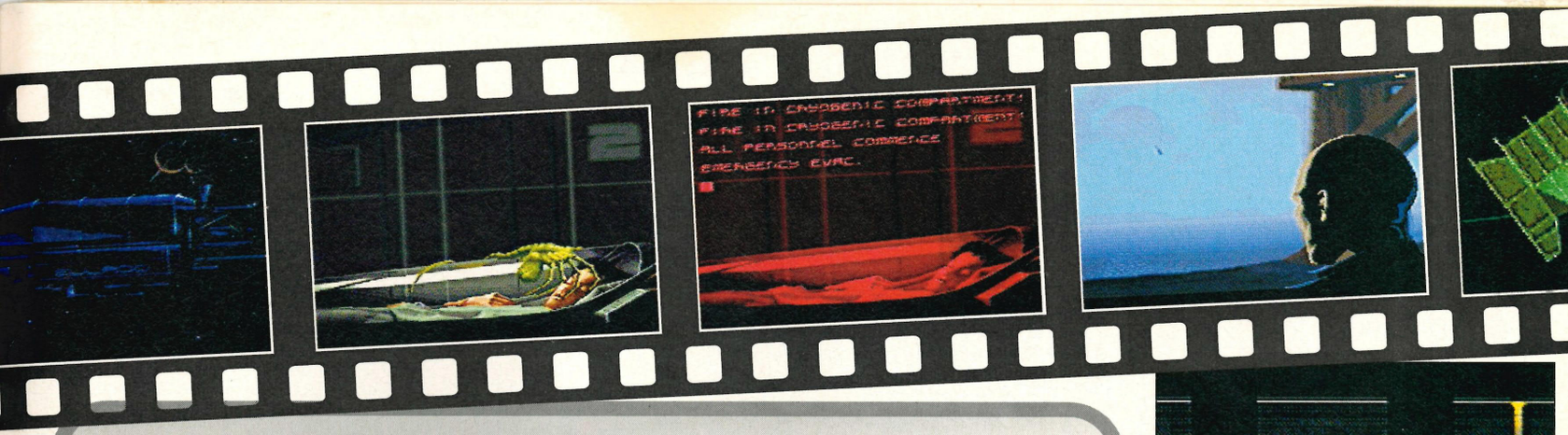


Entering a weapons rooms gives Ripley a much needed opportunity to power-up (above). This is the amazing exploding Alien trick, not to be tried at home kids (left)! Ripley turns up the heat for the Alien colonies on the planet's surface (below)!









FIORINA FIRE POWER



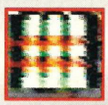
This blue fuel is nothing short of state of the art. Although fairly scarce, once equipped with this baby, you'll make short work of anything and everything.



Now you're talking! This green flame thrower fuel is the business for frying eggs and blasting warriors. Although not as common as the red fuel, these power-ups are certainly worth looking for.



This your standard flame thrower fuel which is good for frying the onslaught of Aliens on the first two levels, but is less effective against the heavily armoured type later on.



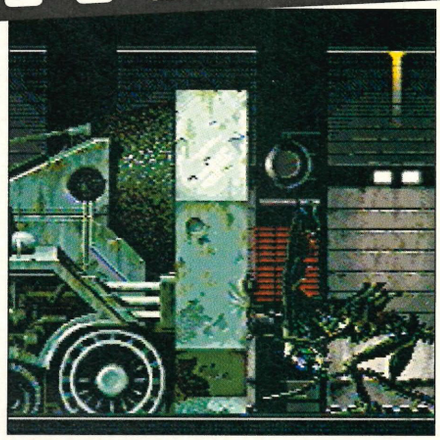
These caskets contain ten extra grenades for your high-powered grenade launcher. Although this weapon lacks the speed of the pulse rifle, it's twice as effective.



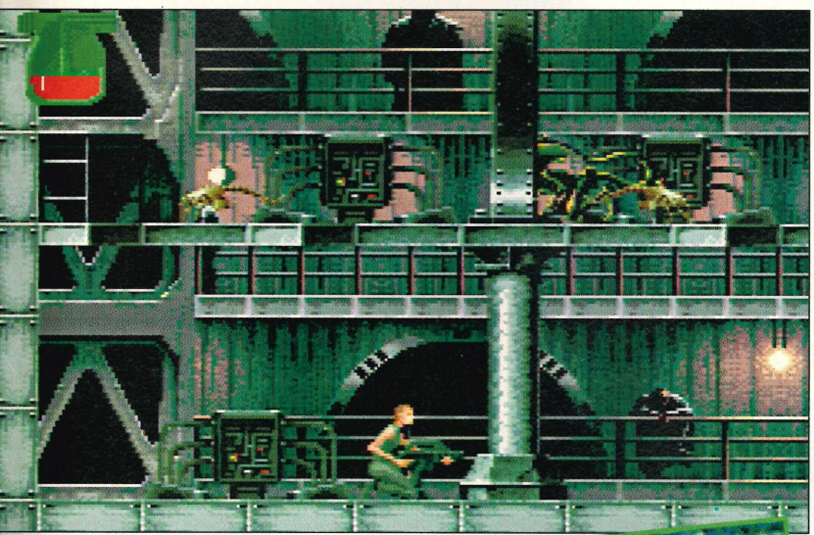
These medical boxes will restore 20% of your health bar. Although usually found in bulk in the medical bays, these essential boxes are also scattered about the various air ducts.



These handy power-ups contain an extra cartridge of ammo for your pulse rifle. Each cartridge contains 100 bullets, which due to the sheer speed at which they're fired off, don't last long!



Things are looking bleak for poor old Queenie (above)! *Alien*^{3} features many different exciting scenarios such as the excellently detailed steel works below.

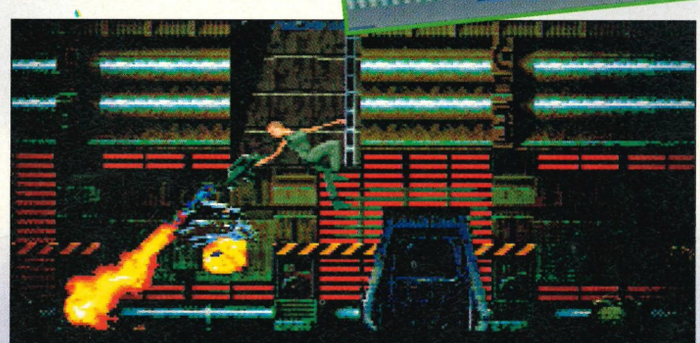








Despite being a dab hand at shooting things, Ripley must also try her hand at being an electrician, as some missions require her to fix circuit boxes to prevent power loss (above).

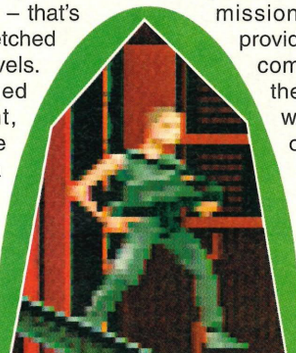


you go onto new complex with another eight missions – that's 40 missions in all, stretched across six massive levels. And to get that doomed atmosphere just right, Ripley only has one shot at completing a level. If the slime-dripping creatures drain all her energy it's back to square one. A slight glimmer of hope comes in the form of passwords, awarded whenever you complete all eight missions.

Lots of missions don't necessarily mean great gameplay though. Mega Drive *Alien*^{3} had loads but since they simply consisted of rescuing captured inmates it got rather repetitive. The all-new SNES version is a complete rewrite, and freeing imprisoned monks is only one of a wide-range of missions. Also, the terminal provides a blueprint of each complex, so wher-eas on the Mega Drive mapping was a big (and dull) part of gameplay, on the SNES you can plan your route with-out masses of graph paper.

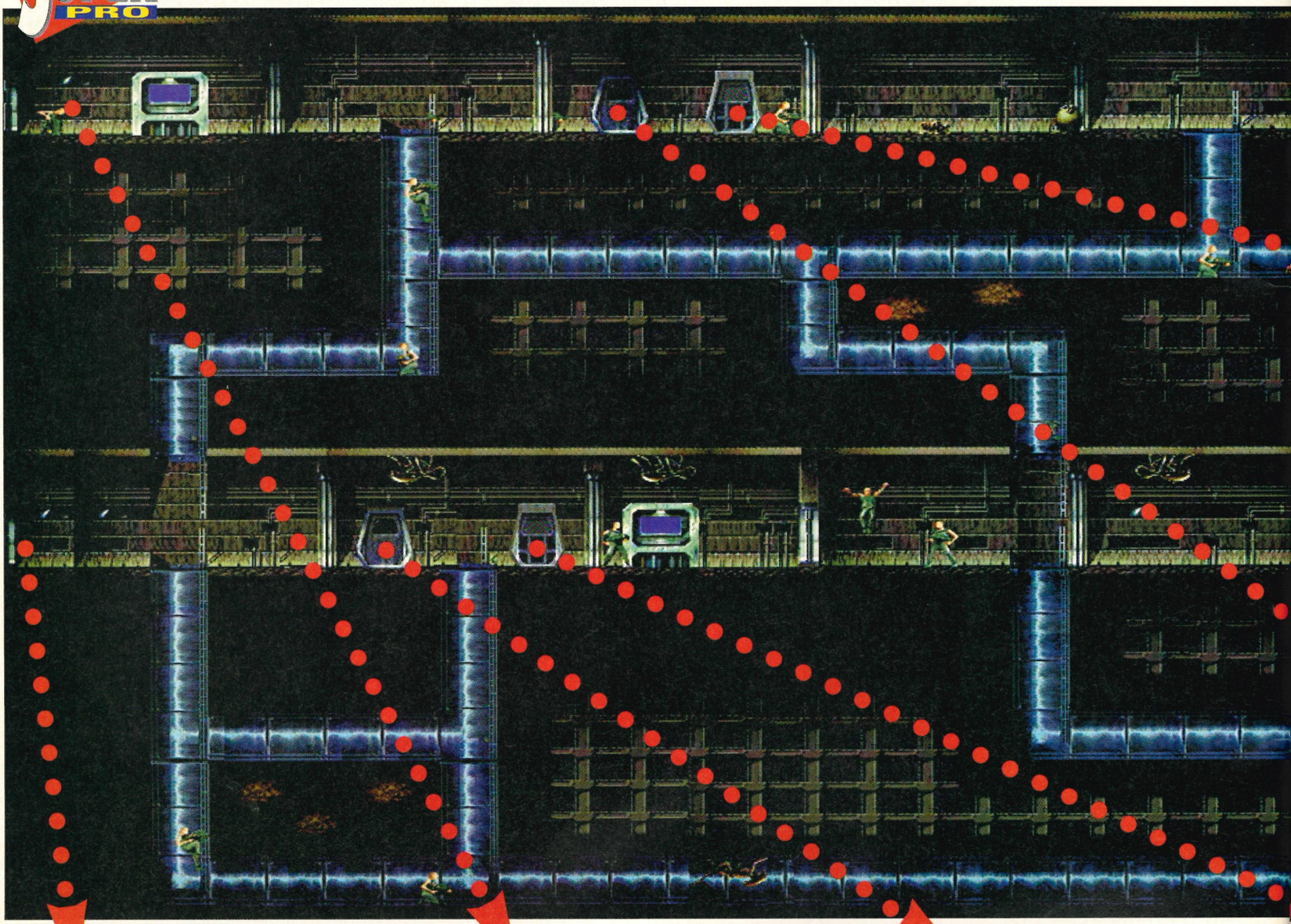
There's still plenty of aliens though and Ripley's tooled up with all the old *Aliens* hardware: three different types of flame thrower plus the trusty pulse rifle with its great grenade launcher barrel. These all have limited ammo, so it's as well there's plenty of ammo store-rooms – at least on the first few levels.

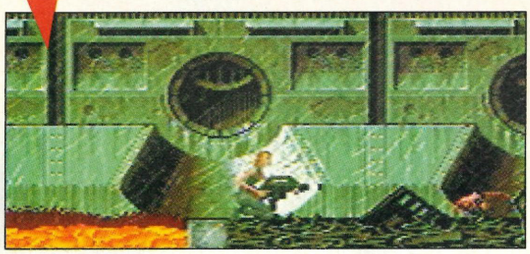
Other locations for Ripley to explore include seedy shower blocks, foul smelling, desolate waste



PRO TIP

Finding it hard getting off the first level? If so try entering this password for level 2: QUESTION.

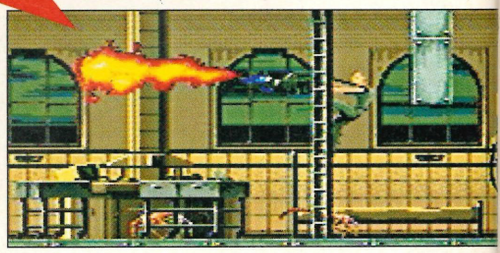




This door leads to the mining complex and then on to the waste area.

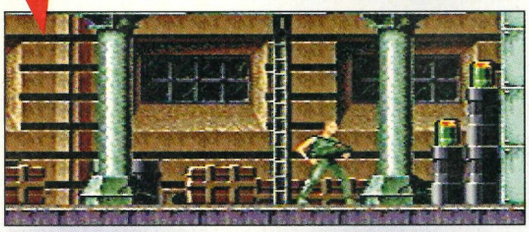


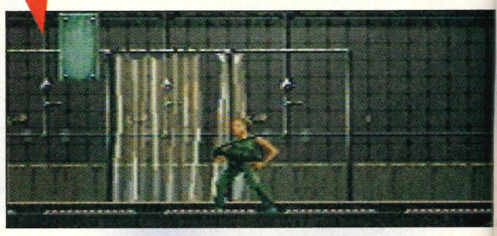
This door takes you to the Alien corridor and then to the weapons room.



This door leads to the Medic bay an then to the bugwash shower block.



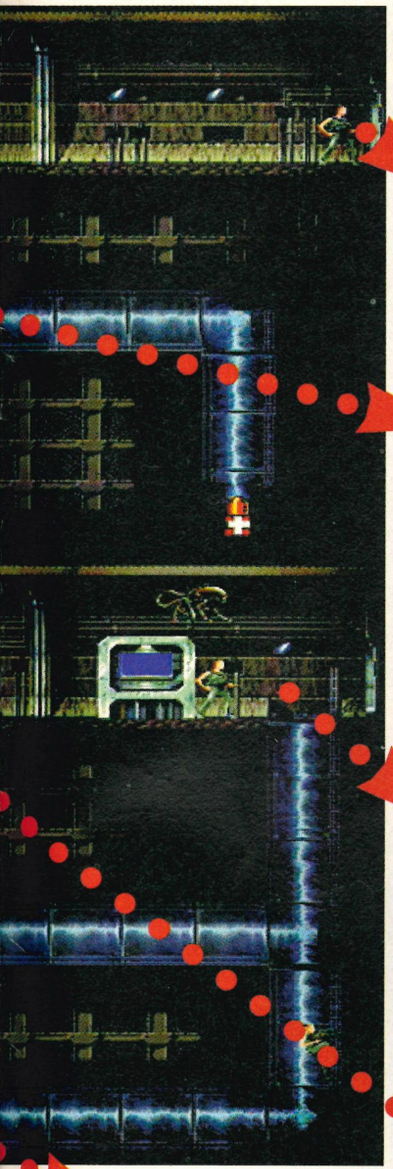


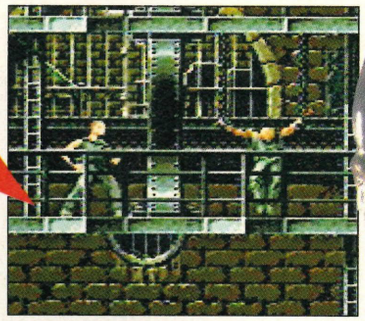


grounds, mineral ore refineries, and even the planet's surface. The Mega Drive version looked nice, but Probe's storming rewrite simply blows it away. Fiorina 131 has been brilliantly recreated, each and every level is beautifully detailed, perfectly establishing the movie's haunting atmosphere. Each corridor and room is shaded perfectly so as to convey the sinister gloominess pictured on the big screen images, and the poorly lit air ducts are exactly as you would expect them to be, with Aliens of all shapes and sizes attacking from all angles.

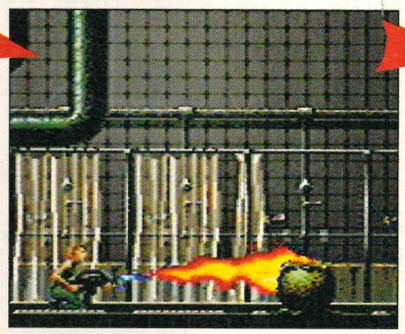
I especially loved how in the misty, alien-infested areas, the flame-thrower caused an ever so subtle glow across the mist. Ripley herself isn't quite as detailed as she could've been, although she's got plenty of moves, a high being when Ripley clambers along horizontal ladders, or hanging ropes.

The sonics are equally impressive, quite fantastic with varied tunes and effects booming out from the speakers to bring the whole game alive. It's also a refreshing change to hear so little repetition. Too many other games

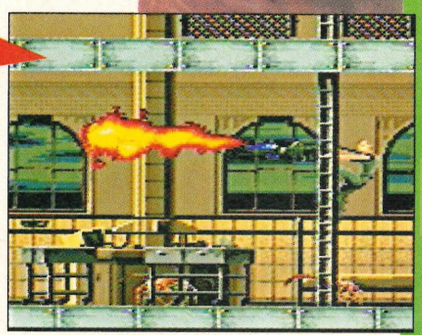




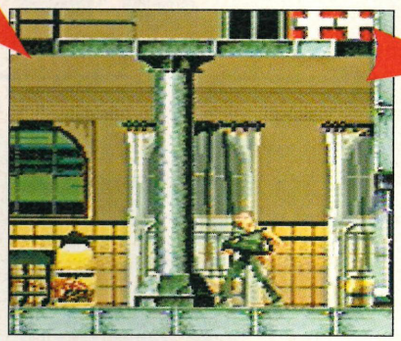
This door leads to the dank and dismal waste area.



This door will take you to the Bugwash shower area...



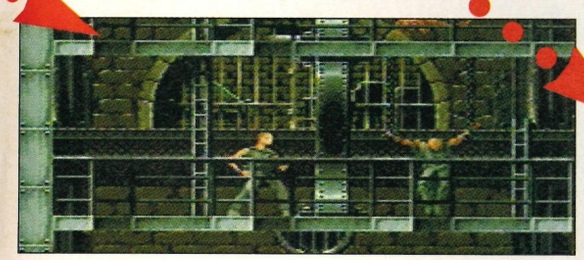
...which then leads on to the medic bay.



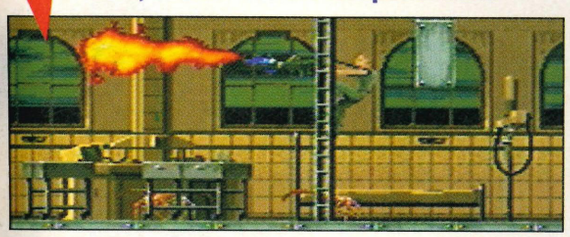
This door will take you to the medic bay...

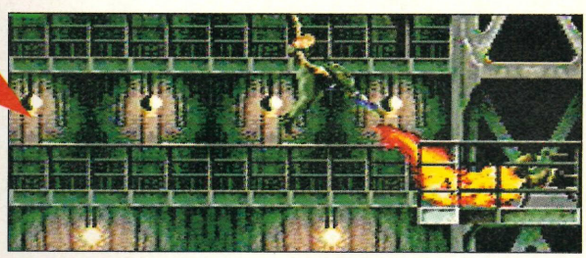


...and then onto the cell block.



This door will take you to the seedy cell block, and then to the weapons room.





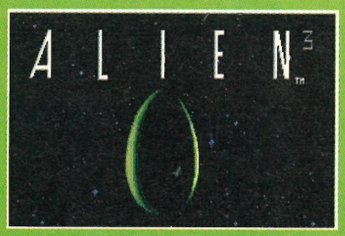
This door will take you to the assembly hall, and then onto the cell block.



repeat tunes at very obvious intervals.

Although *Alien*^{3} may not seem everyone's cup of tea at first glance, there's definitely something here for everybody. So if you're a shoot-everything-in-sight-and-ask questions-later-type, or someone who likes to approach things with a tactical frame of mind, then you certainly won't regret forking out 50 quid on this. As SNES games go, this is a saliva-dripping masterpiece, and easily one of the biggest challenges yet! Remember, no-one can hear you scream!





Publisher: **ACCLAIM**
Tel: **(0962) 877788**
Price: **£49.99**
Out: **June**

Players: **1**
Skill Levels: **3**
Cart Size: **8Mbit**
Save Game: **Password system**
Features: **40 levels of sheer unadulterated gore!**

CONTROLS

- ▲ Climb up.
- ▼ Crouch, climb down.
- ◀ Walk left.
- ▶ Walk right.
- X Grenade launcher.
- Y Flame thrower.
- A Pulse rifle.
- B Jump.
- L Toggle between weapons and motion tracker.
- R No function.

PROS: Excellent graphics and sound, huge levels, varied missions, plenty of big guns!
CONS: Maybe a tad difficult for beginners, but since when was that a bad thing?!

GRAPHICS	93
SOUND	92
GAMEPLAY	91
LONGEVITY	94

PROSCORE
92
SCOREPRO

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DARK HORSE INTERNATIONAL PRESENTS



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AKIRA The most popular Japanese science fiction comic strip of all, by Katsuhiro Otomo, recently made into a best-selling animation feature film – a scorching cyberpunk saga. Fasten your seat belts!

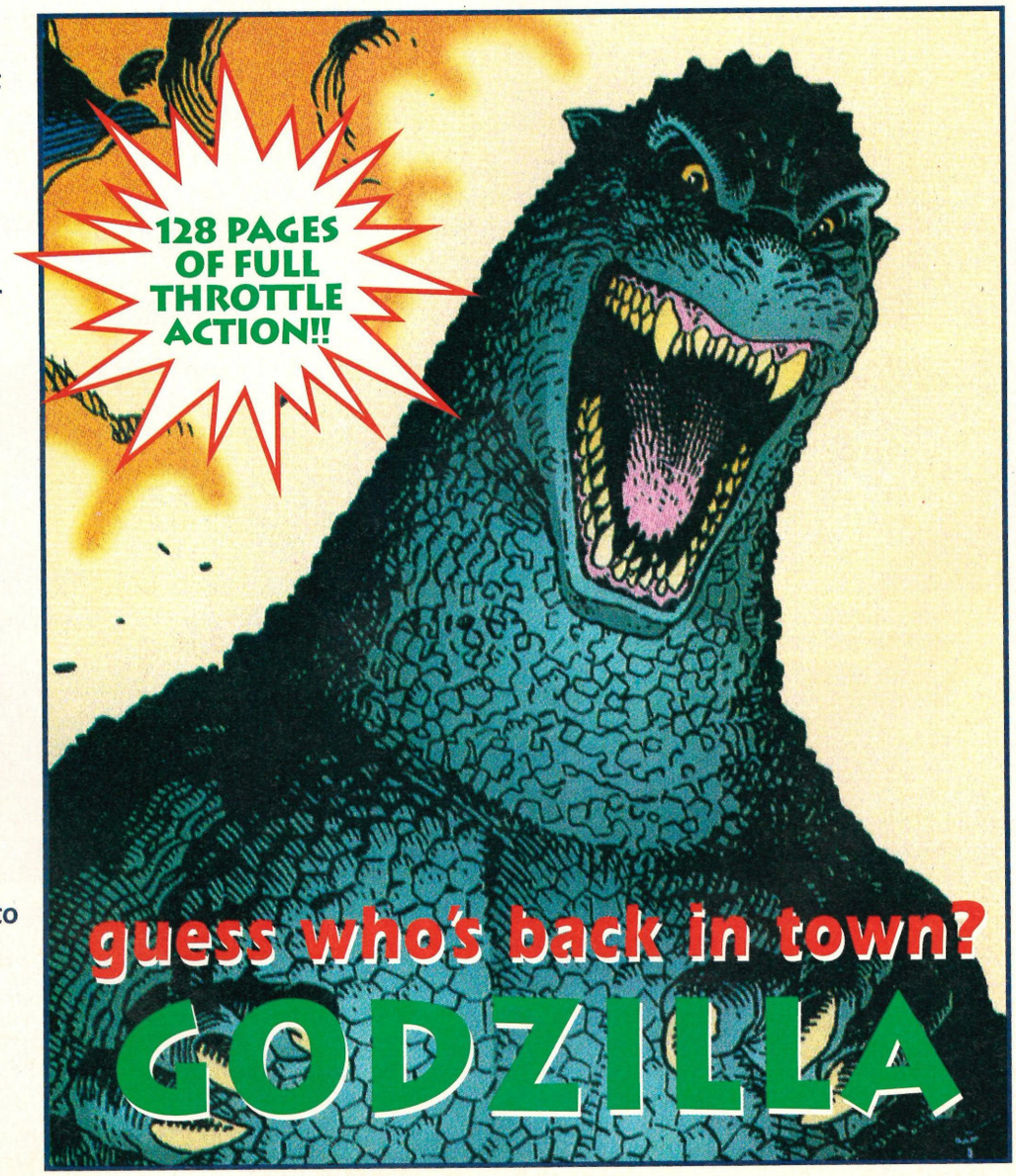
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A-Z OF GAMES

Game Guide

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

ACROBAT MISSION (TEICHIKU)
With just five levels, this 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)

AEROBIZ (KOEI)
This puts you in charge of your very own airline, buying aircraft, new routes, advertising, hotels and even choosing whether to skimp on repairs! It's a surprisingly addictive game which allows you to compete with three other airlines (human or computer controlled). There's also battery back-up. AKA: *AIr Manager.*
PROSCORE 84% (ISSUE 6)

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

AIR MANAGER (KOEI)
Japanese text version of *Aerobiz.*

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

ASSAULT SUIT VALKEN (MCS)
You're in a giant armoured suit stompin' and shootin' and flyin' through seven tough levels. Great graphics, good gameplay and brilliant atmosphere. AKA: *Cybernator* (US).
PROSCORE 86% (ISSUE 3)

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

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%



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)

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)

BASS BROS (LASERSOFT)
Another dire *SFII* clone. There's some interesting aliens and special moves but background graphics are appalling and gameplay ultimately uninvolving.
PROSCORE: 50% (ISSUE 6)

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%



BATMAN RETURNS (KONAMI)
The soundtrack is awesome, the graphics brilliant and playability excellent. This is undoubtedly one of the finest scrolling beat-'em-ups, enemy sprites aren't hugely varied (although Catwoman makes a whip-snapping appearance), but backgrounds are and there's even an enjoyable Batmobile driving level. The only flaw is that it's a little easy on the lowest skill setting.
PROSCORE 90% (ISSUE 6)

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.

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%

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 and genre-fans might enjoy the challenge.
ProScore 71% (Issue 4)

B.O.B. *(EA)*
The eponymous star is possibly the most adaptible ever, a bug-like critter whose head can sprout rotorblades to fly him around. There's over 45 levels, a password system and huge mega-guardians, all making this an innovative and addictive platformer.
ProScore 83% (Issue 6)

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.*

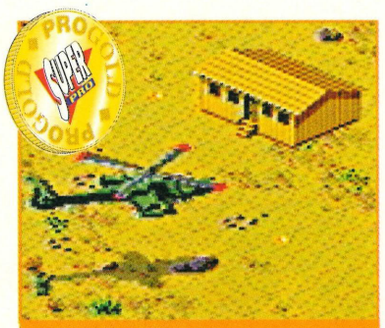
COOL WORLD *(OCEAN)*
A very odd film makes a very odd game. The graphics are gorgeous, gameplay is original and varied, but there's not enough of it and the difficultly level is set excessively high.
ProScore 76% (Issue 6)

COSMO GANG: THE VIDEO GAME (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)

DEAD DANCE
Japanese name for *Tuff E Nuff.*

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: THE RPG (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 BALL Z: THE ARCADE GAME (BANDAI)
The manga comic characters appear in a *SFII*-style beat-'em-up. There's some interesting effects like a vertical splitscreen with Mode 7, but playability is low.
ProScore 51% (Issue 6)

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 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)

FAMILY DOG (THQ)
An okayish platformer with generally simplistic graphics which capture TV series quite well. Not much variety though.
ProScore: 72% (Issue 7)

FATAL FURY (TAKARA)
A graphically impressive 12Mbit clone of *SFII* which sadly falls short in playability with too few combat moves.
ProScore 70% (Issue 3)

FINAL FANTASY II (NINTENDO)
A palpable, ponderous and laboured epic. The world is huge, encompassing dozens of villages, castles and so forth plus many different magic spells, items, weapons and characters.
ProScore 82% (Issue 2)

FINAL FIGHT *(CAPCOM)*
Final Fight was the first real beat-'em-up to emerge on the SNES, impressive for its huge sprites, less so for the loss of the coin-op's two player mode.
ProScore 77% (Issue 1)

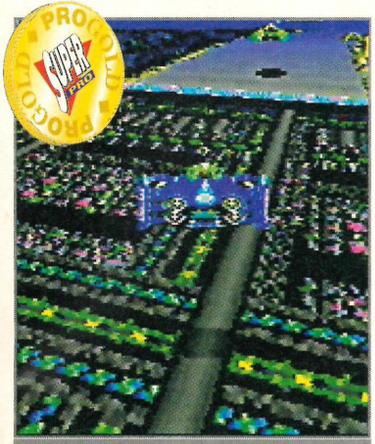
FINAL FIGHT GUY (CAPCOM)
Weird! You'd have thought an upgrade of the original *Final Fight* would contain useful additions like two-player gameplay, but no, this one just gives you another character to choose from and makes the game easier. What a con!
ProScore 70%

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

FIREPOWER 2000
US version of *Super Swiv.*

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

A-Z OF GAMES



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.*

GEMFIRE (KOEI)
An intriguing strategy game which puts you at the head of a medieval family seeking to collect six gems by fighting neighbouring kingdoms.
ProScore 83% (Issue 7)

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%

HARLEY'S HUMONGOUS ADVENTURE *(HI-TECH)*
An imaginative twist on the platformer format with some intriguing claymation graphical fx.
ProScore 93% (Issue 6)

HAT TRICK HERO
See *Super Soccer Champ.*

HIT THE ICE (TAITO)
A nice looking conversion of a hilarious coin-op with huge sprites engaged in much fisticuffs. Unfortunately gameplay is shallow and repetitive, animation slow and unconvincing.
ProScore 67% (Issue 6)

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)

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%

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)

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)

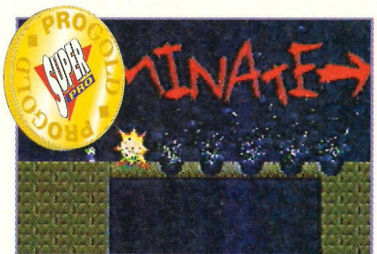
KING'S QUEST V (BRONSON)
A super translation of an original computer development, but fails in one area – there is no English version available at present.

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%

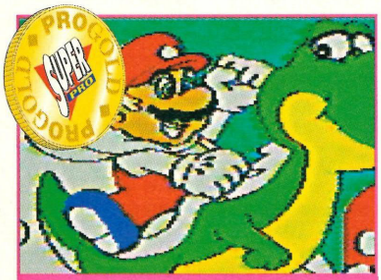


LEMMINGS *(SUNSOFT)*
One of the best games of the Eighties has you saving lemmings from their own stupidity. You can't control the lemmings directly, only assist by giving them skills such as digging, climbing and parachuting. There's 125 levels to complete, thoughtfully split up into groups so if you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

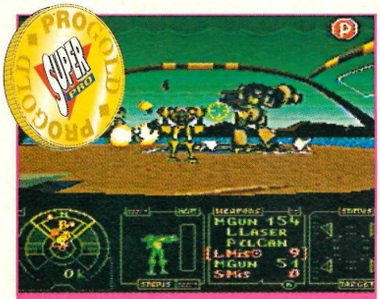
A-Z OF GAMES

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

MAGIC SWORD *(CAPCOM)*
Involves much hackin' and slashin' but not too much of the old grey matter. You are basically required to storm a fortress or two. Dull.
ProScore 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
See *World League Basketball.*

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)

NIGEL MANSELL'S WORLD CHAMPIONSHIP (INFOCOM)
Looks good with plenty of speed, tracks, password save championship and car modification options. Feel is a little off though.
ProScore 74% (Issue 7)

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%

OUTLANDER *(MINDSCAPE)*
This Mad Max-style blaster is two games in one. There's a behind-the-car driving/blasting game and a walking along and blasting game. A nice idea but sluggishly implemented.
ProScore 57% (Issue 6)

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)
Looks cute but is 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! Japanese version is called *Kikikaika.*
ProScore 89% (Issue 5)

POP 'N' TWIN BEE (KONAMI)
A ton load of cuteness, a simultaneous two-player mode and Konami programming should've made this a huge hit. Sadly gameplay is boring and repetitive.
ProScore 61% (Issue 7)

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)

POWERMONGER (IMAGINEER)
Graphically and sonically this undoubtedly the SNES's best wargamer with some brilliant 3D landscapes. A huge challenge too but gameplay is ultimately limited.
ProScore 71% (Issue 7)

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%

PUGSLEY'S SCAVENGER HUNT *(OCEAN)*
A superb development of *Addams Family* which looks and sounds good, plays tough but fair with the player being to choose in which order they attempt most of the imaginative and varied levels.
ProScore 88% (Issue 6)

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

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

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%

SHANGHAI II (ACTIVISION)
A well-implemented conversion of the ancient oriental puzzle game, complete with *Dragon's Eye* variant where you play against a computer controlled character. A game to meditate over.
ProScore 63% (Issue 6)

SIM CITY *(NINTENDO)*
City planning must be one of the most boring subjects on Earth; all those tedious details such as locating roads, railways, airports, stadiums, fire stations, police stations, not to mention avoiding traffic congestion, pollution, high crime... It should be a yawn. It is in fact frighteningly compulsive, the underlying principles are complex, but initially it all seems very simple. Brilliant.
ProScore 85% (Issue 1)

SIM EARTH (IMAGINEER)
If *Sim City* had you building cities till the sun went down, then *Sim Earth* will have you cultivating civilisations till breakfast. Sadly, this little gem is full of Jap text, so unless you've played the English version you won't get anywhere.

SKULLJAGGER (AMERICAN SOFTWORKS)
A reasonably enjoyable platformer with plenty of pirates, ninjas and mutant aliens to hack 'n' slash. It's a big game with plenty of challenge, secret rooms and warps. It also has a great soundtrack. Unfortunately it looks poor with naff sprites and animation, besides lacking originality. Worth a look though.
ProScore 68% (Issue 2)

SMARTBALL
See *Jerry Boy.*

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

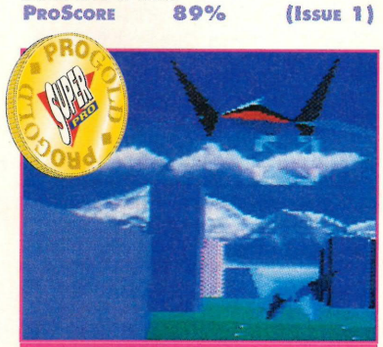
SONIC BLAST MAN (BANDAI)
Taito did a great job of the coin-op, and this is just as good. Stunning graphics combine with an excellent soundtrack to make hitting everyone you see extremely fun. A very, very funny game but easy.
ProScore 87% (Issue 1)

SPACE FOOTBALL (TRIFFIX)
This is a futuristic American footy game in which you have to guide an android around a pitch trying to reach the end zone with a flying sphere. It's as boring as it sounds!
ProScore 59%

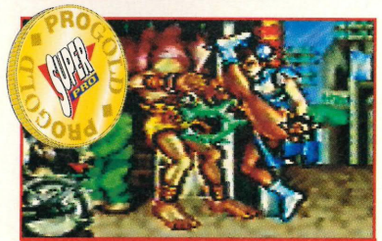
SPANKY'S QUEST (NATSUME)
Nice title, shame about the game. This puzzling puzzler has nothing on *Lemmings* or *Krusty* and should be avoided by all but masochists.
ProScore 44%

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

SPINDIZZY WORLDS *(ASCII)*
You must guide a spinning top through 3-D mazes avoiding the villains, collecting the gems and pressing switches. It's a massive and very tough test of both joypad reactions and brains which you'll either love or hate.
ProScore 89% (Issue 1)



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 cart. (AKA: *Starwing.*)
ProScore 96% (Issue 4)



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

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

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

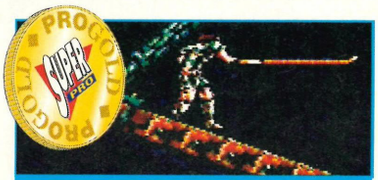
SUPER BASES LOADED I & II
See *Super Pro Baseball I & II.*

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

SUPER BATTLETANK *(ABSOLUTE)*
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 CASTLEVANIA IV *(KONAMI)*
Super Castlevania IV. is a great update of the NES series with Simon Belmont running, jumping and whipping his way through huge levels to confront various end-level guardians. A bit repetitive in places but still excellent.
ProScore 92% (Issue 1)

SUPER CHINESE WORLD (CULTURE BRAIN)
An RPG game based very much in the Japanese realms, resplendent in Japanese text. Wandering around having the occasional fight is no problem, but anything else will have you struggling. Reviewed in Issue 2 with our Japanese translator and found to be pretty mediocre.

SUPER CUP SOCCER
See *Super Goal.*

SUPER DOUBLE DRAGON (TRADEWEST)
All the backgrounds are simple 8-bit jobs and it's way too easy and repetitive. The only good point is the simultaneous two-player mode.
ProScore 61% (Issue 1)

SUPER GOAL (JALECO)
A side-on view footie game which plays well and has battery back-up for saving your progress in the tournament. On the minus side there's no bookings, switching players is awkward. Still a pretty good game due to get better with a harder, improved UK version due soon.
ProScore 84% (Issue 1)

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

SUPER F1 HERO (VARIE CORP)
A conventional F1 racer with nothing special except for 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 JAMES POND *(OCEAN)*
A bright and cheerful platformer with some tongue in cheek humour. Infinite continues make it a bit easy though and variety is sadly limited.
ProScore 70% (Issue 7)

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



SUPER MARIO KART *(NINTENDO)*
This superb split-screen racer features all your favourite *Mario* characters as go-karting fiends who you and a friend can control. You can race each other, race against the pack of *Mario* characters or enter a battle game and shoot at each other! There's also four leagues, each with five tracks, and if the challenge isn't massive playability is. Good in one-player mode, unmissable in two-player mode.
ProScore 94% (Issue 2, 4)



SUPER MARIO WORLD *(NINTENDO)*
Plenty of detail, cuteness and imagination with 96 levels to find and complete. The best thing is how you can choose your own way through the game. The perhaps too friendly save game option means it won't take too long to complete but it's an excellent introduction to video gaming, and finding all the levels will test any pro!
ProScore: 92% (Issue 1)

SUPER 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)

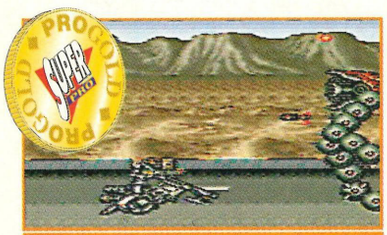
SUPER PANG (CAPCOM)
Bursting balloons may not sound like much fun but this is fiendishly addictive, containing good graphics and fast action. No two-player mode, though and a bit easy. AKA: *Super Buster Bros.*
ProScore 75% (Issue 5)

SUPER 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 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 SMASH TV (ACCLAIM)
The game that was originally a super-smash coin-op with unbelievable numbers of on-screen sprites and ear-damaging sound-effects, is now available on the SNES. There's plenty of power-ups, prizes and fearsome end-level guardians. As a test of shoot-'em-up skills little comes close, but it can get repetitive.
ProScore 75% (Issue 1)

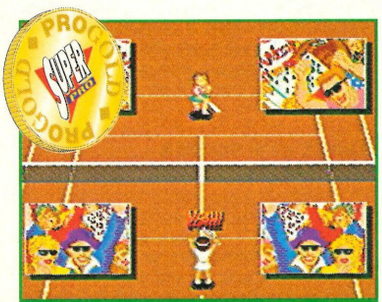
SUPER SOCCER (NINTENDO)
An impressive 3D view made possible by the clever use of Mode 7 will entice any football simulation fan to this top quality cart. Minor details such as fouls always leading to a booking or at worst -the dreaded red card - don't impair the gameplay. Overall, *Super Soccer* is one of the best football games available on the SNES.
ProScore 80% (Issue 1)

SUPER SOCCER CHAMP (TAITO)
A fast but inaccurate soccer game that many real fans will find terribly easy, terribly boring and, well, terrible. AKA: *Hat-Trick Hero.)*
ProScore 48% (Issue 1)



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

SUPER STRIKE EAGLE (MICROPROSE)
Air-to-air combat is presented sim-style but soon gets repetitive. More impressive is some stunning Mode 7, scaling the ground around in fun dive-bombing sections. Not a bad game but lacking in variety.
ProScore 69% (Issue 6)



SUPER TENNIS (NINTENDO)
This cart has got to be the best simulator available. Slices, top spins, lobs, volleys and smashes are all in there, perfectly implemented. You can choose from 20 players, evenly divided between the sexes, enter a world circuit (with massive passcodes) and even play doubles with or against a friend!
ProScore 91% (Issue 1)

SUPER STRIKE GUNNER (NTVIC)
A remarkably banal and unchallenging vertically-scrolling shoot-'em-up. Simultaneous two-player action is fun for a while, as are a big range of power-ups!
ProScore 64% (Issue 2)

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

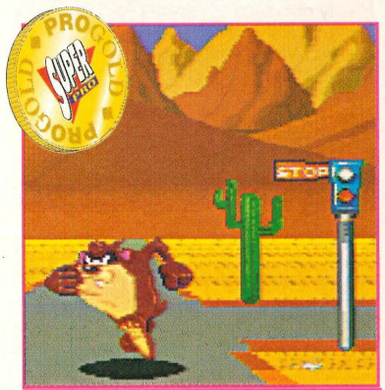
SUPER TETRIS & BOMBLISS (BPS)
Tetris is one of the most addictive games around and this version includes a fun variant – *Bombliss*, which adds bombs to increase the puzzle factor – and a very competitive two-player game. Iit makes very little use of the SNES's graphics, but sound is good, and gameplay 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 VALIS IV (ATLUS)
The Valis babe has had hits on other consoles but this time her platforming swordplay is sadly mediocre. Gameplay is extraordinarily boring. Avoid.
ProScore: 35% (Issue 7)

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)

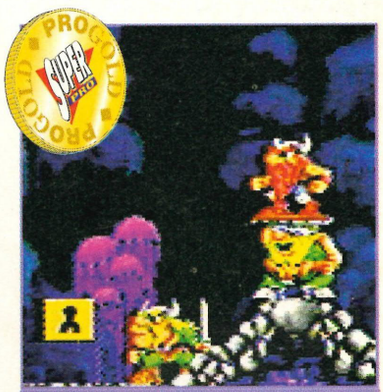


TAZ-MANIA (THQ)
A truly original game. Taz races across some very hilly, traffic crammed roads in search of kiwi birds to munch. Brilliantly hilarious toon-like graphics and fun gameplay.
ProScore: 90% (Issue 7)

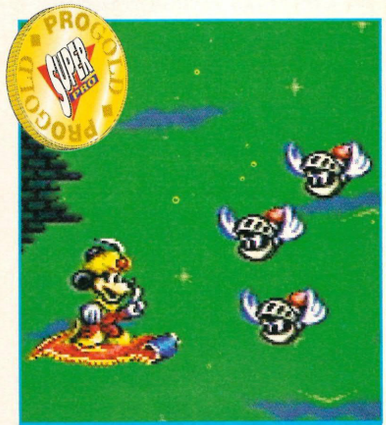
TEST DRIVE II: THE DUEL (ACCOLADE)
In truth not all that stunning to look at, but the realistic setting – four American highways with police, tunnels and on-coming traffic – great sound, a choice of three supercars and fast, effective graphics score a big hit. Overtaking at 200mph on a two lane highway 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 LOST VIKINGS (INTERPLAY)
Across 36 levels you must control three vikings – jumpin' Erik, archer Balerog and Olaf with his flying shield – to overcome a huge variety of puzzles. Funny, fun and completely addictive.
ProScore: 92% (Issue 7)



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)

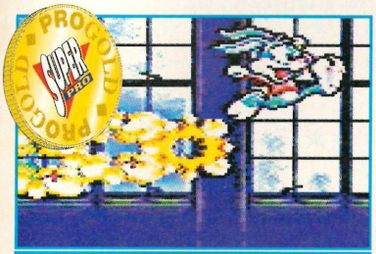
THE ROCKETEER (IGS)
Compared to something like the Amiga's *Rocket Ranger*, this is pure dross. Exploitation game.
ProScore 20%

THE TERMINATOR (MINDSCAPE)
A big game which mixes platform shoot-'em-up action with *Roadblaster*-style driving. It's varied enough and some of the graphics are excellent but gameplay is lacking.
ProScore 69% (Issue 6)

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

A-Z OF GAMES

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)

TOYS (ABSOLUTE)
A duff movie and a worse game. Three levels of repetitive isometric 3D blasting followed by a dull side-scrolling section.
ProScore: 52% (Issue 7)

TUFF E NUFF (JALECO)
Another *SFII* clone but at least this one's well done and actually very playable. AKA: *Dead Dance.*
ProScore 83% (Issue 7)



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)

UNCHARTED WATERS (KOEI)
High seas adventure with plenty of opportunity for exploration, trade, piracy and even a game of poker. Pity dire graphics, frustrating gameplay and awful controls spoil it.
ProScore 28% (Issue 7)

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)

WAYNE'S WORLD (THQ)
Plenty of humour and some good if ultimately irritating samples fail to save this mediocre platformer.
ProScore: 61% (Issue 7)

WHEEL OF FORTUNE (GAMETEK)
Wheel Of Fortune is nothing without Nicky Campbell! Also, it features a lot of American phrases and spellings.
ProScore 64%



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)

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 CLASS RUGBY *(IMAGINEER)*
An extremely comprehensive sim with good graphics and masses of options. However too many rucks, scrums etc make it all rather frustrating.
ProScore 70% (Issue 7)

WORLD LEAGUE BASKETBALL (NINTENDO)
A stunning demonstration of Mode 7. All of the characters are digitised and the extensive movements are super smooth.AKA: *NCAA Basketball* (US).
ProScore 83%

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)

NEXT MONTH

SUPER PRO

COMING SOON

SUPER TURRICAN ➤ STRIKER ➤ BATTLEMANIACS

ASTERIX ➤ MORTAL KOMBAT ➤ DRACULA

DREAM PROBE ➤ ROCKY RODENT ➤ CLAYMATES

TOP GEAR 2 ➤ SUPER SOCCER 2 ➤ WWF 2

R-TYPE 3 ➤ SUPER AIR DIVER ➤ PLOK

TRODDLERS ➤ EQUINOX ➤ SUPER PUTTY

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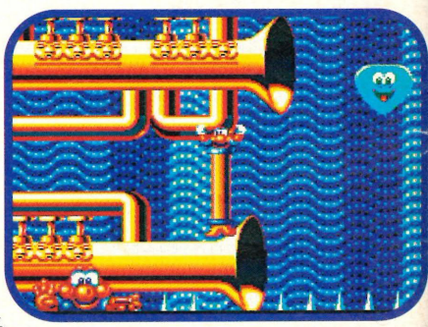
JUNE

HARLEY'S HUMONGOUS ADVENTURE	Hi-Tech
HUNT FOR RED OCTOBER	Absolute
STARWING	Nintendo
SUPER STRIKE EAGLE	MicroProse
WAYNE'S WORLD	THQ
TAZ-MANIA	Sunsoft/THQ
SUPER NBA BASKETBALL	Tecmo

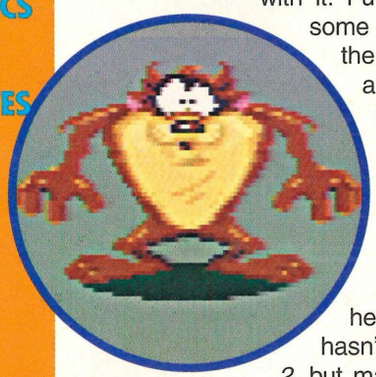
JULY

ALIEN 3	Acclaim
BATMAN RETURNS	Konami
BOB	EA
BLUES BROS	Titus
EDF	IREM
FAMILY DOG	THQ

OFFICIAL RELEASES OUT NOW



The British summer grinds on while software houses store up a massive range of games to overwhelm us from September onwards. June is a particularly quiet month, probably due to long delayed arrival of the absolutely awesome *Starwing* (AKA *Starfox*). Riding on the back of a heavyweight TV ad campaign, and our highest ever rating – 96% in SUPERPRO 4 – no wonder everyone's scared of trying to compete with it. Full marks to THQ then for giving punters some choice with their brilliantly toon-like *Taz*, the frantic road-running action may not have a huge amount of variety, but it's fast, funny and very playable. By way of comparison *Hunt For Red October* is dull, boring and not very playable at all and Super Scope owners should resist the temptation to fork out for some unremarkable light-gun compatible shoot-'em-up sections.



July is similarly dominated by two big heavy hitters. Konami's *Batman Returns* hasn't got many more moves than *Final Fight 2*, but masses of variety in the levels (including a Batmobile section) make it a far superior game. Great graphics and sonics don't hurt either. Acclaim's *Alien 3* doesn't look or sound quite as good, but as this months review points out there are very few SNES games that can rival it for sheer challenge.

Bringing up the rear are *Super James Pond*, an easy and rather simplistic platformer which is still a lot of fun, as is EA's *BOB* which is a harder and more sophisticated variation on the same theme. Titus's heavily delayed *Blue Bros* is another platformer and, well, the music is great at least.

One excellent pieces of news for official game fans is that Bandai has signed up in a deal with Pinnacle which puts the latter in charge of its relations with independent retailers. This basically means there should be a lot more official stuff out and about!

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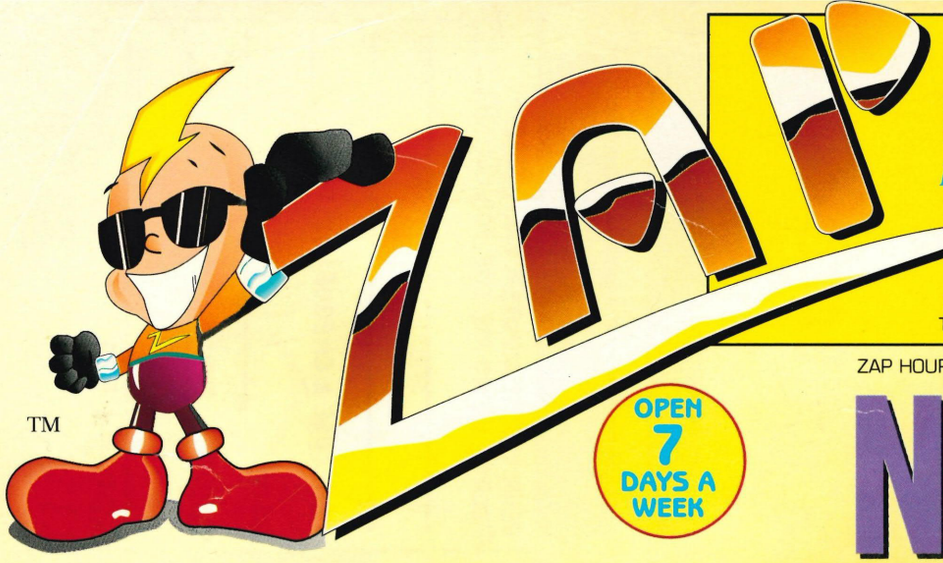
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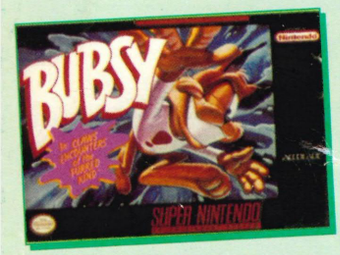
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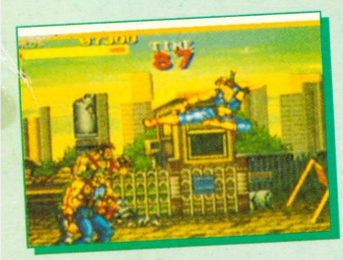
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